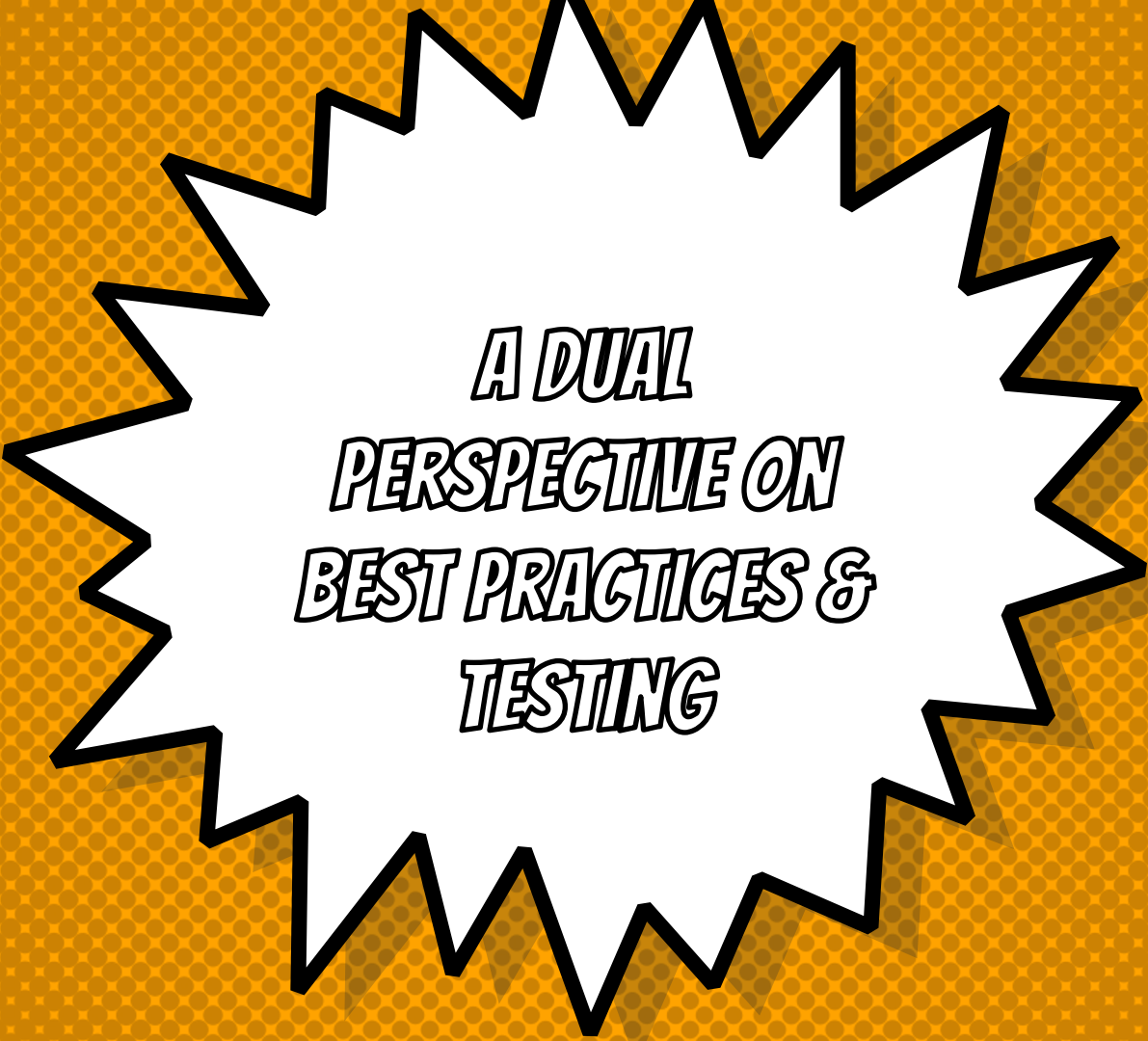




***UNLOCKING
DEVELOPER
PRODUCTIVITY***



***A DUAL
PERSPECTIVE ON
BEST PRACTICES &
TESTING***

*DUAL PERSPECTIVE
ON DEVELOPER
PRODUCTIVITY?*

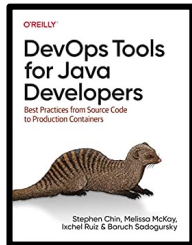


*DUAL PERSPECTIVE
ON DEVELOPER
PRODUCTIVITY?*



BARUCH SADOGURSKY - @JBARUCH

- × Developer Productivity Advocate
- × Gradle Inc
- × Development → DevOps → #DPE



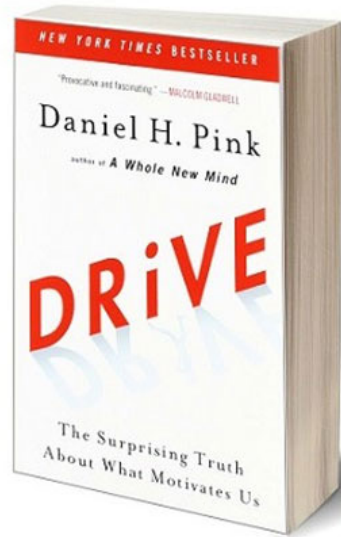
ELI ALEYNER - @EALEYNER

- × Co-founder
- × AtomicJar Inc
- × Founding team @AWS
- × Founding team @Bing.com

SHOWNOTES

- × speaking.jbaru.ch
- × Slides
- × Video
- × All the links!





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3 FACTORS LEAD TO BETTER
PERFORMANCE & PERSONAL
SATISFACTION...

AUTONOMY
MASTERY
PURPOSE



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@EALEYNER

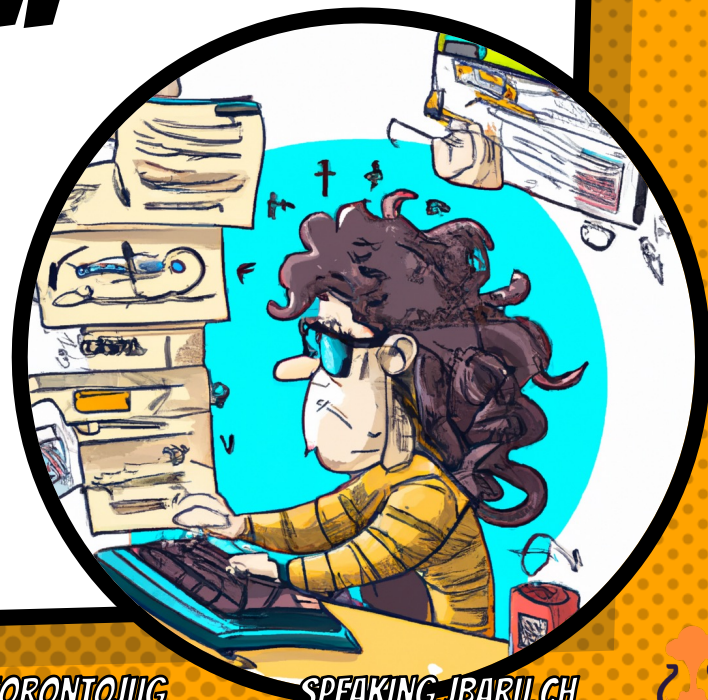
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DON'T RUIN THE FLOW



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***"THE BUILD TAKES FOREVER, I
AM DISTRACTED TO DO OTHER
THINGS AND THE CONTEXT
SWITCH IS TERRIBLE"***



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@EALEYNER

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Development Pains are Widespread

Which of the following challenges or pain points did your organization experience prior to implementing Developer Productivity Engineering?

Too much time spent waiting on build and test feedback either locally or during CI

84%

Inability to easily troubleshoot and determine the root cause of build, test and CI failures including flaky tests

65%

Insufficient observability of analytics on build and test performance and regressions, failure trends, and productivity bottlenecks

59%



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DON'T FRUSTRATE THE DEVELOPERS



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***"WE HAVE A FLANKY TEST, IT IS
IRRELEVANT 99.5% OF THE
TIME , BUT IT ALWAYS RUNS
AND IT IS LAST IN THE SUITE"***



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@EALEYNER

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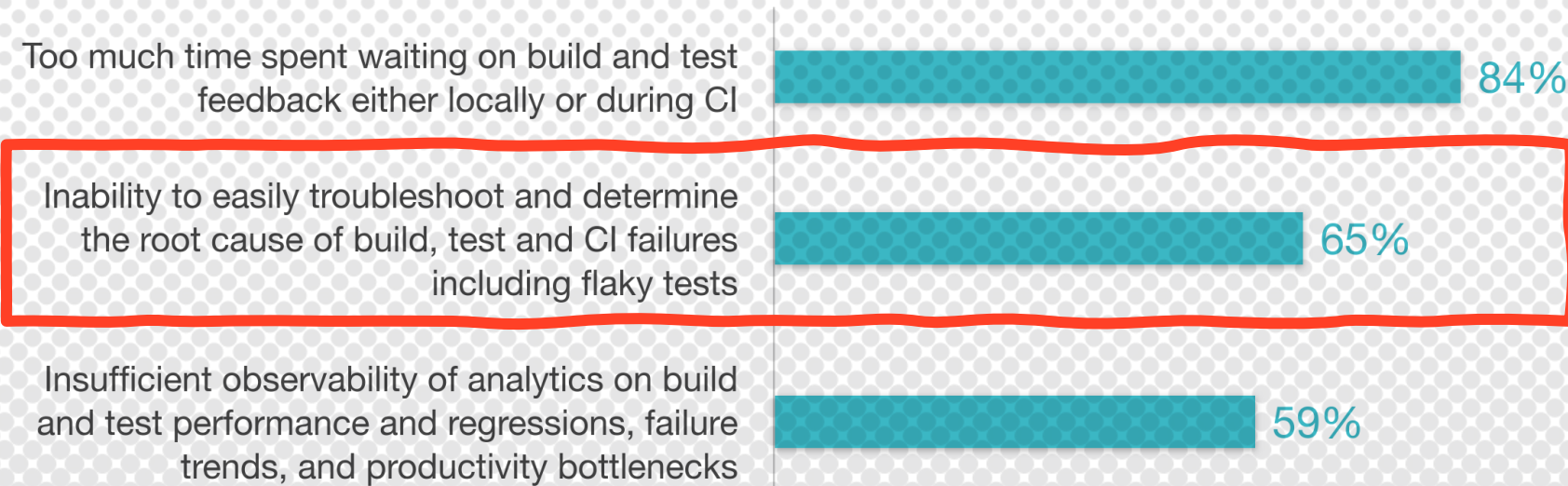
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Development Pains are Widespread

Which of the following challenges or pain points did your organization experience prior to implementing Developer Productivity Engineering?



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DON'T BOIL THE FROG



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***"I HAVE A FEELING THAT
EVERYTHING IS SLOWER
SOMEHOW..."***



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Development Pains are Widespread

Which of the following challenges or pain points did your organization experience prior to implementing Developer Productivity Engineering?

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59%



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DEVELOPER PRODUCTIVITY :: A/M/P :: MOTIVATION

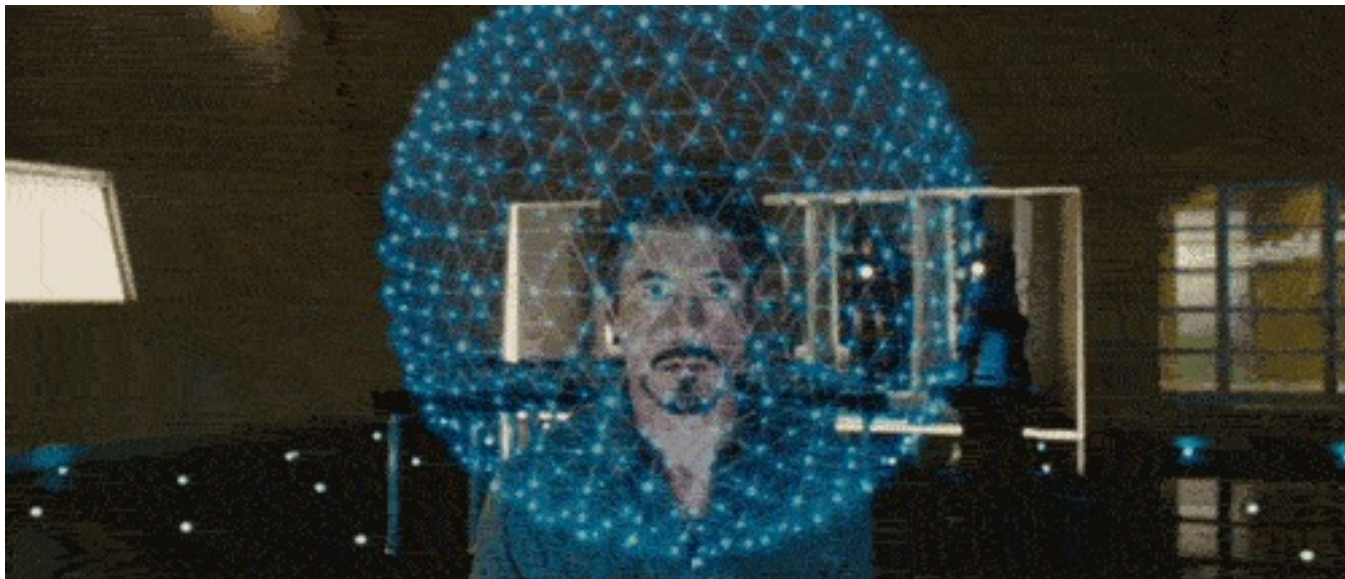
Autonomy → Tools and people aren't in my way

Mastery → Tools and processes help me to excel

Purpose → I want to be *productive*, i.e. create the product



DEVELOPER PRODUCTIVITY ENGINEERING!



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DEVELOPER PRODUCTIVITY ENGINEERING

Foster Faster Feedback

Collaborate through
Effective Tooling

Embrace Rigorous
Observability for
Proactive Improvement

Eliminate Toil for
Developers

Prioritize Automation
and Eliminate
Bottlenecks

Dedicated
Organizational Mindset

Outcomes Over Output



***TALK IS CHEAP,
SHOW ME THE
GOODS!***



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[@EALEYNER](#)

[#DPE](#)

[@TORONTOJUG](#)

[SPEAKING.JBARU.CH](#)



SMALL DPE IMPROVEMENTS MAKE A HUGE DIFFERENCE

- × Generate code faster: Better IDE
- × Test better: Testcontainers
- × Enforce better code: Sonar
- × Test more reliably: Flaky test detection
- × Foster Faster Feedback:

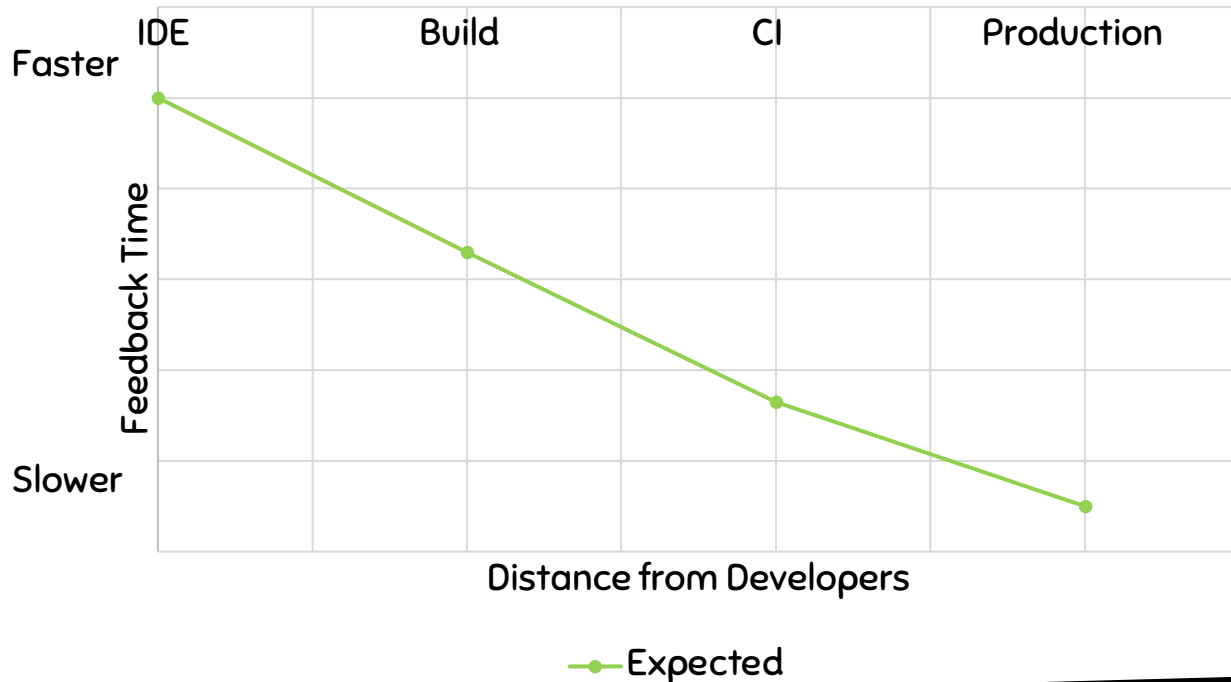


FEEDBACK EFFICIENCY

- × IDE: Sub-seconds (I type, it marks it red)
- × Build: Seconds
- × CI: Minutes
- × Production: Hours/Days



REVERSE DEPENDENCY ON DISTANCE FROM DEVELOPERS



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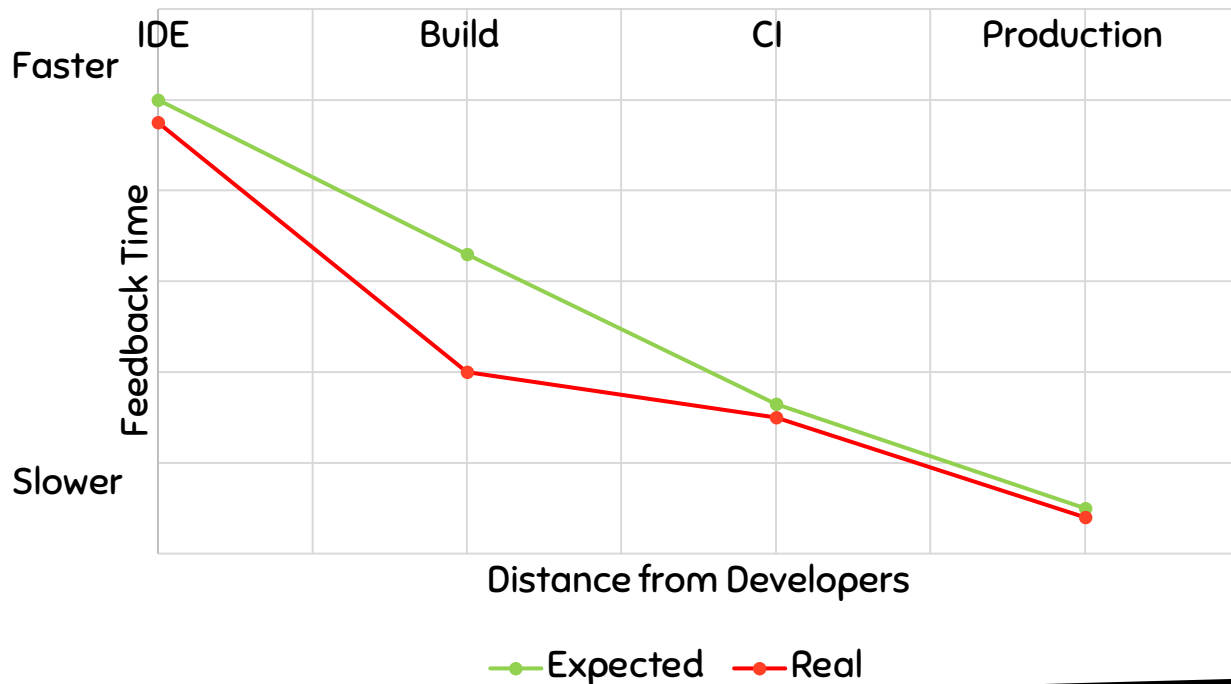
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REVERSE DEPENDENCY ON DISTANCE FROM DEVELOPERS



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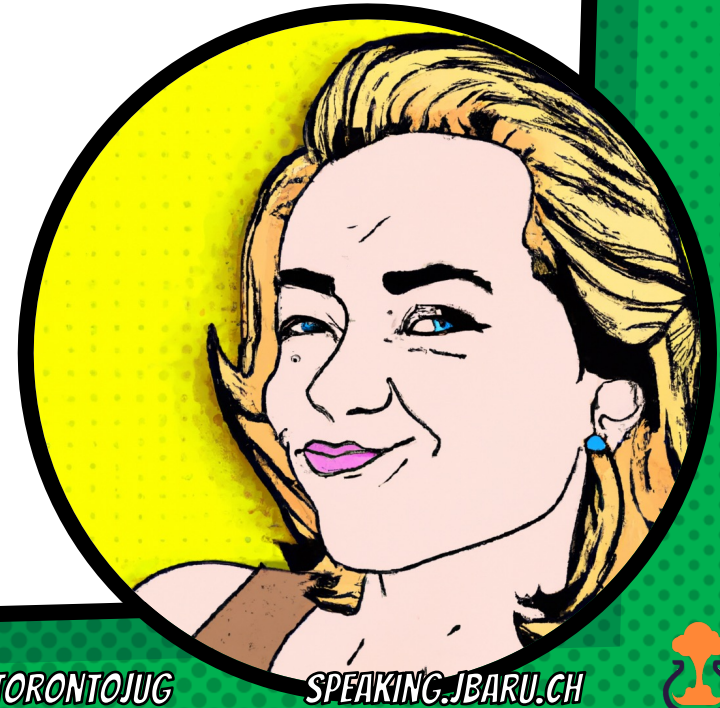
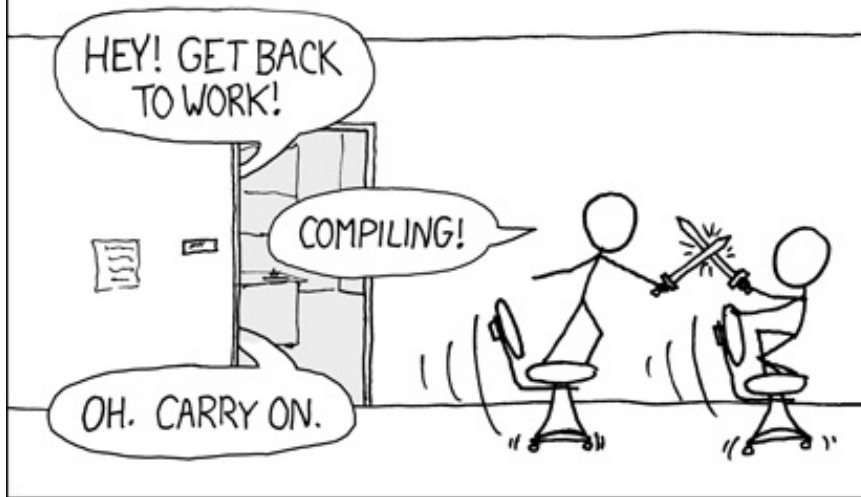
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THE #1 PROGRAMMER EXCUSE
FOR LEGITIMATELY SLACKING OFF:
"MY CODE'S COMPILING."



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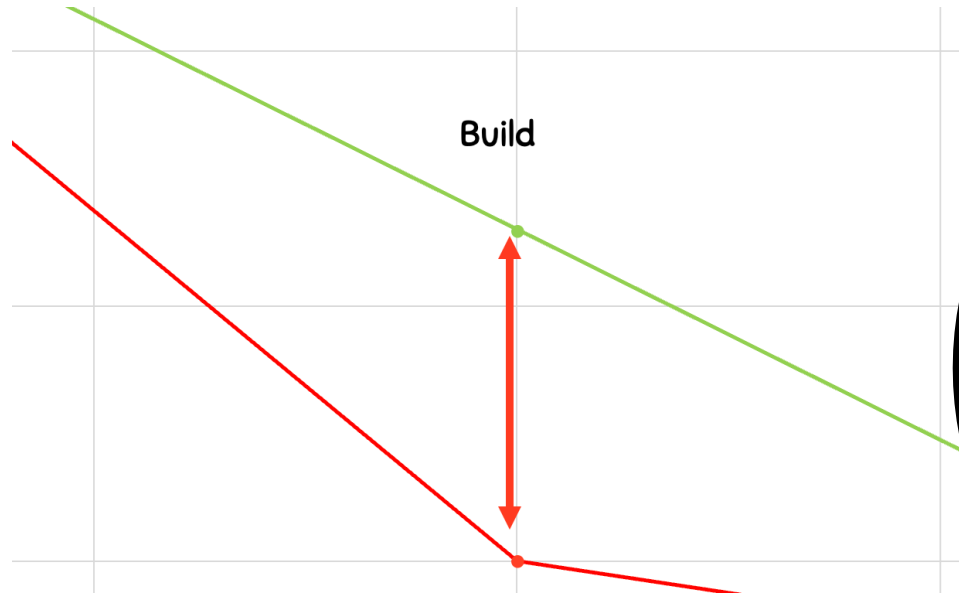
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IT IS SLOW!



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← → ↻ 🛡️ 🔒 <https://www.bruceeckel.com/2021/01/02/the-problem-with-gradle/>

stymied me. This is the problem I had with Gradle:

To do anything you have to know everything

Yes, it's hypothetically possible to create a simple `build.gradle` file for a basic build. But usually by the time you get to the point of *needing* a Gradle build, your problem is complicated enough that you must do more. And it turns out that "doing more" translates to "knowing everything." Once you get past the simple things you fall off a cliff.

Think of the grappling shoes in the very first episode of *Rick and Morty*. Rick explains that the shoes allow you to walk on vertical surfaces, so Morty puts them on and promptly falls down a cliff, after which Rick explains that "you have to turn them on." Gradle is my grappling shoes.

My goal here is to give you perspective, so as you fall down the cliff face you will understand what is happening, and what is necessary to climb back up.



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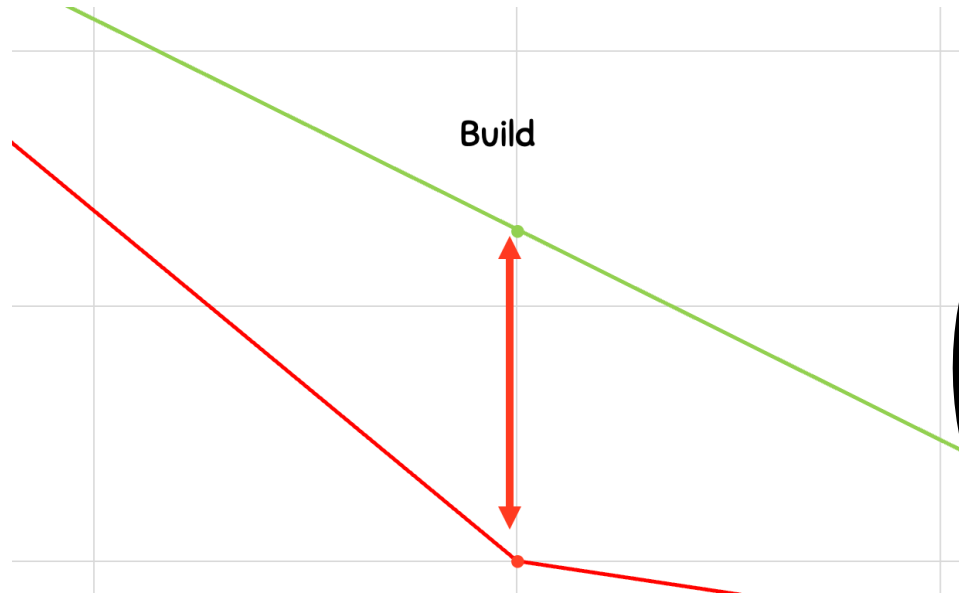
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IT IS SLOW AND THE DEVELOPERS HAVE NO IDEA WHY!



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WHAT IS BUILD?

- × Project setup
- × Downloading the Internet
- × Artifact generation: Compilation, packaging, etc
- × Tests
- × Artifact deployment



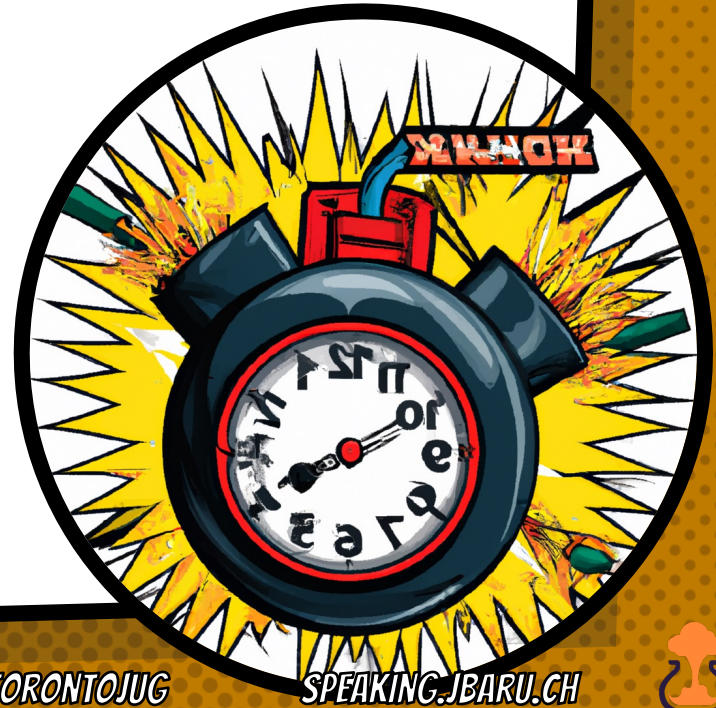
WHAT CAN GO WRONG?

- × Project setup
- × Downloading the Internet
- × Artifact generation: Compilation, packaging, etc
- × Tests
- × Artifact deployment



WHEN CAN IT GO WRONG?

AT ANY TIME.



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THE BUILD FRUSTRATES THE DEVELOPERS



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LET'S ASK CHATGPT



What techniques can I use to speed up a Maven build?



Sure, here are some quick tips to speed up a Maven build:

1. **Skip Tests:** Use `!-DskipTests` to skip running tests.
2. **Parallel Execution:** Use `-T` flag to run in parallel. E.g., `-T 4` for 4 threads.
3. **Offline Mode:** Use `!-offline` to avoid checking for updates.
4. **Incremental Build:** Use `!mvn -am -p1` to build only changed modules and their dependencies.
5. **Profile:** Use Maven profiles to conditionally enable plugins.
6. **Resource Filtering:** Limit resource filtering to only necessary files.
7. **Use a Mirror:** Set up a local Nexus or Artifactory mirror.

Hope that helps! Got a preference for Gradle, but these should give your Maven build a boost.



WHAT THE ACTUAL F*CK?!

- × Skipping tests defeats the purpose of the build!
- × How about skipping compilation?
- × We want faster feedback, not less feedback



WHAT FEEDBACK DO WE WANT?



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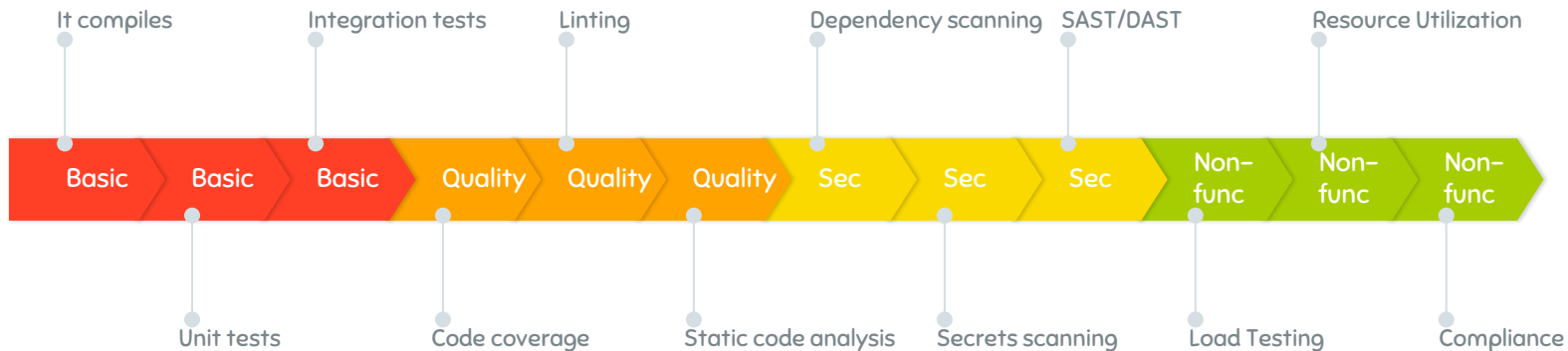
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CI/CD PIPELINE QUALITY GATES





CI/CD? NOT GREAT, NOT TERRIBLE.



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TWO TYPES OF FEEDBACK

ASYNCHRONOUS

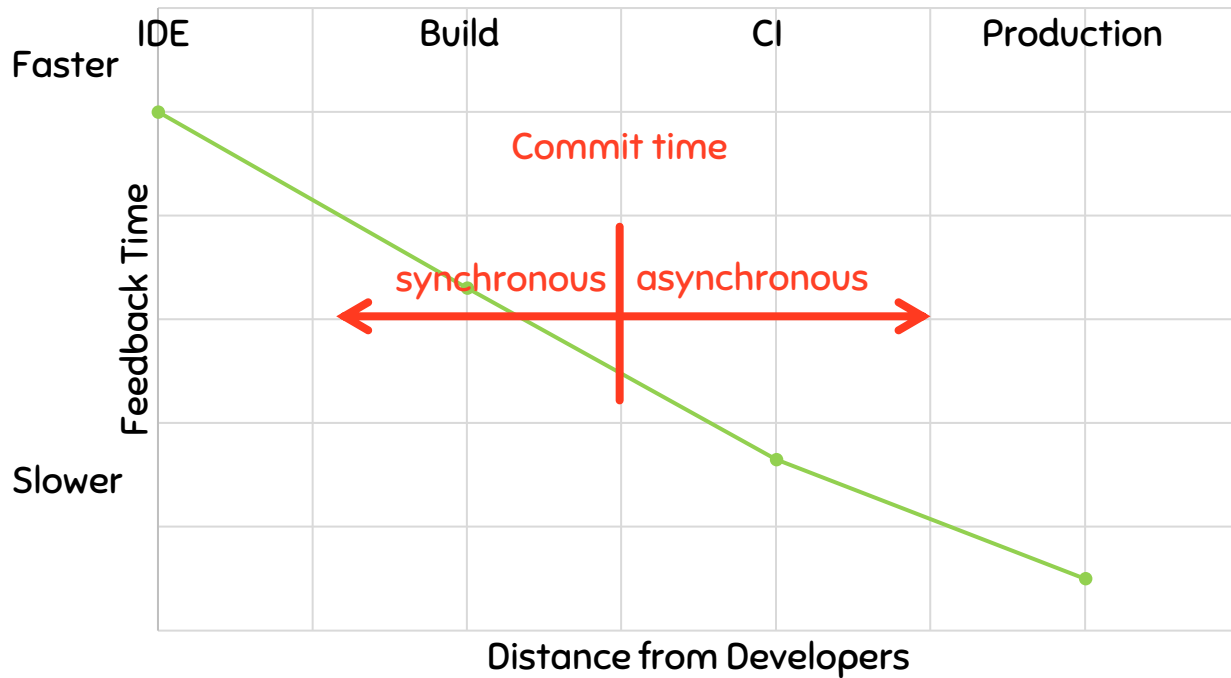
- x e.g., CI/CD
- x we never wait for it
- x results are distracting

SYNCHRONOUS

- x e.g., build
- x we'll wait for it in the flow
- x we'll be pissed off when it's slow



REVERSE DEPENDENCY ON DISTANCE FROM DEVELOPERS



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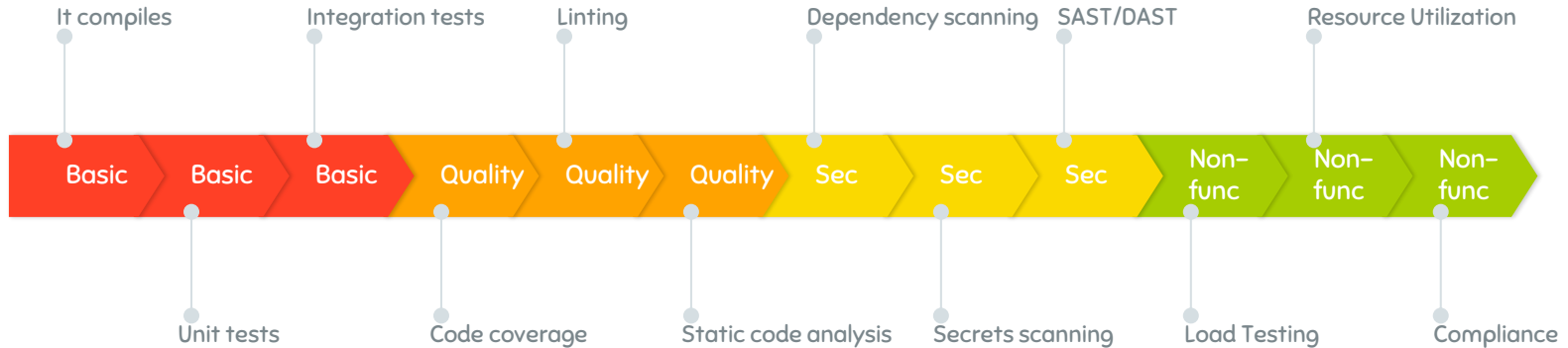
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IDEAL BUILD TIME FEEDBACK



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***BUT WON'T IT SLOW
DOWN THE BUILD?!***



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DELIGHTFUL BUILD (PICK TWO):



PROVIDES MAX FEEDBACK



FAST



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[@EALEYNER](https://twitter.com/EALEYNER)

[#DPE](https://twitter.com/DPE)

[@TORONTOJUG](https://twitter.com/TORONTOJUG)

[SPEAKING.JBARU.CH](https://speaking.jbaru.ch)



***SKIP WHAT CAN BE SKIPPED
(BUT NO MORE!)***



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AVOIDANCE: INCREMENTAL BUILD

- × Don't build what didn't changed
- × Don't build what isn't affected



AVOIDANCE: INCREMENTAL BUILD SHORTCOMINGS

- × Relies on produced artifacts
- × Relies on architectural decisions



AVOIDANCE: CACHING

- × Makes the build faster
- × Makes the build faster for everybody
- × Makes the build faster always
- × Makes all parts of the build faster



Start time ⓘ

Custom values ⓘ

Tags ⓘ

Outcome ⓘ

Last 7 days

Relative

Fixed

Refresh

Build time ⓘ

17 min 25 sec

Serial execution ⓘ

20 min 58 sec (1.4x)

Avoidance savings ⓘ

14 min 19 sec (46.58%)

Build cache overhead ⓘ

8.2 sec

Dependency downloading ⓘ

3.8 sec

Up to date ⓘ

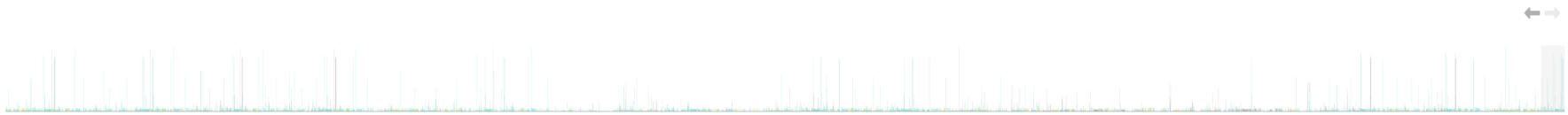
1 min 58 sec

Local build cache ⓘ

9 min 17 sec

Remote build cache ⓘ

3 min 5 sec



6h 40m

5h

3h 20m

1h 40m



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10000 build ⓘ



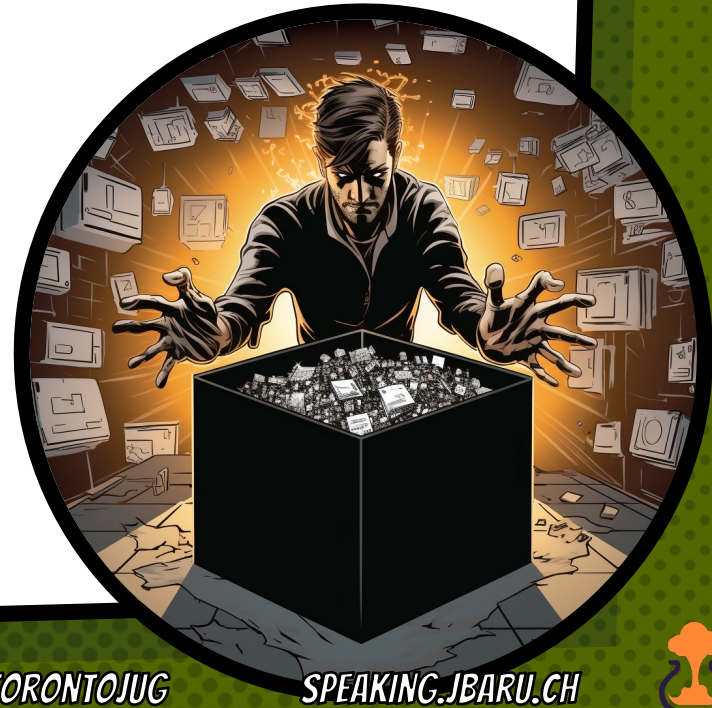
AVOIDANCE: PREDICTIVE TEST SELECTION

- × Learns code changes effects de-facto
- × Skips tests with high degree of confidence

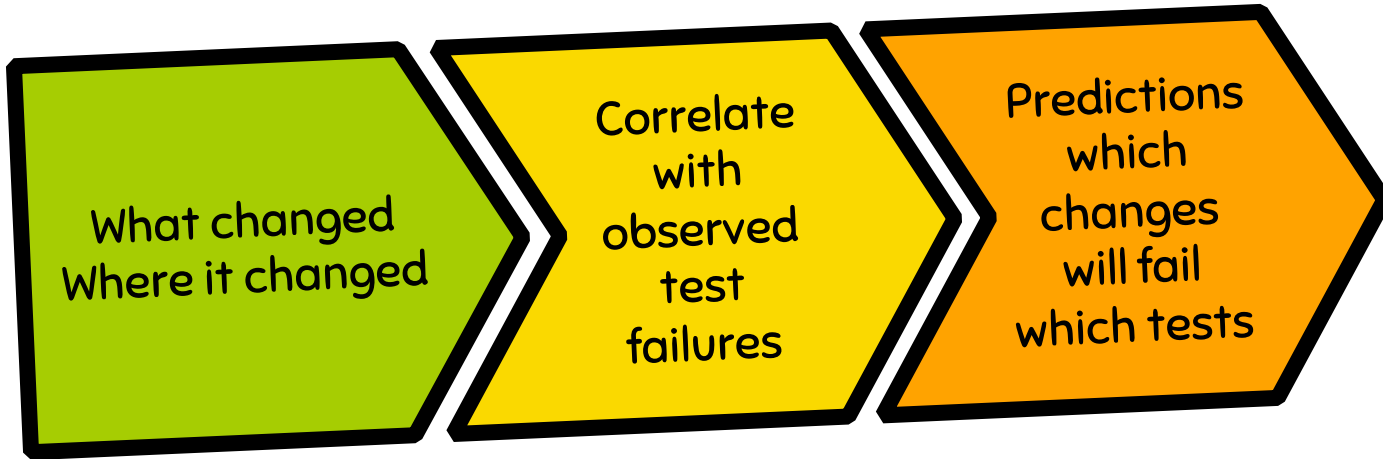


HOW TEST PREDICTION WORKS

- × Code changes and test results are thrown into learning model
- × After a while, the model predicts which changes fail which tests

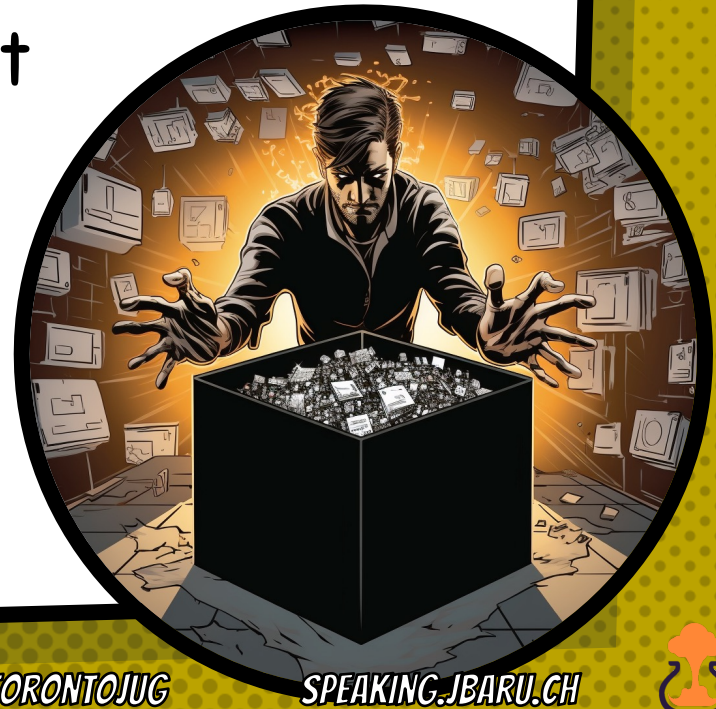


TEST PREDICTION



BLACK MAGIC IN ACTION

- × The more tests a project has, the less they break
- × Refactorings in Java break tests less than in JavaScript

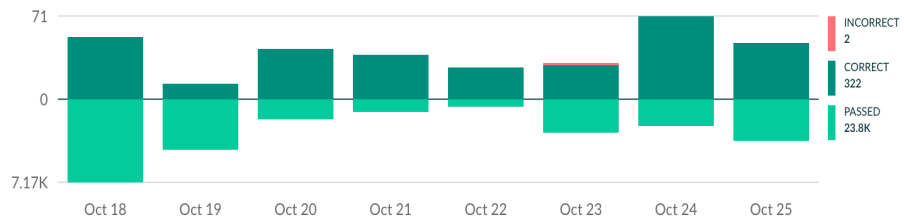


Predictive Test Selection » 🔍 Find test task/goal

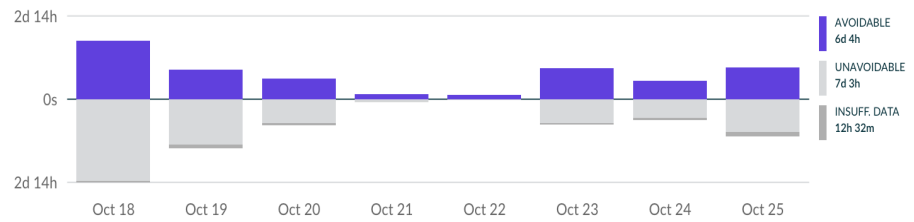
Usage (0 builds) Simulations (4.45K builds)
 Mean build time: N/A **Mean build time: 5 min 13 sec**

Selection profile ⌵
Conservative Standard Fast

Task/Goal failures predicted ⌵ Test failures predicted ⌵
99.4% (322 of 324 total) **95.6%** (564 of 590 total)



Savings potential ⌵ Avoidable tests ⌵ Unavoidable tests ⌵
6 d 4 hr (45%) **212K** (38%) **332K** (59%)



Tasks/Goals by mean duration (top 50) ⌵

All predictions Only incorrect

Path	Task/Goal failures predicted ⌵	Test failures predicted ⌵	Simulations ⌵	Mean duration ⌵	Total test time ⌵	Savings potential ⌵
spring-boot-build > :spring-boot-project:spring-boot-tools:spring-boot-maven-plugin:intTest	0 / 0	0 / 0	60 / 60 <div style="width: 100%;"></div>	40 min 26 sec	1 d 16 hr	20 hr 35 min (51%)
org.springframework.data:spring-data-neo4j:failsafe:integration-test@default	0 / 0	0 / 0	11 / 11 <div style="width: 100%;"></div>	30 min 9 sec	5 hr 46 min	2 hr 33 min (44%)
spring-boot-build > :spring-boot-project:spring-boot-tools:spring-boot-gradle-plugin:test	7 / 7 (100%)	11 / 29 (37.9%)	62 / 62 <div style="width: 100%;"></div>	20 min 1 sec	20 hr 18 min	3 hr 2 min (15%)
spring-boot-build > :spring-boot-project:spring-boot-autoconfigure:test	6 / 6 (100%)	6 / 6 (100%)	160 / 160 <div style="width: 100%;"></div>	16 min 18 sec	1 d 17 hr	22 hr 2 min (53%)
spring-boot-build > :spring-boot-tests:spring-boot-integration-tests:spring-boot-launch-script-tests:intTest	0 / 0	0 / 0	115 / 115 <div style="width: 100%;"></div>	15 min 13 sec	1 d 5 hr	12 hr 44 min (44%)
org.springframework.data:spring-data-cassandra:failsafe:integration-test@default	0 / 0	0 / 0	7 / 7 <div style="width: 100%;"></div>	11 min 16 sec	1 hr 17 min	0 sec (0%)

***SPEED UP WHAT
CAN'T BE SKIPPED***



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TEST PARALLELIZATION

- × Use max power of local machine
- × (Yes, your boss should buy you the bleeding edge)



Task path	Started after ?	Duration ?
:clean	0.499s	0.053s
:compileJava	0.553s	0.146s
:processResources NO-SOURCE	0.699s	0.001s
:classes	0.700s	0.000s
:jar	0.701s	0.040s
:assemble	0.741s	0.000s
:compileTestJava	0.741s	0.242s
:processTestResources NO-SOURCE	0.984s	0.000s
:testClasses	0.984s	0.001s
:test	0.985s	1m 59.135s
:check	2m 0.120s	0.001s
:build	2m 0.121s	0.001s

Task path	Started after ?	Duration ?
:clean	0.416s	0.048s
:compileJava	0.465s	0.085s
:processResources NO-SOURCE	0.550s	0.000s
:classes	0.550s	0.000s
:jar	0.551s	0.040s
:assemble	0.591s	0.000s
:compileTestJava	0.592s	0.212s
:processTestResources NO-SOURCE	0.804s	0.001s
:testClasses	0.805s	0.000s
:test	0.805s	10.553s
:check	11.359s	0.000s
:build	11.359s	0.000s

```

tasks.test { this: Test!
    onlyIf { true }
    useJUnitPlatform()
    maxParallelForks = Runtime.getRuntime().availableProcessors()
    testLogging { this: TestLoggingContainer

```



TEST DISTRIBUTION

- × CI uses fan-out to speed-up tests
- × Shouldn't you enjoy it for local tests?
- × Use the cloud to distribute test load
- × RUN ALL THE TESTS!



WHY NOT JUST USING CI FAN-OUT?

- × Relying on shared CI infrastructure
- × CI infrastructure is not optimized for real-time feedback!
- × Are the agents as fast as they can be?



DON'T LET IT SLIDE



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OBSERVE AND IMPROVE

- × Measure local build times across time and environments
- × Detect downfacing trends
- × Find root causes and improve



User Hostname Project Requested tasks/goals/targets Build tool Build tool version

Start time Custom values Tags Outcome

Serial execution

35 min 41 sec (7.7x)

Non-cacheable

44 sec

Build cache miss

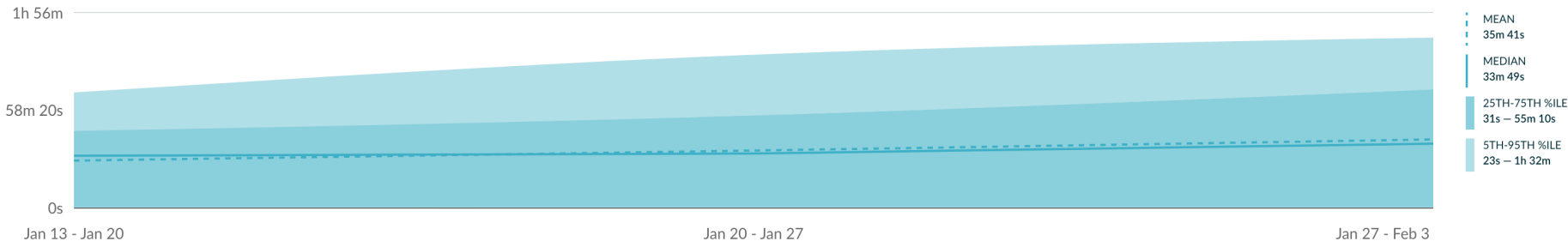
34 min 40 sec

Build cache hit

4.2 sec

Up to date & non-actionable

13 sec



Avoidance savings

24 min 25 sec

Up to date

17 min 31 sec

Local build cache

4 min 31 sec

Remote build cache

2 min 23 sec



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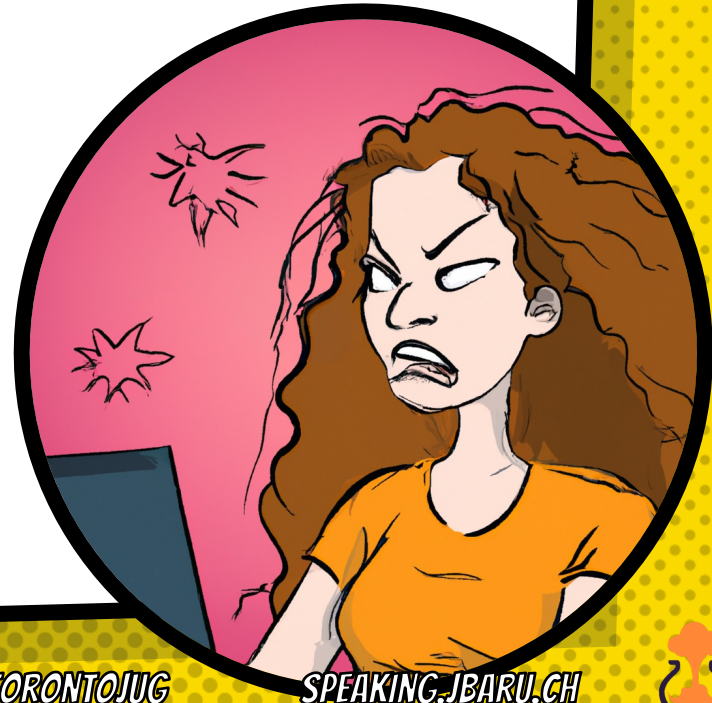
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SAME TRADEOFF FOR TESTS

***EXPENSIVE, SLOW, BUT PROD-LIKE
OR
NAÏVE, USELESS, BUT FAST***



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AWS S3 - BUNNY!

- × Integration Tests - as main quality gate
- × Creative, Relatable test status
- × Sad and depressed outcome over time



WHY THE DEPRESSED BUNNY?

- × Flakiness due to:
 - × Data, Deployments, Environment
 - × Don't care syndrome
 - × Self-fulfilling prophecies



DELIGHTFUL TEST (PICK TWO):



PROD-LIKE



LOCAL



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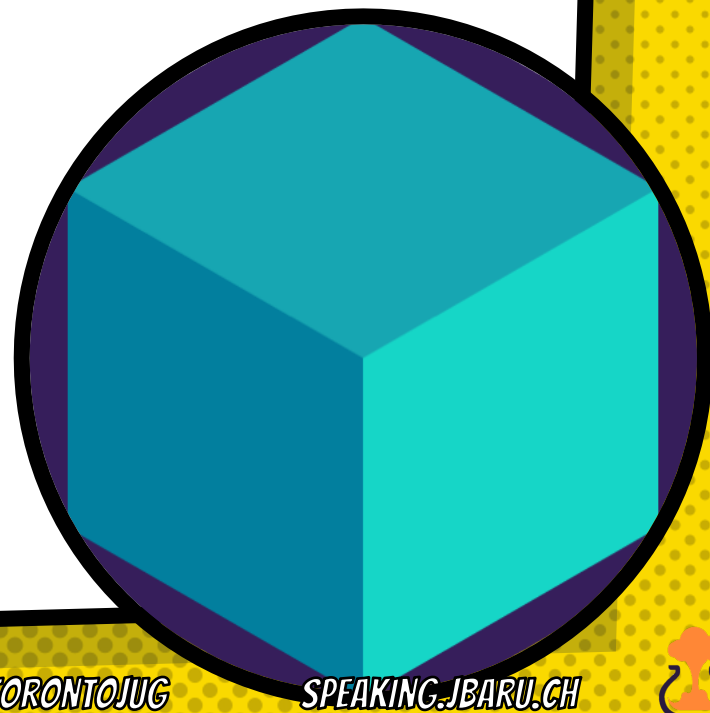


SELF CONTAINED TESTS ARE THE ANSWER

- × Real tests (not just mocks)
- × No dependency on centralized resources
- × No interdependency of tests
- × Treated as code! Same life-cycle
- × Allow for clone-and-run

EHE.. BUT HOW?

***TESTCONTAINERS IS
THE ANSWER***



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TESTCONTAINERS IS USED BY



Uber

NETFLIX



7Wise



INSTANA
an IBM Company



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FOR YOUR ENTIRE STACK

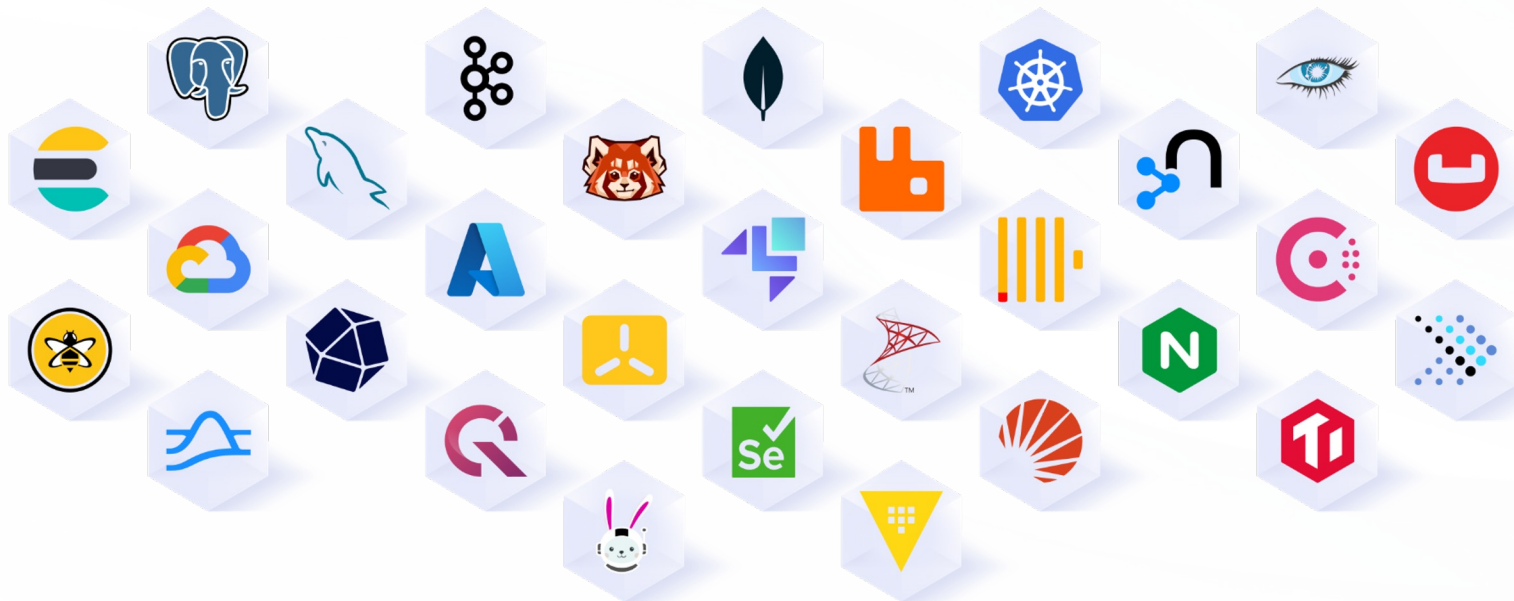


Testcontainers

IN E OPEN SOURCE

5 EMPLOY MAINTAINERS

Test against any database, message broker, browser...
or just about anything that runs in a Docker container!



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VERY NAIS!



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BUT WE CAN GO FURTHER!

Foster Faster Feedback

Collaborate through
Effective Tooling

Embrace Rigorous
Observability for
Proactive Improvement

Eliminate Toil for
Developers

Prioritize Automation
and Eliminate
Bottlenecks

Dedicated
Organizational Mindset

Outcomes Over Output



TEST OBSERVABILITY & DEBUGGING

Eliminate Toil for
Developers

Embrace Rigorous
Observability for
Proactive Improvement

Outcomes Over Output



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TESTCONTAINERS DESKTOP: BATTERIES INCLUDED

- × Freeze container shutdown
- × Service configuration
- × Enables re-usable containers
- × Bonus: Embedded Runtime



TEST CONSISTENCY, REPEATABILITY & SCALE

Dedicated
Organizational Mindset

Prioritize Automation
and Eliminate
Bottlenecks

Outcomes Over Output



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@EALEYNER

#DPE

@TORONTOJUG

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TESTCONTAINERS CLOUD: CONSISTENT EXPERIENCE FOR ALL

- × Apple-silicon? Windows? – No problem!
- × Docker-in-Docker in CI? – No problem!
- × Turbo mode – for parallelization
- × Team and enterprise-wide visibility for your Testcontainers usage





All Users and Service Accounts

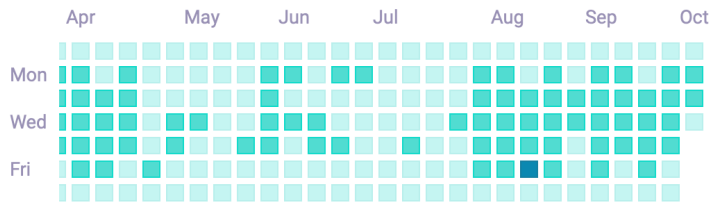
Images

Filter sessions

Clear filters

Activity

Less More



Top 10 images in the last 30 days

Name	Count
postgres:13.3	25,575
cassandra:3.11.10	4,810
lorel/docker-stress-ng@sha256:c8776b	2,886
mongo:4.0.10	1,597

Latest sessions

Expand worker details

Live Started Oct 25, 2023 at 01:18 PM (1 hour 13 minutes ago)

emily@atomicjar.com

Workflow desktop

3 Containers

606MB

Container Name	Health	Start Time	End Time
postgres	H		
postgres	H		
postgres	H		

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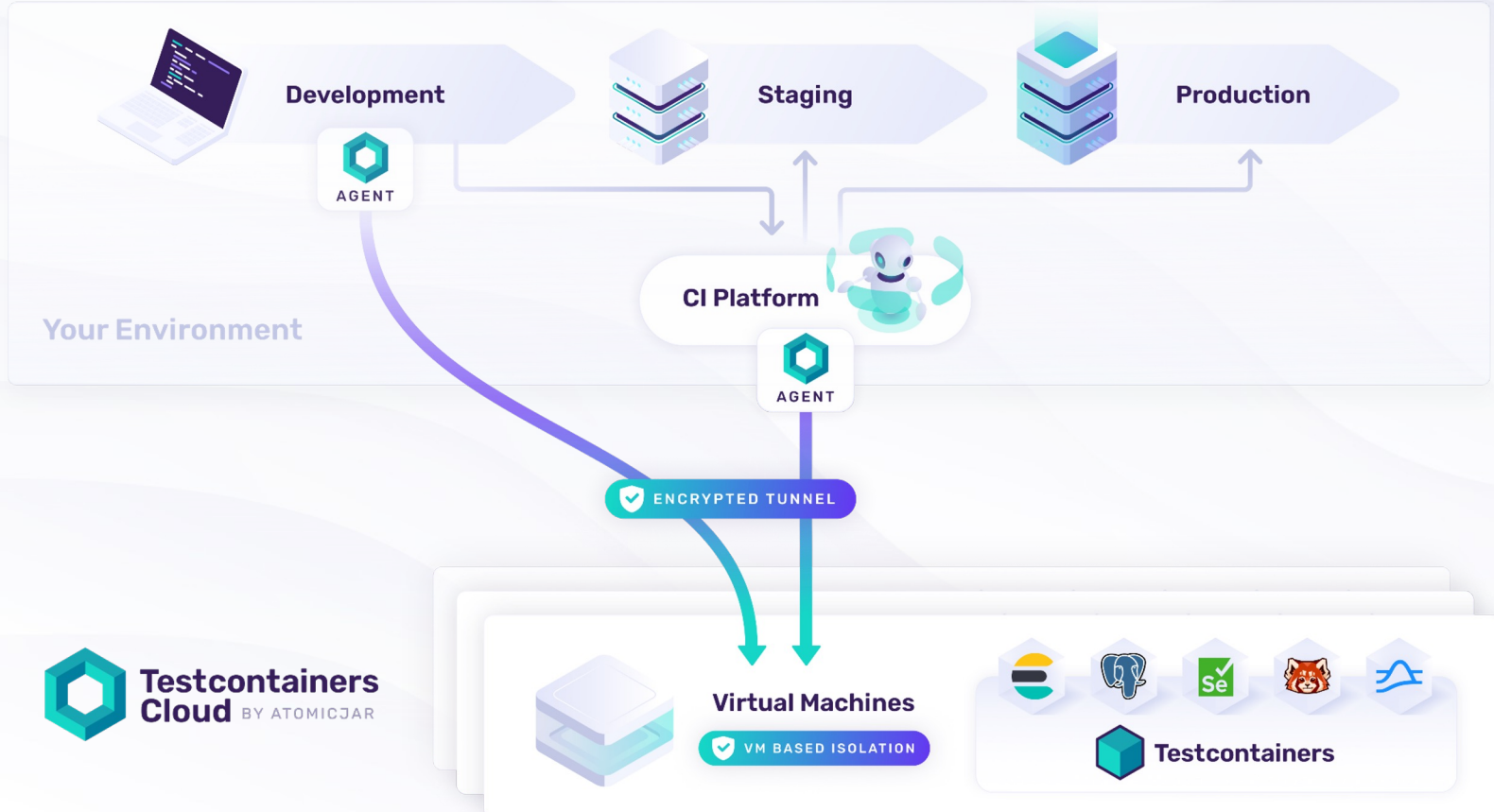
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HOW IT WORKS



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TESTCONTAINERS IS DPE:

Foster Faster Feedback

Collaborate through
Effective Tooling

Embrace Rigorous
Observability for
Proactive Improvement

Eliminate Toil for
Developers

Prioritize Automation
and Eliminate
Bottlenecks

Dedicated
Organizational Mindset

Outcomes Over Output



THE GAINS ARE REAL!



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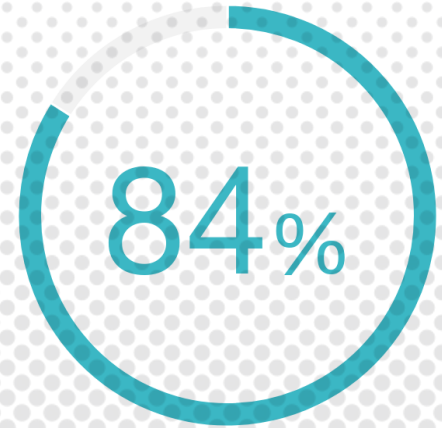
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DPE Dramatically Improves Productivity

Almost every surveyed IT organization agreed that “Since integrating Developer Productivity Engineering into our development process, the time savings we experienced on build and test cycle times have dramatically improved developer productivity.”



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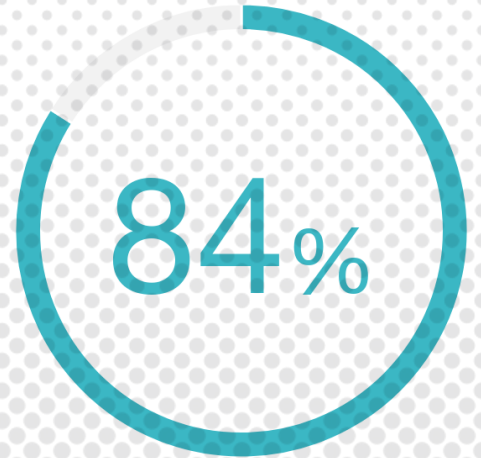
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DPE Fosters Developer Joy

84% of surveyed users agree that DPE's impact on their toolchain makes their job more enjoyable.



✓ Validated

Published: Sep. 25, 2023 TVID: 930-05A-A5F

TechValidate
by SurveyMonkey



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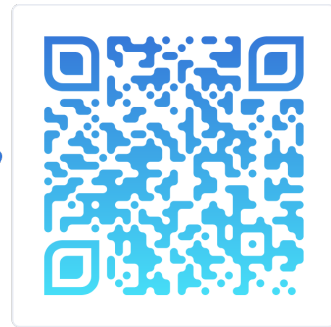
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LEARN MORE AND TRY IT TODAY!

- × Take the Gradle/Maven Speed Challenge!
- × Be DPE Agent of Change!
- × Read the DPE Handbook!
- × Watch the DPE Summit videos!



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Q&A AND

SOCIAL ADS



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