



BRANCH BY ABSTRACTION

Feature changes without new feature branch

Presented in



SOFTWARE ARCHITECTURE
CONFERENCE 2018

Engineering The Future of Software in Indonesia

Presented by:

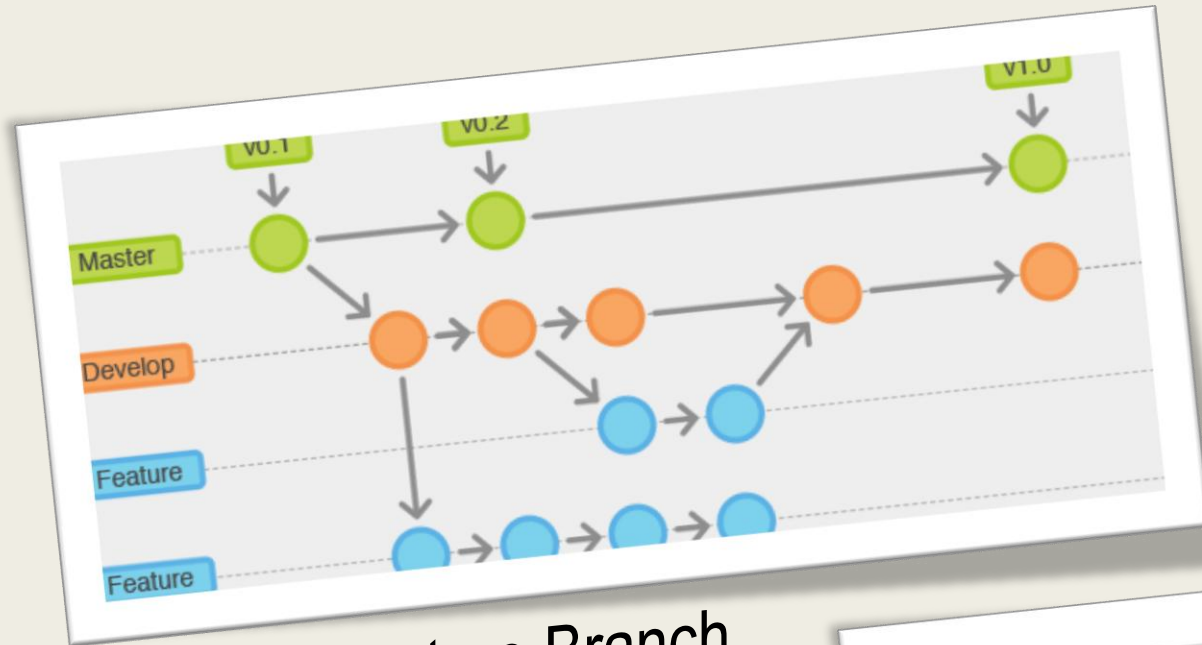


Steven Lewi

Digital Solution Expert at Indosat Ooredoo
Group IT Digital Architecture and Solution



How many of you currently using this?



GitFlow / Feature Branch

Trunk based development



**Did you mean that
I can commit directly into Master?**

That's scary dude



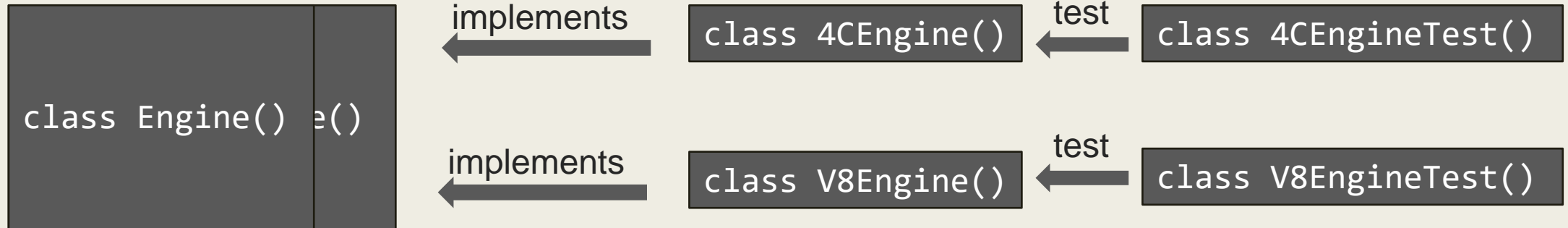
There are many type of branching

- Branch by using **SCM / VCS Branch**
- Branch by using **Control Flow** (if else)
- Branch by using **Abstraction** (Polymorphism)
- Branch by using **Feature toggles / flags**

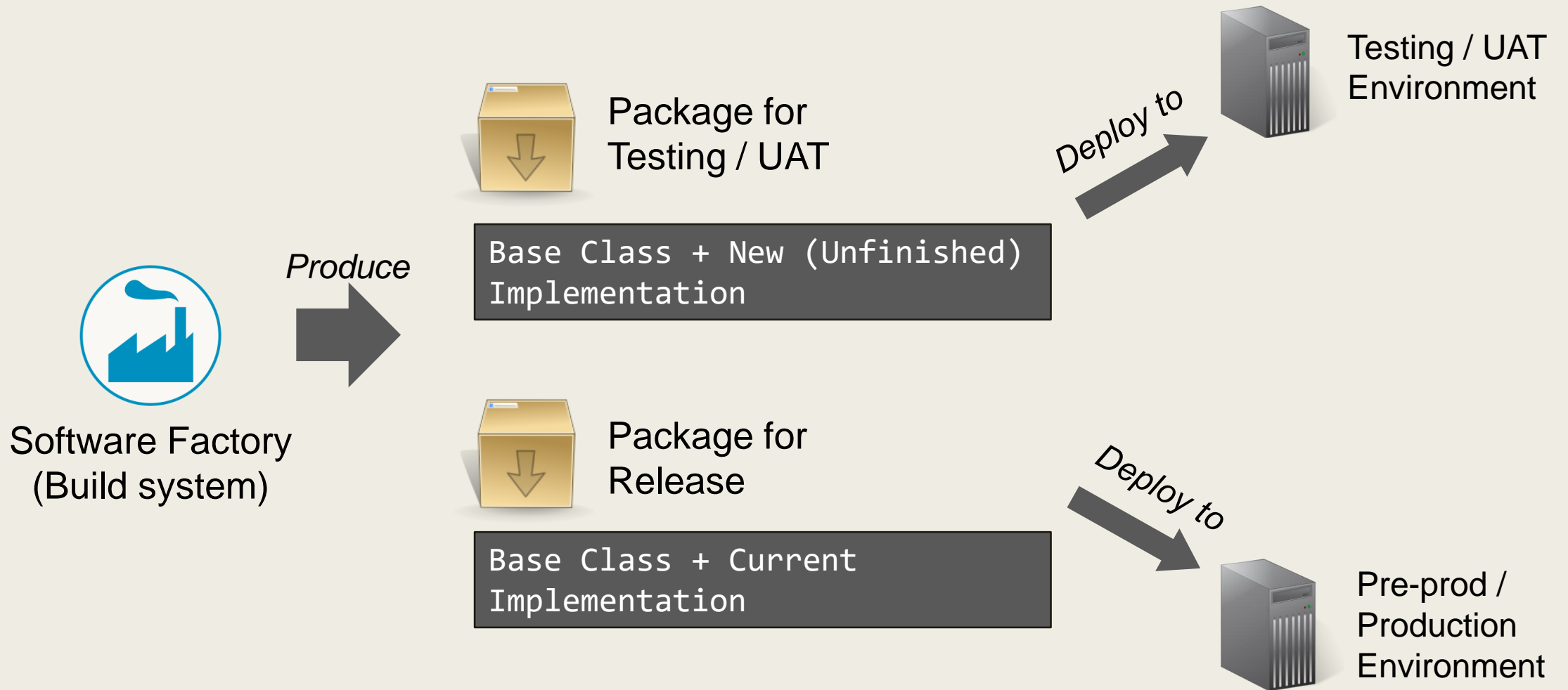
How does it work ?

Branch by Abstraction works by Separating development flow (branching) with polymorphic behavior of OO Language using abstract class or interface.

```
Engine e = new Engine() )
```



How to deliver ?



are you using programming language with OO
Paradigm?

Use It

Get benefits from It

Take Advantages of It

The are all
“*Branch*”

**THE
ONLY
DIFFERENCE
IS
EXECUTION
TIME**



Branch by VCS
Branch
Development-time



Branch by Abstraction
Compile-time



Feature flags
Run-time

For further reading...

**trunkbaseddevelopment.c
om**

and check out this sample later...

bit.do/bba-sac

(*under development
)

MOVE FAST WITHOUT BRANCH

Software Architecture Conference
2018



Thank you...