

Moo in practice - System::Image::Update

Jens Rehsack

Niederrhein Perl Mongers

2015

Part I

Introduction

1

- Introduction
 - Motivation
 - Audience

Motivation

Moo and System::Image::Update

- real world examples over far-fetched conceptuals
- MooX::ConfigFromFile and MooX::Options provide way more features and flexibility than MooseX competitors
- 2nd generation of modern OO in Perl5

Motivation

Moo and System::Image::Update

- real world examples over far-fetched conceptuals
- MooX::ConfigFromFile and MooX::Options provide way more features and flexibility than MooseX competitors
- 2nd generation of modern OO in Perl5

System::Image::Update

- Provides an out-of-the-box solution for managing updates on embedded devices
- Easy to re-use in several layers of the firmware
 - ▶ self-sustaining (automatic) update management including forced updates (mind heartbleed)
 - ▶ embeddable into middleware
 - ▶ ability for shortcuts
- self-healing capabilities

Audience

Audience

- Developers who want to create or improve Perl5 software
- Developers who want to learn how to develop modern OO with Perl5
- DevOps or Integrators who are interested in embedded or automatic update concepts

Audience

Audience

- Developers who want to create or improve Perl5 software
- Developers who want to learn how to develop modern OO with Perl5
- DevOps or Integrators who are interested in embedded or automatic update concepts

Prerequisites of the Audience

Following knowledge is expected:

- General knowledge about object oriented programming or concepts like
 - ▶ difference between classes and objects
 - ▶ polymorphism, inheritance
 - ▶ methods, class functions
 - ▶ attributes, properties, interfaces and/or roles
- slightly above basic Perl experience

Audience

Audience

- Developers who want to create or improve Perl5 software
- Developers who want to learn how to develop modern OO with Perl5
- DevOps or Integrators who are interested in embedded or automatic update concepts

Prerequisites of the Audience

Following knowledge is expected:

- General knowledge about object oriented programming or concepts like
 - ▶ difference between classes and objects
 - ▶ polymorphism, inheritance
 - ▶ methods, class functions
 - ▶ attributes, properties, interfaces and/or roles
- slightly above basic Perl experience
- ever heard of Smalltalk and its OO-concept is a strong bonus

Overview

Part II

Moo basics

2 Modules

- Classes and Roles

3 Attributes

- Attributes in Moo
- Attribute Options

4 Methods

- Method Examples
- Method Modifiers

Classes in Moo

- classes can be instantiated

Classes in Moo

- classes can be instantiated
- one can inherit from classes

Classes in Moo

- classes can be instantiated
- one can inherit from classes
- one can aggregate classes

Classes in Moo

- classes can be instantiated
- one can inherit from classes
- one can aggregate classes
- distinguish naming conflicts is up to developer

Classes in Moo

- classes can be instantiated
- one can inherit from classes
- one can aggregate classes
- distinguish naming conflicts is up to developer

```
{  
    package System::Image::Update;  
  
    use Moo;  
    use MooX::Options with_config_from_file => 1;  
    use IO::Async ();  
    ...  
    use File::ConfigDir::System::Image::Update qw(system_image_update_dir);  
    around BUILDARGS => sub {...};  
    sub run {...}  
    sub collect_saveable_config {}  
    sub reset_config {}  
    sub save_config {}  
}  
System::Image::Update->new_with_options->run;
```

Roles in Moo

- roles describe a dedicated behavior (e.g. logger)

Roles in Moo

- roles describe a dedicated behavior (e.g. logger)
- roles can be composed into classes

Roles in Moo

- roles describe a dedicated behavior (e.g. logger)
- roles can be composed into classes
- one can't inherit from roles - only consume

Roles in Moo

- roles describe a dedicated behavior (e.g. logger)
- roles can be composed into classes
- one can't inherit from roles - only consume
- roles cannot exist stand-alone

Roles in Moo

- roles describe a dedicated behavior (e.g. logger)
- roles can be composed into classes
- one can't inherit from roles - only consume
- roles cannot exist stand-alone
- roles are consumed once

Roles in Moo

- roles describe a dedicated behavior (e.g. logger)
- roles can be composed into classes
- one can't inherit from roles - only consume
- roles cannot exist stand-alone
- roles are consumed once
- naming conflicts cause compile time error

Roles in Moo

- roles describe a dedicated behavior (e.g. logger)
- roles can be composed into classes
- one can't inherit from roles - only consume
- roles cannot exist stand-alone
- roles are consumed once
- naming conflicts cause compile time error

```
{ package System::Image::Update::Role::HTTP;

use Moo::Role; # now it's a role - no 'is a' relationship anymore

sub do_http_request { ... }
around collect_savable_config => sub {...};

}

{ package System::Image::Update::Role::Scan;

use Moo::Role;
with "System::Image::Update::Role::HTTP"; # consumes a role

sub scan { my $self = shift; $self->do_http_request(...) };

}
```

Attributes in Moo - Overview

```
package System::Image::Update::Role::Scan;

use Moo::Role;

has scan_interval => ( is => "ro", default => 6*60*60 );
has update_manifest_uri => ( is => "lazy" );

1;
```

Attributes in Moo - Overview

```
package System::Image::Update::Role::Scan;  
  
use Moo::Role;  
  
has scan_interval => ( is => "ro", default => 6*60*60 );  
has update_manifest_uri => ( is => "lazy" );  
  
1;
```

- use "has" keyword to define a attribute

Attributes in Moo - Overview

```
package System::Image::Update::Role::Scan;  
  
use Moo::Role;  
  
has scan_interval => ( is => "ro", default => 6*60*60 );  
has update_manifest_uri => ( is => "lazy" );  
  
1;
```

- use "has" keyword to define a attribute
- attributes "scan_interval" and "update_manifest_uri"

Attributes in Moo - Overview

```
package System::Image::Update::Role::Scan;  
  
use Moo::Role;  
  
has scan_interval => ( is => "ro", default => 6*60*60 );  
has update_manifest_uri => ( is => "lazy" );  
  
1;
```

- use "has" keyword to define a attribute
- attributes "scan_interval" and "update_manifest_uri"
- those attributes are immutable

Attributes in Moo - Overview

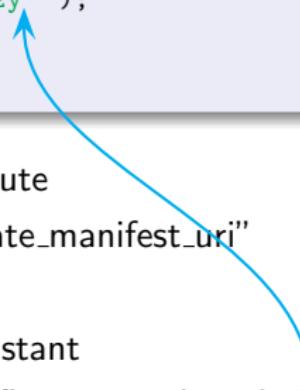
```
package System::Image::Update::Role::Scan;  
  
use Moo::Role;  
  
has scan_interval => ( is => "ro", default => 6*60*60 );  
has update_manifest_uri => ( is => "lazy" );  
  
1;
```



- use "has" keyword to define a attribute
- attributes "scan_interval" and "update_manifest_uri"
- those attributes are immutable
- scan_interval is initialized with a constant

Attributes in Moo - Overview

```
package System::Image::Update::Role::Scan;  
  
use Moo::Role;  
  
has scan_interval => ( is => "ro", default => 6*60*60 );  
has update_manifest_uri => ( is => "lazy" );  
  
1;
```



- use "has" keyword to define a attribute
- attributes "scan_interval" and "update_manifest_uri"
- those attributes are immutable
- scan_interval is initialized with a constant
- update_manifest_uri is initialized on first access by a builder

Attribute options - Selection I

is **mandatory** behavior description

Attribute options - Selection I

is **mandatory** behavior description

ro defines the attribute is read-only

Attribute options - Selection I

is **mandatory** behavior description

ro defines the attribute is read-only

rw defined the attribute is read/writable

Attribute options - Selection I

is **mandatory** behavior description

ro defines the attribute is read-only

rw defined the attribute is read/writable

lazy defines the attribute is read-only with a lazy initialization, implies builder => 1

Attribute options - Selection |

is **mandatory** behavior description

ro defines the attribute is read-only

rw defined the attribute is read/writable

lazy defines the attribute is read-only with a lazy initialization, implies builder => 1

required when set to a true value, attribute must be passed on instantiation

Attribute options - Selection I

is **mandatory** behavior description

`ro` defines the attribute is read-only

`rw` defined the attribute is read/writable

`lazy` defines the attribute is read-only with a lazy initialization, implies `builder => 1`

`required` when set to a true value, attribute must be passed on instantiation

`init_arg` Takes the name of the key to look for at instantiation time of the object. A common use of this is to make an underscored attribute have a non-underscored initialization name. `undef` means that passing the value in on instantiation is ignored.

Attribute options - Selection I

is **mandatory** behavior description

ro defines the attribute is read-only

rw defined the attribute is read/writable

lazy defines the attribute is read-only with a lazy initialization, implies builder => 1

required when set to a true value, attribute must be passed on instantiation

init_arg Takes the name of the key to look for at instantiation time of the object. A common use of this is to make an underscored attribute have a non-underscored initialization name. undef means that passing the value in on instantiation is ignored.

isa defines a subroutine (coderef) which is called to validate values to set

Attribute options - Selection I

is **mandatory** behavior description

ro defines the attribute is read-only

rw defined the attribute is read/writable

lazy defines the attribute is read-only with a lazy initialization, implies builder => 1

required when set to a true value, attribute must be passed on instantiation

init_arg Takes the name of the key to look for at instantiation time of the object. A common use of this is to make an underscored attribute have a non-underscored initialization name. undef means that passing the value in on instantiation is ignored.

isa defines a subroutine (coderef) which is called to validate values to set

coerce defines a subroutine (coderef) which forces attribute values

Attribute options - Selection I

is **mandatory** behavior description

ro defines the attribute is read-only

rw defined the attribute is read/writable

lazy defines the attribute is read-only with a lazy initialization, implies builder => 1

required when set to a true value, attribute must be passed on instantiation

init_arg Takes the name of the key to look for at instantiation time of the object. A common use of this is to make an underscored attribute have a non-underscored initialization name. undef means that passing the value in on instantiation is ignored.

isa defines a subroutine (coderef) which is called to validate values to set

coerce defines a subroutine (coderef) which forces attribute values

default subroutine (coderef) which is called to initialize an attribute

Attribute options - Selection II

Following options can benefit from *attribute shortcuts*: the value of 1 instead of a method name means to generate a coderef which calls the method

`-$option_name-$attr_name}`

`builder` takes a method name (string) which is called to initialize an attribute (calls `_build_$attr_name` on *attribute shortcut*)

Attribute options - Selection II

Following options can benefit from *attribute shortcuts*: the value of 1 instead of a method name means to generate a coderef which calls the method

`_${option_name}_.${attr_name}`

`builder` takes a method name (string) which is called to initialize an attribute (calls `_build_${attr_name}` on *attribute shortcut*)

`trigger` takes a subroutine (coderef) which is called anytime the attribute is set (calls `_trigger_${attr_name}` on *attribute shortcut*)

Attribute options - Selection II

Following options can benefit from *attribute shortcuts*: the value of 1 instead of a method name means to generate a coderef which calls the method

`_${option_name}_.${attr_name}`

`builder` takes a method name (string) which is called to initialize an attribute (calls `_build_${attr_name}` on *attribute shortcut*)

`trigger` takes a subroutine (coderef) which is called anytime the attribute is set (calls `_trigger_${attr_name}` on *attribute shortcut*)

`clearer` takes a method name (string) which will clear the attribute (provides `clear_${attr_name}` on *attribute shortcut*)

Attribute options - Selection II

Following options can benefit from *attribute shortcuts*: the value of 1 instead of a method name means to generate a coderef which calls the method

`_${option_name}_.${attr_name}`

builder takes a method name (string) which is called to initialize an attribute (calls `_build_${attr_name}` on *attribute shortcut*)

trigger takes a subroutine (coderef) which is called anytime the attribute is set (calls `_trigger_${attr_name}` on *attribute shortcut*)

clearer takes a method name (string) which will clear the attribute (provides `clear_${attr_name}` on *attribute shortcut*)

predicate takes a method name (string) which will return true if an attribute has a value (provides `has_${attr_name}` on *attribute shortcut*)

Methods in Moo

```
package System::Image::Update::Role::Async;

use IO::Async; use IO::Async::Loop;
use IO::Async::Timer::Absolute; use IO::Async::Timer::Countdown;

use Moo::Role;

has loop => ( is => "lazy", predicate => 1 );
sub _build_loop { return IO::Async::Loop->new() }

sub wakeup_at { my ( $self, $when, $cb_method ) = @_;
    my $timer;
    $self->loop->add($timer = IO::Async::Timer::Absolute->new(
        time      => $when,
        on_expire => sub { $self->$cb_method },
    ));
    $timer;
}
```

Methods in Moo

```
package System::Image::Update::Role::Async;

use IO::Async; use IO::Async::Loop;
use IO::Async::Timer::Absolute; use IO::Async::Timer::Countdown;

use Moo::Role;

has loop => ( is => "lazy", predicate => 1 );
sub _build_loop { return IO::Async::Loop->new() }

sub wakeup_at { my ( $self, $when, $cb_method ) = @_;
    my $timer;
    $self->loop->add($timer = IO::Async::Timer::Absolute->new(
        time      => $when,
        on_expire => sub { $self->$cb_method },
    ));
    $timer;
}

}
```

- nothing like MooseX::Declare - pure Perl5 keywords are enough for plain methods

Method Modifiers

Method modifiers are a convenient feature from the CLOS (Common Lisp Object System) world:

Method Modifiers

Method modifiers are a convenient feature from the CLOS (Common Lisp Object System) world:

`before before method(s) => sub { ... }`

`before` is called before the method it is modifying. Its return value is totally ignored.

Method Modifiers

Method modifiers are a convenient feature from the CLOS (Common Lisp Object System) world:

`before before method(s) => sub { ... }`

before is called before the method it is modifying. Its return value is totally ignored.

`after after method(s) => sub { ... }`

after is called after the method it is modifying. Its return value is totally ignored.

Method Modifiers

Method modifiers are a convenient feature from the CLOS (Common Lisp Object System) world:

before before method(s) => sub { ... }

before is called before the method it is modifying. Its return value is totally ignored.

after after method(s) => sub { ... }

after is called after the method it is modifying. Its return value is totally ignored.

around around method(s) => sub { ... }

around is called instead of the method it is modifying. The method you're overriding is passed as coderef in the first argument.

Method Modifiers

Method modifiers are a convenient feature from the CLOS (Common Lisp Object System) world:

before before method(s) => sub { ... }

before is called before the method it is modifying. Its return value is totally ignored.

after after method(s) => sub { ... }

after is called after the method it is modifying. Its return value is totally ignored.

around around method(s) => sub { ... }

around is called instead of the method it is modifying. The method you're overriding is passed as coderef in the first argument.

- No support for super, override, inner or augment

Method Modifiers

Method modifiers are a convenient feature from the CLOS (Common Lisp Object System) world:

before before method(s) => sub { ... }

before is called before the method it is modifying. Its return value is totally ignored.

after after method(s) => sub { ... }

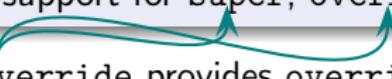
after is called after the method it is modifying. Its return value is totally ignored.

around around method(s) => sub { ... }

around is called instead of the method it is modifying. The method you're overriding is passed as coderef in the first argument.

- No support for super, override, inner or augment

In doubt MooX::Override provides override and super



Method Modifiers

Method modifiers are a convenient feature from the CLOS (Common Lisp Object System) world:

before before method(s) => sub { ... }

before is called before the method it is modifying. Its return value is totally ignored.

after after method(s) => sub { ... }

after is called after the method it is modifying. Its return value is totally ignored.

around around method(s) => sub { ... }

around is called instead of the method it is modifying. The method you're overriding is passed as coderef in the first argument.

- No support for super, override, inner or augment

In doubt MooX::Override provides override and super while MooX::Augment provides augment and inner

Method Modifiers - Advantages

- supersedes `$self->SUPER::foo(@_)` syntax

Method Modifiers - Advantages

- supersedes `$self->SUPER::foo(@_)` syntax
- cleaner interface than SUPER

Method Modifiers - Advantages

- supersedes `$self->SUPER::foo(@_)` syntax
- cleaner interface than SUPER
- allows multiple modifiers in single namespace

Method Modifiers - Advantages

- supersedes `$self->SUPER::foo(@_)` syntax
- cleaner interface than SUPER
- allows multiple modifiers in single namespace
- also possible from within roles and not restricted to inheritance

Method Modifiers - Advantages

- supersedes `$self->SUPER::foo(@_)` syntax
- cleaner interface than SUPER
- allows multiple modifiers in single namespace
- also possible from within roles and not restricted to inheritance
- ensures that inherited methods invocation happens right (mostly - remember around)

Method Modifiers - Advantages

- supersedes `$self->SUPER::foo(@_)` syntax
- cleaner interface than SUPER
- allows multiple modifiers in single namespace
- also possible from within roles and not restricted to inheritance
- ensures that inherited methods invocation happens right (mostly - remember around)
- no need to change packages

Methods Modifiers - around avoid calling \$orig

```
package Update::Status;

use strict; use warnings; use Moo;
extends "System::Image::Update";
around _build_config_prefix => sub { "sysimg_update" };
```

Methods Modifiers - around avoid calling \$orig

```
package Update::Status;

use strict; use warnings; use Moo;
extends "System::Image::Update";
around _build_config_prefix => sub { "sysimg_update" };
```

- captures control

Methods Modifiers - around avoid calling \$orig

```
package Update::Status;

use strict; use warnings; use Moo;
extends "System::Image::Update";
around _build_config_prefix => sub { "sysimg_update" };
```

- captures control
- receives responsibility

Methods Modifiers - around avoid calling \$orig

```
package Update::Status;

use strict; use warnings; use Moo;
extends "System::Image::Update";
around _build_config_prefix => sub { "sysimg_update" };
```

- captures control
- receives responsibility
- runtime of modified method completely eliminated

Methods Modifiers - around modifying \$orig return value

```
package System::Image::Update::Role::Scan;

use strict; use warnings; use Moo::Role;

around collect_savable_config => sub {
    my $next            = shift;
    my $self            = shift;
    my $collect_savable_config = $self->$next(@_);

    $self->update_server eq $default_update_server
        or $collect_savable_config->{update_server} = $self->update_server;
    ...
    $collect_savable_config
}
```

Methods Modifiers - around modifying \$orig return value

```
package System::Image::Update::Role::Scan;

use strict; use warnings; use Moo::Role;

around collect_savable_config => sub {
    my $next            = shift;
    my $self            = shift;
    my $collect_savable_config = $self->$next(@_);

    $self->update_server eq $default_update_server
        or $collect_savable_config->{update_server} = $self->update_server;
    ...
    $collect_savable_config
}
```

- modifies only required part

Methods Modifiers - around modifying \$orig return value

```
package System::Image::Update::Role::Scan;

use strict; use warnings; use Moo::Role;

around collect_savable_config => sub {
    my $next            = shift;
    my $self            = shift;
    my $collect_savable_config = $self->$next(@_);

    $self->update_server eq $default_update_server
        or $collect_savable_config->{update_server} = $self->update_server;
    ...
    $collect_savable_config
}
```

- modifies only required part
- leaves most responsibility in modified method

Methods Modifiers - around modifying \$orig return value

```
package System::Image::Update::Role::Scan;

use strict; use warnings; use Moo::Role;

around collect_savable_config => sub {
    my $next            = shift;
    my $self            = shift;
    my $collect_savable_config = $self->$next(@_);

    $self->update_server eq $default_update_server
        or $collect_savable_config->{update_server} = $self->update_server;
    ...
    $collect_savable_config
}
```

- modifies only required part
- leaves most responsibility in modified method
- runtime of modified method added to this method's runtime

System::Image::Update

5 Domain

- Company
- Application

6 Update Service

- Self-Sustaining Daemon

7 Middleware Interception

- "ReadOnly"
- "WriteBack"

8 Glue

- Into Target Filesystem

9 Configuration file

- Distributions and Moo Initialization Glue

Rademacher Elektronik GmbH, Rhede



Rademacher Elektronik GmbH, Rhede

Approach:



Rademacher Elektronik GmbH, Rhede



Approach:

- Successor of Guruplug based Homepilot 1

Rademacher Elektronik GmbH, Rhede



Approach:

- Successor of Guruplug based Homepilot 1
- Full update abilities (including boot loader, kernel and system components)

Rademacher Elektronik GmbH, Rhede



Approach:

- Successor of Guruplug based Homepilot 1
- Full update abilities (including boot loader, kernel and system components)
- Multimedia features (Mediaplayer with HDMI video and Coaxial audio)

Rademacher Elektronik GmbH, Rhede



Approach:

- Successor of Guruplug based Homepilot 1
- Full update abilities (including boot loader, kernel and system components)
- Multimedia features (Mediaplayer with HDMI video and Coaxial audio)
- Closer Adoption to Rademacher Way: Control from Hardware development until Customer Service

HomePilot 2



HomePilot 2



- service console moved from PHP to Perl5, PSGI and Dancer

HomePilot 2



- service console moved from PHP to Perl5, PSGI and Dancer
- system management and automation full Perl5 powered

HomePilot 2



- service console moved from PHP to Perl5, PSGI and Dancer
- system management and automation full Perl5 powered
- company infrastructure improved by Perl (eg. production of HP2)

HomePilot 2



- service console moved from PHP to Perl5, PSGI and Dancer
- system management and automation full Perl5 powered
- company infrastructure improved by Perl (eg. production of HP2)
- created Yocto CPAN Layer for cross compiling lot's of CPAN modules

HomePilot 2



- service console moved from PHP to Perl5, PSGI and Dancer
- system management and automation full Perl5 powered
- company infrastructure improved by Perl (eg. production of HP2)
- created Yocto CPAN Layer for cross compiling lot's of CPAN modules
- PoC use Perl6 + NativeCall to eliminate wrapper processes

State-Machine with togglable states and protected states



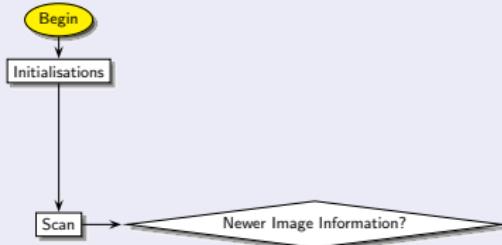
State-Machine with togglable states and protected states



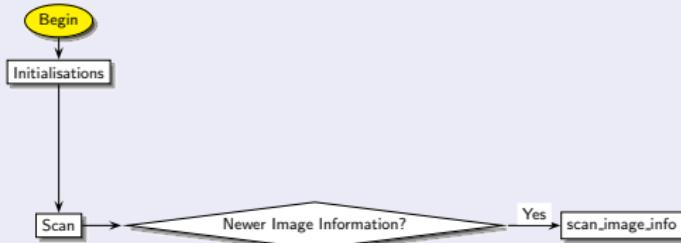
State-Machine with togglable states and protected states



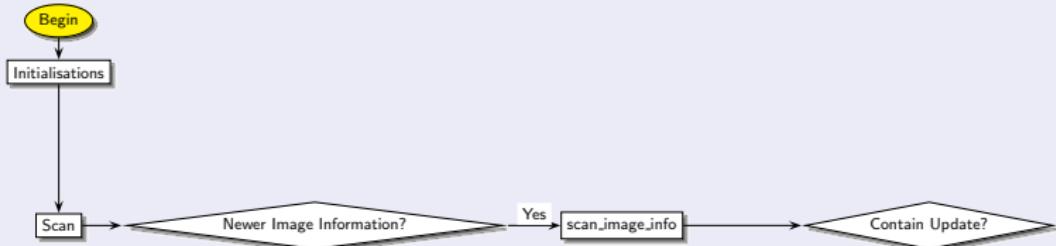
State-Machine with togglable states and protected states



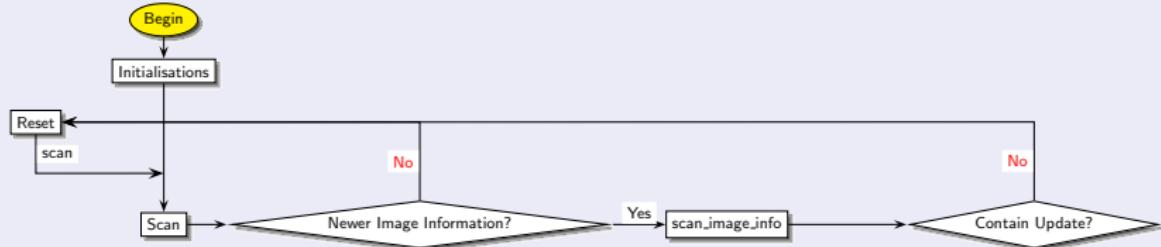
State-Machine with togglable states and protected states



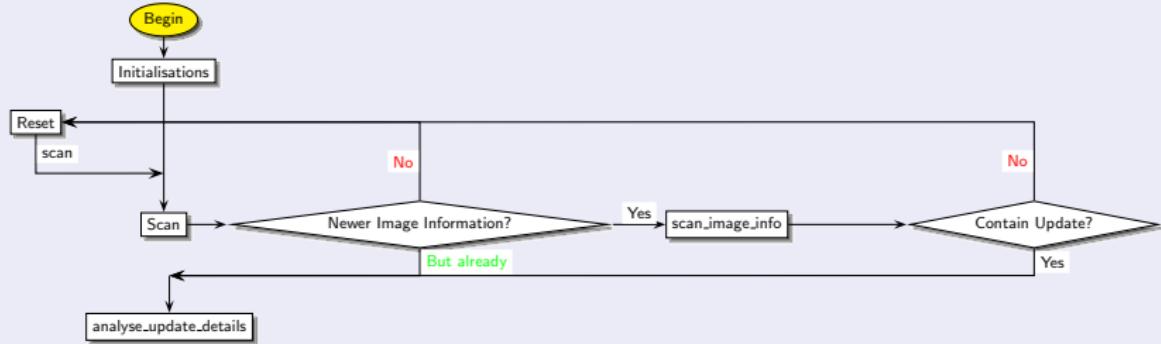
State-Machine with togglable states and protected states



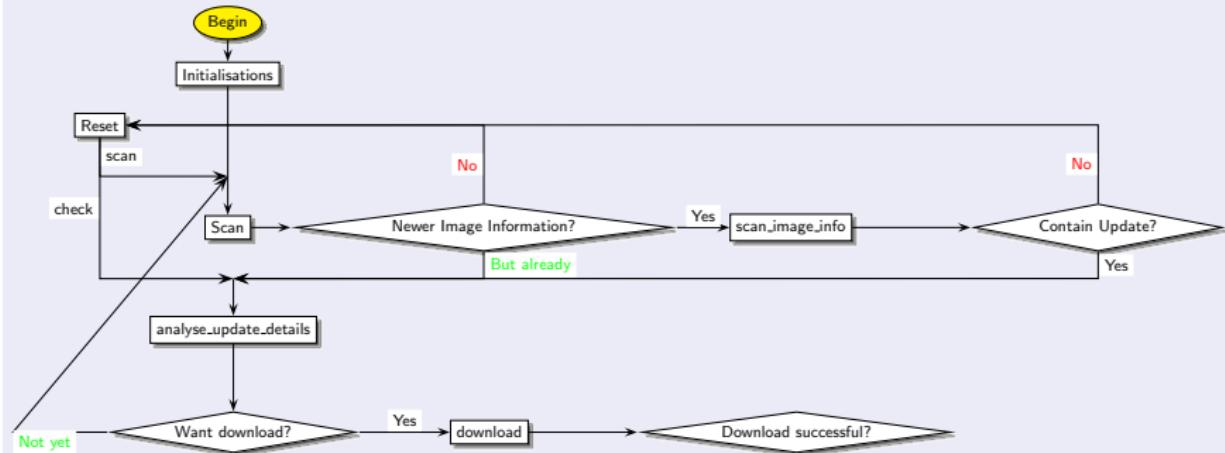
State-Machine with togglable states and protected states



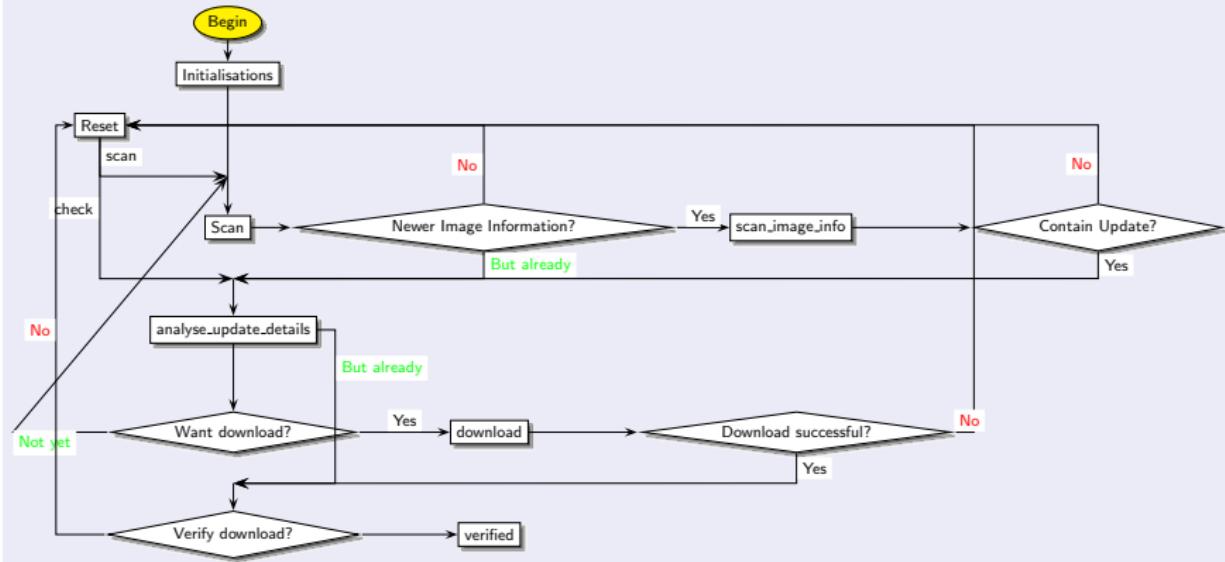
State-Machine with togglable states and protected states



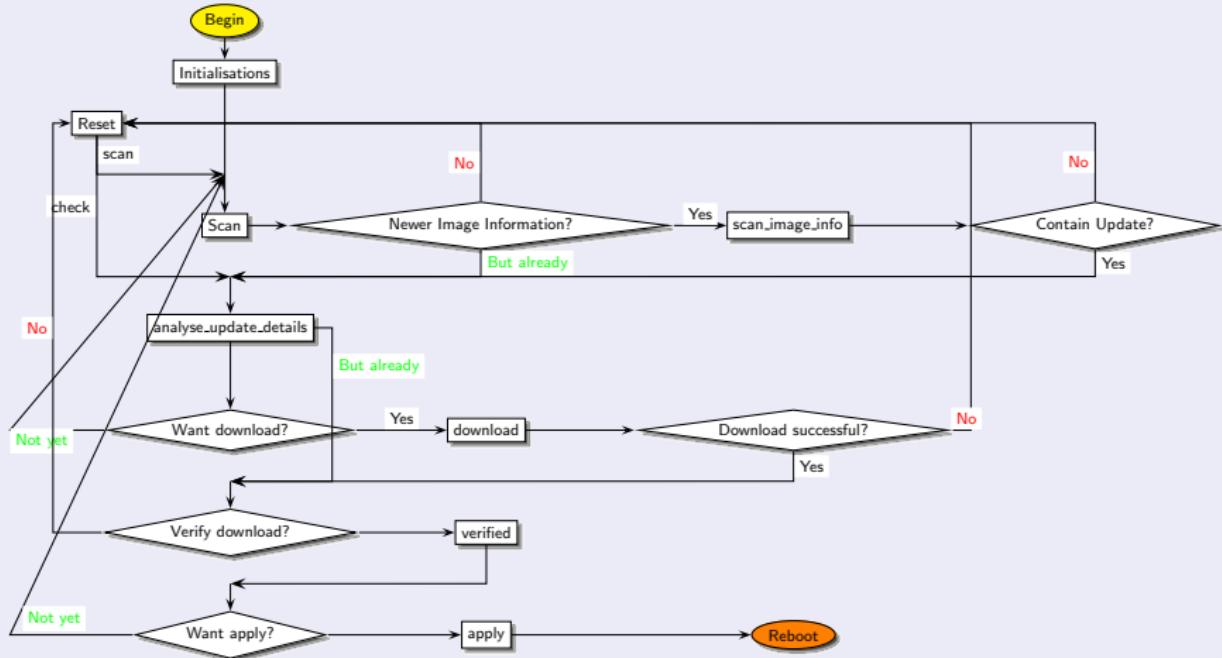
State-Machine with togglable states and protected states



State-Machine with togglable states and protected states



State-Machine with togglable states and protected states



State Control

```
package System::Image::Update;

use strict; use warnings; use Moo;
with "System::Image::Update::Role::Scan",
    "System::Image::Update::Role::Check", ...

has status => ( is => "rw", lazy => 1, builder => 1, predicate => 1,
    isa => sub { __PACKAGE__->can( $_[0] ) or die "Invalid status: $_[0]" }
);

sub _build_status { -f $_[0]->update_manifest ? "check" :
    $_[0]->has_recent_update && -e $_[0]->download_image ? "prove" : "scan";
}
```

State Control

```
package System::Image::Update;

use strict; use warnings; use Moo;
with "System::Image::Update::Role::Scan",
    "System::Image::Update::Role::Check", ...

has status => ( is => "rw", lazy => 1, builder => 1, predicate => 1,
    isa => sub { __PACKAGE__->can( $_[0] ) or die "Invalid status: $_[0]" }
);

sub _build_status { -f $_[0]->update_manifest ? "check" :
    $_[0]->has_recent_update && -e $_[0]->download_image ? "prove" : "scan";
}
```

- automatic recovering after down-state (power outage, Vodka party, ...)

State Control

```
package System::Image::Update;

use strict; use warnings; use Moo;
with "System::Image::Update::Role::Scan",
    "System::Image::Update::Role::Check", ...

has status => ( is => "rw", lazy => 1, builder => 1, predicate => 1,
    isa => sub { __PACKAGE__->can( $_[0] ) or die "Invalid status: $_[0]" }
);

sub _build_status { -f $_[0]->update_manifest ? "check" :
    $_[0]->has_recent_update && -e $_[0]->download_image ? "prove" : "scan";
}
```

- automatic recovering after down-state (power outage, Vodka party, ...)
- room for improvements like continue aborted download

State Control

```
package System::Image::Update;

use strict; use warnings; use Moo;
with "System::Image::Update::Role::Scan",
    "System::Image::Update::Role::Check", ...

has status => ( is => "rw", lazy => 1, builder => 1, predicate => 1,
    isa => sub { __PACKAGE__->can( $_[0] ) or die "Invalid status: $_[0]" }
);

sub _build_status { -f $_[0]->update_manifest ? "check" :
    $_[0]->has_recent_update && -e $_[0]->download_image ? "prove" : "scan";
}
```

- automatic recovering after down-state (power outage, Vodka party, ...)
- room for improvements like continue aborted download
- no direct path to "download" or "apply" to avoid mistakes

State Control II

```
package System::Image::Update;

use strict; use warnings; use Moo;
with "System::Image::Update::Role::Scan",
    "System::Image::Update::Role::Check", ...

has status => ( ... );

around BUILDARGS => sub {
    my $next = shift; my $class = shift; my $params = $class->$next(@_);
    $params->{status} and $params->{status} eq "apply"
        and $params->{status} = "prove";
    $params->{status} and $params->{status} eq "prove"
        and $params->{recent_update}
        and $params->{recent_update}->{apply} = DateTime->now->epoch;
    $params;
};

};
```

State Control II

```
package System::Image::Update;

use strict; use warnings; use Moo;
with "System::Image::Update::Role::Scan",
    "System::Image::Update::Role::Check", ...

has status => ( ... );

around BUILDARGS => sub {
    my $next = shift; my $class = shift; my $params = $class->$next(@_);
    $params->{status} and $params->{status} eq "apply"
        and $params->{status} = "prove";
    $params->{status} and $params->{status} eq "prove"
        and $params->{recent_update}
        and $params->{recent_update}->{apply} = DateTime->now->epoch;
    $params;
};

};
```

- toggleable are "download" and "prove"

State Control II

```
package System::Image::Update;

use strict; use warnings; use Moo;
with "System::Image::Update::Role::Scan",
    "System::Image::Update::Role::Check", ...

has status => ( ... );

around BUILDARGS => sub {
    my $next = shift; my $class = shift; my $params = $class->$next(@_);
    $params->{status} and $params->{status} eq "apply"
        and $params->{status} = "prove";
    $params->{status} and $params->{status} eq "prove"
        and $params->{recent_update}
        and $params->{recent_update}->{apply} = DateTime->now->epoch;
    $params;
};

};
```

- toggleable are "download" and "prove"
- "apply" is protected by "prove" to ensure no corrupted image is applied

State Control II

```
package System::Image::Update;

use strict; use warnings; use Moo;
with "System::Image::Update::Role::Scan",
    "System::Image::Update::Role::Check", ...

has status => ( ... );

around BUILDARGS => sub {
    my $next = shift; my $class = shift; my $params = $class->$next(@_);
    $params->{status} and $params->{status} eq "apply"
        and $params->{status} = "prove";
    $params->{status} and $params->{status} eq "prove"
        and $params->{recent_update}
        and $params->{recent_update}->{apply} = DateTime->now->epoch;
    $params;
};

};
```

- toggleable are "download" and "prove"
- "apply" is protected by "prove" to ensure no corrupted image is applied
- protection needs to be improved before releasing to wildlife

Middleware Information Center

```
package Update::Status;

use strict; use warnings; use Moo;
extends "System::Image::Update";

around _trigger_recent_update => sub {};

around BUILDARGS => sub {
    my $next = shift; my $class = shift; my $params = $class->$next(@_);
    exists $params->{status} and delete $params->{status};
    $params;
};
```

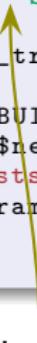
Middleware Information Center

```
package Update::Status;

use strict; use warnings; use Moo;
extends "System::Image::Update";

around _trigger_recent_update => sub {};

around BUILDARGS => sub {
    my $next = shift; my $class = shift; my $params = $class->$next(@_);
    exists $params->{status} and delete $params->{status};
    $params;
};
```



- derive from "System::Image::Update" to get the real world picture

Middleware Information Center

```
package Update::Status;

use strict; use warnings; use Moo;
extends "System::Image::Update";

around _trigger_recent_update => sub {};

around BUILDARGS => sub {
    my $next = shift; my $class = shift; my $params = $class->$next(@_);
    exists $params->{status} and delete $params->{status};
    $params;
};
```



- derive from "System::Image::Update" to get the real world picture
- ensure no construction argument wastes the self-diagnostics

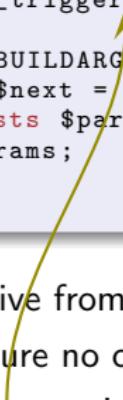
Middleware Information Center

```
package Update::Status;

use strict; use warnings; use Moo;
extends "System::Image::Update";

around _trigger_recent_update => sub {};

around BUILDARGS => sub {
    my $next = shift; my $class = shift; my $params = $class->$next(@_);
    exists $params->{status} and delete $params->{status};
    $params;
};
```



- derive from "System::Image::Update" to get the real world picture
- ensure no construction argument wastes the self-diagnostics
- prevent triggering actions when recent update is found

Middleware Information Center

```
package Update::Status;

use strict; use warnings; use Moo;
extends "System::Image::Update";

around _trigger_recent_update => sub {};

around BUILDARGS => sub {
    my $next = shift; my $class = shift; my $params = $class->$next(@_);
    exists $params->{status} and delete $params->{status};
    $params;
};
```

- derive from "System::Image::Update" to get the real world picture
- ensure no construction argument wastes the self-diagnostics
- prevent triggering actions when recent update is found

What information?

Middleware Information Center

```
package Update::Status;

use strict; use warnings; use Moo;
extends "System::Image::Update";

around _build_config_prefix => sub { "sysimg_update" };

around _trigger_recent_update => sub {};

around BUILDARGS => sub {
    my $next = shift; my $class = shift; my $params = $class->$next(@_);
    exists $params->{status} and delete $params->{status};
    $params;
};

};
```

Middleware Information Center

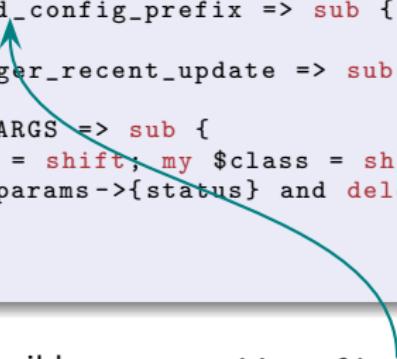
```
package Update::Status;

use strict; use warnings; use Moo;
extends "System::Image::Update";

around _build_config_prefix => sub { "sysimg_update" };

around _trigger_recent_update => sub {};

around BUILDARGS => sub {
    my $next = shift; my $class = shift; my $params = $class->$next(@_);
    exists $params->{status} and delete $params->{status};
    $params;
};


```

- default builder guesses ''config_prefix'' from \$0

Middleware Information Center

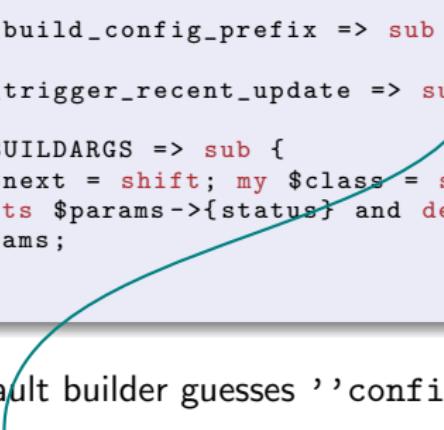
```
package Update::Status;

use strict; use warnings; use Moo;
extends "System::Image::Update";

around _build_config_prefix => sub { "sysimg_update" };

around _trigger_recent_update => sub {};

around BUILDARGS => sub {
    my $next = shift; my $class = shift; my $params = $class->$next(@_);
    exists $params->{status} and delete $params->{status};
    $params;
};


```

- default builder guesses ''config_prefix'' from \$0
- override with \$0 from the daemon

Middleware Delivery Center

```
package hp2sm;
use strict; use warnings; use Dancer2 ':syntax'; ...; use Update::Status;

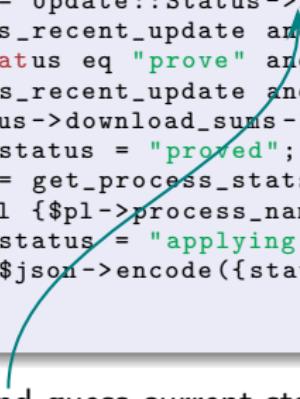
get '/status' => sub {
    my $us = Update::Status->new; my $status = "idle";
    $us->has_recent_update and $status = "available";
    $us->status eq "prove" and $status = "downloading";
    $us->has_recent_update and -f $us->download_image
        and $us->download_sums->{size} == stat( $us->download_image )->size
        and $status = "proved";
    my $pl = get_process_stats();
    firstval { $pl->process_name($_) =~ /flash-device/ } (0 .. $pl->entries()-1)
        and $status = "applying";
    return $json->encode({status => $status});
};

};
```

Middleware Delivery Center

```
package hp2sm;
use strict; use warnings; use Dancer2 ':syntax'; ...; use Update::Status;

get '/status' => sub {
    my $us = Update::Status->new; my $status = "idle";
    $us->has_recent_update and $status = "available";
    $us->status eq "prove" and $status = "downloading";
    $us->has_recent_update and -f $us->download_image
        and $us->download_sums->{size} == stat( $us->download_image )->size
        and $status = "proved";
    my $pl = get_process_stats();
    firstval { $pl->process_name($_) =~ /flash-device/ } (0 .. $pl->entries()-1)
        and $status = "applying";
    return $json->encode({status => $status});
};

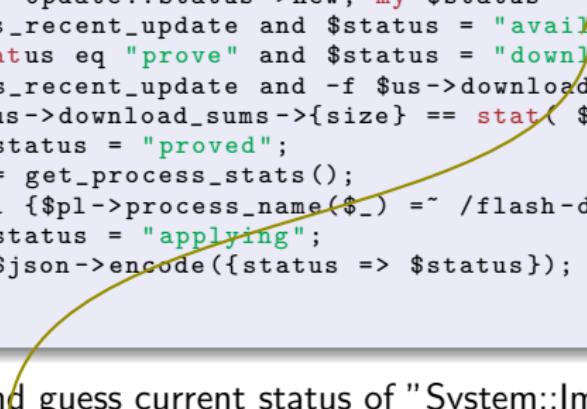

```

- Load and guess current status of "System::Image::Update" instance

Middleware Delivery Center

```
package hp2sm;
use strict; use warnings; use Dancer2 ':syntax'; ...; use Update::Status;

get '/status' => sub {
    my $us = Update::Status->new; my $status = "idle";
    $us->has_recent_update and $status = "available";
    $us->status eq "prove" and $status = "downloading";
    $us->has_recent_update and -f $us->download_image
        and $us->download_sums->{size} == stat($us->download_image)->size
        and $status = "proved";
    my $pl = get_process_stats();
    firstval {$pl->process_name($_) =~ /flash-device/} (0 .. $pl->entries()-1)
        and $status = "applying";
    return $json->encode({status => $status});
};

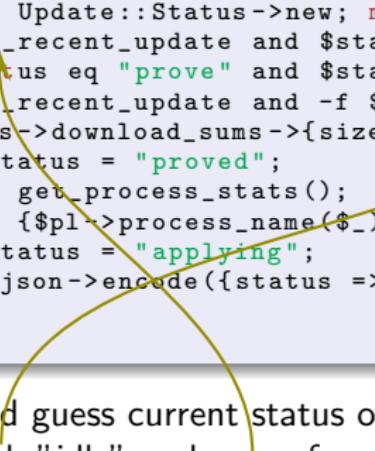

```

- Load and guess current status of "System::Image::Update" instance
- start with "idle" and prove from earliest to latest

Middleware Delivery Center

```
package hp2sm;
use strict; use warnings; use Dancer2 ':syntax'; ...; use Update::Status;

get '/status' => sub {
    my $us = Update::Status->new; my $status = "idle";
    $us->has_recent_update and $status = "available";
    $us->status eq "prove" and $status = "downloading";
    $us->has_recent_update and -f $us->download_image
        and $us->download_sums->{size} == stat($us->download_image)->size
        and $status = "proved";
    my $pl = get_process_stats();
    firstval {$pl->process_name($_) =~ /flash-device/} (0 .. $pl->entries()-1)
        and $status = "applying";
    return $json->encode({status => $status});
};

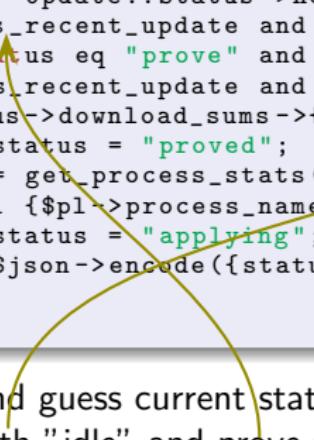

```

- Load and guess current status of "System::Image::Update" instance
- start with "idle" and prove from earliest to latest

Middleware Delivery Center

```
package hp2sm;
use strict; use warnings; use Dancer2 ':syntax'; ...; use Update::Status;

get '/status' => sub {
    my $us = Update::Status->new; my $status = "idle";
    $us->has_recent_update and $status = "available";
    $us->status eq "prove" and $status = "downloading";
    $us->has_recent_update and -f $us->download_image
        and $us->download_sums->{size} == stat($us->download_image)->size
        and $status = "proved";
    my $pl = get_process_stats();
    firstval {$pl->process_name($_) =~ /flash-device/} (0 .. $pl->entries()-1)
        and $status = "applying";
    return $json->encode({status => $status});
};

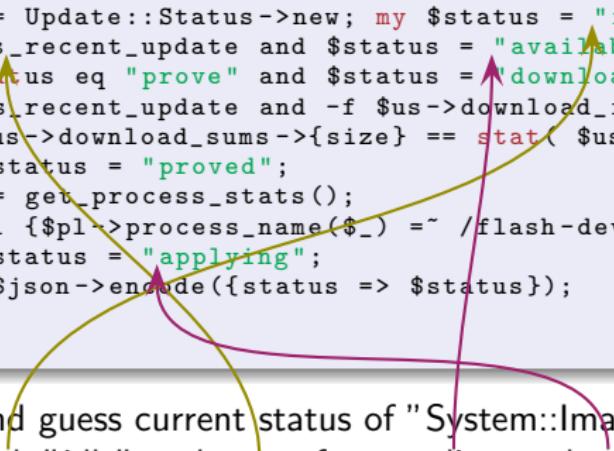

```

- Load and guess current status of "System::Image::Update" instance
- start with "idle" and prove from earliest to latest

Middleware Delivery Center

```
package hp2sm;
use strict; use warnings; use Dancer2 ':syntax'; ...; use Update::Status;

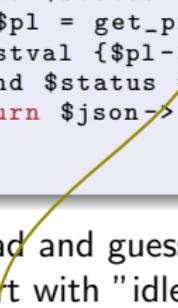
get '/status' => sub {
    my $us = Update::Status->new; my $status = "idle";
    $us->has_recent_update and $status = "available";
    $us->status eq "prove" and $status = "downloading";
    $us->has_recent_update and -f $us->download_image
        and $us->download_sums->{size} == stat($us->download_image)->size
        and $status = "proved";
    my $pl = get_process_stats();
    firstval {$pl->process_name($_) =~ /flash-device/} (0 .. $pl->entries()-1)
        and $status = "applying";
    return $json->encode({status => $status});
};
```

- 
- Load and guess current status of "System::Image::Update" instance
 - start with "idle" and prove from earliest to latest

Middleware Delivery Center

```
package hp2sm;
use strict; use warnings; use Dancer2 ':syntax'; ...; use Update::Status;

get '/status' => sub {
    my $us = Update::Status->new; my $status = "idle";
    $us->has_recent_update and $status = "available";
    $us->status eq "prove" and $status = "downloading";
    $us->has_recent_update and -f $us->download_image
        and $us->download_sums->{size} == stat( $us->download_image )->size
        and $status = "proved";
    my $pl = get_process_stats();
    firstval { $pl->process_name($_) =~ /flash-device/ } (0 .. $pl->entries()-1)
        and $status = "applying";
    return $json->encode({status => $status});
};

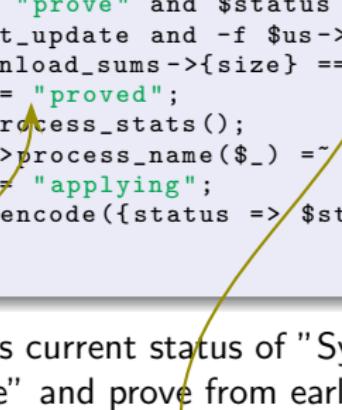

```

- Load and guess current status of "System::Image::Update" instance
- start with "idle" and prove from earliest to latest
- better status overrides earlier measures - ''prove'' implies has_recent_update

Middleware Delivery Center

```
package hp2sm;
use strict; use warnings; use Dancer2 ':syntax'; ...; use Update::Status;

get '/status' => sub {
    my $us = Update::Status->new; my $status = "idle";
    $us->has_recent_update and $status = "available";
    $us->status eq "prove" and $status = "downloading";
    $us->has_recent_update and -f $us->download_image
        and $us->download_sums->{size} == stat( $us->download_image )->size
        and $status = "proved";
    my $pl = get_process_stats();
    firstval { $pl->process_name($_) =~ /flash-device/ } (0 .. $pl->entries()-1)
        and $status = "applying";
    return $json->encode({status => $status});
};

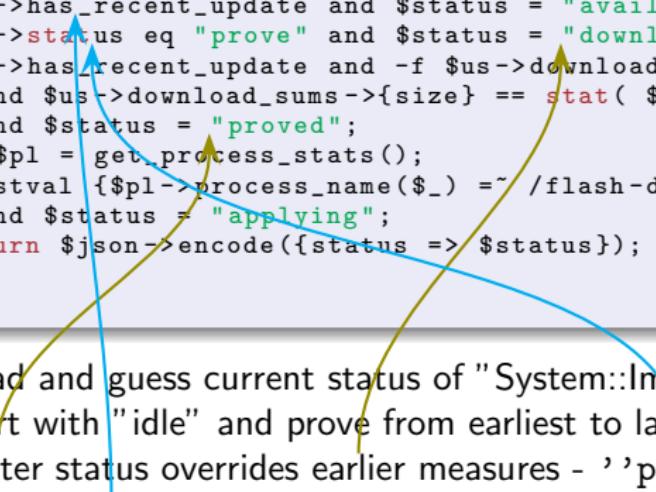

```

- Load and guess current status of "System::Image::Update" instance
- start with "idle" and prove from earliest to latest
- better status overrides earlier measures - ''prove'' implies has_recent_update

Middleware Delivery Center

```
package hp2sm;
use strict; use warnings; use Dancer2 ':syntax'; ...; use Update::Status;

get '/status' => sub {
    my $us = Update::Status->new; my $status = "idle";
    $us->has_recent_update and $status = "available";
    $us->status eq "prove" and $status = "downloading";
    $us->has_recent_update and -f $us->download_image
        and $us->download_sums->{size} == stat( $us->download_image )->size
        and $status = "proved";
    my $pl = get_process_stats();
    firstval { $pl->process_name($_) =~ /flash-device/ } (0 .. $pl->entries()-1)
        and $status = "applying";
    return $json->encode({status => $status});
};

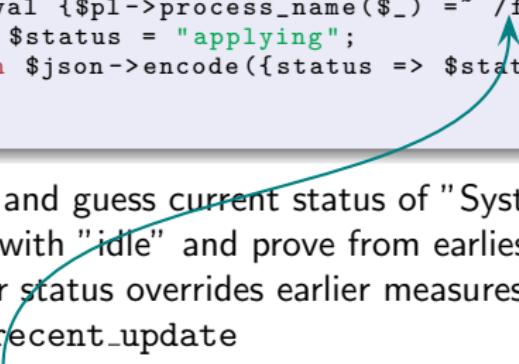

```

- Load and guess current status of "System::Image::Update" instance
- start with "idle" and prove from earliest to latest
- better status overrides earlier measures - ''prove'' implies has_recent_update

Middleware Delivery Center

```
package hp2sm;
use strict; use warnings; use Dancer2 ':syntax'; ...; use Update::Status;

get '/status' => sub {
    my $us = Update::Status->new; my $status = "idle";
    $us->has_recent_update and $status = "available";
    $us->status eq "prove" and $status = "downloading";
    $us->has_recent_update and -f $us->download_image
        and $us->download_sums->{size} == stat( $us->download_image )->size
        and $status = "proved";
    my $pl = get_process_stats();
    firstval { $pl->process_name($_) =~ /flash-device/ } (0 .. $pl->entries()-1)
        and $status = "applying";
    return $json->encode({status => $status});
};

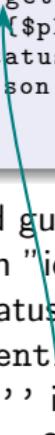

```

- Load and guess current status of "System::Image::Update" instance
- start with "idle" and prove from earliest to latest
- better status overrides earlier measures - ''prove'' implies has_recent_update
- ''apply'', is currently done by an external process

Middleware Delivery Center

```
package hp2sm;
use strict; use warnings; use Dancer2 ':syntax'; ...; use Update::Status;

get '/status' => sub {
    my $us = Update::Status->new; my $status = "idle";
    $us->has_recent_update and $status = "available";
    $us->status eq "prove" and $status = "downloading";
    $us->has_recent_update and -f $us->download_image
        and $us->download_sums->{size} == stat( $us->download_image )->size
        and $status = "proved";
    my $pl = get_process_stats();
    firstval { $pl->process_name($_) =~ /flash-device/ } (0 .. $pl->entries()-1)
        and $status = "applying";
    return $json->encode({status => $status});
};


```

- Load and guess current status of "System::Image::Update" instance
- start with "idle" and prove from earliest to latest
- better status overrides earlier measures - ''prove'' implies has_recent_update
- ''apply'' is currently done by an external process
- use Unix::Statgrab to grep for processes

Middleware Strikes Back

```
package hp2sm;
use strict; use warnings; use Dancer2 ':syntax'; ...; use Update::Status;

put '/status/downloading' => sub {
    my $us = Update::Status->new();
    $us->has_recent_update or return $json->encode( { result => "n/a" } );
    $us->status("download"); $us->save_config;
    system("svc -t /etc/daemontools/service/sysimg_update/");
    return $json->encode( { result => "ok" } );
};

};
```

Middleware Strikes Back

```
package hp2sm;
use strict; use warnings; use Dancer2 ':syntax'; ...; use Update::Status;

put '/status/downloading' => sub {
    my $us = Update::Status->new();
    $us->has_recent_update or return $json->encode( { result => "n/a" } );
    $us->status("download"); $us->save_config;
    system("svc -t /etc/daemontools/service/sysimg_update/");
    return $json->encode( { result => "ok" } );
};

};
```

Middleware Information Boosted Persistency

```
package Update::Status;
use strict; use warnings; use Moo;
extends "System::Image::Update";

around collect_savable_config => sub {
    my $next = shift; my $self = shift; my $save_cfg = $self->$next(@_);
    $self->has_status and $save_cfg->{status} = $self->status;
    $self->has_download_file
        and $save_cfg->{download_file} = $self->download_file;
    $save_cfg; };
};
```

system-image-update_git.bb top

```
DESCRIPTION = "System::Image::Update helps managing updates of OS images ..."
SRC_URI = "git://github.com/rehsack/System-Image-Update.git;rev=646fa928... \
           file://run file://sysimg_update.json"
RDEPENDS_${PN} += "archive-peek-libarchive-perl crypt-ripemd160-perl"
RDEPENDS_${PN} += "datetime-format-strptime-perl"
RDEPENDS_${PN} += "log-any-adapter-dispatch-perl"
RDEPENDS_${PN} += "file-configdir-system-image-update-perl"
RDEPENDS_${PN} += "moo-perl moox-configfromfile-perl moox-log-any-perl"
RDEPENDS_${PN} += "moox-options-perl net-async-http-perl"
RDEPENDS_${PN} += "digest-md5-perl digest-md6-perl"
RDEPENDS_${PN} += "digest-sha-perl digest-sha3-perl"
RDEPENDS_${PN} += "daemontools system-image"
S = "${WORKDIR}/git"
BBCLASSEXTEND = "native"

inherit cpan
do_configure_append() {
    oe_runmake manifest
}
```

system-image-update_git.bb top

```
DESCRIPTION = "System::Image::Update helps managing updates of OS images ..."  
SRC_URI = "git://github.com/rehsack/System-Image-Update.git;rev=646fa928... \  
          file://run file://sysimg_update.json"  
RDEPENDS_${PN} += "archive-peek-libarchive-perl crypt-ripemd160-perl"  
RDEPENDS_${PN} += "datetime-format-strptime-perl"  
RDEPENDS_${PN} += "log-any-adapter-dispatch-perl"  
RDEPENDS_${PN} += "file-configdir-system-image-update-perl"  
RDEPENDS_${PN} += "moo-perl moox-configfromfile-perl moox-log-any-perl"  
RDEPENDS_${PN} += "moox-options-perl net-async-http-perl"  
RDEPENDS_${PN} += "digest-md5-perl digest-md6-perl"  
RDEPENDS_${PN} += "digest-sha-perl digest-sha3-perl"  
RDEPENDS_${PN} += "daemontools system-image"  
S = "${WORKDIR}/git"  
BBCLASSEXTEND = "native"  
  
inherit cpan  
do_configure_append() {  
    oe_runmake manifest  
}
```

- typical package stuff . . . ,

system-image-update_git.bb top

```
DESCRIPTION = "System::Image::Update helps managing updates of OS images ..."  
SRC_URI = "git://github.com/rehsack/System-Image-Update.git;rev=646fa928... \  
          file://run file://sysimg_update.json"  
RDEPENDS_${PN} += "archive-peek-libarchive-perl crypt-ripemd160-perl"  
RDEPENDS_${PN} += "datetime-format-strptime-perl"  
RDEPENDS_${PN} += "log-any-adapter-dispatch-perl"  
RDEPENDS_${PN} += "file-configdir-system-image-update-perl"  
RDEPENDS_${PN} += "moo-perl moox-configfromfile-perl moox-log-any-perl"  
RDEPENDS_${PN} += "moox-options-perl net-async-http-perl"  
RDEPENDS_${PN} += "digest-md5-perl digest-md6-perl"  
RDEPENDS_${PN} += "digest-sha-perl digest-sha3-perl"  
RDEPENDS_${PN} += "daemontools system-image"  
S = "${WORKDIR}/git"  
BBCLASSEXTEND = "native"  
  
inherit cpan  
do_configure_append() {  
    oe_runmake manifest  
}
```

- typical package stuff . . . , like runtime dependencies

system-image-update_git.bb top

```

DESCRIPTION = "System::Image::Update helps managing updates of OS images ..."
SRC_URI = "git://github.com/rehsack/System-Image-Update.git;rev=646fa928... \
           file://run file://sysimg_update.json"
RDEPENDS_${PN} += "archive-peek-libarchive-perl crypt-ripemd160-perl"
RDEPENDS_${PN} += "datetime-format-strptime-perl"
RDEPENDS_${PN} += "log-any-adapter-dispatch-perl"
RDEPENDS_${PN} += "file-configdir-system-image-update-perl"
RDEPENDS_${PN} += "moo-perl moox-configfromfile-perl moox-log-any-perl"
RDEPENDS_${PN} += "moox-options-perl net-async-http-perl"
RDEPENDS_${PN} += "digest-md5-perl digest-md6-perl"
RDEPENDS_${PN} += "digest-sha-perl digest-sha3-perl"
RDEPENDS_${PN} += "daemontools system-image"
S = "${WORKDIR}/git"
BBCLASSEXTEND = "native"

inherit cpan
do_configure_append() {
    oe_runmake manifest
}

```

- typical package stuff . . . , like runtime dependencies
- git checkouts need adoption of source path

system-image-update_git.bb top

```

DESCRIPTION = "System::Image::Update helps managing updates of OS images ..."
SRC_URI = "git://github.com/rehsack/System-Image-Update.git;rev=646fa928... \
           file://run file://sysimg_update.json"
RDEPENDS_${PN} += "archive-peek-libarchive-perl crypt-ripemd160-perl"
RDEPENDS_${PN} += "datetime-format-strptime-perl"
RDEPENDS_${PN} += "log-any-adapter-dispatch-perl"
RDEPENDS_${PN} += "file-configdir-system-image-update-perl"
RDEPENDS_${PN} += "moo-perl moox-configfromfile-perl moox-log-any-perl"
RDEPENDS_${PN} += "moox-options-perl net-async-http-perl"
RDEPENDS_${PN} += "digest-md5-perl digest-md6-perl"
RDEPENDS_${PN} += "digest-sha-perl digest-sha3-perl"
RDEPENDS_${PN} += "daemontools system-image"
S = "${WORKDIR}/git"
BBCLASSEXTEND = "native"

inherit cpan
do_configure_append() {
    oe_runmake manifest
}

```

- typical package stuff . . . , like runtime dependencies
- git checkouts need adoption of source path
- build as any cpan package is built, but allow native packages and create missing MANIFEST

system-image-update_git.bb top

```

DESCRIPTION = "System::Image::Update helps managing updates of OS images ..."
SRC_URI = "git://github.com/rehsack/System-Image-Update.git;rev=646fa928... \
           file://run file://sysimg_update.json"
RDEPENDS_${PN} += "archive-peek-libarchive-perl crypt-ripemd160-perl"
RDEPENDS_${PN} += "datetime-format-strptime-perl"
RDEPENDS_${PN} += "log-any-adapter-dispatch-perl"
RDEPENDS_${PN} += "file-configdir-system-image-update-perl"
RDEPENDS_${PN} += "moo-perl moox-configfromfile-perl moox-log-any-perl"
RDEPENDS_${PN} += "moox-options-perl net-async-http-perl"
RDEPENDS_${PN} += "digest-md5-perl digest-md6-perl"
RDEPENDS_${PN} += "digest-sha-perl digest-sha3-perl"
RDEPENDS_${PN} += "daemontools system-image"
S = "${WORKDIR}/git"
BBCLASSEXTEND = "native"

inherit cpan
do_configure_append() {
    oe_runmake manifest
}

```

- typical package stuff . . . , like runtime dependencies
- git checkouts need adoption of source path
- build as any cpan package is built, but allow native packages and create missing MANIFEST

system-image-update_git.bb bottom

```
SERVICE_ROOT = "${sysconfdir}/daemontools/service"
SYSUPDT_SERVICE_DIR = "${SERVICE_ROOT}/sysimg_update"

do_install_append() {
    install -d -m 755 ${D}${sysconfdir}
    install -m 0644 ${WORKDIR}/sysimg_update.json ${D}${sysconfdir}

    install -d ${D}${SYSUPDT_SERVICE_DIR}
    install -m 0755 ${WORKDIR}/run ${D}${SYSUPDT_SERVICE_DIR}/run
}
FILES_${PN} += "${sysconfdir}"
```

system-image-update_git.bb bottom

```
SERVICE_ROOT = "${sysconfdir}/daemontools/service"
SYSUPDT_SERVICE_DIR = "${SERVICE_ROOT}/sysimg_update"

do_install_append() {
    install -d -m 755 ${D}${sysconfdir}
    install -m 0644 ${WORKDIR}/sysimg_update.json ${D}${sysconfdir}

    install -d ${D}${SYSUPDT_SERVICE_DIR}
    install -m 0755 ${WORKDIR}/run ${D}${SYSUPDT_SERVICE_DIR}/run
}
FILES_${PN} += "${sysconfdir}"
```

- define location of startup scripts

system-image-update_git.bb bottom

```
SERVICE_ROOT = "${sysconfdir}/daemontools/service"
SYSUPDT_SERVICE_DIR = "${SERVICE_ROOT}/sysimg_update"

do_install_append() {
    install -d -m 755 ${D}${sysconfdir}
    install -m 0644 ${WORKDIR}/sysimg_update.json ${D}${sysconfdir}

    install -d ${D}${SYSUPDT_SERVICE_DIR}
    install -m 0755 ${WORKDIR}/run ${D}${SYSUPDT_SERVICE_DIR}/run
}
FILES_${PN} += "${sysconfdir}"
```

- define location of startup scripts and install to there

system-image-update_git.bb bottom

```
SERVICE_ROOT = "${sysconfdir}/daemontools/service"
SYSUPDT_SERVICE_DIR = "${SERVICE_ROOT}/sysimg_update"

do_install_append() {
    install -d -m 755 ${D}${sysconfdir}
    install -m 0644 ${WORKDIR}/sysimg_update.json ${D}${sysconfdir}

    install -d ${D}${SYSUPDT_SERVICE_DIR}
    install -m 0755 ${WORKDIR}/run ${D}${SYSUPDT_SERVICE_DIR}/run
}
FILES_${PN} += "${sysconfdir}"
```

- define location of startup scripts and install to there
- install configuration file

system-image-update_git.bb bottom

```
SERVICE_ROOT = "${sysconfdir}/daemontools/service"
SYSUPDT_SERVICE_DIR = "${SERVICE_ROOT}/sysimg_update"

do_install_append() {
    install -d -m 755 ${D}${sysconfdir}
    install -m 0644 ${WORKDIR}/sysimg_update.json ${D}${sysconfdir}

    install -d ${D}${SYSUPDT_SERVICE_DIR}
    install -m 0755 ${WORKDIR}/run ${D}${SYSUPDT_SERVICE_DIR}/run
}
FILES_${PN} += "${sysconfdir}"
```

- define location of startup scripts and install to there
- install configuration file
- tell bitbake to put files from \${sysconfdir} into package

sysimg_update.json

```
{  
    "log_adapter" : [  
        "Dispatch",  
        "outputs", [  
            [ "File", "min_level", "debug", "filename",  
                "/var/log/sysimg_update.log", "newline", 1, "mode", ">>" ],  
            [ "File", "min_level", "error", "filename",  
                "/var/log/sysimg_update.error", "newline", 1, "mode", ">>" ],  
            [ "Screen", "min_level", "notice", "newline", 1, "stderr", 1 ]  
        ]  
    ],  
    "update_manifest dirname" : "/rwmedia/update/",  
    "http_user" : "b01f..."  
}
```

sysimg_update.json

```
{  
    "log_adapter" : [  
        "Dispatch",  
        "outputs", [  
            [ "File", "min_level", "debug", "filename",  
                "/var/log/sysimg_update.log", "newline", 1, "mode", ">>" ],  
            [ "File", "min_level", "error", "filename",  
                "/var/log/sysimg_update.error", "newline", 1, "mode", ">>" ],  
            [ "Screen", "min_level", "notice", "newline", 1, "stderr", 1 ]  
        ]  
    ],  
    "update_manifest dirname" : "/rwmedia/update/",  
    "http_user" : "b01f..."  
}
```

- Provides settings for Log::Any (mind _trigger_log_adapter in System::Image::Update::Role::Logging consuming MooX::Log::Any)

sysimg_update.json

```
{  
    "log_adapter" : [  
        "Dispatch",  
        "outputs", [  
            [ "File", "min_level", "debug", "filename",  
                "/var/log/sysimg_update.log", "newline", 1, "mode", ">>" ],  
            [ "File", "min_level", "error", "filename",  
                "/var/log/sysimg_update.error", "newline", 1, "mode", ">>" ],  
            [ "Screen", "min_level", "notice", "newline", 1, "stderr", 1 ]  
        ]  
    ],  
    "update_manifest dirname" : "/rwmedia/update/",  
    "http_user" : "b01f..."  
}
```

- Provides settings for Log::Any (mind _trigger_log_adapter in System::Image::Update::Role::Logging consuming MooX::Log::Any)
- redirect place to store update manifest (files)

sysimg_update.json

```
{
  "log_adapter" : [
    "Dispatch",
    "outputs", [
      [ "File", "min_level", "debug", "filename",
        "/var/log/sysimg_update.log", "newline", 1, "mode", ">>" ],
      [ "File", "min_level", "error", "filename",
        "/var/log/sysimg_update.error", "newline", 1, "mode", ">>" ],
      [ "Screen", "min_level", "notice", "newline", 1, "stderr", 1 ]
    ]
  ],
  "update_manifest dirname" : "/rwmedia/update/",
  "http_user" : "b01f..."
}
```

- Provides settings for Log::Any (mind _trigger_log_adapter in System::Image::Update::Role::Logging consuming MooX::Log::Any)
- redirect place to store update manifest (files)
- Provide authentication to update server for development boxes (avoid builder being called)

Overview

Part IV

Finish

10 Conclusion

11 Resources

- Resources
- Thank you

Conclusion

- lazy attributes allow designing a multi-stage initialization phase

Conclusion

- lazy attributes allow designing a multi-stage initialization phase
- benefit of common runtime (faster load) when using

Conclusion

- lazy attributes allow designing a multi-stage initialization phase
- benefit of common runtime (faster load) when using
- improve design by

Conclusion

- lazy attributes allow designing a multi-stage initialization phase
- benefit of common runtime (faster load) when using
- improve design by
 - ▶ using roles for behavioral design (avoid duck typing)

Conclusion

- lazy attributes allow designing a multi-stage initialization phase
- benefit of common runtime (faster load) when using
- improve design by
 - ▶ using roles for behavioral design (avoid duck typing)
 - ▶ using explicit patterns for clear separation of concerns

Conclusion

- lazy attributes allow designing a multi-stage initialization phase
- benefit of common runtime (faster load) when using
- improve design by
 - ▶ using roles for behavioral design (avoid duck typing)
 - ▶ using explicit patterns for clear separation of concerns
 - ▶ express intentions clearer for method overloading by using *method modifiers*

Resources

Software on MetaCPAN

<https://metacpan.org/pod/Moo>

<https://metacpan.org/search?q=MooX>

<https://metacpan.org/pod/MooX::Options>

<https://metacpan.org/pod/MooX::ConfigFromFile>

<https://metacpan.org/pod/IO::Async>

Resources

Software on MetaCPAN

<https://metacpan.org/pod/Moo>

<https://metacpan.org/search?q=MooX>

<https://metacpan.org/pod/MooX::Options>

<https://metacpan.org/pod/MooX::ConfigFromFile>

<https://metacpan.org/pod/I0::Async>

Software on GitHub

<https://github.com/moose/Moo>

<https://github.com/rehsack/System-Image-Update>

<https://github.com/perl5-utils/File-ConfigDir-System-Image-Update>

Resources

Software on MetaCPAN

<https://metacpan.org/pod/Moo>

<https://metacpan.org/search?q=MooX>

<https://metacpan.org/pod/MooX::Options>

<https://metacpan.org/pod/MooX::ConfigFromFile>

<https://metacpan.org/pod/I0::Async>

Software on GitHub

<https://github.com/moose/Moo>

<https://github.com/rehsack/System-Image-Update>

<https://github.com/perl5-utils/File-ConfigDir-System-Image-Update>

Software for Cross-Building Perl-Modules

<https://www.yoctoproject.org/>

<https://github.com/rehsack/meta-cpan>

Resources

IRC

`irc://irc.perl.org/#moose`

`irc://irc.perl.org/#web-simple`

`irc://irc.perl.org/#dancer`

`irc://irc.freenode.org/#yocto`

Resources

IRC

irc://irc.perl.org/#moose
irc://irc.perl.org/#web-simple
irc://irc.perl.org/#dancer
irc://irc.freenode.org/#yocto

Hints

<http://sck.pm/WVO> # proper usage of the roles in perl
<https://metacpan.org/pod/Moo#CLEANING-UP-IMPORTS>

Thank You For Listening

Questions?

Jens Rehsack <rehsack@cpan.org>
Cologne