

Cómo complicar innecesariamente tu vida programando una shell asíncrona en Python

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WHY?

WHY NOT?

DEMO TIME

```
[1] CartoSH [2] SSH

✓ warmup
✓ rails https://team.carto.com/u/javitonino/builder/a9686db4-d99b-11e6-9e8f-0e05a8b3e3d7/embed
• me = u"javitonino"
└ Loading User javitonino
  ↗ Opening Central Rails console
    • Running Rails command: User.where(username: "javitonino").first.instance_eval do |u| u.attributes.merge(server: u.first_server.attributes, org_owner_id: u.organization.try(:owner).try(:first_server).try(:remote_user_id)) end

✓ https://team.carto.com/u/javitonino/builder/a9686db4-d99b-11e6-9e8f-0e05a8b3e3d7/embed.visualization
carto link = Link for at Amazon cloud

✓ carto_link.visualization
visualization = Map Rockdale {Cities: Skylines}

Carto psql:
  central
  dbm
  obd
```

LAS PIEZAS DEL PUZZLE

PROMPT_TOOLKIT

ASYNCIO

PLY

META PROGRAMACIÓN

PROMPT TOOLKIT

"Press any key to continue or any other key to quit." - Unknown

The image shows a terminal window with two code editors side-by-side. The left editor contains the file `editor.py` with Python code for a text editor application. The right editor contains the file `terminal.py` with Python code for a terminal application.

Code from editor.py:

```
1  #!/usr/bin/python
2
3  # editor.py
4
5  files_to_edit = ['file1.txt', 'file2.py']
6  e = Editor(files_to_edit)
7  e.run() # Run the event loop, starts interaction.
8
9  from __future__ import unicode_literals
10
11 from prompt_toolkit.buffer import Buffer, AcceptAction
12 from prompt_toolkit.contrib.shortcuts import create_overloop
13 from prompt_toolkit.layout import SEARCH_BUFFER
14 from prompt_toolkit.filters import Always, Condition
15 from prompt_toolkit.history import FileHistory
16 from prompt_toolkit.interface import CommandLineInterface, AbortException
17 from prompt_toolkit.key_binding.vi_state import InputMode
18
19 from .commands.completer import create_command_completer
20 from .commands.handler import handle_command
21 from .commands.preview import CommandPreviewer
22 from .editor_buffer import EditorBuffer
23 from .enums import COMMAND_BUFFER
24 from .help import HELP_TEXT
25 from .key_bindings import create_key_bindings
26 from .layout import EditorLayout
27 from .reporting import report
28 from .style import generate_builtin_styles, get_editor_style_by_name
29 from .window_arrangement import WindowArrangement
30
31 import sys
32 import os
33
34 _all__ = [
35     'Editor',
36 ]
37
38
39 class Editor(object):
40     """
41         The main class, Containing the whole editor.
42     """
43
44     def run(self):
45         """Run the event loop, starts interaction.
46         """
47         overloop = create_overloop(self)
48         overloop.run()
49
50 if __name__ == '__main__':
51     Editor(['file1.txt', 'file2.py']).run()
```

Code from terminal.py:

```
1  #!/usr/bin/python
2
3  # terminal.py
4
5  return tokens, tokens[1]
6
7
8
9  class ShowTabsProcessor(Processor):
10
11     def __init__(self, editor):
12         self.editor = editor
13
14     def render(self, cli, document, tokens):
15         desktop = self.editor.desktop
16
17         # Create separator for tabs.
18         dots = '\u2026'
19         separator = dots * len(tabstop)
20
21         # Compute the positions where we replace the tabs.
22         positions = []
23
24         # Replace tabs by separator.
25         for position in range(len(tokens)):
26             if tokens[position].text == '\t':
27                 positions.append(position)
28
29         for index in reversed(positions):
30             tokens[index] = separator
31
32
33 class EditorBuffer(Buffer):
34
35     _all__ = [
36         'WindowArrangement',
37     ]
38
39
40 class HSplit(Layout):
41     """
42         Horizontal split. (This is a higher level split than
43         prompt_toolkit.layout.Hsplit.)
44     """
45
46
47 class VSplit(Layout):
48     """
49         Horizontal split. (This is a higher level split than
50         prompt_toolkit.layout.Vsplit.)
51     """
52
53
54 class Window(object):
55     """
56         Editor window: a window can show any open buffer.
57     """
58
59     def __init__(self, buffer, **kwargs):
60         self.buffer = buffer
61         self.editor = Editor(**kwargs)
```

LAYOUT

Los contenedores dividen la pantalla en partes (horizontal/vertical) y ajustan el tamaño de su contenido.

Los componentes muestran distinto contenido, por lo general, tokens.

Hay un layout para prompts por defecto. Tosh lo utiliza, añadiendo la barra de tabs.

```
class MainWindow(HSplit):
    def __init__(self, tosh):
        self._tosh = tosh
        self._tabs = [ToshTab(tosh)]
        self._active_tab = 0
        layout = [
            Window(
                TokenListControl(
                    self._get_tabs_tokens,
                    default_char=Char(' ', Token.Tabs),
                ),
                height=D(max=1)
            ),
            self._tabs[0].layout
        ]
```

TOKENS

Un token se compone de un texto acompañado de una tag que indica el estilo.

Un estilo mapea tags a estilos, se adaptan automáticamente a las capacidades del terminal.

```
prompt = [
    (Token.Prompt.Text, 'tosh'),
    (Token.Prompt, '|')
]

style = {
    Token.Prompt: '#f24440',
    Token.Prompt.Text: '#fff bg:#f24440'
}
```

ENTRADA

Se pueden definir key bindings con un decorador.
También para ratón.

prompt_toolkit ejecutará la función asociada cuando se detecte la pulsación de teclas.

Pueden usarse filtros dependiendo del estado de la aplicación.

```
prompt =
    ConditionalRegistry(filter=Condition(_prompt_tab))
interactive =
    ConditionalRegistry(filter=Condition(_interactive_tab))

@prompt.add_binding(Keys.ControlW)
@interactive.add_binding(Keys.ControlB, 'w')
def _close_tab(event):
    tosh.window.active_tab().close()

@global.add_binding(Keys.ControlB, Keys.Left)
def _prev_tab(_):
    tosh.window.prev_tab()
```

ASYNCIO

"In the jungle
The mighty jungle
The lion sleeps tonight.

Async, await, async,
await, async, await..."

ASYNCIO

Permite ejecutar varias tareas en paralelo sin usar hilos.

Integración directa con prompt_toolkit.

```
self._cli = CommandLineInterface(  
    application=application,  
    eventloop=create_asyncio_eventloop(),  
    output=create_output(true_color=True)  
)  
  
asyncio.get_event_loop().run_until_complete(  
    self._cli.run_async()  
)
```

ASYNCSH

Implementa el protocolo SSH sobre asyncio.

Una conexión, varias sesiones, varios usuarios.
Mutex para evitar conflictos.

Código de pymux para convertir de prompt_toolkit a vt100.

```
class _SSHSwitchableSession(asyncssh.SSHClientSession):
    async def __aenter__(self):
        await self._lock.acquire()
        return self._handler

    async def __aexit__(self, *_):
        self._lock.release()

    async with session as handler:
        await self.sub(handler.connect_db, db_name)
        tab = create_interactive_tab(self._tosh, session)
```

PLY

"Some people, when confronted with a problem, think "I know, I'll use regular expressions." Now they have two problems.
" - Jamie Zawinski

LEXER + PARSER

Usa docstrings para reglas de construcción.

El lexer identifica tokens, por ejemplo: una cadena de texto o un entero.

El parser identifica, en este caso, comandos. Indica que tokens pueden seguir a cuáles.

```
def t_INTEGER(self, t):
    r'\d+'
    t.value = Integer.load_task(self._tosh, t.value)
    return t

def p_assignment_statement(self, t):
    """
        statement : VARIABLE '=' expression
                  | VARIABLE '=' command
                  | BARE_WORD '=' expression
                  | BARE_WORD '=' command
    """
    t[0] = AssignmentStatement(
        self._tosh, t[1].bare_word, t[3])
```

AUTO COMPLETE

Funcionalidad de prompt_toolkit, implementada a mano.

Es difícil usar ply puesto que se trata de autocompletar comandos parciales (que fallan el parseo).

```
if tokens[-1].type == '=':  
    # After an equal, return expressions  
    for i in self._add_space(self._expressions(), fix):  
        yield i  
elif tokens[-1].type == '(':  
    # After a parens, return commands  
    for i in self._add_space(self._commands(), fix):  
        yield i  
elif tokens[-1].type == '.':  
    # After a dot, return attributes  
    var = tokens[-2].value.return_type  
    for c in self._add_space(var.attributes.keys()):  
        yield c
```

META PROGRAMACIÓN

"It's okay to figure out
murder mysteries, but
you should not need to
figure out code. You
should be able to read it.

" - Steve McConnell

VARIABLES

Usan metaclasses para registrar automáticamente las subclases, con sólo importarlas.

`__subclasses__` sólo devuelve las subclases cargadas en un módulo.

```
class _VariableMeta(type):
    by_prefix = {}

def __init__(self, name, bases, attrs):
    super().__init__(name, bases, attrs)

    # Register this variable
    self.by_class_name[name] = self
    if hasattr(self, 'prefix'):
        self.by_prefix[self.prefix] = self

class Variable(metaclass=_VariableMeta):
    pass

Variable.by_prefix[prefix]
```

TASKS

Decorador para marcar cualquier corutina como tarea, sin necesidad de crear una clase.

Útil para métodos parte de comandos más complejos.

Instanciación manual para crear referencia circular.

```
connect (list "localhost:27183").0
└─ Opening interactive PSQL console
  └─ Accessing [Database].0
    └─ Connecting to localhost:27183
      └─ Opening session with SSHPsqHandler at localhost
        └─ Connecting to database: postgres
```

```
def task(title):
    def task_decorator(func):
        def task_method(*args, **kwargs):
            tosh = kwargs.pop('_tosh')
            _task = CoroutineTask.__new__(CoroutineTask)
            _task.__init__(tosh, func(*args, **kwargs,
                                     task=_task))
            return _task
        return task_method
    return task_decorator
```

```
@task("Loading {pos[0].class_name} {pos[1]}")
async def load(cls, argument, *, task):
    pass
```

IT COMPILES! SHIP IT!

1. TOSH

El núcleo de la aplicación. Disponible en:
<https://github.com/javitonino/tosh>

2. TOSHQL

Un paquete de ejemplo con algunos comandos para conectarse a bases de datos remotas.

<https://github.com/javitonino/toshql>

An aerial photograph of a small, densely forested island in the middle of a large, shallow lagoon. The water is a vibrant turquoise color, transitioning to darker blues at the edges. Several smaller, rocky islets are scattered around the main island. The surrounding ocean is a deep teal or greenish-blue.

¿PREGUNTAS?

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