

Governing Development in SharePoint

DEV207

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Agenda

- ▶ What can go wrong?
- ▶ What is code (and what isn't)?
- ▶ Big areas
 - Core Development
 - Checkpoints
 - Deployment



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What can go wrong?

- ▶ Security
 - Breaches
 - Difficult to maintain
- ▶ Stability
 - Memory Leaks (Out of Memory issues)
 - Endless loops
- ▶ Performance
 - Large List
 - Iterating



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What's Code (and what isn't)?

- ▶ More than C#/VB.NET
- ▶ What about XML?
 - Feature.xml
 - Manifest.xml
 - ONet.xml
 - Schema.xml
- ▶ What about Master Pages?
- ▶ What about Page Layouts?



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What are the big areas to work on?

- ▶ Core development
 - Coding Standards
 - Supported/Unsupported APIs
- ▶ Checkpoints
 - Automated analysis
 - Build Servers/Continuous Integration
- ▶ Deployment



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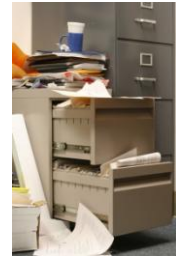


Core Development

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Source Control

- Fundamental of software development – yet often overlooked
- Verify by requiring builds come from source control, not a developer



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IDisposable

- Every object that supports IDisposable must be disposed every time.
- Use the 'Using' statement in C# or a try/catch/finally to make sure that .Dispose() is **always** called.



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IDisposable - Enumeration

- SharePoint Enumerators don't automatically dispose objects – put a .Dispose() at the end of your foreach loop.
- SPWeb will dispose all SPWebs it creates but don't rely on it.



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Sidebar: StringBuilder (your .NET friend)

- Memory fragmentation is your enemy (even in 64 bit)
- In .NET each string is immutable. String concatenation results in a new memory allocation
- Use StringBuilder



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Customized Artifacts

- Think: SharePoint Designer
- Customized pages don't upgrade well
- Customized pages don't distribute well
- Should you allow customized artifacts?



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Site Definition or Site Template

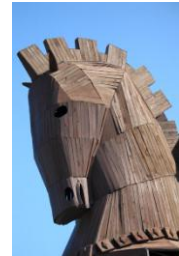
- ▶ Site Definitions are **hard**
- ▶ Site Templates are **easy**
- ▶ Use site definitions only when you must
- ▶ If you use a site definition, build it from features



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Feature Stapling

- ▶ Site Definitions can not be changed once a site is created from it (Supportability)
- ▶ Feature stapling allows you to add new functionality to existing site definitions
- ▶ Don't allow stapling to GLOBAL or OOB site definitions



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List Definitions and Content Types

- ▶ Use Content Types (**easy**) to define fields
- ▶ Use List definitions (**hard**) only if you need to pre-create views (and can't use a list or site template)



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Event Receivers and Workflows

- ▶ Workflows are long running, serializable, and resumable but heavy and not high performance
- ▶ Event receivers are not for long running operations, can cancel actions, but are high performance



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SPList vs. Database Table

- ▶ SPList offers Alerts, searchability, event receivers, workflows, MS Office integration, etc., but isn't for large data sets (> 2K)
- ▶ Database tables (not in the SharePoint DB) are easy to understand but don't offer SharePoint features



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RenderContents vs. CreateChildControls

- ▶ Don't use RenderContents – it's like doing ASP in ASP.NET
- ▶ CreateChildControls allows you to modify the output for mobile devices, supports View State, Post Back, events, etc.



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Supportability Deal Breakers

- ▶ Just **don't** do it
- ▶ **Don't** directly access the SharePoint DB (even just reads)
- ▶ **Don't** change a site definition after a site has been created



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Don't Modify Out of the Box Files

- ▶ Don't modify out of the box files (including site definitions)
- ▶ If you **must** remember that you have to manually integrate every service pack, update, etc.



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Branding

- ▶ Use Master Pages to change the fundamental layout
- ▶ Use Themes to apply basic colors and graphics
- ▶ Make your theme link (import) from _layouts to avoid the customization problem
- ▶ Use Page layouts to rearrange content, hide navigation, etc.



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Strong Naming

- ▶ All Assemblies must be strong named
 - You never know when you're going to have to put them in the GAC
 - It **doesn't** hurt to do it now
 - You don't want to change assembly references later (they're in the DB)



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Checkpoints

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Automated Checks

- ▶ Compiler Warnings
- ▶ Visual Studio 2008 Code Analysis/FxCop
- ▶ SPDisposeChecker



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Build Sever

- ▶ All code comes from source control
- ▶ Ensures that all configuration dependencies are documented
- ▶ Easy to move to continuous integration



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Manual Code Reviews

- ▶ The most expensive – and necessary – step for shared platforms
- ▶ Must be an architect doing the review
 - Look for best practices (i.e. this presentation)
 - Look for infrastructure issues (i.e. not in this presentation)



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Load Testing

- ▶ At the very least, try to break it (codeplex.com/???)
- ▶ Invest in real load testing for high risk projects
- ▶ Load testing needs to be done against a representative data sample



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User Acceptance Testing

- ▶ **Make** the users sign off on the solution – every time
- ▶ Ensure that the test matches the requirements, design points, or features of the system



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Deployment

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SharePoint Solutions (WSP)

- ▶ Only allow WSPs for deployment – no manual file copies
- ▶ Think MSI for SharePoint



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Global Assembly Cache or BIN

- ▶ Some things **must** be in the GAC (Event Receivers, Feature Receivers, Workflow DLLs, etc.)
- ▶ In BIN require CAS policies (don't turn CAS off)
- ▶ In an organization the requirement for BIN is normally not worth it.



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Web.Config Changes

- ▶ Only if required
- ▶ Don't use the API to do them
- ▶ No application settings (too hard to manage) – there are better places for application settings



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Smoke Tests

- ▶ Quick tests that the infrastructure team can use to ensure that the package / solution deployed correctly



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Migration Strategies

- ▶ Code moves from developer workstations forward through test and into production.
- ▶ Content (including configuration) move from production through test and if necessary into developer workstations.



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Say What?

- ▶ Prioritize
- ▶ Evaluate risks
- ▶ Educate don't legislate
- ▶ Develop strong large scale ASP.NET skills



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