



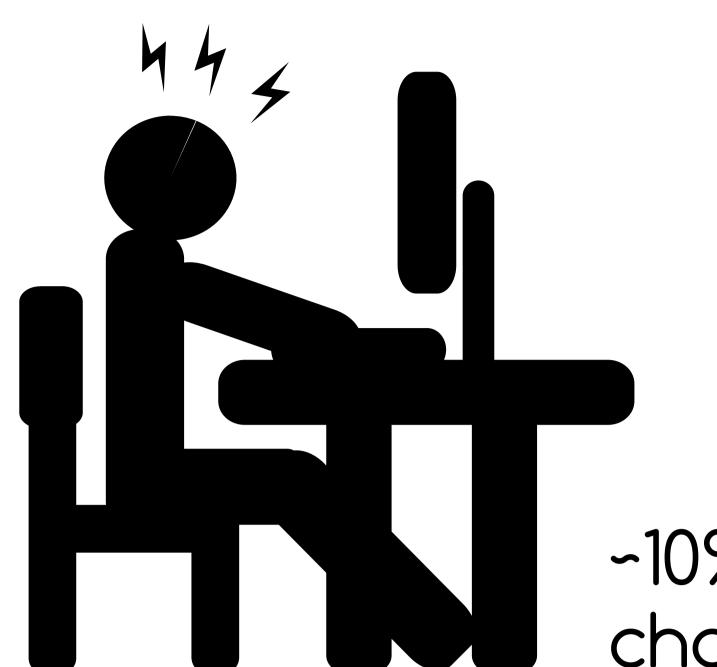




Moving to opensource model and tools.

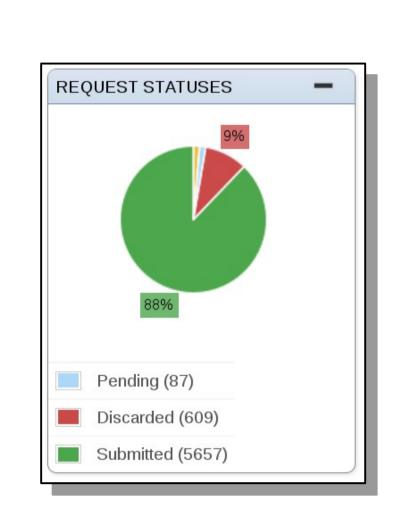






Each change approved by code review

-10% of the code changes get rejected.



LoggerFactory.getLogger(NfsProxyIoFactory.class) LoggerFactory.getLogger(NfsProxyIoFactory.class) private final Cache<stateid4, ProxyIoAdapter> proxyIO private final Cache<stateid4, ProxyIoAdapter> proxyIo = CacheBuilder.newBuilder() = CacheBuilder.newBuilder() private final NFSv41DeviceManager deviceManager; private final ExponentialBackoffAlgorithmFactory public NfsProxyIoFactory(NFSv41DeviceManage public NfsProxyIoFactory(NFSv41DeviceManage /iceManager) { deviceManager) { this.deviceManager = deviceManager backoffFactory = **new** ExponentialBackoffAlgorithmFactory(); backoffFactory.setMinDelay(TIMEOUT_STEP); backoffFactory.setMinUnit(TIMEOUT_STEP_UNIT); public ProxyIoAdapter getOrCreateProxy(Inode inode, public ProxyIoAdapter getOrCreateProxy(Inode inode, stateid4 stateid, CompoundContext context, boolean stateid4 stateid, CompoundContext context, boolean isWrite) throws IOException { isWrite) throws IOException { ∓ public ProxyIoAdapter createIoAdapter (Inode inode, stateid4 stateid, CompoundContext context, boolean isWrite) throws IOException { // we assume only one segment as dcache doesn't // we assume only one segment as dcache doesn' nfsv4_1_file_layout4 fileLayoutSegment = nfsv4 1 file lavout4 fileLavoutSegment = LayoutgetStub.decodeLayoutId(layout.getLayoutSegments() LayoutgetStub.decodeLayoutId(layout.getLayoutSegments() [0].lo content.loc body): [0].lo content.loc body); deviceid4 dsId = fileLayoutSegment.nfl deviceid; deviceid4 dsId = fileLayoutSegment.nfl_deviceid; device_addr4 deviceAddr = device_addr4 deviceAddr = deviceManager.getDeviceInfo(context, dsId); deviceManager.getDeviceInfo(context, dsId); nfsv4_1_file_layout_ds_addr4 nfs4DeviceAddr = nfsv4_1_file_layout_ds_addr4 nfs4DeviceAddr

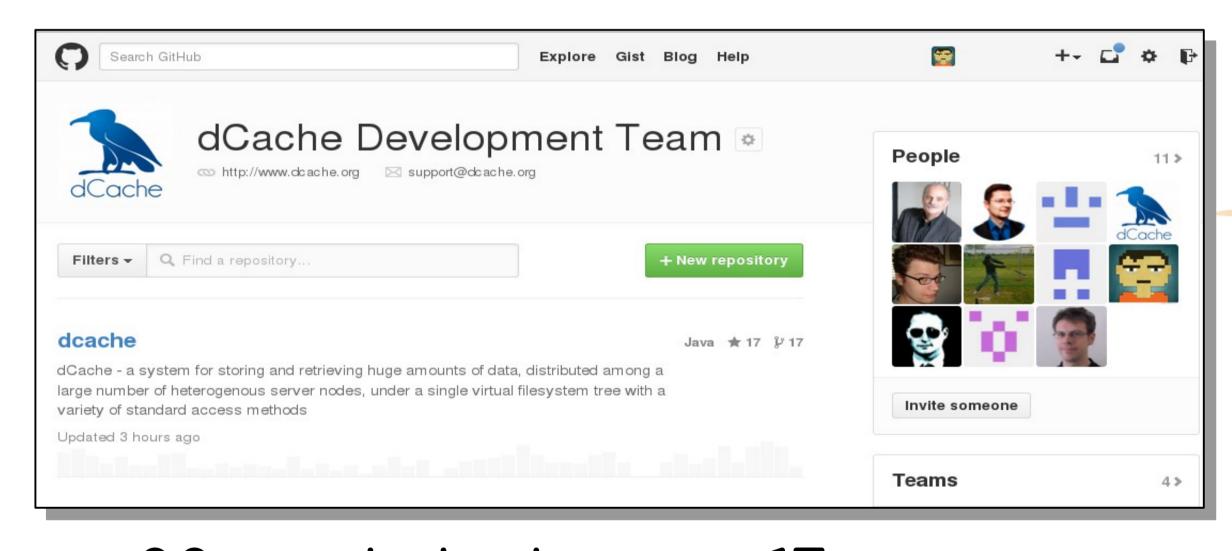


Any push/pull-request triggers a full build/deploy/test chain



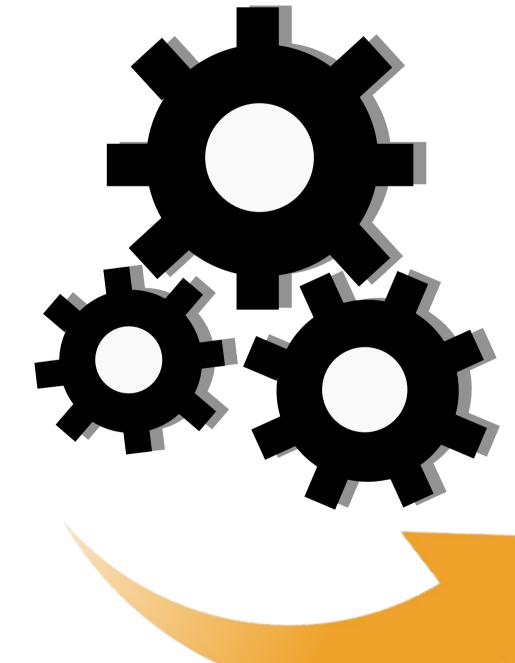
Feel free to steal and contribute!

The complete code is opensource and hosted on GitHub.



38 contributors in 15 years.

The "Release Process" gives a common framework to get stuff done with a predictable result.



- ~ 50 major branches
- ~ 7 supported branches
- ~ 440 release

