

The Samba logo is displayed in a bold, white, sans-serif font. The letter 'S' is stylized with a white arrow pointing to the left, and the letter 'A' has a white arrow pointing to the right. The logo is set against a dark grey rectangular background.

**SAMBA**

opening windows to a wider world

# The Samba Tour of Scripting Languages

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# Samba is a C project

- Parts of the team have always had an aversion to scripting languages
  - C is the only truly portable thing
  - Except for all the exceptions...
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# Samba over the past two decades



# Starting as you might expect...

- Build systems
    - Make, autoconf, but never automake
  - Auto-generation
    - awk for auto-prototypes of C functions
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# M4, how do I loathe thee?

- Autoconf gone mad
  - Portable to multiple versions of autoconf templates
  - Including m4 files from subprojects



# Every project needs a build system

- Samba4 started to develop a separate identity
  - Shared libraries
  - Grouping of code
  - From object lists to subsystems
  - Still autoconf, m4, and make but now also perl
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# Building from IDL

- An awkward way to build from IDL
    - An early attempt at an IDL compiler was written in awk
    - Sadly the results were hand-edited
    - Restricted by Samba's desire to be incredibly portable
  - PIDL revived
    - Perl-based IDL compiler
    - Results used as-is, or exceptions made in the source IDL
    - All of Samba now uses PIDL extensively
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# Javascript before it was cool

- Before the days of node.js Samba had an embedded Javascript engine
  - Based on EJS
  - C bindings for RPC functions
  - Provision script to lay out a template database
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# But the cool kids were using python

- Suffering from being ahead of our time for once
    - We ditched JS and moved to python
  - Tridge had to be subtly mislead to accept it
    - (the promise of easier debugging)
    - but is now a big python fan..
  - Writing code in an exception based language is much cleaner
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# Python bindings

- IDL generated bindings
    - Call any remote dce/rpc function
    - Build any IDL-based structure
  - Also bindings for C interfaces:
    - ldb
    - tdb
    - talloc objects
    - Essentially all useful parts of Samba have or can get python bindings
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# Python scripts

- samba-tool gradually rewritten:
    - from all-C
    - to python
    - or python wrapped around C
  - Forking python scripts from the main 'samba' process to handle small tasks
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# Testing framework

- Perl test framework
    - Creates test environments
    - Calls provision, starts server processes
  - Python 'subunit' test result processing
  - Tests written in:
    - C – smb torture
    - Python
    - Shell
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# Revamping the build system

- It all started with a simple proposal: cmake
    - Our existing m4/autoconf/GNU make system was a failure
    - So the case for replacing it would be easy, right?
  - Counter-proposal: waf
    - Written in python
    - Used to build Samba4 at first
  - The eventual result:
    - Samba3 still built with m4, autoconf and make
    - A combined build using waf
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# Python: Samba's scripting language

- Slowly replacing other languages
  - Perl will remain for PIDL
  - Difficult to dislodge the m4, autoconf and make build system
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