

Flakes at Work

How flakes can be utilized in a workplace environment

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Presentation goals

- The idea of this presentation is to showcase:
 - ▶ very practical things regarding flakes
 - ▶ parts of a flake-heavy workflow
 - ▶ useful in a company/large project where nix users are first-class citizens

Flake components

Inputs

- local directories
- private git inputs
- public git inputs
- non-flakes

Outputs

- packages
- apps
- formatters
- checks
- devShells
- overlays
- nixosModules
- nixosConfigurations
- templates

The obvious: project devShells

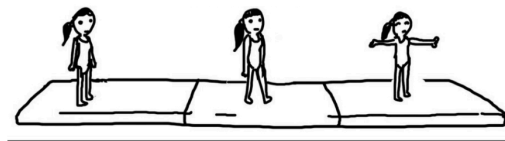
The most obvious, immediate benefit of nix users being first-class citizens

Setting up development environment

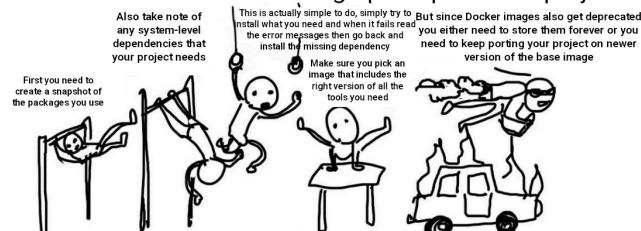
1. Open project
2. Run `nix develop`
3. Start working

Nix enjoyer setting up a reproducible project

I just use Nix



Docker enthusiast setting up a reproducible project



The obvious: nix builds are reproducible

Perhaps even more obvious

Building the project

1. Install nix
2. `nix build`

Bonus: Cross-compilation is also trivial much easier to setup with Nix



Sharing shells with colleagues

```
> Colleague: hi, what tools do you use to do <thing>?  
> me: `nix develop <thing-shell>`  
> Colleague: this is the way.  
> me: this is the way.
```



Running the CI on any machine

- Anti-pattern: Developing against the CI
- With nix, you can run the CI locally on your machine
- `nix build` locally will do the exact same thing as `nix build` on the CI machine
 - this has the additional benefit of making the CI script trivial (install nix, run nix build)
- `nix flake check` will run CI checks (fmt check, even NixOS integration tests 🎉)



Writing (internal) tools and scripts for everyone to use

Scenario: Developer from team A wants to use an internal tool from team B

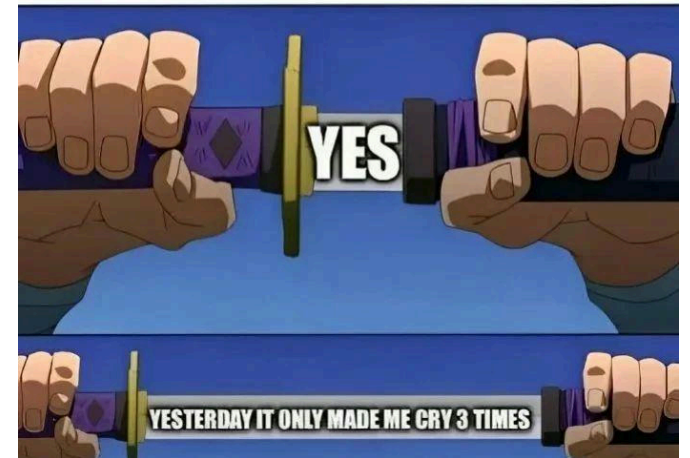
With Nix (Team B creates flake app)

1. `nix run <team-b/repo>#tool`

Without Nix

1. clone repo
2. figure out how to build the tool
3. figure out what runtime dependencies are used
4. iterate 2 & 3
5. cry

Does writing code make you happy?



Enforcing company-wide standards with a nix library

- All company codebases can use unified components:
 - ▶ Formatters & Linters
 - ▶ Overlays
 - ▶ package generation functions
 - e.g. `buildCrate` that wraps Crane
 - ▶ could expose flake templates
- Can be maintained by the Nix gurus and used by everyone

Action plan

1. Create a devshell, (CI = `nix develop` + normal CI) ← This is already great!
2. Start running builds with `nix build`
3. Move CI scripts to flake checks and flake apps

Example of a flake setup for Rust