Object Modeling with Riak

Databases Three

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Previous versions

- Relational DB/ActiveRecord: A lot of the db structure was basically determined for us.
- MongoDB/Mongoid: The db structure was less fixed but the tools still storngly influenced our data modeling.
- In both cases libraries handeled much of the data storage and retrieval.

New version: Riak

- Riak itself doesn't impose any db structure.
- Libraries available: ~~ripple~~, riak-client
- riak-client handles db interactions, but doesn't do object modeling, so we're on our own.

Objects

- User
    - email
    - name
    - password
    - list of splatts
    - list of followed users
    - list of followers
- Splatt
    - created-at timestamp
    - body

Relevant questions

- What are the keys?
- How shall we store the records? What are the buckets?

Some sample code

```
require 'hashie'

class User < Hashie::Dash
  property :name
  property :password
  property :blurb
  property :follows
  property :followers
end
```

```ruby
class UserRepository
  BUCKET = 'users'

  def initialize(client)
    @client = client
  end

  def save(user)

  end
  def get(user_name)

  end
end
```