

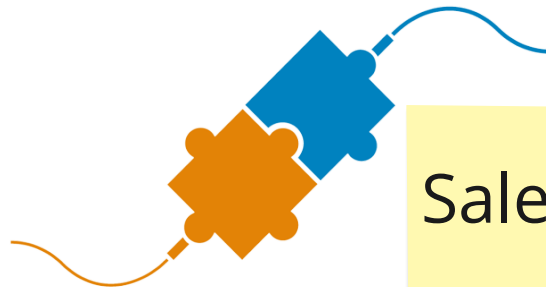
Our  
code



Send and Receive



External  
service

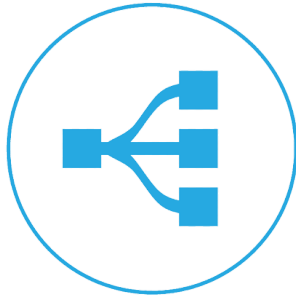


Sales

Analytics

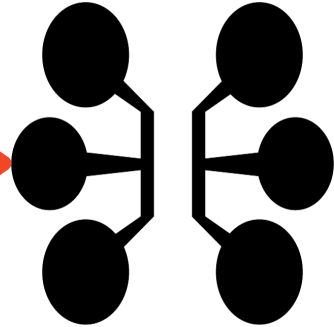
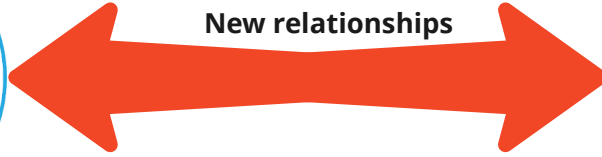
Support

etc...

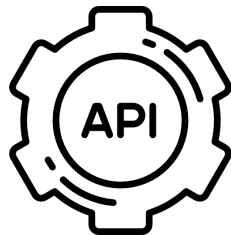
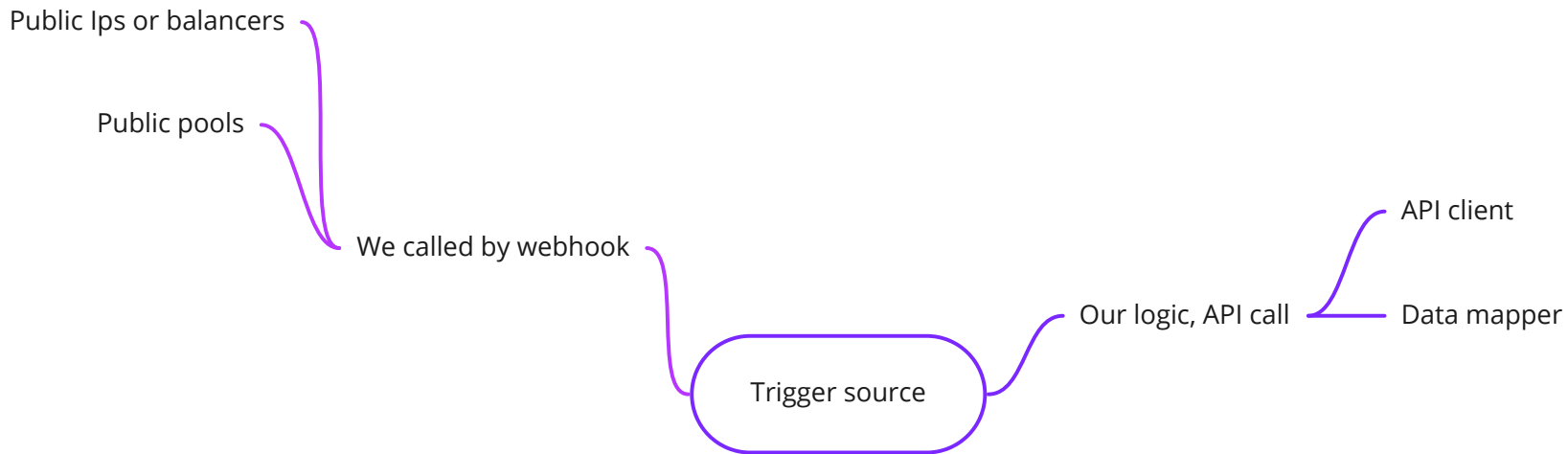


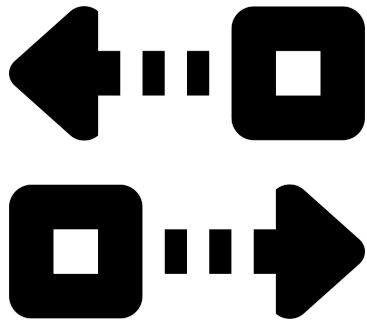
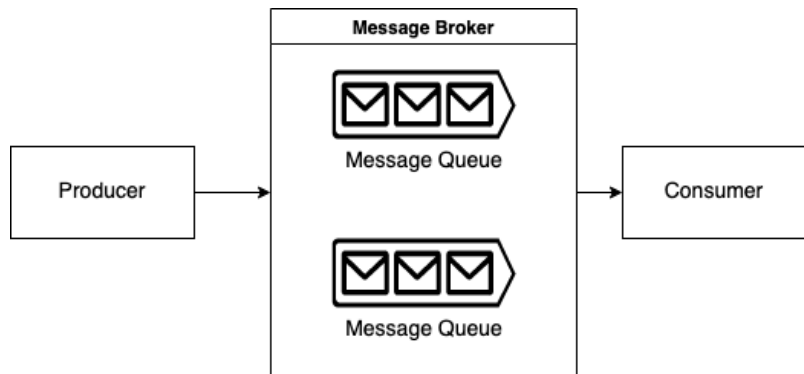
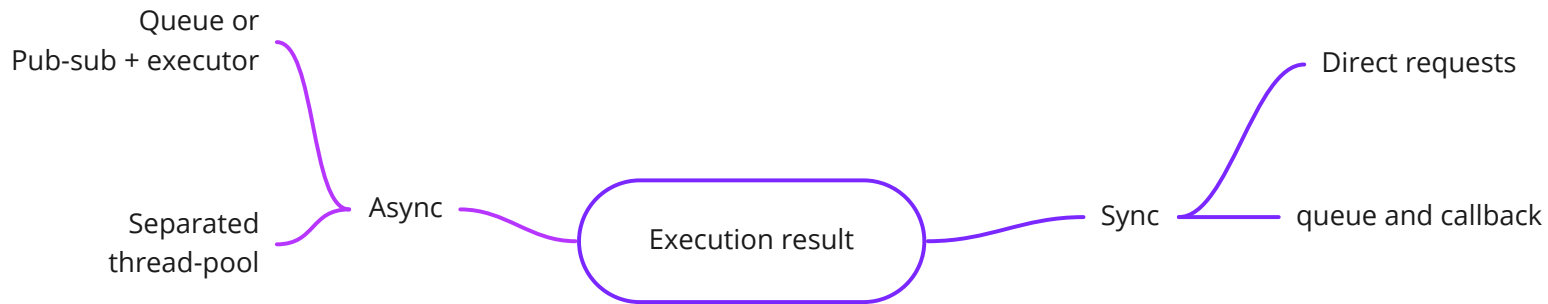
Our  
entities

Mapping,  
Sync pipeline,  
New relationships



Integration  
structure





Persistent storage

Queue systems

Not acceptable

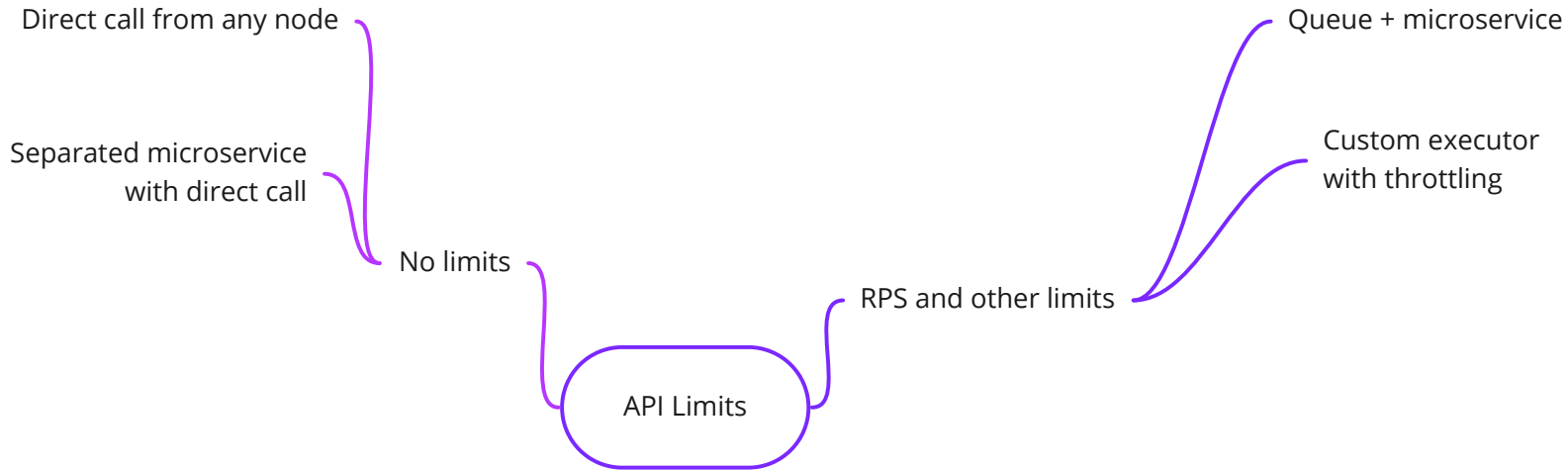
Data loss

Acceptable

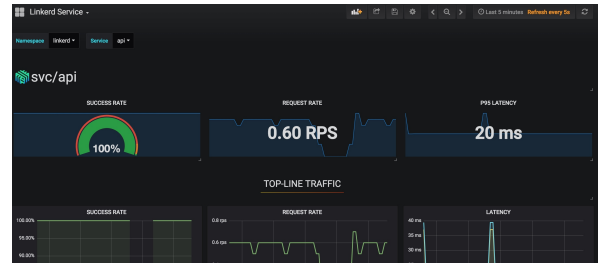
Fire and forget

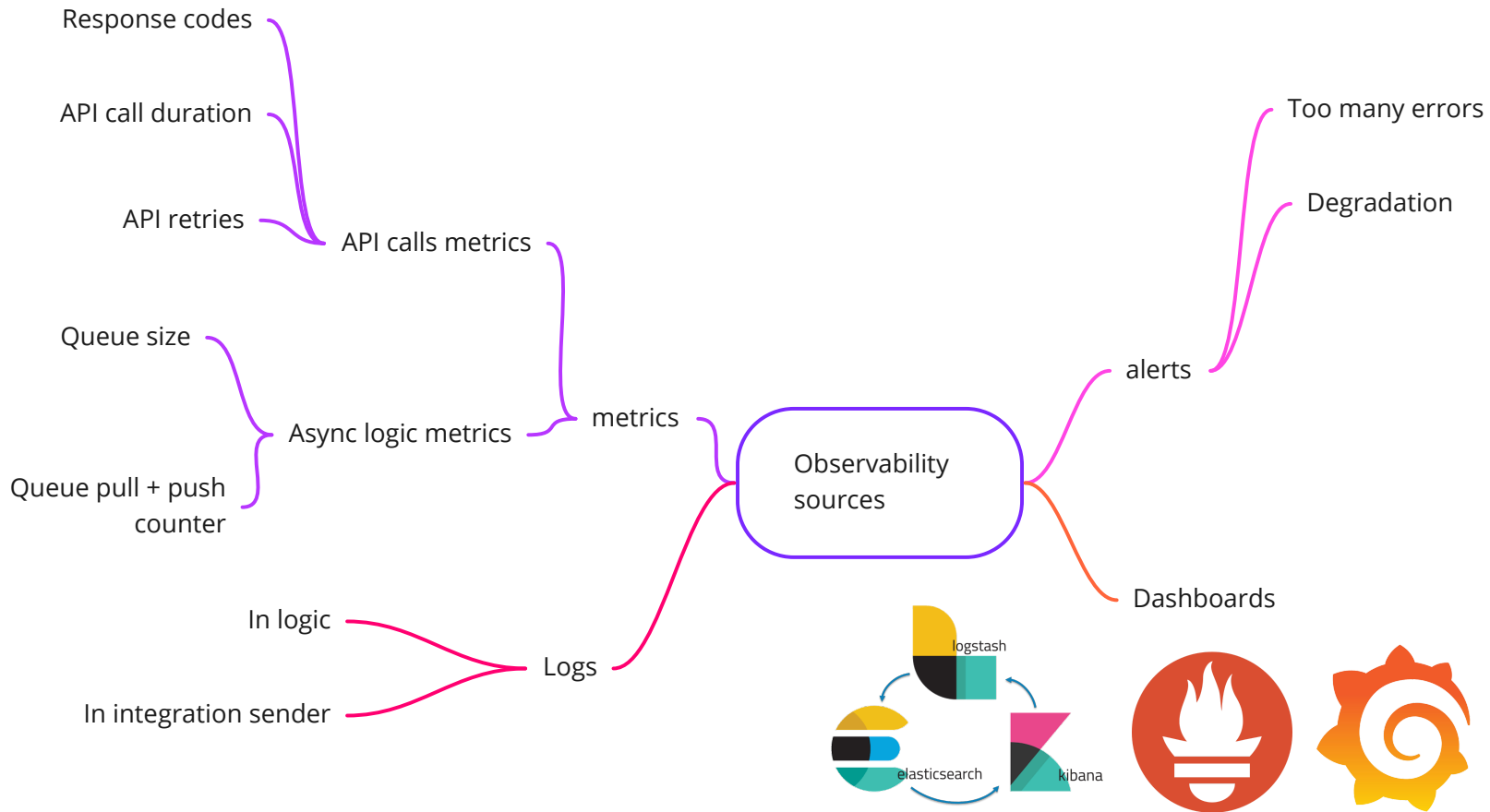
In memory storage





By default it is better to implement ASYNC versions to prevent thread locks and io waits





With queue  
use most  
common  
data model

Use retry  
operations

Use runtime  
switchers  
for  
integrations

Use  
config  
switchers



Spring  
@Scheduled

Spring  
task  
scheduler

Spring  
scheduling

Event  
driven  
specific

Spring  
retry  
template