Cloud Recovery Sprint 2

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ReClo Overview

Our Clients:

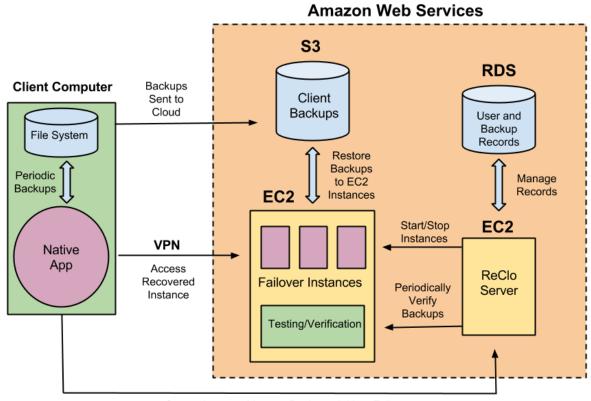
- Small to medium-sized businesses, e.g. franchise stores, doctors offices
- Generally non-technical users

Key Features:

Backup Manager performs regular backups and pushed them to the cloud

Recovery Manager starts a new EC2 instance from a backup file and establishes a VPN connection, allowing users to access their data

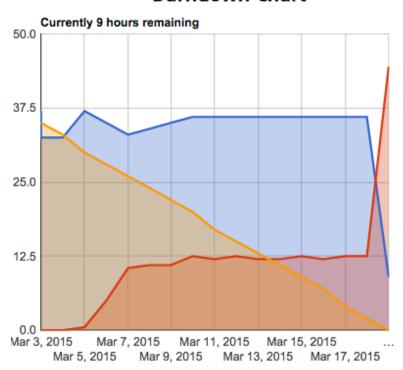
Architecture



Create Account, Manage Backups, Initiate Failover

This Sprint: Burndown

Burndown Chart



"We bit off more than we could chew..."

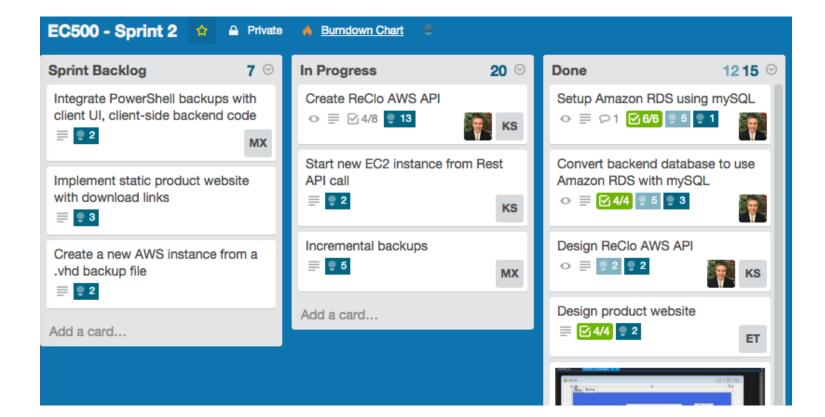
Almost every task took longer than we expected.

Now getting to the "hard part" of building our application.

This Sprint: Our Goals

- Client "Backup Manager" Application
- Client Installer
- Product Website
- RESTful API
- Incremental Backups

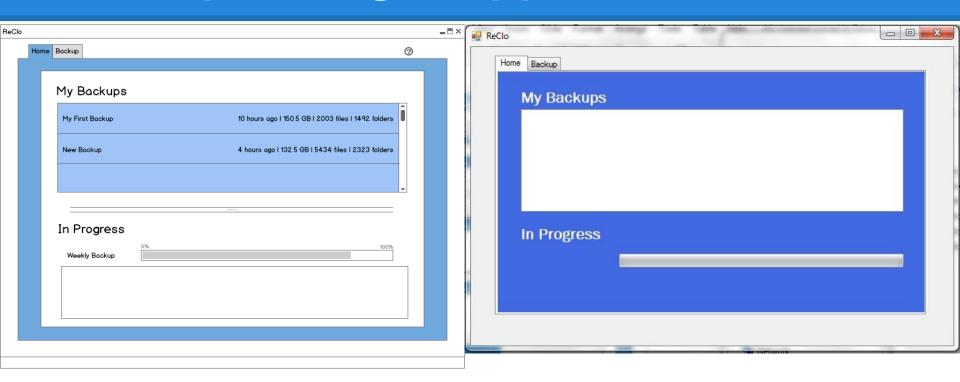
This Sprint: Trello



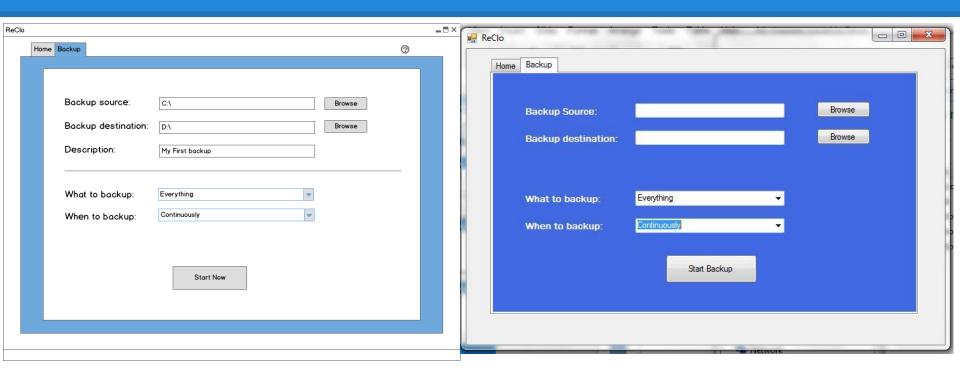
What We Accomplished:

- Backup Manager GUI and Installer
- Async Class for connecting Backup Up manager to API
- RESTful API for Backup Manager client (no Recovery Manager API yet)
- Client website with product info and download links
- Converted back-end database to MySQL (took much longer than expected)
- Still working on incremental backups

Backup Manager Application

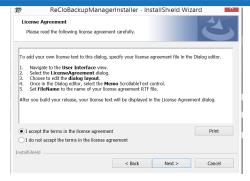


Backup Manager Application



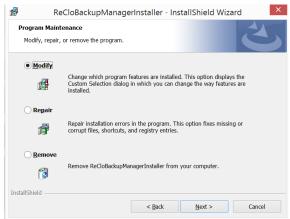
Client Installer











Product Website

Incremental Backups

The current version of WBADMIN in Windows Server 2012 compress incremental image with the original image together.

A log is kept for each backup operation Customers can choose the image to be recovered by Snapshot ID.

RESTful API

Added API calls to create, upload, and get information on client backups.

Uses node.js (lightweight, asynchronous JavaScript) for the server.

C# client library for use with the applications.

API Design

Several types of parameters:

request URL parameters

request body key-value pairs

request URL query

For globally unique IDs, e.g. user, backup

For request data, e.g. username, email

For session tokens

HTTP request conventions:

POST For user authentication, creating new objects

GET For query the database for information about existing objects

PUT For updating existing objects

DELETE For removing/invalidating existing objects

API Client Library

- Asynchronous HTTP methods
- Used Mono for compilation
- Lots of debugging and errors
- Just basic functions for logging in, logging out, and registering

RESTful API

Next Sprint: Goals

Functional Backup Manager and Recovery Manager Uls

Complete API (node.js) and client library (C#)

Better estimation of tasks and better burndown pace