



A cloud native company

# Latihan Aplikasi Moden

Jabatan Digital Negara

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<Bachelor of Science in Computer Science>  
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## #Managing Director

<Cloud Connect Sdn Bhd>  
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## #previous employment

<Copernicus USA>  
<Microsoft Malaysia>  
<Microsoft Asia>  
<Dimension Data>

- Untuk meningkat-kemahiran (up-skilling) dan kompetensi ICT Pegawai Kerajaan bagi merealisasikan aspirasi inisiatif MyDigital, Dasar 4iR negara dan Strategi *Cloud-First*.
- Untuk memahir-semula (re-skilling) tenaga kerja semasa agar kompetensi pegawai sektor awam terus relevan.
- Penerapan minda dan budaya kerja
- Ketersediaan Kompetensi dan Skillset yang perlu untuk industri

# Objektif Latihan

- Menggunakan teknologi dan seni bina:
  - *Javascript*,
  - *Backend API* menggunakan *Fastify*,
  - *UI Framework* moden menggunakan *Tailwind*, dan
  - *Jamstack Framework* menggunakan *NuxtJS* untuk membangunkan aplikasi web dengan teknologi moden.
- Mendemonstrasikan kefahaman konsep pembangunan aplikasi moden: *Front-end UI* and *Back-end API*

- Penyampaian dalam Bahasa Melayu / Bahasa Inggeris.
- Kandungan dan bahan latihan dalam Bahasa Melayu / Bahasa Inggeris.
- Latihan secara amali (*hands-on*).
- Panduan terperinci dengan dokumen langkah-demi-langkah (*step-by-step*).
- Latihan secara langsung menggunakan pengkomputeran awan jika perlu

# For Learning Comfort



Punctuality



No Handphone



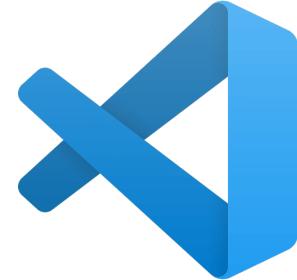
Participate

9:30 AM	Mula
10:45 AM	Minum Pagi
12:00 PM	Makan Tengahari / Rehat / Solat
02:00 PM	Sambung Sesi
04:30	Minum petang / Tamat



- Menyediakan komputer dengan ciri-ciri seperti berikut:
  - Minimum **RAM 8GB**
  - Minimum **storan 10GB**
  - Mempunyai ciri kamera web dan mikrofon
  - Menggunakan minimum sistem operasi *Windows 10 64-bit* atau *MacOS 11 Big Sur*
  - Siap dipasang aplikasi **Visual Studio Code**
  - Mempunyai Hak Akses Sebagai Pentadbir (*Administrator Access Rights*) terutamanya jika menggunakan komputer yang dibekalkan oleh organisasi anda; i.e. anda tidak dihalang daripada memasang perisian di komputer tersebut.

# Integrated Development Environment (IDE)



Visual Studio Code

- **Visual Studio Code or VS Code** is a code editor redefined and optimized for building and debugging modern web and cloud applications.
- a **free** source-code editor made by **Microsoft** for Windows, Linux and macOS.

<https://code.visualstudio.com/download>

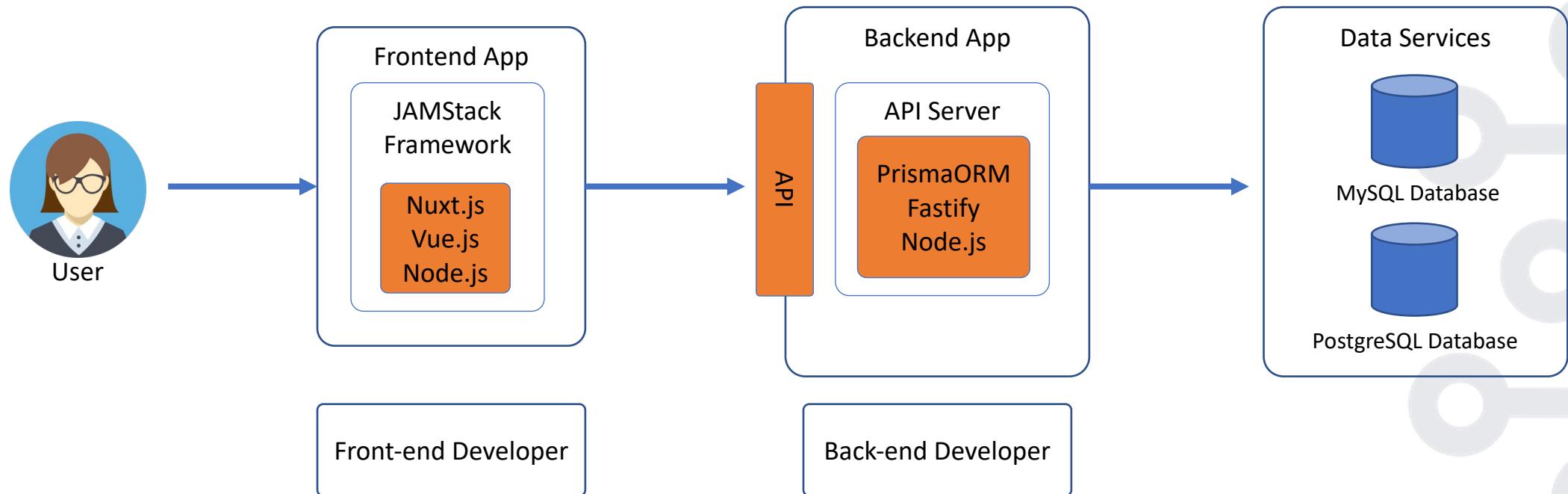
# Latihan Hari Pertama



## HARI PERTAMA

Sesi	Topik
Sesi 1	Pengenalan Latihan
Sesi 2	Pengenalan kepada teknologi aplikasi moden & Jamstack Framework
Sesi 3	Pengenalan kepada Microservices & API
Sesi 4	Pengenalan kepada Fastify - Fastify: Lifecycle, Server, Routes, Hooks, Plugins
Sesi 5	Pengenalan kepada PrismaORM
Sesi 6	Pembangunan API untuk MySQL Database sediada
Sesi 7	Pembangunan API untuk MySQL Database baru

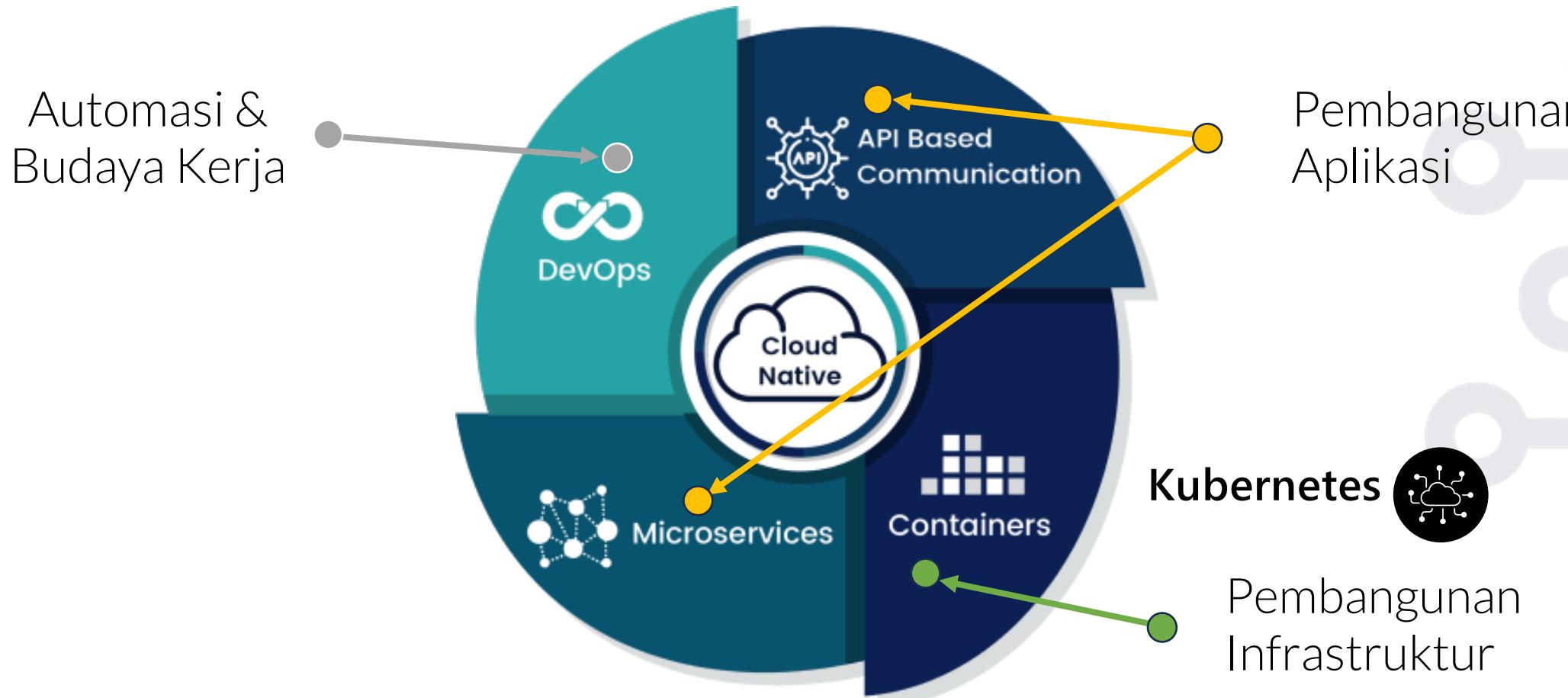
# Skop Latihan



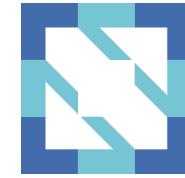
{ *Cloud Native* }



# Apa itu Cloud Native?



# Apa itu Cloud Native?



**CLOUD NATIVE  
COMPUTING FOUNDATION**

- CNCF is the open source, vendor-neutral hub of cloud native computing, hosting projects like Kubernetes and Prometheus to make cloud native universal and sustainable.
- CNCF brings together the world's top developers, end users, and vendors.
- CNCF is part of the nonprofit Linux Foundation.
- Website : [cncf.io](https://cncf.io)

# Cloud native Projects & Products



CLOUD NATIVE LANDSCAPE

EXPLORE GUIDE STATS

Search items

Filters

GROUP: Projects and products Members Certified partners and providers Serverless Wasm

VIEW MODE: Grid Card

ZOOM: - +

Application Definition & Image Build

Continuous Integration & Delivery

Database

Streaming & Messaging

App Definition and Development

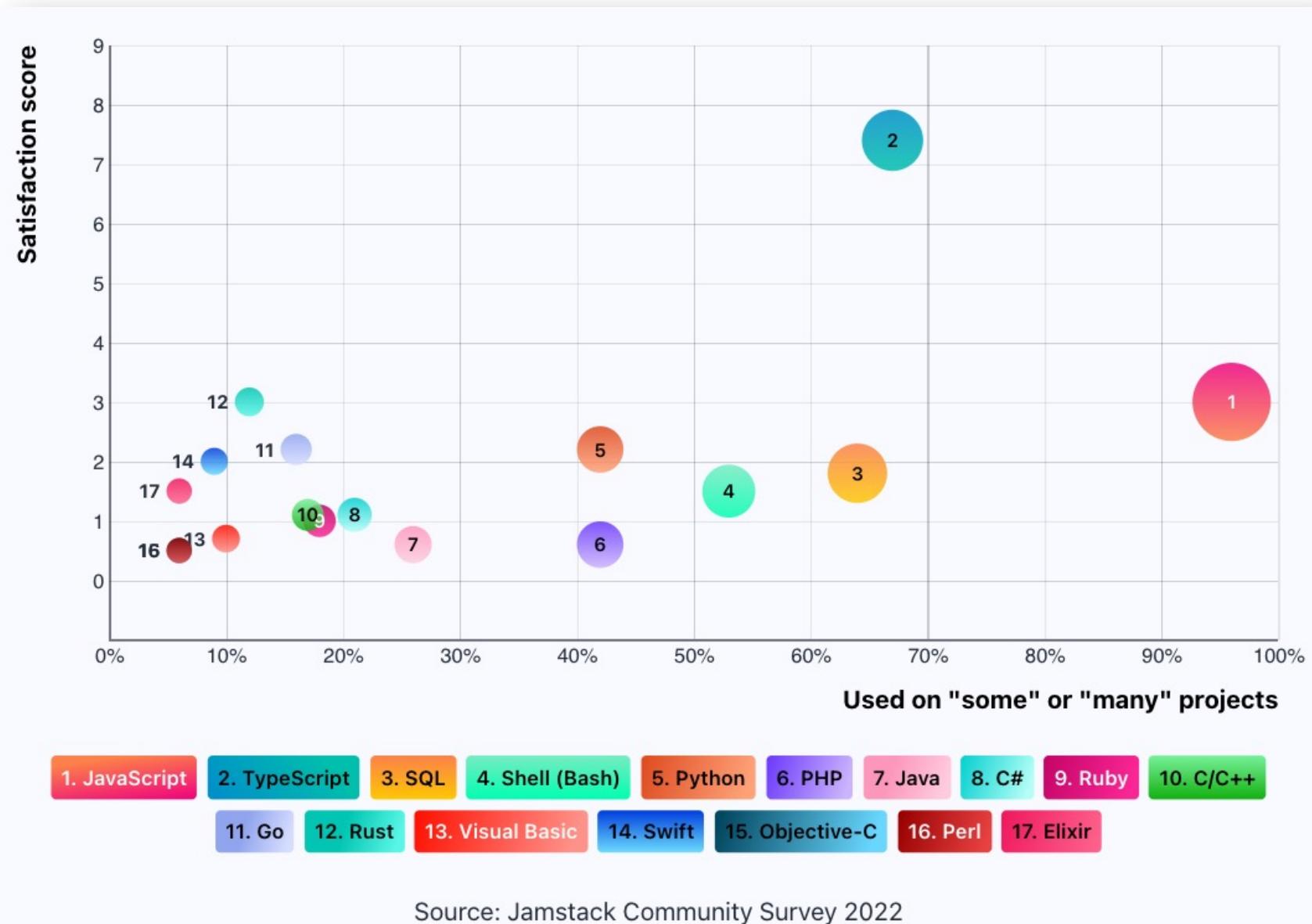
The screenshot displays the Cloud Native Landscape website, which is a comprehensive catalog of open-source projects and tools used in cloud-native environments. The main navigation bar includes links for Explore, Guide, and Stats, along with a search bar. Below the navigation, there are tabs for Filters, Grouping (Projects and products, Members, Certified partners and providers), and specific domains like Serverless and Wasm. The interface uses a grid view to organize projects into categories such as Application Definition & Image Build, Continuous Integration & Delivery, Database, and Streaming & Messaging. Each project entry features a logo, name, and status (e.g., CNCF Graduated, Incubating). A sidebar on the left indicates the current category: App Definition and Development. The overall layout is clean and modern, designed to facilitate discovery and comparison of cloud-native technologies.

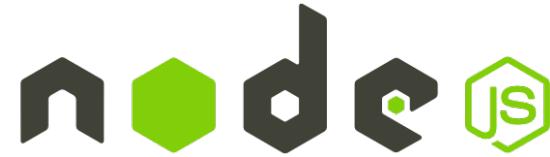
# { Cloud Native Landscape }

<https://landscape.cncf.io>



# Programming languages by usage and satisfaction survey





- Created in 2009
- Node.js® is a JavaScript runtime built on Chrome's V8 JavaScript engine.
- an asynchronous event-driven JavaScript runtime.
- Node.js uses an event-driven, single-threaded, non-blocking I/O model that makes it lightweight and efficient.
- Node.js' package ecosystem, npm, is the largest ecosystem of open source libraries in the world.



- **npm** is the world's largest **Software Library** (Registry)
- **npm** is also a software **Package Manager** and **Installer**
- **npm** is now part of **GitHub (Microsoft)**

## npx

- an npm package runner
- npx is a tool intended to help round out the experience of using packages from the npm registry – the same way npm makes it super easy to install and manage dependencies hosted on the registry, npx makes it easy to use CLI tools and other executables hosted on the registry.

# Top NodeJS Frameworks 2024

cloud  connect





- Fastify was created by **David Mark Clements** and **Matteo Collina** in late 2016.
- The framework was inspired by Express.js and Hapi, aiming to provide a highly performant and low-overhead solution for building web applications and.
- Fastify has gained significant popularity and is used by major companies like Microsoft, Google, Alibaba, AWS, Facebook, and Tencent.

# Pengenalan kepada Fastify



- **High Performance:** Fastify is known for its speed, capable of serving up to 30,000 requests per second depending on the complexity of the code.
- **Extensibility:** It is fully extensible via hooks, plugins, and decorators.
- **Schema-Based:** Fastify uses JSON Schema for route validation and output serialization, which enhances performance.
- **Logging:** It integrates with Pino, a fast logger, to minimize the performance cost of logging<sup>1</sup>.
- **Developer-Friendly:** The framework is built to be expressive and easy to use without sacrificing performance and security<sup>1</sup>.
- **TypeScript Ready:** Fastify supports TypeScript, making it a great choice for developers who prefer using this language<sup>1</sup>.

# Pengenalan kepada Fastify



- “Zero” overhead in production
- Great for small and big projects
- Easy to migrate to microservices (or even serverless) and back
- Security & data validation
- Secure by default – only listen to 127.0.0.1 and :1. For Docker set to 0.0.0.0

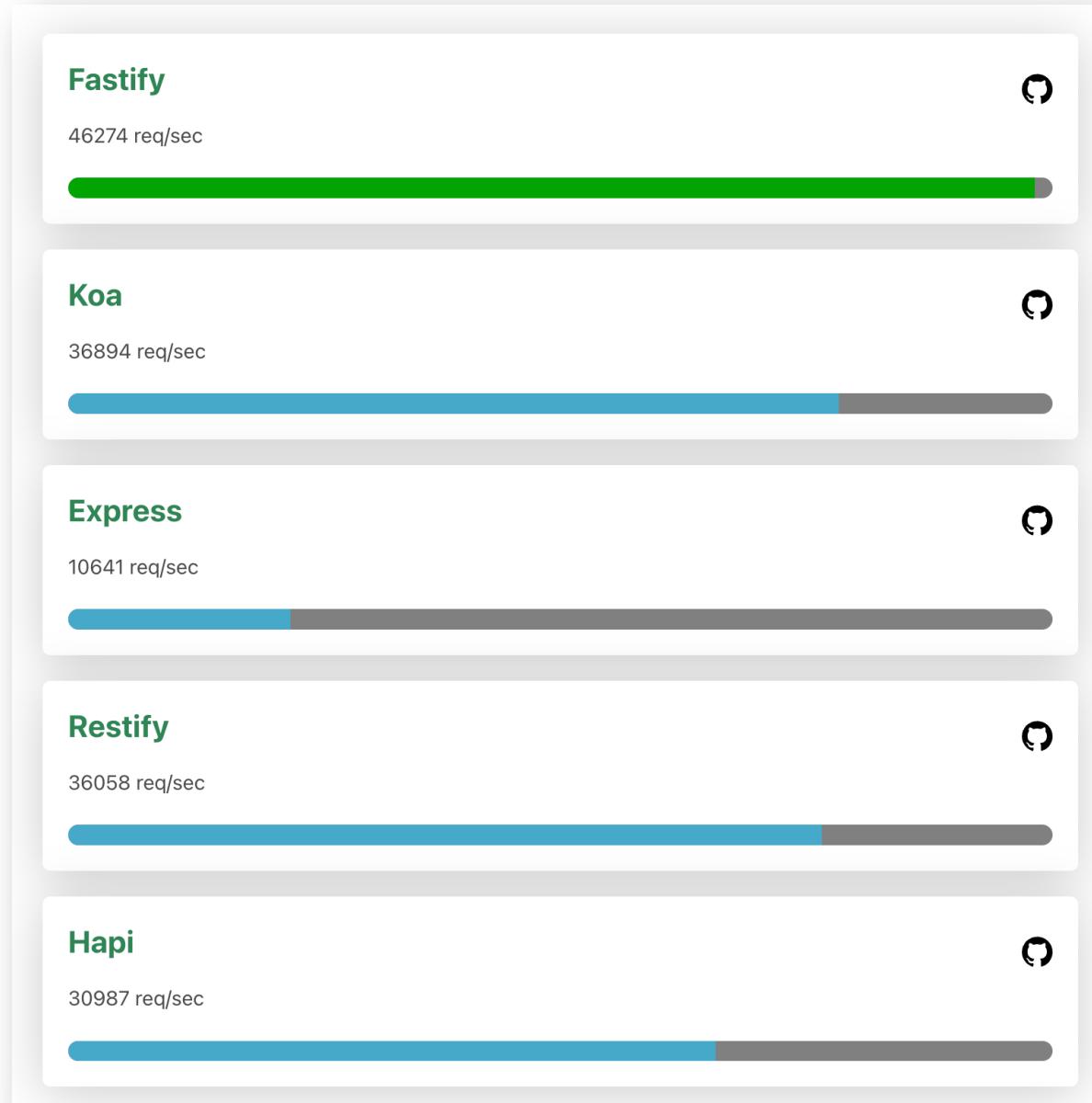
# Pengenalan kepada Fastify



- Default to listening only on the localhost `127.0.0.1` interface.
- To listen on all available IPv4 interfaces should be modified to listen on `0.0.0.0`
- Specify `::1` to accept only local connections via IPv6. Or specify `::` to accept connections on all IPv6 addresses, and, if the operating system supports it, also on all IPv4 addresses.
- To deploy to a `Docker` (or another type of) container using `0.0.0.0` or `::` would be the easiest method for exposing the application.

```
fastify.listen({ port: 3000, host: '0.0.0.0' }, function (err, address) {  
  if (err) {  
    fastify.log.error(err)  
    process.exit(1)  
  }  
  fastify.log.info(`server listening on ${address}`)  
})
```

# Benchmarks



# Latihan 1 – Pengenalan Fastify



# Fastify Logging



- As Fastify is focused on performance, it uses **pino** as its logger, with the default log level, when enabled, set to 'info'
- Logging is disabled by default, and you can enable it by passing

{ logger: true } or

{ logger: { level: 'info' } }

<https://getpino.io/>

<https://getpino.io/#/docs/api>

```
const fastify = require('fastify')({  
  logger: true  
})
```

# Latihan 2 -Fastify Logging



# Environment Variables

- An **environment variable** is a variable whose value is **set outside** the program, typically through functionality built into the operating system or microservice.
- An environment variable is made up of a **name/value pair**, and any number may be created and available for reference at a point in time.
- Use cases:
  - Execution mode (e.g., production, development, staging, etc.)
  - Domain names
  - API URL/URI's
  - Public and private authentication keys (only secure in server applications)
  - Group mail addresses, such as those for marketing, support, sales, etc.
  - Service account names

# Latihan 3 - Environment Variables

## Langkah 1.0



# Exit application gracefully



- Exit / shutdown your process, gracefully using **close-with-grace** plugins
- The ability to get out of a crash or other problem situation in nodejs application
- Shutting down application gracefully is required to allow business continuity
- Fastify stops accepting new connections and works to close all outstanding keep-alive connections before exiting the process.

# Latihan 3 - Environment Variables

## Langkah 2.0



# Error Handling

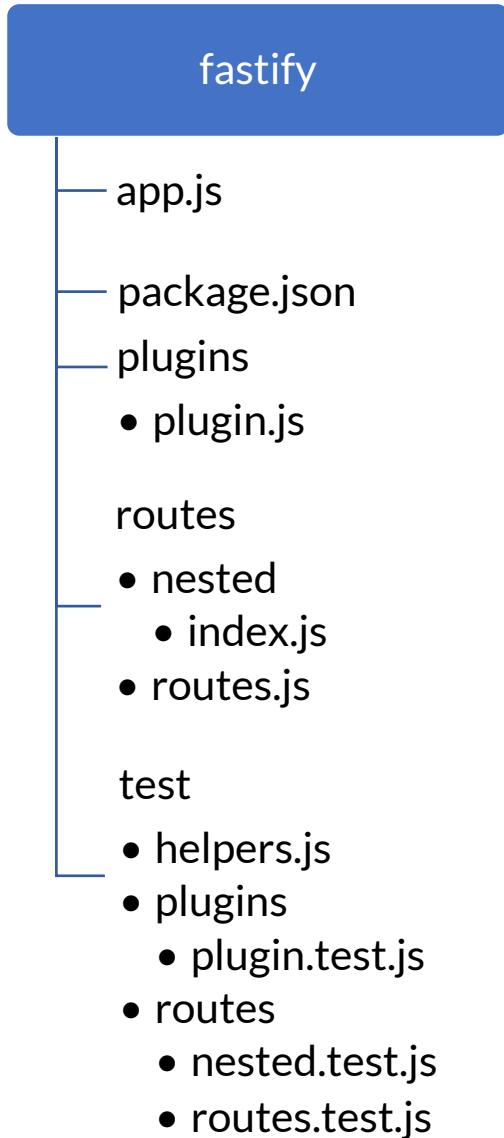
- In Node.js, uncaught errors are likely to cause memory leaks, file descriptor leaks, and other major production issues. Domains were a failed attempt to fix this.
- Given that it is not possible to process all uncaught errors sensibly, the best way to deal with them is to crash.
- **Catching Errors In Promises:** If you are using promises, you should attach a `.catch()` handler synchronously.
- Fastify follows an all-or-nothing approach and aims to be lean and optimal as much as possible. The developer is responsible for making sure that the errors are handled properly.
- **Error Response:**
- {

```
error: String // the HTTP error message
code: String // the Fastify error code
message: String // the user error message
statusCode: Number // the HTTP status code
}
```

# Latihan 4 – Error Handling



# Fastify File Structure Best Practices



# Fastify Routes



- The route methods will **configure** the **endpoints** of your application.
- Two ways to declare a route with Fastify:
  - Full declaration
    - `fastify.route(options)`
  - Shorthand declaration
    - `fastify.get(path, [options], handler)`



# Fastify Routes - Full declaration



- `fastify.route(options)`
- Options:
  - `method`: currently it supports 'DELETE', 'GET', 'HEAD', 'PATCH', 'POST', 'PUT', 'OPTIONS', 'SEARCH', 'TRACE', 'PROPFIND', 'PROPPATCH', 'MKCOL', 'COPY', 'MOVE', 'LOCK', 'UNLOCK', 'REPORT' and 'MKCALENDAR'.
  - `url`: the path of the URL to match this route (alias: path).
  - `schema`: an object containing the schemas for the request and response. They need to be in JSON Schema format.
    - `body`: validates the body of the request if it is a POST, PUT, PATCH, TRACE, SEARCH, PROPFIND, PROPPATCH or LOCK method.
    - `querystring` or `query`: validates the querystring. This can be a complete JSON Schema object, with the property type of object and properties object of parameters, or simply the values of what would be contained in the properties object as shown below.
    - `params`: validates the params.
    - `response`: filter and generate a schema for the response, setting a schema allows us to have 10-20% more throughput.

# Fastify Routes - Shorthand declaration



- `fastify.get(path, [options], handler)`
- `fastify.head(path, [options], handler)`
- `fastify.post(path, [options], handler)`
- `fastify.put(path, [options], handler)`
- `fastify.delete(path, [options], handler)`
- `fastify.options(path, [options], handler)`
- `fastify.patch(path, [options], handler)`



# Fastify Routes - Shorthand declaration



```
fastify.get(path, [options], handler)
```

```
const opts = {  
  schema: {  
    response: {  
      200: {  
        type: 'object',  
        properties: {  
          hello: { type: 'string' }  
        }  
      }  
    },  
    handler: function (request, reply) {  
      reply.send({ hello: 'world' })  
    }  
  }  
fastify.get('/', opts)
```

# Latihan 5 –Fastify Routing



# Validation & Serialization



- Fastify uses a schema-based approach, and even if it is not mandatory we recommend using **JSON Schema** to validate your routes and serialize your outputs.
- Internally, Fastify compiles the schema into a highly performant function.
- Validation will only be attempted if the content type is application-json, as described in the documentation for the content type parser.
- The validation and the serialization tasks are processed by two different, and customizable, actors:
  - **Ajv v8** for the validation of a request
  - **fast-json-stringify** for the serialization of a response's body

- The route validation internally relies upon Ajv v8 which is a high-performance JSON Schema validator.
- The supported validations are:
  - **body**: validates the body of the request if it is a POST, PUT, or PATCH method.
  - **querystring** or **query**: validates the query string.
  - **params**: validates the route params.
  - **headers**: validates the request headers.
- All the validations can be a complete JSON Schema object (with a type property of 'object' and a 'properties' object containing parameters) or a simpler variation in which the type and properties attributes are forgone and the parameters are listed at the top level

# Serialization

- Send your data to the clients as JSON, and Fastify using **fast-json-stringify**, to provide an output schema in the route options.
- To use an output schema, as it can drastically increase throughput and help prevent accidental disclosure of sensitive information.

# Latihan 6 –Fastify Validation & Serialization



# Modern ORM with Prisma



# Ringkasan MySQL Database

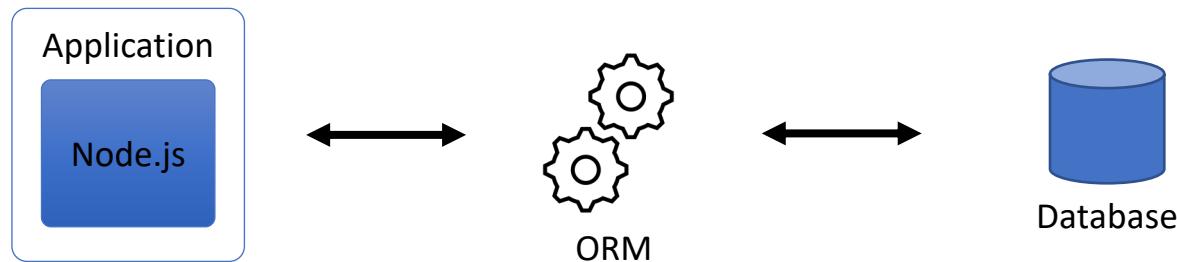


- MySQL is an open source, relational database management system (RDBMS) based on structured query language (SQL).
- Created by a Swedish company called MySQL AB in 1995.
- It stores data in tables, columns and rows.
- Most popular RDBMS.



# Apa itu ORM?

- **Object Relational Mapping** - is a technique that creates a **layer** between the language and the database **without** having to write SQL queries.



SQL: SELECT \* FROM users WHERE email = 'test@test.com';

ORM:

```
var orm = require('generic-orm-library');
var user = orm("users").where({ email: 'test@test.com' });
```

# Kelebihan ORM



- You get to write in the language you are already using.
- You don't have to be an expert in SQL queries, since you don't have to write SQL. Also, a lot of stuff is done automatically, hence Your code becomes short, clean, and easy to maintain
- It abstracts away the database system so that switching from MySQL to PostgreSQL, or whatever flavor you prefer.
- Depending on the ORM you get a lot of advanced features out of the box, such as support for transactions, connection pooling, migrations, seeds, streams, and all sorts of other goodies.
- Can potentially switch databases without any issues, as vendor-specific logic is abstracted in an ORM

- **Sequelize**
    - supports PostgreSQL, MySQL, MariaDB, SQLite, and MSSQL.
  - **Knex.js**
    - Support PostgreSQL, MSSQL, MySQL, MariaDB, SQLite3, Oracle, and Amazon Redshift
  - **Bookshelf.js**
    - PostgreSQL, MySQL, and SQLite3
  - **Prisma (next-generation ORM)**
    - PostgreSQL, MySQL, and SQLite3
    - MSSQL & MongoDB (preview)
- 
- **Eloquent - Laravel ORM**
    - Support PostgreSQL, MySQL, SQLite, and MSSQL

- an open source next-generation ORM toolset for Node.js and TypeScript.
- provides a type-safe API for submitting database queries, returning plain old JavaScript objects
- to build Server-side applications typically are API servers that expose data operations via technologies like REST, GraphQL or gRPC.

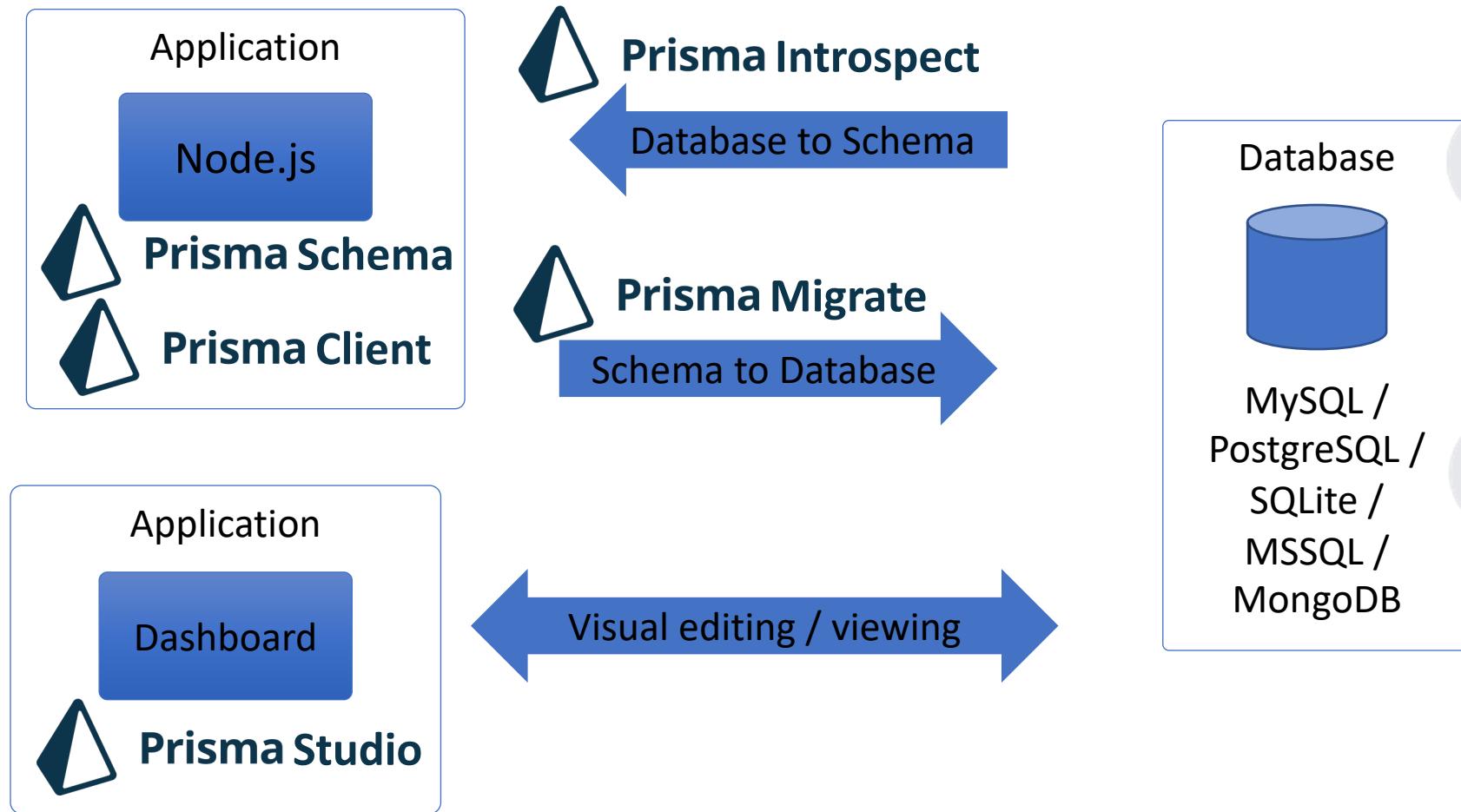


**Prisma**

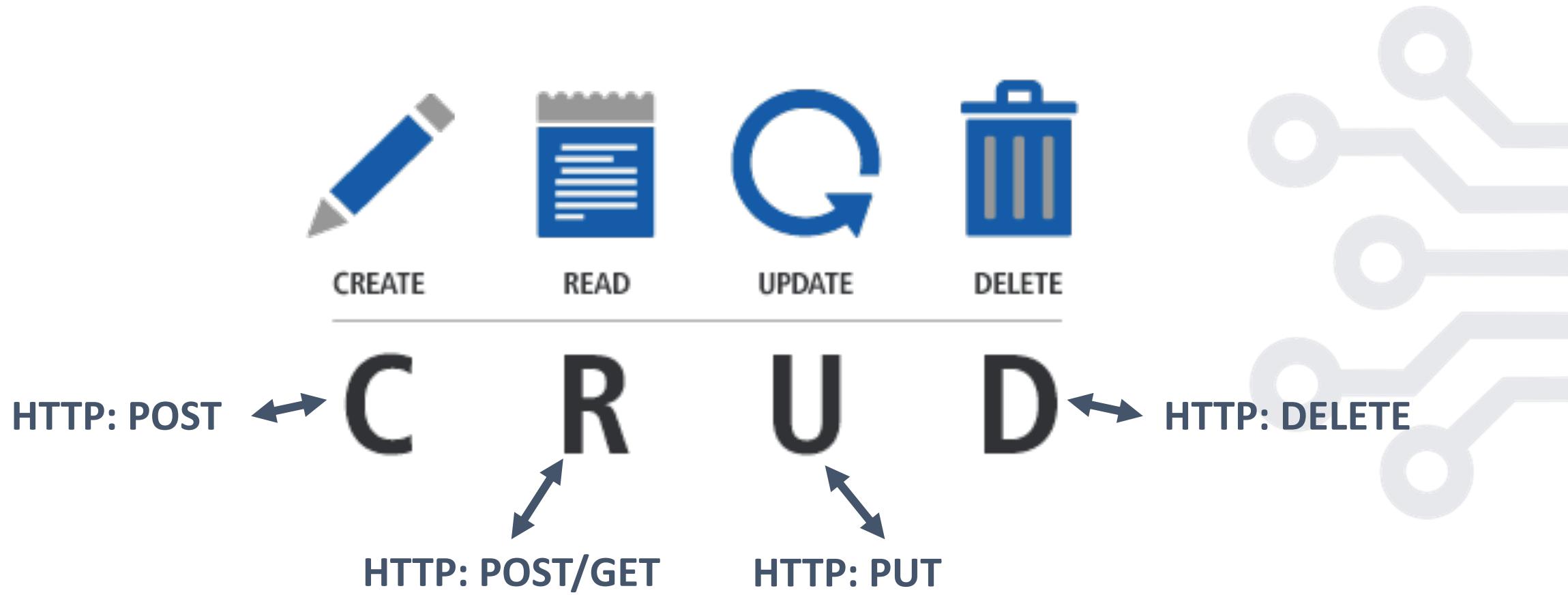


- querying (with **Prisma Client**)
- data modeling (in the **Prisma schema**)
- auto-generate schema (with **Prisma Introspect**)
- migrations (with **Prisma Migrate**)
- prototyping (via `prisma db push`)
- seeding (via `prisma db seed`)
- visual viewing and editing (with **Prisma Studio**)

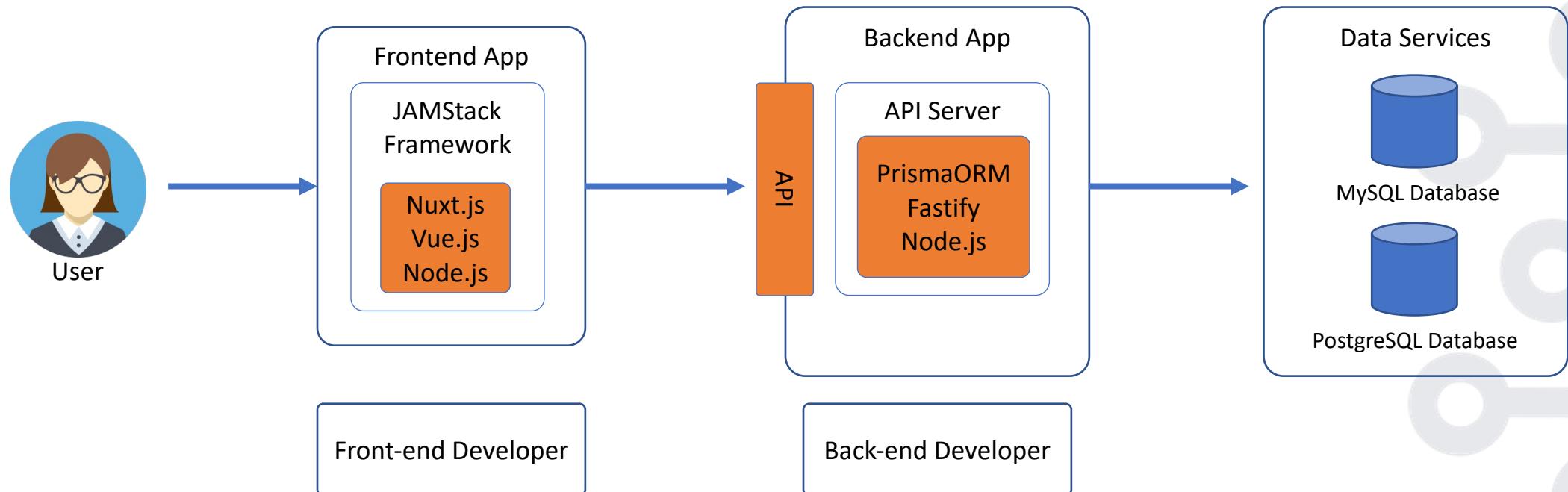
# Komponen Prisma



# How to expose an API?



# Skop Latihan



# Latihan 7 – Pembangunan API dari MySQL Database sediada

- Menggunakan MySQL dihoskan di *Public Cloud*
- Nama *database*: *testdb*



# Latihan 8 – Pembangunan API dari MySQL Database yang baru

- Menggunakan MySQL dihoskan di Public Cloud
- Setiap peserta diberikan database: user1, user2.... userN