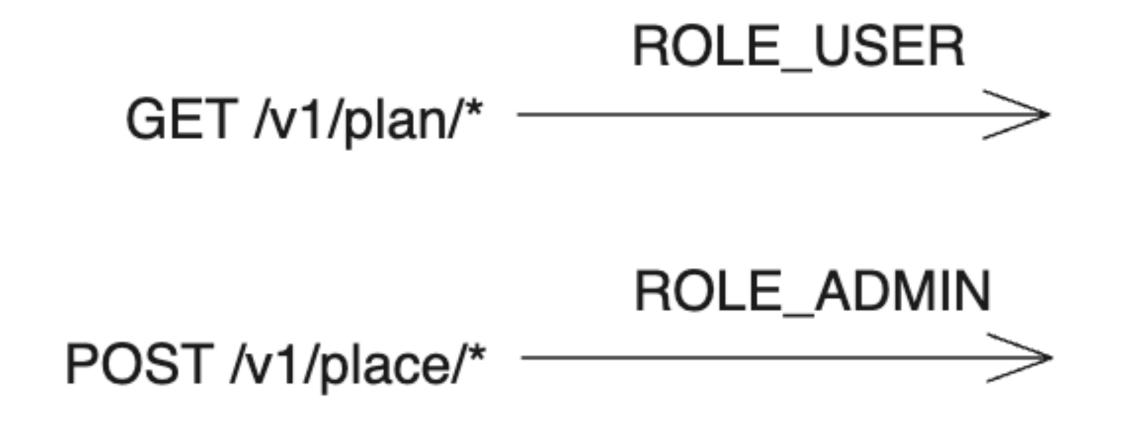
# 여행 프로젝트 진행기(2)

1/17~1/23

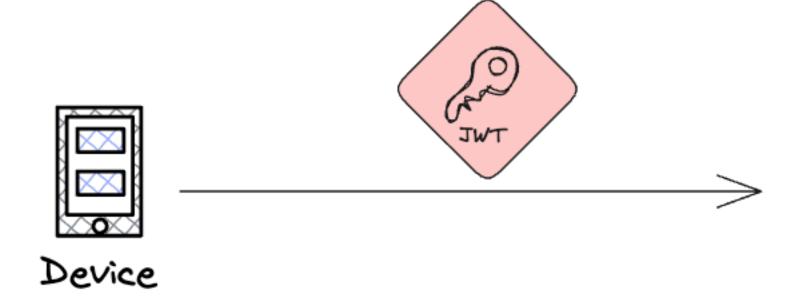
# 리소스기반접근제어구현

### 기존방식



- ROLE이라는게 너무 큰 단위
- Account 서비스에서 모든 서비스의 접근 포인트를 알고 있어야함
- 리소스 소유권 기반(소유자, 동참자) 처리 불가능
- 너무 많은 역할 부여시 패킷 사이즈 증가





### 계층적 권한 부여 시스템 개발

#### ROLE

- ROLE\_USER
- ROLE\_ANNONYMOUS
- ROLE\_STAFF
- ROLE\_ADMIN

Account Service가 부여

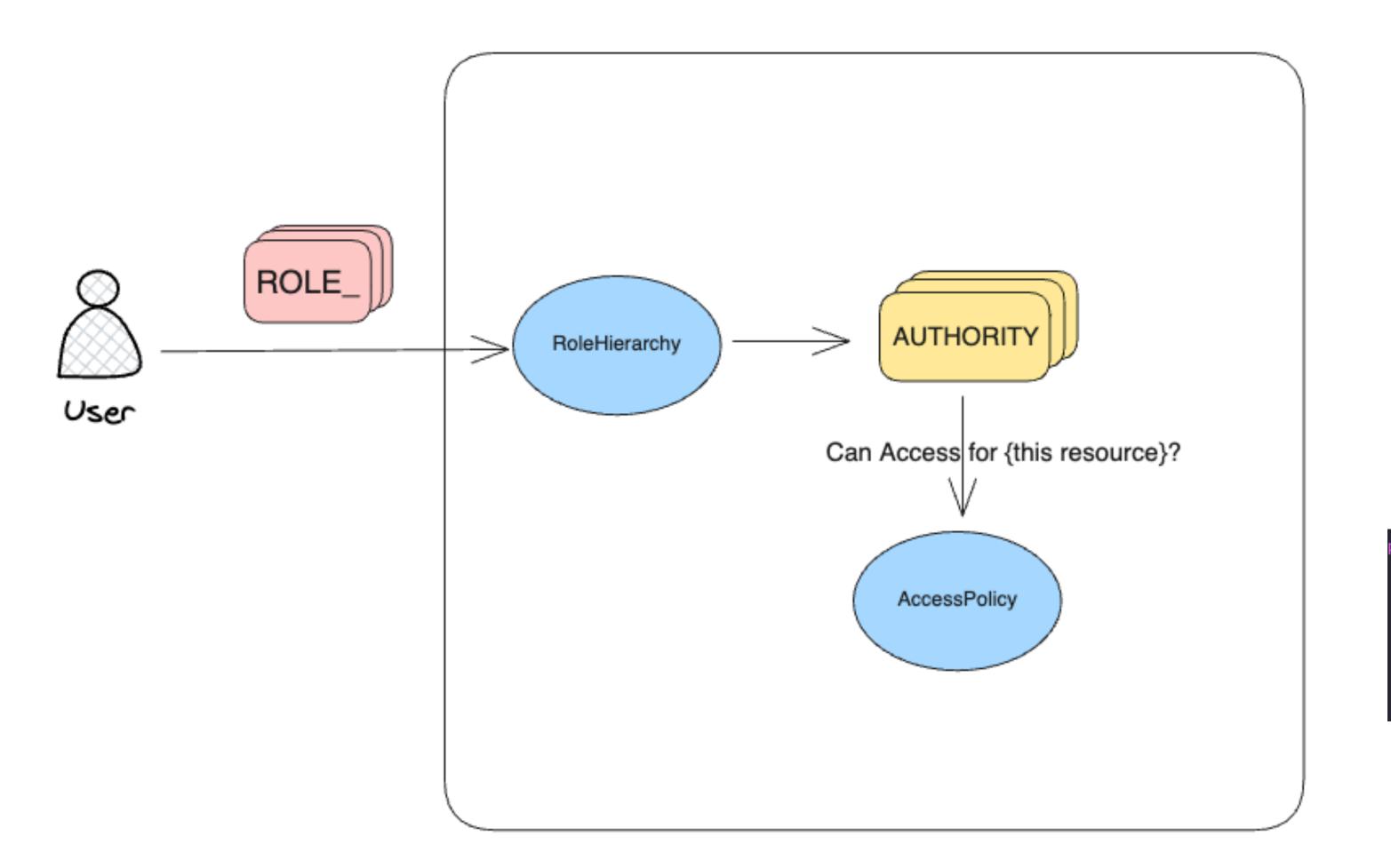
#### AUTHORITY(PERMISSION)

- plan:read:owned
- place:create:other
- plan:update:all
- plan:create

각 마이크로 서비스가 부여

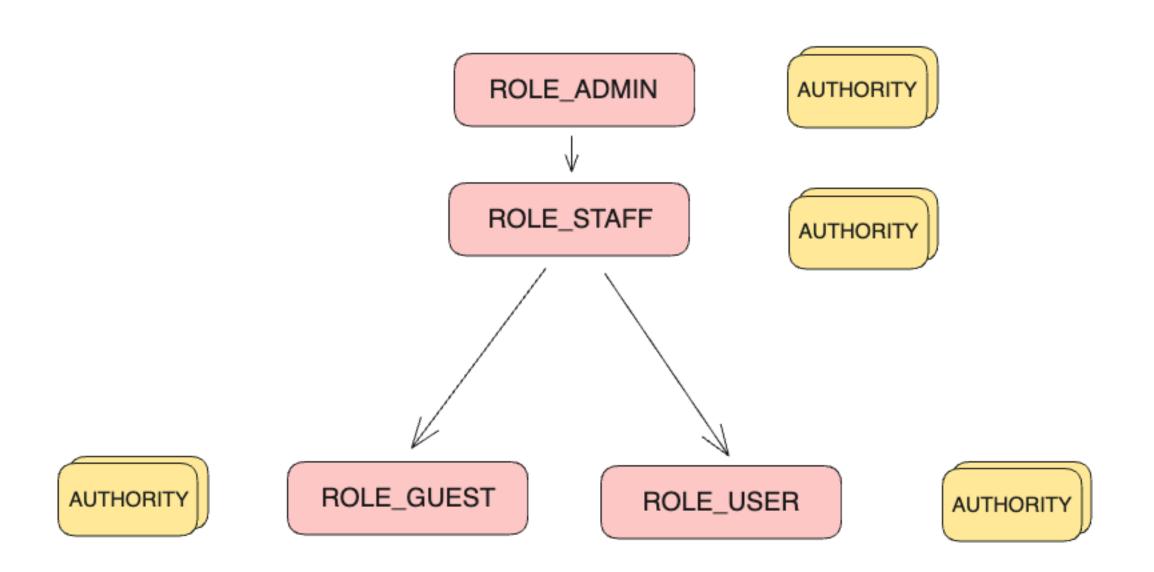
{domain}:{action}:{scope} {domain}:{action}

## 계층적 권한 부여 시스템 개발



```
public interface AccessPolicy<T> {
    1 usage 1 implementation ♣ Onji Kim
    boolean canCreate(Authentication authentication) throws ResourceNotFoundException;
    no usages 1 implementation ♣ Onji Kim
    boolean canRead(Authentication authentication, String targetId) throws ResourceNotFoundException authentication authentication, List<String> targetIds) throws ResourceNotFoundException canRead(Authentication authentication, List<String> targetIds) throws ResourceNotFoundException
```

### 계층적 권한 부여 시스템 개발

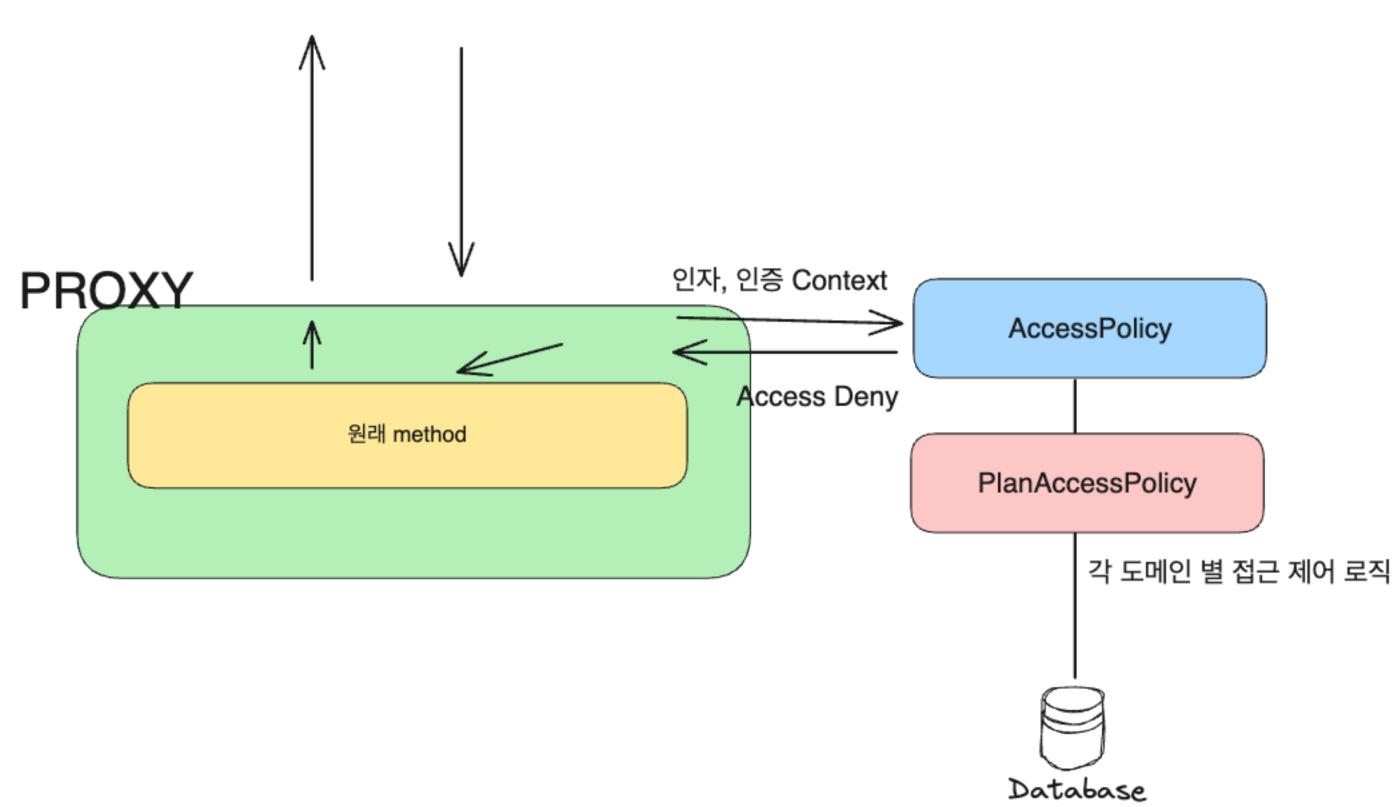


Config 실시간 업데이트

```
♣ Onji Kim
@Bean
public RoleHierarchy roleHierarchy() {
   //{domain}:{action}:{scope}
   //domain : place, plan
   //action : read, create, update, delete
   //scope : owned, belonged, all, new(only for *:create)
   String hierarchyString = """
           ROLE_ADMIN > ROLE_STAFF
           ROLE_STAFF > ROLE_USER
           ROLE_STAFF > place:read:all
           ROLE_STAFF > plan:read:all
           ROLE_USER > place:read:all
           ROLE_USER > plan:create:owned
           ROLE_USER > plan:read:owned
           ROLE_USER > plan:read:belonged
           ROLE_USER > plan:update:owned
           ROLE_USER > plan:update:belonged
           ROLE_USER > plan:delete:owned
   RoleHierarchyImpl hierarchy = new RoleHierarchyImpl();
   hierarchy.setHierarchy(hierarchyString);
   return hierarchy;
```

## AOP 기반 선언형 접근제어 개발

## AOP 기반 선언형 접근제어 개발



### 세부정책구현

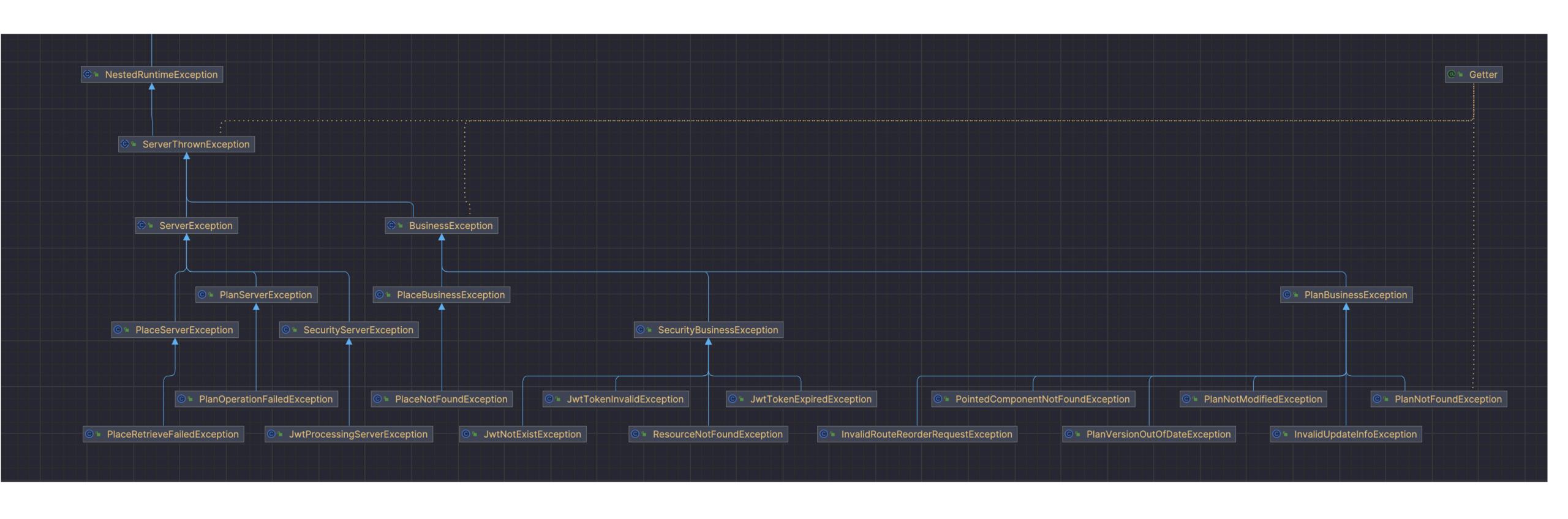
```
public interface AccessPolicy<T> {
   boolean canCreate(Authentication authentication) throws ResourceNotFoundException;
   boolean canRead(Authentication authentication, String targetId) throws ResourceNotFoundExce
   no usages 1 implementation . Onji Kim
   boolean canRead(Authentication authentication, List<String> targetIds) throws ResourceNotFo
   boolean canRead(Authentication authentication, T target) throws ResourceNotFoundException;
   boolean canReadOwnedBy(Authentication authentication, String ownerId) throws ResourceNotFou
   no usages 1 implementation . Onji Kim
   boolean canUpdate(Authentication authentication, String targetId) throws ResourceNotFoundEx
   no usages 1 implementation . Onji Kim
   boolean canUpdate(Authentication authentication, List<String> targetIds) throws ResourceNot
   boolean canUpdate(Authentication authentication, T target) throws ResourceNotFoundException
   boolean canDelete(Authentication authentication, String targetId) throws ResourceNotFoundEx
   boolean canDelete(Authentication authentication, T target) throws ResourceNotFoundException
   no usages 1 implementation . Onji Kim
   boolean canDelete(Authentication authentication, List<String> targetIds) throws ResourceNot
```

```
s ≗ Onji Kim
 usages 4 inher
public abstract class AccessPolicyAdapter<T> implements AccessPolicy<T>{
   no usages
   protected static final boolean PERMIT_ALL = true;
   no usages
   protected static final boolean DENY_ALL = false;
   5 usages
   private final AccessContextFactory accessContextFactory;
   2 usages 🚨 Onji Kim
   public AccessPolicyAdapter(@Nullable RoleHierarchy roleHierarchy) {
       var trustResolver = new AuthenticationTrustResolverImpl();
      roleHierarchy = roleHierarchy != null ? roleHierarchy : new NullRoleHierarchy();
       this.accessContextFactory = new AccessContextFactory(trustResolver, roleHierarchy);
   protected abstract boolean hasPermissionToOwnedBy(Action action, String ownerId, AccessContext accessContext);
   protected abstract boolean hasPermissionToCreate(AccessContext accessContext);
   protected abstract boolean hasPermissionWithIds(Action action, List<String> targetId, AccessContext accessContext);
   protected abstract boolean hasPermissionWithTarget(Action action, List<T> target, AccessContext accessContext);
```

### 세부정책구현

```
@Component
public class PlanAccessPolicy extends FetchingAccessPolicyAdapter<Plan>{
   2 usages
   private final PlanOperation planOperation;
    ♣ Onji Kim
   protected PlanAccessPolicy(RoleHierarchy roleHierarchy, PlanOperation planOperation) {...}
   @Override
   protected boolean hasPermissionToOwnedBy(Action action, String ownerId, AccessContext accessContext) {...}
   @Override
   protected boolean hasPermissionToCreate(AccessContext accessContext) {
       return accessContext.getPermissionAuthoritySet().stream()
               .filter(permissionAuthority -> Domain.PLAN.equals(permissionAuthority.domain()))
               .anyMatch(permissionAuthority -> Action.CREATE.equals(permissionAuthority.action()));
```

# 예외처리리팩토링



```
@Getter
public sealed abstract class ServerThrownException extends NestedRuntimeException permits ServerException, BusinessException {
    private final ZonedDateTime timestamp = ZonedDateTime.now();
    private final Domain domain;
    private final ErrorCode errorCode;
```

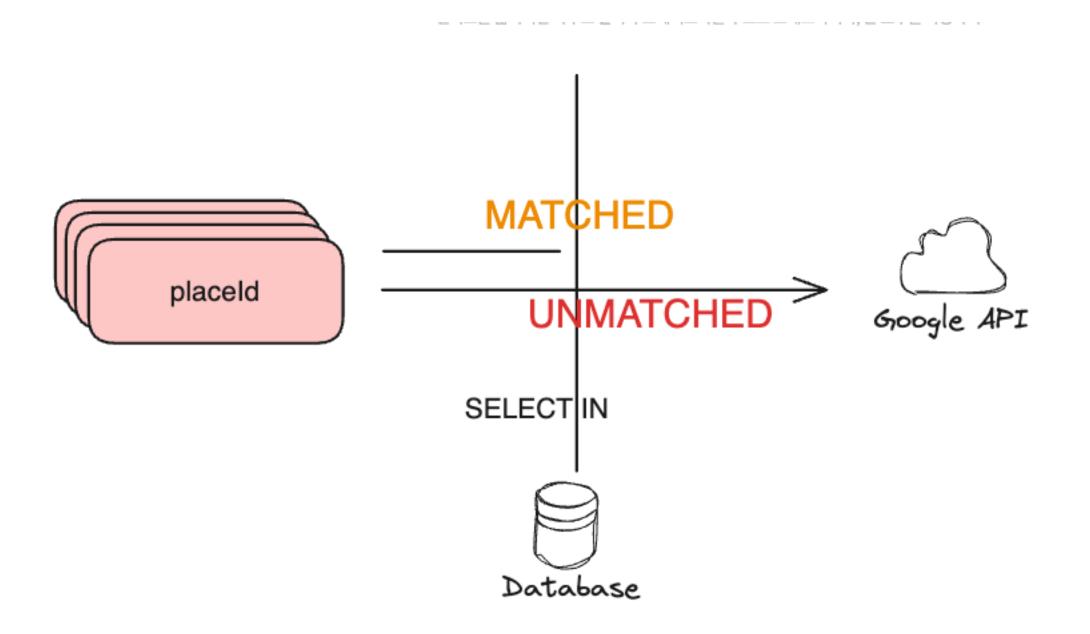
```
@Getter
@RequiredArgsConstructor
public enum ErrorCode {
   INVALID_INPUT_VALUE(HttpStatus.BAD_REQUEST, code: "COMMON_0001", debugDescription: "요청한 값이 올바르지 않습니다."),
   RESOURCE_NOT_FOUND(HttpStatus.NOT_FOUND, code: "COMMON_0002", debugDescription: "해당 리소스를 찾을 수 없습니다."),
   RESOURCE_NOT_MODIFIED(HttpStatus.NOT_MODIFIED, code: "COMMON_0003", debugDescription: "해당 리소스가 수정되지 않았습니다.(Conditional Request 에 대한 응답)"),
   PLACE_DB_OPERATION_FAILED(HttpStatus.INTERNAL_SERVER_ERROR, code: "PLACE_0001", debugDescription: "장소 데이터베이스 작업에 실패했습니다."),
   PLAN_OUT_OF_DATE(HttpStatus.BAD_REQUEST, code: "PLAN_0001", debugDescription: "여행 일정의 버전 정보가 일치하지 않습니다."),
   PLAN_DB_OPERATION_FAILED(HttpStatus.INTERNAL_SERVER_ERROR, code: "PLAN_0002", debugDescription: "여행 일정 데이터베이스 작업에 실패했습니다."),
   INVALID_PLAN_ROUTE_REORDER_REQUEST(HttpStatus.BAD_REQUEST, code: "PLAN_0003", debugDescription: "여행 일정의 경로 재정렬 요청이 올바르지 않습니다."),
   POINTED_COMPONENT_NOT_FOUND(HttpStatus.NOT_FOUND, code: "PLAN_0004", debugDescription: "가리키는 요소를 찾을 수 없습니다."),
   JWT_PROCESSING_SERVER_FAILED(HttpStatus.INTERNAL_SERVER_ERROR, code: "SECURITY_0001", debugDescription: "JWT 처리에 실패했습니다."),
   JWT_EXPIRED(HttpStatus.UNAUTHORIZED, code: "SECURITY_0002", debugDescription: "JWT 토큰이 만료되었습니다."),
   JWT_INVALID(HttpStatus.UNAUTHORIZED, code: "SECURITY_0003", debugDescription: "JWT 토큰이 올바르지 않습니다."),
   JWT_NOT_EXIST(HttpStatus.UNAUTHORIZED, code: "SECURITY_0004", debugDescription: "JWT 토큰이 존재하지 않습니다."),
   private final HttpStatus status;
   private final String code;
   nrivate final String debugDescription:
```

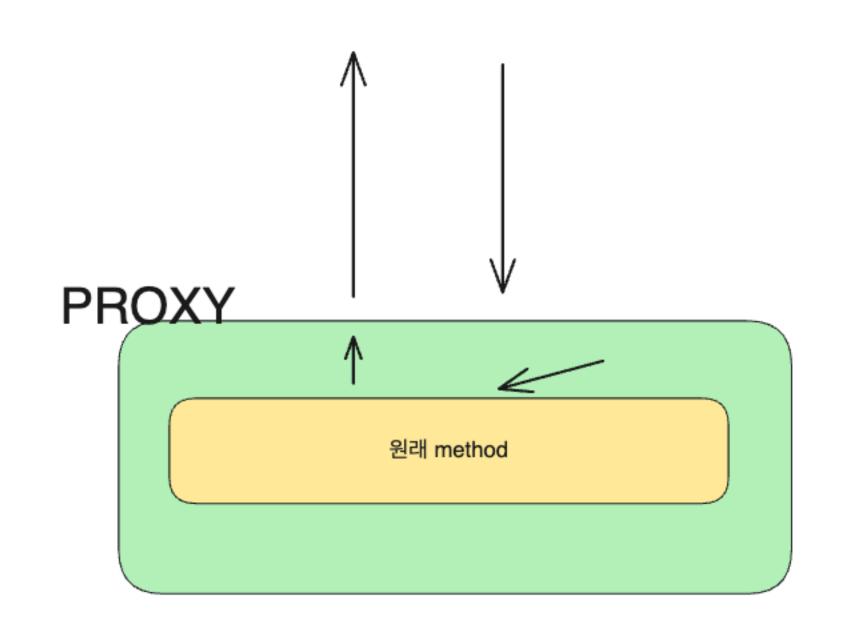
```
♣ Onji Kim
@ExceptionHandler(ServerException.class)
public ResponseEntity<ErrorResponseBody> handleBusinessException(ServerException e) {
    ErrorCode errorCode = e.getErrorCode();
    return ResponseEntity.status(errorCode.getStatusValue())
            .body(createErrorBody(e));
♣ Onji Kim
@ExceptionHandler(BusinessException.class)
public ResponseEntity<ErrorResponseBody> handleBusinessException(BusinessException e) {
    ErrorCode errorCode = e.getErrorCode();
    return ResponseEntity.status(errorCode.getStatusValue())
            .body(createErrorBody(e));
```

```
Status: 404 Not Found Time: 7.98 s Size: 395 B 🖺 Save as
Body Cookies Headers (5) Test Results
                  Preview
                           Visualize
  Pretty
           Raw
                                        JSON V 🚍
           "timestamp": "2024-01-22T21:21:50.03415+09:00",
           "code": "PLAN_0004",
           "status": 404,
           "debugDescription": "해당 경로 요소를 찾을 수 없습니다.",
           "message": null,
            "errors": [],
            "details": {
               "pointedComponent": {
                   "dayId": "test"
   10
   11
  12
  13
```

# 부분 캐시 구현, Plan service 구현

# 부분캐시구현

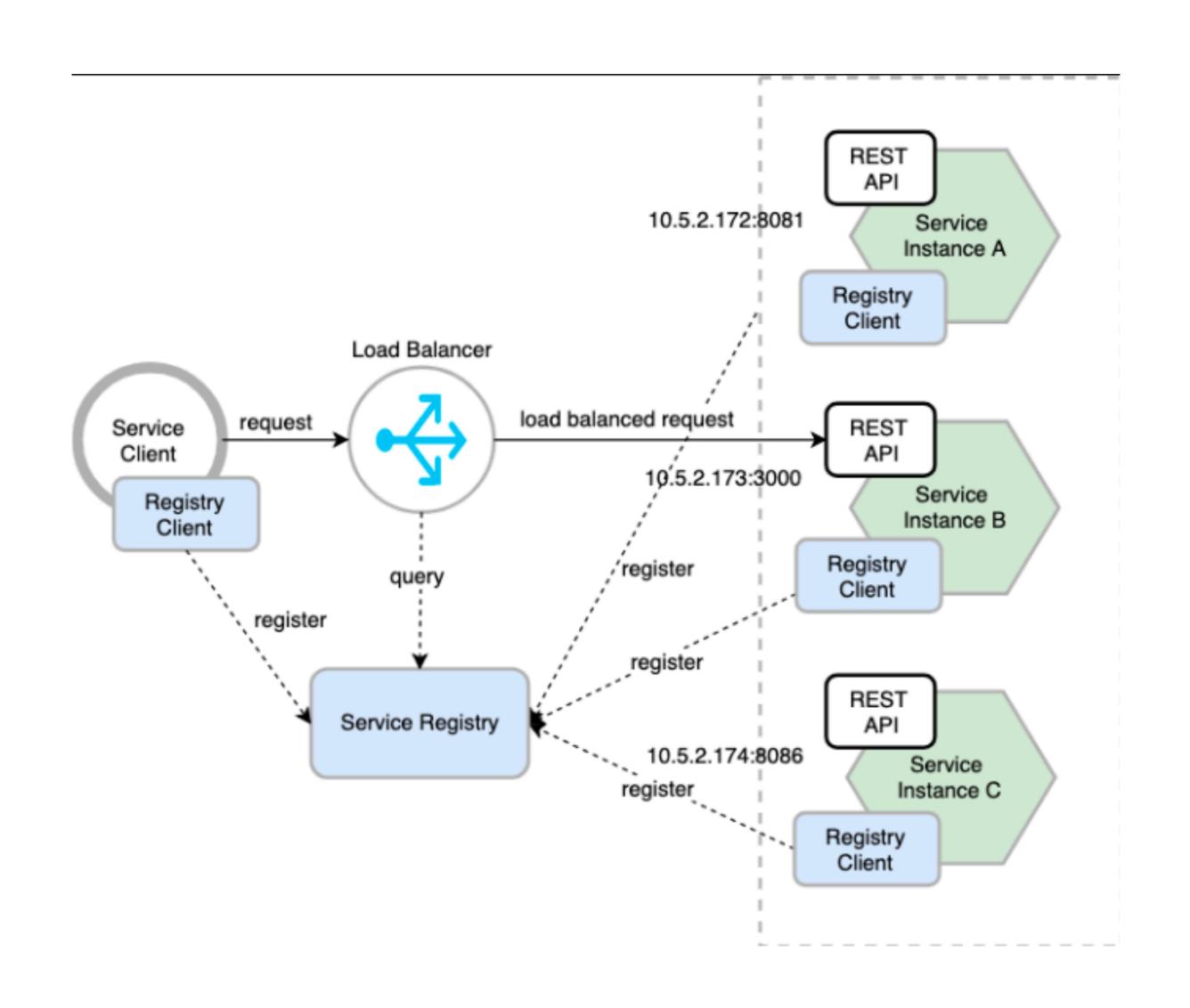


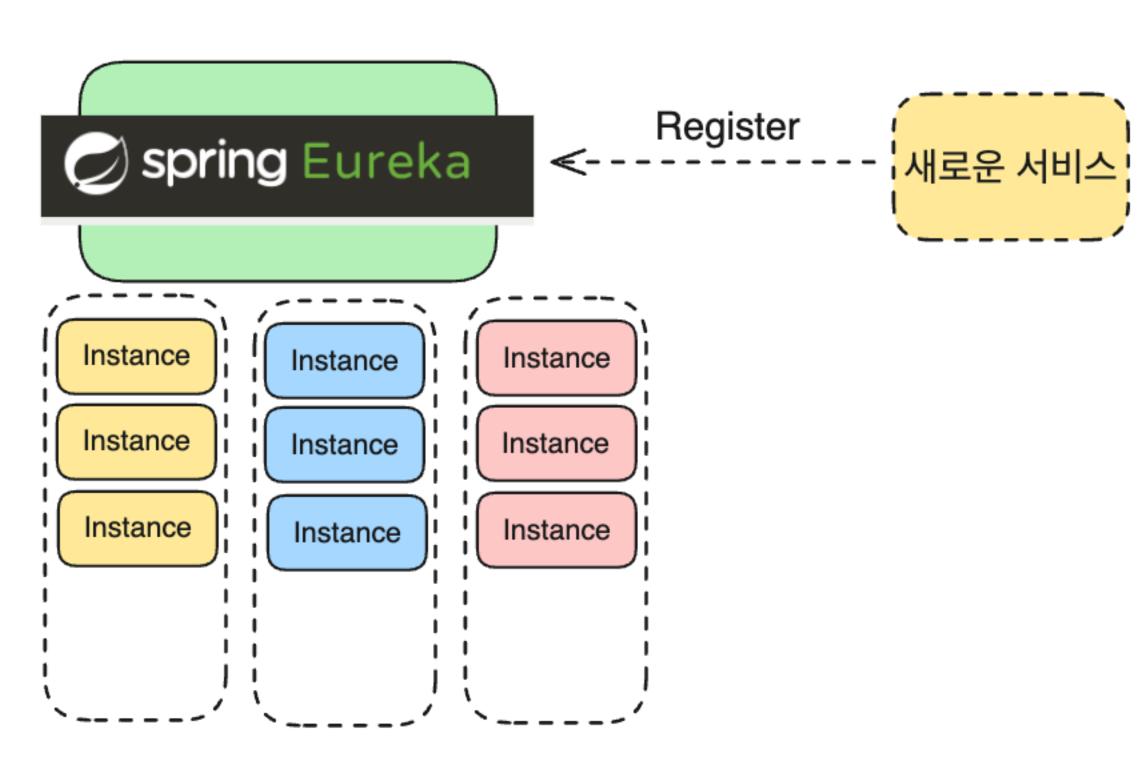


MATCHED + FETCHED -> sort -> return

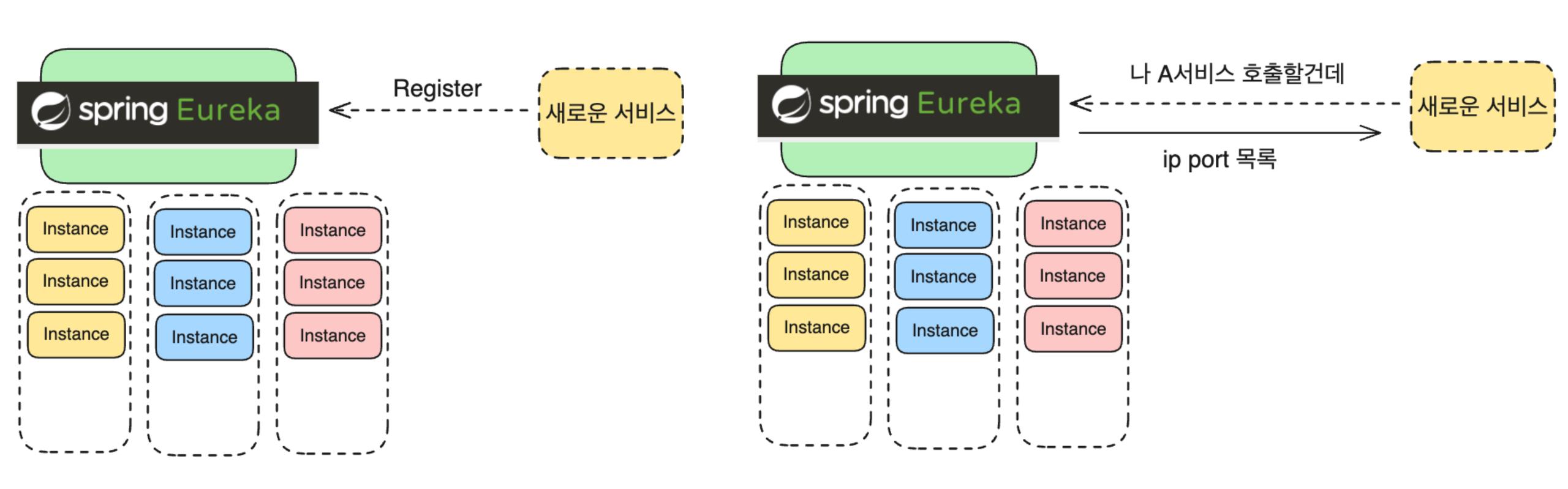
# Service Discovery 도입

## Service Discovery

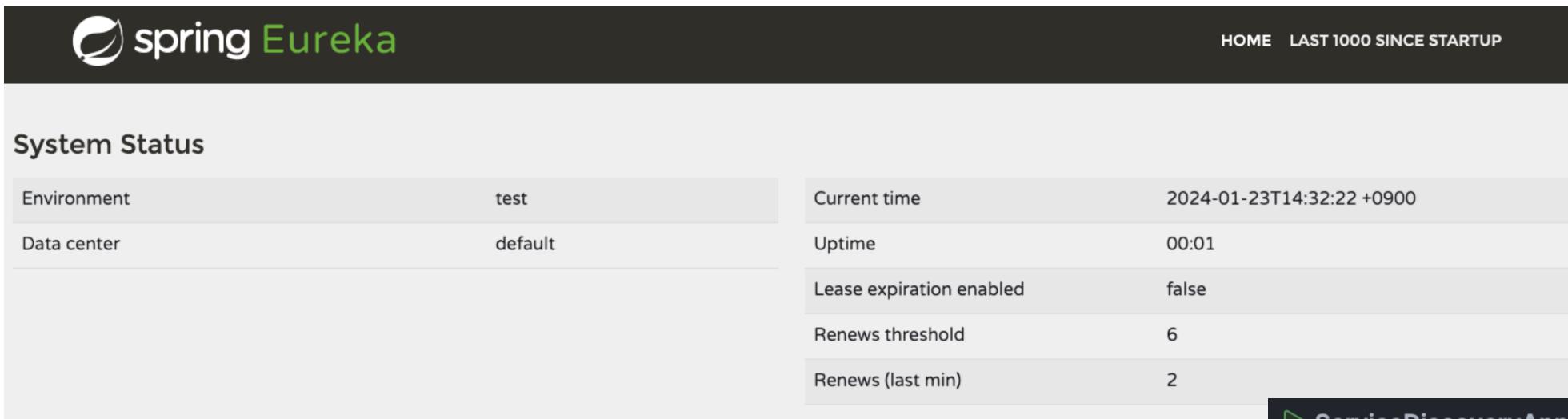




## Service Discovery



## Service Discovery



EMERGENCY! EUREKA MAY BE INCORRECTLY CLAIMING INSTANCES ARE UP WHEN THEY'RE NOT. RENEWALS ARE LESSER THAT THE INSTANCES ARE NOT BEING EXPIRED JUST TO BE SAFE.

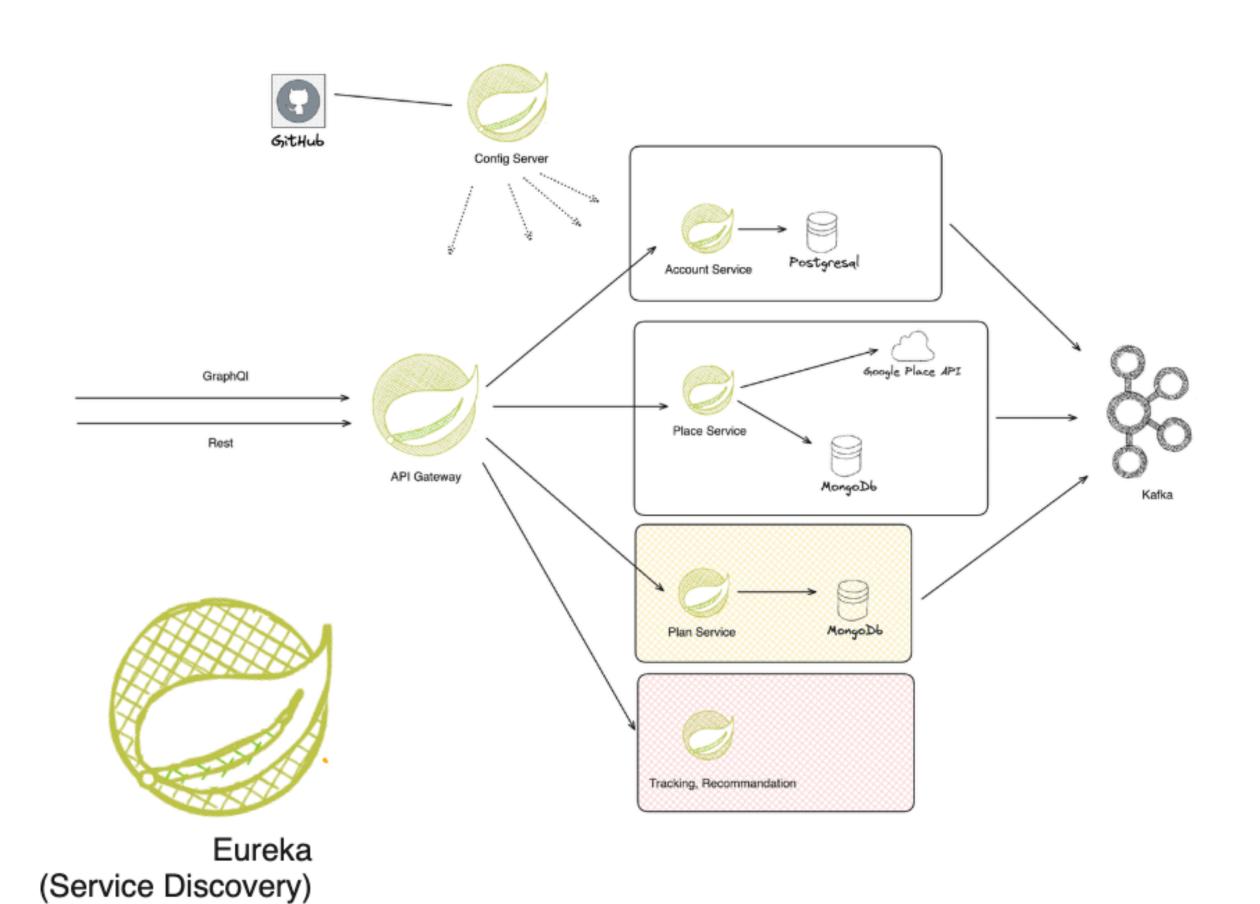
**DS** Replicas

Instances currently registered with Eureka

- ServiceDiscoveryApplication :8070/
- **▶ AccountApplication :29090/**
- GatewayApplication :8080/
- TravelCoreApplication :29091/
- ConfigServerApplication :8888/

ACCOUNT-SERVICE       n/a (1)       (1)       UP (1) - 192.168.0.5:account-service:29090         API-GATEWAY       n/a (1)       (1)       UP (1) - 192.168.0.5:api-gateway:8080         TRAVEL-CORE       n/a (1)       (1)       UP (1) - 192.168.0.5:travel-core:29091	Application	AMIs	Availability Zones	Status
	ACCOUNT-SERVICE	n/a (1)	(1)	UP (1) - 192.168.0.5:account-service:29090
TRAVEL-CORE n/a (1) (1) UP (1) - <u>192.168.0.5:travel-core:29091</u>	API-GATEWAY	n/a (1)	(1)	UP (1) - <u>192.168.0.5:api-gateway:8080</u>
	TRAVEL-CORE	n/a (1)	(1)	UP (1) - 192.168.0.5:travel-core:29091

### 서버동작순서



#### 부하가 걸린다.

- 1. 서버에 부하가 걸린다.
- 2. 자동으로 새로운 인스턴스를 추가한다.(수평적 확장)

#### 서버가 추가된다.

- 1. Config 서버에 설정파일을 질의한다
- 2. Eureka에 자기자신을 등록한다

#### 다른 서버가 이 서비스를 호출한다

- 1. Eureka에 Place 서비스 목록을 질의한다
- 2. Round Robin 방식으로 부하를 분산하며 호출한다

# 감사합니다.