# { REST } GOODBYE

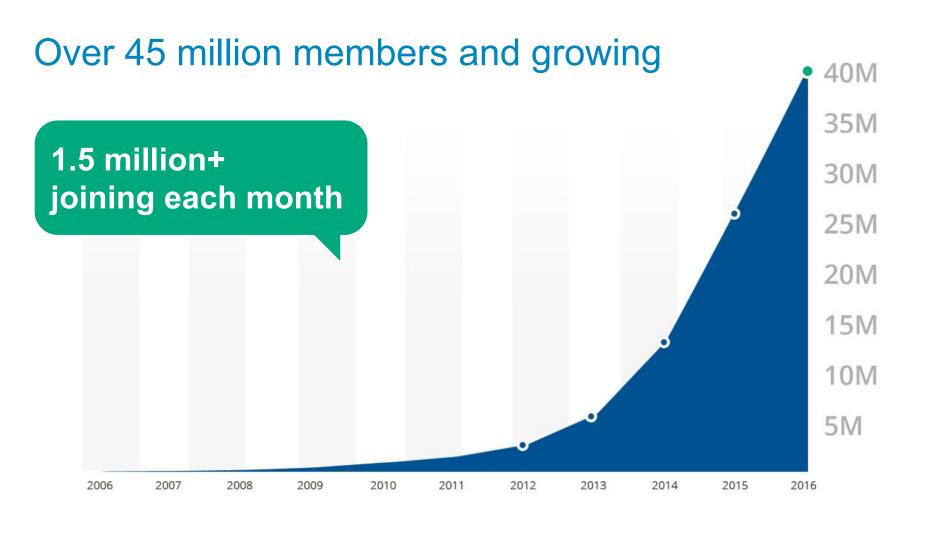
WELCOME 4GRPG





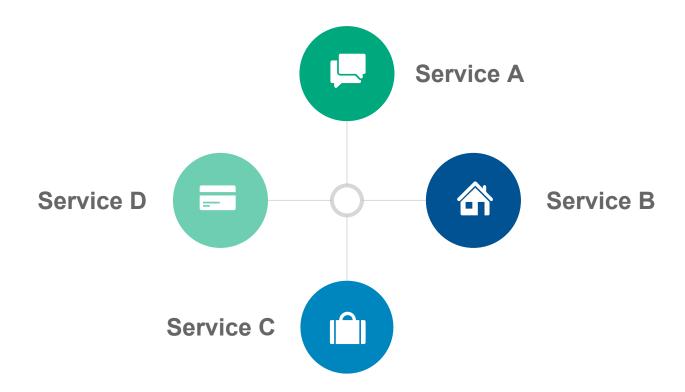
## PAWEŁ REKOWSKI BlaBlaCar

pawel.rekowski@blablacar.com

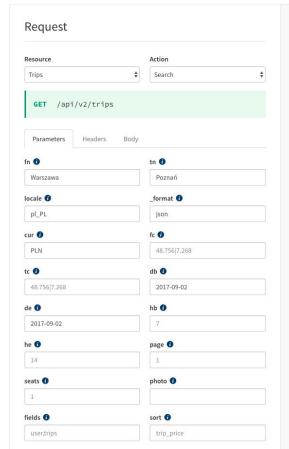


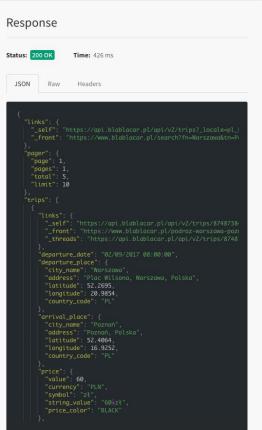
### Komunikacja między serwisami

#### Przykładowe wyzwanie



#### Komunikacja przy użyciu REST API





#### JSON jak Tablica

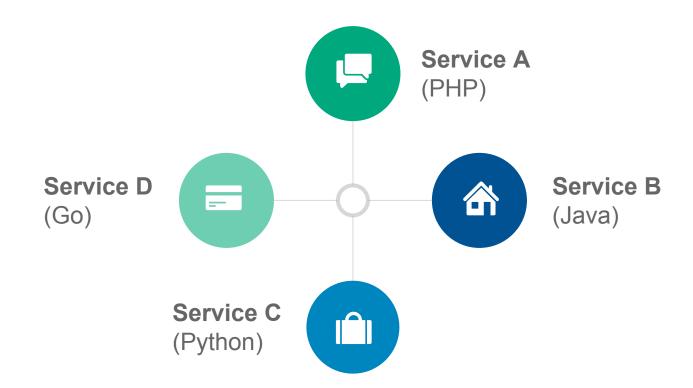
```
\$array = [
   "city_name" => "Warszawa",
   "address" => "Plac Wilsona, Warszawa, Polska",
   "latitude" => 52.2695,
   "longitude" => 20.9854,
   "country_code" => "PL",
    "need_more" => "add_new_row",
1;
```

#### Może lepiej ValueObject?

```
final class Object {
   private
        $city.
        $address,
        $latitude.
        $longitude;
   public function __construct($city, $address, $latitude, $longitude)
        $this->city = $city;
        $this->address = $address;
        $this->latitude = $latitude;
        $this->longitude = $longitude;
   public function getCity() {
        return $this->city;
   public function getAddress() {
        return $this->address;
   public function getLatitude() {
        return $this->latitude;
   public function getLongitude() {
        return $this->longitude;
```

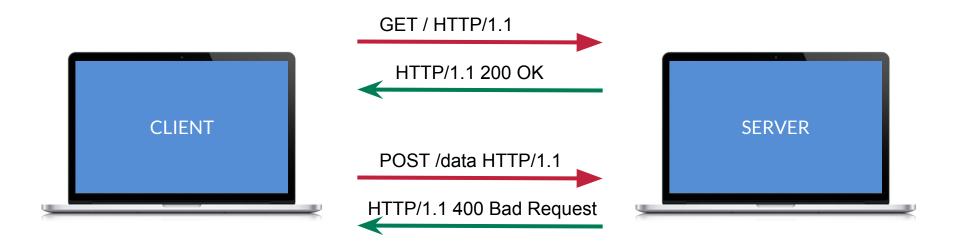
# NEED MORE?

#### Multi Language Challenge

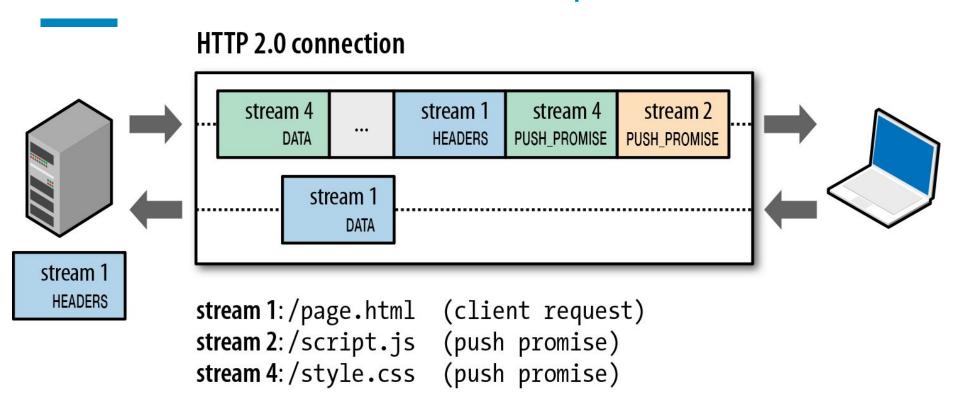


#### **Kontrakt? Jaki Kontrakt?**

#### HTTP/1.1 do kilku milionów Requestów



#### HTTP/2.0 do kilku miliardów Requestów



Źródło: https://www.oreilly.com/learning/http2-a-new-excerpt

## Czy REST Ci wystarczy?

# Czy REST Ci wystarczy? Jeśli nie to co innego?

# { REST } GOODBYE

WELCOME 4GRPG



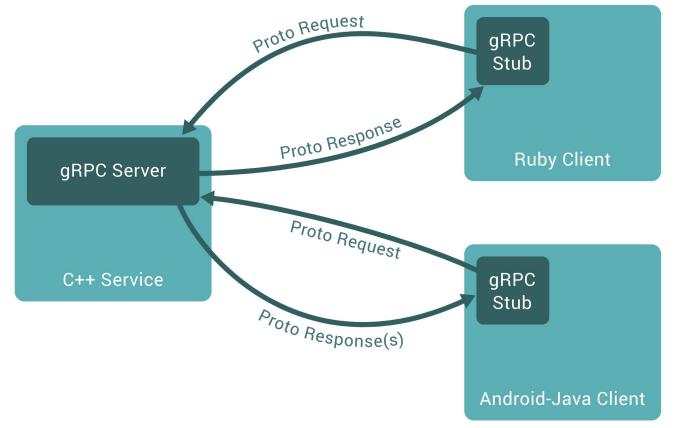
#### Co to jest GRPC?



# A high performance, open-source universal RPC framework

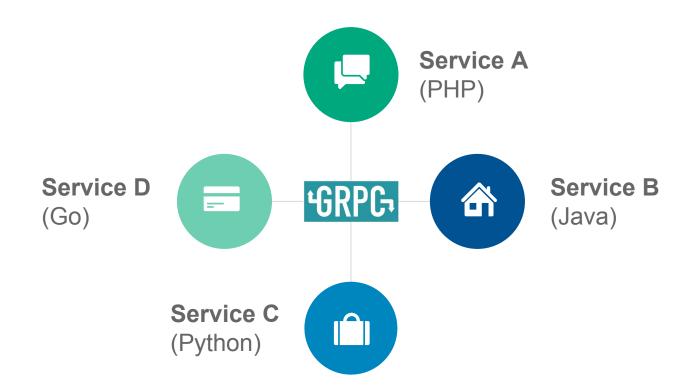
Źródło: https://grpc.io/

#### I co w tym takiego fajnego?



Źródło: https://grpc.io/

#### I co w tym takiego fajnego?

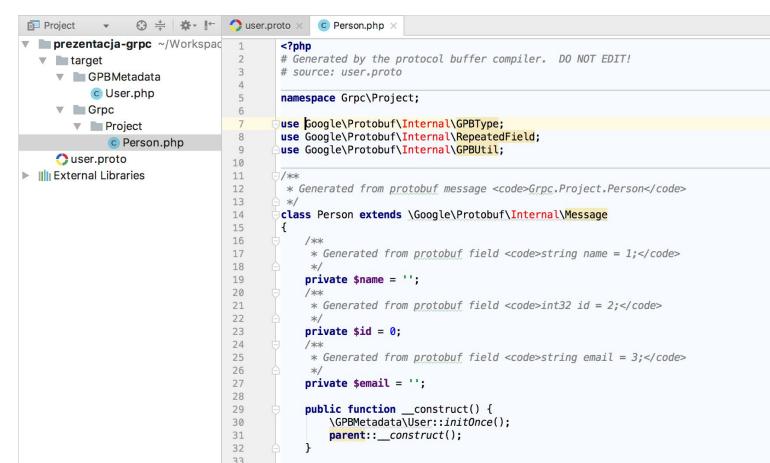


#### Kontrakt i komunikacja



```
syntax = "proto3";
package Grpc.Project;
message Person {
  string name = 1;
  int32 id = 2;
  string email = 3;
```

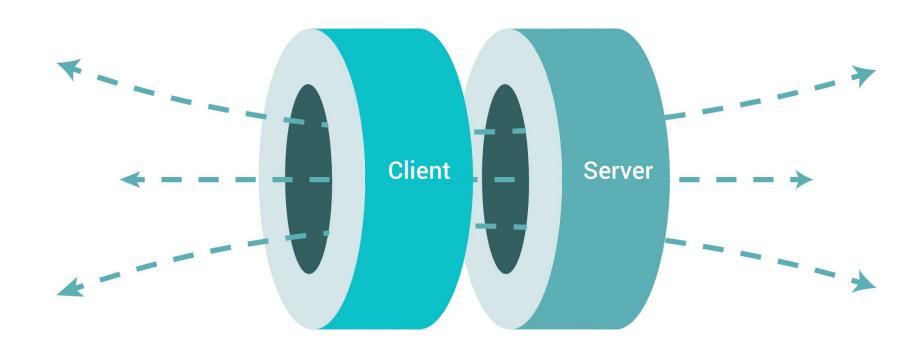
#### Kontrakt i komunikacja



#### Kontrakt i komunikacja

```
package Grpc.Project;
      public final class User {
        private User() {}
        public static void registerAllExtensions(
            com.google.protobuf.ExtensionRegistryLite registry) {
10
11
12
        public static void registerAllExtensions()
            com.google.protobuf.ExtensionRegistry registry) {
13
          registerAllExtensions(
14
15
              (com.google.protobuf.ExtensionRegistryLite) registry);
16
17
        public interface PersonOrBuilder extends
18
            // @@protoc insertion point(interface extends:Grpc.Project.Person)
19
            com.google.protobuf.MessageOrBuilder {
20
21
          /**
22
           * <code>string name = 1;</code>
23
24 •
          java.lang.String getName();
25
          /**
26
           * <code>string name = 1;</code>
           */
```

#### I co w tym takiego fajnego?



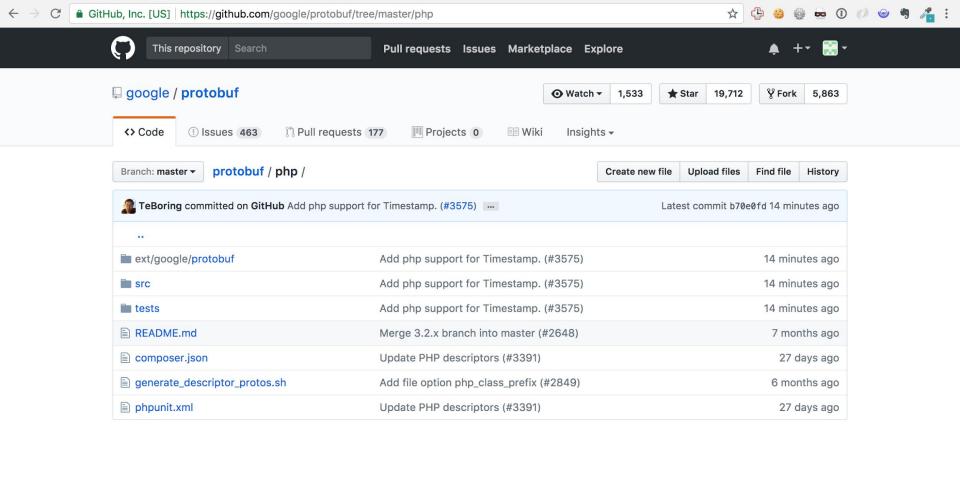
## Jak zacząć?



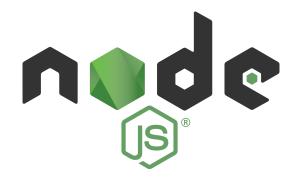
#### grpc

grpc support enabled

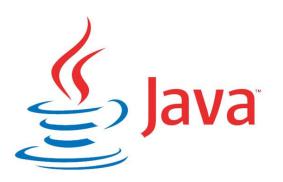




# C++











```
syntax = "proto3";
package Proto.Api;
import "common.proto";
service UserService {
    rpc GetUser(GetUserRequest) returns (GetUserResponse) {}
message GetUserRequest {
    bytes uuid = 1;
message GetUserResponse {
    User user = 1;
    Status = 2;
enum Status {
    STATUS\_UNKNOWN = 0;
    OK = 1;
```

#### Generujemy klasy PHP

```
$ protoc \
   -I=./common/proto \
   --php_out=${PATH_GENERATED}
   --grpc_out=${PATH_GENERATED}
   --plugin=protoc-gen-grpc_php_plugin ${PROTO_FILES}
```

```
use Grpc\ChannelCredentials;
class Client
   private $userService;
   public function __construct($endpoint, $userAgent)
        $credentials = ChannelCredentials::createInsecure();
        $this->userService = new UserServiceClient($endpoint, [
            'credentials' => $credentials,
            'grpc.primary_user_agent' => $userAgent,
       ]);
   public function getUser(GetUserRequest $request)
        list($response, $status) = $this->userService->GetUser($request)->wait();
        $this->handleStatus($status);
        return $response;
   private function handleStatus($status)
        switch ($status->code) {
            case 14:
                throw new ServerUnavailableException();
            case 5:
                throw new UserNotFoundException();
            default:
                break;
```

#### Tworzymy Klienta

```
<?php
    use Proto\Api\Client;
    use Proto\Api\GetUserRequest;
    use Ramsey\Uuid\Uuid;
    include_once __DIR__.'/../vendor/autoload.php';
    $client = new Client(endpoint: "localhost:6565", userAgent: 'user-client');
    $userId = Uuid::fromString( name: 'f2994de0-4b93-11e7-b31b-a23eb0749c31');
    $response = $client->getUser(new GetUserReguest($userId));
    var_dump($response);
```

## Wyzwania dnia codziennego

### **Breaking names - UNKNOWN**

```
enum Country {
    UNKNOWN = 0;
    PL = 1;
    // ...
}
```

```
enum Locale {
    UNKNOWN = 0;
    PL_PL = 1;
    // ...
}
```

```
enum Gender {
    UNKNOWN = 0;
    MAN = 1;
    WOMAN = 2;
}
```

### **Breaking names - UNKNOWN**

```
enum Country {
  UNKNOWN = 0;
 PL = 1;
 // ...
enum Locale {
  UNKNOWN = 0;
 PL PL = 1;
enum Gender {
  UNKNOWN = 0;
 MAN = 1;
  WOMAN = 2;
```

## **Breaking names - UNKNOWN**

```
enum Country {
enum Country {
                                           COUNTRY_UNKNOWN = 0;
 UNKNOWN = 0;
 PL = 1;
                                          PL = 1;
 // ...
                                         enum Locale {
enum Locale {
                                           LOCALE UNKNOWN = 0;
 UNKNOWN = 0;
                                          PL_PL = 1;
 PL PL = 1;
                                         enum Gender {
enum Gender {
                                           GENDER UNKNOWN = 0;
 UNKNOWN = 0;
                                           MAN = 1;
 MAN = 1;
                                           WOMAN = 2;
 WOMAN = 2;
```

#### UUID

32e19097-550a-11e7-b77a-5c0855b93c21

## **UUID** między językami

```
message UUID {
  int64 most = 1;
  int64 least = 2;
}
message UUID {
  bytes value = 1;
}
```

# Quiz

# @TODO



# Dziękuje!