

MICROSERVICES - 3

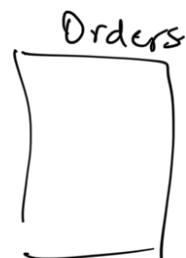
- ① Event sourcing.
- ② Design notification microservice.

- ① 3 microservices → typed notes.
- ② Computer Networks videos.
- ③ Internals of Indexing (multiple column indexing).
- ④ Table →

usecase	non-fn	Database choices

→ 19th November

Event sourcing



Orders				
id	item-desc	source	dest	<u>status</u>
101				

Frameworks

Ruby on Rails → PaperTrail.

model

controller
views

User.rb

~~initialise~~
pending

papertrail
-> Djernow

payment-pending
payment-done

shipping-sd

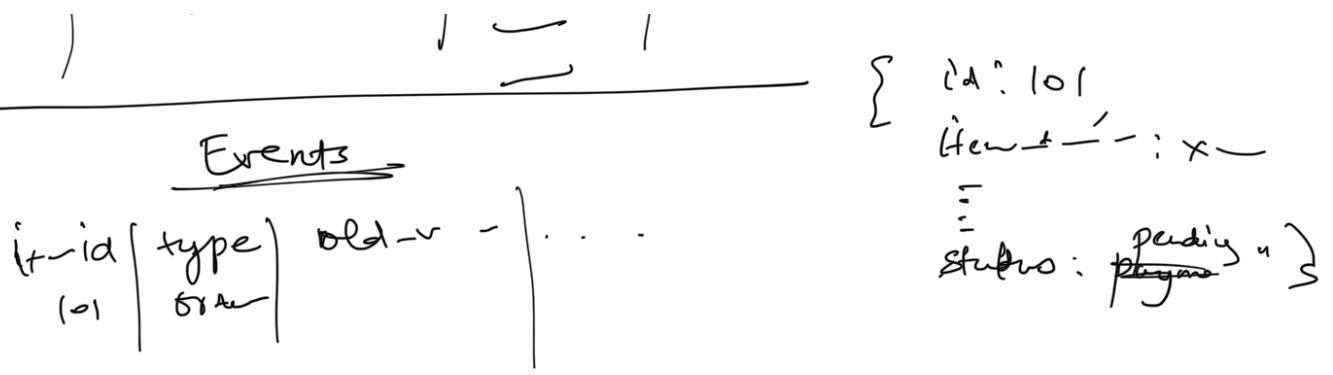
Shipped

delivered

Cancelled

Activity / Events

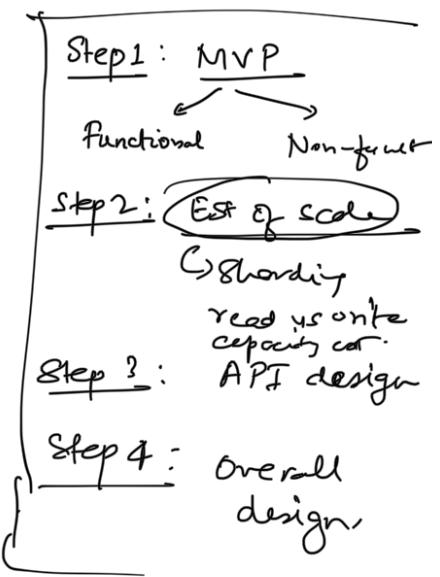
item-type	item-id	updated-at	json	-	-	-
Drarrs	101					



Notification Systems

MVP:

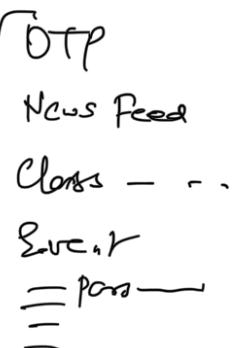
- ① Send notifications.
- ② Mediums should be pluggable/extendible.
- ③ Rate limiting
↳ user / sender
Size of notifications
Authentication
- ④ Prioritisation
- ⑤ users → notification pref.



Non-functional

① High availability

② PO notification → delivery latency is low



Est. of scale

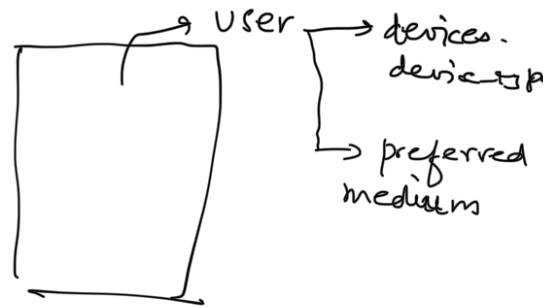
① Sharding → not needed for undelivered notifications
historical notifications → sharding YES

② Write heavy

Pub Sub → read + write heavy

- ① Notification de-duplication
- ② Content notification → API

- ③ User, notification, mediums, priority



① Send Notification (notification-id, userId, text, list<string> medium, priority, type)

② get status (notification-id)

③ update User Mediums (userId, list<string> medium)

list {
text: "...";
medium: "...";
}

D ① Notifications async → Client doesn't wait

② Checks → valid notification
duplicate notification
rate limited

③ Mediums → which

D ④ Asynchronous processing by mediums

⑤ Storage recent-notification → status

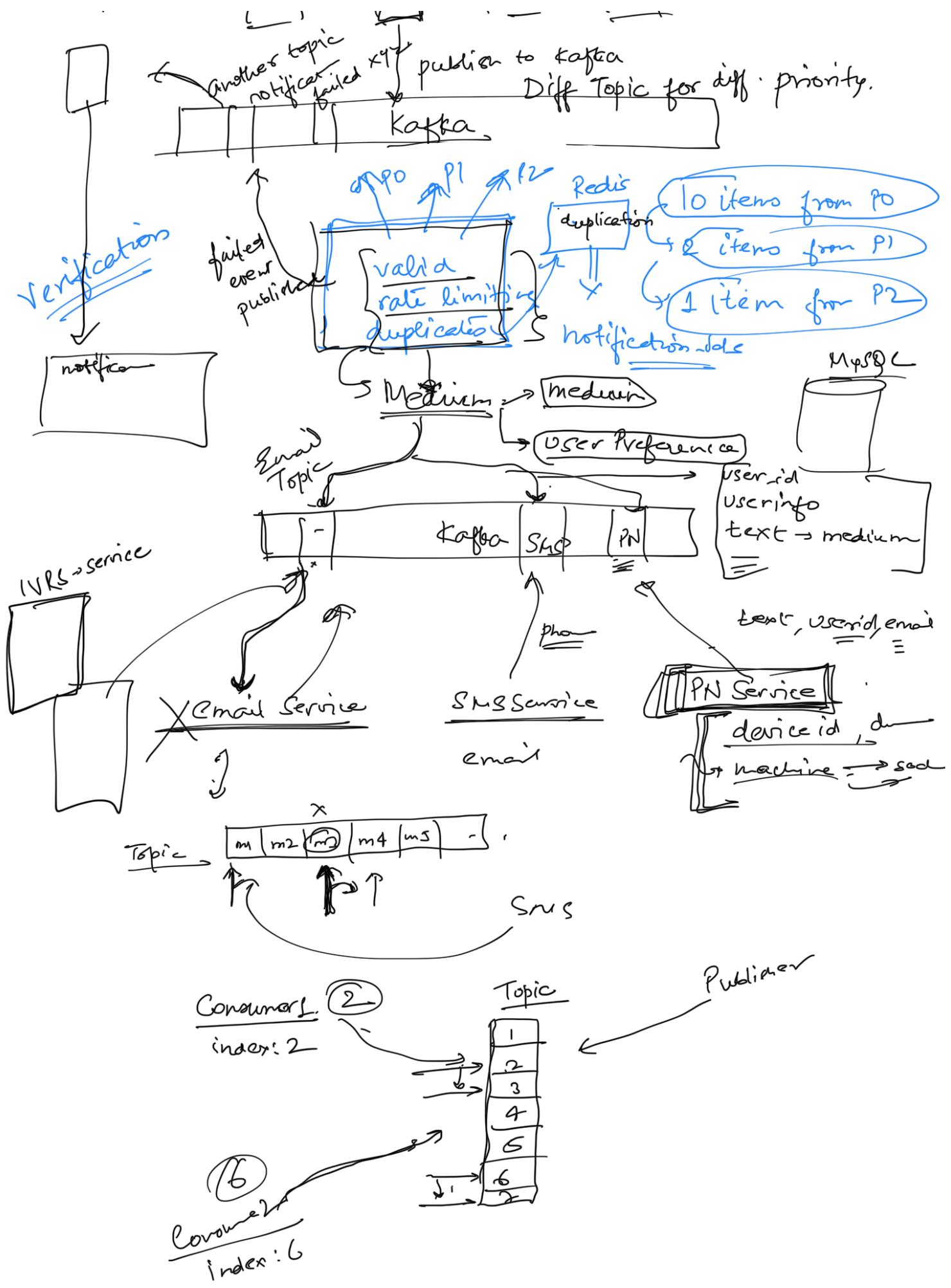
⑥ Publish some event to let other services know notification

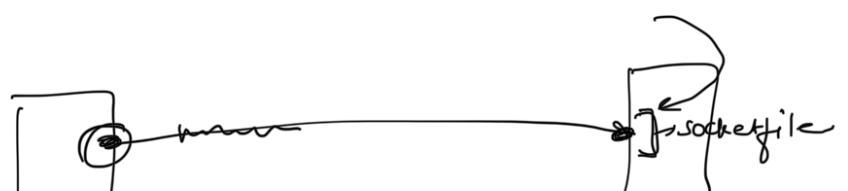
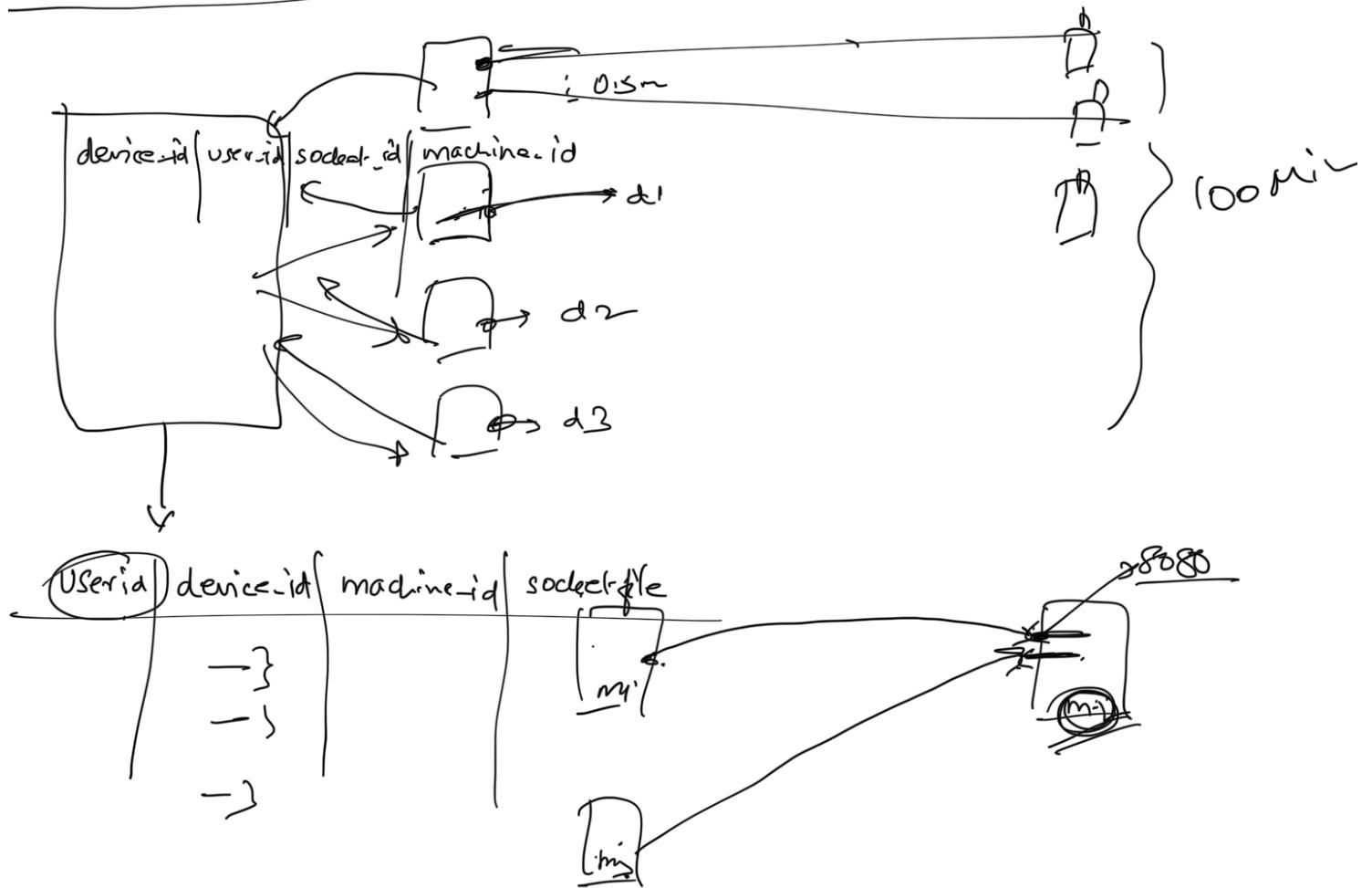
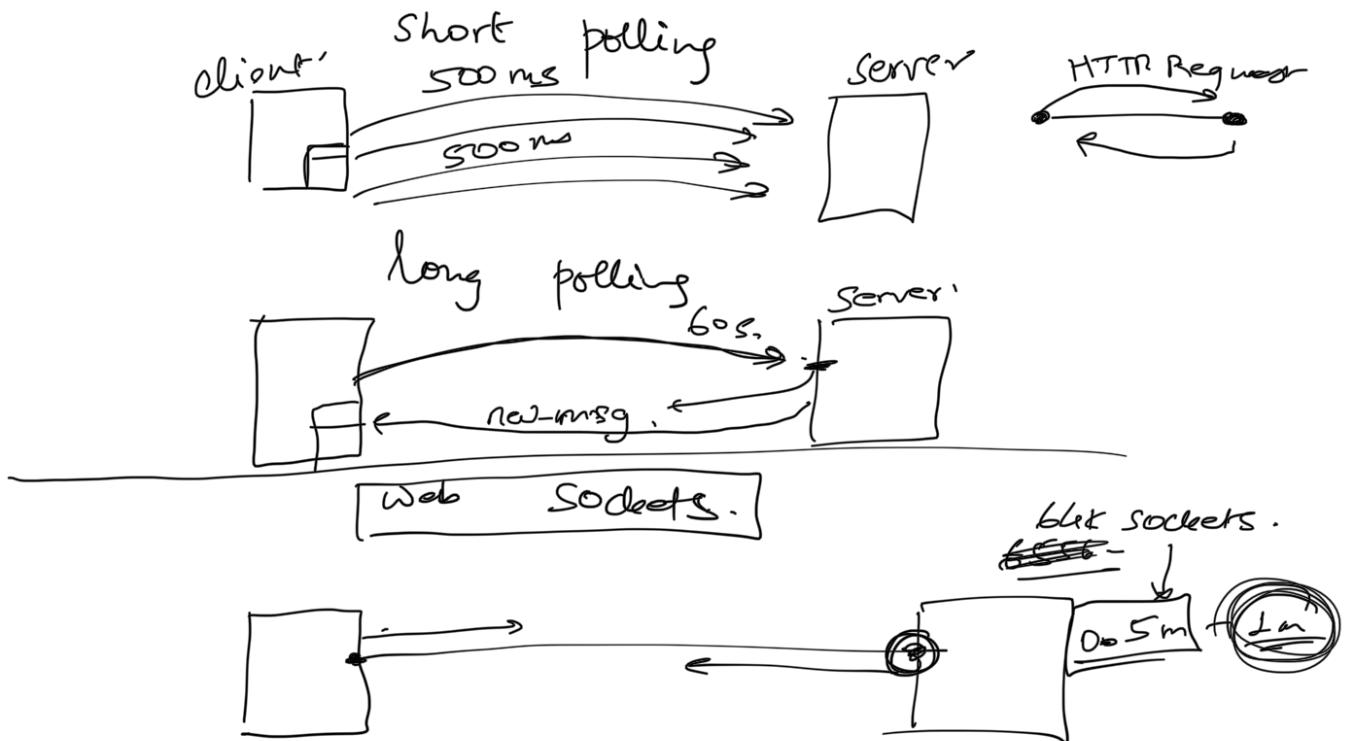
⑦ Delete old notifications from recent-notification on daily basis.

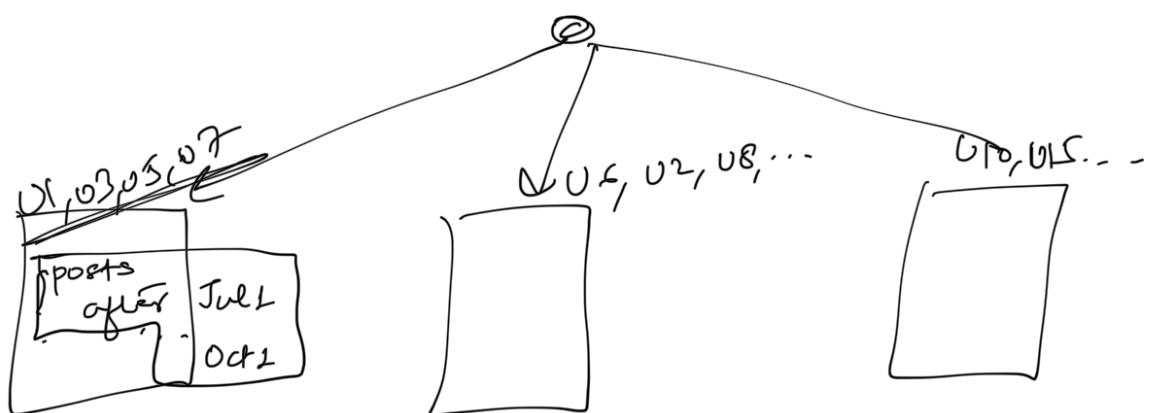
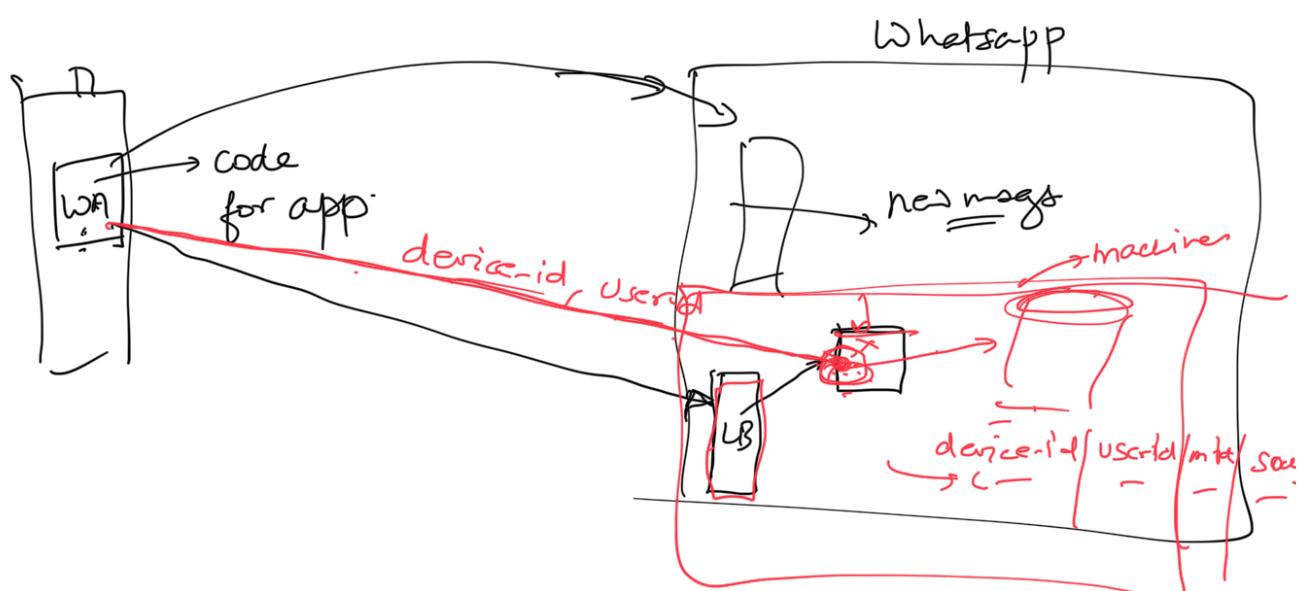
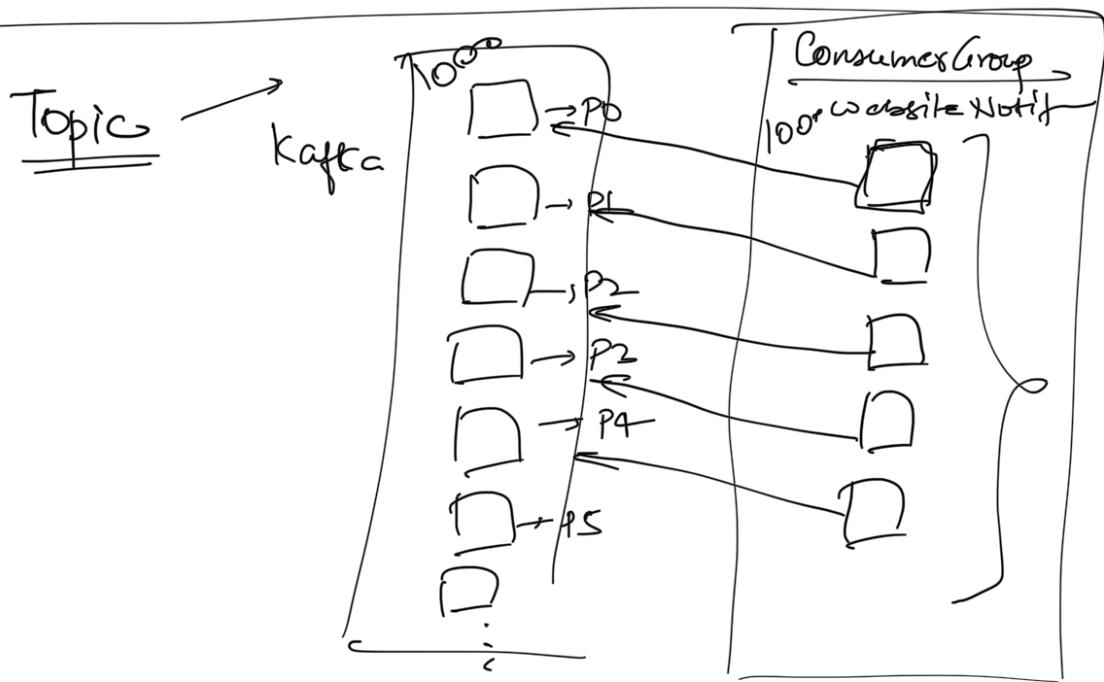
LB

App servers









Partitioning \rightleftharpoons sharding

