

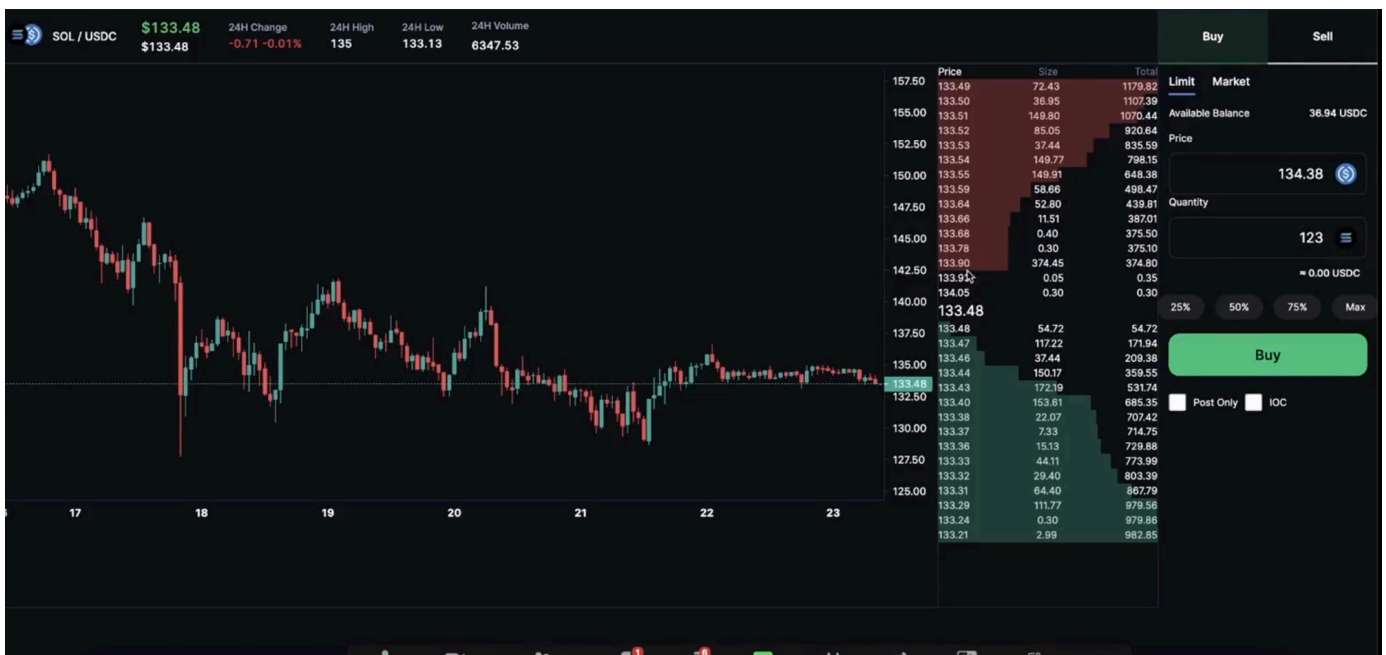
# What we did last week

## 1. Understood the jargon needed to build an exchange

1. Base asset
2. Quote asset
3. Orderbooks
4. Liquidity
5. Limit orders
6. Market orders
7. KLines

## 2. Built the **frontend** for an exchange

1. Proxied requests via [https://exchange-proxy.100xdevs.com/api/v1/depth?symbol=SHFL\\_USDC](https://exchange-proxy.100xdevs.com/api/v1/depth?symbol=SHFL_USDC)
2. Created a simple frontend which had **depth** , **orderbook** , **ticker**
3. Assignment - Creating the **trades** tab on the frontend



# What we're doing today

Building the backend ourselves.

## HTTP Endpoints

The endpoints we used last week were -

1. Get klines - [https://exchange-proxy.100xdevs.com/api/v1/klines?symbol=SOL\\_USDC&interval=1h&startTime=1718957562&endTime=1719562362](https://exchange-proxy.100xdevs.com/api/v1/klines?symbol=SOL_USDC&interval=1h&startTime=1718957562&endTime=1719562362)
2. Get depth - [https://exchange-proxy.100xdevs.com/api/v1/depth?symbol=SHFL\\_USDC](https://exchange-proxy.100xdevs.com/api/v1/depth?symbol=SHFL_USDC)
3. Get Tickers - <https://exchange-proxy.100xdevs.com/api/v1/tickers>

## Websocket streaming

The streams we support include

1. trades@MARKET
2. depth@MARKET
3. ticker@MARKET

## Counter intuitive things -

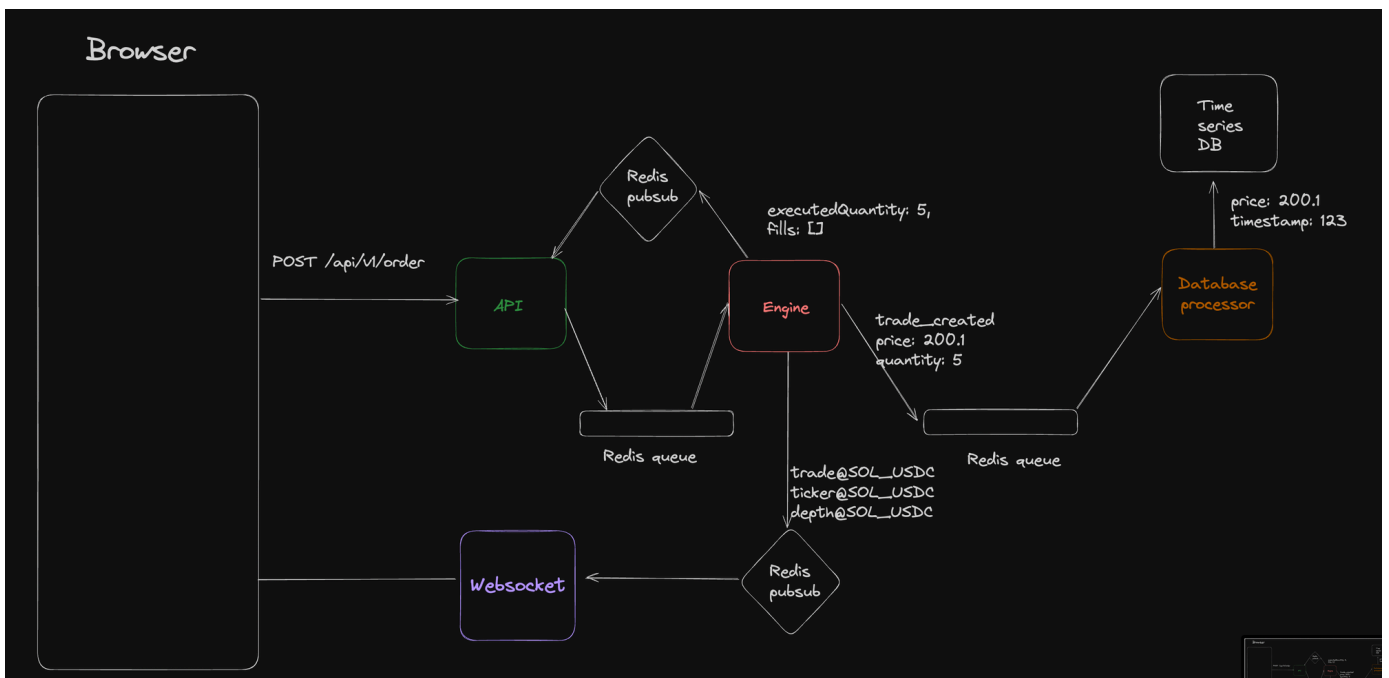
1. Orderbook is in memory
2. User balances are in memory
3. Locking balances in memory

# Backend Architecture

We have the following services -

1. API - An API Server the user sends HTTP requests to
2. Engine - Runs various market orderbooks, stores user balances in memory
3. Websocket - Websocket server that user subscribes to real time events from
4. DB Processor - Processes messages from the Engine and persists them in the DB
5. Frontend - NextJS app (same as last week, only the URLs would change)
6. Market maker (mm) - Places random orders to keep the book liquid
7. Redis - Queue and pub sub
8. TimescaleDB - Creates buckets of klines based on price feed

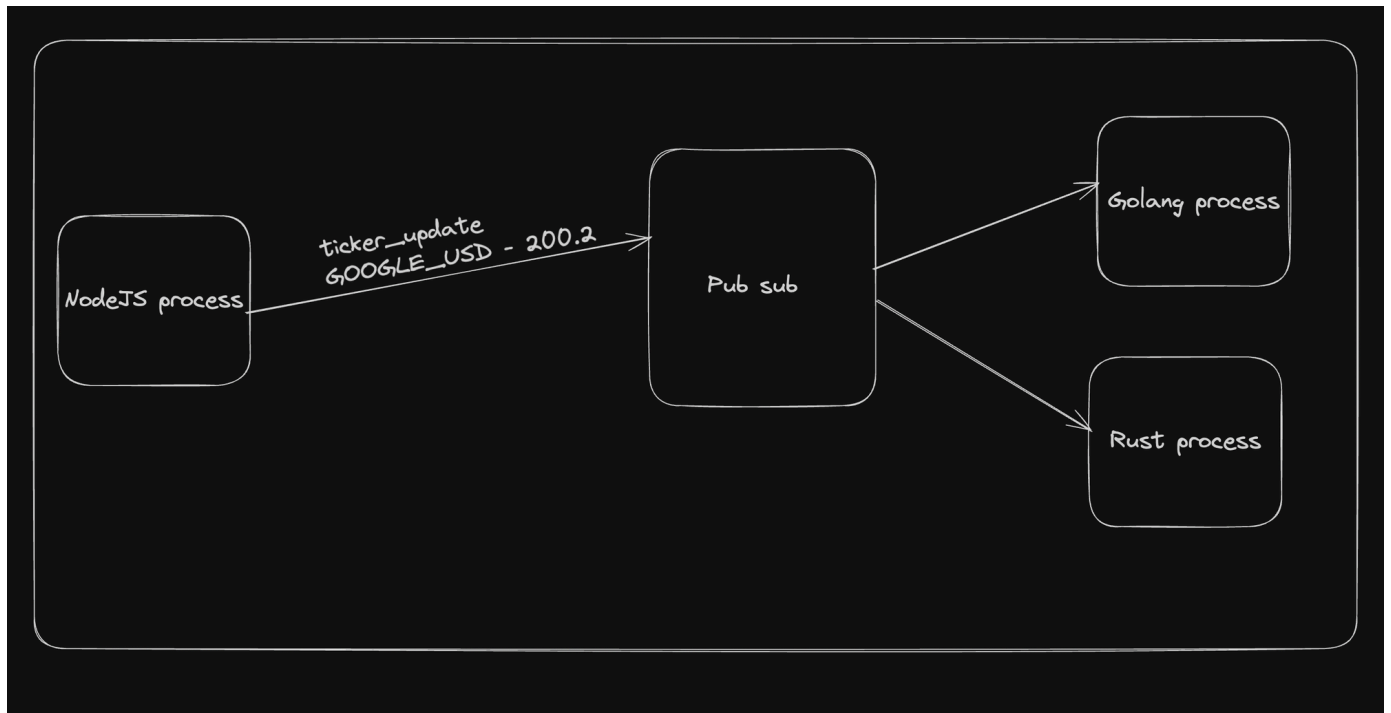
There should ideally be a **primary database** like postgres as well that stores user info/orders/trades etc.



# Pub subs

As the name suggests, it lets one (or many) processes

1. Publish events
2. Subscribe to events



y

# Singletons

To allow you to maintain a `single instance` of a class throughout your program.

Ref - <https://www.freecodecamp.org/news/singleton-design-pattern-with-javascript/>