# Distributed Computing: Documentation

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# 1 Microservice Oriented Architecture

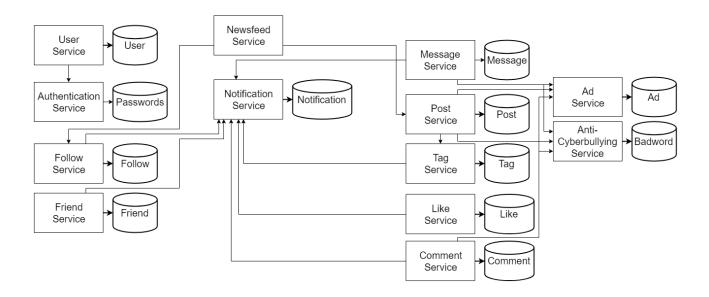


Figure 1: Architecture of core microservices with their interaction

The core microservices that form the backend of our system can be found in figure 1. The interactions, i.e. dependencies, between the different microservices are shown as well. Most of these services also have a corresponding database which is in fact a microservice on its own. More on these services in section 2.

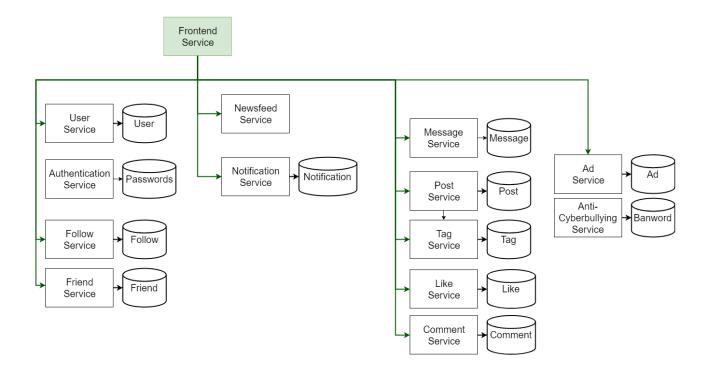


Figure 2: Architecture of core microservices plus frontend with their interaction

On top of all these components, we defined a specific service for the frontend as well (see figure 2). This service will of course communicate with our backend and make use of the provided api. As a side note, each request that is sent from the frontend implicitly goes through the authentication service to verify the user credentials that was stored in a token.

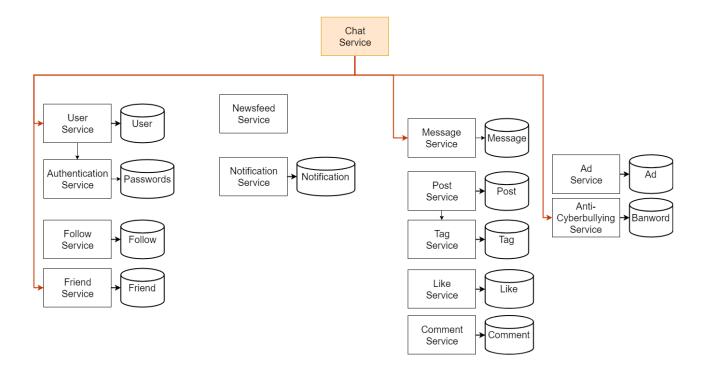


Figure 3: Architecture of core microservices plus chat service with their interaction

Similarly to the frontend service, there exists a standalone chat application as well. This application is as minimalistic as possible while still providing the basic functionality to login/register and sending messages to your friends.

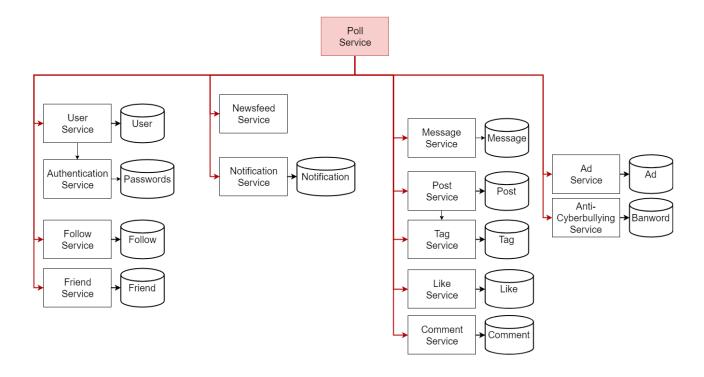


Figure 4: Architecture of core microservices plus poll service with their interaction

Lastly, we added a separate poll service as well that has the responsibility to poll (send ping request) every service (except user, authentication and notification) and if it detects that a certain service is down for some reason, it will then create a notification for all users respectively.

# 2 API Services

This section will go more into these core microservices by precisely defining their REST API. Note that most of these services also have a ping url.

#### User service:

In: POST users (email, username, password)

Out: /

Logic: Registers or creates a user

In: POST users/login (username, password)

Out: Response indicating whether the login was successful or not (and

return some token if it was successful)

Logic: Tries to login a user

In: GET users

Out: users (user\_id, email, username)

Logic: Gets all the users

In: GET users/user/username

Out: users (user\_id, email, username)

Logic: Gets a user by username

In: GET users/user\_id

Out: user (user\_id, email, username)

Logic: Get a particular user

In: DELETE users/user\_id

Out: /

Logic: Deletes a user

In: PUT users/user\_id/block

Out: /

Logic: Blocks a user

In: PUT users/user\_id/unblock

Out: /

Logic: Unblocks a user

# Authentication service:

In: POST passwords (user\_id, password, is\_admin)

Out: /

**Logic:** Adds user and password pair to the database to verify tokens in the future

**In:** PUT passwords (password)

Out: /

Logic: Updates a user password

**In:** DELETE passwords

Out: /

Logic: Remove password from the database

In: PUT passwords is\_admin

Out: Flag indicating whether the user is an admin or not

Logic: Check if the user is an admin

In: GET verify\_credentials (token)

Out: Flag indicating whether the authentication was successful Logic: Tries to authenticate a user by checking their credentials

# Message service:

In: POST message (contents, sender\_id, receiver\_id)

Out: /

Logic: Add a new message to DB

In: GET messages/receiver\_id/sender\_id/<amount>

Out: Messages (content, timestamp, id)

 ${\bf Logic:}$  Get messages in conversation between receiver and sender sorted

by timestamp

In: GET messages/user\_id/unread

Out: Messages (content, timestamp, id)

Logic: Get all unread messages where the user is the receiver

#### Notification service:

**In:** POST notifications (content, recipients)

Out: /

Logic: Add notification to DB

In: GET notifications/notification\_id

Out: Notification (ID, timestamp, content)

Logic: Get a specific notification

In: PUT notifications/notification\_id (user\_id)

Out: /

Logic: Mark notification as read

In: GET notifications/user/user\_id

Out: Notifications (ID, timestamp, content)

Logic: Get all unread notifications from a specific user

# Ad service:

In: POST ads (image, categories)

Out: /

**Logic:** Add advertisement image to DB (note that the images are actually saved locally instead of in the database; only the image path is stored)

In: GET ads

Out: /

Logic: Homepage for the ads service (only accessible for admins)

In: GET ads/filename

Out: Advertisement (image link, category)

Logic: Get a specific advertisement based on the filename

In: POST ads/user/user\_id

Out: /

Logic: Update (if necessary) the categories of a user (personalized ads)

In: GET ads/users/user\_id

Out: Advertisements (image link, category)

Logic: Get ads specifically targeted to a user if any

## Anti-Cyberbullying service:

In: POST anti\_cyberbullying (words)

Out: /

Logic: Add new "bad words" to DB

In: GET anti\_cyberbullying

Out: /

 ${\bf Logic:}$  Homepage for the anti-cyberbullying service (only accessible for

admins)

In: GET anti\_cyberbullying/bad\_words

Out: All the bad words

Logic: Get all the bad words from the database

**In:** POST anti\_cyberbullying/contains\_bad\_word (sentence)

Out: True if the provided sentence contains one or more bad words, false

otherwise

Logic: Check if there's a bad word in the sentence

## Follow service:

In: POST follow (follower\_id, followee\_id)

Out:

Logic: User follows another user

In: DELETE follow/follower\_id/followee\_id

Out: /

Logic: Unfollow a user

In: GET follower\_id

Out: Follows (follower\_id, followee\_id)

Logic: Get all users the follower follows

**In:** GET followers/followee\_id

Out: Follows (follower\_id, followee\_id)
Logic: Get all followers of the user

#### Friend service:

In: POST friend/request (friend\_initiator\_id , friend\_acceptor\_id)

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Out: /
     Logic: Create a friend request
     In: PUT friend/accept (friend_initiator_id , friend_acceptor_id)
     Out: /
     Logic: Accept a friend request
     In: DELETE friend/friend1_id/friend2_id
     Out: /
     Logic: Unfriend a user
     In: GET friend/user_id/requests
     Out: Requests (friend_id)
     Logic: Get all open friends requests sent to the user
     In: GET friend/user_id
     Out: Friends (friend_id)
     Logic: Gets the friends of a user
Newsfeed service:
     In: GET newsfeed/user_id
     Out: Posts
     Logic: Get the newsfeed of a user (posts of the people the user is following
          + own posts)
Post service:
     In: POST posts (creator, content, tags (usernames))
     Out: /
     Logic: Create a new post
     In: GET posts/user/user_id
```

Out: Posts (post\_id, creator, timestamp, content)

Logic: Get all the posts from a user

**In:** GET posts/post\_id

Out: Post (post\_id, creator, timestamp, content)

Logic: Get a specific post

In: DELETE posts/post\_id

Out: /

Logic: Delete a specific post

In: GET posts/stats

Out: Number of posts on each day

Logic: Get the post statistics, i.e. number of posts on each day

## Like service:

In: POST likes (post\_id, user\_id)

Out: /

Logic: User likes a specific post

In: GET likes/posts/post\_idOut: Likes (post\_id, user\_id)

Logic: Get all the likes of a post

In: DELETE likes/posts/post\_id (user\_id)

Out: /

Logic: Undo a like

# Tag service:

In: POST tags (post\_id, user\_id's)

Out: /

Logic: Create user tags on a specific post

In: GET tags/posts/post\_id

Out: Tags (post\_id, user\_id)

Logic: Get all the tags on a post

#### Comment service:

In: POST comments (post\_id, creator, content)

Out: /

Logic: Create a comment on a specific post

In: GET comment\_id

 $\mathbf{Out:}\ \mathrm{Comment}\_\mathrm{id},\ \mathrm{creator},\ \mathrm{timestamp},\ \mathrm{content})$ 

Logic: Get a specific comment

In: GET comments/posts/post\_id

Out: Comments (comment\_id, creator, timestamp, content)

Logic: Get all the comments on a post

In: DELETE comments/comment\_id

Out: /

Logic: Delete a comment