

Enterprise Backend as a Service (EBaaS)

A code that writes code

Bodiwala Maulin, Doshatti Aditya, Kapadia Darshil, Nyati Devashish

Prof. Gokay Saldamli

Computer Engineering Department

San Jose State University

Abstract—In the world where we have computers and world wide web, web applications have become more and more popular. There has been a constant decrease in installed applications with people mostly relying on web applications to get their work done. With constant innovations in the field of computer, we see tons of startups every day and what better option they have than reaching to million people with a web application of their own. Talking about web applications we usually have 1) Frontend: what a user can see on their screen while accessing that web application and 2) Backend: what frontend communicates with to process the users' requests. Since the invention of RESTful web services, developers have relied on APIs to which frontend sends request to get an appropriate response. RESTful APIs have become more of a standard in developing the backend, behind the scenes they are only queries to manipulate data in the database. On an average, 3-5 days are taken up to develop a simple backend handling CRUD operation. That is a lot of time especially when the key factor that is driving business growth these days is the need to minimize nuances in the development of applications.

EBaaS provides a solution to automate the development of backend and in turn bringing the automation exactly where it is required in the real world. One does not need any expert knowledge other than the knowledge of the data they want to manage and hence even a non-developer or a developer with no prior experience in developing backend can easily get access to the backend. EBaaS , a code generator, does it all by simply asking users to provide some requirements which will then be used create the database along with the downloadable code for backend which will be ready to use to interact with the frontend and the database.