Code Review.md 2025-01-23

The code is compiled using the commands:

```
# from project root
cmake -B build
cmake --build build -j$(nproc)
```

It has been tested on WSL2 Ubuntu. The executable will be created in the project root as client_trader.

Code Structure

The structure of the code is as follows:

```
src/
    client_main.cpp
    -api
        deribit.h
        trade_handler.h
   -client
        client_trader.cpp
        client_trader.h
   —lib
        benchmark.h
        utilities.h
   -websocket
        websocket.cpp
        websocket.h
    api_key.json
    client_main.cpp
CMakeLists.txt
```

 client_main.cpp - This file contains the main function. It controls the command loop, with the commands as follows:

```
Enter Command: help
help
deribit_connect
deribit_test
deribit_stest
deribit_show
deribit_positions [currency] [kind]

deribit_buy
deribit_edit
deribit_edit
deribit_edit
deribit_cancel [order_id]
deribit_cancel [order_id]
deribit_open_orders [kind] [type]
deribit_test
deribit_sub [channels...]
deribit_sub [channels...]
deribit_sub [channels...]
deribit_sub [channels...]
deribit_logout [<book) invalidate_token]
quit

Display this help text
Connect to Deribit
Authencies (in milliseconds) to check clock skew
Authenticate with Deribit
Authencies (in milliseconds) to check clock skew
Authenticate with Deribit
Authencies (in milliseconds) to check clock skew
Authenticate with Deribit
Authencies (in milliseconds) to check clock skew
Authenticate with Deribit
Authencies (in milliseconds) to check clock skew
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Authenticate with Deribit
Authencies (in milliseconds) to check clock skew
Authenticate with Deribit
Authencies (in milliseconds) to check clock skew
Authenticate with Deribit
Authencies (in milliseconds) to check clock skew
Authenticate with Deribit
Authencies (in millisec
```

Code Review.md 2025-01-23

• lib/utilties.h provides helpful functions for logging, as well as customizing the log stream by using flags. lib/benchmark.h provides a class for benchmarking as discussed in the latency report.

- websocket/websocket.{h,cpp} provide declarations and definitions for the application's websocket endpoint.
 - It involves a connection_metadata class to store the communication between the client and the server.
 - The websocket_endpoint class holds all methods relevant to websockets communication, such as connect(), send(), on_message() etc. It is done using the websocketspp library
- client/client_trader.{h,cpp} This class acts as the interface for all trading methods which the user can invoke. It contains a pointer to the instance of the trade handler which the user passes. This is commonly called the **dependency-inversion pattern**

```
std::unique_ptr<deribit> deribit_uptr = std::make_unique<deribit>();
trade_handler* deribit_handler = deribit_uptr.get();
client_trader trader {deribit_handler, key}; // pass
```

- api/trade_handler.h It is a common interface for client_trader class to invoke trade API methods. It is an abstract class from which a class must derive to define the API methods and endpoints.
- api/deribit.h It contains all the logic relevant to trading on deribit platform. The class deribit derives from trade handler.
- api_key.json Contains the API id and secret for Deribit.

Libraries used

- websocketspp
- nlohmann json

Code Review.md 2025-01-23