

# Large Attachments Handling

## Task

Describe the web forms support for large attachments (~100MB). Describe in text how to handle storage and downloads from the submissions list, considering thousands of submissions with multiple attachments each. Include architecture, data structure, and REST API.

## Architecture

### Storage

I would consider 2 points

- Cloud-based Object Storage: like Azure Blob Storage or analogues uses direct streaming to the object storage and can successfully store large files. This solution can be scaled horizontally
- Normal Database SQL or NoSQL for storing metadata and submission details, references URL, file name, etc

### Backend (API)

REST API will stream file directly without caching. We will consider also:

1. **Error Handling & Timeout Handling:** Appropriate logging errors and try-catch to avoid code from just crashing. Timeout settings on both the client and server sides to prevent issues during large uploads.
2. **Chunking:** file can be splitted into several pieces. Possible network failure might cause the corruption of "big" type of file.
3. **Rate Limiting & Throttling:** Implement rate limiting and throttling mechanisms to prevent the server from being overwhelmed by too many large file uploads simultaneously.
4. **Scheduling Job:** We can schedule the uploading using the Hangfire library. It allows us to monitor, track progress, enqueue jobs and the retry if needed. UI will be fast and responsive.

## Data Structure

I would add a data about this file to the main model. I represent it as a JSON:

```
{
  "id": "guid",
  //all normal submission fields (see Domain class library)
  "attachments": [
    {
      "fileId": "guid",
      "fileName": "string",
      "fileType": "string",    // file type (e.g., image/jpeg, application/pdf)
      "fileSize": "int",      // Size in bytes
      "fileUrl": "string",    // URL of the file in cloud storage (e.g., S3 URL)
      "uploadTimestamp": "timestamp"
    }
  ]
}
```