



**AUTODESK®**



# Overview

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# Agenda

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Overview

04 Scalability & Dot NET Best  
Practices

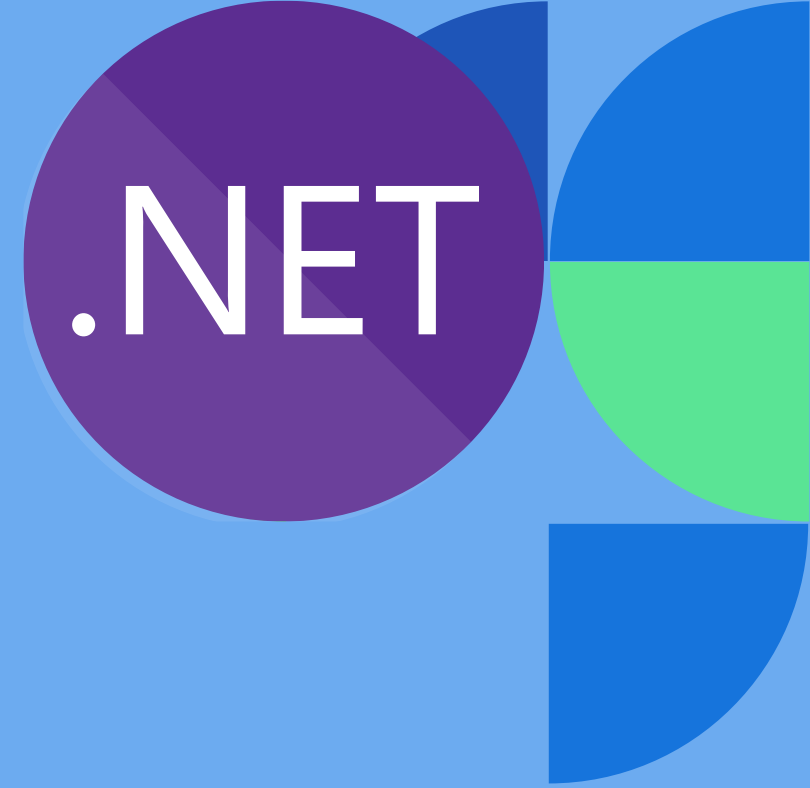
02 Dot NET Design Patterns &  
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03 Infrastructure &  
Integrations

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# Dot NET Architectural Overview

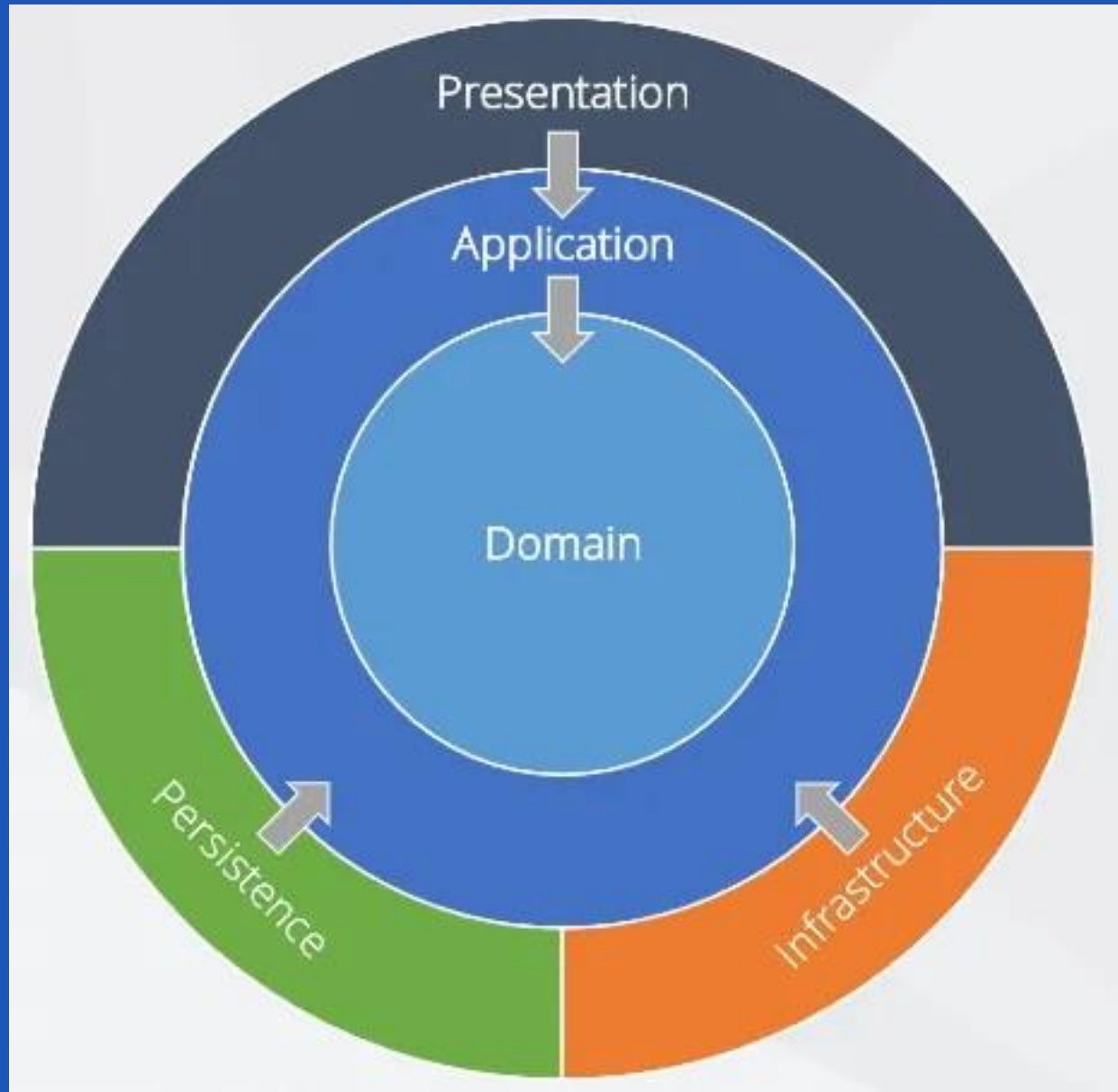


# Dot NET Architectural Overview

**This solution follows a classic Clean Architecture (Onion) approach, decoupling layers by responsibility and direction of dependencies.**

- **Domain:** core business entities and invariants
  - **Core:** application use-cases and business rules
  - **Persistence:** data access (EF Core repositories)
  - **Infrastructure:** error strategies, interceptors, shared implementations
  - **Api:** ASP.NET Core controllers, DI setup, middleware
  - **Frontend:** Blazor WASM UI consuming the API
  - **Test:** unit/integration tests spanning every layer
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# Dot NET Architectural Overview





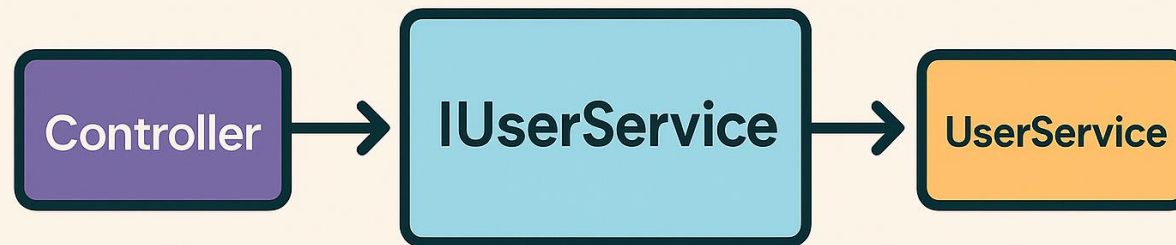
# Dot NET Design Patterns & Principles

# Dependency Injection

All high-level components depend on interfaces, not concrete types.

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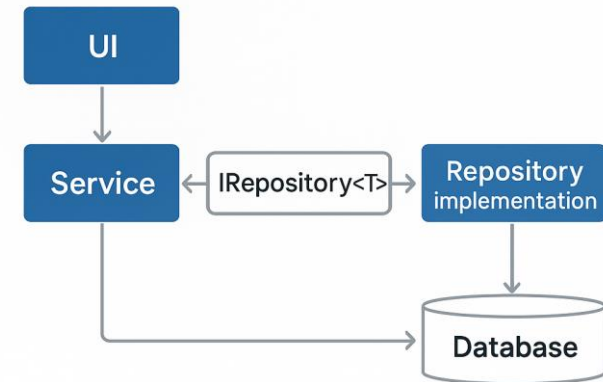




# Repository Pattern

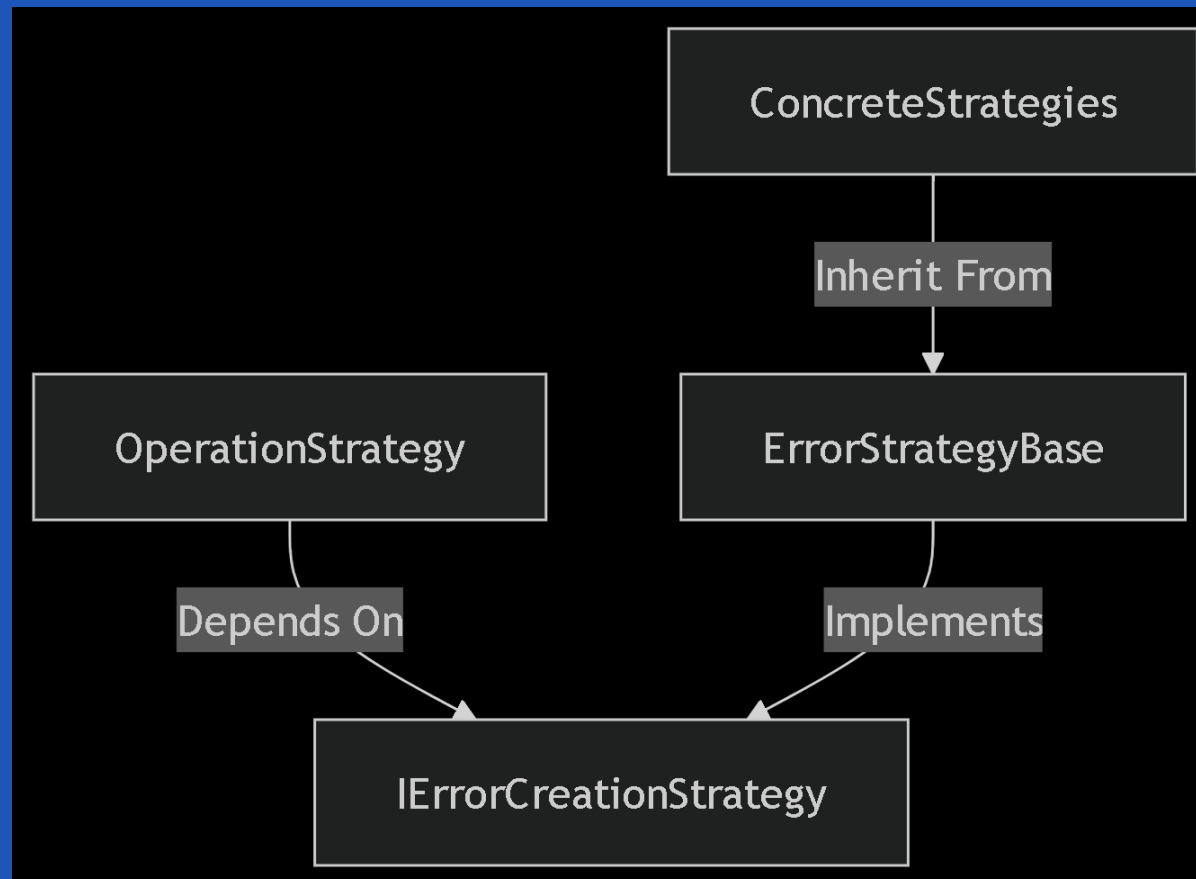
```
public class UserRead : IReadUsers
{
    // uses EF Core underneath but
    // Application layer only sees IUserRead
}
```

## Repository Pattern



# Strategy Pattern


All high-level components depend on interfaces, not concrete types.





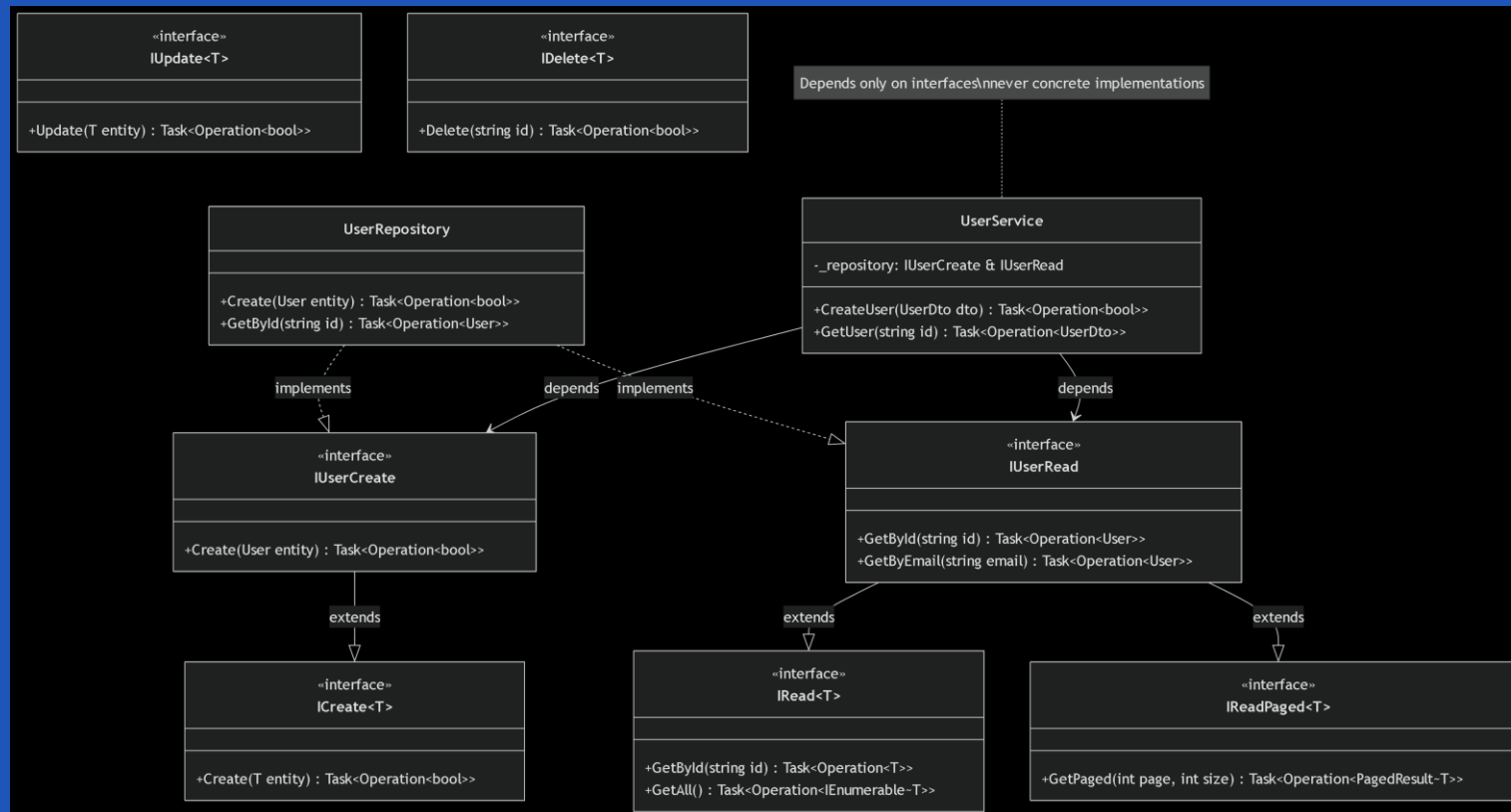
# Template Method

All high-level components depend on interfaces, not concrete types.  
in abstract repositories (CreateRepository<T>, UpdateRepository<T>) to wrap common flow and allow subclasses to override only CreateEntity / UpdateEntity.




# CQRS-lite

Separate interfaces for Create/Read/Update/Delete (IUserCreate, IUserRead, etc.)



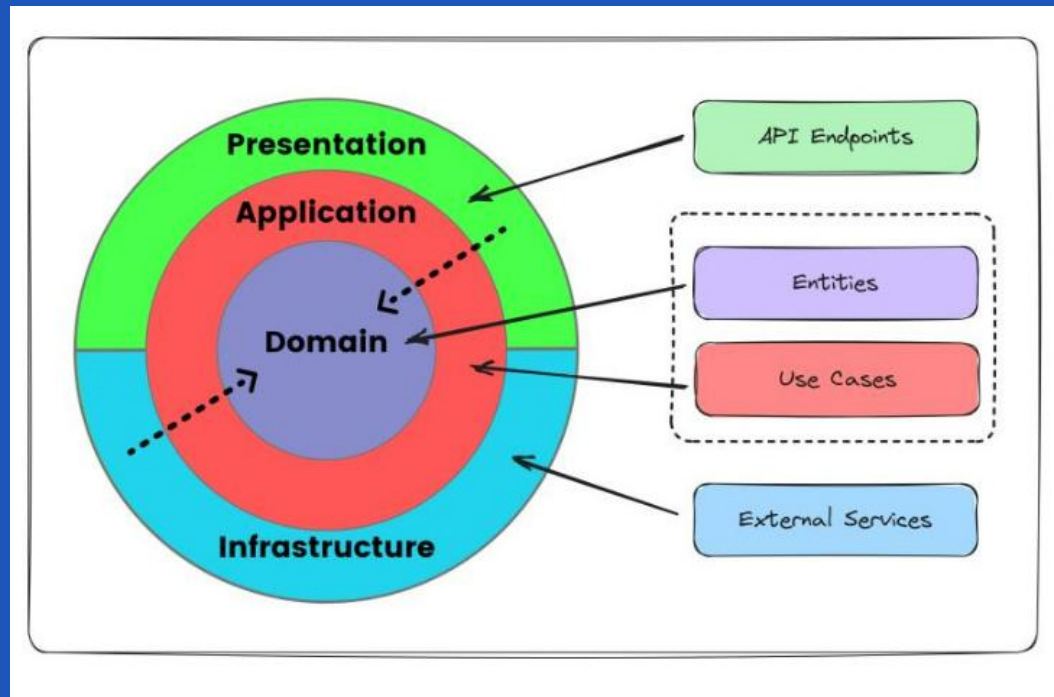


# SOLID

- SRP: Each class has a clear responsibility (e.g. `SQLiteFunctionInterceptor` only registers DB functions).
  - OCP: Easy to extend new use-cases or error strategies without modifying existing code.
  - LSP: Derived repository classes honor the base contracts.
  - ISP: Interfaces are narrow (CRUD-specific).
  - DIP: High-level modules (Controllers) rely on abstractions.
- 

# Domain-Driven Design (DDD)

- Entities with identity (Id) and invariants (via DataAnnotations).
- No anemic domain is present—most logic lives in Application/Infrastructure, so you could push more behavior into Domain if desired.






# Infrastructure & Integrations



## ORM & Persistence

- **Entities with identity (Id) and invariants (via DataAnnotations).**
  - **DbFunction interceptor** registers an ordinal string comparison for cursor-based paging.
  - **Migrations in Autodesk.Api.Migrations** for schema evolution.
- 





## Caching

- `IMemoryCache` in `UserRead.GetUsersPage(...)` to cache paged results for 5 minutes.






## External Services

- **HttpClientFactory** for outbound HTTP calls  
(`builder.Services.AddHttpClient()`).
  - **Swagger** for API documentation.
- 



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# Scalability & .NET Best Practices




## Asynchronous All the Way

- All I/O (DB, cache, HTTP) uses async/await, preventing thread-pool starvation.





# Performance Recommendations

- **Batching:** Consider `IAsyncEnumerable<T>` for very large result sets.
  - **Distributed Cache:** Migrate `MemoryCache` → `RedisCache` for load-balanced environments.
  - **Health Checks & Metrics:** Add `Microsoft.Extensions.Diagnostics.HealthChecks` and `Prometheus/App Metrics`.
  - **Logging:** Use structured logging (`ILogger<T>`) rather than `Console.WriteLine`.
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Questions



Thank You

