

Add new user

Add new user

Step 1-7 happens in FRONT END

Step 8-13 happens on EACH receiver

1. Make sure the data received from user is valid
2. Insert into local db (without UUID)
3. Receive 'localEntityId'
4. Post HttpRequest:*

createUuidRecord

+localEntityId
+Entity_type
+Source

5. Receive userUUID => update local DB

New user in FE

+idUser
+userUUID
+lastName
+firstName
+phoneNumber
+email
+street
+houseNr
+city
+PostalCode
+Country
+Type
+Timestamp
+EntityVersion

6. Form XMLmessage from the new user object
7. Send it to 'rabbitexchange'

New user added
(locally)



User is added on the Front-End and on the UUID master now, front-end has send an xml usermessage to the exchange containing the new user's info

8. Receivers interested catch the usermessage
9. Transform the xmlMessage into a user object
10. Insert the object into the local database on the receiver's server
11. Receive 'localEntityId'
12. Post HttpRequest: ***

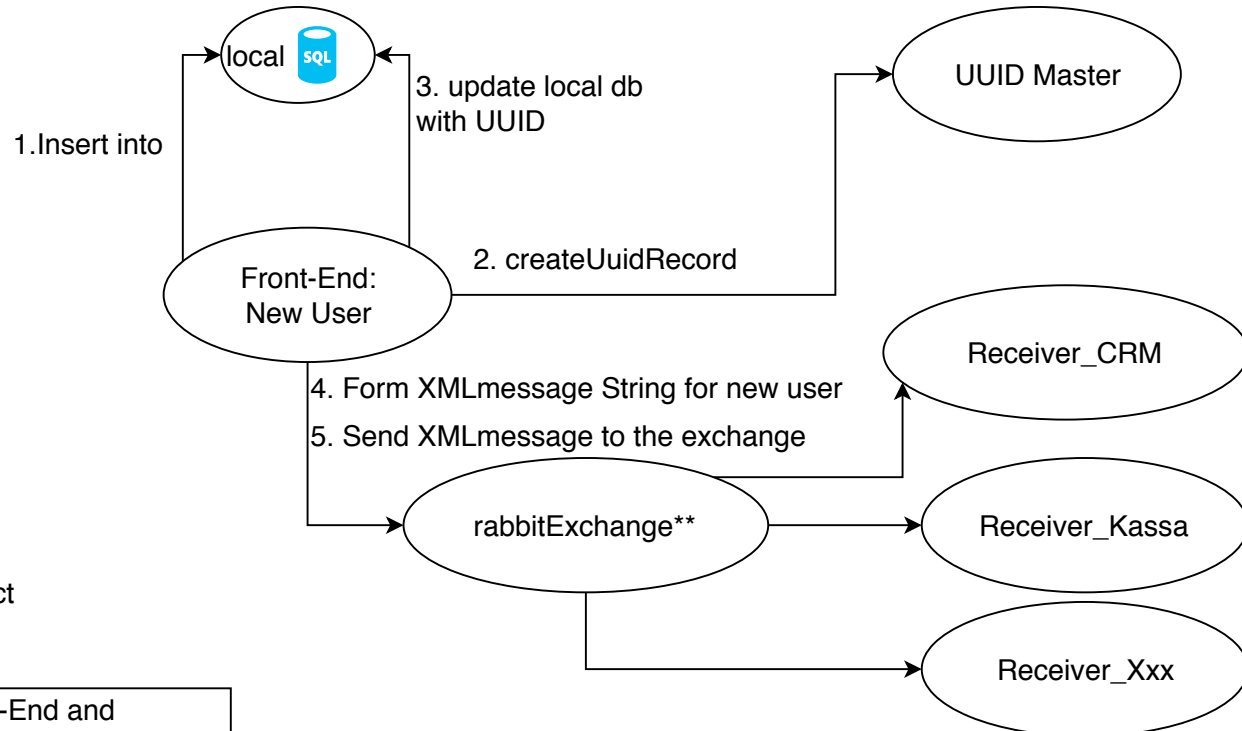
insertUuidRecord

+(user)UUID
+localEntityId
+Entity_type
+Entity_version
+Source

13. ... Team specific actions

UUID Master + others:
up-to-date

*: 'localEntityId' is the id from the record you insert for this new Entity,
'Entity_type' is the type of user (entity?) inserting the new record,
'Source' is the team where the message is coming from (Front-End in this case)



** : this is the exchange on our RabbitMQ server
<http://10.3.50.38:5672/>

***: 'userUUID' is received from Front-End's XmlMessage
'localEntityId' is the id from the record you insert for this new Entity,
'Entity_type' is the type of user (entity?) inserting the new record,
'Entity_version' is the version of this record
'Source' is your Team's Source_type

