Bank Challenge

Justification

Quality Attributes

Evaluated

o Security - Confidentiality:

- 1. **Scenario:** An attacker tries to access sensitive bank account information.
- 2. **Justification:** Protecting users' financial and personal information is essential. A security breach could have serious legal consequences and harm the bank's reputation.

o Security - Integrity:

- 1. Scenario: An attacker tries to alter transactions or account balances.
- Justification: Maintaining transaction integrity is crucial to ensuring customers' funds are handled correctly.

o Availability:

- 1. Scenario: A user tries to access their account or make a transaction during a peak demand period.
- **2. Justification:** Users expect the service to be always available, especially during high demand periods like payday or billing deadlines.

o Performance:

- **1. Scenario:** A user makes a transaction and expects an immediate system response.
- **2. Justification:** A slow banking system can frustrate users and cause them to lose trust in the bank.

o Scalability:

- **1. Scenario:** The number of banking system users increases significantly in a short period.
- **2. Justification:** The system must be able to handle growth in user numbers and transactions without degrading performance.

Resilience and Recoverability:

- 1. **Scenario**: A system component fails, such as a server crash.
- Justification: The system must be able to recover quickly from failures and ensure no transaction is lost.

o Auditability:

- **1. Scenario:** A detailed log of all transactions for a particular account is requested.
- 2. Justification: Being able to track and audit all system actions is crucial to comply with regulations and investigate any suspicious activity.

o Interoperability:

- 1. **Scenario:** Banking software needs to interact with other systems, such as payment systems or credit reporting systems.
- 2. Justification: Banks often interact with a variety of other systems and services, and it is essential they do so seamlessly.

o Usability:

- **1. Scenario:** A new user tries to open an account or make a transaction for the first time.
- 2. Justification: An intuitive and user-friendly design will enhance customer satisfaction and reduce the number of errors or issues.

o Upgradability:

- 1. Scenario: A new feature needs to be implemented or a bug in the system fixed.
- 2. Justification: The ability to update the system quickly and seamlessly is crucial for keeping it modern and secure.

Prioritized

1. Scalability:

- Scenario: The system must be capable of handling a substantial increase in the number of users and transactions, moving from 30,000 users to 1 million in one year and three months.
- Justification: As the user count grows, the system must be able to manage the additional load without degrading performance. This involves not only accommodating more users but also a proportional increase in transactions, queries, and related operations.

2. Performance:

- Scenario: With a significant surge in demand, the system needs to maintain swift and consistent response times, even during demand spikes.
- Justification: Slow performance can lead to a poor user experience, potentially deterring new users from joining

or retaining current ones. Maintaining optimal performance is crucial to ensure customer satisfaction and operational efficiency.

3. Resilience and Recoverability:

- Scenario: Given the increase in demand and complexity, the system must be able to recover swiftly from failures and ensure service continuity.
- Justification: As the user base expands, any system downtime or failure will have a magnified impact. It's crucial for the system to detect issues, self-recover, or at least have mechanisms in place for rapid recovery with minimal manual intervention.

Quality Scenarios

Scalability:

- Case in which it occurs: The number of active users increases from 30 thousand to 1 million in a period of 1 year and 3 months.
- Affected module: Complete system, including authentication, transaction management, user interface, database.
- Expected unit of measurement: Number of concurrent users that the system can handle without performance degradation.
- Ideal value: 1 million concurrent users.
- Trade-off:
 - Counter Security: As you optimize for scalability, you can introduce more entry points and more surface area for potential attacks.
 - Against Maintainability: Optimizing for scalability can lead to more complex solutions that may be more difficult to maintain or modify in the future.

Performance:

- Case in which it occurs: Users perform transactions, queries and other operations in the system.
- Module affected: Database operations, API, frontend.
- Expected unit of measurement: Response time in seconds.
- Ideal value: Response in less than 2 seconds for 95% of operations.
- Trade-off:
 - Against Security: Optimizing for performance may lead to skipping some security checks to speed up operations.
 - Against Cost: Improving performance could require more hardware resources or more expensive solutions.

Resilience:

- Case in which it occurs: Failure in one or more components of the system.
- Affected module: All modules, including services, databases and networks.
- Expected unit of measurement: Number of failures that the system can handle without service interruption.
- Ideal value: The system should be able to handle the failure of any individual component without service interruption.

• Trade-off:

- Against Cost: Increasing resilience could require redundancy in hardware or services, which would increase costs.
- Counter Performance: Some resilience strategies may introduce additional latency.

Recoverability:

- Case in which it occurs: After a catastrophic failure or a major error.
- Affected module: Complete system, including backups and logs.
- Expected unit of measurement: Time required to recover service after a failure.
- Ideal value: Complete recovery in less than 1 hour.
- Trade-off:
 - Against Cost: Maintaining frequent backups or rapid recovery solutions can be expensive.
 - Performance Against: Some recoverability solutions may introduce latency or degrade performance during normal operations.

Patrones

o Scalability:

o Recommended patterns::

- Design) Microservices: Decompose the application into smaller, independent services that communicate with each other. This allows individual components to be scaled based on demand.
- (Design) Load Balancing: Distribute incoming traffic to the application across multiple instances to avoid overloading a single server.
- (Design) Partitioned Database (Sharding) or CQRS: Divide the database into smaller fragments and distribute them to improve performance and scalability.
- (Design) Message Queues: Decouple components and handle background operations, allowing the application to handle large volumes of traffic.

o Performance:

Recommended patterns:

- (Design) Cache: Use caching solutions (such as Redis or Memcached) to store frequently consulted data and reduce access time.
- (Design) Database Query Optimization: Ensure that database queries are optimized and use indexes appropriately.
- (implemented) Pagination: In very long queries, making sure to have pagination optimizes the system response time.
- (Design) Content Delivery Network (CDN): Distribute content to multiple locations and serve content to the user from the nearest location.
- (Design) Asynchronous Computing: Perform intensive operations in the background so as not to block the main flow of the application.

• Resilience:

Recommended patterns:

- (Design) Circuit Breaker: Detect failures and prevent the system from making requests that are likely to fail, allowing the system to recover.
- (Design) Bulkhead: Isolate elements of the system, so that if one fails, it does not cause a cascading failure throughout the system.
- (Design) Retry Pattern: In case of failure in an operation, try the operation again a defined number of times.
- (Design) Timeouts: Establish maximum waiting times for operations, preventing the system from being in a blocked state indefinitely.

• Recoverability:

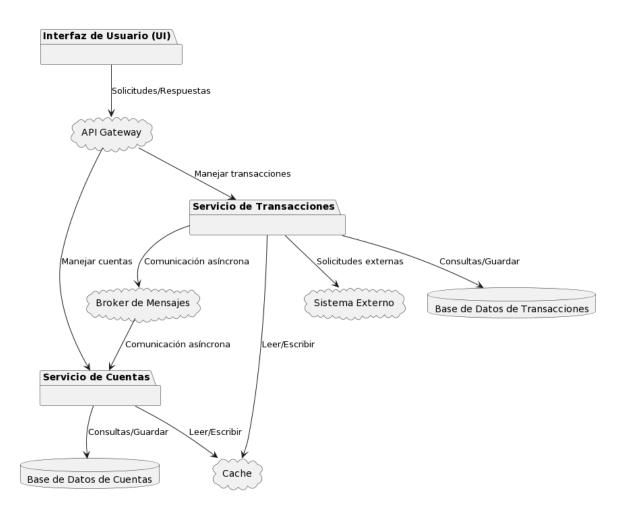
o Recommended patterns:

- (Design) Backup and Restore: Make regular backup copies of data and ensure that there is a process in place to restore that data in case of failures.
- (Design) Journaling: Record operations in a journal before they are applied, allowing the system to recover in case of failures.
- (Design) Snapshot: Take snapshots of the system state at regular intervals to facilitate recovery.
- (Design) Stateless Components: Design stateless components so that they can be easily replaced or recovered without data loss.

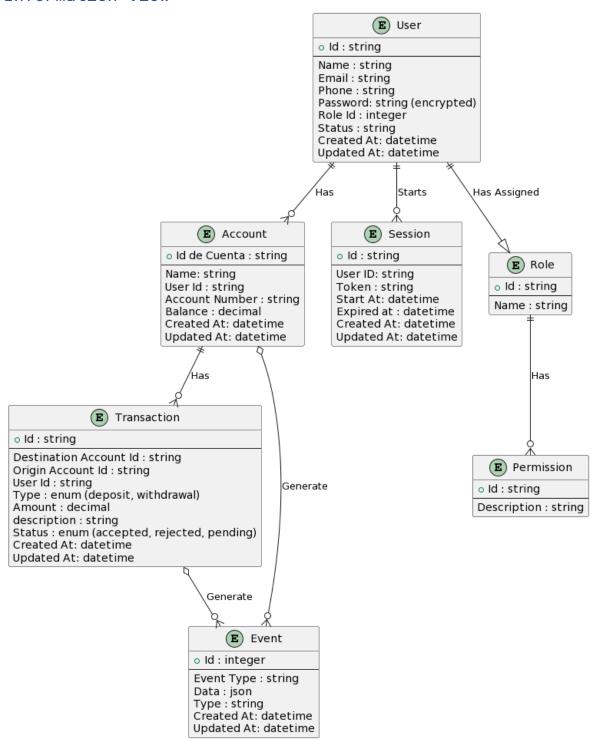
Context View



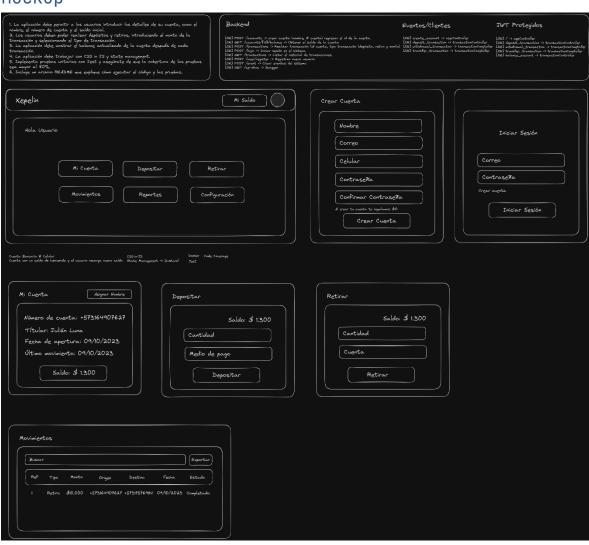
Vista de Componentes



Information View



Mockup



To do

Frontend

1. User Interface

- Adjust the pagination buttons.
- o Improvements in form validations.
- o Pending implementation of notification modals.
- Mobile First.

2. Functionality and Logic

- Allow selecting dynamic pagination.
- o Detect token expiration.
- Pending assigning account name.

3. Tests

- Unit and coverage tests.
- o Optimization and Maintenance
- o Improve aliased routes.

Backend

1. Security

- o Improve the implementation of the JWT Guard module.
- Delimit that only if the user is the owner of the resource can they carry out actions.
- Implement the session, role and permission tables to improve security and registration.

2. Tests

- o Implement unit and coverage tests.
- o Improve the implementation of unit and coverage tests.

3. Documentation and Monitoring

- o Improve the definition of swagger.
- o Implement monitoring tool (Grafana).

4. Database and ORM

- o Implement ORM relationships.
- o Implement migrations.
- o Improve account registration, instead of saving account numbers, saving the account UUID and doing the conversion.

5. Errors and Logging

- Improve the detail and implementation of error handling cases in various parts of the system.
- o Implement logger.

6. Architecture and Design

- o Implement interfaces in controllers, userCases, etc.
- o Deploy Kafka to replace clients.

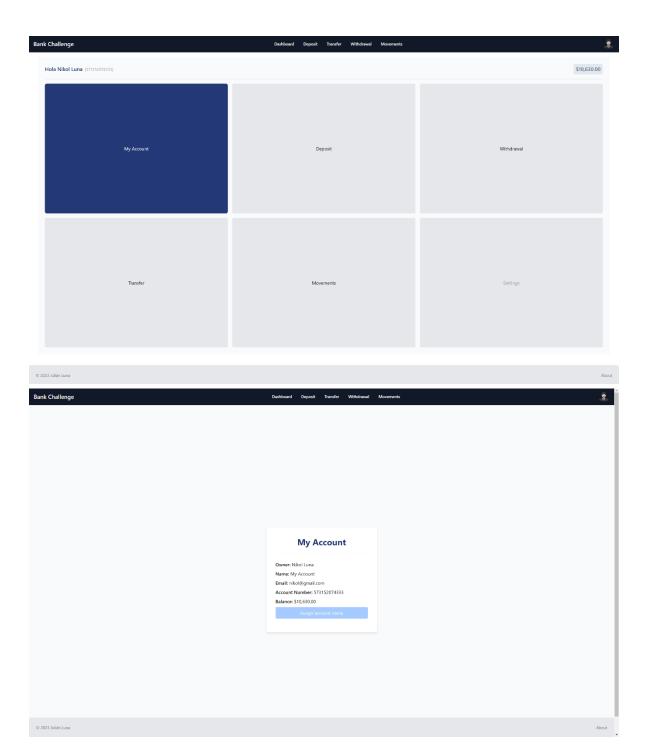
7. General Improvements

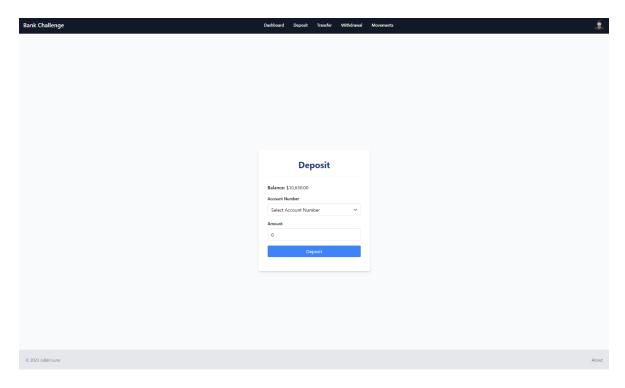
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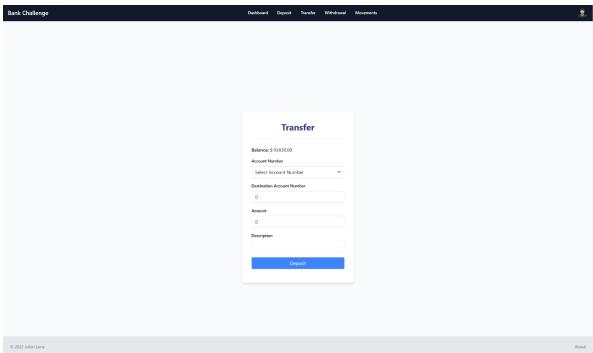
Architecture

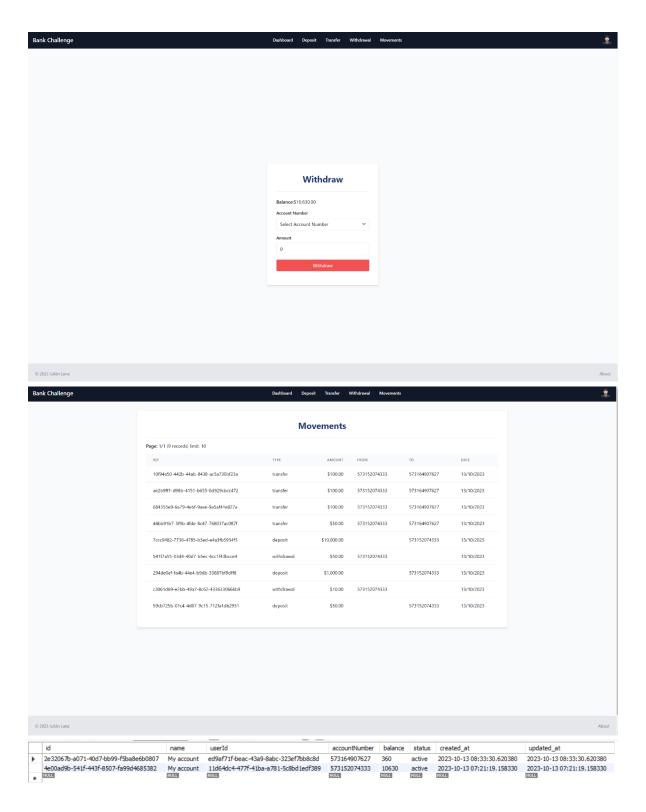
o AWS Diagram

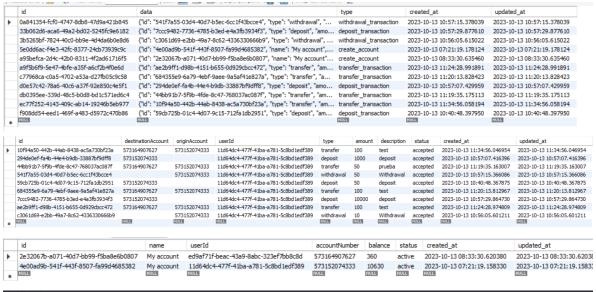
ScreenShots











troller: A new withdrawal has been created: 44bb71b7-579b-47de-8c47-768837ac887f for user 11d64dc4-477f-41ba-a781-5c8bd1edf389 with amount 50 and event db8395ec-339d-48c5-b0d8-bd1c57led6c4 troller: A new withdrawal has been created: 6843589-6a79-4ebf-7aec-9a5af41e827a for user 11d64dc4-477f-41ba-a781-5c8bd1edf389 with amount 100 and event c77948ac-c8ba-4702-a85a-c827fb85ec98a withdrawal has been created: aea29fff1-08bc-31b1-3655-08527bcbcc72 for user 11d64dc4-477f-41ba-a781-5c8bd1edf389 with amount 100 and event a97bb675-987-4dfe-3a57-ac672bdf0edd ditemers: One transaction was made by e67ef71f-beac-4489-8abc-523ef7bb86d8 with amount 28000 troller: A new withdrawal has been created: 1874x856-4465-8638-ac6378580f23a for user 11d64dc4-477f-41ba-a781-5c8bd1edf389 with amount 100 and event ec77f252-4143-409c-ab14-19246b5eb977 ddfteams: One transaction was made by 11d44dc4-477f-41ba-a781-5c8bd1edf389 with amount 100 and event ec77f252-4143-409c-ab14-19246b5eb977 ddfteams: One transaction was made by 11d44dc4-477f-41ba-3781-5c8bd1edf389 with amount 150000 and event ddfteams: One transaction was made by 11d44dc4-477f-41ba-3781-5c8bd1edf389 with amount 150000 and event ddfteams: One transaction was made by 11d44dc4-477f-41ba-3781-5c8bd1edf389 with amount 150000 and event ddfteams: One transaction was made by 11d44dc4-477f-41ba-3781-5c8bd1edf389 with amount 150000 and event ddfteams: One transaction was made by 11d44dc4-477f-41ba-3781-5c8bd1edf389 with amount 150000 and event ddfteams: One transaction was made by 11d44dc4-477f-41ba-3781-5c8bd1edf389 with amount 150000 and event ddfteams: One transaction was made by 11d44dc4-477f-41ba-3781-5c8bd1edf389 with amount 150000 and event ddfteams: One transaction was made by 11d44dc4-477f-41ba-3781-5c8bd1edf389 with amount 150000 and event ddfteams: One transaction was made by 11d44dc4-477f-41ba-3781-5c8bd1edf389 with amount 150000 and event ddfteams: One transaction was made by 11d44dc4-477f-41ba-3781-5c8bd1edf389 with amount 150000 and event ddfteams.

Swagger.

Bank Challenge (0.011 (ASS.))

Authorize 🔒

