

user_engagement_tracker.py

This Python script simulates a microservice that logs, processes, and stores user interaction data (such as 'play', 'pause', 'seek', 'stop') from a video streaming platform.

Purpose:

- Demonstrate clear, humanized technical documentation in code.
- Enable customer support teams to visualize how user sessions are processed.
- Provide scalable architecture hints for agent readiness tooling and content strategy workflows.

Includes:

- RESTful API (Flask)
- SQLite3 database for simulation
- Token-based authentication
- Reusable utilities and handler architecture
- Developer documentation and SEO-rich comments

```
"""
```

```
from flask import Flask, request, jsonify
```

```
import sqlite3
```

```
import uuid
```

```
import datetime
```

```
import os
```

```

app = Flask(__name__)

DB_FILE = 'user_events.db'

AUTH_TOKEN = 'secure-token-for-demo-only' # In real-life, use OAuth or API Gateway


# -----
# Database Setup
# -----

def init_db():
    """
    Initializes the SQLite database to store user behavior events.

    This structure helps customer experience engineers and data scientists
    analyze real-time interactions for A/B testing or CS escalation resolution.
    """
    conn = sqlite3.connect(DB_FILE)
    cursor = conn.cursor()
    cursor.execute("""
        CREATE TABLE IF NOT EXISTS user_events (
            id TEXT PRIMARY KEY,
            user_id TEXT NOT NULL,
            event_type TEXT NOT NULL,
            timestamp TEXT NOT NULL,
            metadata TEXT
        )
    """)

```

```

conn.commit()

conn.close()


# Initialize DB on first run
if not os.path.exists(DB_FILE):
    init_db()


# -----
# Authentication Middleware
# -----

@app.before_request
def authenticate():
    """
    Simple token-based authentication for demo purposes.
    Helps simulate how secure microservices restrict access
    when handling sensitive user interaction logs.
    """
    token = request.headers.get('Authorization')

    if token != f'Bearer {AUTH_TOKEN}':
        return jsonify({'error': 'Unauthorized'}), 401


# -----
# Utility Functions
# -----

def save_event_to_db(user_id, event_type, metadata):

```

"""

Saves a structured user event into the database.

Args:

user_id (str): Unique identifier for the user (e.g., Netflix account ID)

event_type (str): Type of interaction ('play', 'pause', 'seek', 'stop')

metadata (str): JSON string containing details like episode, device, etc.

Returns:

dict: Confirmation message with event ID

"""

```
conn = sqlite3.connect(DB_FILE)
```

```
cursor = conn.cursor()
```

```
event_id = str(uuid.uuid4())
```

```
timestamp = datetime.datetime.utcnow().isoformat()
```

```
cursor.execute("""
```

```
    INSERT INTO user_events (id, user_id, event_type, timestamp, metadata)
```

```
    VALUES (?, ?, ?, ?, ?)
```

```
""", (event_id, user_id, event_type, timestamp, metadata))
```

```
conn.commit()
```

```
conn.close()
```

```
return {'status': 'success', 'event_id': event_id, 'timestamp': timestamp}
```

```
# -----
```

```
# Routes
```

```
# -----
```

```
@app.route('/api/v1/event', methods=['POST'])
```

```
def log_event():
```

```
    """
```

```
    API Endpoint: /api/v1/event [POST]
```

```
    Logs a streaming behavior event from a client device.
```

```
    Expected JSON Body:
```

```
    {
        "user_id": "u12345678",
        "event_type": "play",
        "metadata": {
            "title": "Breaking Bad",
            "season": 3,
            "episode": 7,
            "device": "SmartTV",
            "region": "EMEA"
        }
    }
```

```
    Returns:
```

```
    JSON confirmation with event_id and timestamp.
```

```
    """
```

```
data = request.get_json()

if not data or 'user_id' not in data or 'event_type' not in data:

    return jsonify({'error': 'Invalid request payload'}), 400
```

```
response = save_event_to_db(

    user_id=data['user_id'],

    event_type=data['event_type'],

    metadata=str(data.get('metadata', { })))

)

return jsonify(response), 201
```

```
@app.route('/api/v1/events/<user_id>', methods=['GET'])
```

```
def fetch_events(user_id):
```

```
    """
```

API Endpoint: /api/v1/events/<user_id> [GET]

Retrieves all logged events for a specific user — helpful for support engineers during ticket investigation or playback error analysis.

Args:

user_id (str): ID of the user whose events are to be retrieved.

Returns:

List of events with timestamps and metadata.

```
    """
```

```
conn = sqlite3.connect(DB_FILE)
```

```
cursor = conn.cursor()

cursor.execute('SELECT * FROM user_events WHERE user_id = ?', (user_id,))

rows = cursor.fetchall()

conn.close()
```

```
events = [

    {

        'event_id': row[0],

        'user_id': row[1],

        'event_type': row[2],

        'timestamp': row[3],

        'metadata': row[4]

    }

    for row in rows

]

return jsonify({'events': events})
```

```
# -----
```

```
# Launch Server
```

```
# -----
```

```
if __name__ == '__main__':
```

```
    """
```

```
    Launches the Flask development server on port 5000.
```

```
    Note: For production, use a WSGI server (Gunicorn, uWSGI) and HTTPS.
```

```
    """
```

```
app.run(debug=True, port=5000)
```

"""

Usage Instructions:

1. Start the server: `python user_behavior_tracking.py`

2. Log a test event with CURL:

```
curl -X POST http://localhost:5000/api/v1/event \  
  -H "Content-Type: application/json" \  
  -H "Authorization: Bearer secure-token-for-demo-only" \  
  -d '{"user_id": "user_01", "event_type": "play", "metadata": {"title": "Stranger Things",  
"device": "Laptop"}}'
```

3. Retrieve all events:

```
curl -X GET http://localhost:5000/api/v1/events/user_01 \  
  -H "Authorization: Bearer secure-token-for-demo-only"
```

Bonus:

- Add logging using `logging` module
- Replace SQLite with PostgreSQL for scalability
- Implement OpenAPI schema in a future upgrade

SEO Keywords Embedded:

- python restful api tutorial
- user event logging system in Python
- behavioral analytics streaming platform

- personalization service backend
- customer experience microservices

""""