

A woman with dark hair tied back is pointing at a computer monitor. The monitor displays a code editor with JavaScript code. A man with a beard is looking at the same screen. The background is a blurred office setting with a brick wall. A semi-transparent yellow banner is at the bottom of the image.

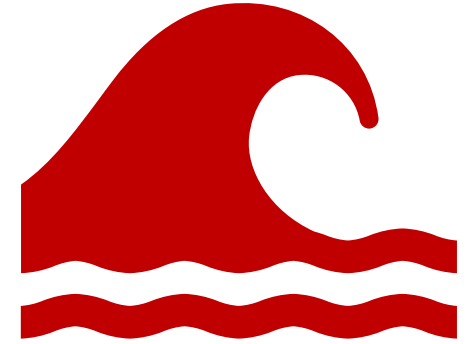
myInventory

Modul: Backend-Entwicklung
Marvin Kotzian

AGENDA

- Problemstellung
- Funktionen
- Technische Highlights
- Architektur / Projektstruktur
- API / Live Demo
- Fazit / Ausblick

PROBLEMSTELLUNG

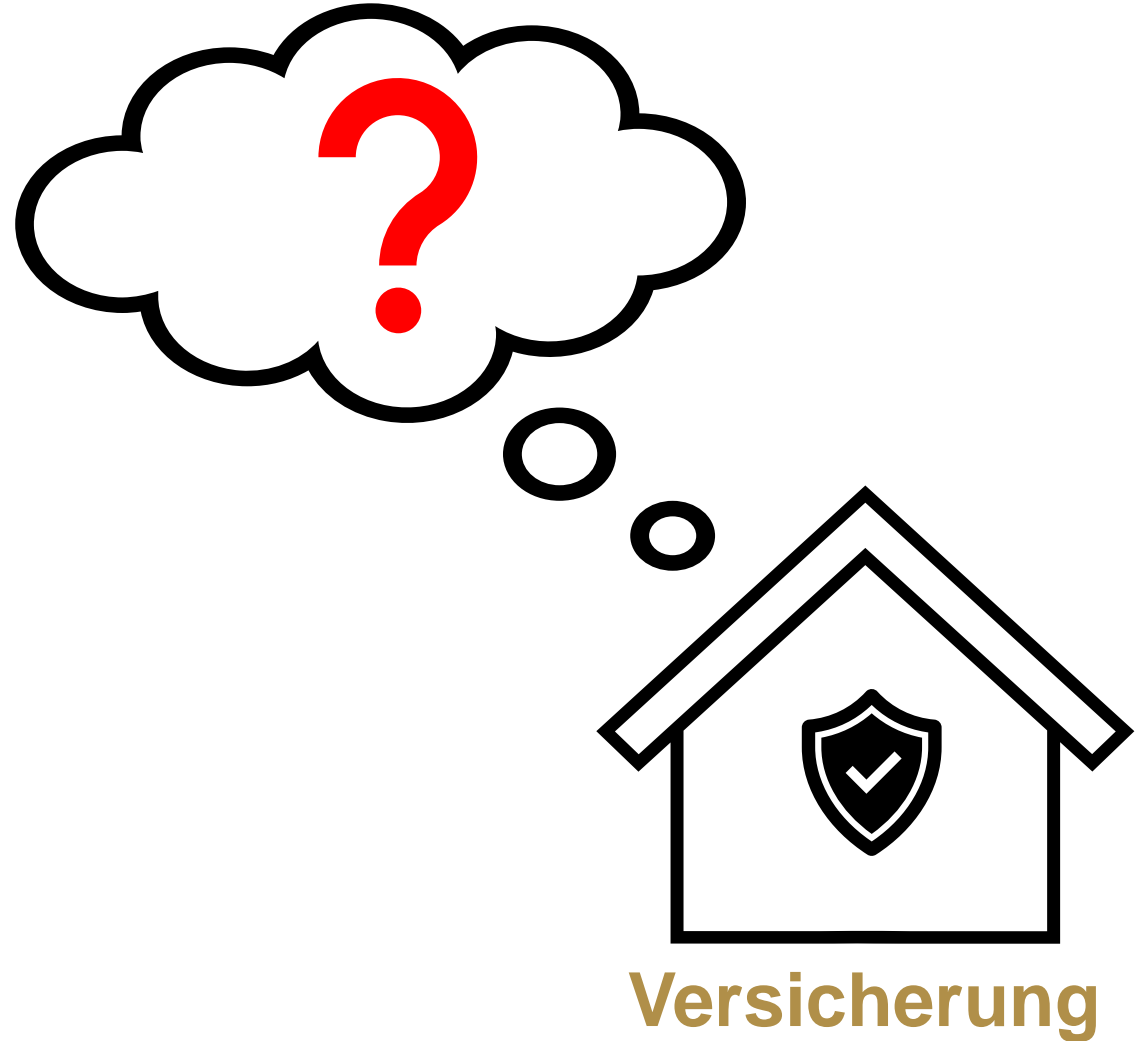
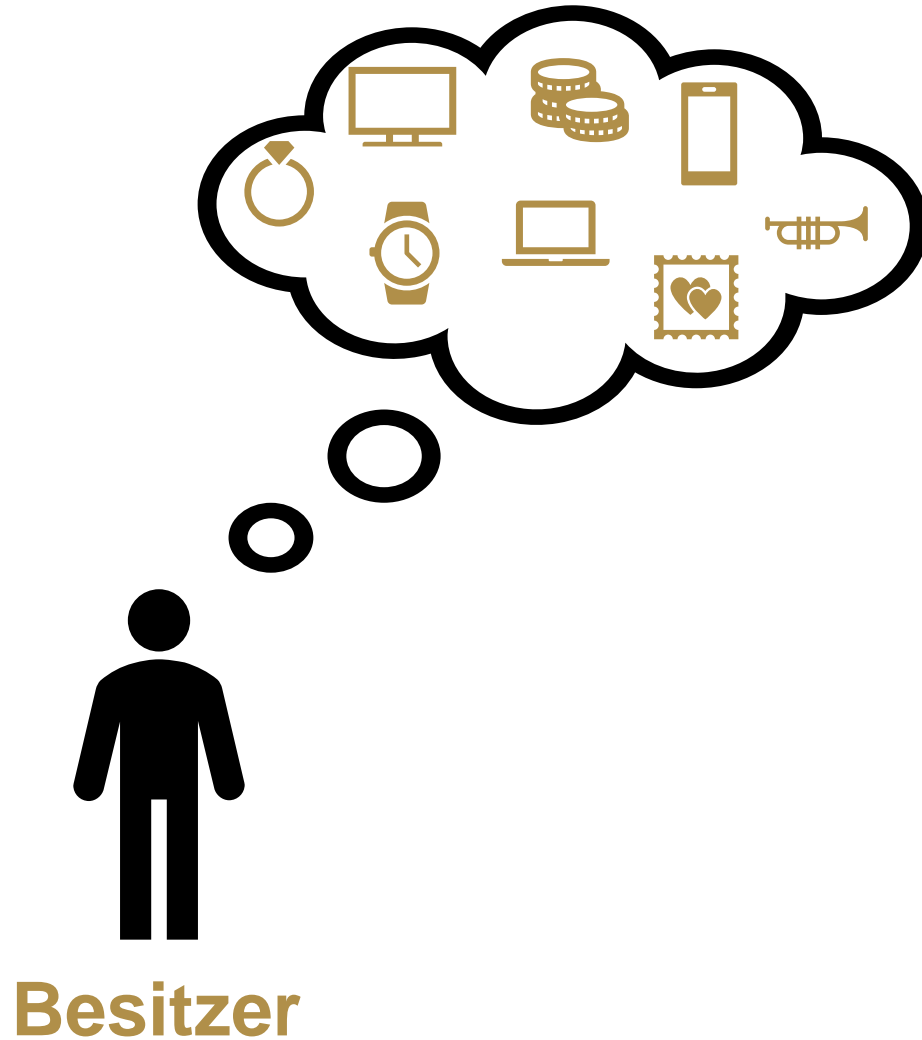


PROBLEMSTELLUNG

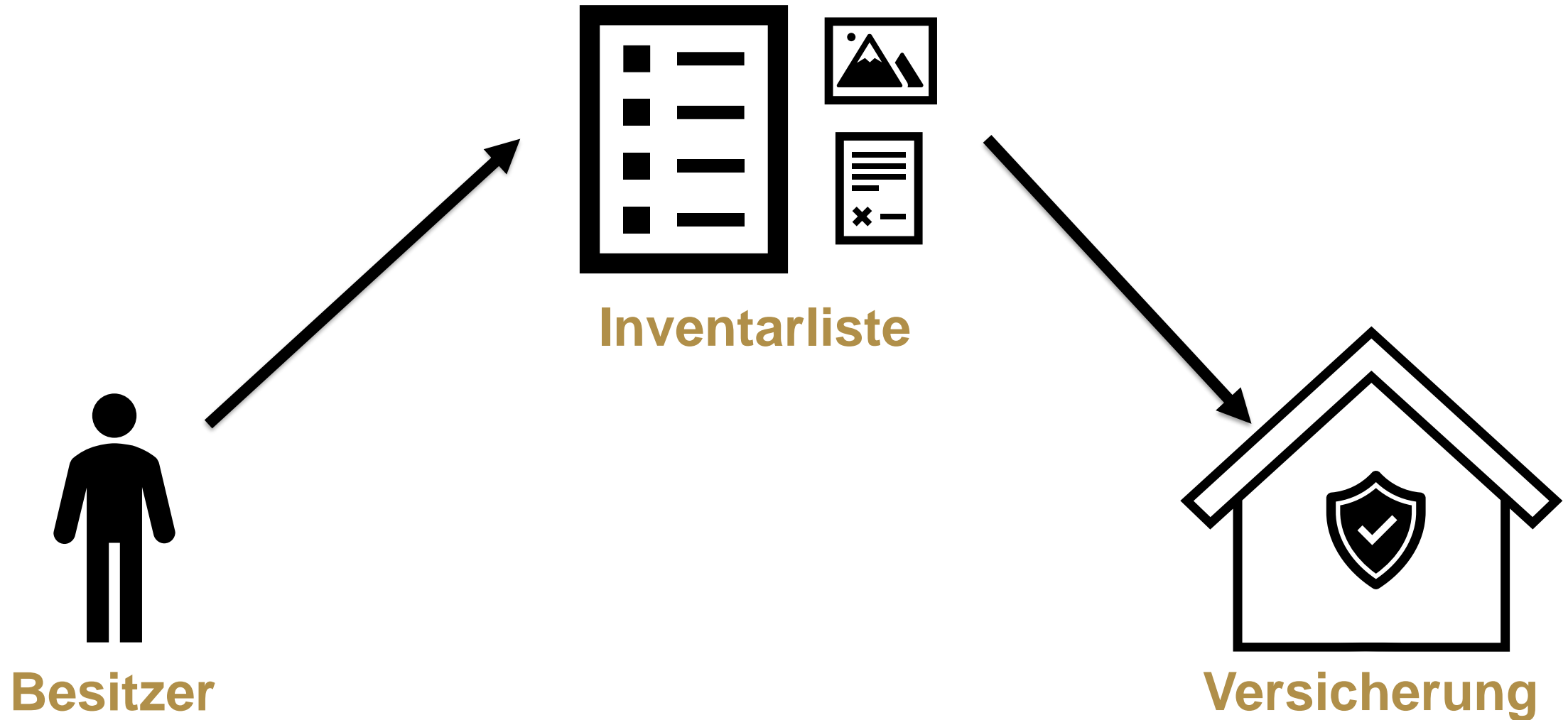


Versicherung

PROBLEMSTELLUNG



PROBLEMSTELLUNG



LÖSUNG – myInventory



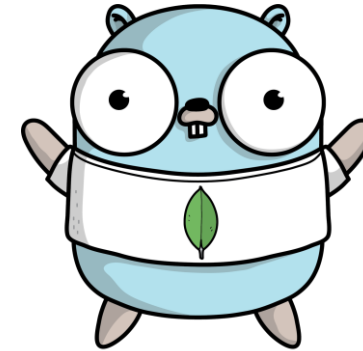
- Benutzerauthentifizierung
 - Registrierung
 - Anmeldung
- Inventarisierung (Infos, Bilder, Rechnungen)
 - Inventar erfassen
 - Inventar auslesen
 - Inventar editieren
 - Inventar löschen



Gin Web Framework

Web Framework

<https://github.com/gin-gonic/gin>



MongoDB Go Driver

MongoDB Bibliothek für GO

<https://github.com/mongodb/mongo-go-driver>



<https://github.com/golang-jwt/jwt>

eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJlb2R0ZW50aWVhdGlvbksiOiJ0YXZlcyI6eyJpZCI6IjY0OWQ3Y2ZmYyUyNDdjZjU2NTYyYjNmMCJ9LCJ1eHAiOiJlE2ODgxMjYxNzV9.7vOo4UDU2VJbukN0XdIEIJeP45hms1jxcsL4mcStD80

SHARE JWT

myInventory – Datenmodell

```
type User struct {  
    ID          string  
    FirstName string  
    LastName   string  
    Email      string  
    Password   string  
}
```

User Modell

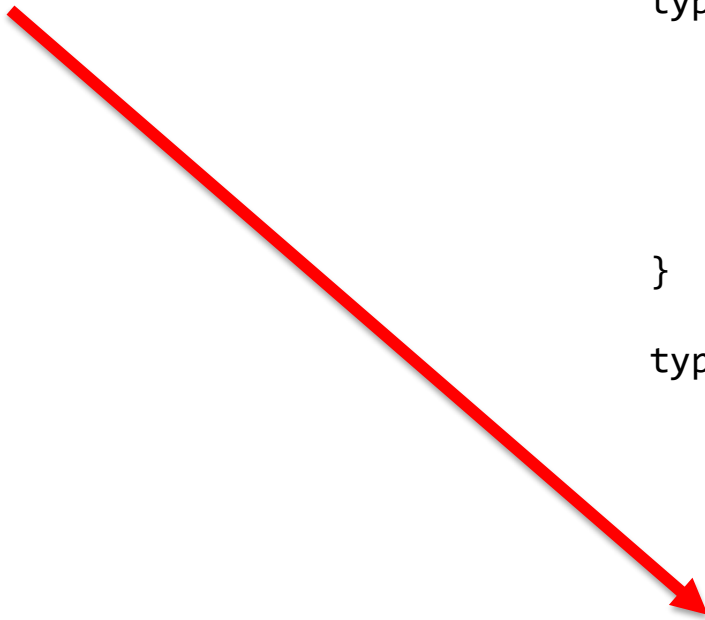
```
type File struct {  
    ID          string  
    FileName string  
}
```

```
type Images struct {  
    PreviewImageID string  
    Images          []File  
}
```

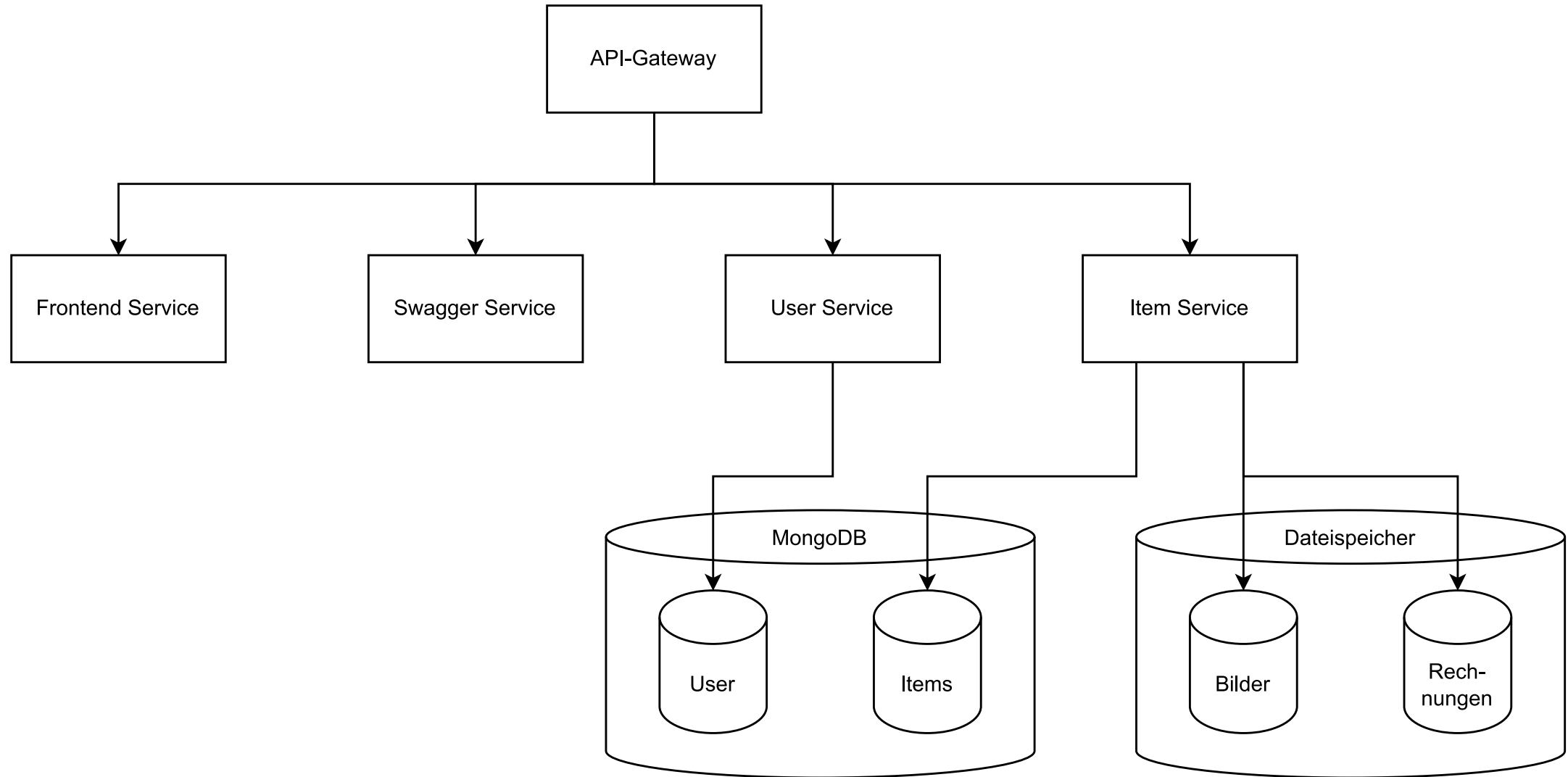
```
type PurchaseInfo struct {  
    Price float64  
    Date   time.Time  
    Place  string  
    Quantity int  
    Invoice File  
}
```

```
type Item struct {  
    ID          string  
    Name         string  
    Description  string  
    PurchaseInfo PurchaseInfo  
    Images       Images  
    OwnerID      string  
}
```

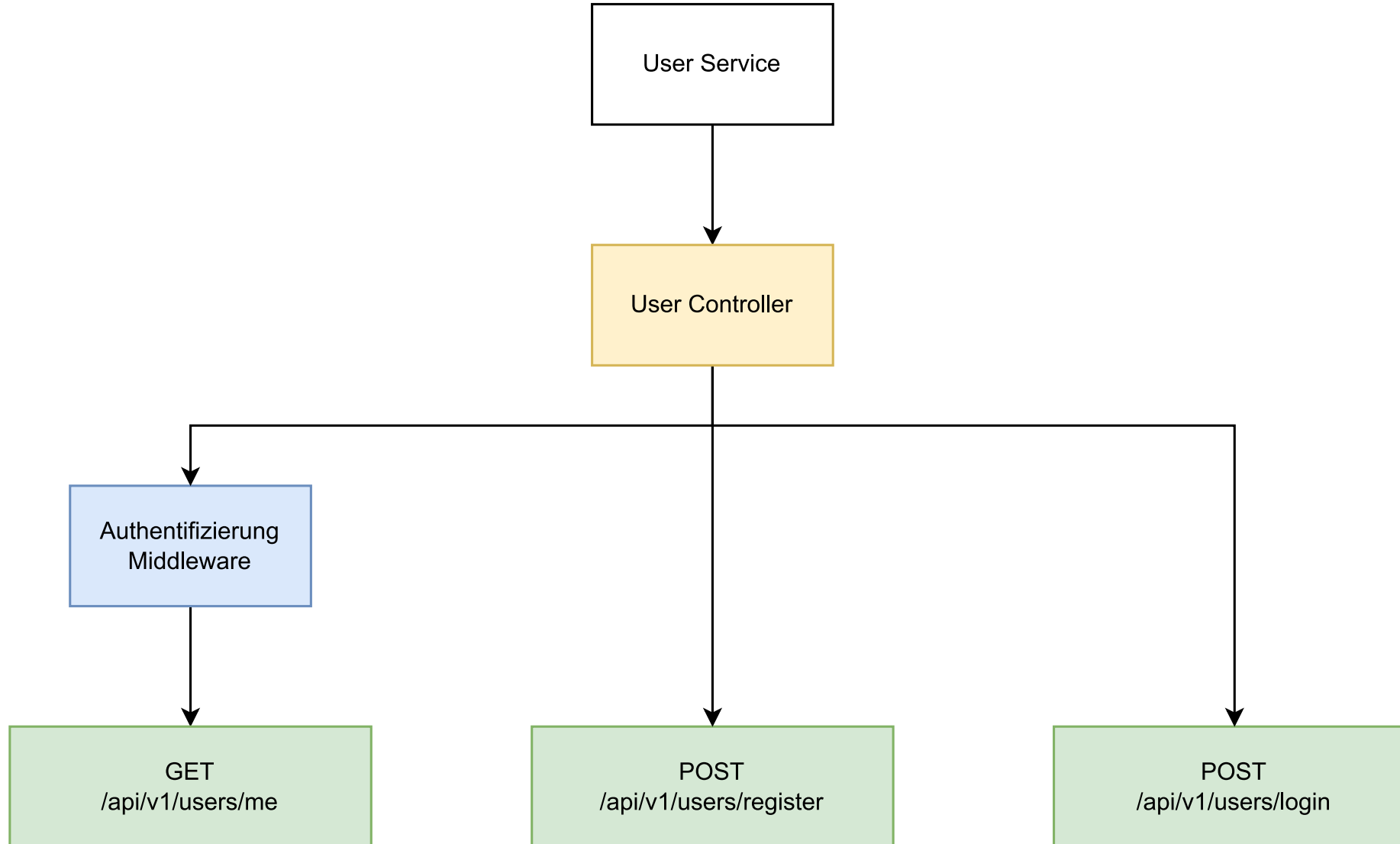
Item Modell



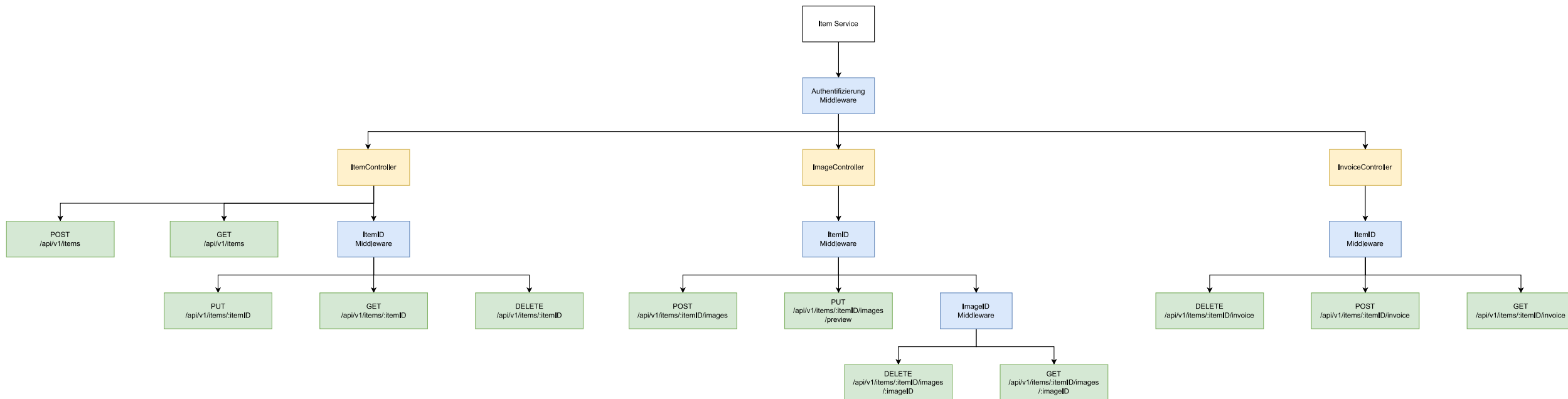
myInventory – ARCHITEKTUR

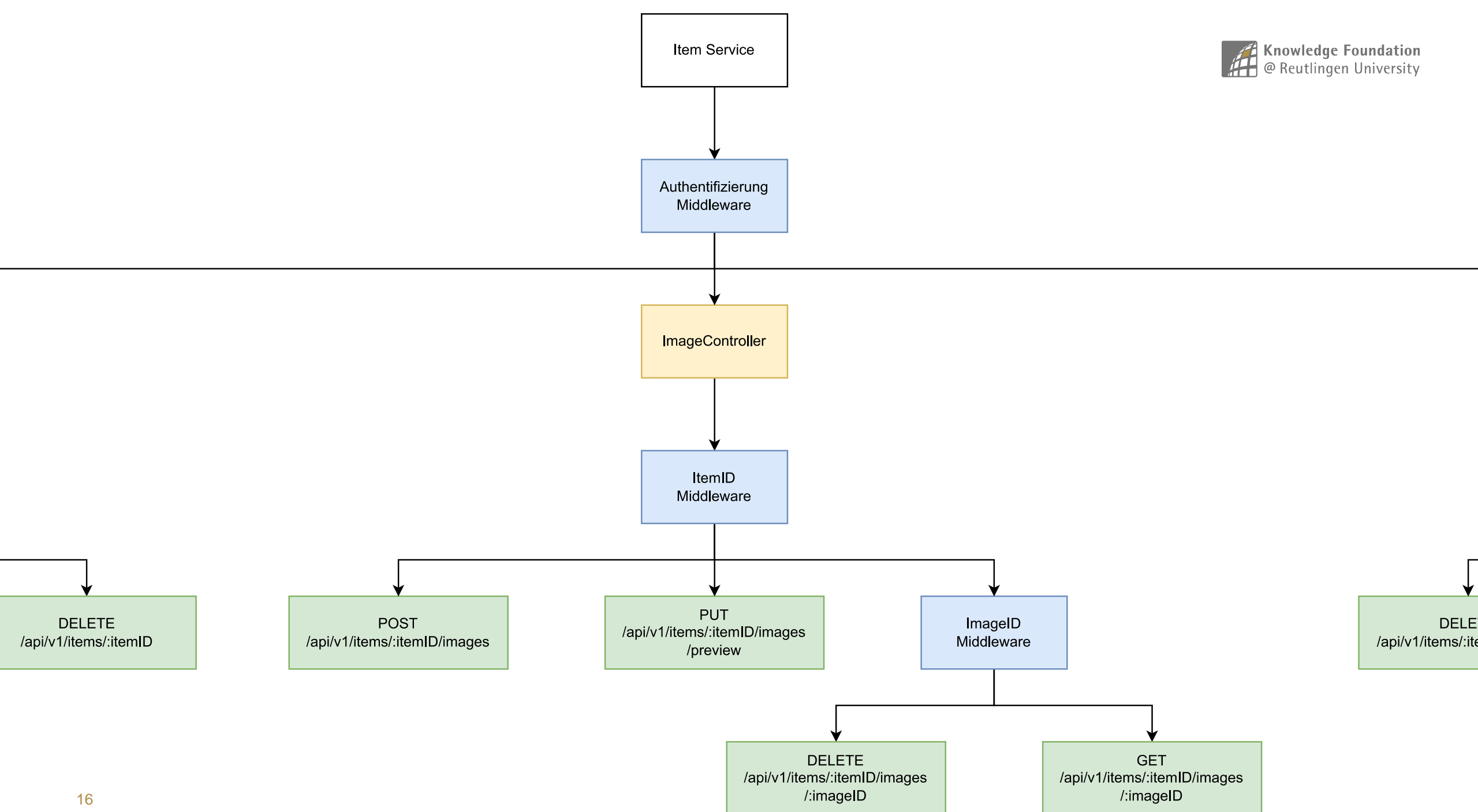


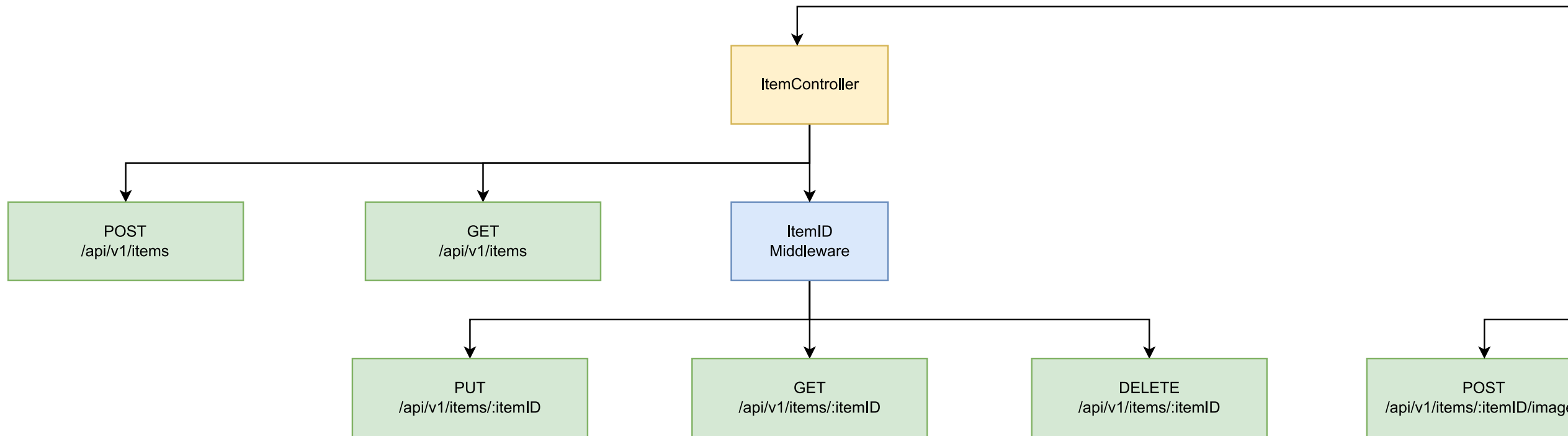
myInventory – USER SERVICE ARCHITEKTUR

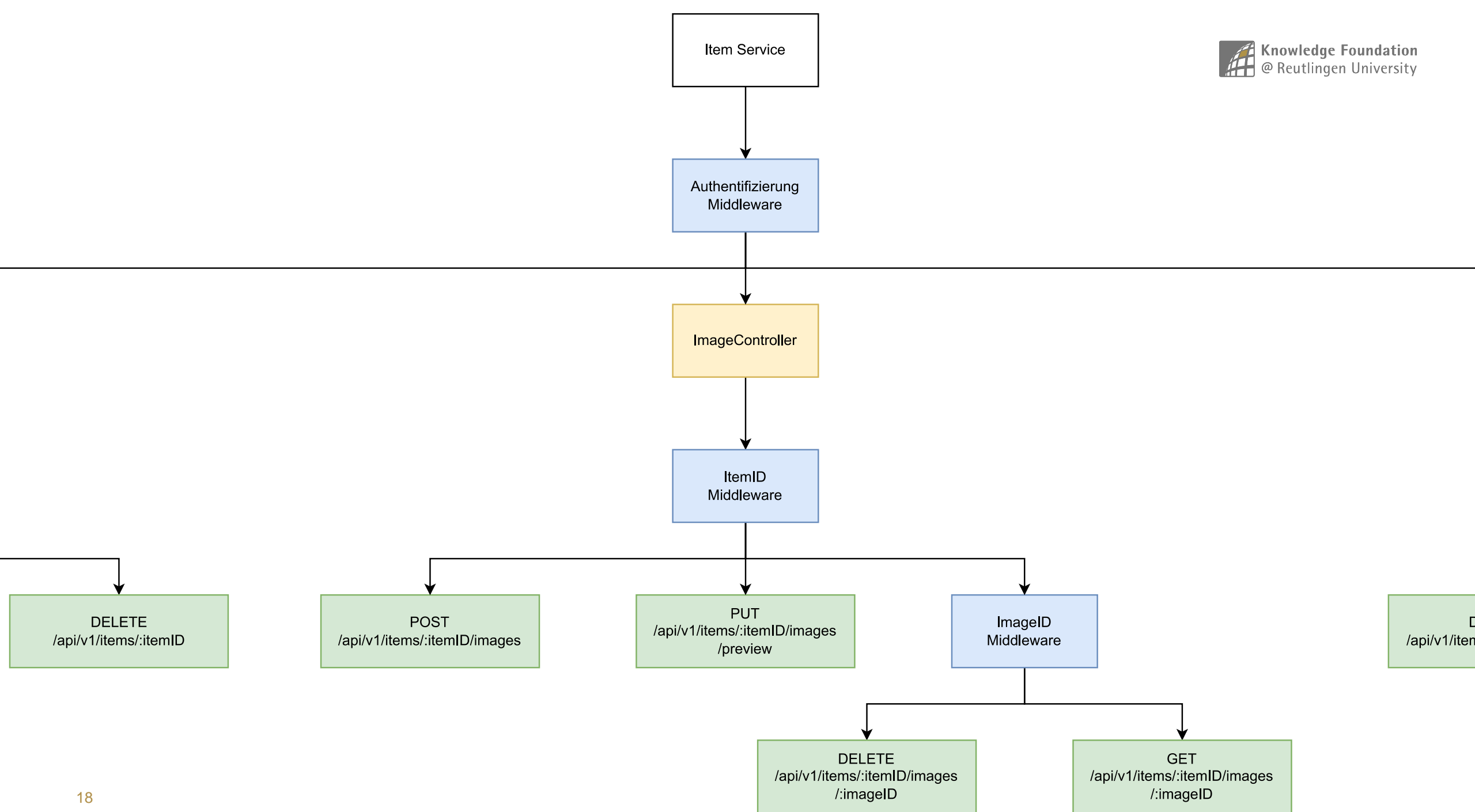


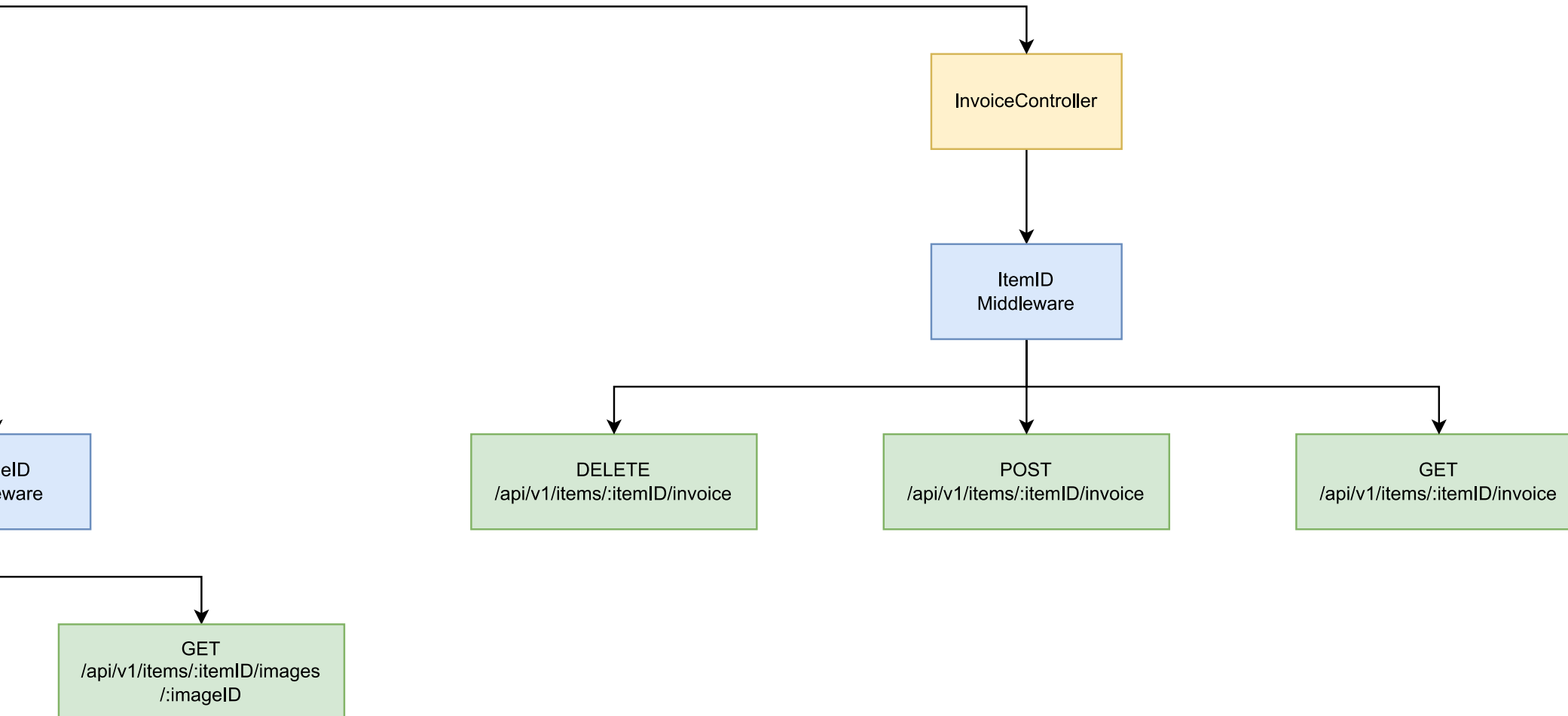
myInventory – ITEM SERVICE ARCHITEKTUR



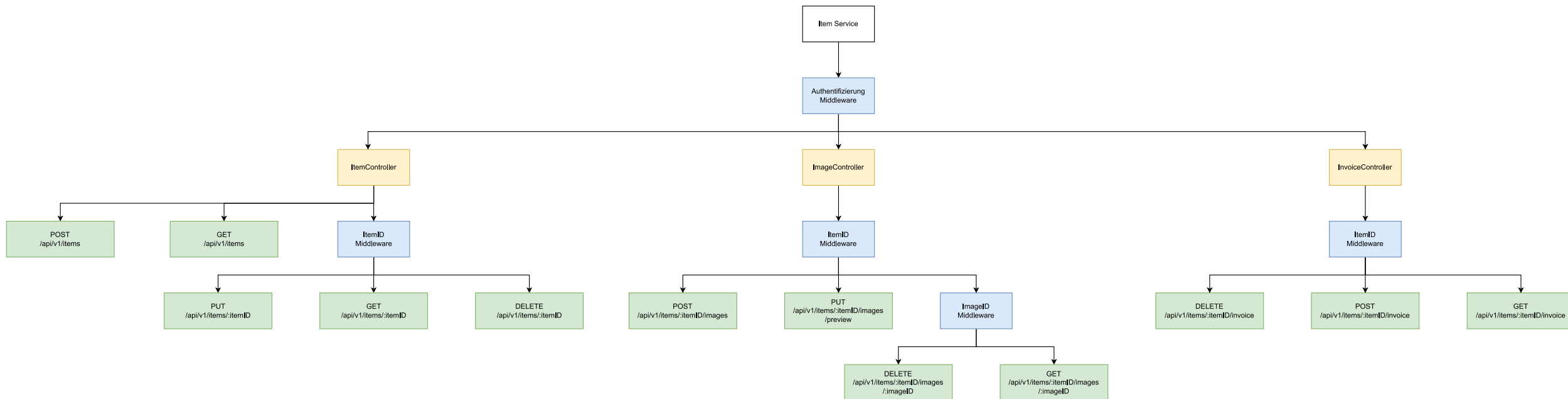








myInventory – ITEM SERVICE ARCHITEKTUR

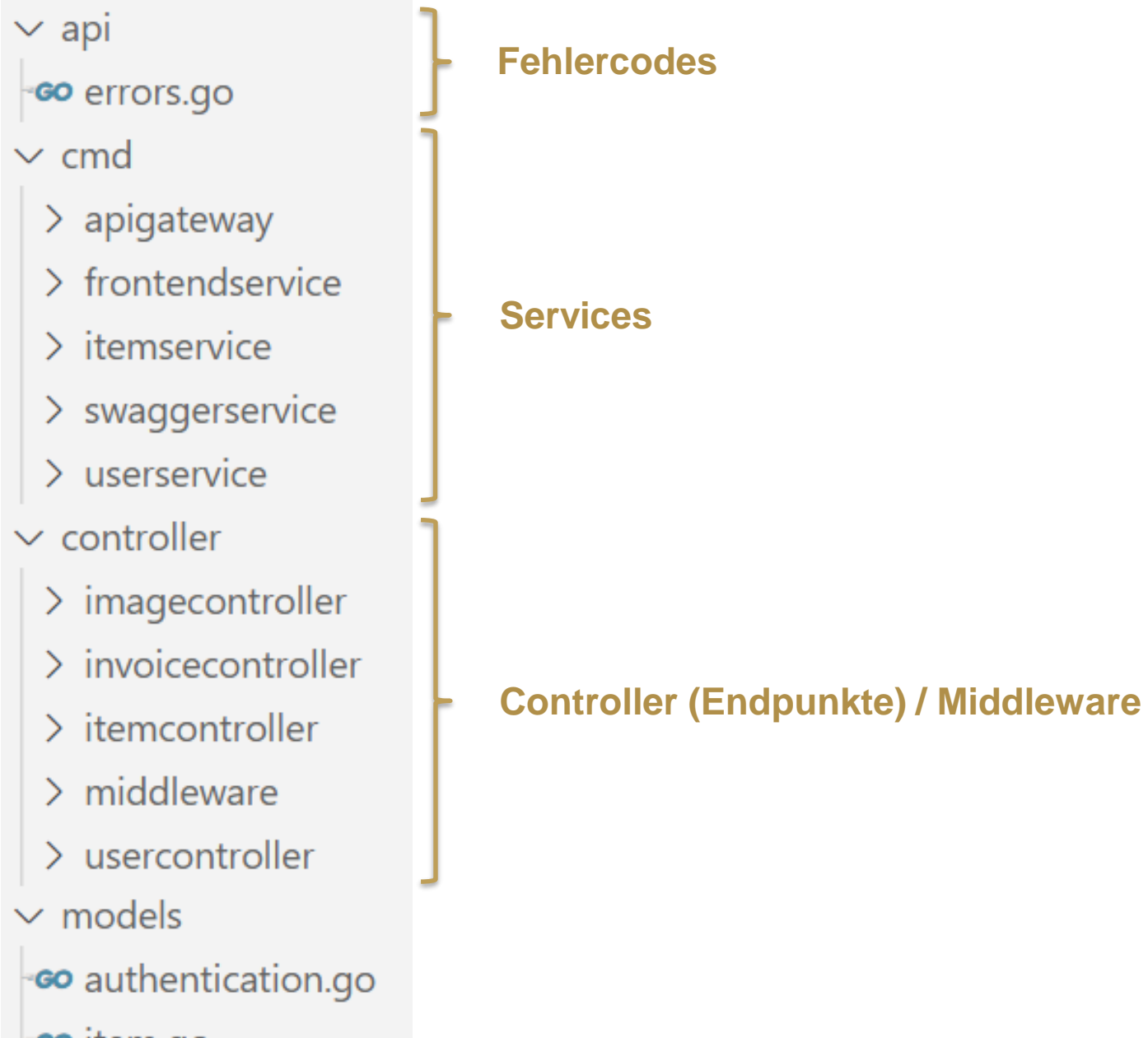


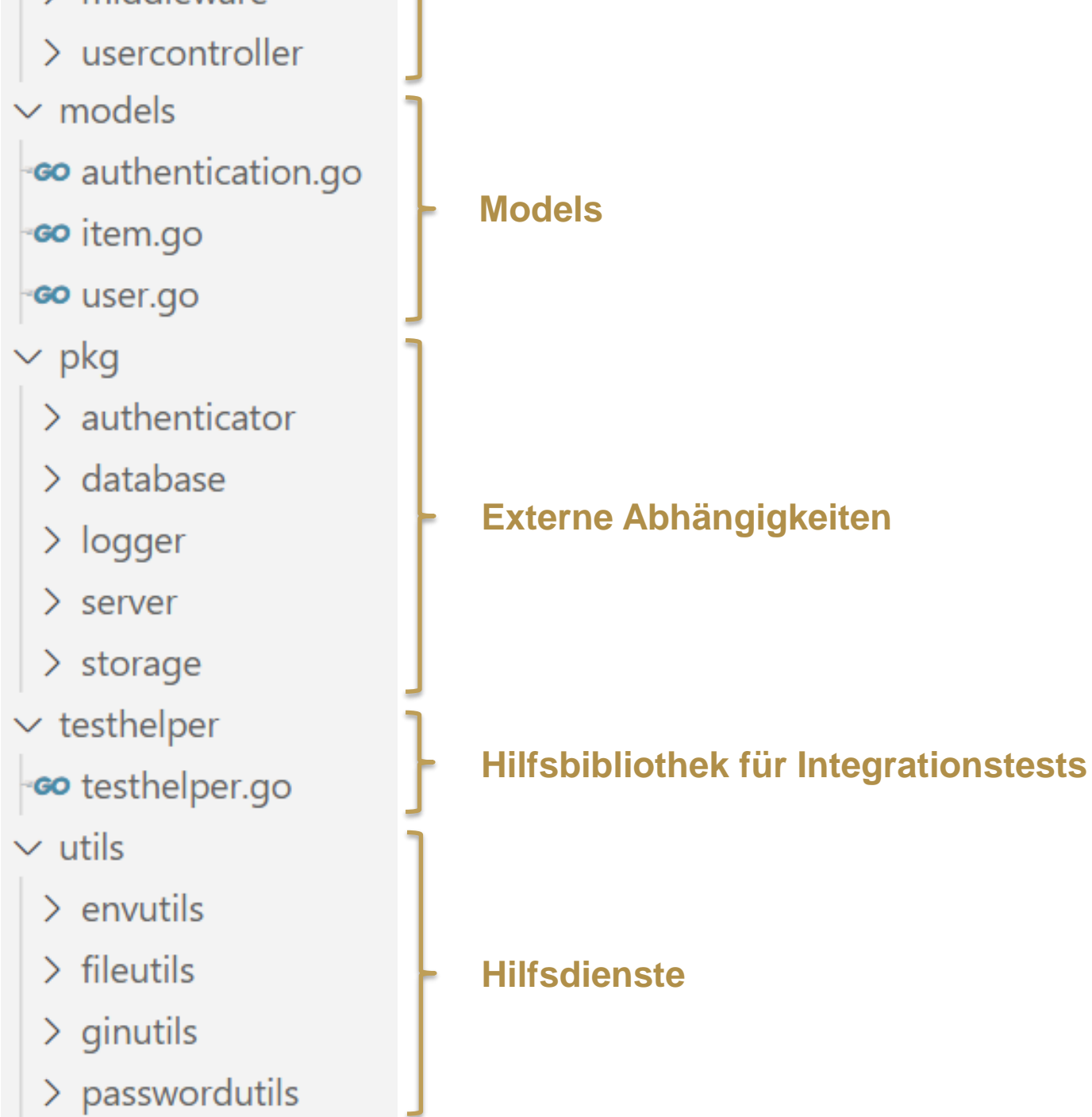
myInventory – Projektstruktur

```

└─┬─ api
│   └─ errors.go
└─┬─ cmd
│   ├── apigateway
│   ├── frontendservice
│   ├── itemservice
│   ├── swagger.service
│   └─ userservice
└─┬─ controller
│   ├── imagecontroller
│   ├── invoicecontroller
│   ├── itemcontroller
│   ├── middleware
│   └─ usercontroller
└─┬─ models
│   ├── authentication.go
│   ├── item.go
│   └─ user.go
└─┬─ pkg
│   ├── authenticator
│   ├── database
│   ├── logger
│   ├── server
│   └─ storage
└─┬─ testhelper
│   └─ testhelper.go
└─┬─ utils
│   ├── envutils
│   ├── fileutils
│   ├── ginutils
│   └─ passwordutils
```

myInventory – Projektstruktur





myInventory – Projektstruktur

```

  ▾ pkg
    ▾ authenticator
      ▾ authjwt
        -GO authjwt_test.go
        -GO authjwt.go
      -GO authenticator.go
    > database
    > storage

```

} Externe Bibliothek

} Interface

```

1 // The authenticator package is used to include libraries for creating and parsing tokens.
2 package authenticator
3
4 import (
5     "errors"
6
7     "github.com/markot99/myinventory-backend/models"
8 )
9
10 var ErrTokenInvalid = errors.New("token invalid")
11 var ErrGeneratingToken = errors.New("error generating token")
12
13 // Authenticator is the interface that wraps the basic methods for creating and parsing tokens
14 type Authenticator interface {
15     // GenerateToken is used to create a token from the given AuthenticationClaims
16     GenerateToken(authClaims *models.AuthenticationClaims) (string, error)
17     // ValidateToken is used to parse a token and return the AuthenticationClaims
18     ValidateToken(token string) (models.AuthenticationClaims, error)
19 }

```

myInventory – Testing

- Kombination aus Unit und Integrationstests
- ~75 % Testabdeckung



Testify

Testing Framework für Go

<https://github.com/stretchr/testify>

```
30 ✓ func TestAddInvoice_ItemDoesNotExist(t *testing.T) {  
31     r, testHelper, teardown := setupTest(t)  
32     defer teardown()  
33  
34     _, token := testHelper.GetUserIDAndToken()  
35     writer, body := testHelper.GenerateMultipartData(".pdf", "invoice", 1)  
36  
37     w := httptest.NewRecorder()  
38     req, _ := http.NewRequest(http.MethodPost, "/api/v1/items/434234/invoice", &body)  
39     req.Header.Set("Content-Type", writer.FormDataContentType())  
40     req.Header.Add("Authorization", token)  
41     r.ServeHTTP(w, req)  
42     assert.Equal(t, 400, w.Code)  
43 }
```




<https://github.com/swagger/swagger>



myInventory – Testing

POST

/items Add an item

add an item to the database

Parameters

Try it out

Name	Description
item ★ required	Item Body
object (body)	Example Value Model
	<pre>{ "description": "string", "name": "string", "purchaseInfo": { "date": "string", "place": "string", "quantity": 0, "unitPrice": 0 } }</pre>
	Parameter content type <div>application/json</div>

Responses

Response content type application/json

Code	Description
201	Created
	Example Value Model
	<pre>{ "id": "string" }</pre>
400	Bad Request
	Example Value Model
	<pre>{ "detailedDiagnosisCode": 0, "detailedDiagnosisMessage": "string", "mainDiagnosisCode": 0, "mainDiagnosisMessage": "string" }</pre>
401	Unauthorized

```

20 ✓ type AddItemRequestBody struct {
21     Name      string      `json:"name" binding:"required"`
22     Description string      `json:"description"`
23     PurchaseInfo AddItemPurchaseInfo `json:"purchaseInfo" binding:"required"`
24 }
25
26 type AddItemResponseBody struct {
27     ID string `json:"id"`
28 }
29
30 // AddItem, uses authentication middleware
31 //
32 // @Summary      Add an item
33 // @Description  Add an item to the database
34 // @Security     JWT
35 // @Tags         items
36 // @Accept       json
37 // @Param        item body AddItemRequestBody true "Item Body"
38 // @Success      201 {object} AddItemResponseBody
39 // @Failure      400 {object} api.APIErrorResponse
40 // @Failure      401 {object} api.APIErrorResponse
41 // @Failure      500 {object} api.APIErrorResponse
42 // @Router       /items [post]
43 ✓ func (controller ItemController) AddItem(c *gin.Context) {

```

Live Demo

FAZIT UND AUSBLICK