Done by: Mission Shrestha **** 2024/07/25

Some Additional Functionality Besides Given Task

Caching with Redis

Implementing caching to reduce database load and improve response times.

Firstly, we install aioredis:

```
app > config.py > ...
    from dotenv import load_dotenv

7
8    load_dotenv()
9
10    DATABASE_URL = os.getenv("DATABASE_URL")
11
12
13    REDIS_URL = os.getenv("REDIS_URL", "redis://localhost")
14
```

Add caching to your CRUD operations (app/crud.py):

Aioredis didn't worked so later changed the package to asyncio(redis)

```
app > 🐡 crud.py > 🛇 get_pokemon_by_name
       import aioredis
       from sqlalchemy.future import select from sqlalchemy.ext.asyncio import AsyncSession
       from .models import Pokemon
       from .schemas import PokemonCreate
       from .config import REDIS_URL
10
       redis = aioredis.from_url(REDIS_URL)
       async def get_pokemon_by_name(session: AsyncSession, name: str) -> Pokemon:
13
          cache_key = f"pokemon: {name}"
        cached_pokemon = await redis.get(cache_key)
           if cached_pokemon:
16
               return Pokemon.parse_raw(cached_pokemon)
           result = await session.execute(select(Pokemon).filter(Pokemon.name == name))
           pokemon = result.scalars().first()
           if pokemon:
20
               await redis.set(cache_key, pokemon.json(), ex=3600)
           return pokemon
       async def get_all_pokemons(session: AsyncSession, name: str = None) -> list[Pokemon]:
           query = select(Pokemon)
           if name:
               query = query.filter(Pokemon.name.ilike(f"%[name]%"))
28
           result = await session.execute(query)
           return result.scalars().all()
29
30
       async def create_pokemon(session: AsyncSession, pokemon: PokemonCreate) -> Pokemon:
```

Updated working Cache:

```
app > P crud.py > Q get pokemon by name
1
2
3
         import redis.asyncio as redis
         from sqlalchemy.future import select from sqlalchemy.ext.asyncio import AsyncSession
4
         from models import Pokemon
from schemas import PokemonCreate
from config import REDIS_URL
8 9
         redis_client = redis.from_url(REDIS_URL)
10
         12
13
14
          cached_pokemon:=:amait redis_client.get(cache_key)
if cached_pokemon:
                  return Pokemon.parse_raw(cached_pokemon)
             result = await session.execute(select(Pokemon).filter(Pokemon.name == name))
18
             pokemon = result.scalars().first()
19
20
             if pokemon:
                  await redis_client.set(cache_key, pokemon.json(), ex=3600)
21
             return pokemon
22
23
24
25
         async def get_all_pokemons(session: AsyncSession, name: str = None) -> list[Pokemon]:
             query = select(Pokemon)
             if name:
26
27
28
                  query = query.filter(Pokemon.name.ilike(f"%[name]%"))
             result = await session.execute(query)
             return result.scalars().all()
29
30
31
         async def create_pokemon(session: AsyncSession, pokemon: PokemonCreate) -> Pokemon:
    db_pokemon = Pokemon(**pokemon.dict())
             session.add(db_pokemon)
             await session.commit()
             await session.refresh(db_pokemon)
await redis_client.delete(f"pokemon:{db_pokemon.name}")
34
35
             return db_pokemon
36
```

```
园 wicom + ~ □ : ···
                                           TERMINAL
FROM pg_catalog.pg_class JOIN pg_catalog.pg_namespace ON pg_catalog.pg_namespace.oid = pg_catalog.pg_class
2024-07-25 13:47:46,404 INFO sqlalchemy.engine.Engine SELECT pg_catalog.pg_class.relname
FROM pg_catalog.pg_class JOIN pg_catalog.pg_namespace ON pg_catalog.pg_namespace.oid = pg_catalog.pg_class FROM pg_catalog.pg_class JOIN pg_catalog.pg_namespace ON pg_catalog.pg_namespace.oid = pg_catalog.pg_class
WHERE pg_catalog.pg_class.relname = $1::VARCHAR AND pg_catalog.pg_class.relkind = ANY (ARRAY[$2::VARCHAR, $3::VARCHAR, $4::VARCHAR, $5::VARCHAR, $6::VARCHAR]) AND pg_catalog.pg_table_is_visible(pg_catalog.pg_class)
s.oid) AND pg_catalog.pg_namespace.nspname != $7::VARCHAR
2024-07-25 13:47:46,486 INFO sqlalchemy engine Engine [generated in 0.00096s] ('pokemons', 'r', 'p', 'f',
relnamespace
WHERE pg_catalog.pg_class.relname = $1::VARCHAR AND pg_catalog.pg_class.relkind = ANY (ARRAY[$2::VARCHAR, $3::VARCHAR, $4::VARCHAR, $5::VARCHAR, $6::VARCHAR]) AND pg_catalog.pg_table_is_visible(pg_catalog.pg_clas
.relnamespace
WHERE pg_catalog.pg_class.relname = $1::VARCHAR AND pg_catalog.pg_class.relkind = ANY (ARRAY[$2::VARCHAR,
.relnamespace
.relnamespace
WHERE pg_catalog.pg_class.relname = $1::VARCHAR AND pg_catalog.pg_class.relkind = ANY (ARRAY[$2::VARCHAR, $3::VARCHAR, $4::VARCHAR, $5::VARCHAR, $6::VARCHAR]) AND pg_catalog.pg_table_is_visible(pg_catalog.pg_clas
s.oid) AND pg_catalog.pg_namespace.nspname != $7::VARCHAR
2024-07-25 13:47:46,406 INFO sqlalchemy.engine.Engine [generated in 0.00096s] ('pokemons', 'r', 'p', 'f',
'v', 'm', 'pg_catalog')
2024-07-25 13:47:46,409 INFO sqlalchemy.engine.Engine COMMIT
              Application startup complete.
```