

Tips and Tricks

Tuesday, May 28, 2024 9:08 PM

Identification

Don't use GUID / UUID because it will consume bytes on every place it will be available.

Visual Elements

Draw in CSS, when it's not possible consider local SVG

Buttons, Background, Modal

Data Expiration

Every possible cached data must send the header and save on client - It must be reused .

Offload Data

Call once, keep it offline and just re-call once it's expired.

/offload/tenant.json

Everything available.

```
{
  Id: 1,
  Name: "E-Sports"
  Left: "#00FFCC",
  Right: "#FFCC00",
  Icon: "Team.svg"
}
```

Http Get Call

/api/taxonomy/tenant

Body Response

[1,6,9,12]

Header Response

Expires: 2024-05-10T10:00:00Z

External Image Source

Try to load the images from external server without the user screen, since it's success slide in.

<https://static.corinthians.com.br/uploads/171476464735229b65c365eba340e50c6f65afdcc7.png>

Font and Icon

Consider external server like Google.

Entity Framework State

Review tracking and consider disable it when it's not necessary.

Cancellation Token

Reinforce the usage of it due to intention dismissed from users (frontend).

Pagination

Consider it once there's a lot of data to response.

Data Length

Place the proper size of input from frontend / backend / database in order to save money.

| Frontend | Backend | Database |
|--|--|--|
| App > Account > Sign Up <i>Fullname field</i> <ul style="list-style-type: none">• Input with maxlength 80• Validate it prior call server | /Api/Account/Access { POST } <i>Fullname property from Response object</i> <ul style="list-style-type: none">• Data Annotation [MaxLength(80)]• Even though it's a nullable type• Don't try to save on database | Account <i>{ Id, FullName, Email... }</i> <ul style="list-style-type: none">• Consider right data type Nvarchar(80) |

Valid Data Forever

Only validated input must be sent to server- both sides must be consistent (client / server).

Save Data Always

Request / Response must be effective due to bandwidth

High Throughput

Counter, Coin, Game time are domains that will need a lot of calls and it must consider redis to help achieve good responses.

Lifecycle

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Singleton | Handler

Simplest and non side effect.

Scoped | Service

Large objects or intensive execution.

Transient | Service

Business state management.

Security

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Authorization filter implemented and how to use (endpoints).

- **Authentication based**
[Authorize]
- **Role based**
[Authorize(Roles = nameof(RoleEnum.Member))]
- **Claim based**
[Authorize(Policy = nameof(ClaimEnum.HasEmailConfirmed))]

Anonymous and Authenticated will follow the Asp.Net guidelines.

Error Handling

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Neutral

| CODE | DESCRIPTION | INTENTION |
|------|------------------|-----------------------------------|
| 206 | Partial Content | Not fully executed or persisted |
| 208 | Already Reported | Not an input, but it's a conflict |
| 304 | Not Modified | Unable to executed or persisted |

Success

| CODE | DESCRIPTION | INTENTION |
|------|-----------------------|---------------------------------------|
| 200 | Ok | Resource available |
| 201 | Created | Resource generated correctly |
| 499 | Client Closed Request | Used to identify last paged resources |

Failure

| CODE | DESCRIPTION | INTENTION |
|------|------------------------|---------------------------------------|
| 401 | Unauthorized | Identity was not provided |
| 403 | Forbidden | Cannot access the resource or execute |
| 404 | Not Found | Resource unavailable |
| 409 | Conflict | Duplicated resource prohibited |
| 415 | Unsupported Media Type | Request model invalid format |
| 500 | Internal Server Error | Generic error |

Financial

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Considering the Buy and Withdraw (Sell) operations for historical data, use MercadoPagoHistory entity for both scenarios (first provider).

| COLUMN / PROPERTY | BUY | WITHDRAW |
|-------------------|-----------------------------|-------------------------|
| Qr Code | Provider Real QR Code | - |
| Ticket Url | Provider Checkout | Receipt for Transaction |
| Description | Product Name (cart) | Reason for Transaction |
| Issuer / Payer | Member / Player (internal) | Accountant (internal) |
| Payment Type | Provider Name | Manual |
| Collector | Account within the Provider | Accountant (internal) |

Move daily profit to the other bank throught manual pix transactions.

Activity

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EntityId is designed to identify who is the **owner** of the record, there will be a **type** to help.

You can check the column / property called **LeftContent** that will be composed by:
Internal Payment Id (IPI) . External Payment Id (EPI)

Balance

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EntityId is designed to identify who is the owner of the record, there will be the **origin** type to help.

Controller

Monday, August 26, 2024 8:48 PM

First item always partial by injecting everything used in the method.

- Initialize : usually add, insert, update actions
- Load : usually retrieve, find, load actions
- <Specialized>: when it's trully specific the goal

There's no restriction, just guide to quick find what you are looking for.

Conventions

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Folder

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Always follow the domain / module names as much as it possible.

Account, Lobby, Room, Financial.

File Name

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Consider the goal of the current file within its name.

`loader.component.tsx`

`AnswerTypeEnum.cs`

Controller

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Full name description

IsLastActivityPageAsync(int userId, int currentPage, CancellationToken token = default)

DecreaseAfterUserAnsweredAsync(int userId, int entityId, CancellationToken token = default)

Initialize

Data ingestion focused on business requirement.

CategoryController > InitializeAsync()

Load

Data extraction focused on business requirement.

CategoryController > LoadAsync()

Cancel

Data removal focused on business requirement.

Service

Wednesday, September 11, 2024 3:59 PM

Retrieve : a single tracked record

Find : a single non tracked record

List : a multi non tracked records

Exists/Is/Has : check whether a non tracked record exists

Remove : soft remove a record (regardless of persistence)

Add/Send : insert a record info (regardless of persistence)

Edit/Update : change a record data (regardless of persistence)

Tracking

Thursday, October 3, 2024 9:10 AM

Some business operations are available through the same stamp due to the module distance and architecture organization.

Bulk Operations

Thursday, October 3, 2024 9:12 AM

Don't use extensions due to the provider chosen (MYSQL), there are many articles saying that it's fully compatible but in fact, it is not.

Offload Content

Thursday, October 3, 2024 9:13 AM

Considering cache on consumer side as much as it can. As an example already implemented: Tenant, Category, Player, Game > Action Ids.

Basically, there is an endpoint that exposes real time data, and another that will download these informations and place into a json closer to the SPA.

On another cases, it is stored within the browser mechanisms (local, session....)

Landscape

Thursday, August 1, 2024 10:24 AM

Users must acccess the aplication with a PORTRAIT version on any device ALWAYS.

Quality Proccess Structure

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API : <https://api.monetiz.fun>

(database, token, smtp, http status code)

APP : <https://monetiz.fun>

(browser, form, input, storage, xhr)

VAL : data integrity and validation

(format, compliance, fake, information)