

The background is a dark, muted brown. On the left, a large, bright, 3D cube sits on a surface, casting a soft shadow. Several smaller, semi-transparent 3D cubes are scattered in the air around it, connected by thin, light-colored lines. On the right side, a complex network of thin, light-colored lines connects various points, creating a web-like structure. The overall aesthetic is modern and technological.

MyDRTV

Domænet

- User
- Search
- Media
- Messages/Conversation
- Rating
- Recommendations
- Marketing



Valg af arkitektur

Foretrukket løsning:
Microservices

Implementeret løsning:
Modular Monolith

Faktorer:

- High availability
- Scalability
- Simplicity / tid

Architecture Styles Worksheet

System/Project: _____

Architect/Team: _____ Date: _____

Selected Architecture(s):



layered



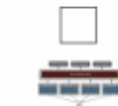
modular monolith



microkernel



microservices



service-based



service-oriented



event-driven



space-based

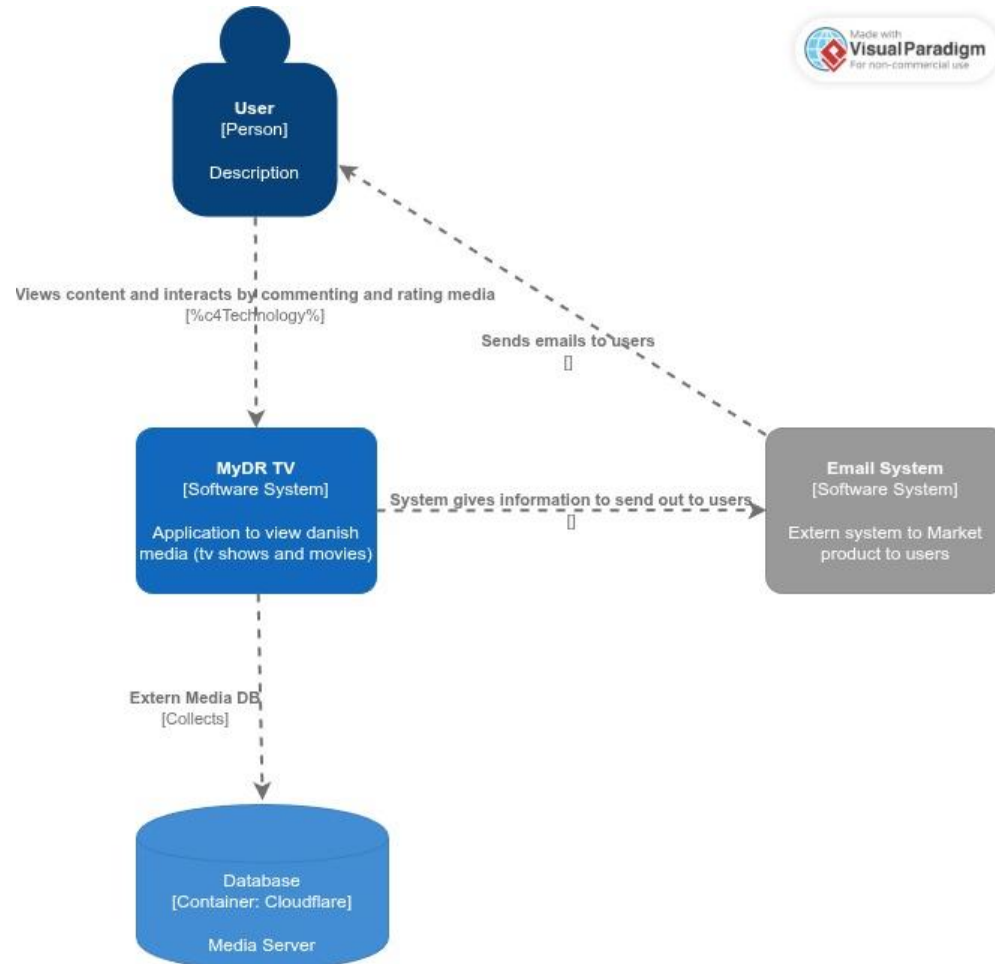
partitioning	technical	domain	domain	domain	domain	technical	technical	technical
cost	\$	\$	\$	\$\$\$\$\$	\$\$	\$\$\$\$	\$\$\$	\$\$\$\$
maintainability	★	★★	★★★	★★★★★	★★★★★	★	★★★	★★★
testability	★★	★★	★★★	★★★★★	★★★★★	★	★★	★
deployability	★	★★	★★★	★★★★★	★★★★★	★	★★★	★★★
simplicity	★★★★★	★★★★★	★★★★★	★	★★★	★	★★	★
scalability	★	★	★	★★★★★	★★★★	★★★★	★★★★★	★★★★★
elasticity	★	★	★	★★★★★	★★	★★★★	★★★★	★★★★★
responsiveness	★★★	★★★	★★★	★★	★★★★	★★	★★★★★	★★★★★
fault-tolerance	★	★	★	★★★★★	★★★★★	★★★★	★★★★★	★★★
evolvability	★	★	★★★	★★★★★	★★★★★	★	★★★★★	★★★
abstraction	★	★	★★★	★	★	★★★★★	★★★★★	★
interoperability	★	★	★★★	★★★★	★★	★★★★★	★★★★	★★

Bounded context

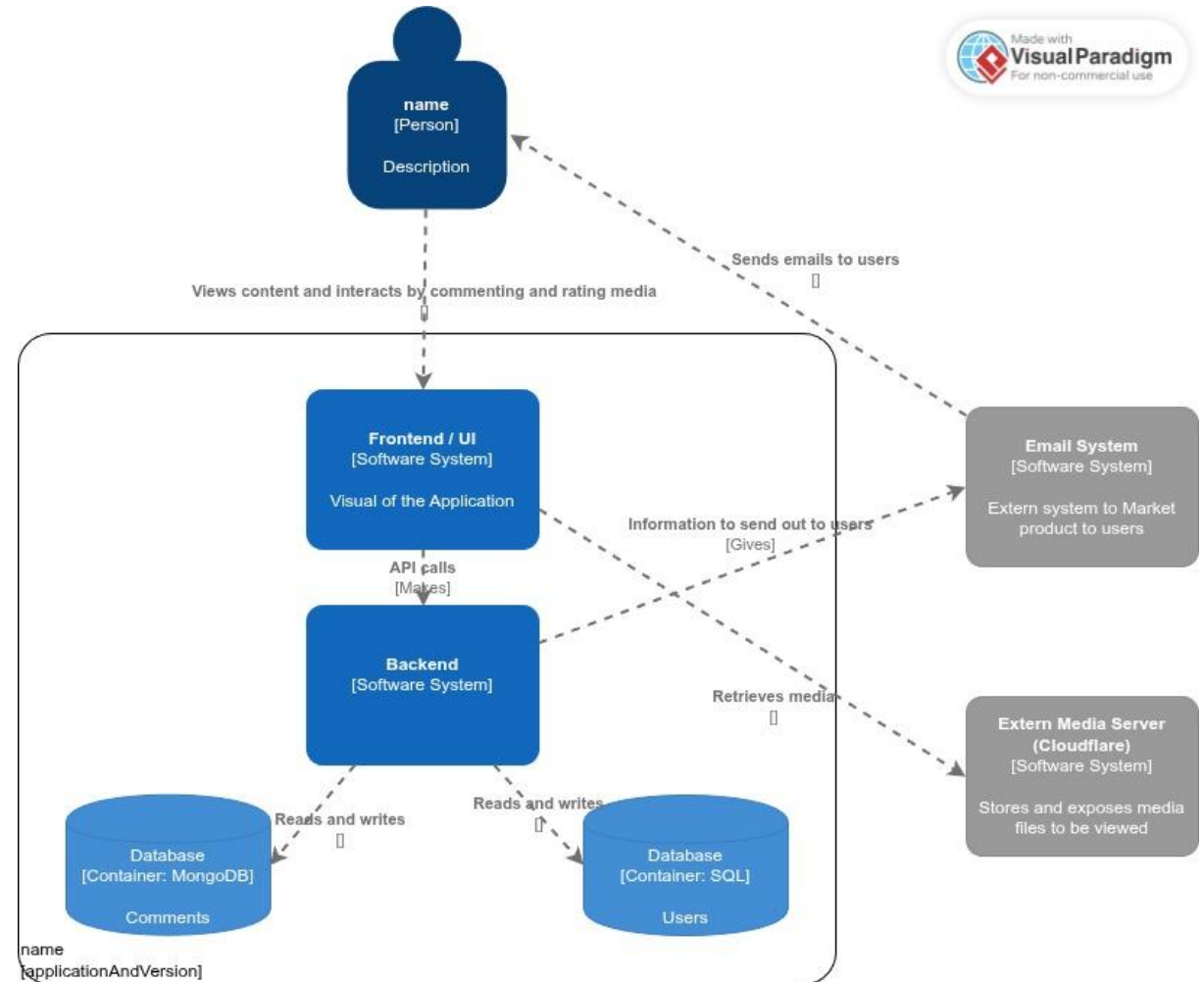
- User – Alle konto, brugeradministration og authentication features.
- Media – Alle features relateret til medier, herunder fremsøgning, visning osv.
- Social – Features der har at gøre med kommentarer, konversationer og anmeldelser mellem brugere.
- Marketing – Funktionalitet som MyDRTV skal bruge for at kunne kontakte og markedsføre til deres kunder.
- (Applikationskonfiguration og API)
- (Modul test)

C4 – arcitecture viewpoint

C1 - Context

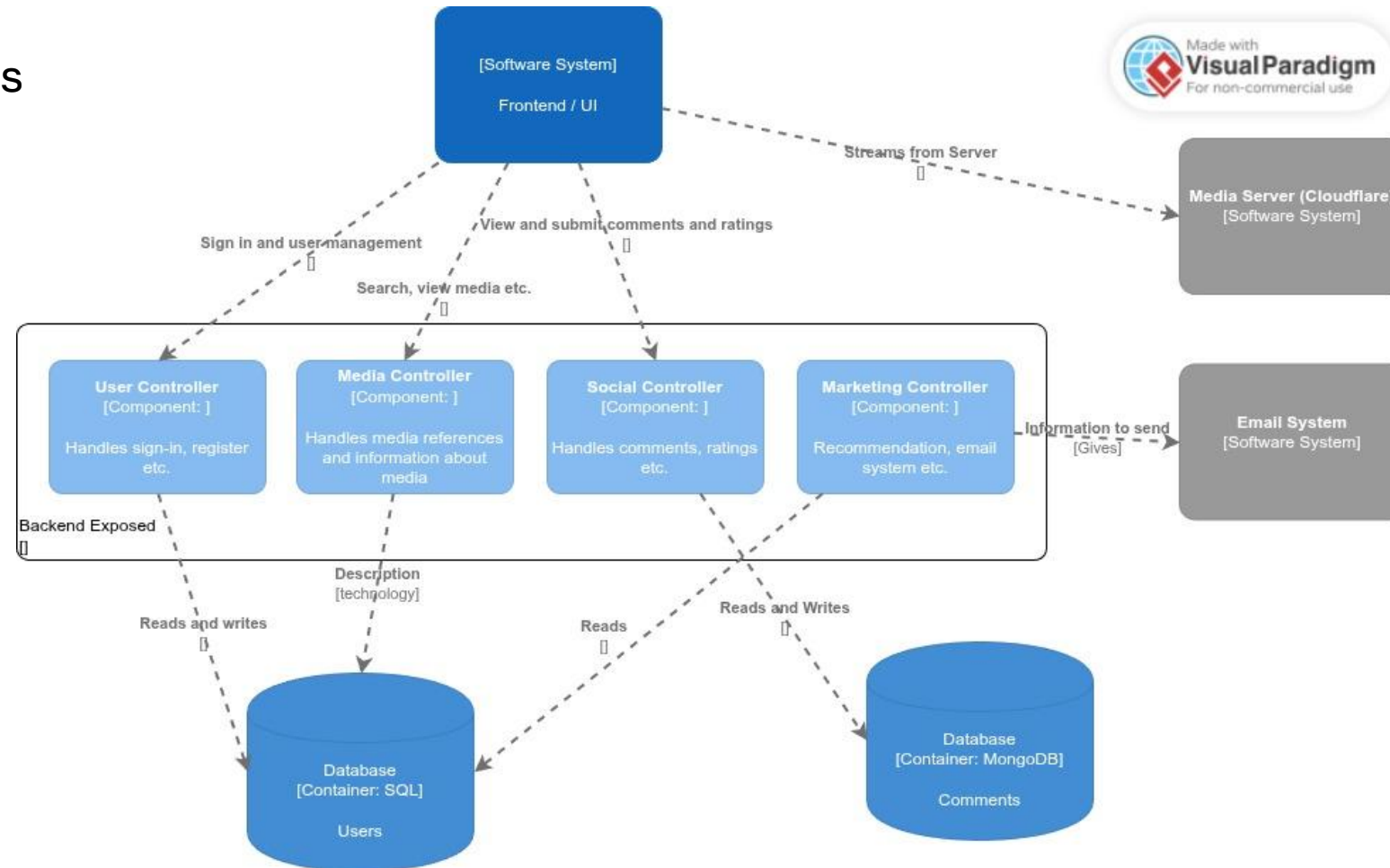


C2 - Containers



C4 – architecture viewpoint

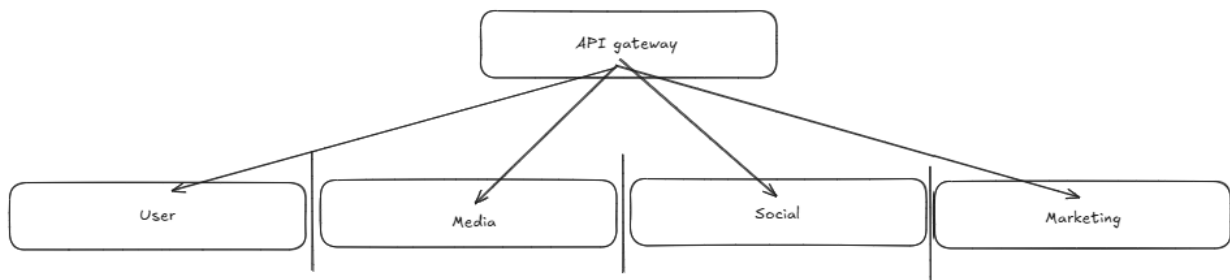
C3 - Components



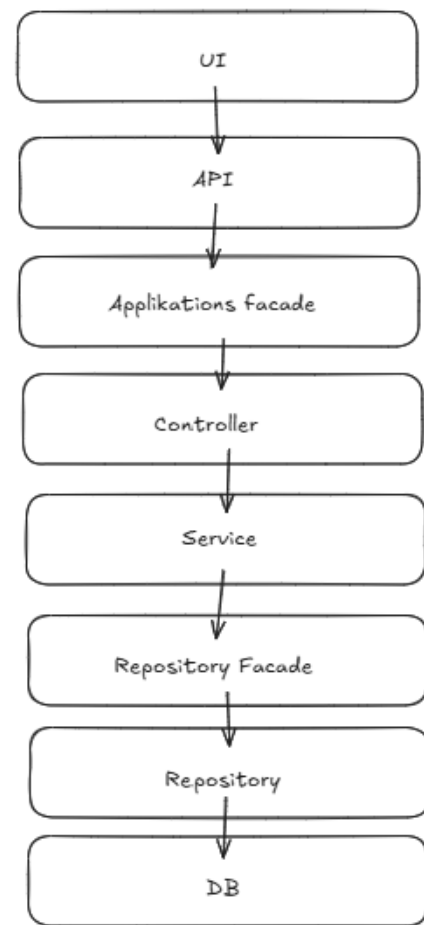
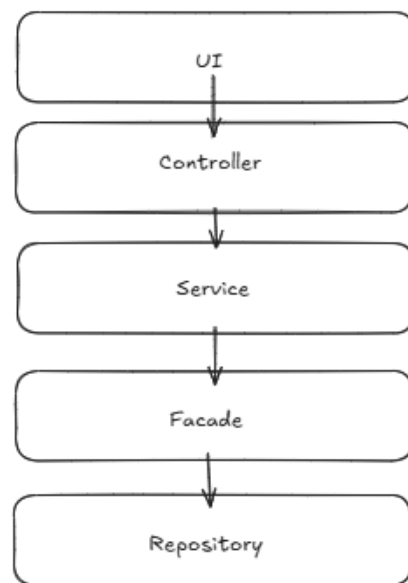
Hvorfor ikke C4?

Arkitektur regler og flow

Kommunikation mellem moduler



Kommunikation inde i moduler



Teknologistak

- Java
- OpenJDK 21.08
- Javalin
- Maven
- JPMS
- Archunit
- mySQL
- MongoDB
- Cloudflare
- React
- Email service (TBD)

Implementation

- Maven
- Module-info (JPMS)
- Test
- Prototype