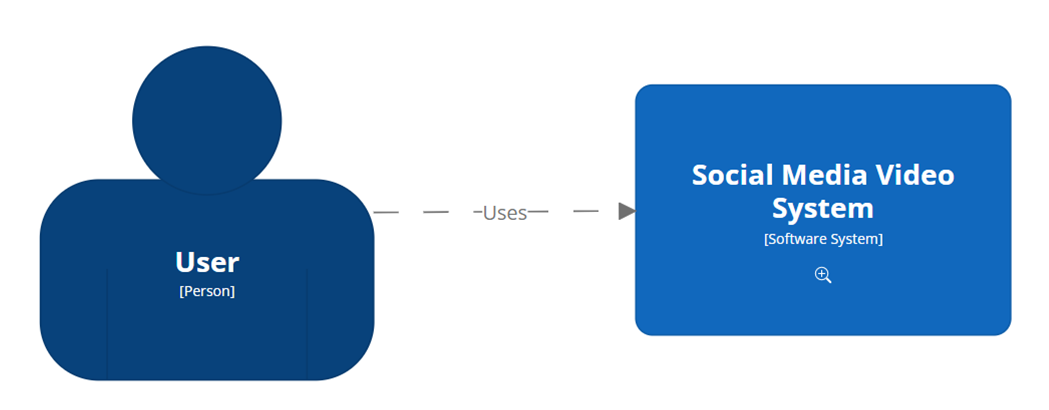
Engineering 2 Assessment

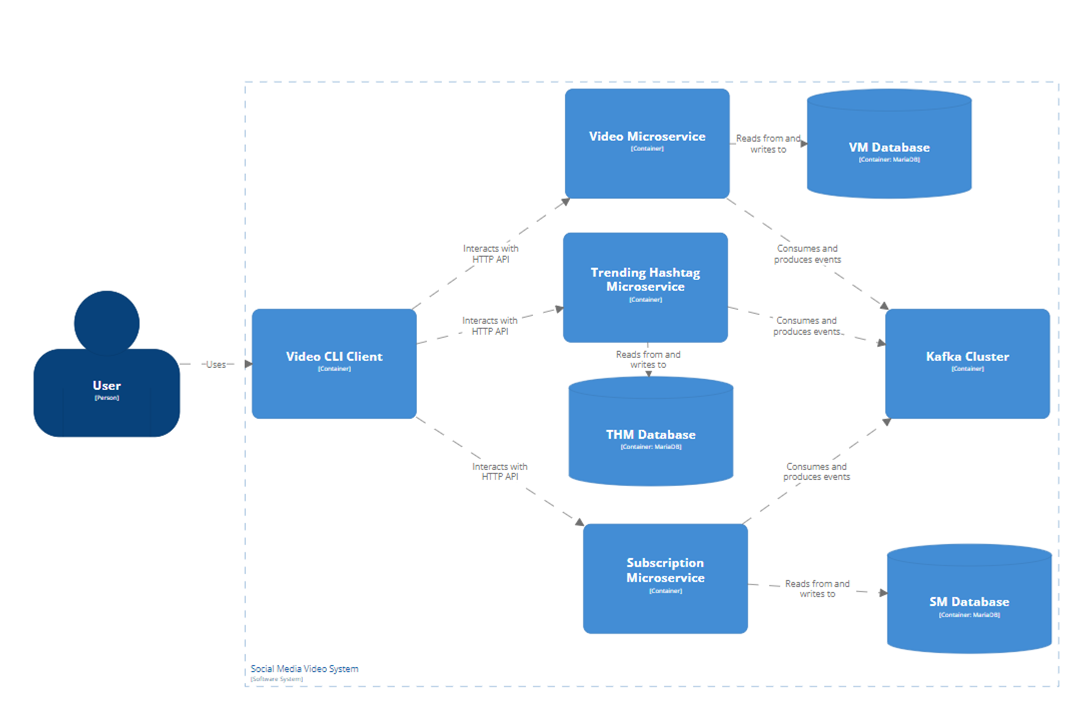
**2.1.1 Architecture**

Below are the C4 diagrams and different abstraction levels:

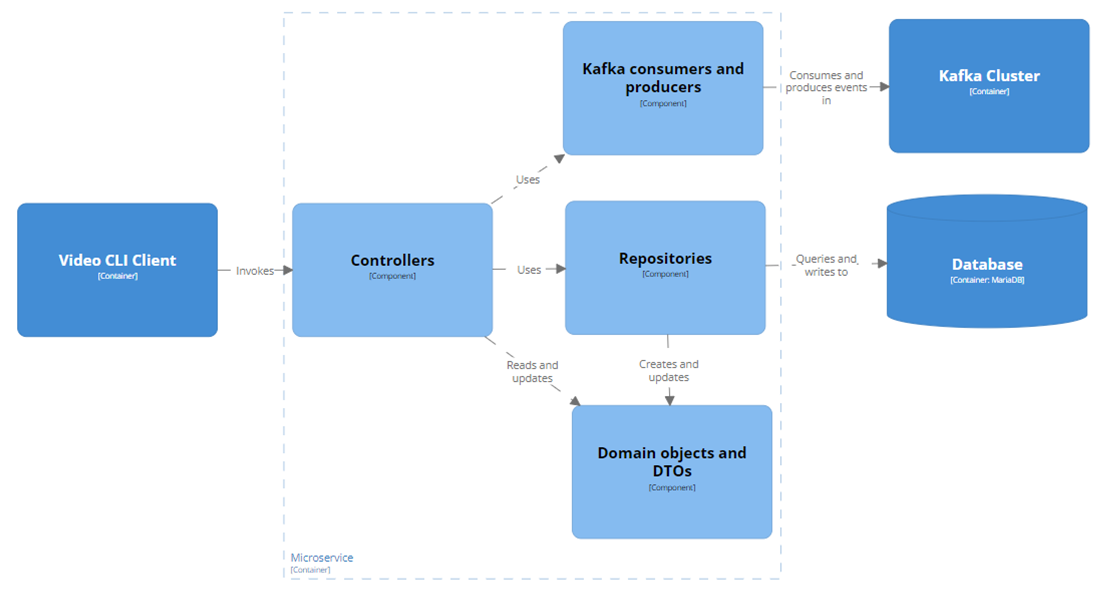
Context:



This shows the user interacting with the system

Container:

This shows the user interacting with the client which uses HTTP API’s to interact with a microservice which all have their own database and interact over a shared kafka cluster

Component: 

This shows the inside of a microservice, you can assume it looks the same for all of the microservices. The cli invokes methods on the controller using the HTTP API **[TO UPDATE]**

One way that this design scales with increasing user demands is that each microservice can be deployed separately on individual nodes and so requests from the user (through the CLI Client) are spread to the different nodes resulting in less load per node. However, this may be a marginal gain as the microservices are unlikely to have an equal amount of requests. This can be counteracted by adding spinning up more nodes with a copy of the more frequently used microservices. The bottleneck would then be the communication between the microservices of the same type (something that hasn’t been implemented) as they would need to make sure the databases are kept up to date with any changes.

A good feature of this design is that new requirements can be implemented with relative ease as a new microservice can be created to facilitate this new requirement without needing to change anything about the other microservices. This makes it much less prone to faults and also easier to implement without too much knowledge of the current system.

**2.1.2 Microservices**

**Video Microservice**

The Video Microservice is the core of the social media platform. This is where users can register themselves. After this they can add a video and then hashtags to those videos. There is also functionality to watch and react to other people’s videos.

User – This is the object used to represent the people that use the microservice. This contains the name of the user and an identification number. It also has videos the user authored and the reactions the user has had to videos.

Video - This represents the videos that user post and watch and contains a title and an id. This also has the user that authored it, the reactions users have had to it and any hashtags associated with it.

Hashtags – These are the text hashtags that an author can associate with the video. They consist of a name an id and the videos that it associates with.

Reactions – this represents the most recent interaction a user has with a video. It contains an id, the reaction the user had and also the user and video its associated with. This can represent a user watching, liking or disliking a video as it’s implied that a user has watched a video when liking or disliking a video.

Having the reactions class making things interesting especially with the intricacies of Micronaut databases. However, I think it makes sense to have them as the alternatives seem to be worse. E.g. having liked and watched as relation to users I’m not sure if even possible to have more than 1 relation between 2 entities using Micronaut. Having them as attributes disable the user association meaning that a user can like a video multiple time. While this might be acceptable in this assessment as no authentication needs to happen, I think its against the spirit of a social media platform.

**Trending Hashtag Microservice**

The purpose of this microservice is to give the top ten most liked hashtags over the last hour. This is implemented by listening to events produced from the Video Microservice (such as a video being added or reacted to), storing the relevant information and then parsing it and displaying it when needed.

This uses the same Hashtags and reactions domain objects as the Video Microservice as it makes communication between them simpler. It would be might be more efficient to have custom data objects but I argue that the trade-off of having it simpler for an expense in efficiency is worth it.

**Subscription Microservice**

This microservice deals with users subscribing to a hashtag and getting recommended videos. It works by listening to the events of the video microservice in order to be informed about what videos, users and hashtags there are, as well as what videos each user has watched. It uses this information to be able to suggest the next 10 videos a user should watch for a given hashtag. The users can then use the microservice to subscribe and unsubscribe to hashtags. Its ability to maintain a list of the 10 next videos to watch for each subscription is handled by implicitly by being able to suggest the next 10 videos a user should watch for a given hashtag. While there isn’t any explicit data persistence for maintaining a list for every subscription, this is done by computing it on request.

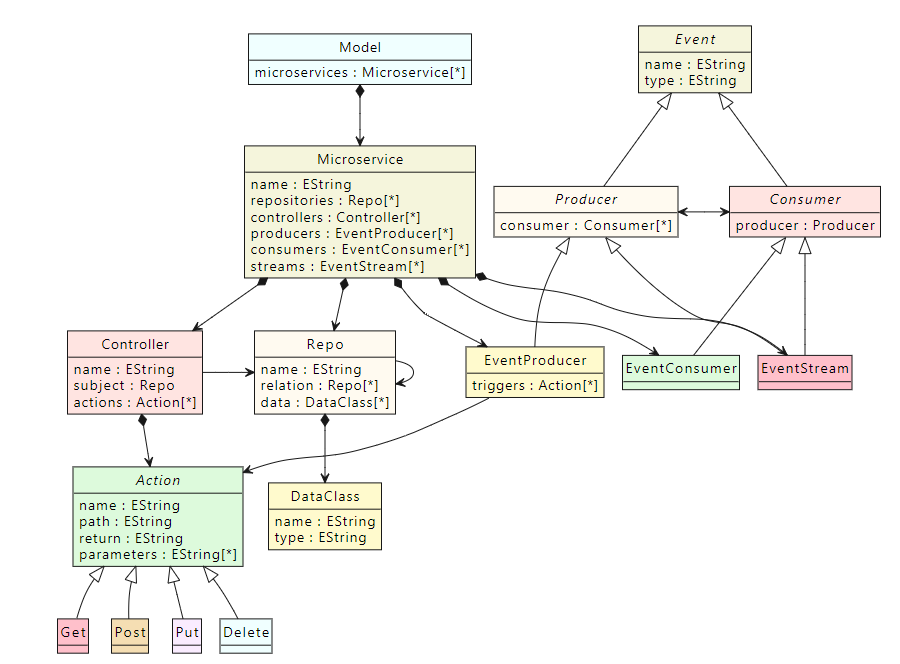
**2.1.3 Containerisation**

One way that this solution can scale up larger numbers of users, is by increasing the resources allocated to containers that need them. This may only help marginally as the main bottleneck could be caused by the sheer volume of requests rather then how expensive each request is. This can be counteracted by adding more containers which can share the request load, decreasing the individual load. It can be resilient to failures partially by having a separation of functionality meaning that if all the containers or nodes that are used for some part of the functionality, then users can still use the other parts. Having multiple containers for the same functionality will also help as if one fails then the other can pick up the requests that would have been directed to the failed one. Another way it is resilient is that by restarting the nodes that fail. It minimises downtime and so while it has failed, the impact to the user experience will be less.

**2.1.4 Quality Assurance**

**2.2.1 Metamodel**

This is my metamodel:



This design was mostly guided by a mix of: the typical structure of this kind of microservice, the criteria for what must be included, what would make automated generation easier and how easily a none-domain expert would be able to use it. While typically a domain expert would be making the model, I decided to try and make the metamodel accessible as this allows experts to present and explain their model to others such as developers or other stakeholders, something that is important in a productive work environment.

The first design choice I discounted was having the Microservice as the top-level class rather than the Model. I initially liked the idea of modelling each microservice separately as separation of concerns is generally a very good design principle. However, this would limit the constraints I could put on it and more importantly disable the ability to view the event stream connections which would have made it harder to develop and present a group of microservices. While I haven’t stated any positive of my decision but rather only negatives of the alterative, there are not any perfect solutions and so often it is better to opt for the ‘least worst’ solution.

An interesting design choice I made is the inheritance of the events. It does look needlessly complex, something I really tried to avoid, however I argue that: when making the model it isn’t any more complex than having no inheritance, when viewing a model graphical syntax, it is more up to the syntax design to including any complexity and when presenting or explaining a model again if anything it helps as it allows you to give an appropriate level of abstraction. I chose this design mainly for the ease to have producers reference consumers and consumers reference produces, something that could have been difficult when you have a type that is both a producer and consumer. Having them inherit from the Event class as well doesn’t have much functional impact as the Event attributes could just be inserted into each derived concrete class, however it does enable new views in the graphical syntax should a designer want. The Microservice class could have contained all the concrete classes as Events, however this was discounted as it makes designing code generation more complex and it doesn’t allow for a more heavily implied separation of concerns.

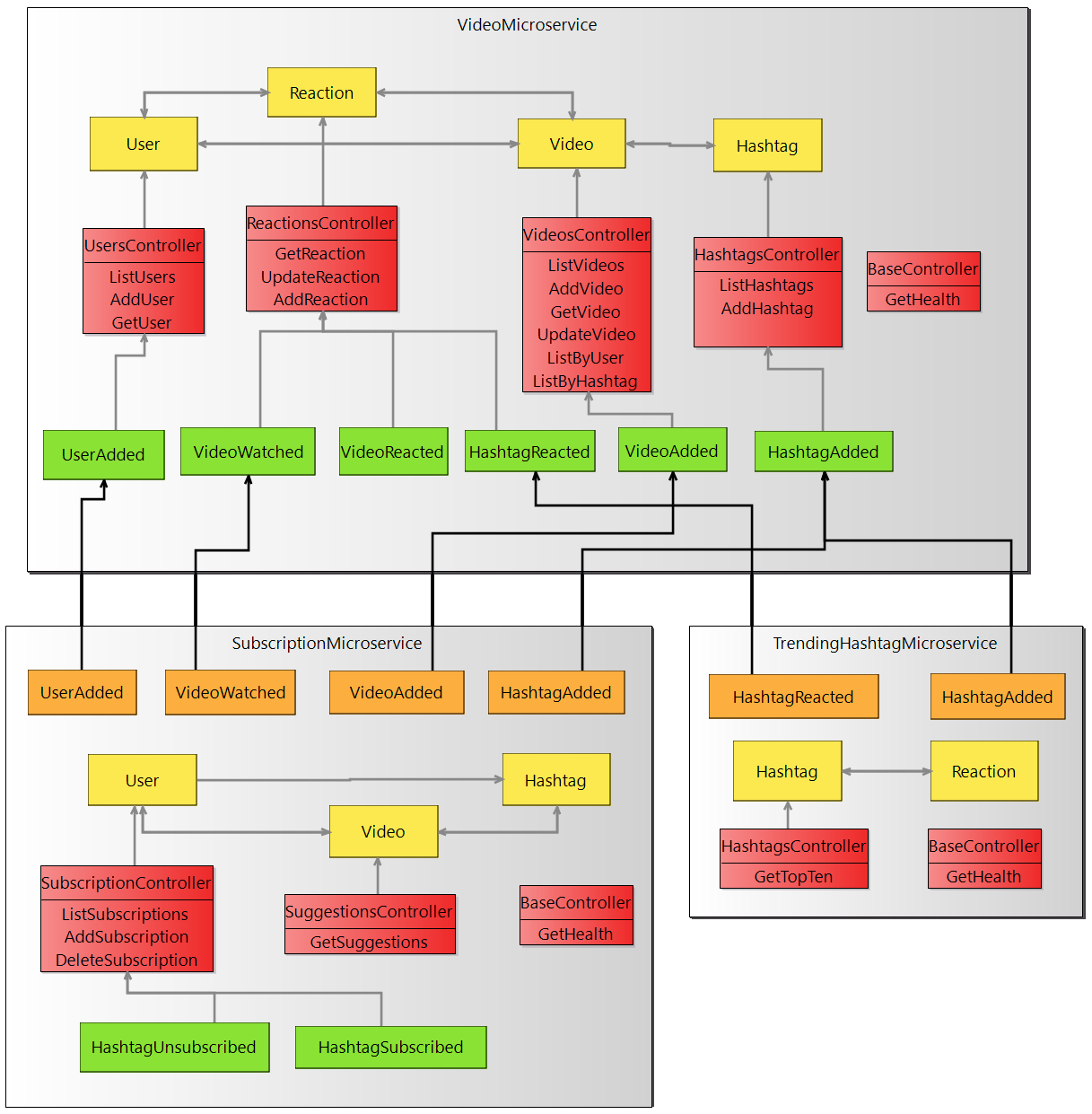
It was stated that modelling a microservice domain is not necessary for this assessment, and while this may be the case, I argue that a microservice (in the context of the ones we are creating for this assessment) only contain 3 things: a database (the domain), a public interface (the controller) and a private interface (the events). While all 3 of these can be optional and a microservice can function with only 2 of these, I would say that they are the quintessential building blocks of a microservice and so not modelling 1 of these would be under representative at the least and could be potentially damaging. This would also leave it database design up to the developer when it’s more in the architect’s responsibility.

I initially wanted to model the domain further and include more detail in the Repository - Repository relation. I would have added the type of relation (such as ManyToOne and containment) as a lot of difficulties when developing the microservice were from domain issues. However even though I said it should be the architect’s responsibility I decided to leave it more to the developer as I was conscious about modelling too much of the microservice or overcomplicating it which relation classes can often do.

The Action class (HTTP methods) have the attributes they do either because it made it easier to generate code and extend any generated code or because it required as part of the assessment. Action could have been a concrete class and have the different HTTP method types as an Enum that Action has as an attribute, however having it this way so that the methods are concrete types that inherit from action makes it easier for to view separately in a graphical syntax should it be designed that way for little if any change in complexity.

Another thing worth mentioning is that the EventProducer – Action relation has no impact on generated code, it purpose is to inform developers of where event should be triggered from and so that it can be shown in a graphical syntax to highlight the data flow.

**2.2.2 Graphical Concrete Syntax**

This is a screenshot of my model in its graphical syntax:

I aimed to give a clear overview for microservices with my graphical syntax; I wanted to be able to an image that you can present to others and they would get some value out of it (especially none-domain experts). My philosophy for doing this was mainly focused on logical grouping and on data flow as this help people understand how it structured and an insight to how it works.

In terms of grouping a lot of it is not enforced and so users can change the positions of objects within bounds. All the objects within a microservice have to be contained within the bounds of the microservice, but other grouping are up to the user. I have set up this representation to be clear by grouping EventConsumer -> Repo -> Controller -> EventProducer from top to bottom for each Microservice. This gives a clear positional separation for the types to reduce the graphical complexity and making it more cognitively manageable.

This particular grouping has the bonus that the relations don’t cross each other too much and now make a clear data flow showing that data goes from the domain to the controller to the producer to the consumer. This isn’t always true as the controller will both request and push data to and from the domain. You could also point out that in most cases consumers will be directly interacting with the domain but since that relation isn’t in the metamodel, it would involve some guessing as to which domain it is interacting with.

You may notice that there aren’t any EventStreams visible. This is mainly because my model of the microservices doesn’t have any EventStreams. However, if one was my model I would have 2 main choices in regards to its design in the graphical syntax. I could have a different object for EventStreams and position it below producers and above consumers as it would likely be liked to a producer in a different microservice and a consumer in its own. Or I could model it as a consumer and a producer and so would appear as 2 different objects. I think the second option would look better from a data flow point of view and it may be easier to understand as a none-domain expert However I chose to implement the first option as I think it’s important to have it as its own object. Having it as 2 separate objects could cause big problems, imagine a developer who sees there is a supposed to be a stream from the generated code but can’t find it on the diagram.

A decision I made that I’m not sure was the right decision is the direction of the relations (specifically the producer - controller and producer – consumers ones). This is because it might be better if they were directed the other way to show the direction of data transfer. I don’t think it matters too much as the relation isn’t meant to say there is definitely some data being transferred as this would make the Repo – Repo relation nonsensical but instead is meant to just represent that that is some sort of relation between the two objects. So maybe they should be in the direction that the data flows but that might give the wrong impression.

I did make another view for a more detailed view which expands the controllers to hold actions in the same way as the Microservice holds its objects instead of a list. This also allows the Producer - Controller relation to be more refined and actually show it to be Producer – Action. This is disabled by default as it makes the controllers a lot bigger for not much benefit.

All the objects are different colours so that people can easily differentiate between them however if we include the streams it would be at 6 different colours which is the limit on the human span of absolute judgment.

**2.2.3 Model Validation**

HasAtLeastOneMicroservice – Makes sure the model has a microservice, otherwise the whole model would be empty which would be pointless.

HasName – This is very common, and is used to make sure that the ones that need a name for the code generation do have a name

HasNoWhiteSpace – Also very common, makes sure the name has no whitespace so that the code generation is better

NameStartsWithUC – Also very common, suggests that the name starts with an uppercase so that code generation is better

HasController – makes sure the microservice has a controller as this is a necessary for this kind of microservice

HasHealthCheck – makes sure the microservice has a get method for checking the microservice is running correctly. It does have the possibility of failing as it uses the name so if a health check was under a different name or an unrelated method had ‘health’ in its name it could give an undesired result

InSameMicroservice – makes sure that all the repos that the repo is related to are in the same microservice as its possible to get confused when they have the same name

HasActions – makes sure the controller has at least 1 method and it would be pointless without

HasPath – makes sure all the HTTP methods have a path as otherwise the method won’t work

PathStartsWithSlash – makes sure all the paths start with a ‘/’ as otherwise the method won’t work

NotTheSamePathAndType – tries to make sure that there are no actions that have the same full path (including port)

HasReturn – makes sure that all HTTP method have a return type for code generation

ProducerConsumer – suggests that all producers should have a consumer linked

ProducerHasTrigger – makes sure that every EventProducer is trigged by at least 1 action

ConsumerHasProducer – makes sure every consumer is linked to a producer

ConsumerHasSameNameAsProducer – suggests that the EventConsumer should have the same name as the producer its linked to for code generation

NotCircularStream – makes sure a stream isn’t linked to itself

**2.2.4 Model-To-Text Transformation**

My m2t transformations were organised from experience from writing microservices in Micronaut. My process was for each type of file I needed in a microservice I would make an egl template for what was supposed to be in there and then create a rule such that it would get called for every object it relates to. E.g. for the controllers I copied a previously made controller, looked saw that they need certain repos producers and methods. Since I didn’t know what repos would be needed I decided to inject all of them as it makes the developers job easier. Same with the producer although I knew there was only ever 1 so could just inject that straight away. For the methods I can use the controllers Actions to generate a template of what it would look like. I then looked at what model component this would correspond to which was of course the Controller class. I could then create a rule so that for every Controller in the model a micronaut controller class was created making sure to pass in the controller and the corresponding microservice so that the template could generate the appropriate repos and methods.