

# ARDEIM

## *(AR)CHITECTURE, (DE)SIGN & (IM)PLEMENTATION*

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SIVARAMASUNDAR, KARTHIK KALKUR

THANKS TO:  
RASHMI

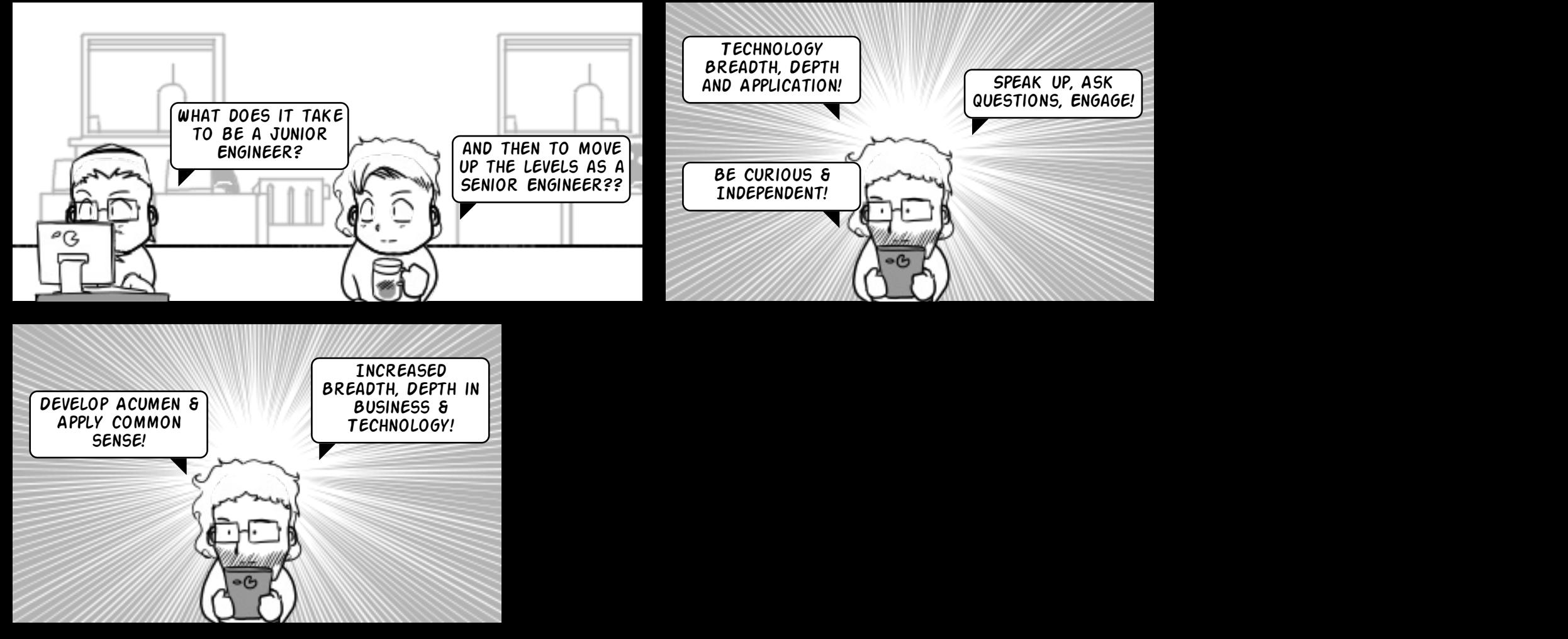
CREDITS:  
REVEAL.JS, STRIPTHIS (KESIEV)

# CONTEXT



# CONTEXT

## THE ENGINEER'S DILEMMA



# CONTEXT



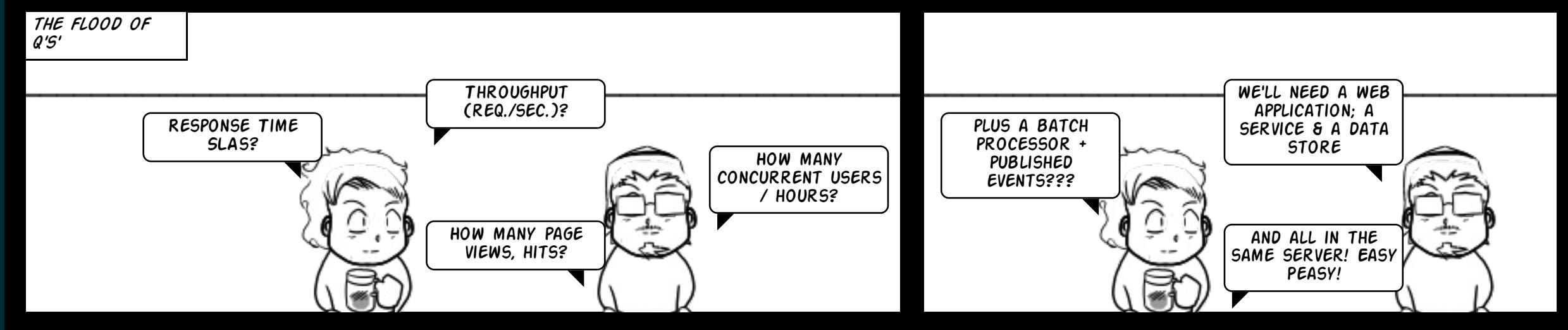
# CONTEXT

... CONTD : BUILD A PDP WEB UI POWERED BY PUBLIC FACING PRODUCT, PRICE SERVICES



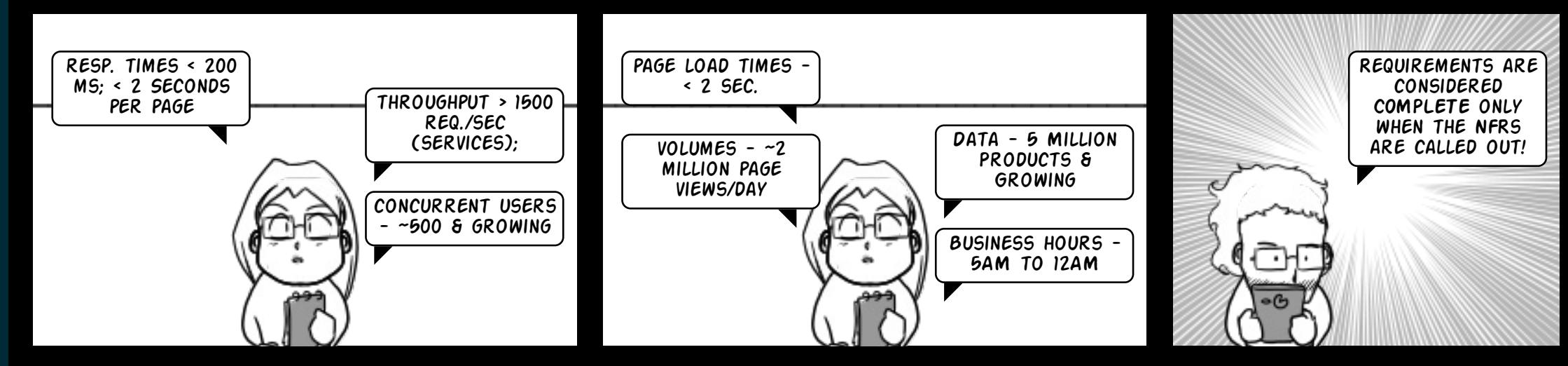
# CONTEXT

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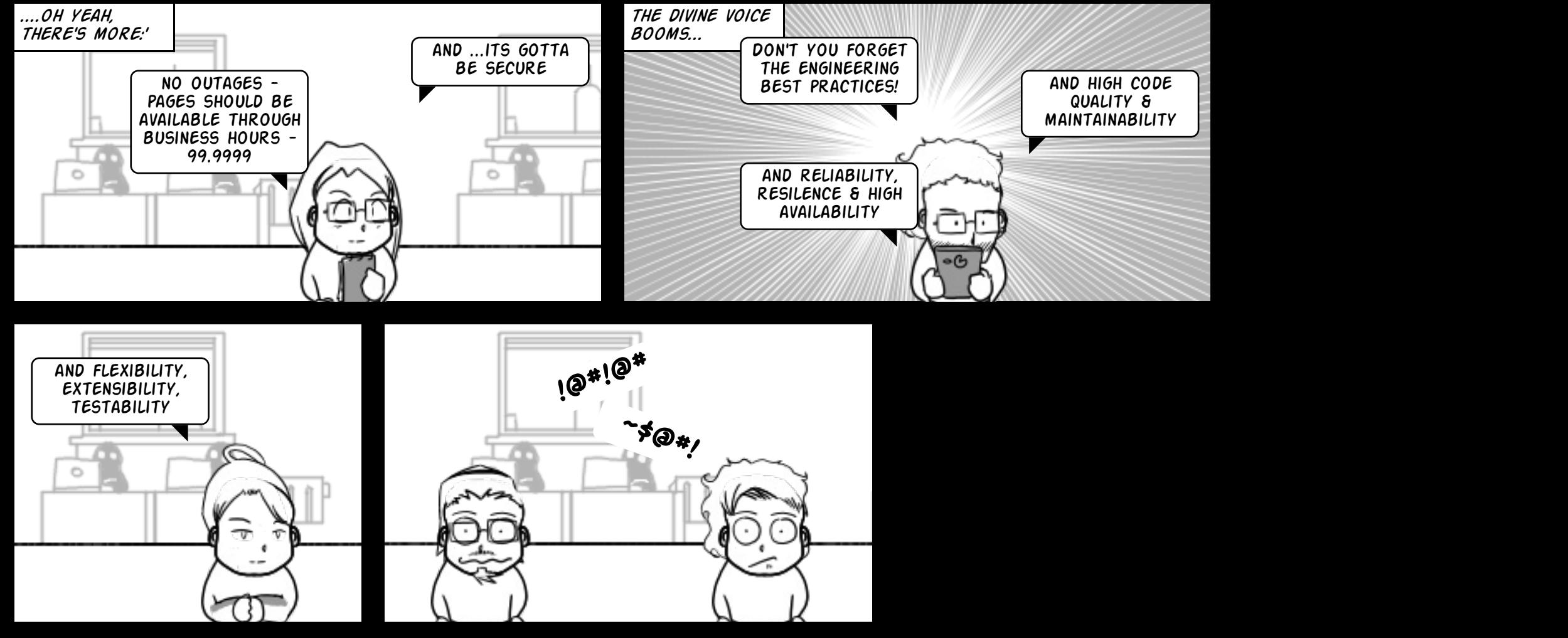
# CONTEXT

... CONTD : BUILD A PDP WEB UI POWERED BY PUBLIC FACING PRODUCT, PRICE SERVICES

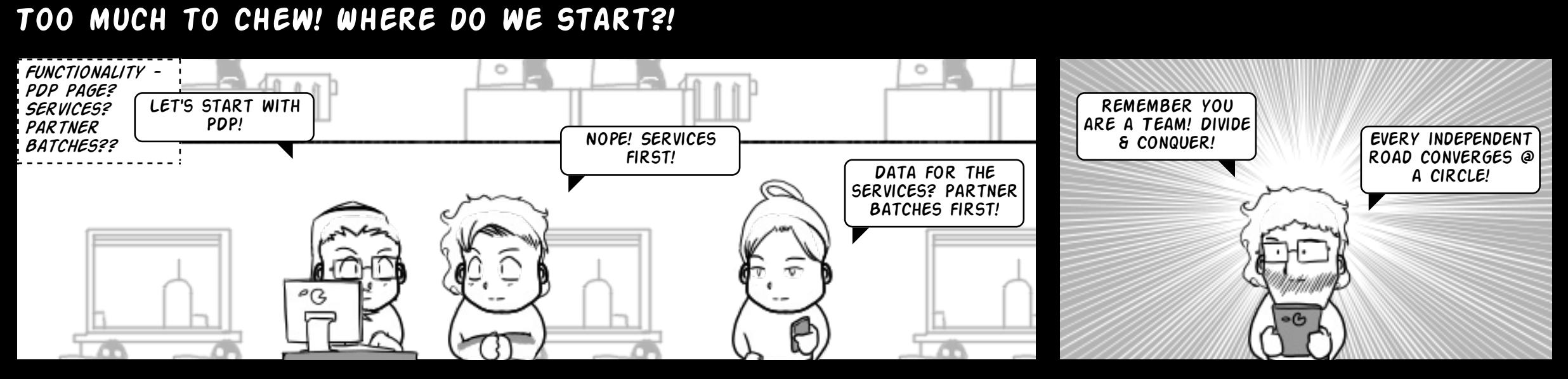


# CONTEXT

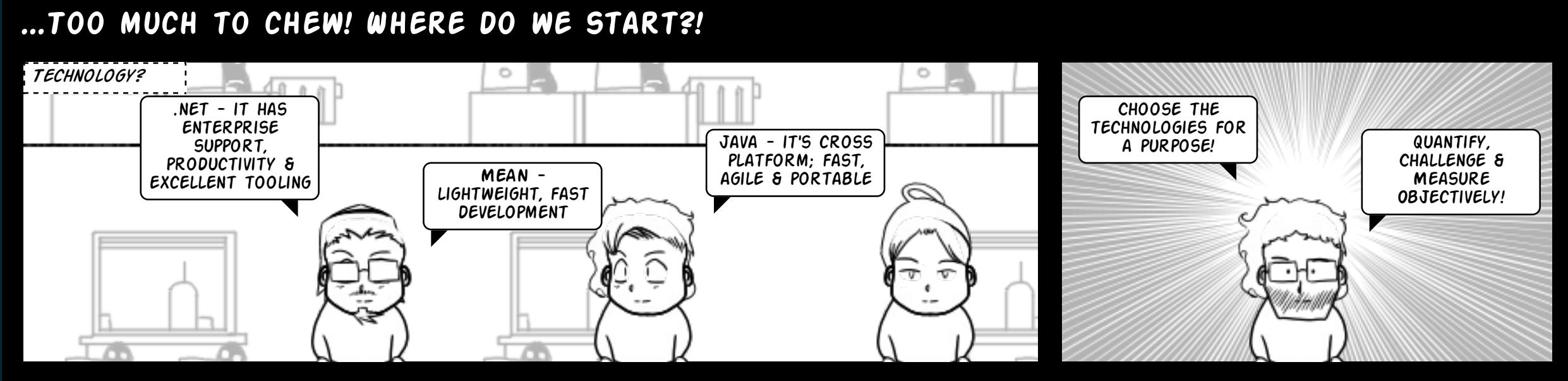
WAIT A MIN ... THERE'S MORE



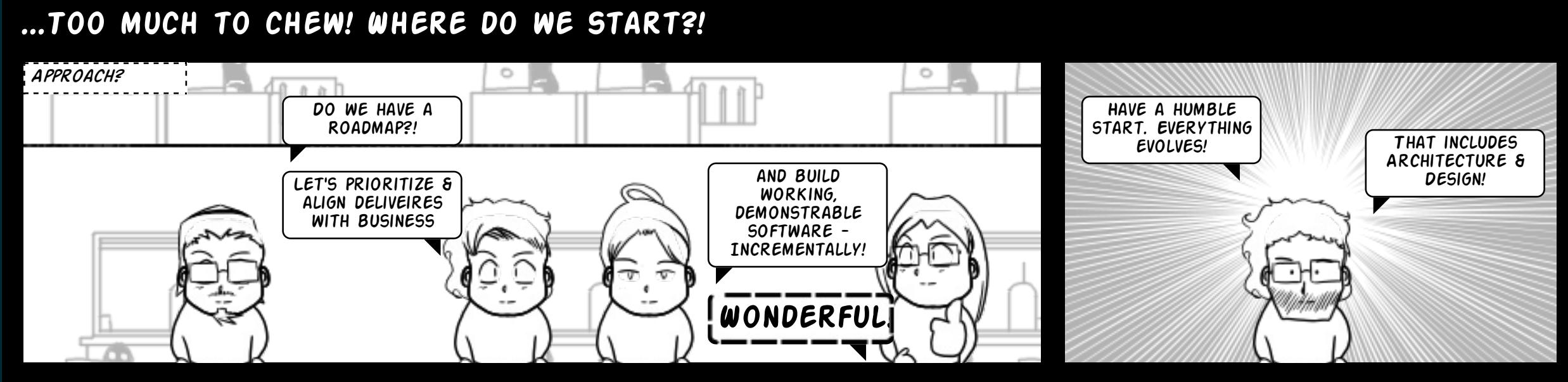
# WHAT NEXT!?



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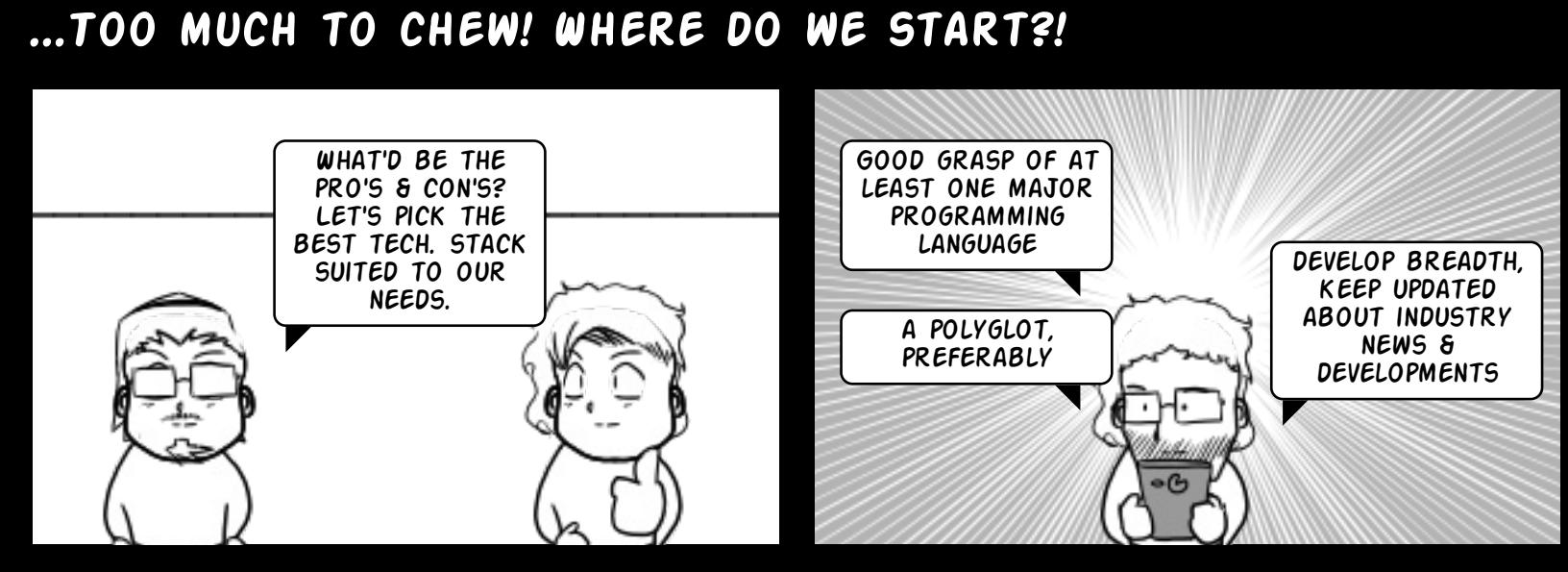
# WHAT NEXT!?



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Links: Domain Driven Design - Eric Evans

# WHAT NEXT!?



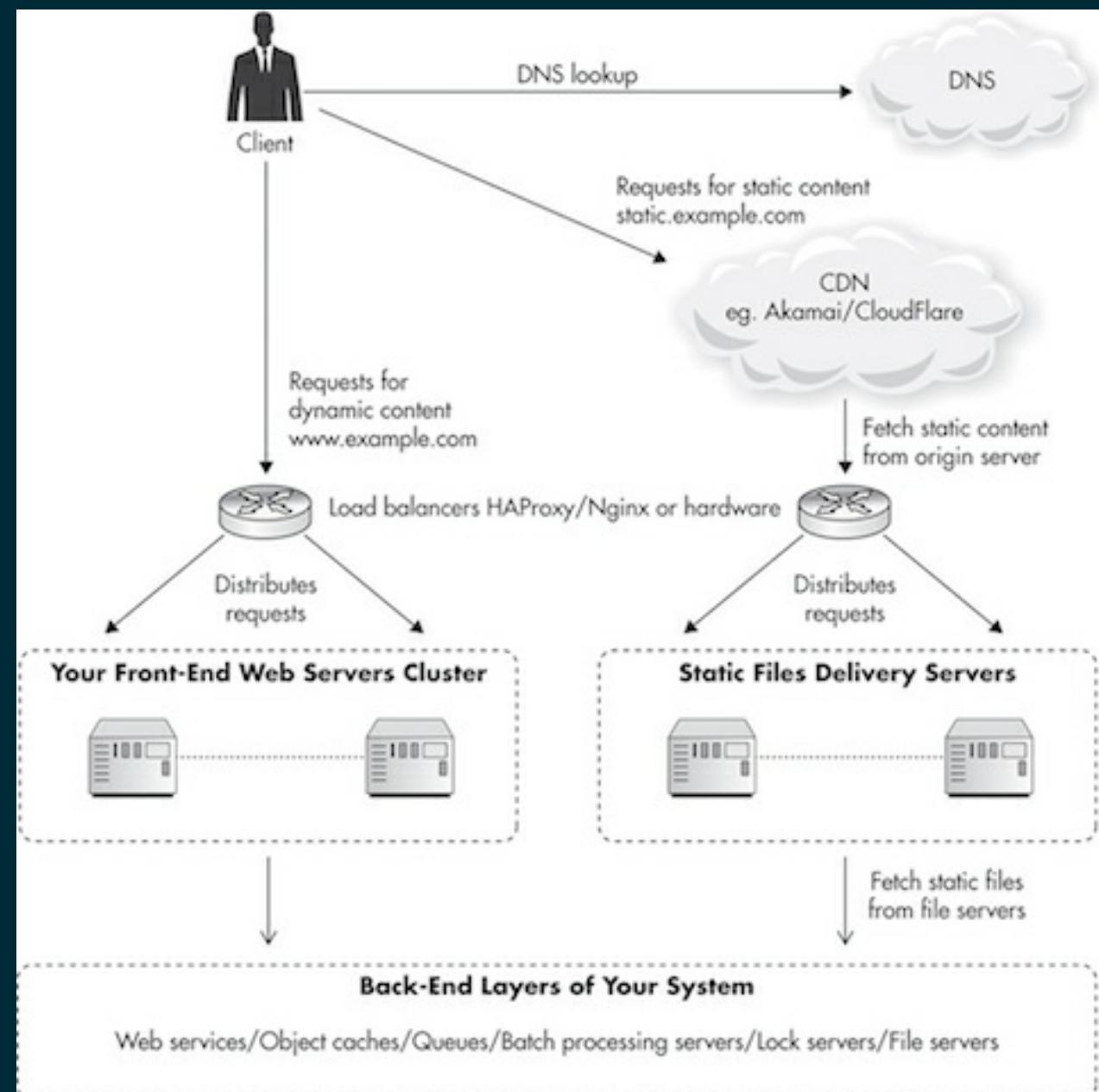
# WHAT NEXT!?

...CONTD!



# WHAT NEXT!?

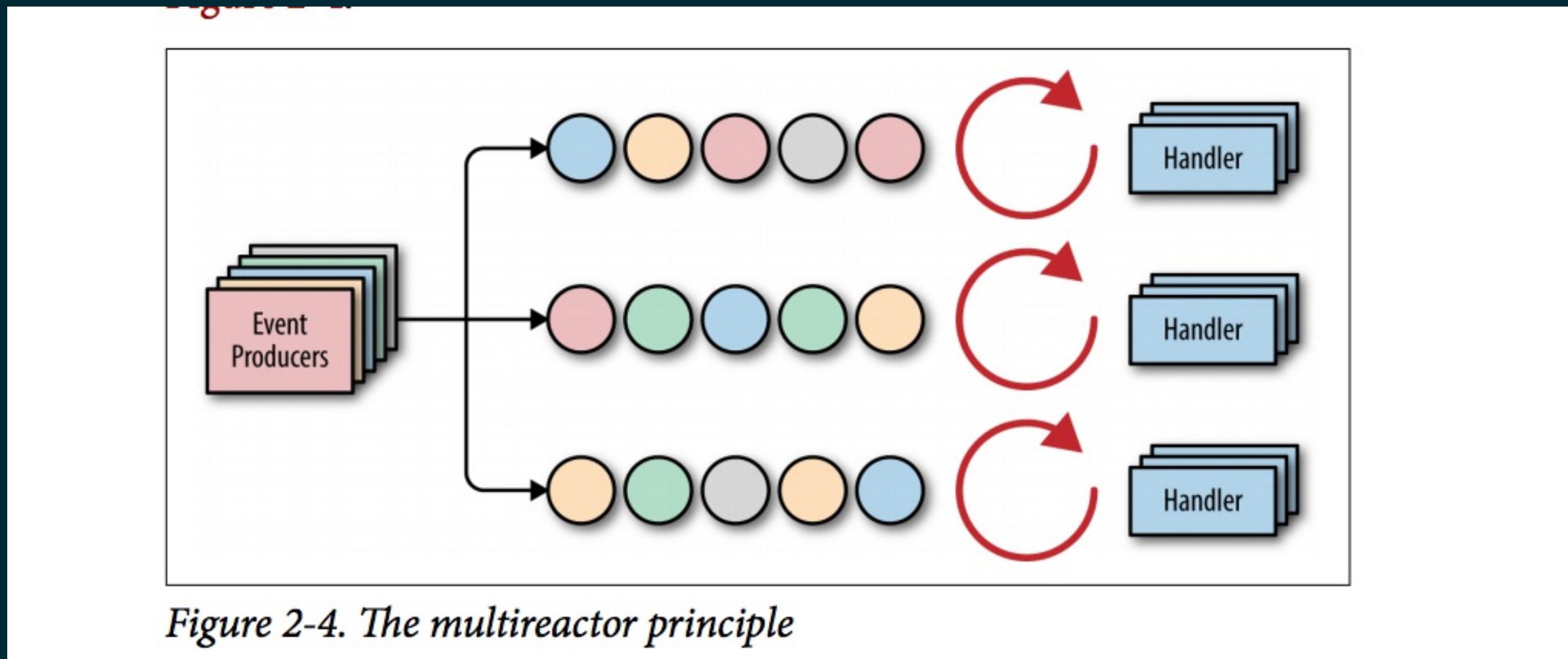
## Which Technology to choose for App Layer?



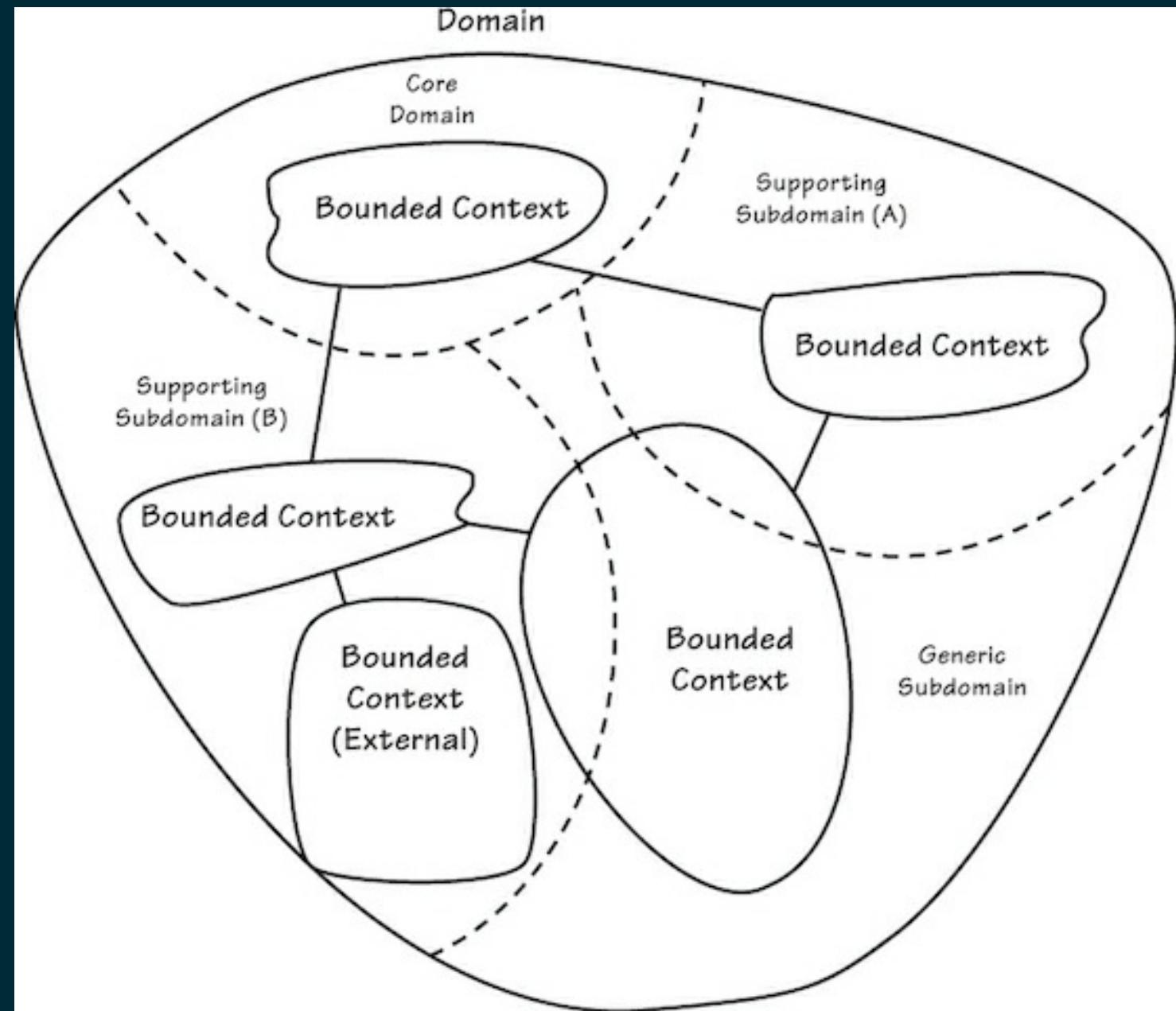
NGINX based on event loop scales well also provides load balancing and reverse proxy capabilities

# WHAT NEXT!?

Choose the Framework with right Threading Model  
Multiteactor Pattern Node.js or Vert.x?

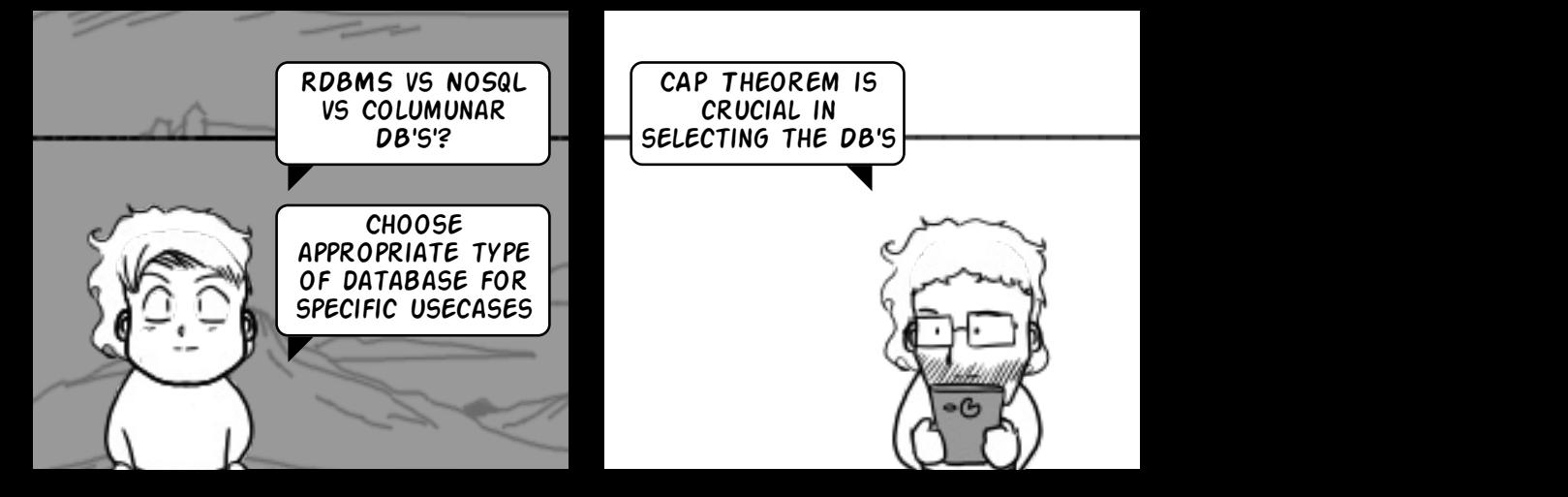


# WHAT NEXT!?



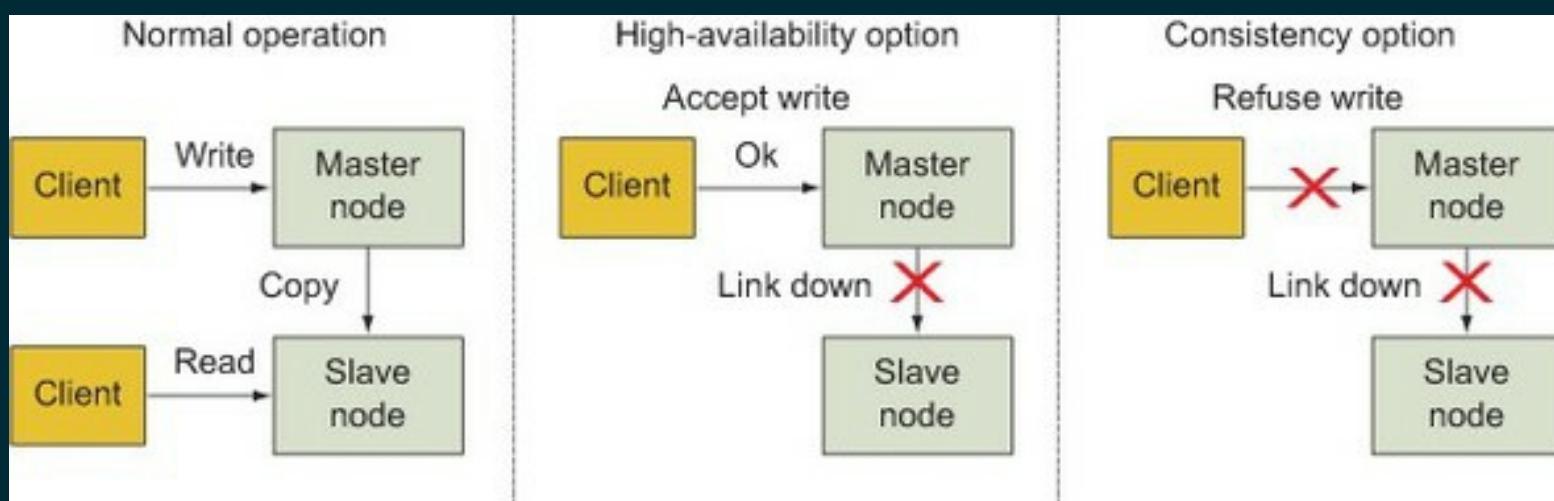
# WHAT NEXT!?

CHOOSE THE TECHNOLOGIES, FRAMEWORKS & TOOLS FOR DB LAYER



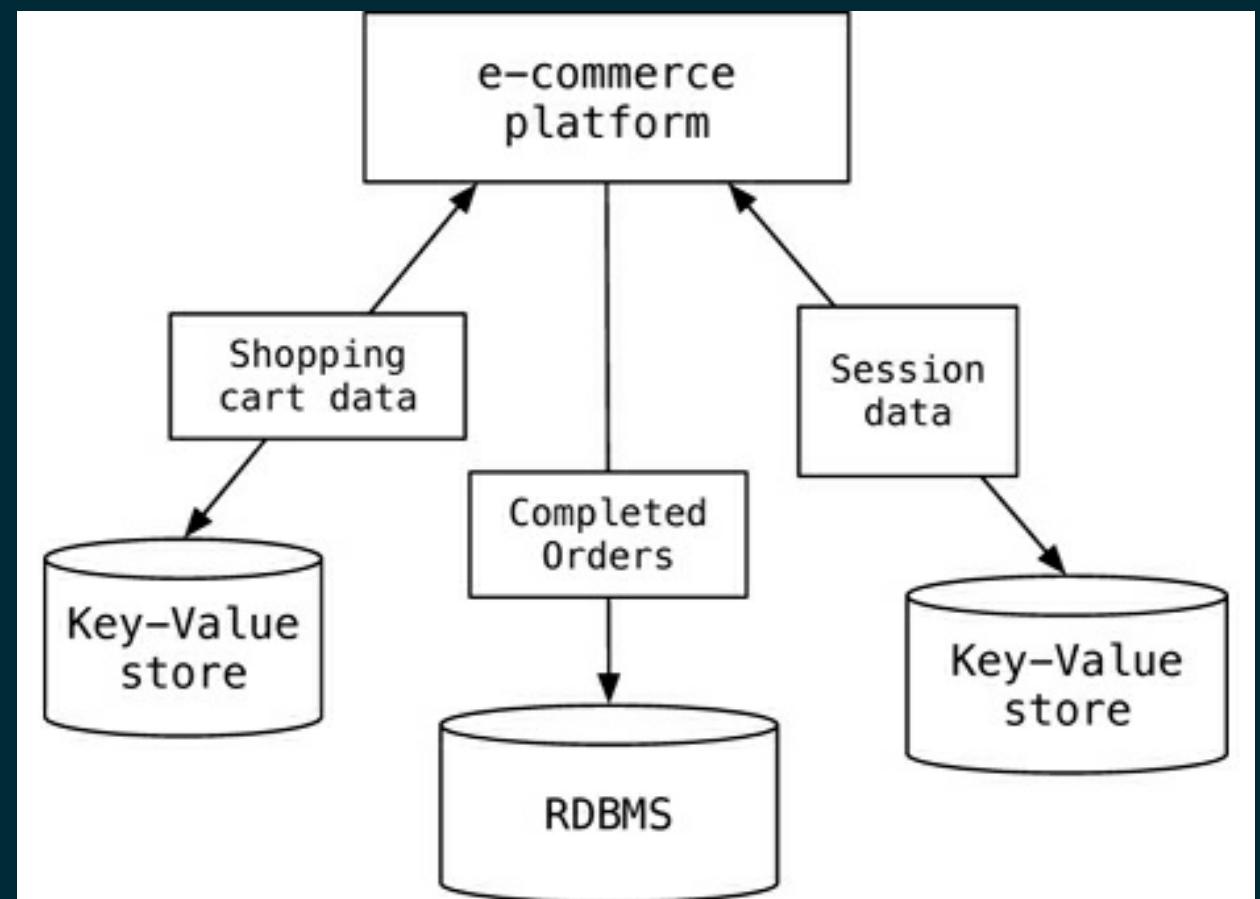
# WHAT NEXT!?

## CAP Therom Availability , Constitancy, Partition Tolerance



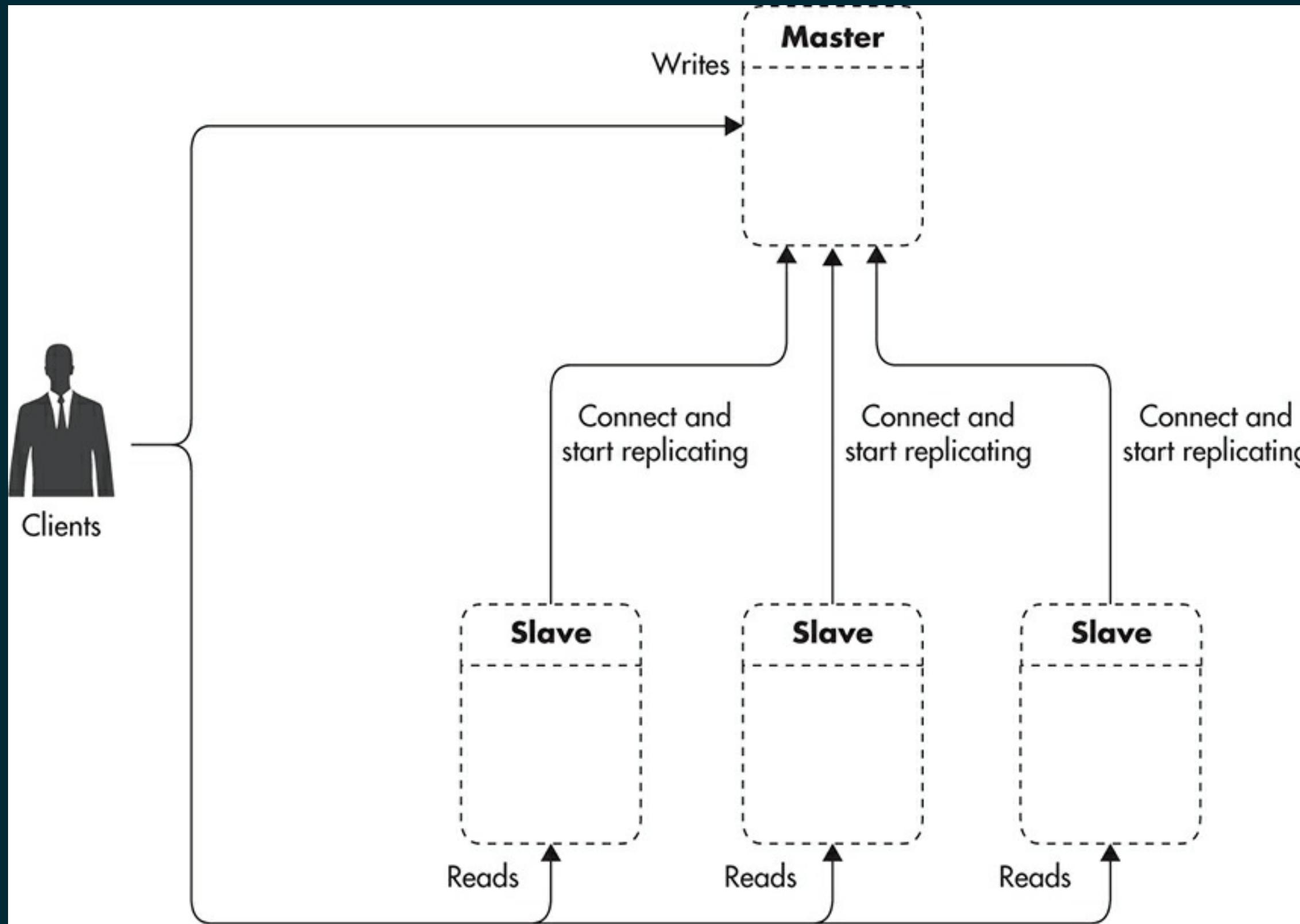
# WHAT NEXT!?

Ploygot DataBase for different purpose



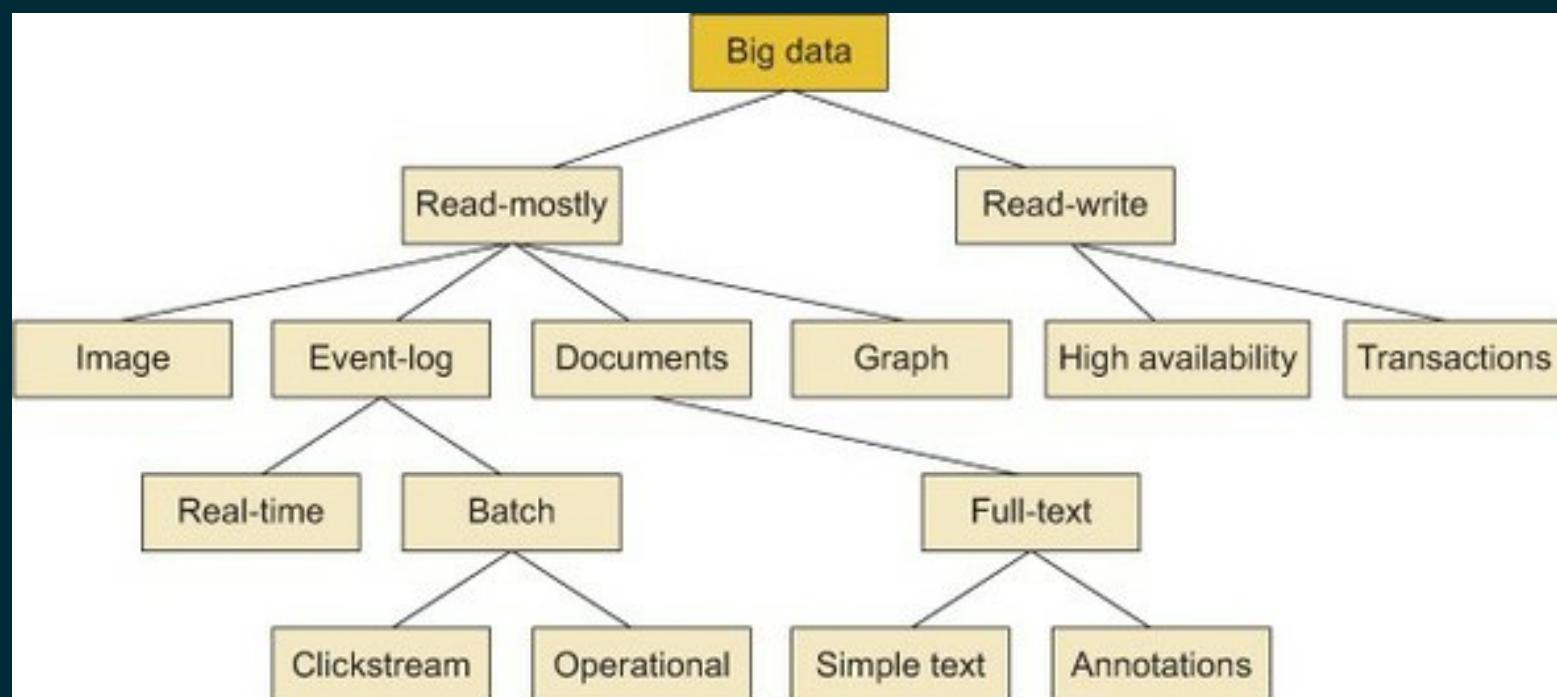
# WHAT NEXT!?

## Ploygot DataBase for different purpose



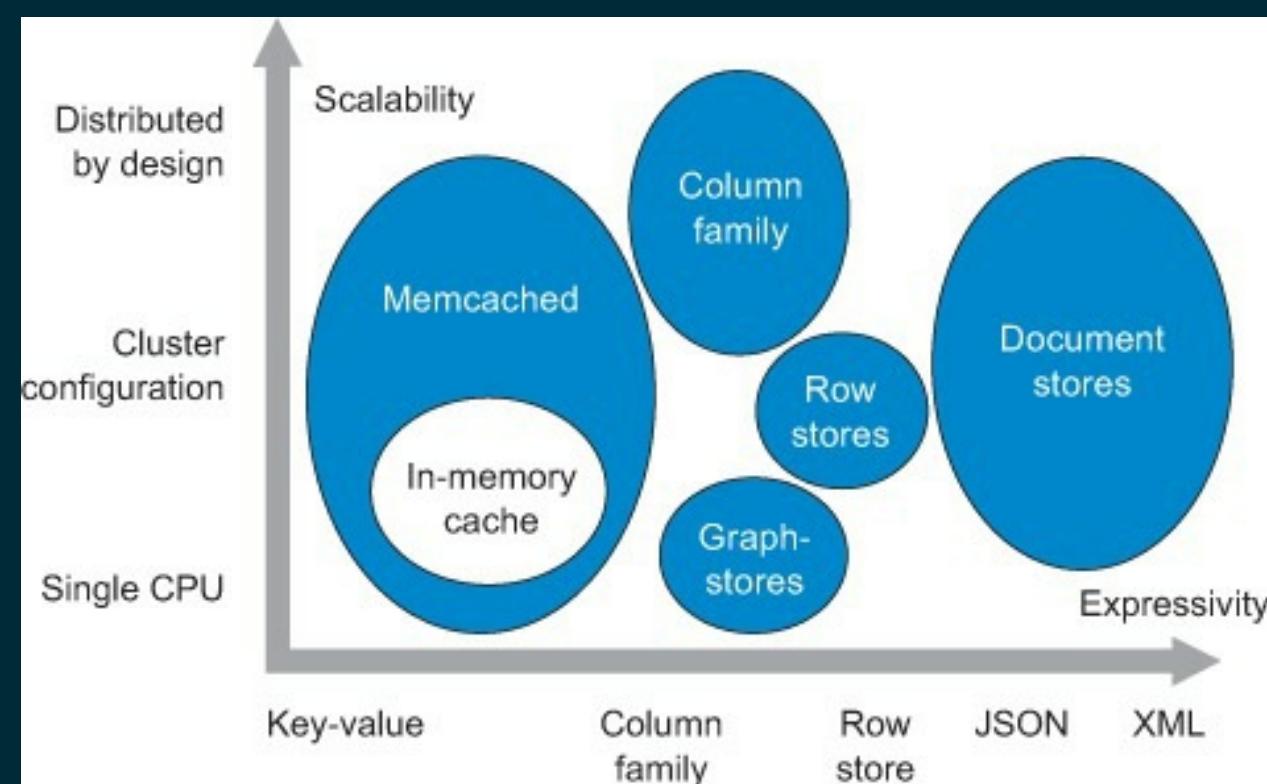
# WHAT NEXT!?

Which Technology to choose in DB Layer?  
Choose the right data base based on the use case for  
data generation

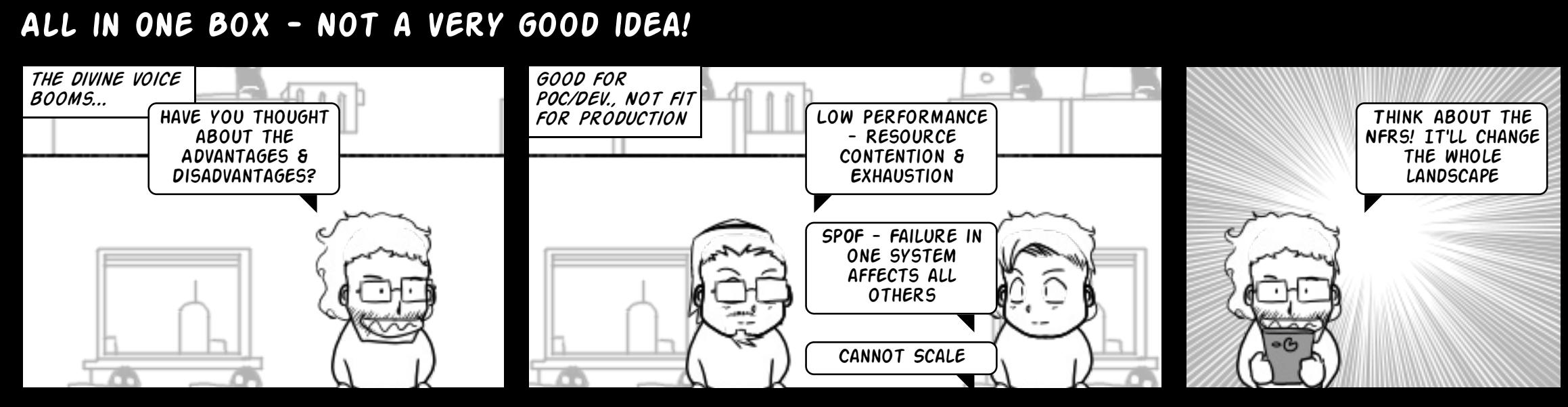


# WHAT NEXT!?

Which Technology to choose for nature of data  
Choose the right data base based on the type of data

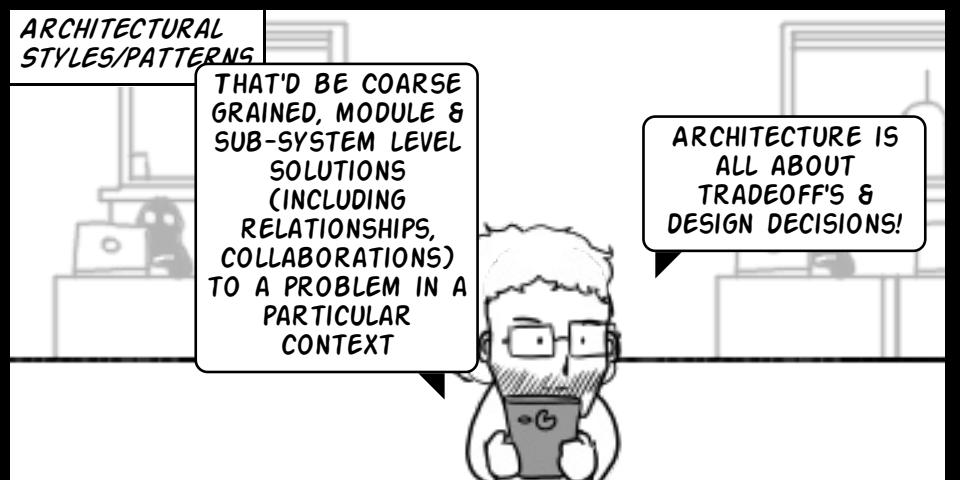
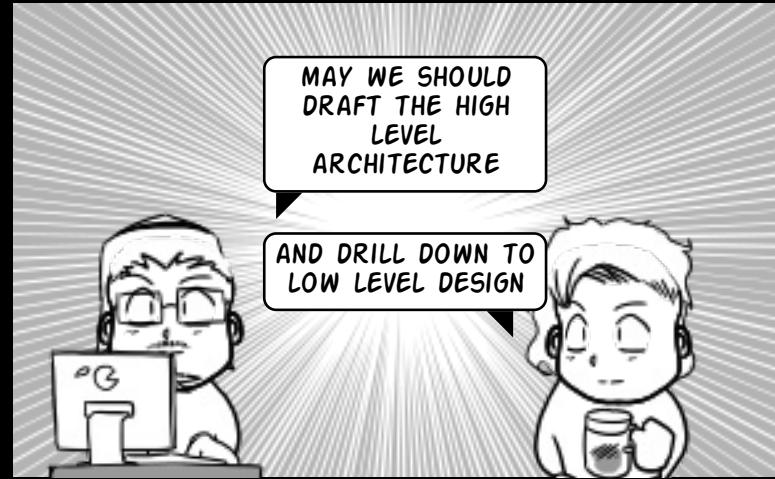


# ARCHITECTURE & DESIGN ...



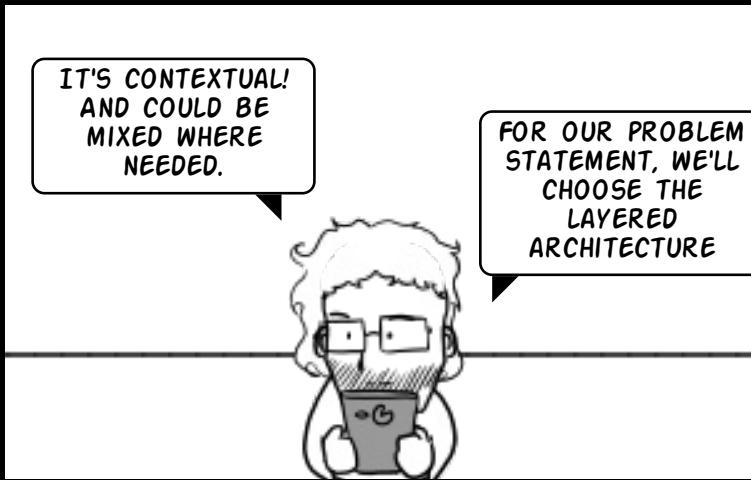
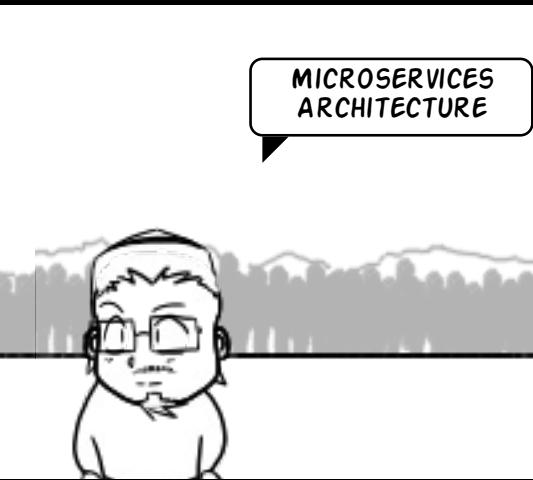
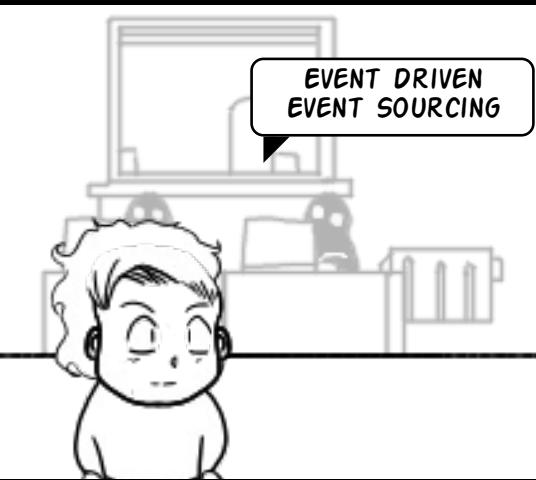
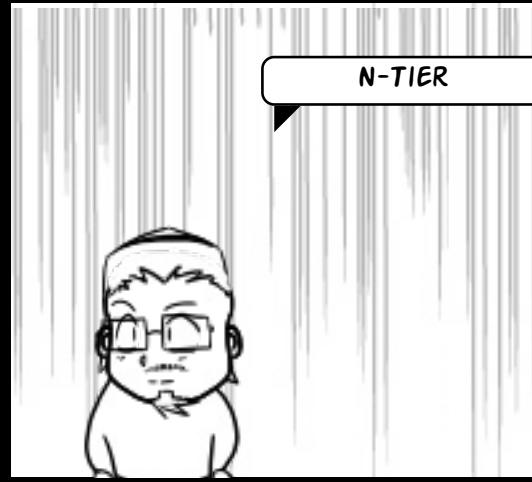
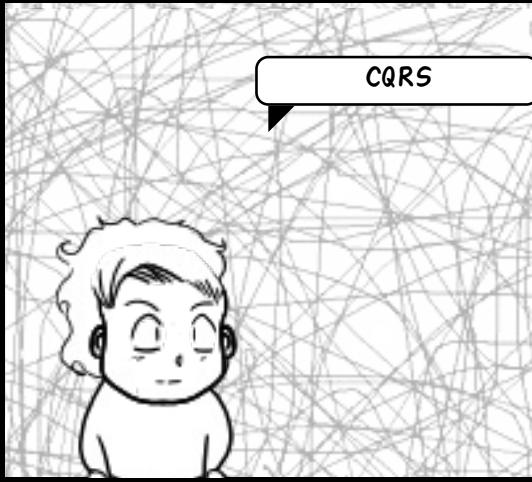
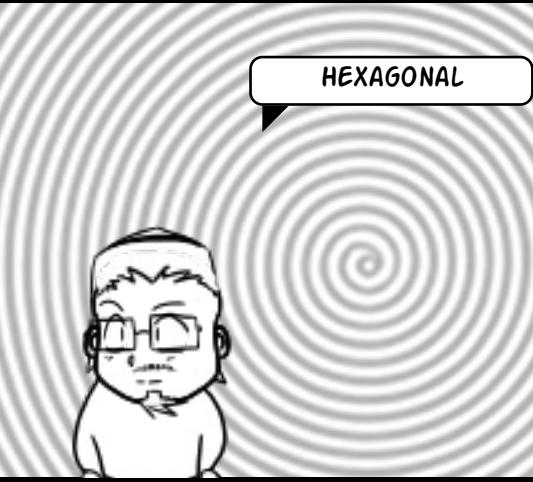
# ARCHITECTURE & DESIGN ...

DEVS THINKING...



# ARCHITECTURE & DESIGN ...

## ARCHITECTURAL STYLES/PATTERNS & SELECTION

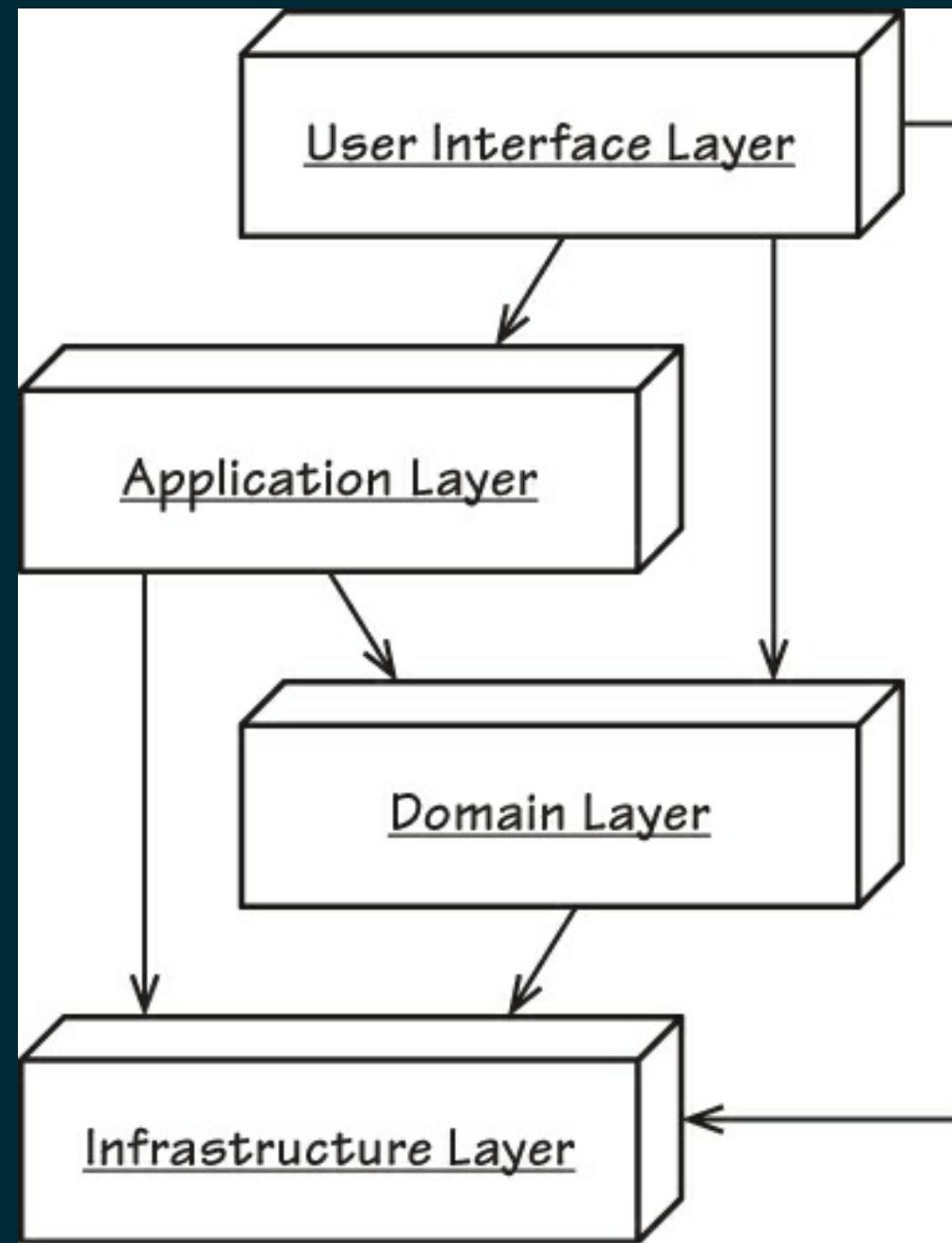


# ARCHITECTURE & DESIGN ...

- \* [Layered Architectures](<http://www.softwarearchitectures.com/qa.html>)
- \* [Hexagonal Architecture]([https://en.wikipedia.org/wiki/Multitier\\_architecture](https://en.wikipedia.org/wiki/Multitier_architecture))
- \* [CQRS]([https://en.wikipedia.org/wiki/Multitier\\_architecture](https://en.wikipedia.org/wiki/Multitier_architecture))
- \* [N-Tier]([https://en.wikipedia.org/wiki/Multitier\\_architecture](https://en.wikipedia.org/wiki/Multitier_architecture))
- \* [Event Driven / Event Sourcing]([https://en.wikipedia.org/wiki/Multitier\\_architecture](https://en.wikipedia.org/wiki/Multitier_architecture))

# ARCHITECTURE & DESIGN ...

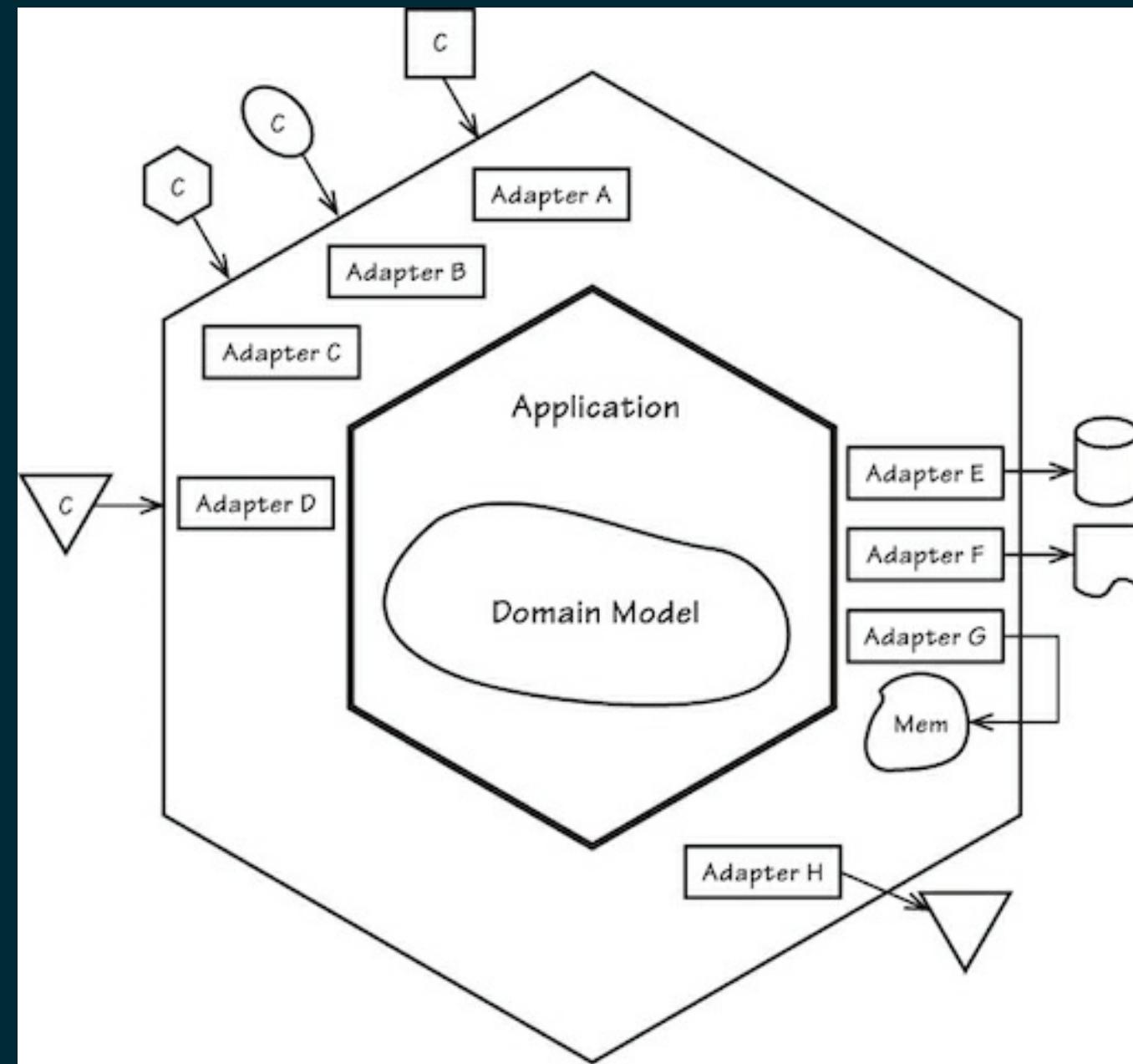
## Layered Architecture



First Basic Architecture

# ARCHITECTURE & DESIGN ...

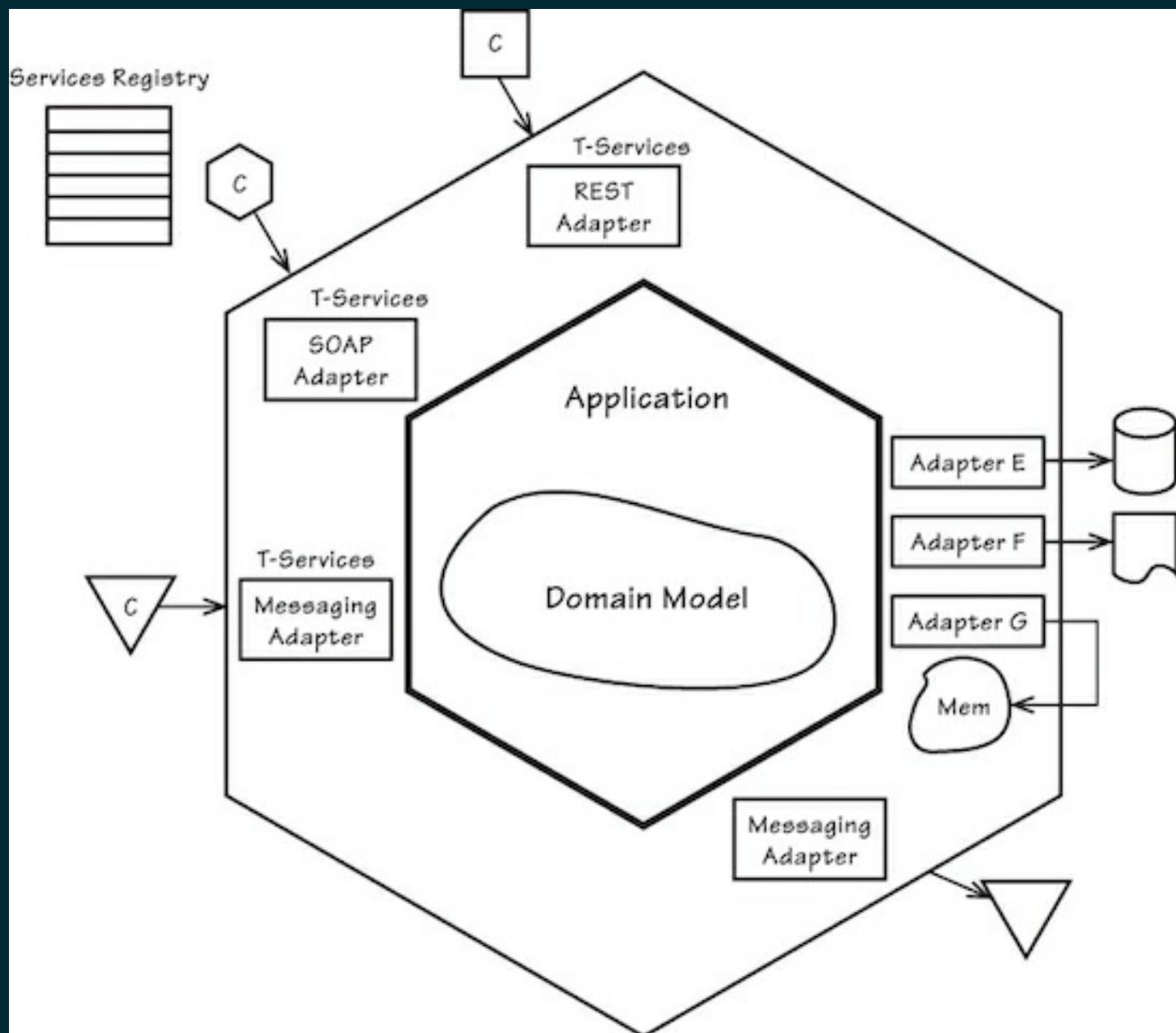
## Hexagonal Architecture



The concepts of Adapters with CoreDomain

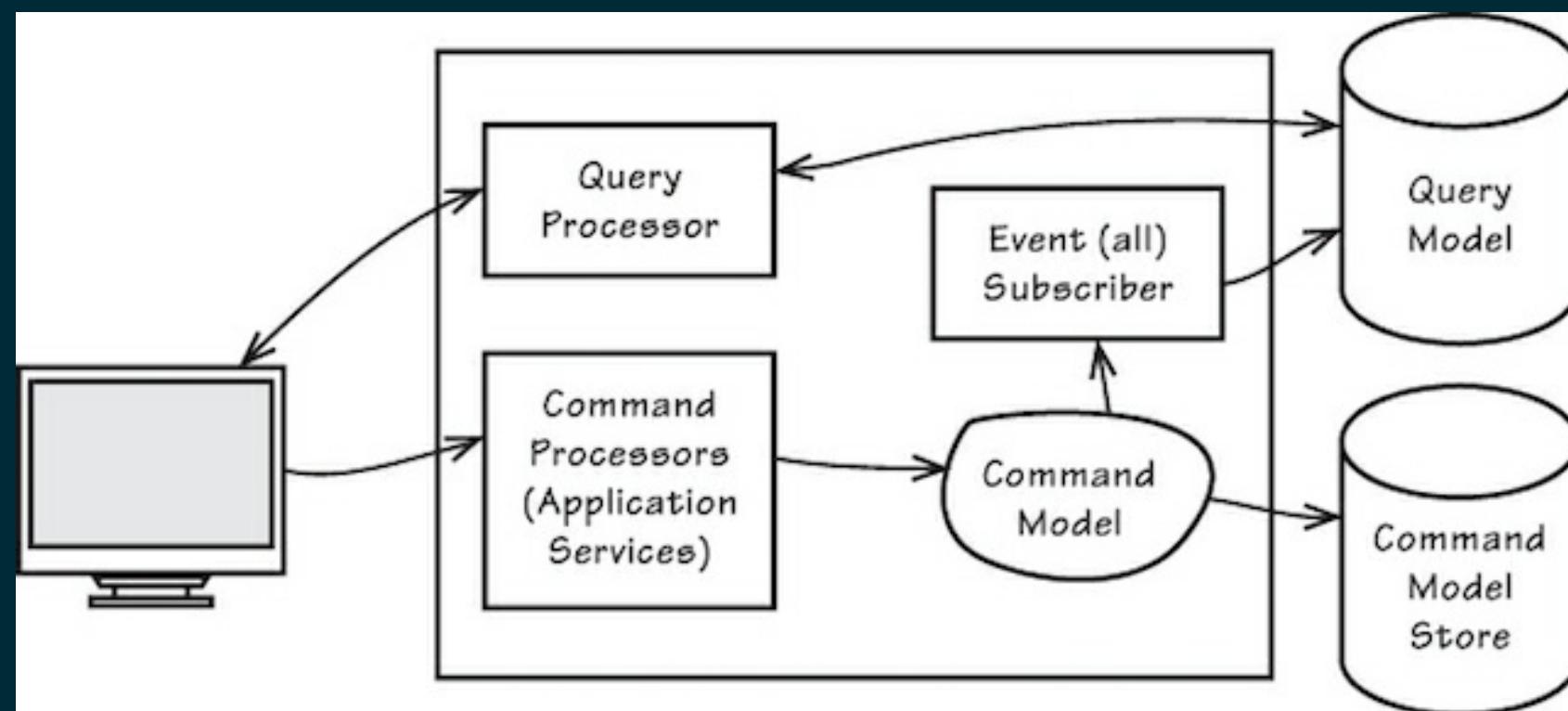
# ARCHITECTURE & DESIGN ...

## Hexagonal Architecture SOA



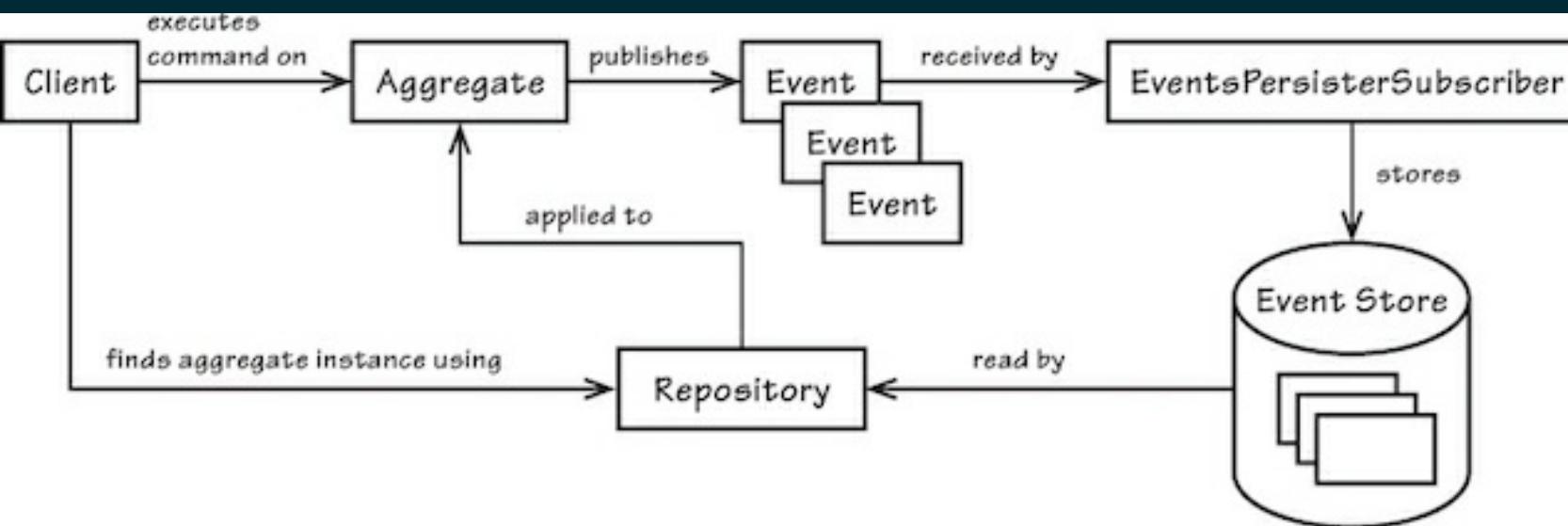
The concepts of Adapters with CoreDomain & with SOA

## CQRS



Separate Flow for Query and Create

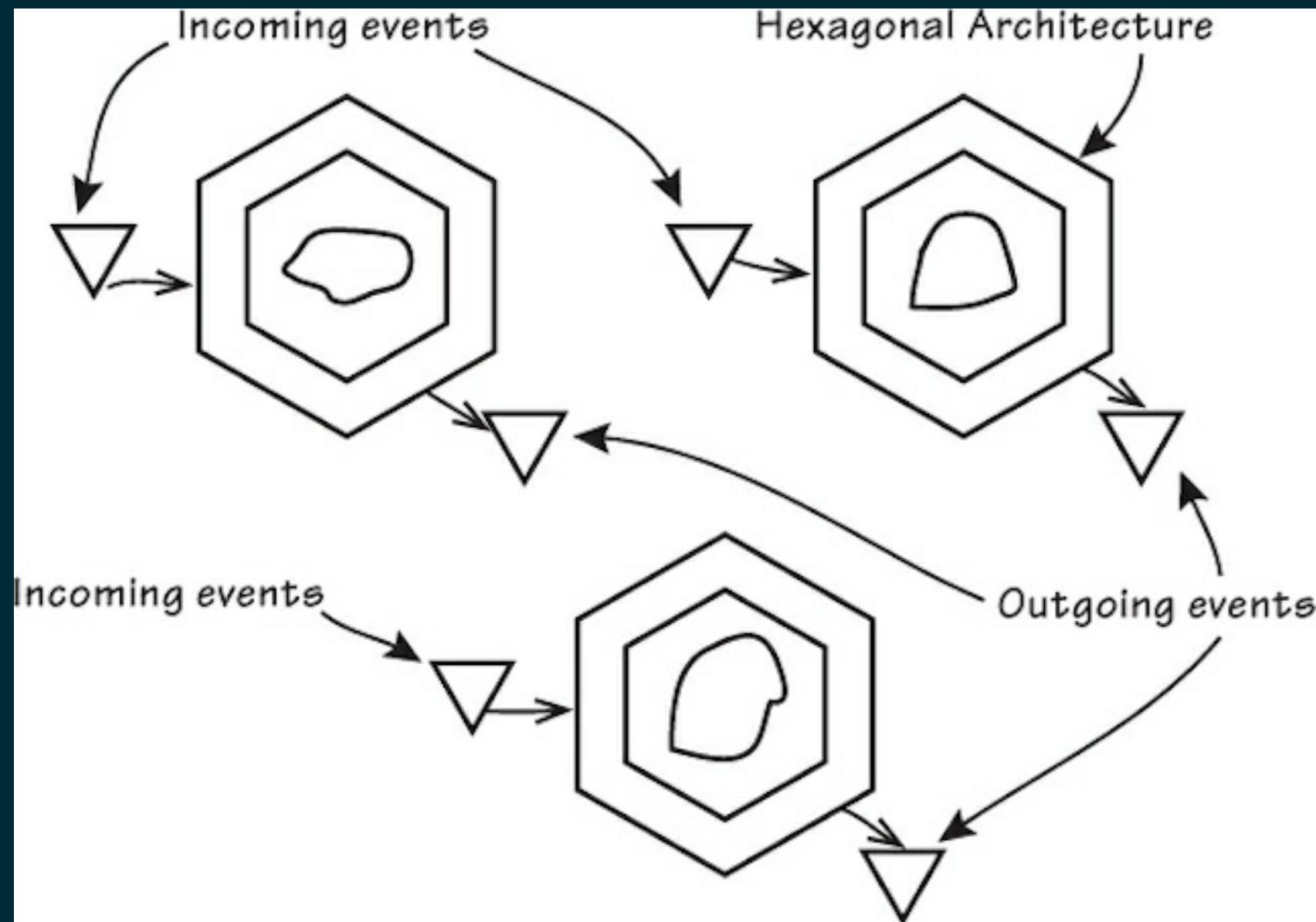
## Event Sourcing



Events are stored no events are updates or deleted

# ARCHITECTURE & DESIGN ...

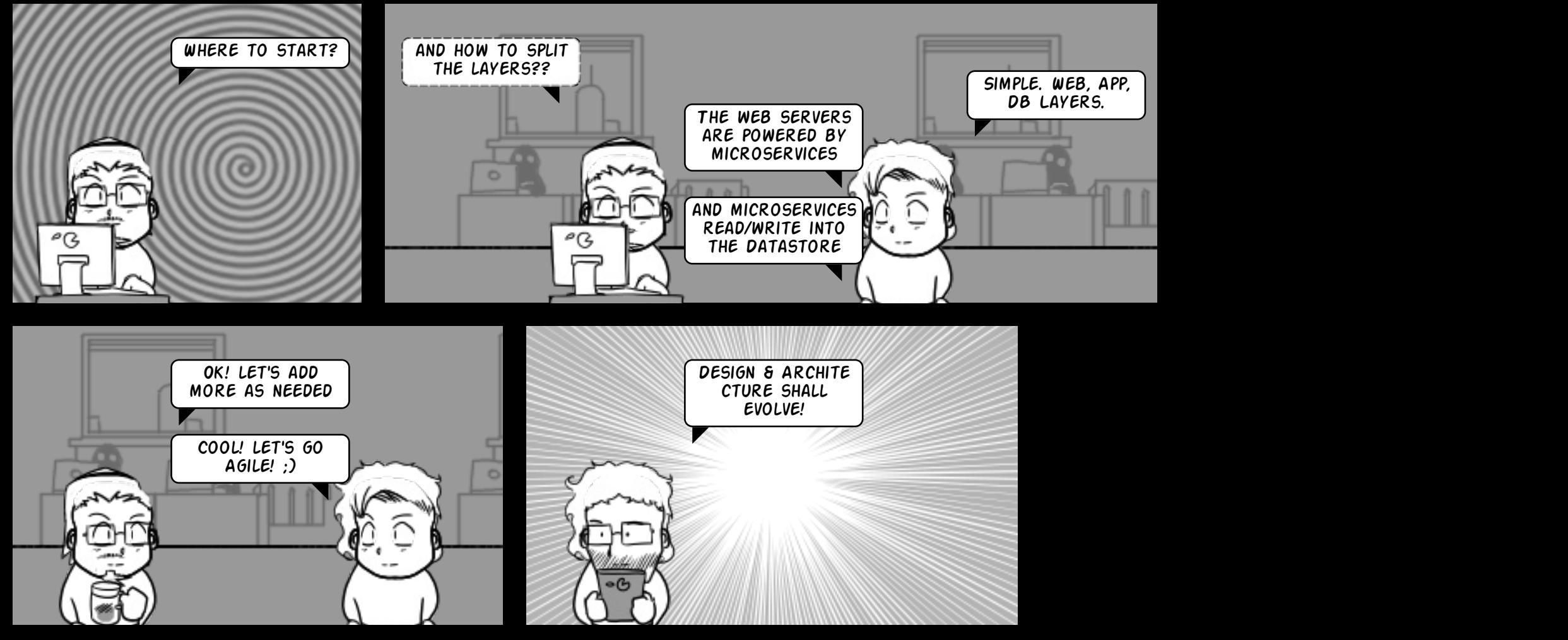
## Event Driven



Different System integrate using Domain Events

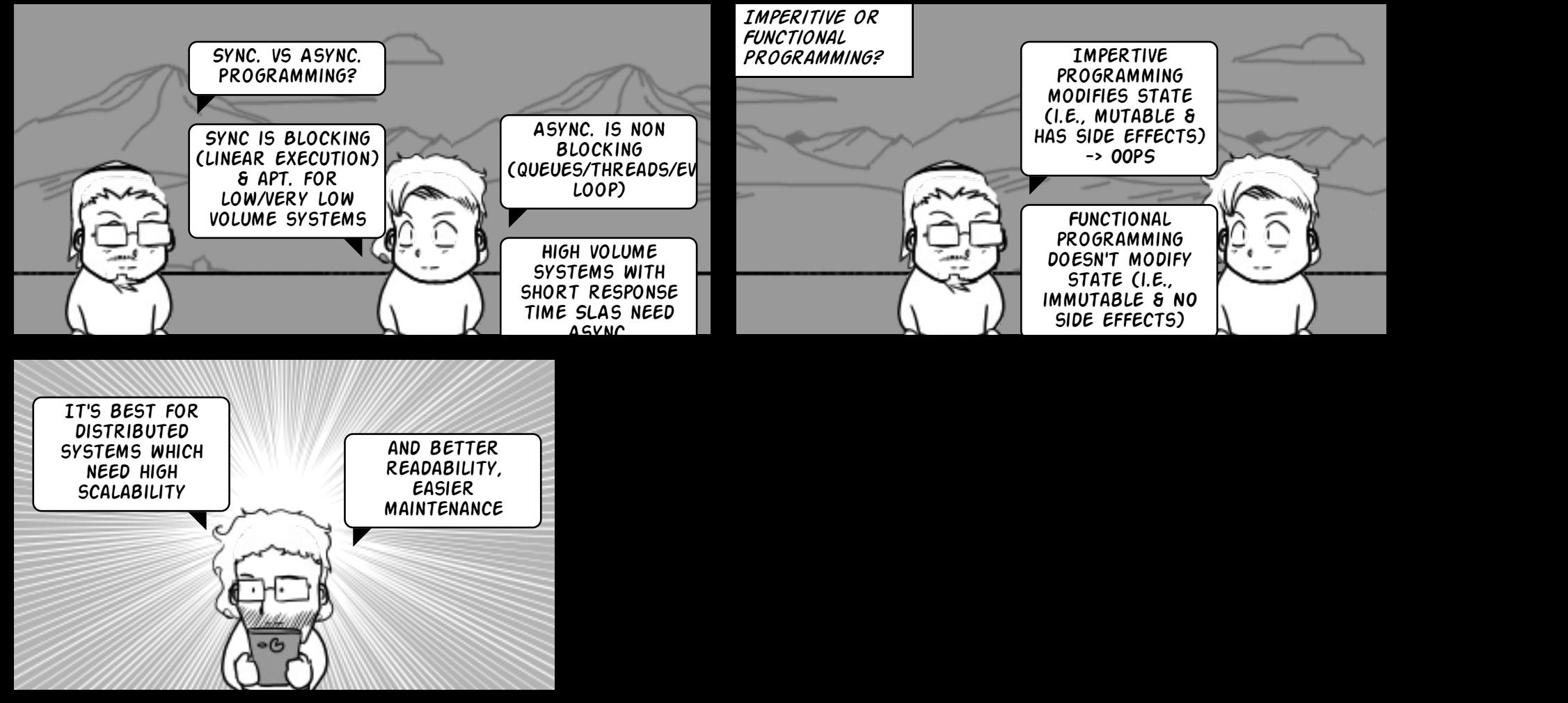
# ARCHITECTURE & DESIGN ...

## N-TIER ARCHITECTURE & LAYERS

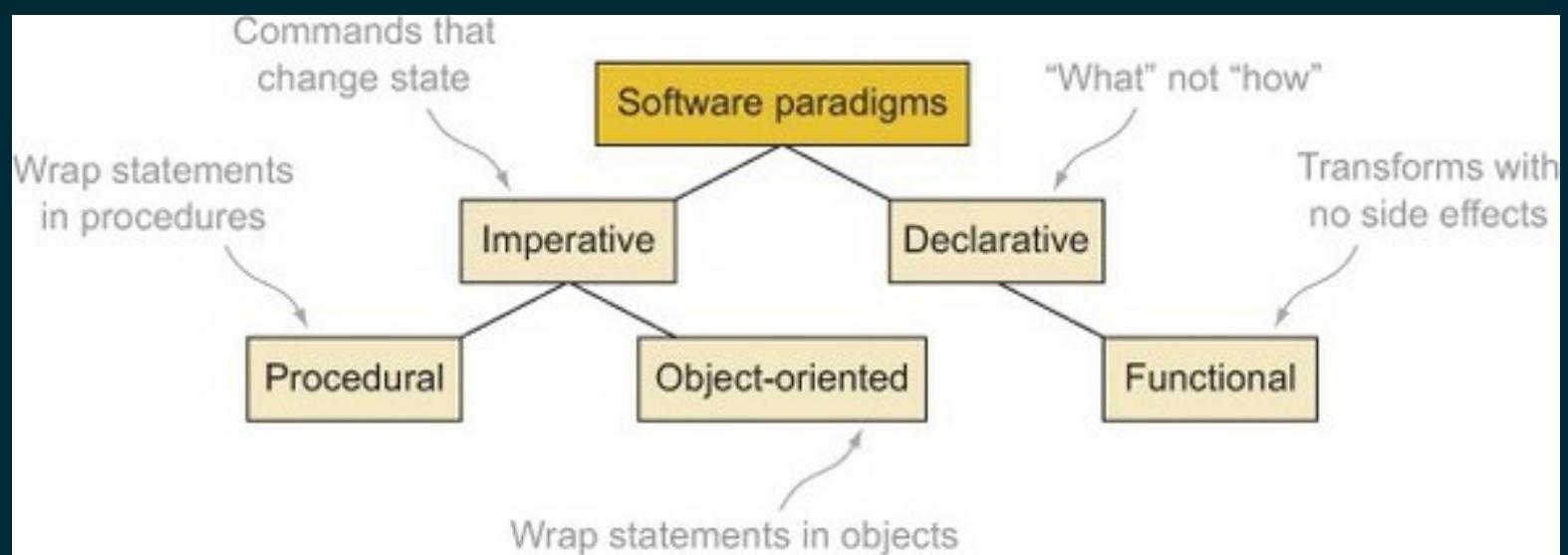


# ARCHITECTURE & DESIGN ...

## BUILDING THE APP - CHOICE OF THE PROGRAMMING STYLE



# ARCHITECTURE & DESIGN ...

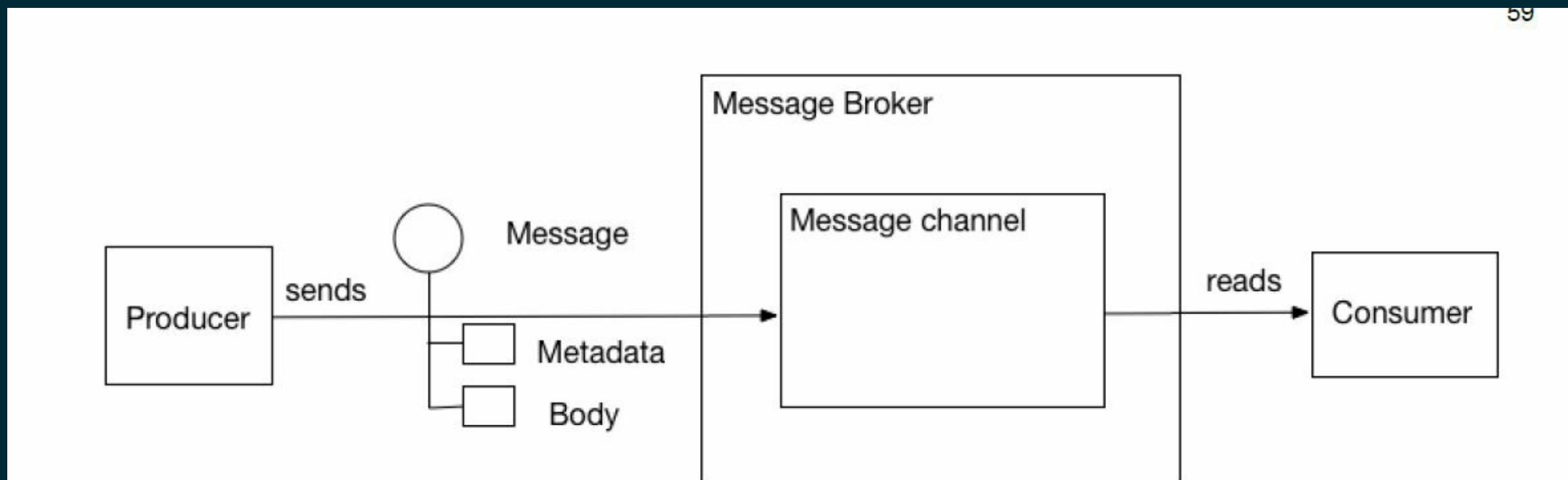


# ARCHITECTURE & DESIGN ...



# ARCHITECTURE & DESIGN ...

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Synchronous does not perform all the time

AMQP based Protocol Product Rabbit MQ

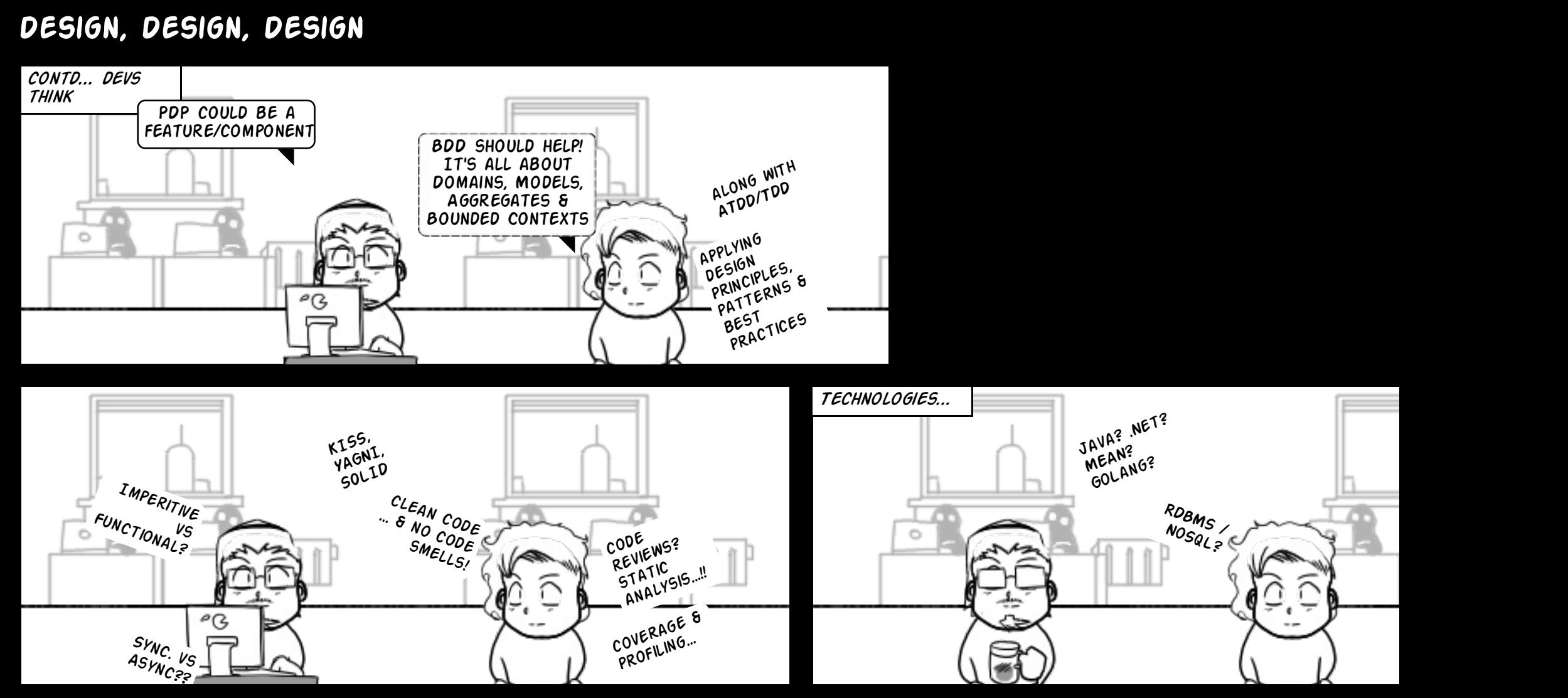
# ARCHITECTURE & DESIGN ...

<https://maryrosecook.com/blog/post/a-practical-introduction-to-functional-programming>

[https://blog.heroku.com/concurrency\\_is\\_not\\_parallelism](https://blog.heroku.com/concurrency_is_not_parallelism)

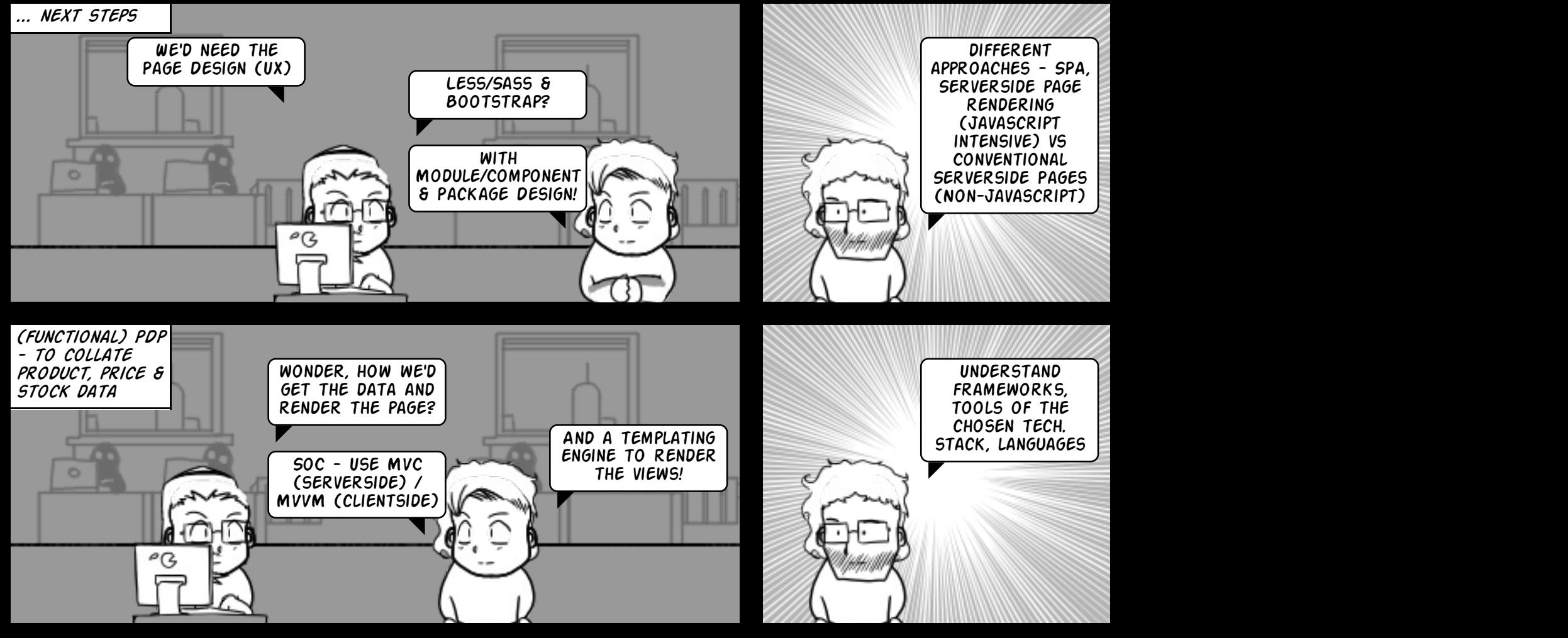
<https://talks.golang.org/2012/waza.slide#1>

# ARCHITECTURE & DESIGN ...



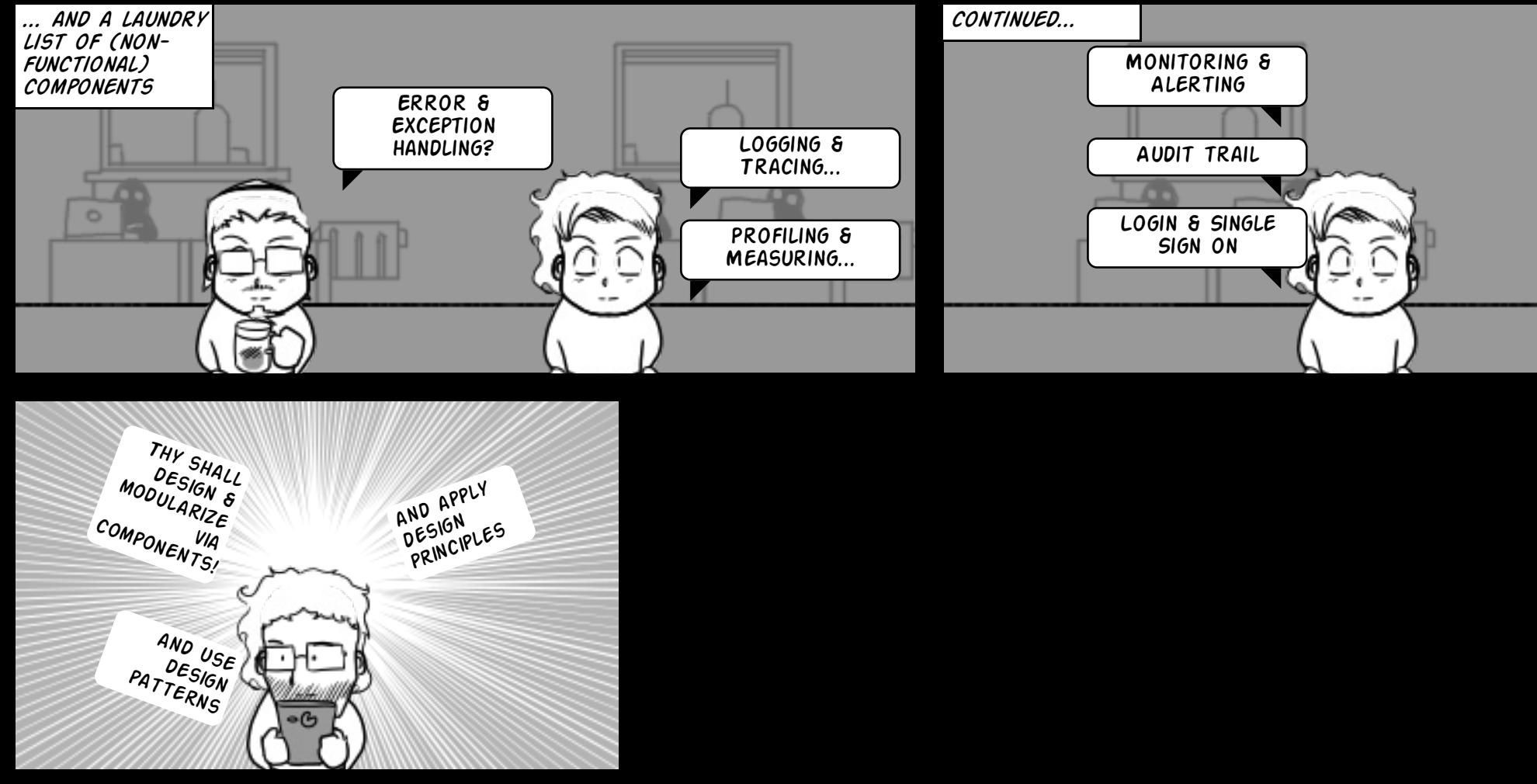
# ARCHITECTURE & DESIGN ...

## BREAKING DOWN INTO MANAGABLE PIECES - FUNCTIONAL COMPONENTS

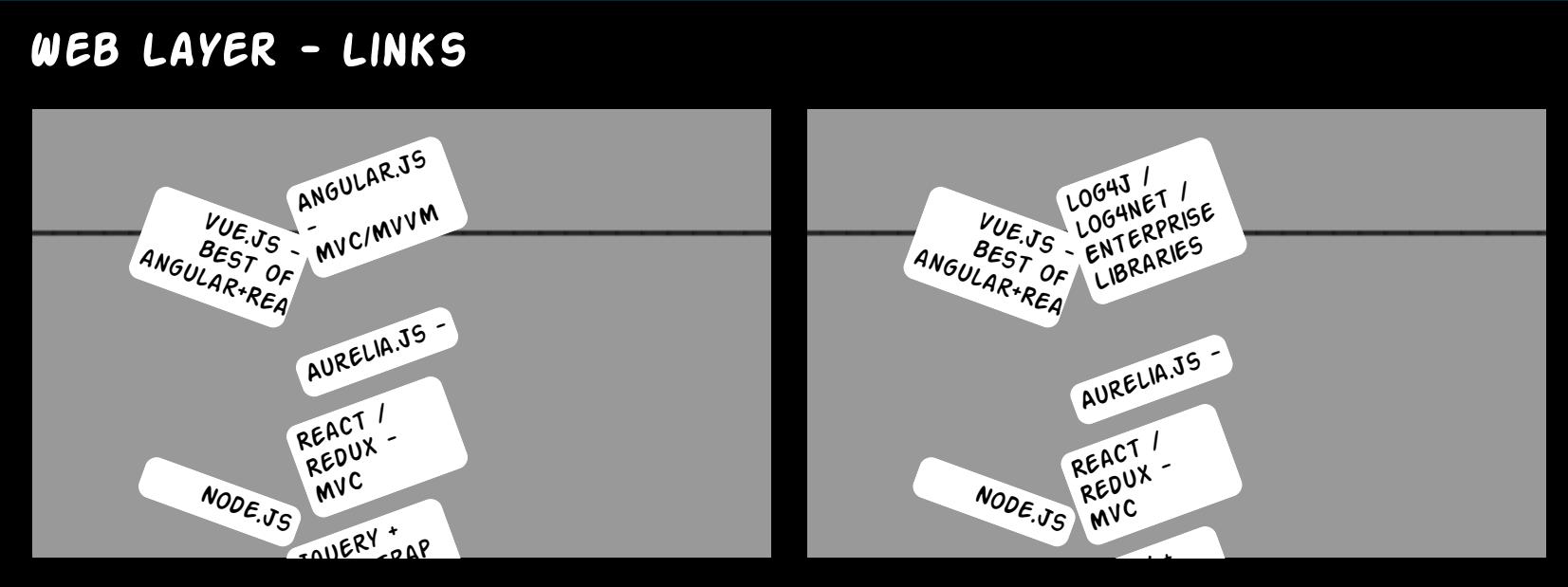


# ARCHITECTURE & DESIGN ...

## BREAKING DOWN INTO MANAGABLE PIECES - NON-FUNCTIONAL COMPONENTS



# ARCHITECTURE & DESIGN ...



# ARCHITECTURE & DESIGN ...

<https://msdn.microsoft.com/en-us/library/ms998530.aspx>

<https://www.microsoft.com/en-us/download/confirmation.aspx?id=11711>

<https://msdn.microsoft.com/en-us/library/ff921345.aspx>

<https://msdn.microsoft.com/en-gb/library/ff648138.aspx>

<http://dataguidance.codeplex.com/releases>

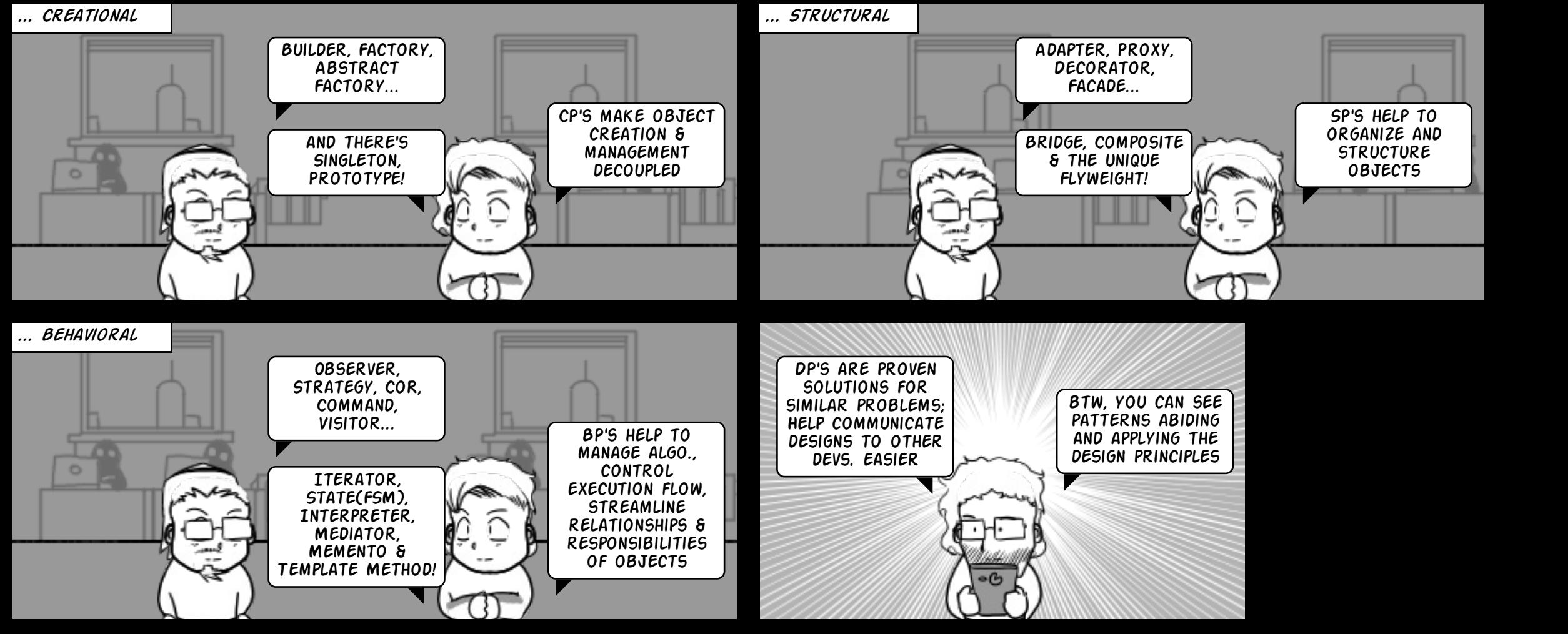
Architecture

<http://shapingsoftware.com/>

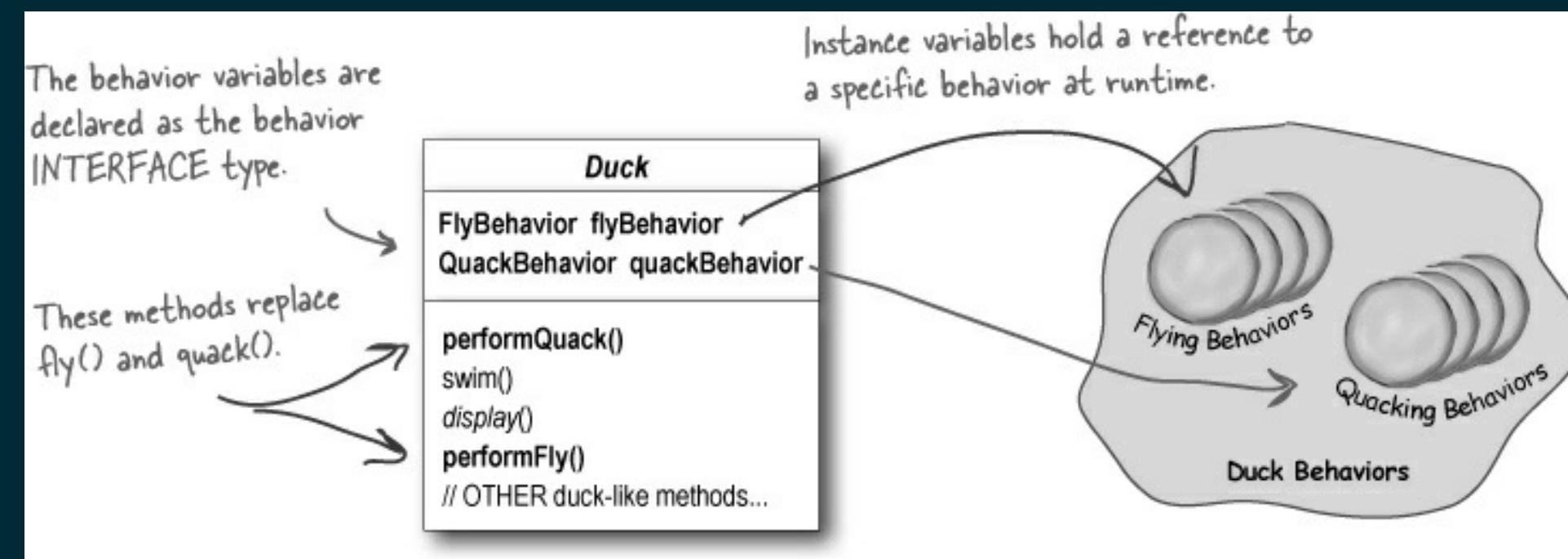
<http://sourcesofinsight.com/>

# ARCHITECTURE & DESIGN ...

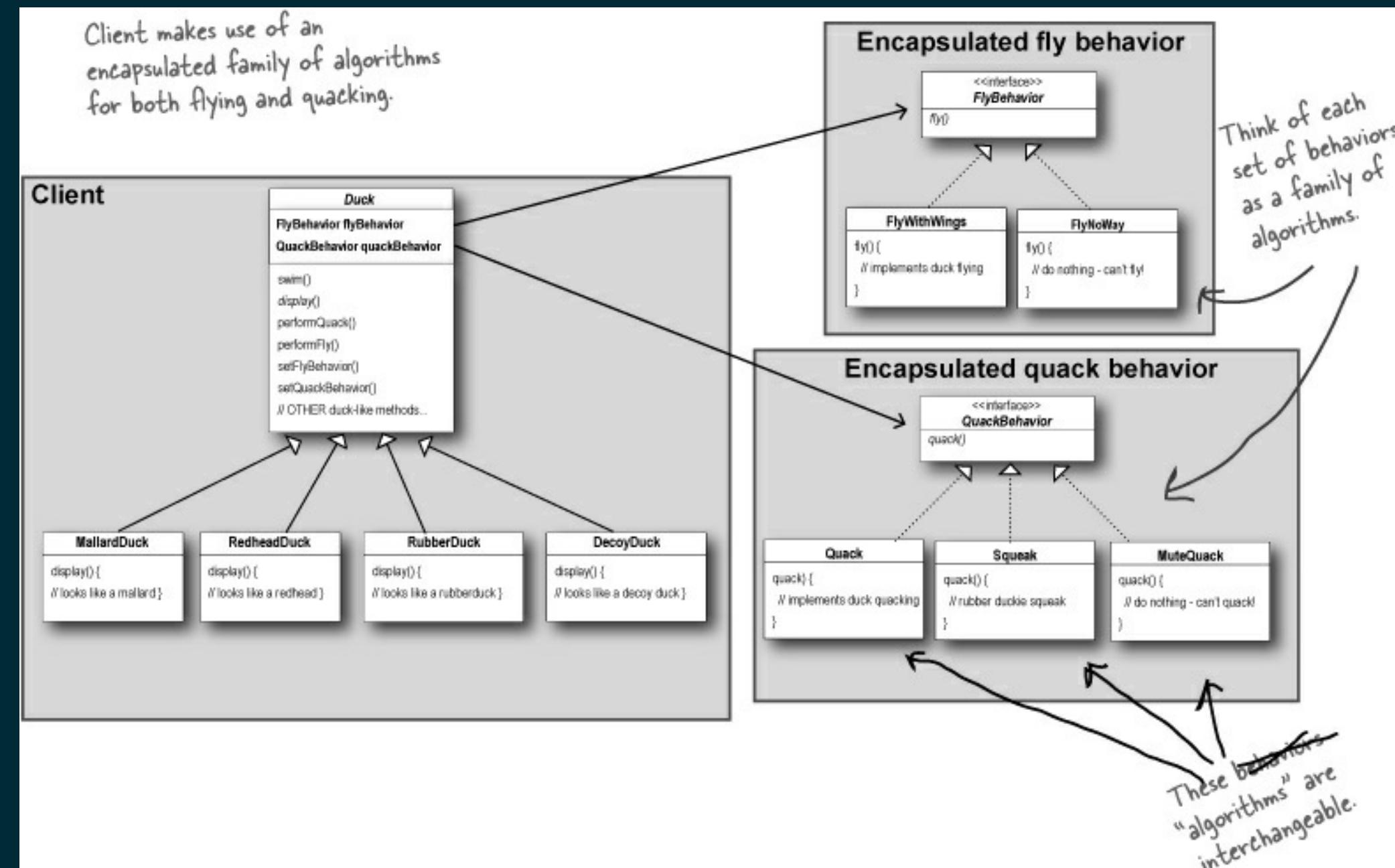
DESIGN PATTERNS - FINE GRAINED, CLASS LEVEL SOLUTION TO A PROBLEM IN A PARTICULAR CONTEXT



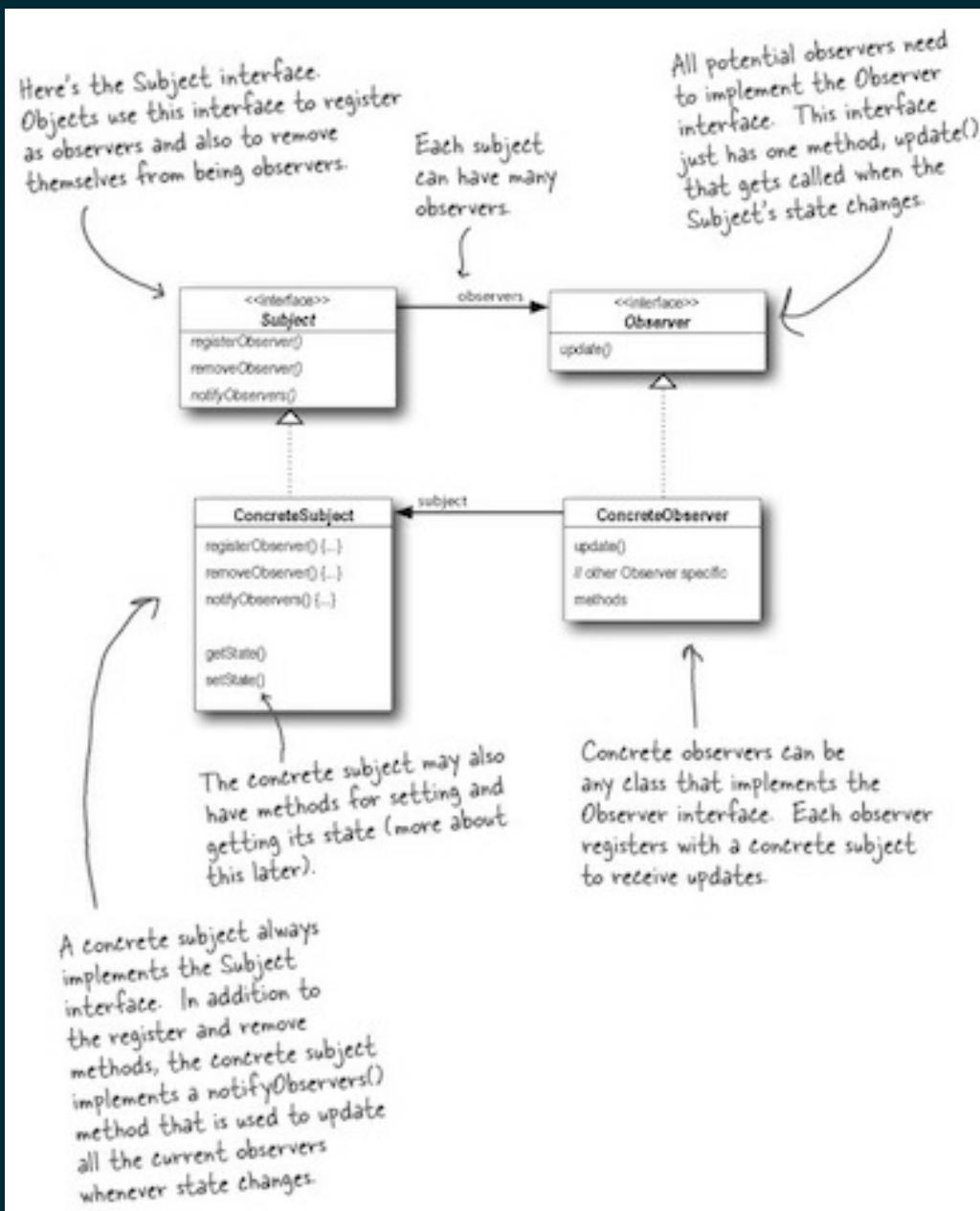
# ARCHITECTURE & DESIGN ...



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# ARCHITECTURE & DESIGN ...



# ARCHITECTURE & DESIGN ...

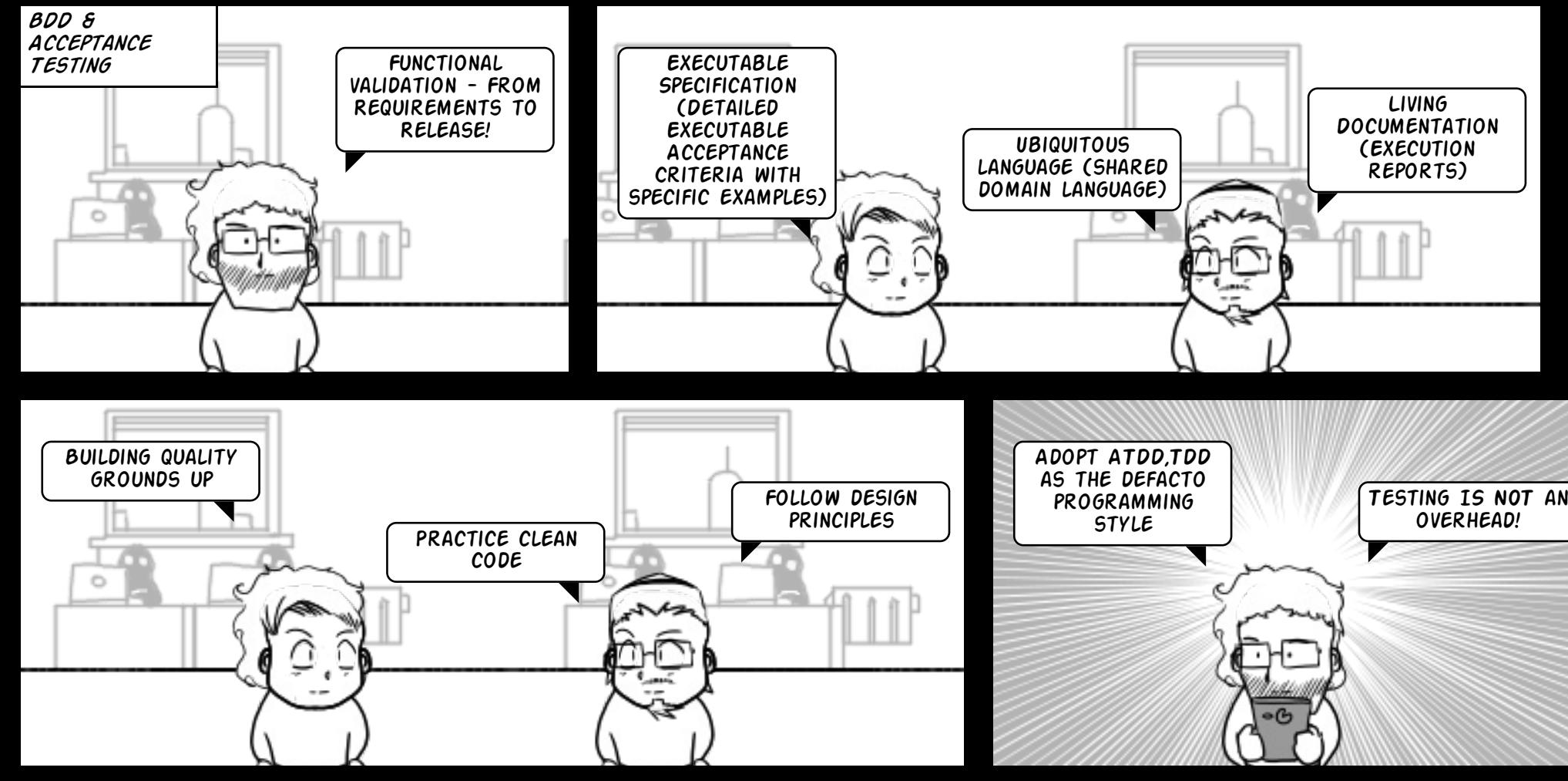
```
public interface Subject {  
    public void registerObserver(Observer o); }  
    public void removeObserver(Observer o);  
    public void notifyObservers(); }  
  
public interface Observer {  
    public void update(float temp, float humidity, float pressure); }  
  
public interface DisplayElement {  
    public void display(); }  
  
Both of these methods take an  
Observer as an argument; that is, the  
Observer to be registered or removed.  
  
This method is called to notify all observers  
when the Subject's state has changed.  
  
These are the state values the Observers get from  
the Subject when a weather measurement changes.  
  
The Observer interface is  
implemented by all observers,  
so they all have to implement  
the update() method. Here  
we're following Mary and  
Sue's lead and passing the  
measurements to the observers.  
  
The DisplayElement interface just includes one  
method, display(), that we will call when the  
display element needs to be displayed.
```

# ARCHITECTURE & DESIGN ...

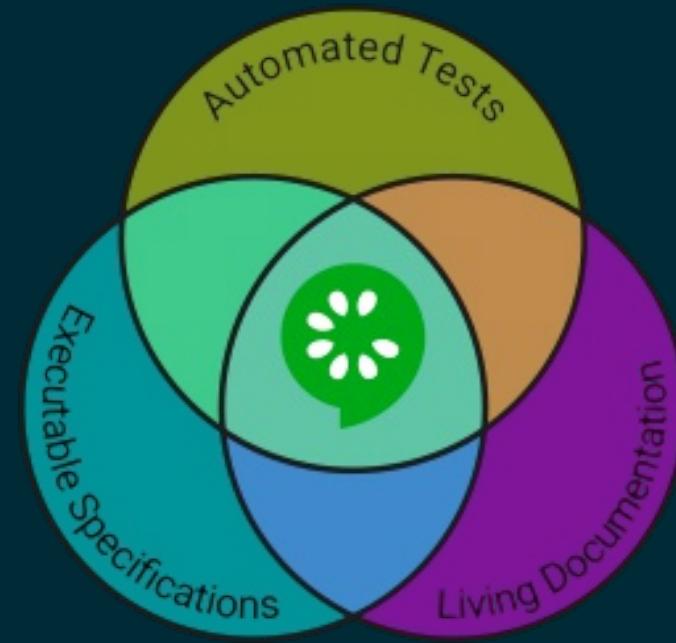
<https://dzone.com/refcardz/design-patterns>

# ENSURING QUALITY....

## QUALITY



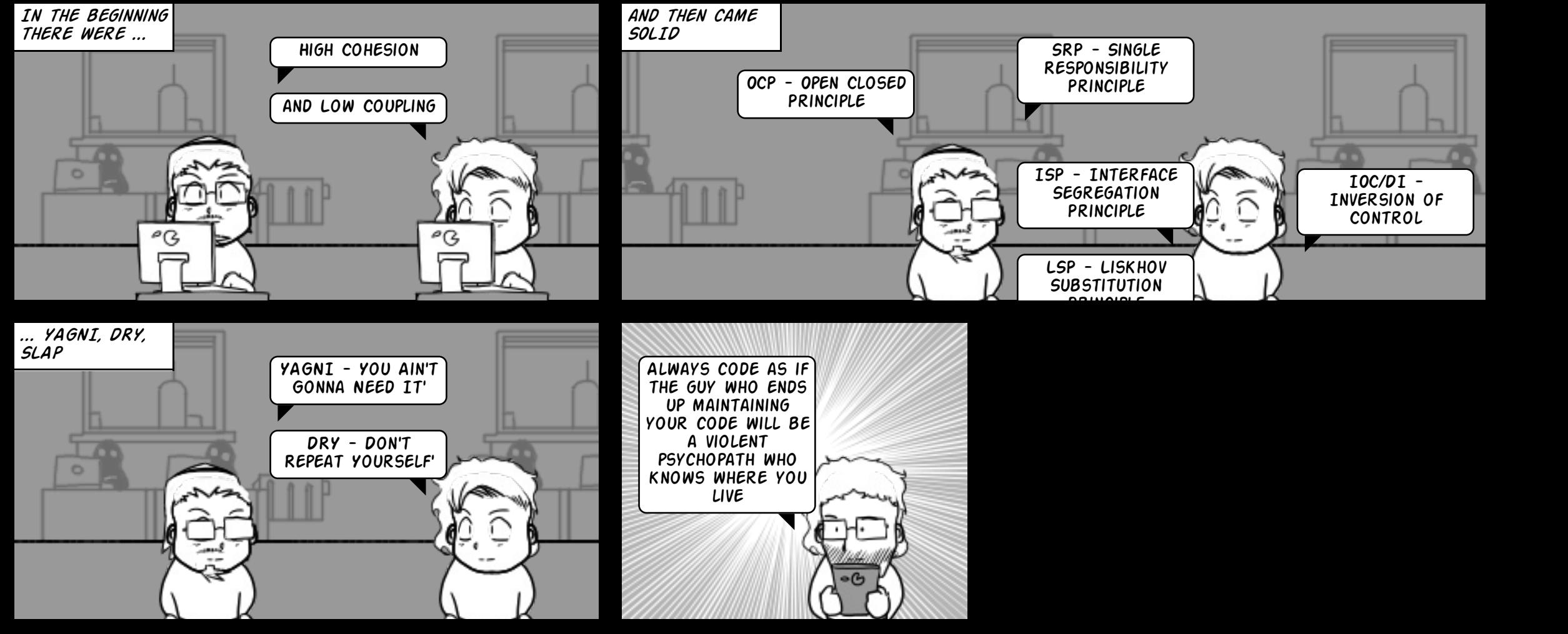
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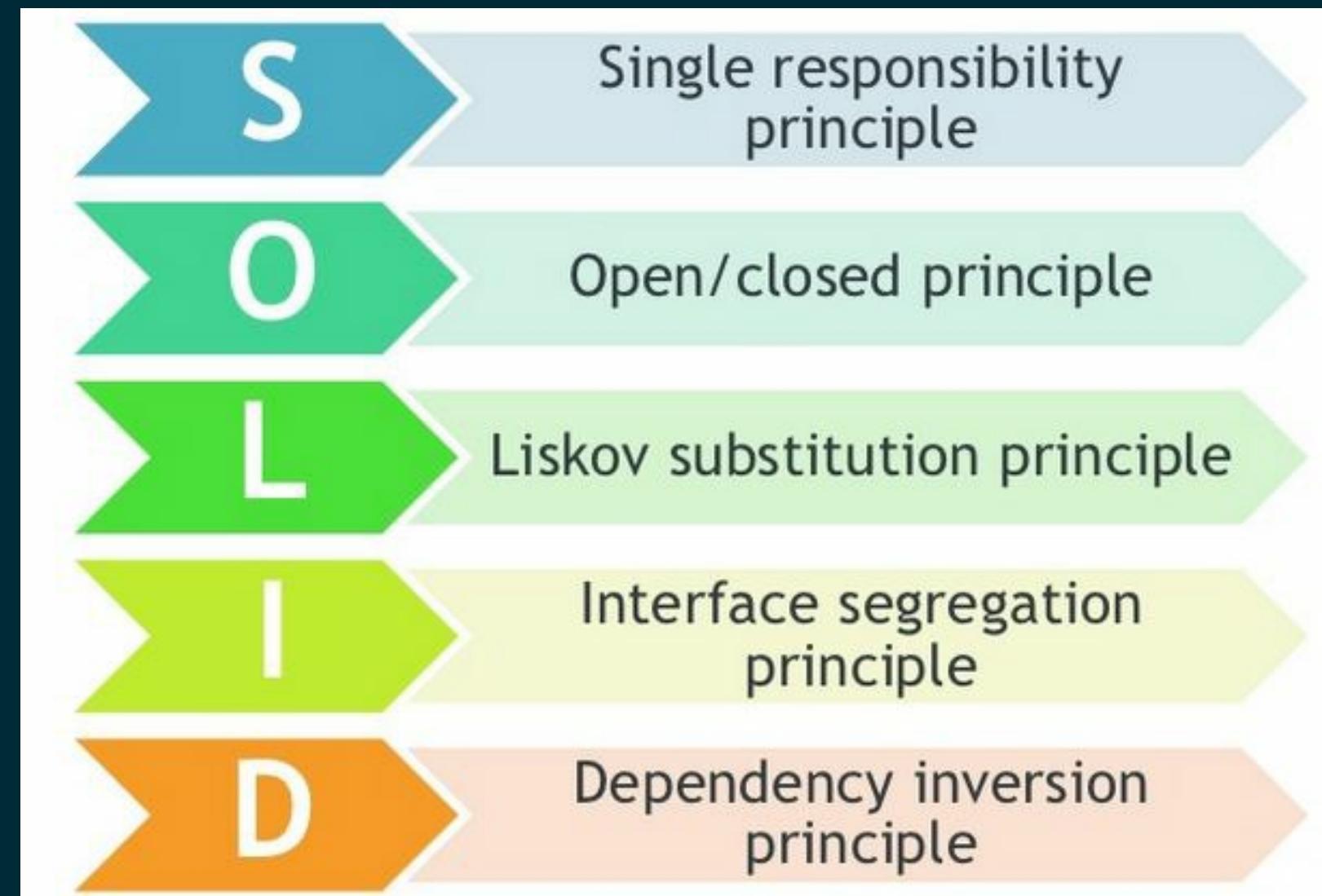
benefits of bdd  
BDD Frameworks  
Book: BDD in Action  
BDD - Introduction from Dan North

# ENSURING QUALITY....

## DESIGN PRINCIPLES



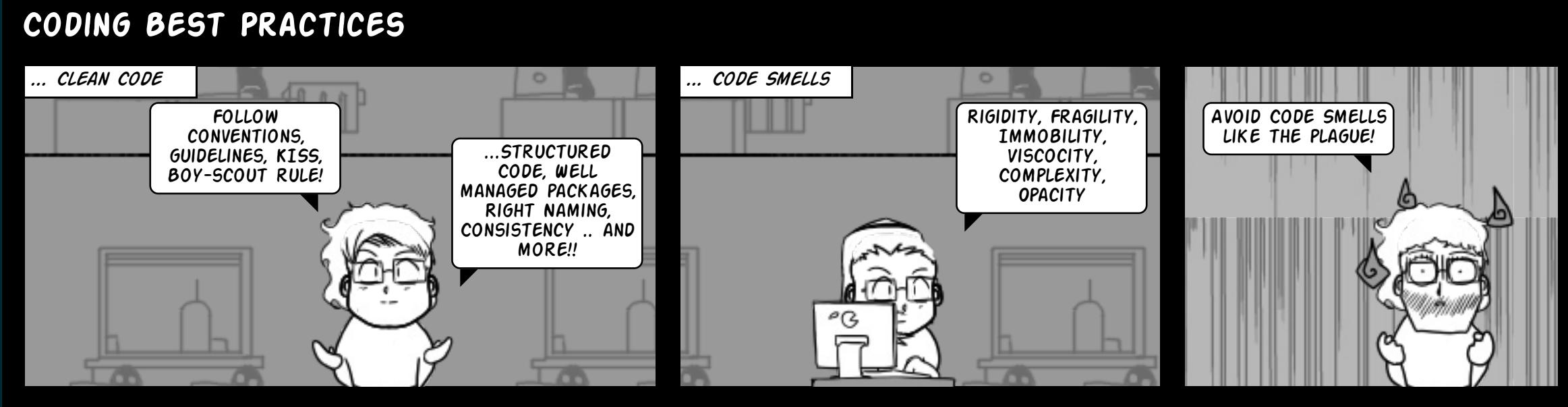
# ENSURING QUALITY....



# ENSURING QUALITY....

<https://leanpub.com/solid/read#leanpub-auto-test-driven-design---tdd>  
<http://principles-wiki.net/principles:start>

# ENSURING QUALITY....



# ENSURING QUALITY....

<http://www.planetgeek.ch/wp-content/uploads/2013/06/Clean-Code-V2.1.pdf>

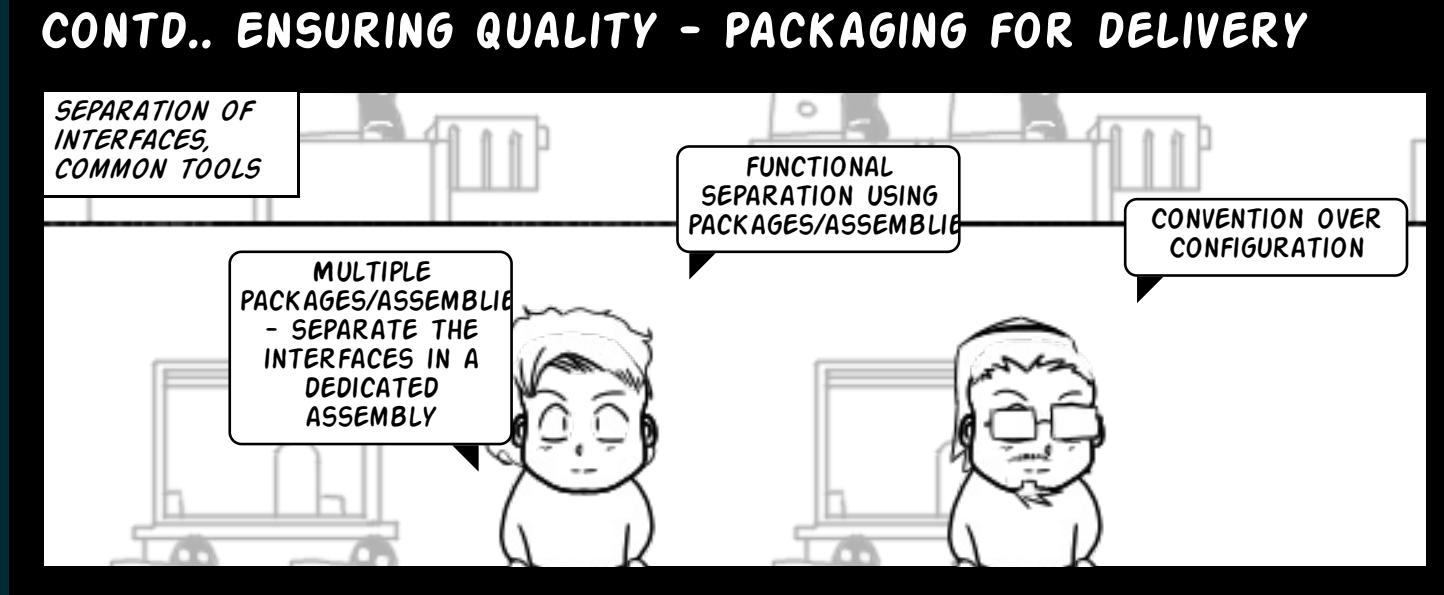
<https://www.amazon.in/Clean-Code-Handbook-Software-Craftsmanship-ebook/dp/B001GSTOAM>

<http://www.hanselman.com/blog/SixEssentialLanguageAgnosticProgrammingBooks.aspx>

<https://github.com/chhantyal/influential-CS-books>

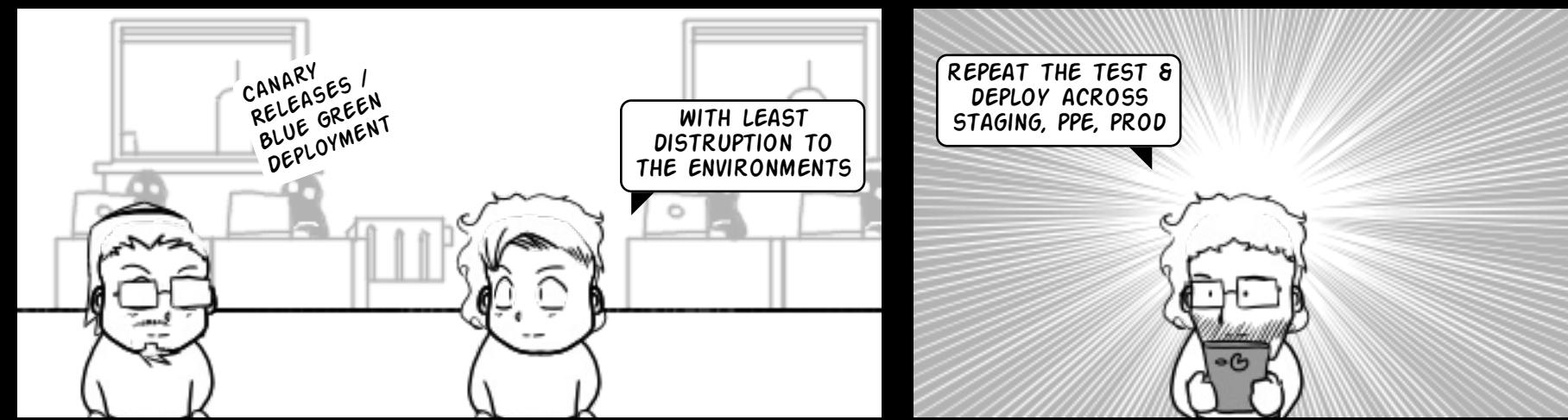
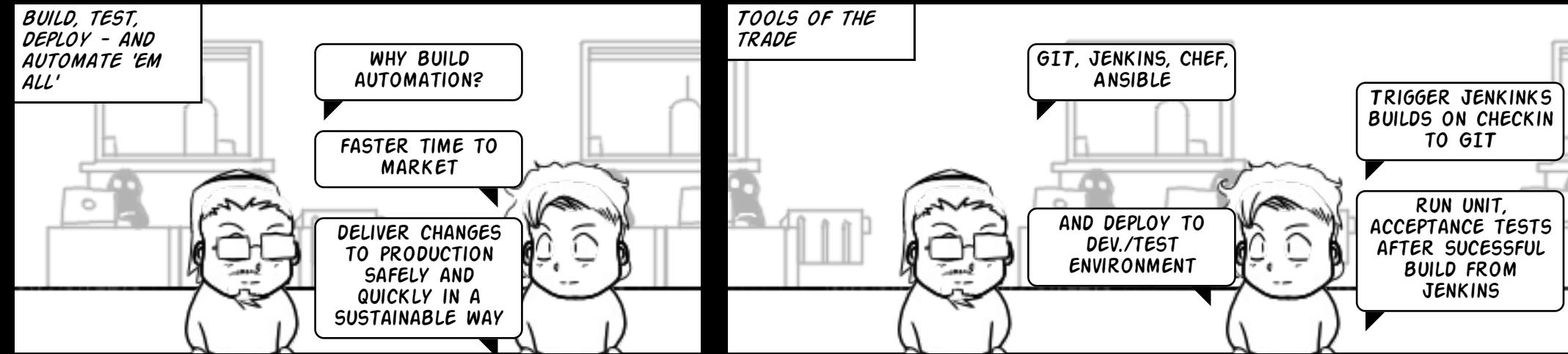
# ENSURING QUALITY....

## CONTD.. ENSURING QUALITY - PACKAGING FOR DELIVERY

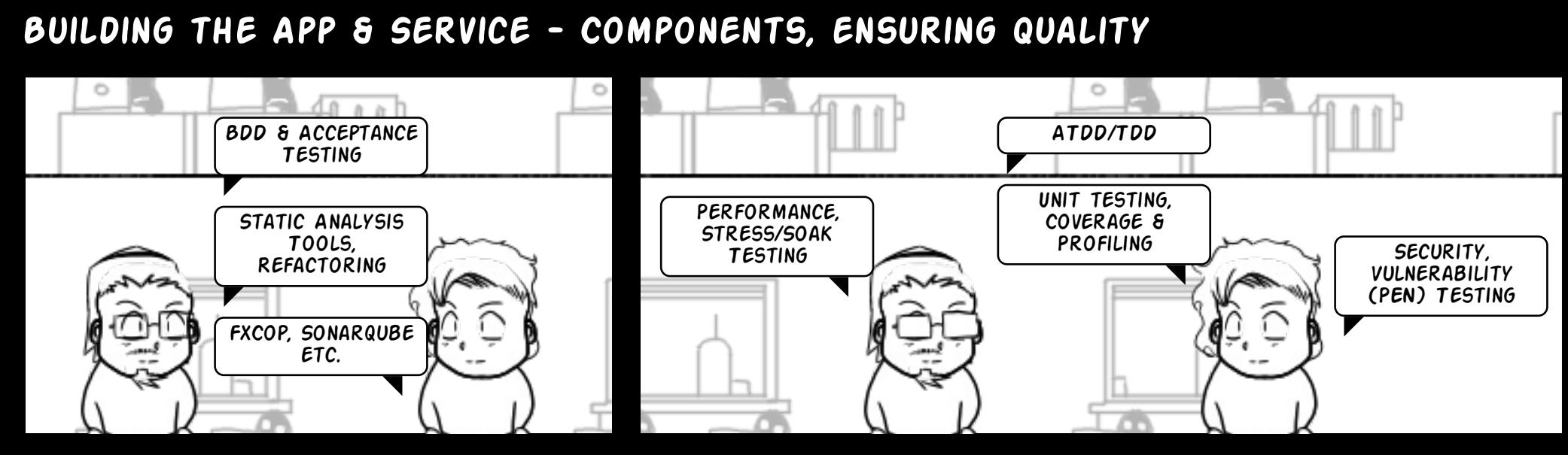


# ENSURING QUALITY....

## SCM, CI/CD

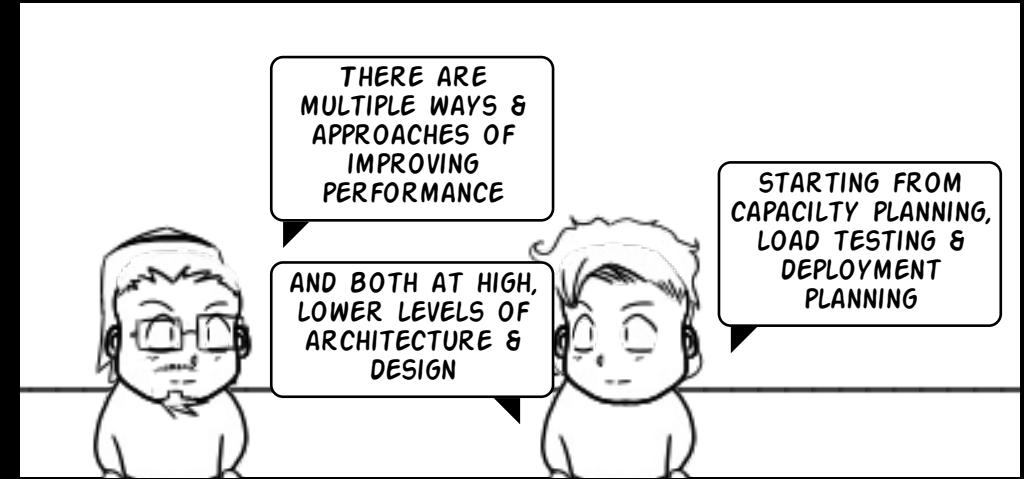
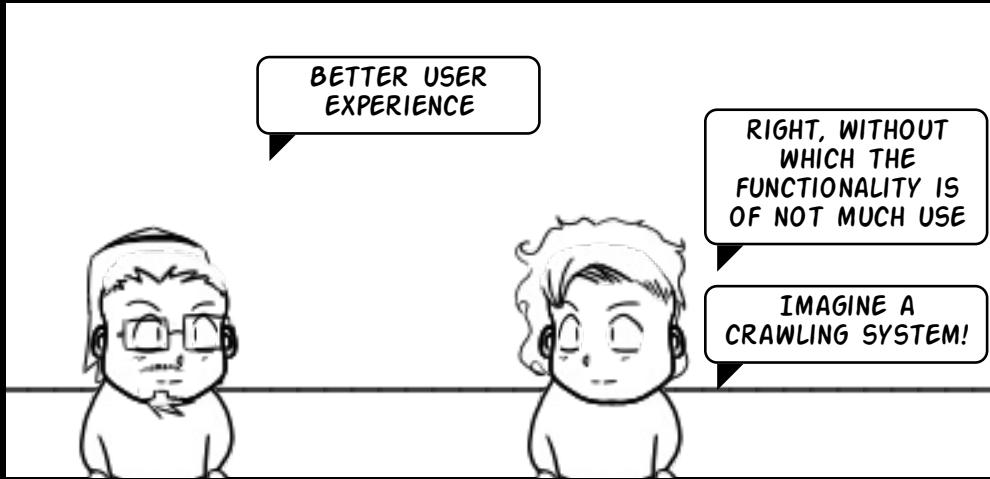


# ENSURING QUALITY....



# PERFORMANCE

## WHY IMPROVE PERFORMANCE?



# PERFORMANCE

<http://perftesting.codeplex.com/>

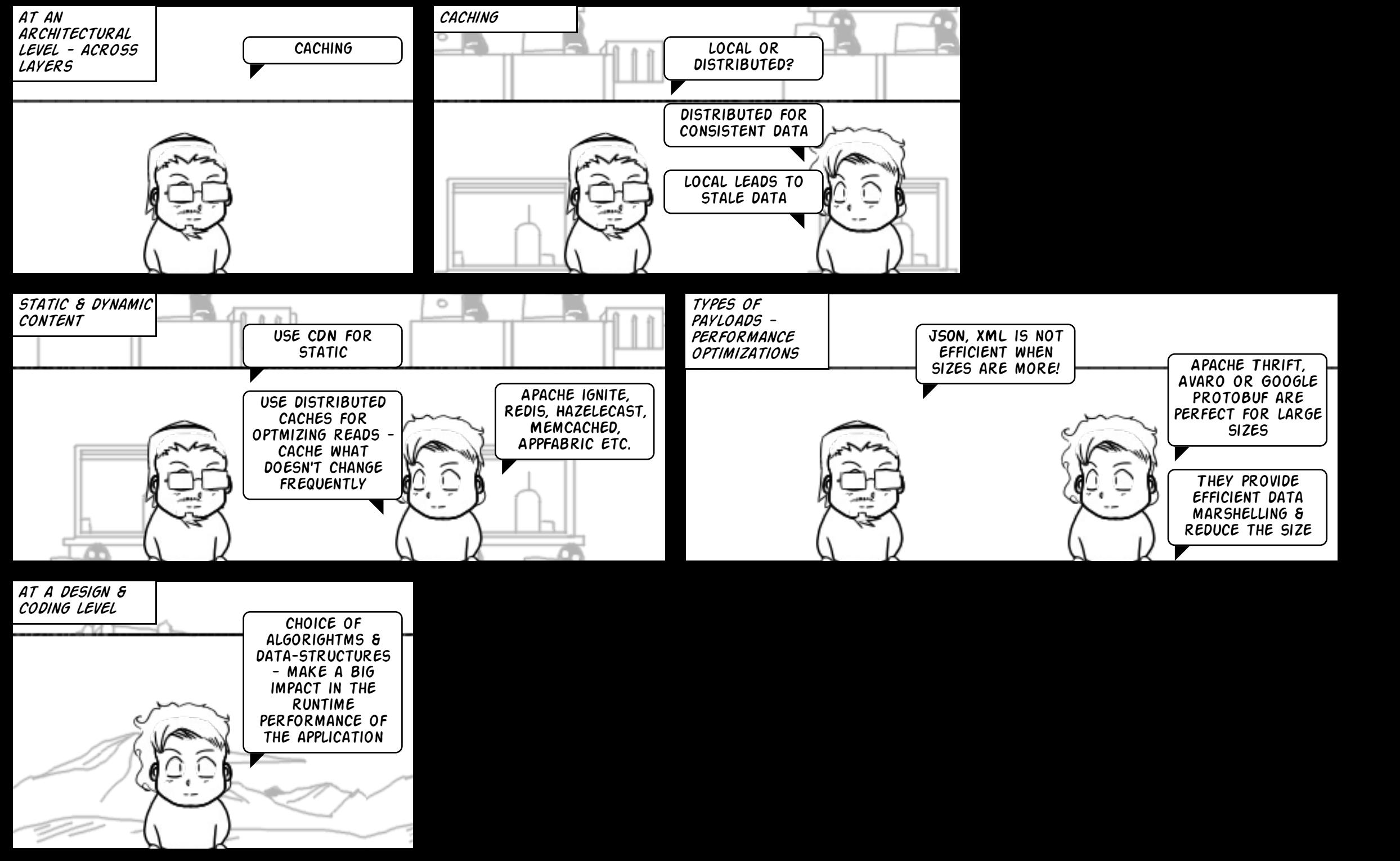
<http://guidanceengineering.codeplex.com/>

<https://msdn.microsoft.com/en-us/library/ms998408.aspx>

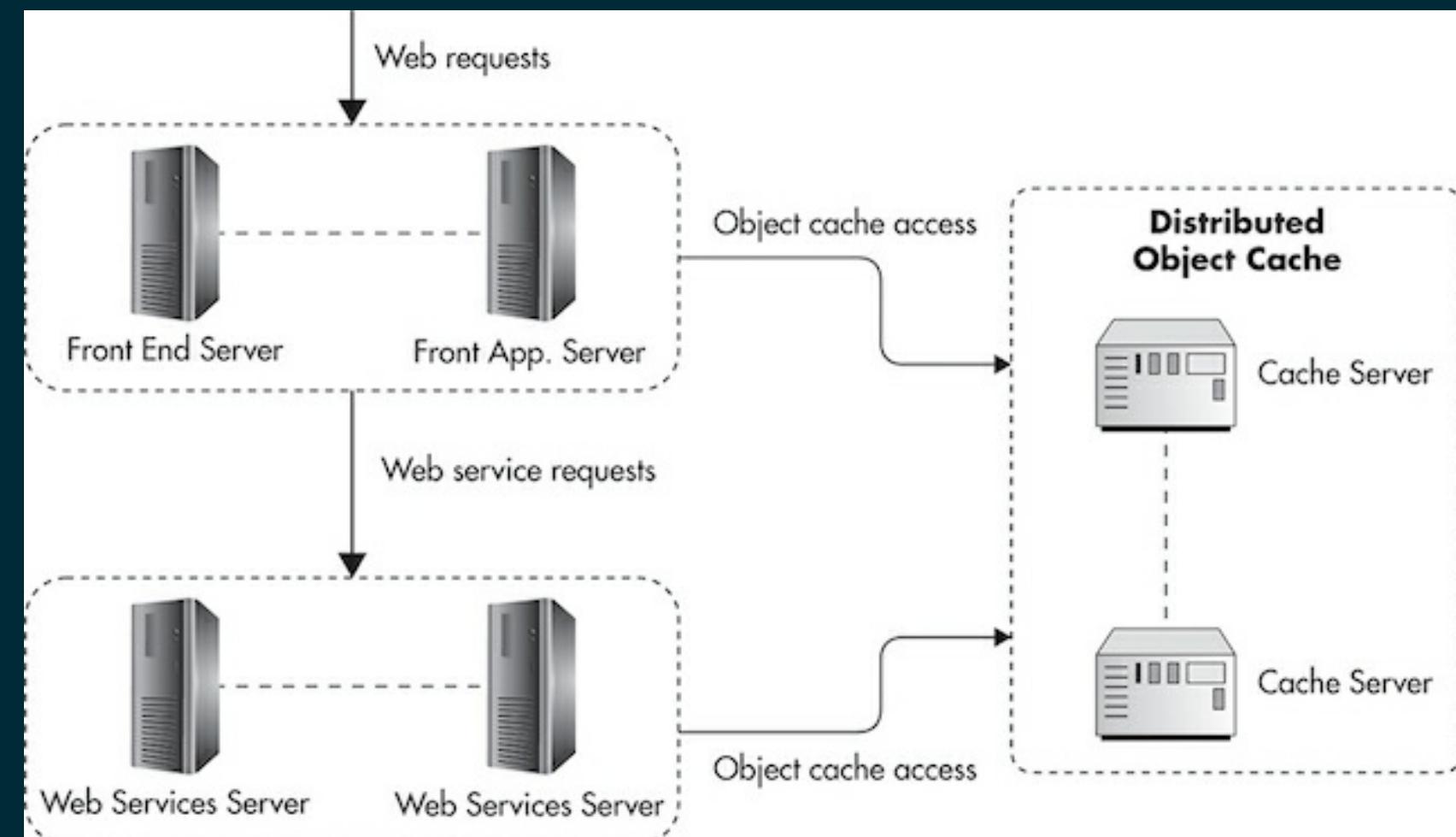
<https://msdn.microsoft.com/practices>

# PERFORMANCE

## HOW TO IMPROVE PERFORMANCE

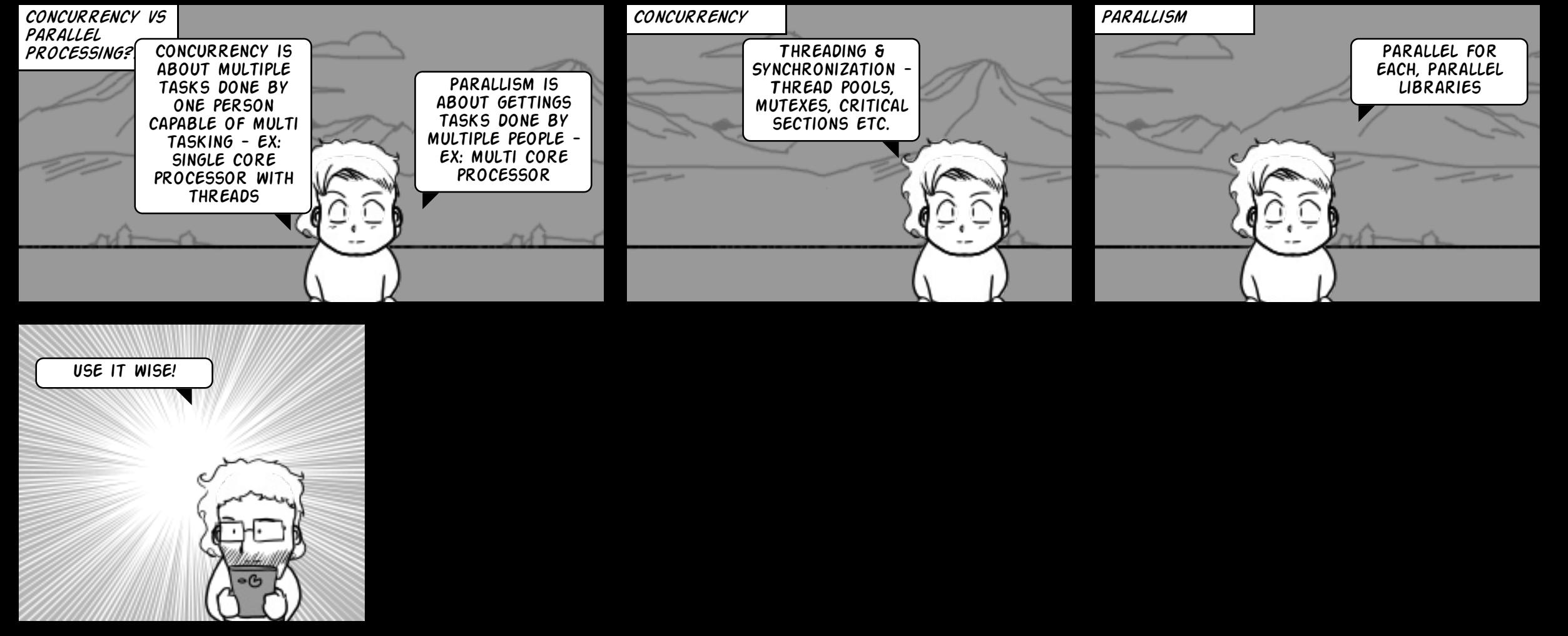


# PERFORMANCE



# PERFORMANCE

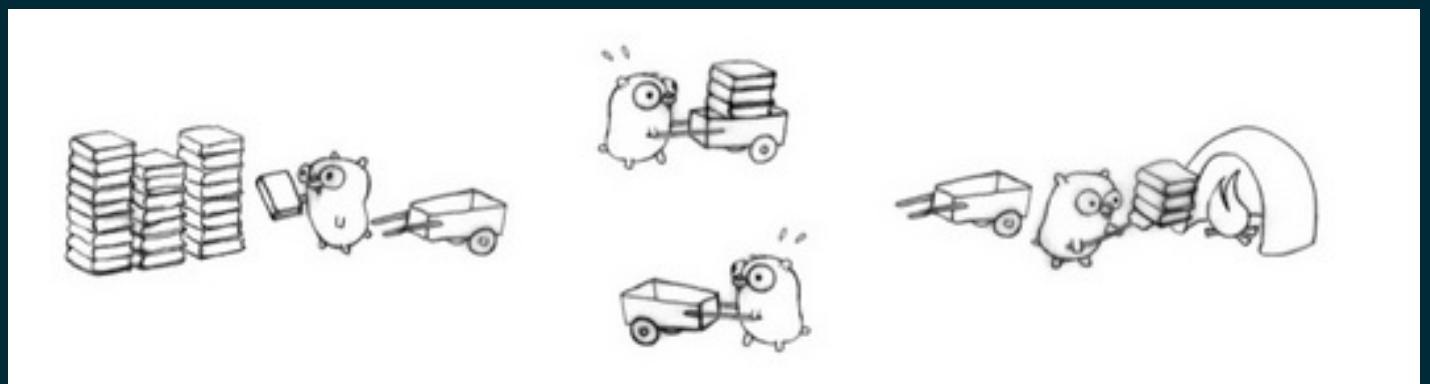
## CONCURRENCY & PARALLELISM



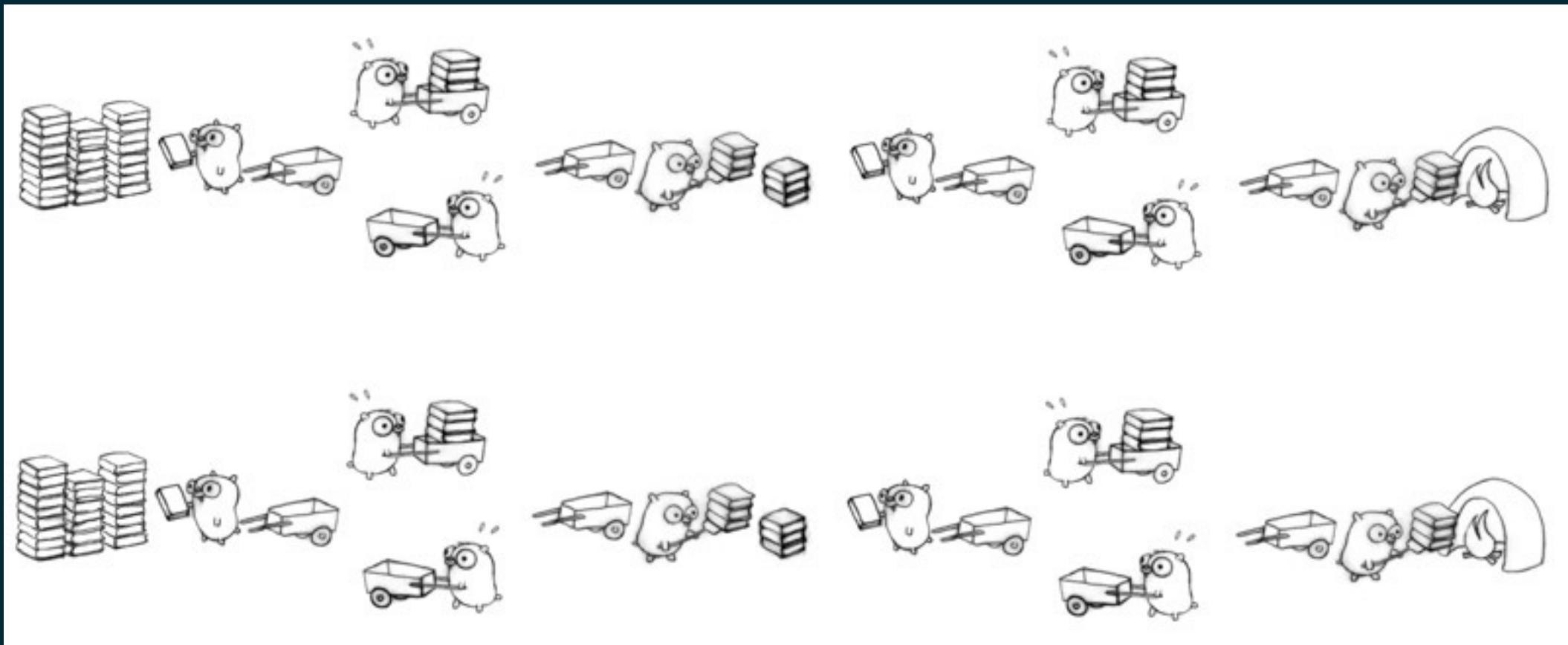
# PERFORMANCE



# PERFORMANCE

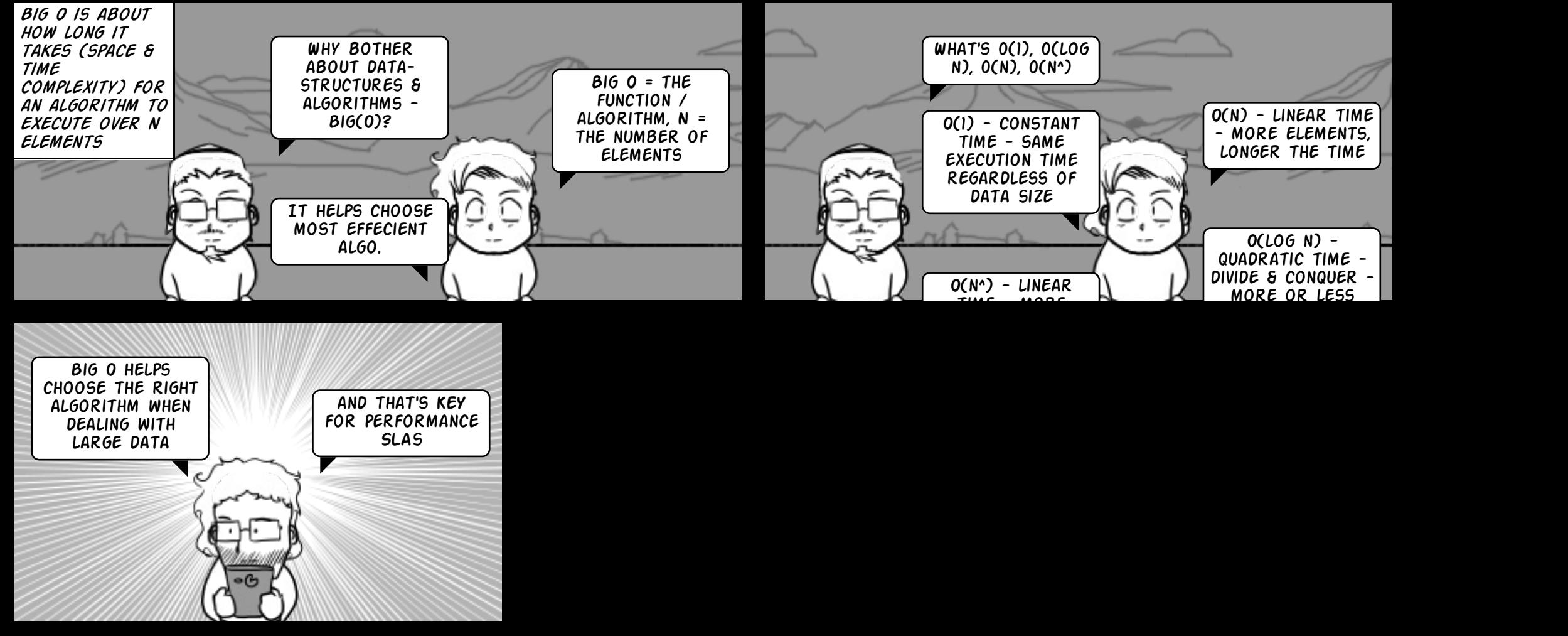


# PERFORMANCE



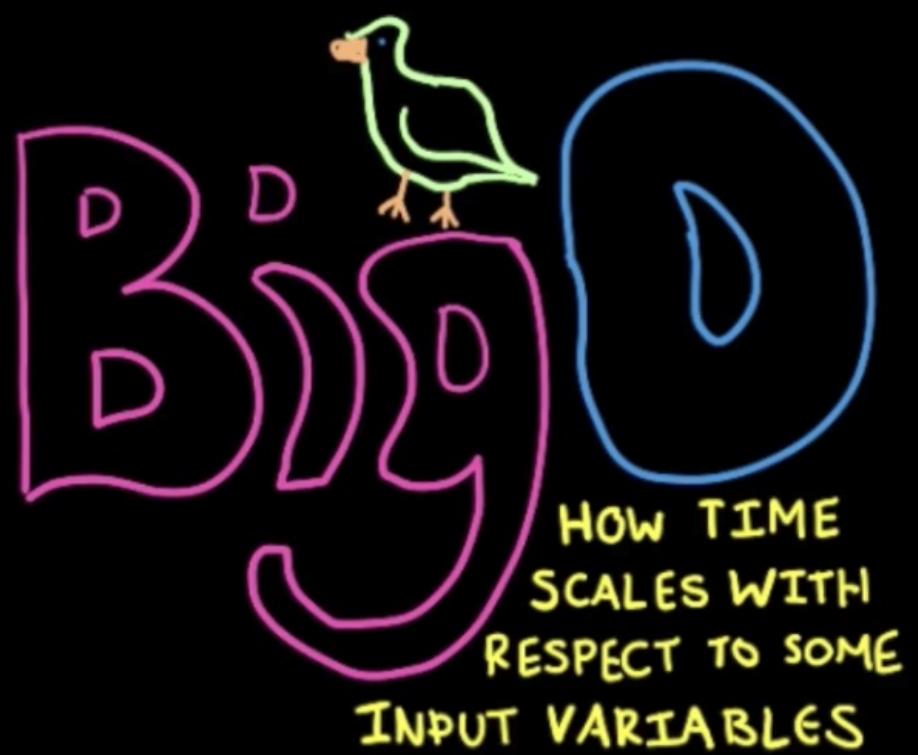
# PERFORMANCE

## OPTIMIZATIONS - SPACE & TIME COMPLEXITY



# PERFORMANCE

## ④ Drop non-dominant terms



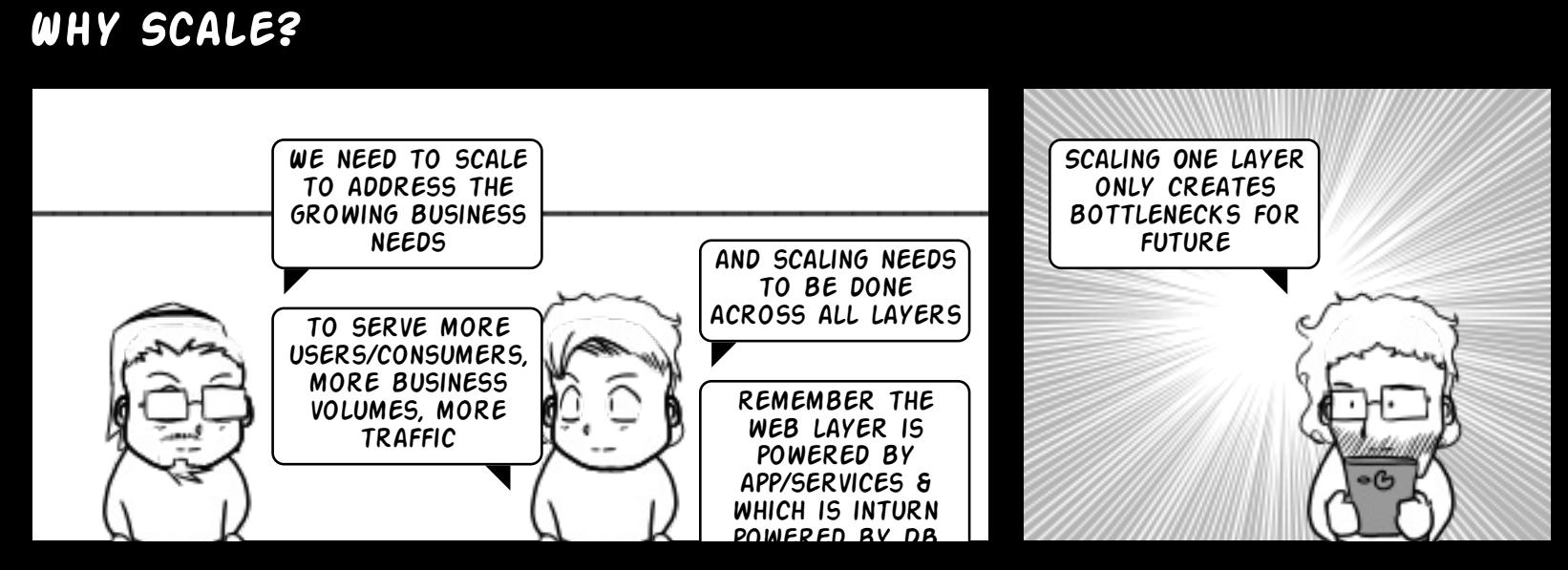
- ① Different steps get added
- ② Drop constants
- ③ Different inputs  $\Rightarrow$  different variables

```
function whyWouldIDoThis(array){  
    max = NULL  
    O(n) {  
        for each a in array {  
            max = MAX(a, max)  
        }  
        print max  
    }  
  
    O(n2) {  
        for each a in array {  
            for each b in array {  
                print a, b  
            }  
        }  
    }  
  
    O(n2) ≤ O(n+n2) ≤ O(n2+n2)  
*if LEFT and RIGHT are equivalent  
(see RULE 2), then CENTER is too*  
O(n+n2)  $\Rightarrow$  O(n2)
```

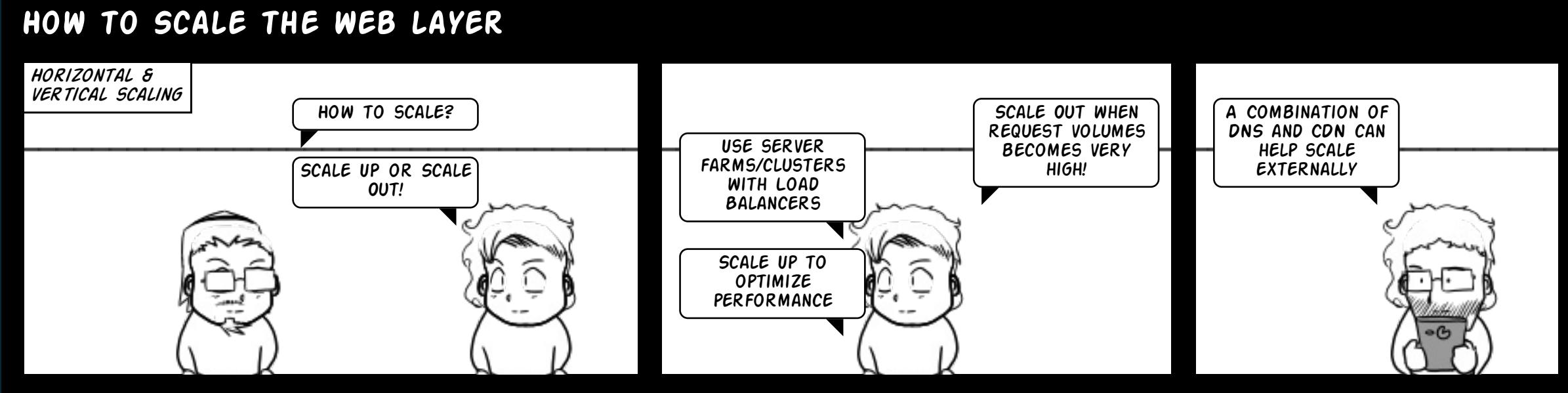
# PERFORMANCE

<https://rob-bell.net/2009/06/a-beginners-guide-to-big-o-notation/>  
[https://www.youtube.com/watch?v=\\_vX2sjlpXU](https://www.youtube.com/watch?v=_vX2sjlpXU)  
<https://www.youtube.com/watch?v=v4cd1O4zkGw>  
[https://www.youtube.com/watch?v=-Eiw\\_-v\\_\\_Vo](https://www.youtube.com/watch?v=-Eiw_-v__Vo)  
<http://bigocheatsheet.com/>  
[https://en.wikipedia.org/wiki/Big\\_O\\_notation](https://en.wikipedia.org/wiki/Big_O_notation)  
<http://adrianmejia.com/blog/2014/02/13/algorithms-for-dummies-part-1-sorting/>  
<http://algorithmiccomplexity.com/>  
[http://web.mit.edu/16.070/www/lecture/big\\_o.pdf](http://web.mit.edu/16.070/www/lecture/big_o.pdf)

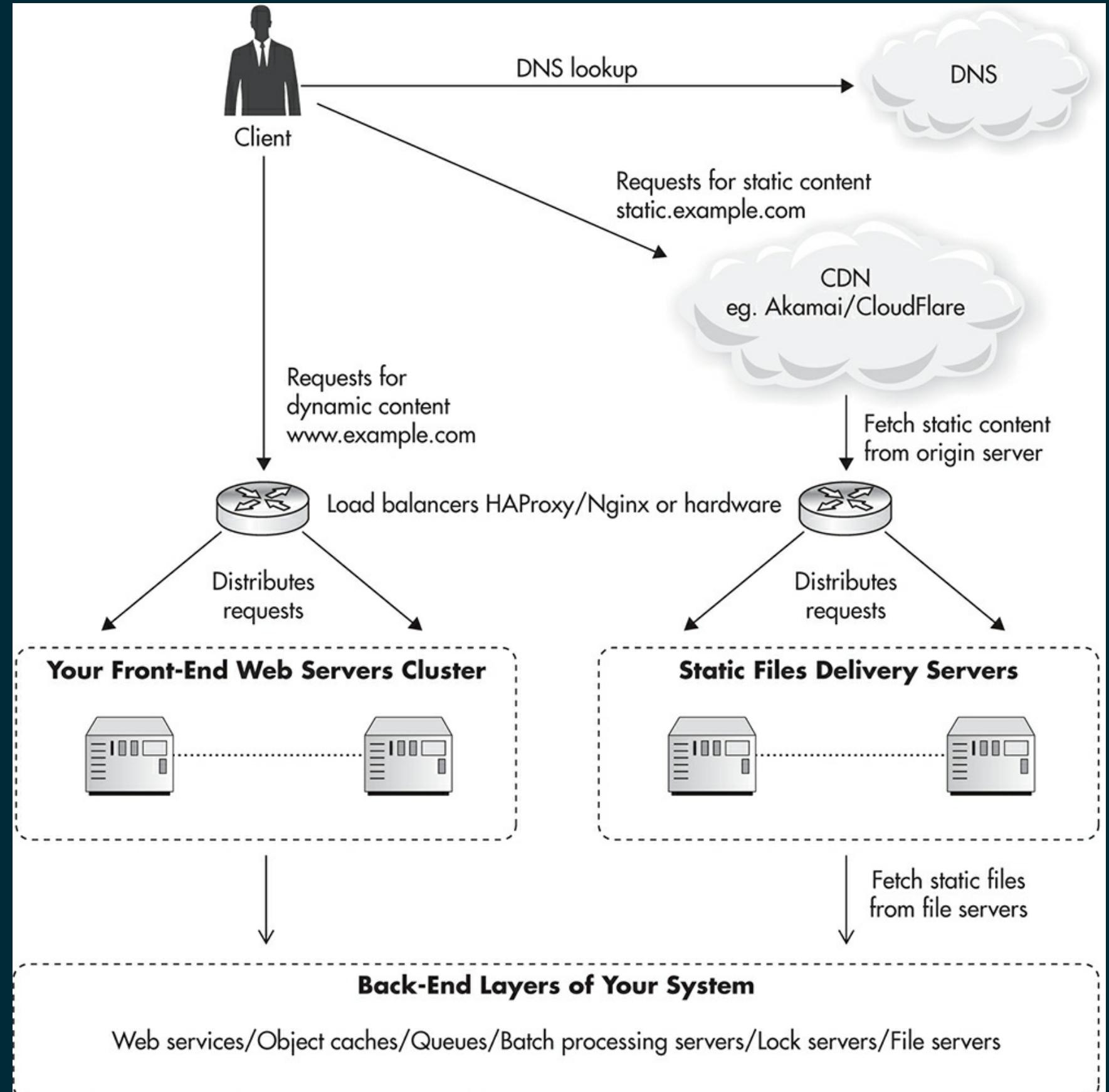
# SCALABILITY



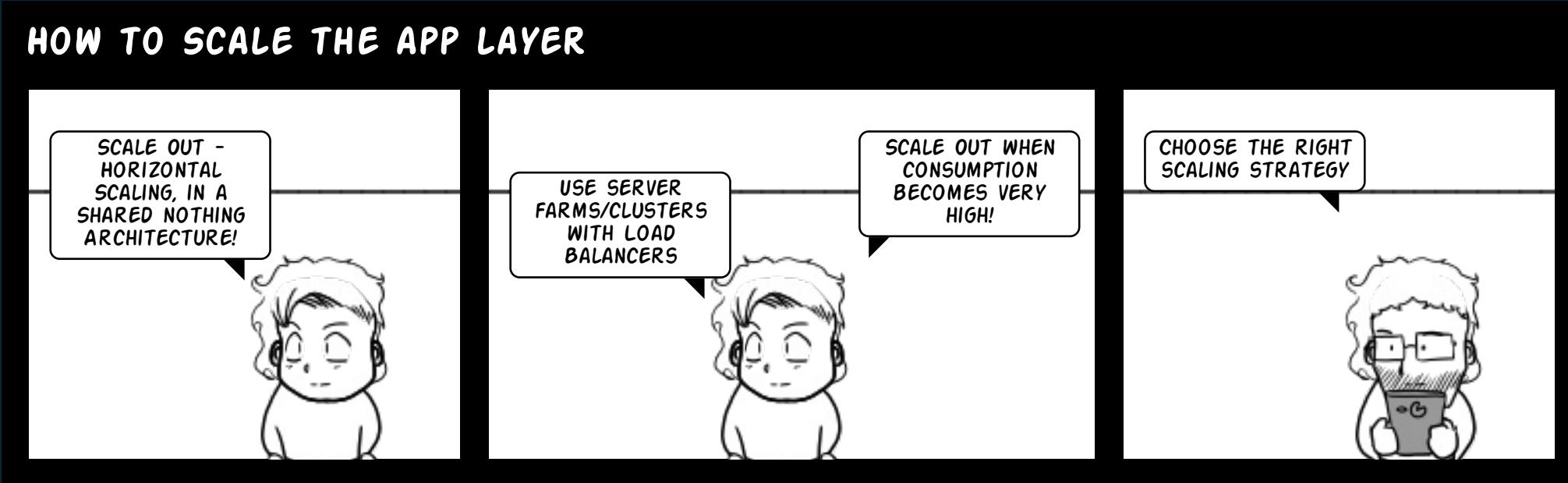
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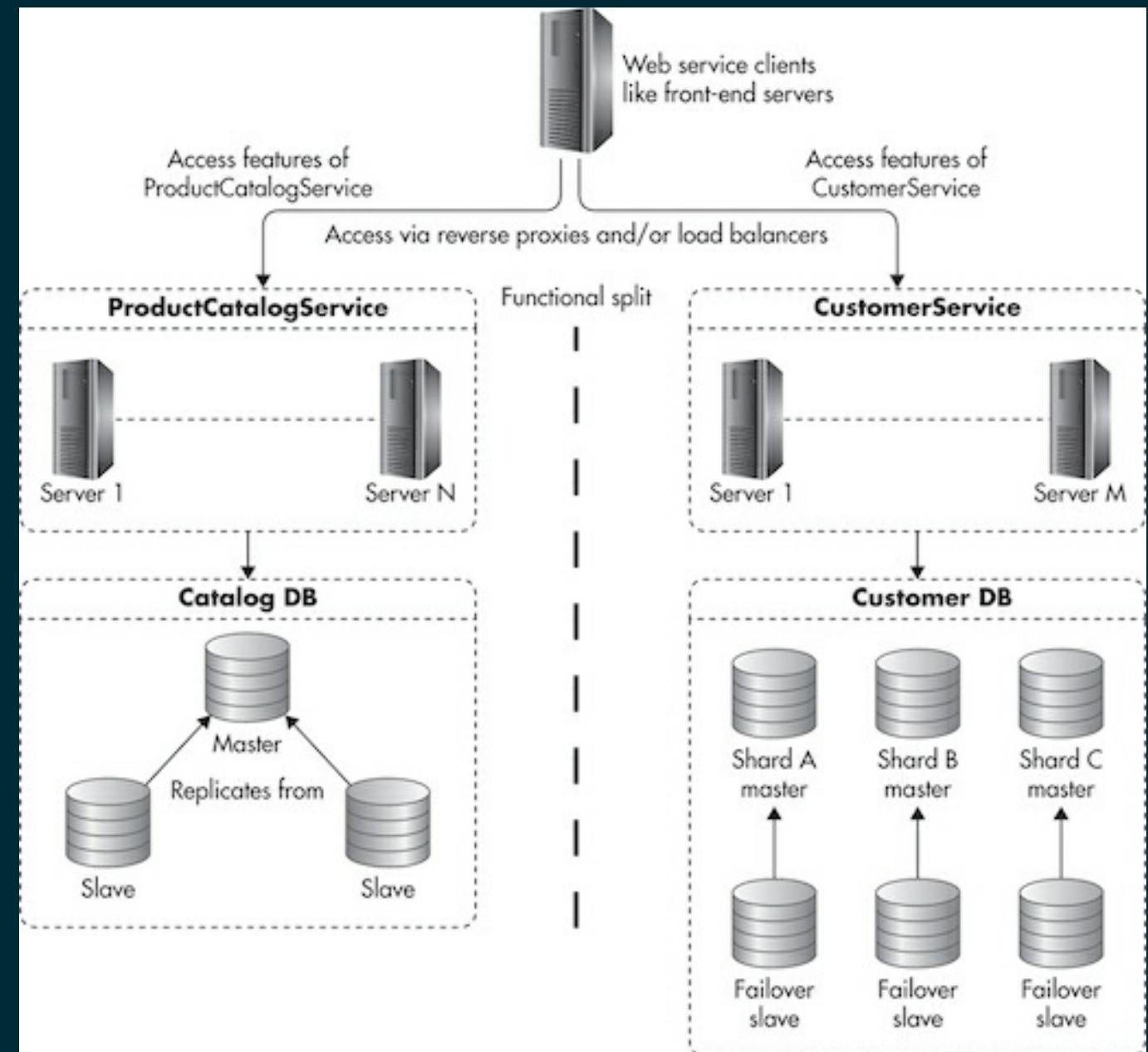
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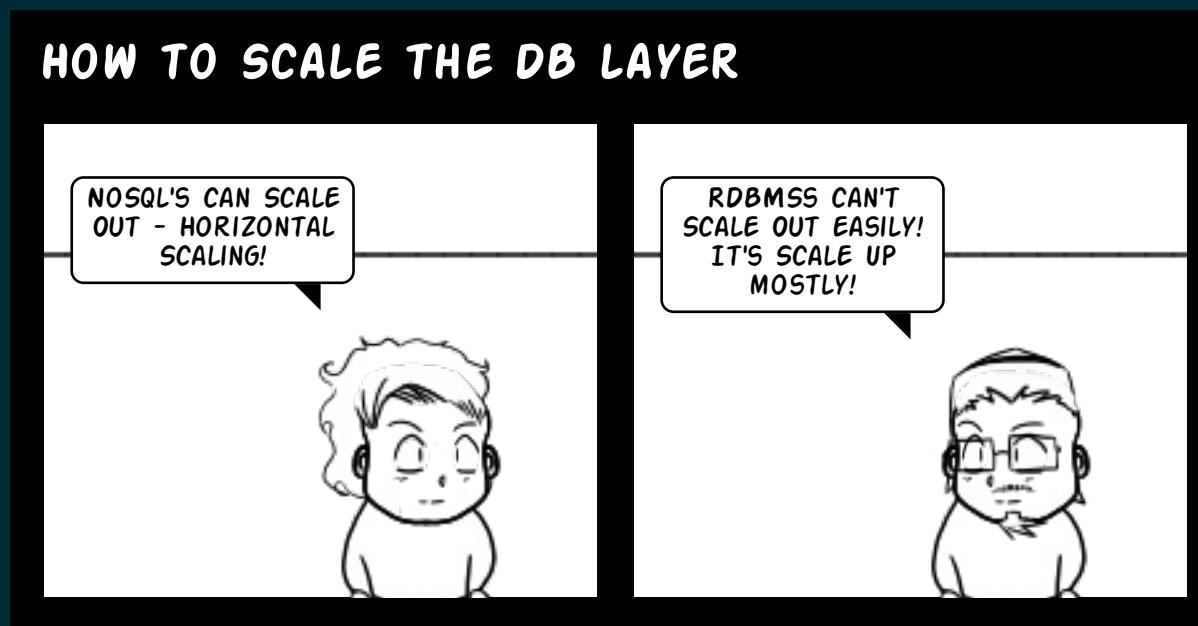
# SCALABILITY



# SCALABILITY

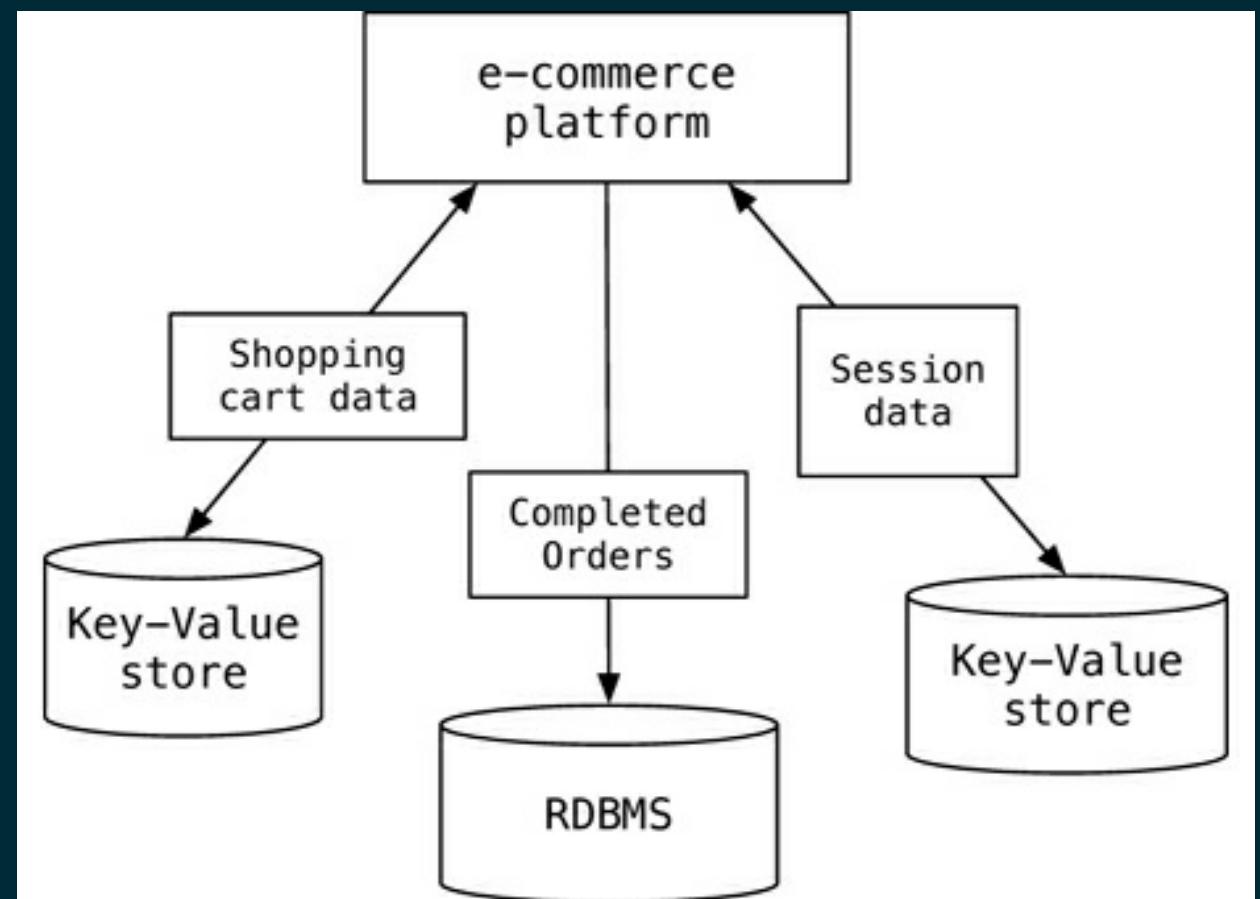


# SCALABILITY



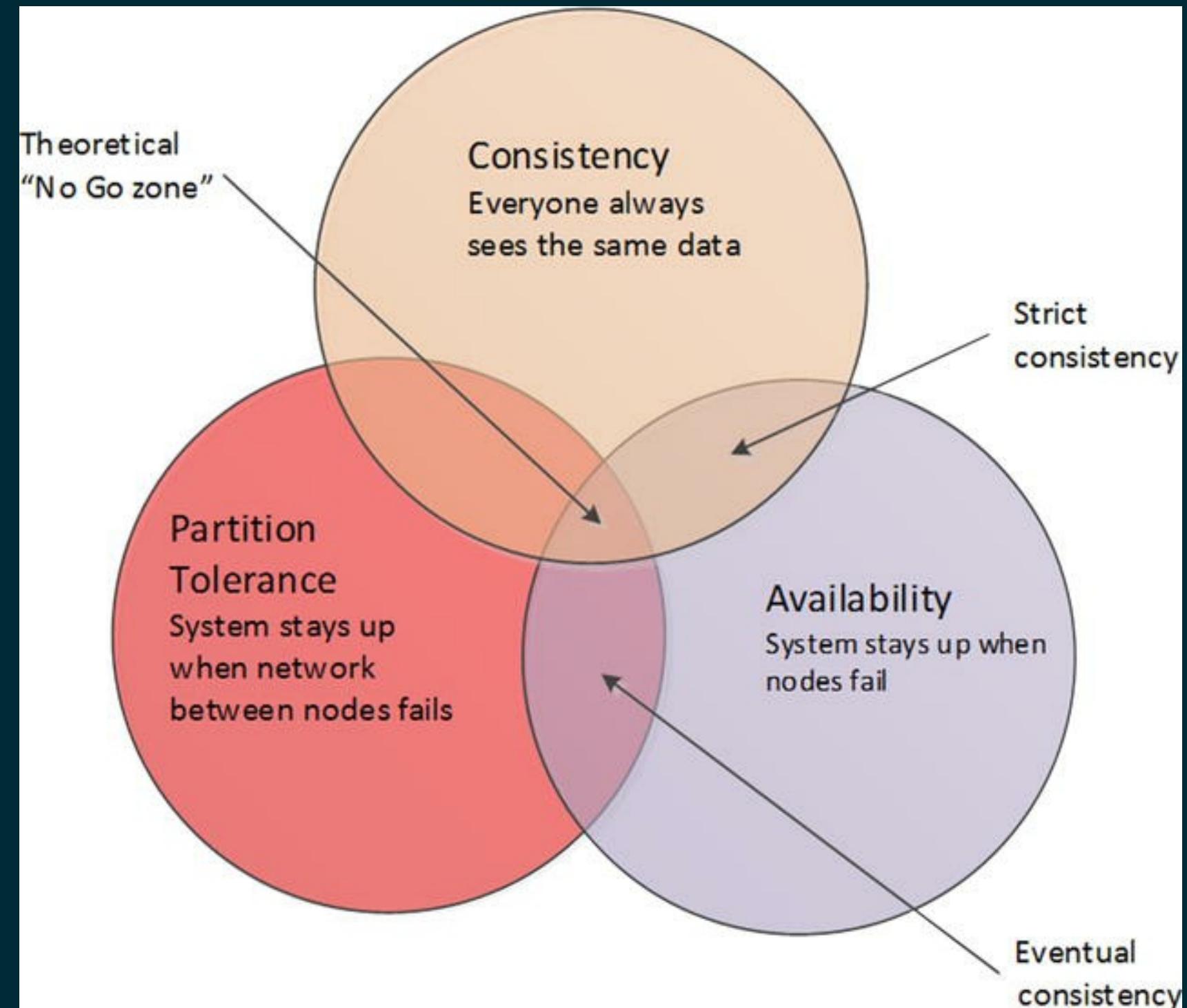
# SCALABILITY

## Scale Database Layer



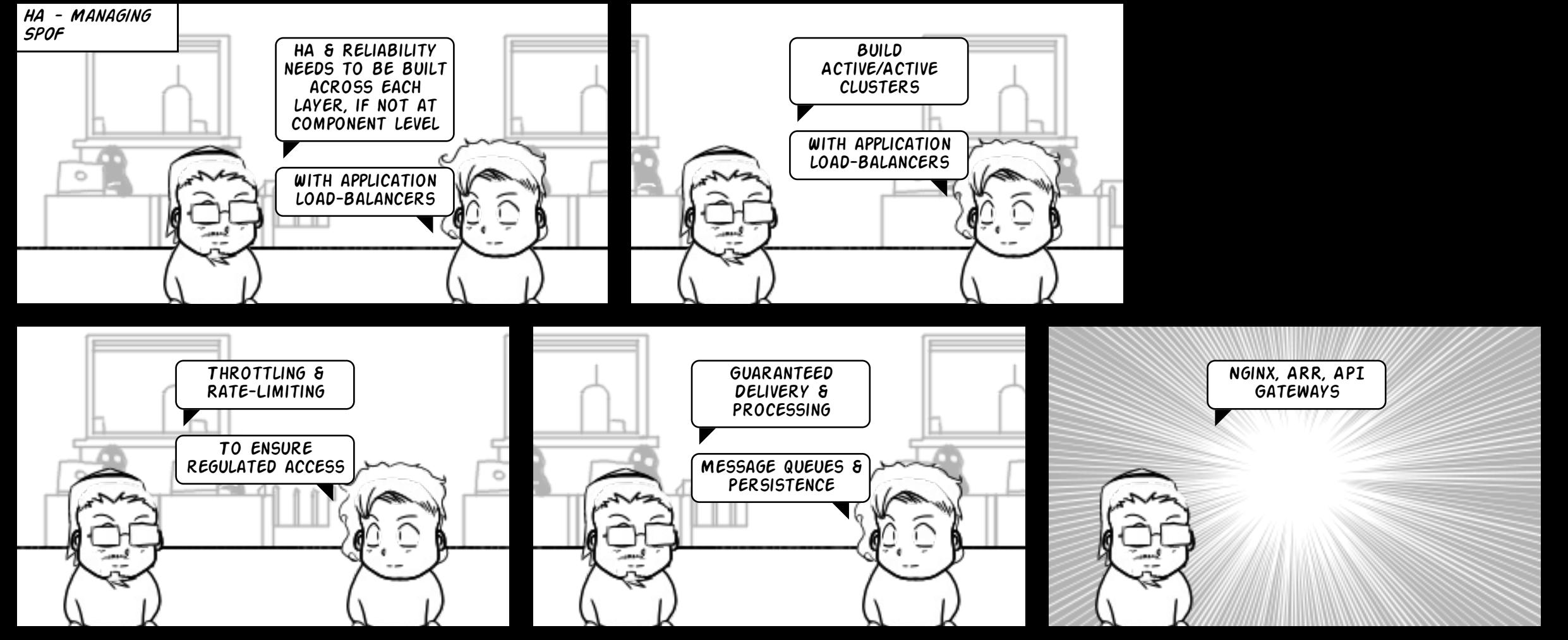
# SCALABILITY

## CAP Theorem Revisited



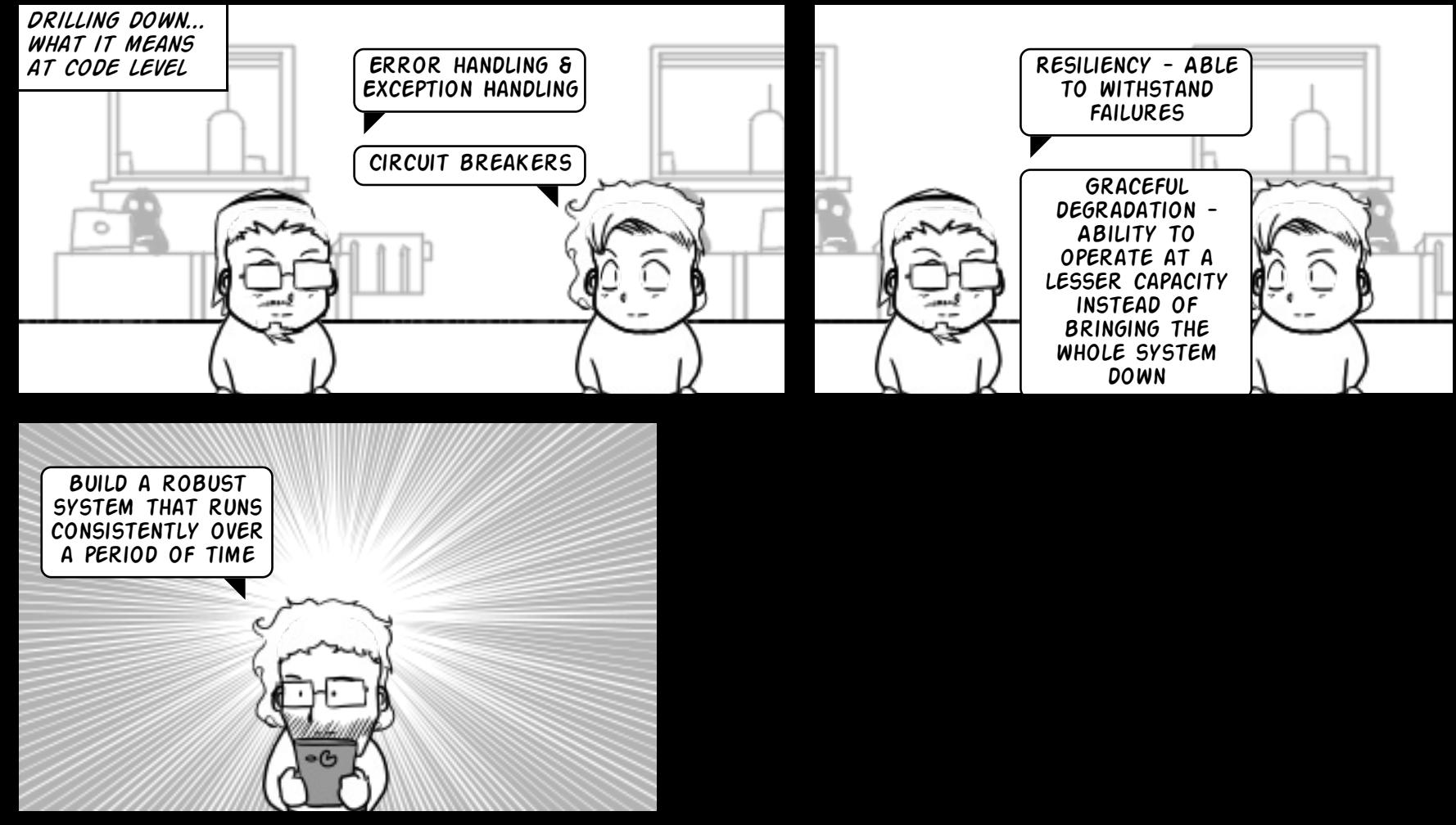
# HA & RELIABILITY

## HOW TO ENSURE HIGH AVAILABILITY OF THE WEB LAYER



# HA & RELIABILITY

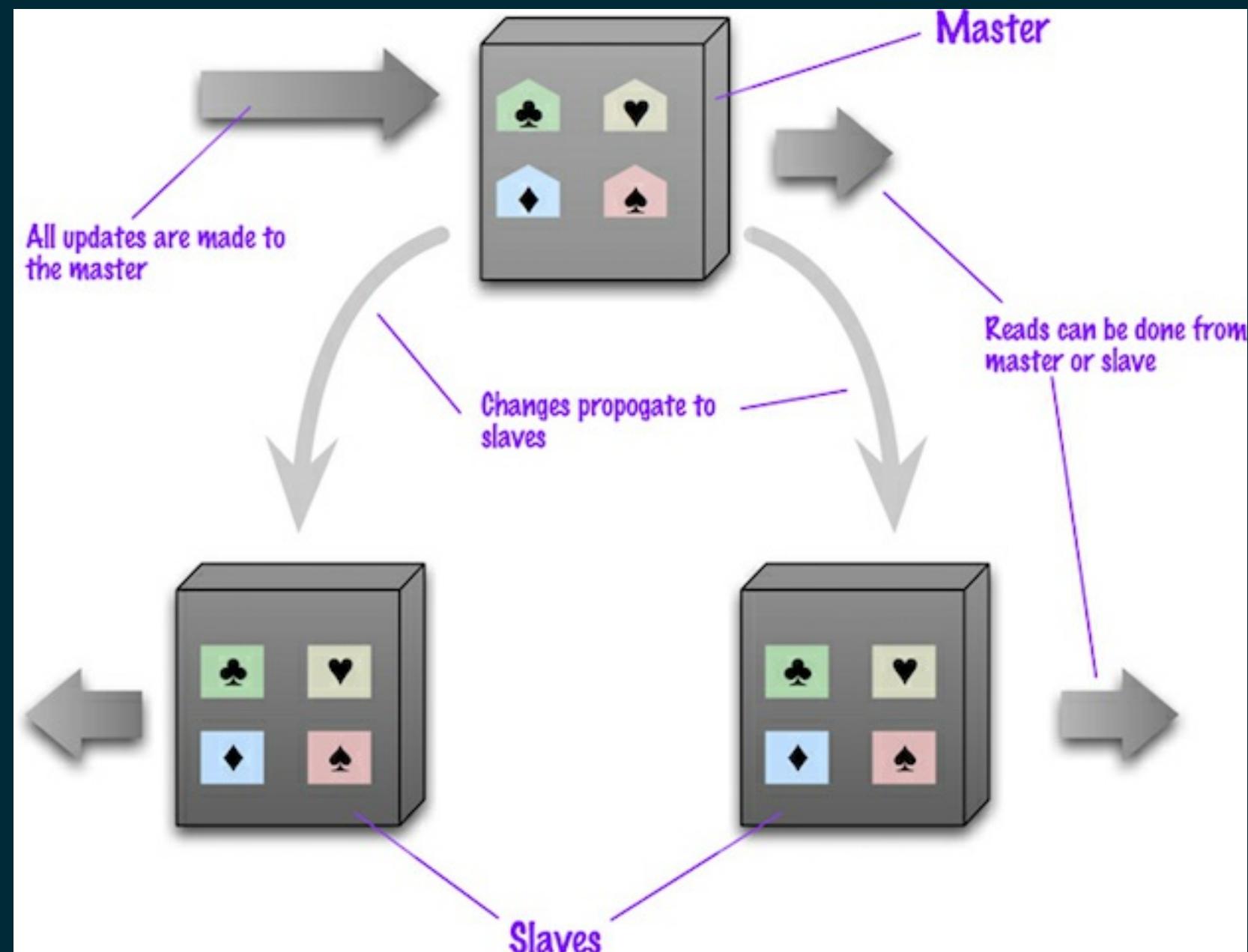
## RELIABILITY, RESILIENCY & ROBUSTNESS



# HA & RELIABILITY

## Master Slave

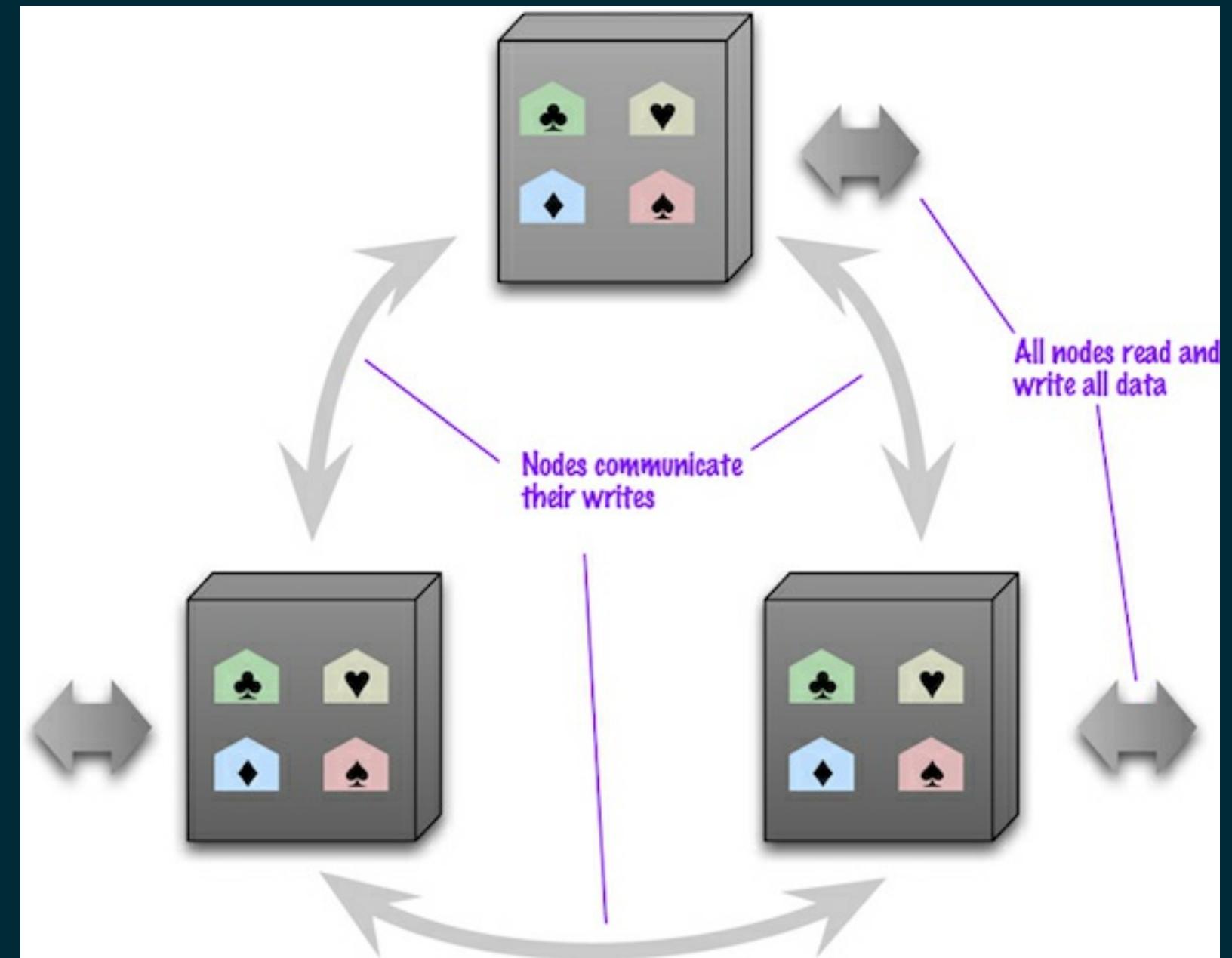
### Master Slave replication



# HA & RELIABILITY

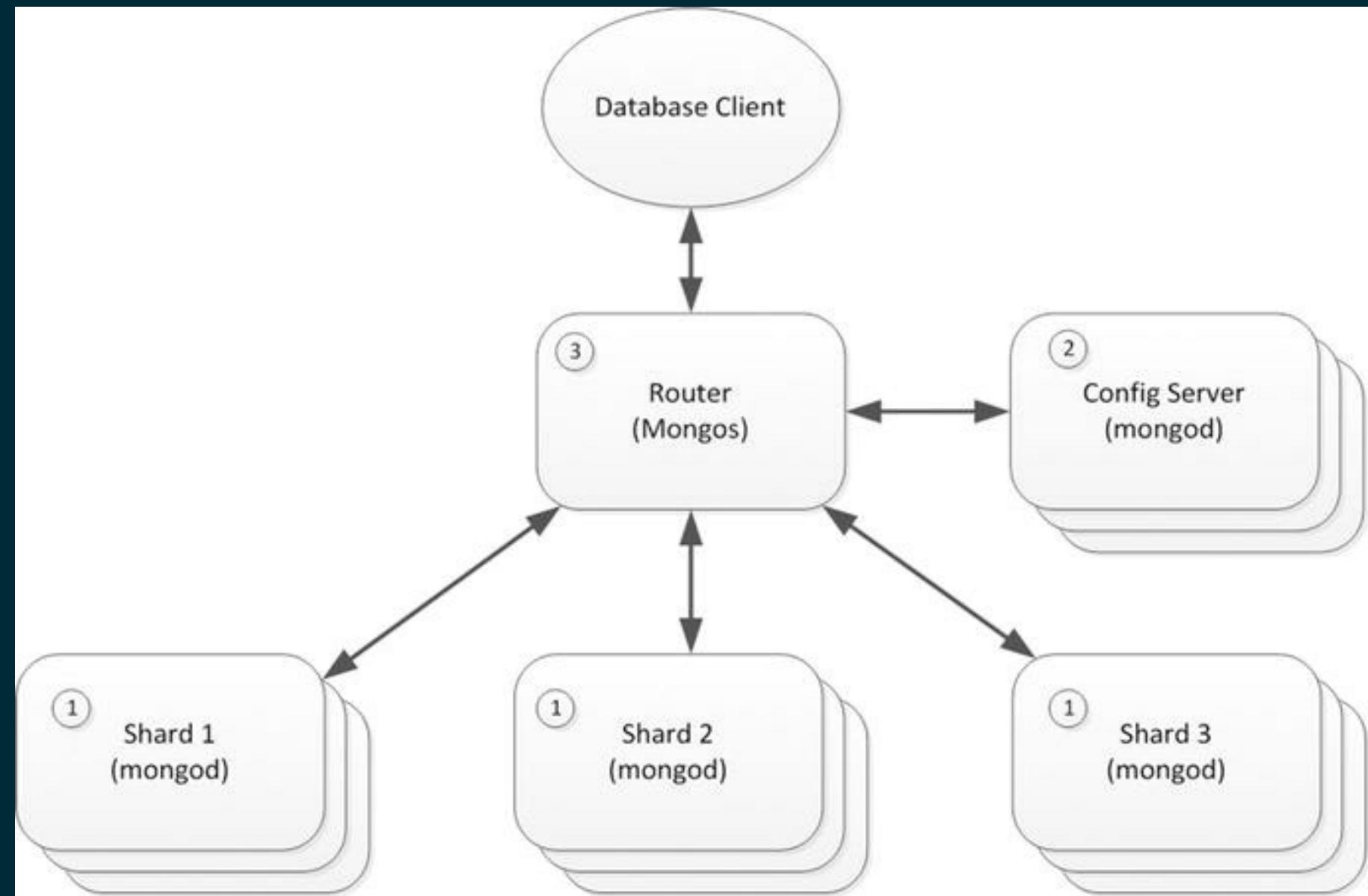
## Master Slave

## Peer to Peer replication



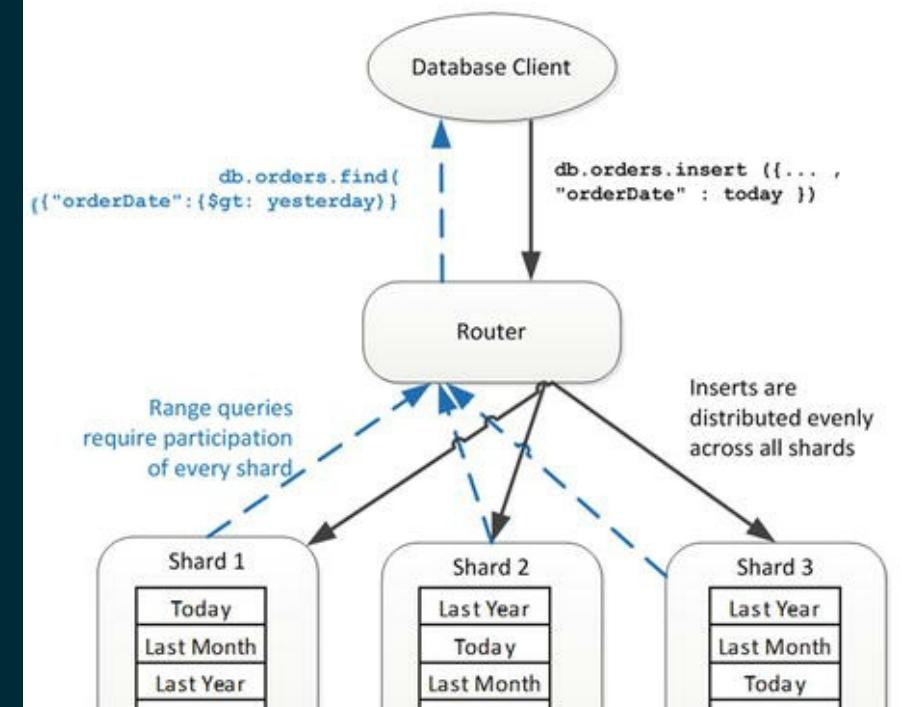
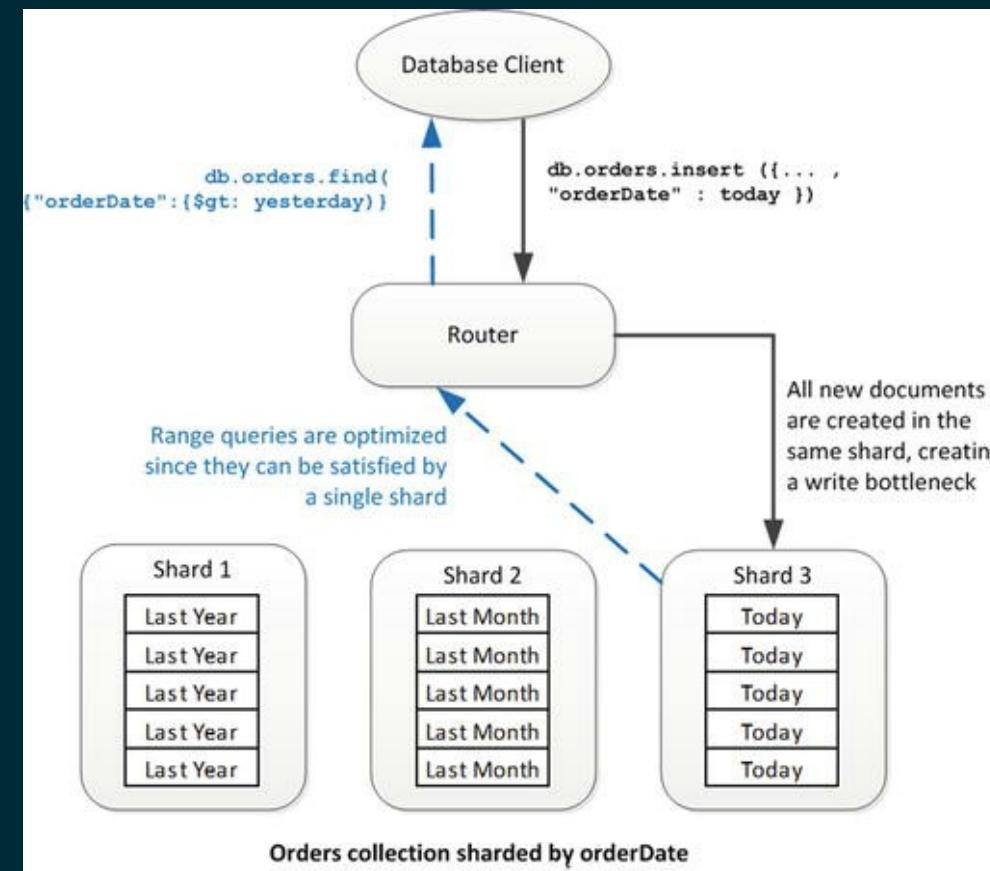
# HA & RELIABILITY

## Sharding of NoSQL Database (Mongo DB)



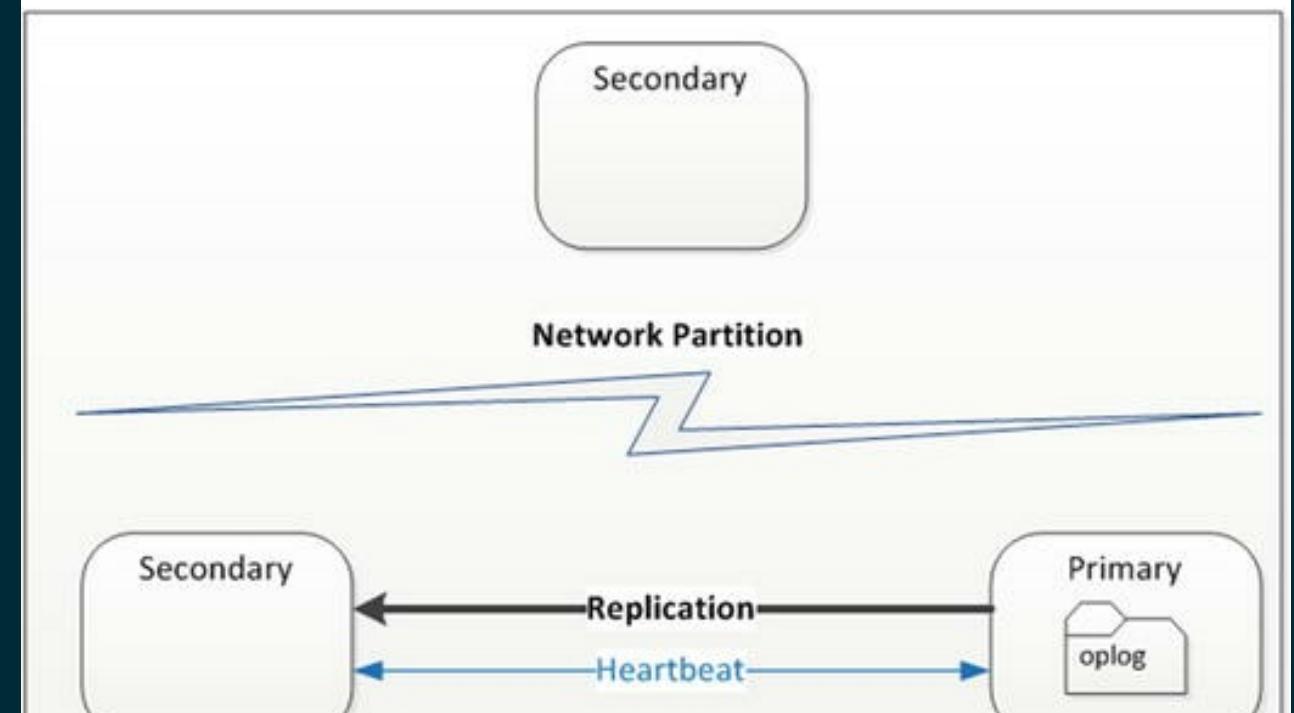
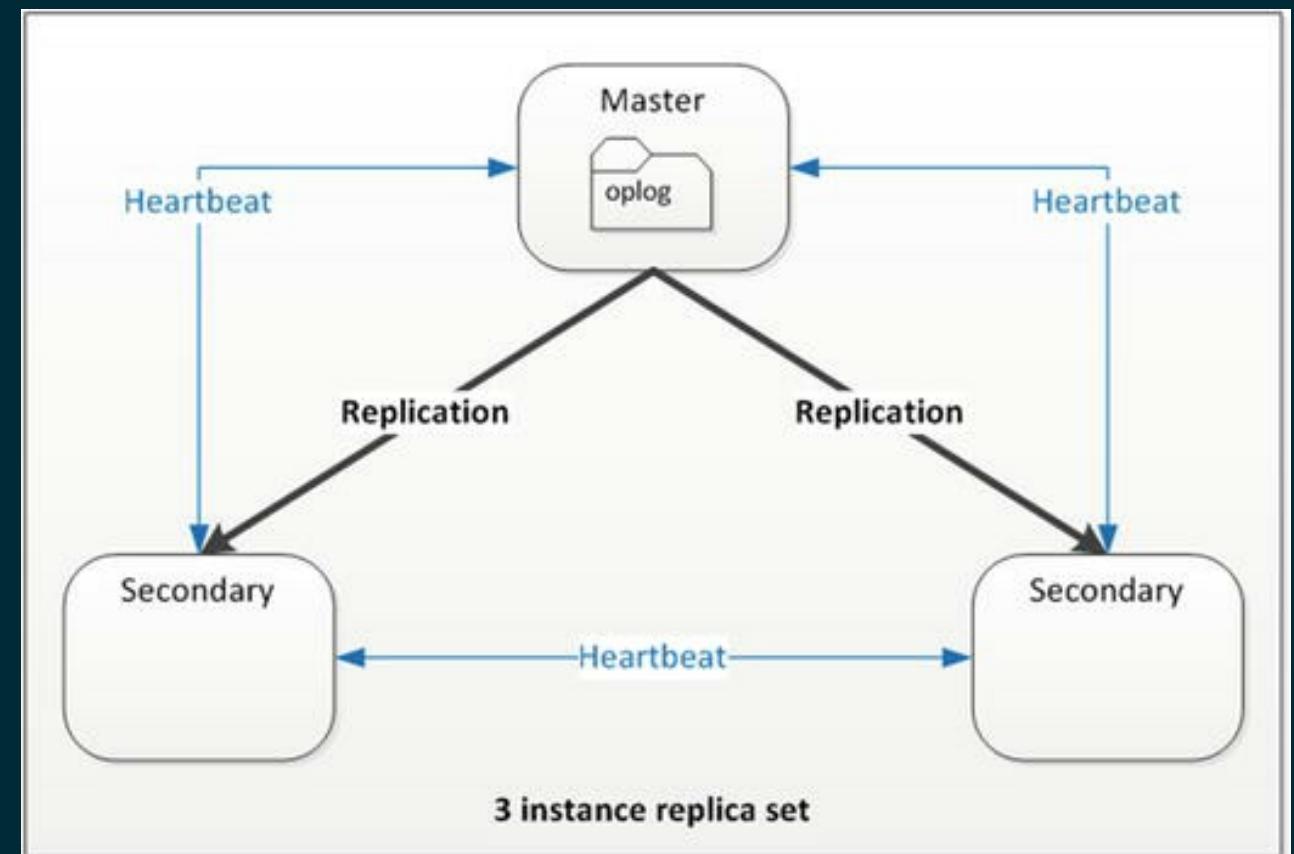
# HA & RELIABILITY

## Sharding of NoSQL Database (Mongo DB .. Continued)

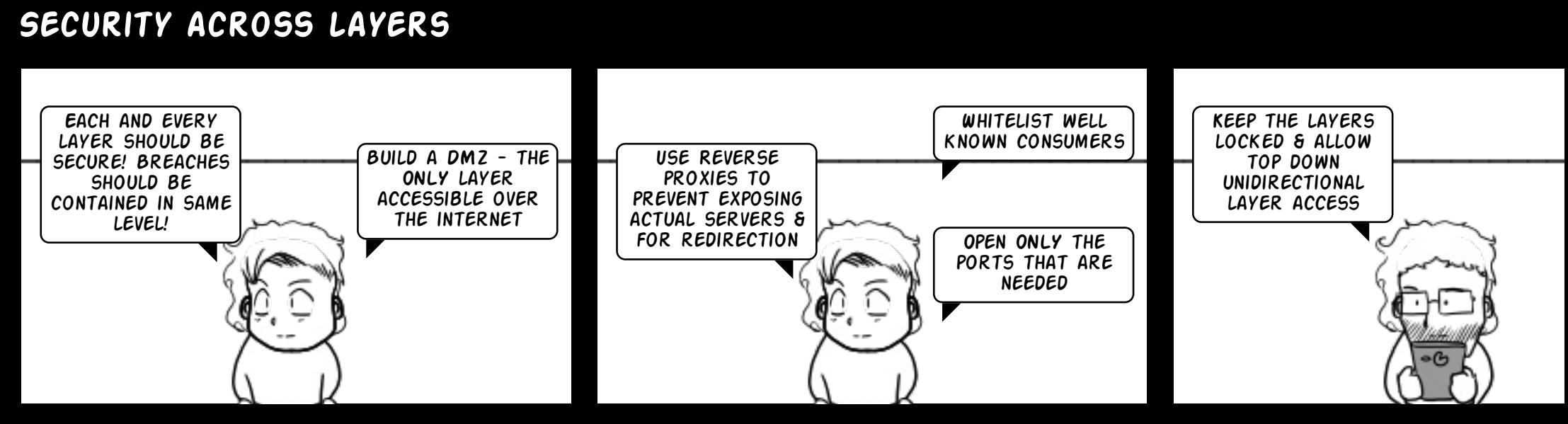


# HA & RELIABILITY

## Replication set

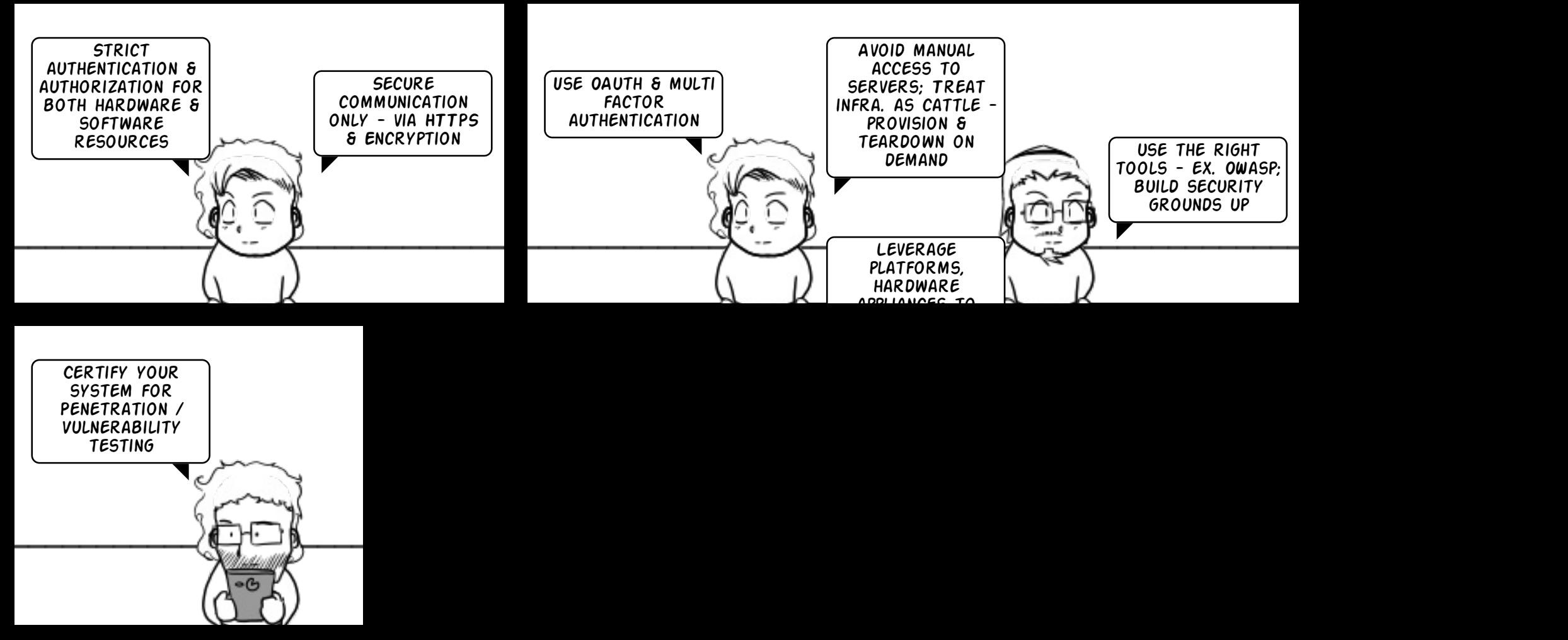


# SECURING THE SYSTEM



# SECURING THE SYSTEM

## INTERNAL & EXTERNAL SECURITY

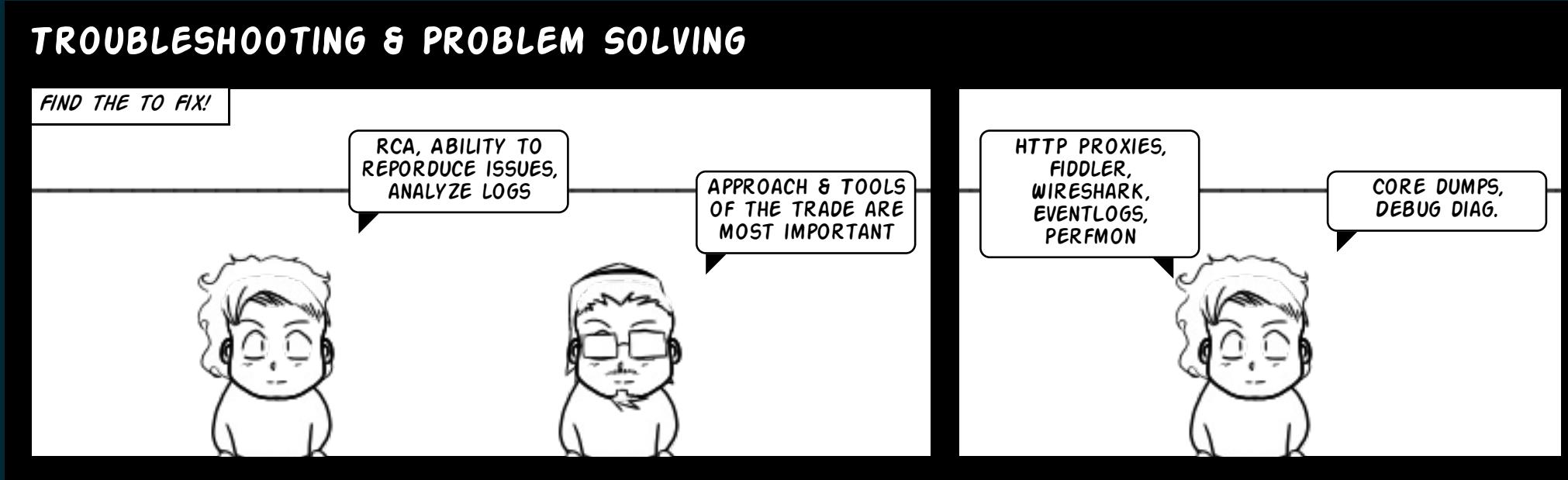


# SECURING THE SYSTEM

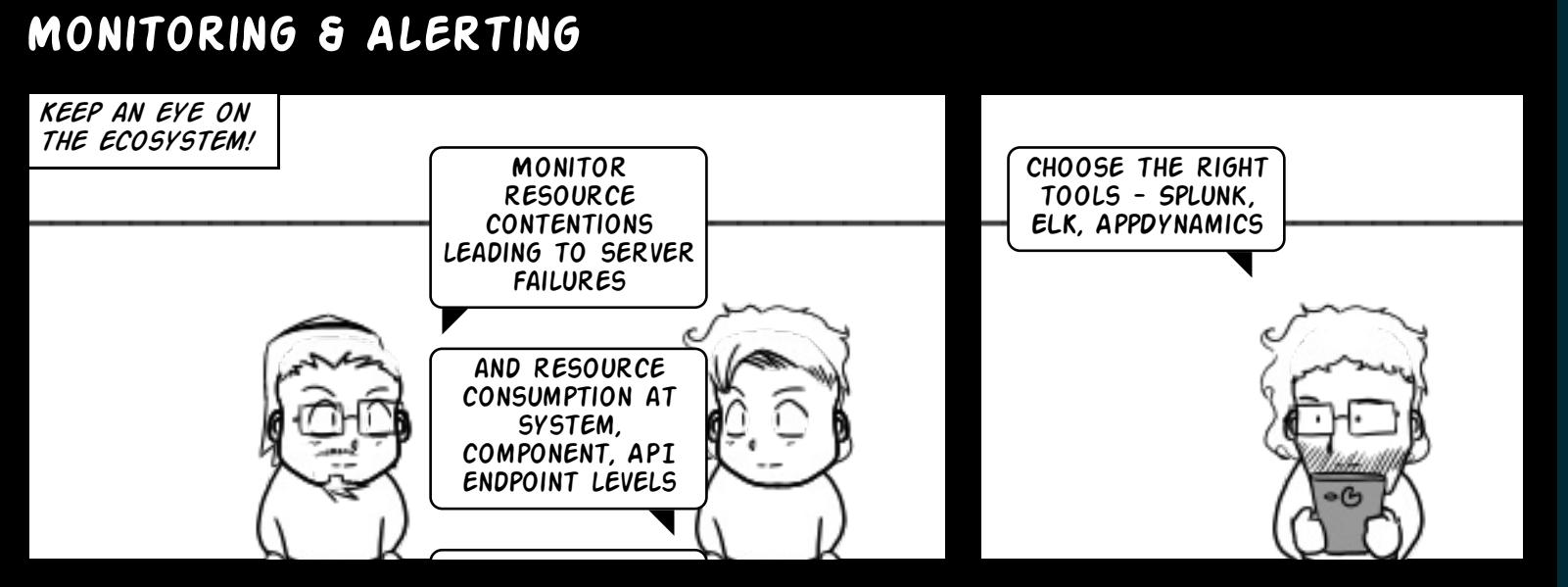
<https://www.microsoft.com/en-us/download/confirmation.aspx?id=1330>  
<http://azuresecurity.codeplex.com/>

<https://msdn.microsoft.com/en-us/library/ms998530.aspx>  
<https://www.microsoft.com/en-us/download/confirmation.aspx?id=11711>  
<https://msdn.microsoft.com/en-us/library/ff921345.aspx>  
<https://msdn.microsoft.com/en-gb/library/ff648138.aspx>  
<http://dataguidance.codeplex.com/releases>

# OPERATIONAL NEEDS



# OPERATIONAL NEEDS



# Links

# Donne Martin's System Design Primer

Single absolute reference : an organized collection of  
resources for system design

# There's much much more, but these links give you focus

- \* <http://blog.cleancoder.com/uncle-bob/2014/10/01/CleanMicroserviceArchitecture.html>
- \* <http://microservices.io/>
- \* <http://www.codingthearchitecture.com/>
- \* <https://awesome-tech.readthedocs.io/http://alistair.cockburn.us/Hexagonal+architecture>
- <http://alistair.cockburn.us/Foundations+for+Software+Engineering>
- <http://www.idesign.net/>
- <http://www.bredemeyer.com/>
- <https://github.com/checkcheckzz/system-design-interview>
- <https://github.com/benas/awesome-software-craftsmanship>
- <https://github.com/onurakpolat/awesome-bigdata>

Books:

- <https://www.manning.com/books/microservice-patterns>
- <https://github.com/miguellgt/books>

THAT'S ALL FOR  
NOW FOLKS!"





A journey of a thousand miles  
begins with a single step  
... And lots of coffee!

Visit Jim Hunt at [facebook.com/huntcartoons](https://facebook.com/huntcartoons)