

A marketplace where local produce sellers can list their products for sale.

The platform supports many seller to many buyers.

Objective

To understand the challenges of building and maintaining e- commerce platform.



Project Focus

User Authentication & Session Management

Controlling access to the site

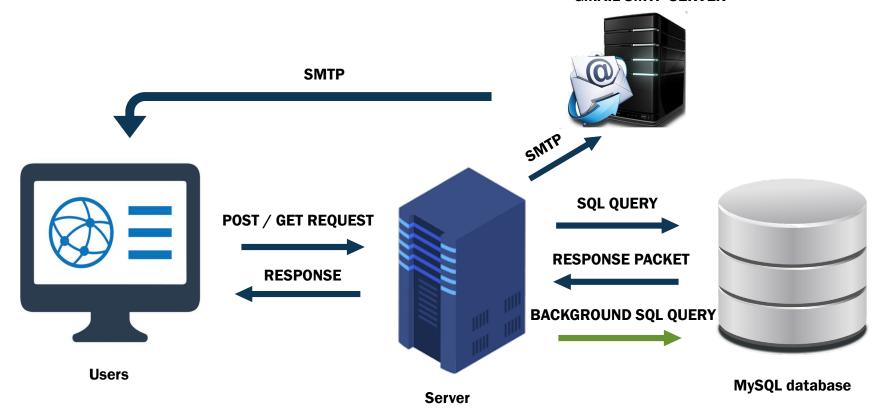
Product Discovery

- Helping users find/discover what they want with the least effort
- Transaction Facilitation
- Facilitating communication between sellers & buyers

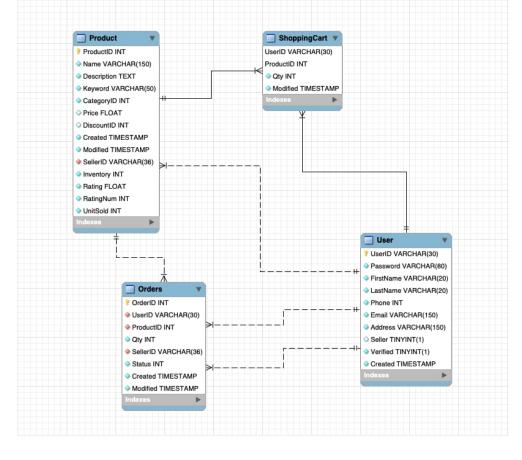
Demo

App Architecture

GMAIL SMTP SERVER



MySQL ER Diagram for GoPasar SG



User Authentication Session Management

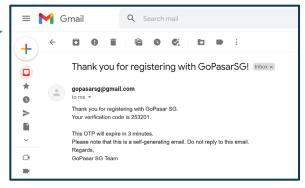
Client

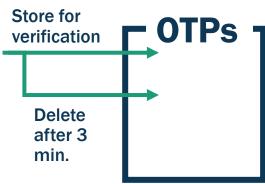


HTTP response can be written instantly while OTP is being prepared and delivered.

Server

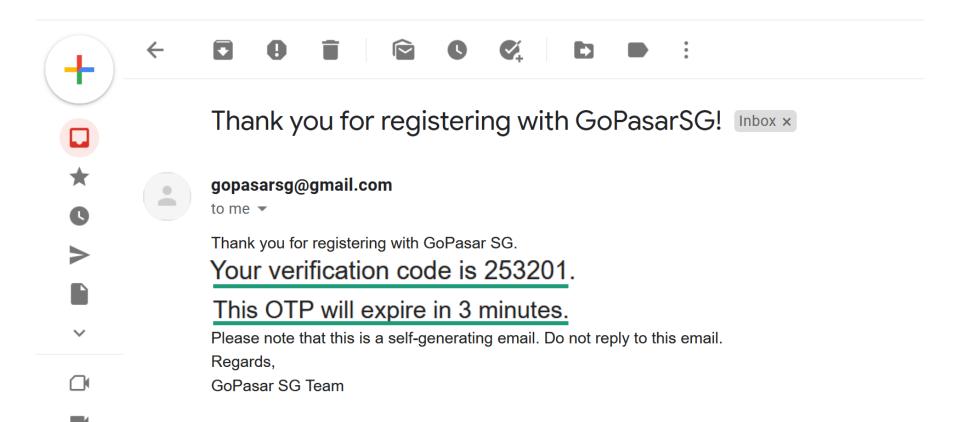
Goroutine 1

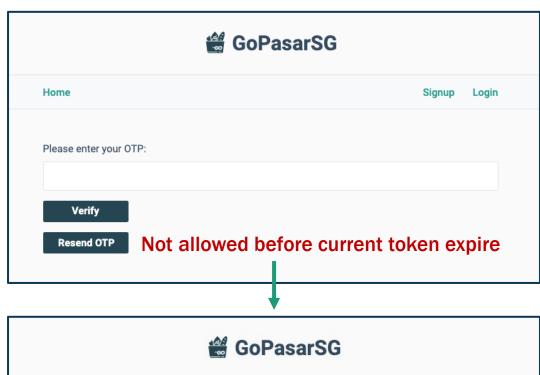






User Verification via OTP







Session Management

Client-side session management

- Session information is stored as an encrypted string in the session cookie
- Encryption is performed using a 32 bytes secret key

Cookie Value Show URL decoded
ailcXRGTWJeJit2xYznACdOzrhuIMSpq8RDuN02z46pAsNoL8bEK-zySLW9pQOQylADAhOg65RCSIzl3bXOT
VofCXArDd2L8br8U7O2q3t6iLQrwV_4zfnpC1kdElblAglQYutJ6_LlpJ-a90Mj0dhjl8tLA70S-X1xjVgwEwjlwexX
Ow1Tc7nmnmVyN8fnMYOCczRyPhszQWByXF2rgt3ydol4Eq8N9s7WBdJlEtBTaKHLccYSx1r0pLplEIA

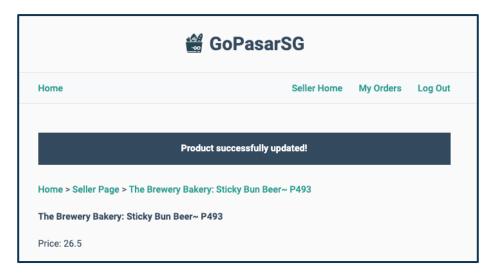
Cryptography should be left to experts:

• github.com/golangcollege/sessions

Session Management

Cool feature provided by this session package – we can store and retrieve messages in the cookie

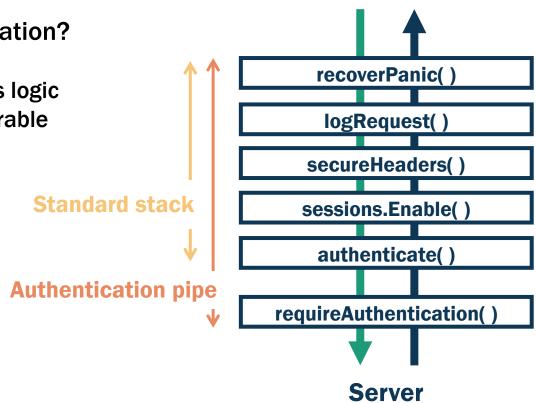
- Display confirmation message for some actions users perform.
- However, there is a limit to the amount of information that can be stored.



Authentication Middleware

Why middleware for authentication?

- can be handled uniformly
- separated from main business logic
- middleware are reusable, sharable



Client

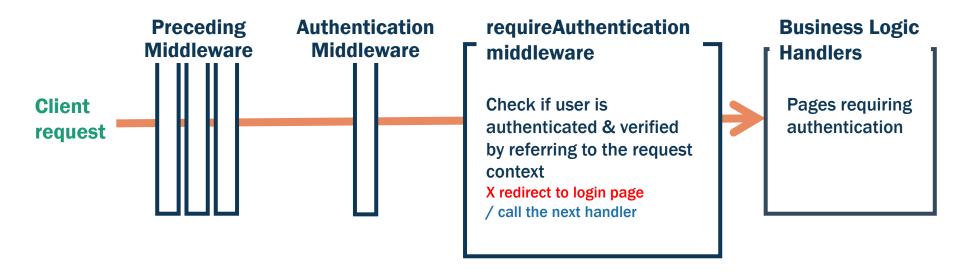
Authentication Middleware

Standard middleware stack



Authentication Middleware

Authentication Pipe middleware chain



Product Discovery

Searching

Based on inverted index (Go Map Type) for product name, description and keywords

- Stored in memory & refreshed periodically for up to date search results
- Complexity O(1) search for a single token search.



Input

Slice of structs with ID, Name, Desc, Keyword fields

	ID	Name	Desc	Keyword		
{	51	Singapore ice cold beer	ice cold beer	beer	}	,
{	52	Malaysia fresh cold beer	ice cold beer	beer	}	,
{	53	Belgian IPA beer	cold beer	beer	}	,
{	54	French ice cold beer	brewed in France	beer	}	,
{	55	USA ice cold beer	ice beer	alcohol	}	

Output

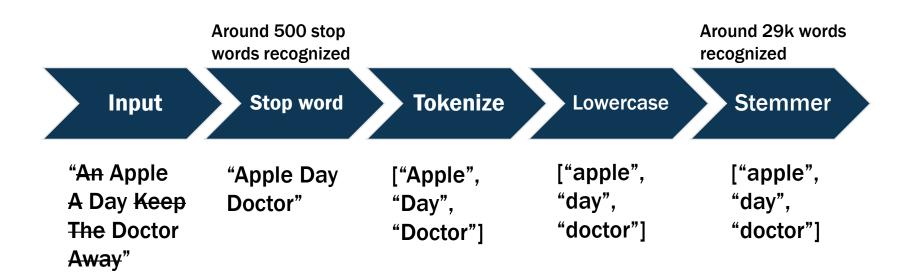
Maps mapping word to IDs at which word is found

Map for Name		Map for Desc		Map for	Map for Keyword		
beer	51 52 53 54 55	beer	51 52 53 55	alcohol	55		
belgian	53	brew	54	beer	51 52 53 54		
cold	51 52 54	cold	51 52 53				
french	54	franc	54				
fresh	52	ice	51 52 55				

. . .

Preparation: Text analysis

{"fish", "fish"},
{"fished", "fish"},
{"fisherman", "fisherman"},
{"fishermen", "fishermen"},
{"fishes", "fish"},
{"fishing", "fish"},



Search

Search terms

Map for Name

Map for Desc

ice

51 52 53 55 beer

belgian 53

54 brew

cold

51 52 53 cold

beer

cold 51 52 54

> franc 54

french

beer

54 **52**

51 52 55 ice

ice

malaysia

singapor

usa

fresh

51 54 55

51 52 53 54 55

ipa

53

52

51

55

alcohol 55

Map for Keyword

beer

51 52 53 54

Name x2

Description x 1

Match weightage:

Keyword x 4

Map Score

map[51]+=2, map[54]+=2, map[55]+=2,

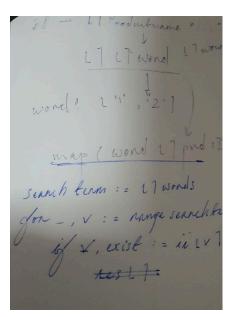
map[51]++, map[52]++, map[55]++

/* keyword map does not contain the word "ice" */

E.g. "ice" \rightarrow

key [0, 2, 3, 4, 5) ken (3, 2, 0] Can [P, 4, 3] beer [0, 2, 5] [(), 4,2] map [1] = com-1 t. + map (3) = count + 1





map 1 session 10 - shopping cart

type shopping cart

11 item
3 consteol

type item 3
product 10
3 ty

Input

Slice of structs with ID, Name, Desc, Keyword fields

		···a····o		110, 1101 a		
{	51	Singapore ice cold beer	ice cold beer	beer	}	,
{	52	Malaysia fresh cold beer	ice cold beer	beer	}	,
{	53	Belgian IPA beer	cold beer	beer	}	,
{	54	French ice cold beer	brewed in France	beer	}	,
{	55	USA ice cold beer	ice beer	alcohol	}	

Desc

Name

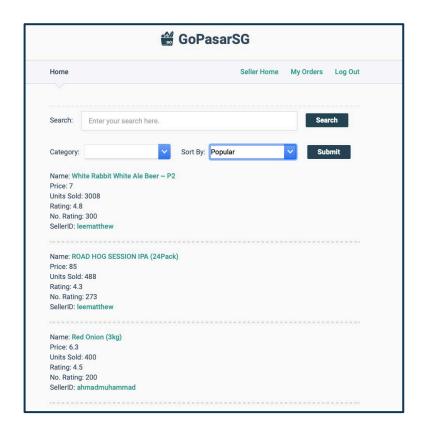
Kevword

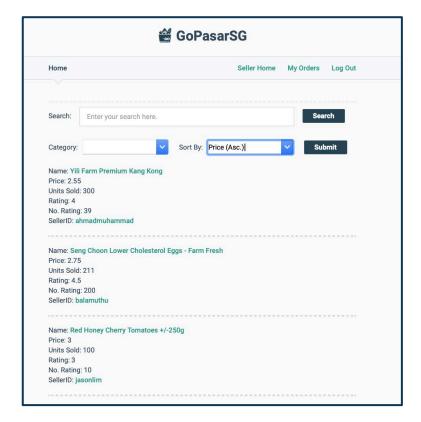
Output

Ranked result for search text = "ice cold beer"

Score for product ID 51
$$\rightarrow$$
 (2X3) + (1X3) + (4X1) = 13
Score for product ID 52 \rightarrow (2X2) + (1X3) + (4X1) = 11
Score for product ID 53 \rightarrow (2X1) + (1X2) + (4X1) = 8
Score for product ID 54 \rightarrow (2X3) + (1X0) + (4X1) = 10
Score for product ID 55 \rightarrow (2X3) + (1X2) + (4X0) = 8

Sorting





Sorting: Benchmark Testing

```
PS C:\Projects\Go\src\ProjectGoLive\pkg\sort> go test -run=xxx -bench="."
goos: windows
goarch: amd64
pkg: ProjectGoLive/pkg/sort
cpu: Intel(R) Core(TM) i7-9750H CPU @ 2.60GHz
Benchmark InsertionSort-12
                                               410274933 ns/op
Benchmark IntroSort-12
                                    100
                                                10306340 ns/op
Benchmark MergeSort-12
                                                10325888 ns/op
                                    100
Benchmark QuickSort-12
                                                37483679 ns/op
                                    33
Benchmark TimSort-12
                                                 5933096 ns/op
                                    190
PASS
ok
       ProjectGoLive/pkg/sort 9.835s
PS C:\Projects\Go\src\ProjectGoLive\pkg\sort>
```

Sorting: Benchmark Testing

Anomaly in the results was caused by the way the test was set up

```
run benchmark | debug benchmark
     func BenchmarkIntroSort(b *testing.B) {
         for i := 0; i < b.N; i++ {
             list := []*models.Product{}
             for j := 0; j < 500; j++ {
                 list = append(list, list2...)
             rand.Seed(time.Now().UnixNano())
             rand.Shuffle(len(list), func(i, j int) { list[i], list[j] = list[j], list[i] })
31
             is := NewIntroSort(list, 2)
             b.StartTimer()
             is.IntroSort()
             b.StopTimer()
```

Sorting: Further Improvements?

```
func sortByPriceA(p1, p2 *models.Product) bool {
         if p1.Price == p2.Price {
             if p1.UnitSold == p2.UnitSold {
                 if p1.Rating == p2.Rating {
                     if p1.RatingNum == p2.RatingNum {
                         return p1.Inventory > p2.Inventory
                     return p1.RatingNum > p2.RatingNum
                 return p1.Rating > p2.Rating
14
             return p1.UnitSold > p2.UnitSold
         return p1.Price < p2.Price
```

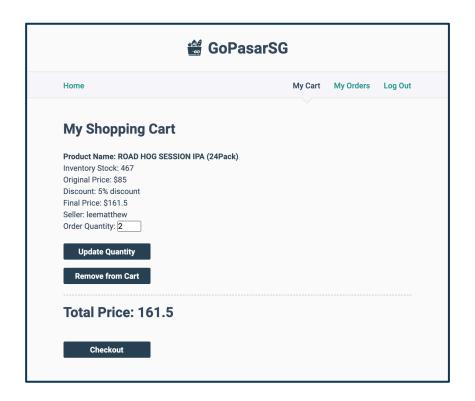
```
func sortByPriceV(p1, p2 *models.Product) bool {
   p1Vector := (float64(p1.UnitSold) + p1.Rating + float64(p1.RatingNum) + float64(p1.Inventory)) / p1.Price
   p2Vector := (float64(p2.UnitSold) + p2.Rating + float64(p2.RatingNum) + float64(p2.Inventory)) / p2.Price
   return p1Vector > p2Vector
}
```

Sorting: Further Improvements?

```
PS C:\Projects\Go\src\ProjectGoLive> cd pkg/sort
PS C:\Projects\Go\src\ProjectGoLive\pkg\sort> go test -run=xxx -bench=sortBy
goos: windows
goarch: amd64
pkg: ProjectGoLive/pkg/sort
cpu: Intel(R) Core(TM) i7-9750H CPU @ 2.60GHz
Benchmark sortByPriceA-12
                                                       2.211 ns/op
                              467984223
Benchmark sortByPriceV-12
                               1000000000
                                                       0.6674 ns/op
PASS
       ProjectGoLive/pkg/sort 2.225s
PS C:\Projects\Go\src\ProjectGoLive\pkg\sort>
```

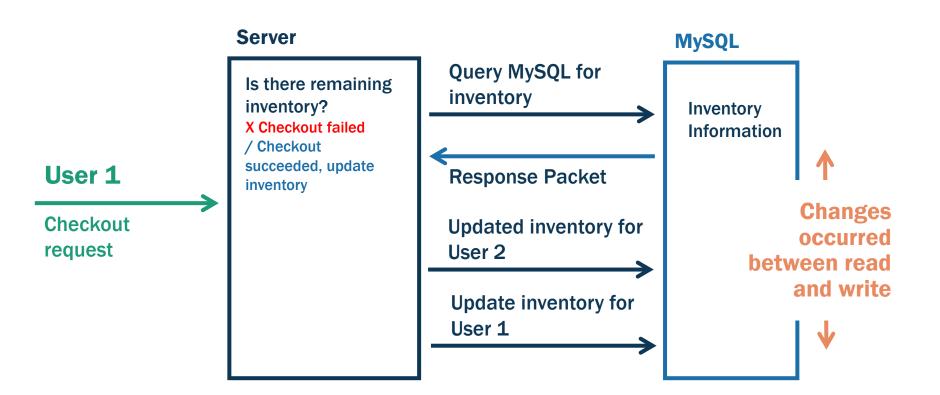
Transaction Facilitation

Shopping Cart

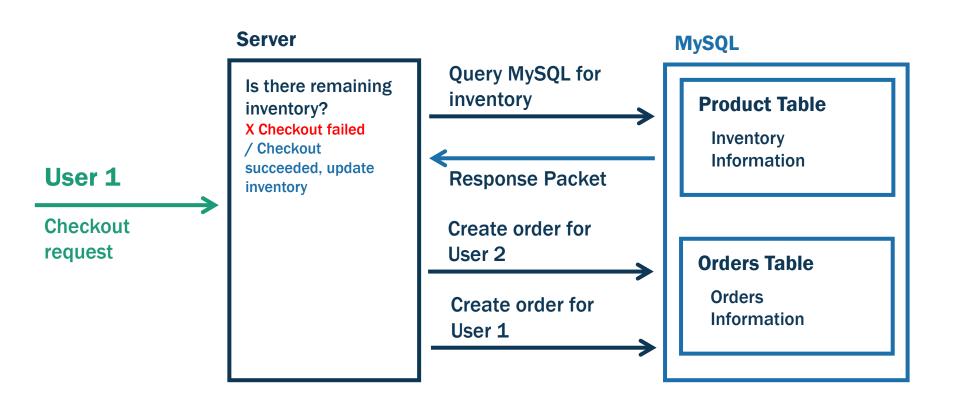


```
//backgroundCleaner is a go routine to perform constant
//background clean up for shopping cart and unverified user.
func (app *application) backgroundCleaner() {
    for range time.Tick(time.Hour * 24) {
        err := app.cart.ShoppingCartCleanUp()
        if err != nil {
            app.errorLog.Println(err)
        err = app.users.VerifiedUserCleanUp()
        if err != nil {
            app.errorLog.Println(err)
```

Checkout = Make Purchase



Checkout = Order Created



Checkout + Seller Confirmation

Buyer



Seller



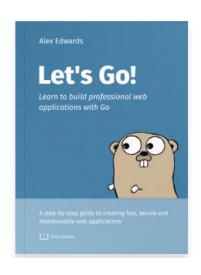
Limitations

No. of read and write to the MySQL Unpleasant user experience if order is cancelled

Possible Improvement

Use database cache such as Redis as buffer layer

Technology & References













- github.com/bbalet/stopwords v1.0.0
- github.com/go-sql-driver/mysql v1.6.0
- github.com/golangcollege/sessions v1.2.0
- github.com/gorilla/mux v1.8.0
- github.com/joho/godotenv v1.3.0
- github.com/justinas/alice v1.2.0
- github.com/kljensen/snowball v0.6.0
- golang.org/x/crypto v0.0.0-20200317142112-1b76d66859c6

Thank You!