From CRUD to CQRS

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- CRUD
 - Definition
 - Why not use it
- CQRS
 - Definition
 - Embrace it smoothly
- Migration Demo
- Conclusion



CRUD



CRUD: definition

- Create Read Update Delete
- Simple access to database entities exposed as resources through REST

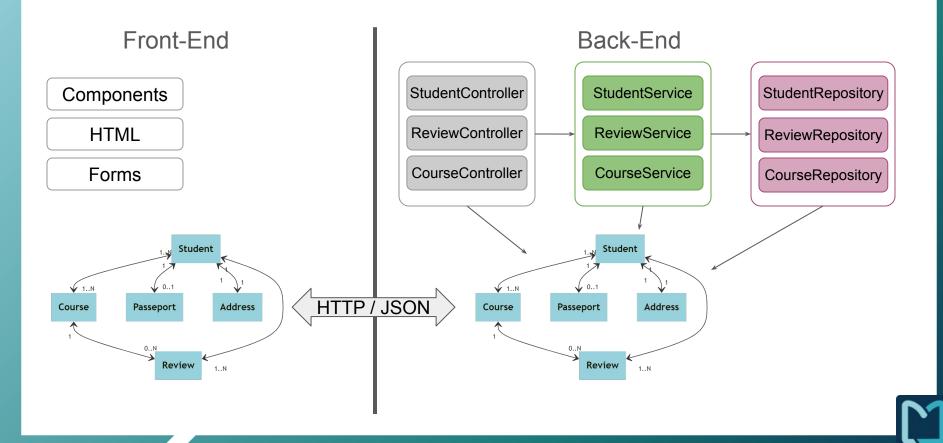
CRUD	НТТР	SQL
Create	PUT / POST	INSERT
Read	GET	SELECT
Update	PUT / PATCH	UPDATE
Delete	DELETE	DELETE

Create, read, update and delete - Wikipedia





CRUD: usual architecture



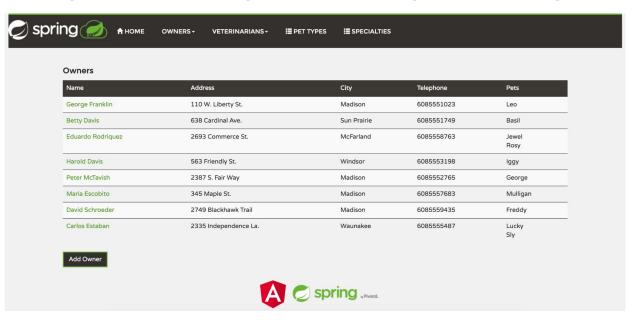
CRUD: what's the problem?

- Pushes unnecessary data to the Front-end, load too many things
 - memory impact
 - network impact
- Tends to create God classes / God entity graph
- Tends to create Entity-Oriented Services (with many dependencies)
- One new feature may impact an existing one
- Front-End composes the feature

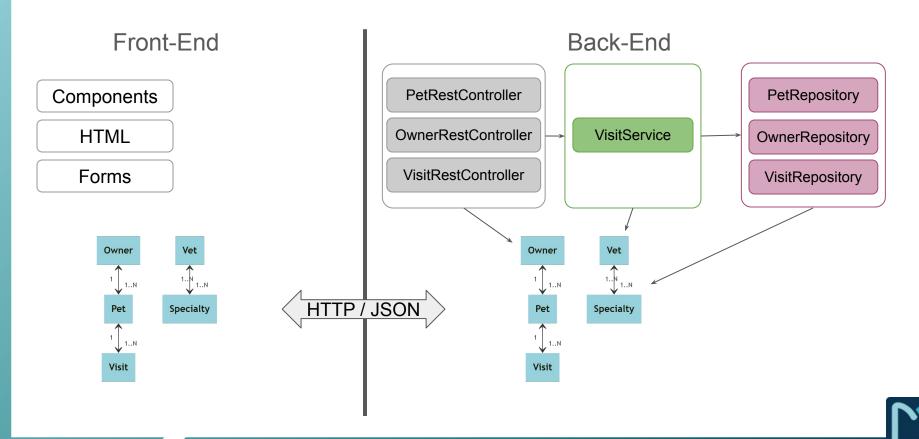


Back-end: https://github.com/spring-petclinic/spring-petclinic-rest

Front-end: https://github.com/spring-petclinic/spring-petclinic-angular



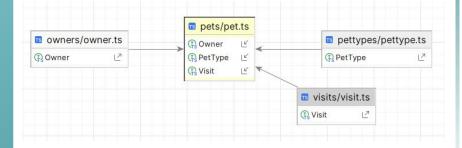




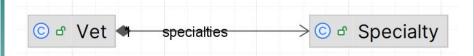
Front-end mimics Back-end, same complexity on both sides

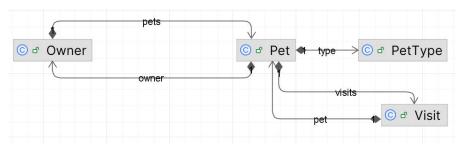
Front-end model





Back-end model







Front-end model contains useless data for some features

```
pet-list.component.html
<dl class="dl-horizontal">
<dt>Name</dt>
 < dc
   owner-list.component.html
   <a routerLink="/owners/{{owner.id}}}" routerLinkActive="active"</pre>
                          (click) = "onSelect(owner) ">{{ owner.firstName }} {{ owner.lastName }}/d>/d>
<br/>bı
    {{ owner.address }}
 <hi
    {{ owner.city }}
 <hi>h
    {{ owner.telephone }}
</di
    <t.d>
   {{ pet.name }}
   </t.r>
```



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Back-end loads too much data for some features

```
@Entity
@Table (name = "owners")
public class Owner extends Person {
   @OneToMany(cascade = CascadeType.ALL, mappedBy = "owner", fetch =
 @Entity
 @Table (name = "pets")
 public class Pet extends NamedEntity {
    @OneToMany(cascade = CascadeType.ALL, mappedBy = "pet", fetch = FetchType.EAGER)
    private Set<Visit> visits;
   @Entity
   @Table (name = "vets")
   public class Vet extends Person {
      @ManyToMany (fetch = FetchType.EAGER)
      private Set<Specialty> specialties;
```



CRUD: what's the target?

- Fine for "small" business / simple model
 - few entities
 - not so many relations
 - little data (overall through entity joins)



CQRS



CQRS: a bit of literature

Command and Query Separation (CQS)

"Every method should either be a **command that performs an action**, or a **query that returns data** to the caller, **but not both**"

Command-query separation - Wikipedia

- A Command modifies the state of the system
- A Query only retrieves data
- More a design pattern than an architecture one (method level)
- Forbids Object creation action : can't return a value



CQRS: a bit of literature

Command and Query Responsibility Segregation (CQRS)

"A system architecture that extends the idea behind command–query separation (CQS) to the level of services"

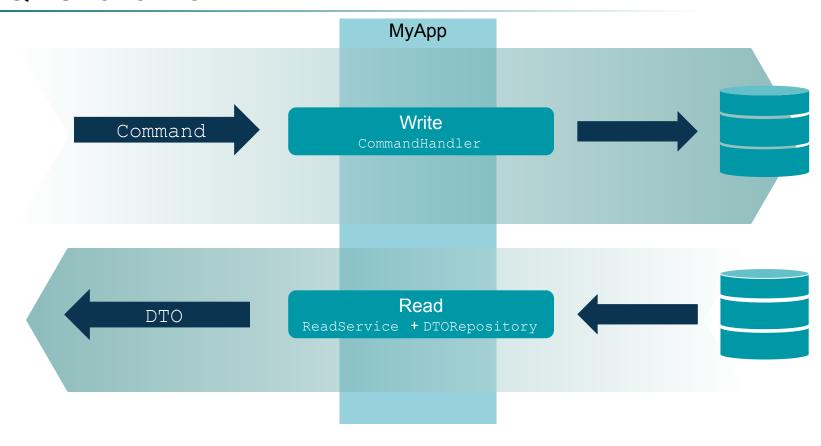
Command Query Responsibility Segregation - Wikipedia

Still forbids Object creation action : can't return value

Let's forget about literature and allow id returnal on entity creation



CQRS: overview





CQRS: overview

- Command: a write "channel"
 - o a Command only contains what is necessary to it execution
 - no need of all children to add one,
 - no need of an entire entity to delete it
 - o it is consumed by a CommandHandler
 - only one method execute (Command)
 - same as a method of a Service in CRUD
 - O AddItemToBasketCommand + AddItemToBasketCommandHandler

- Query : a read "channel"
 - only retrieves what's necessary to caller
 - Ex: a lookup screen doesn't load all entity fields

On-demand endpoint (not REST)



Migrating from CRUD to CQRS



Beware of callers impacts (Front-end)

- we could have thought that starting from query channel is easier...
- ... but Commands still require all data!
- 1. Start to implement Commands in Back-end, consume only what's necessary
- 2. Fix Front-end Commands
- 3. Go upstream and remove extra data from screen Form Models
- 4. Fix queries in Front-end and Back-end



Extra data loaded by repositories is not fixed (requires aggregates)



Migrating from CRUD to CQRS

DEMO Time!!

https://github.com/tircis/spring-petclinic-rest







CQRS: going further with separate DataSources?

What for ?



Optimize Read (with specific indexes, add ElasticSearch, NoSQL vs SQL)

Brings its own complexity



Data Synchronization



Schema management



Different data access framework



Deployment



CQRS: going further with Event Sourcing?

What for ?

- Event persistence
- For huge traceability / audit

Brings its own complexity

- Require another storage (database, event store, ...)
 - G History compaction

⇒ should be considered with caution (business value ?)



CQRS: going further with Command Bus?

What for ?

- Asynchronous Command execution
- High decoupling
- High performance
- Better for multiple CommandHandler

Brings its own complexity

- How to send result back to caller?
- Transactions management



CQRS: going further with with an all-in-one framework





Conclusion



Conclusion

Pros

- Maintenance is far better than CRUD after 6 months (50 entities)
- Benefit on tasks and Git branches: no conflict on features and bug fixes
- Easier testability
- New feature development made easier
- Front-end and Back-end people discussion
- 😀 Cleaner Front-end
- Clearer Business actions (aka documentation)
- Chainable commands

Cons

- Back-end API coupled to Front-end, quite normal since the project is no more a "bag of resources"
- Partially solve memory footprint in the Back-end: Commands still use one monolithic model



Conclusion

- Costly for small projects (?)
- Not mandatory :
 - Event Sourcing
 - Separate DataSources
 - Command Bus
- Beware of CQRS/ES frameworks (Axon Framework)

from-CRUD-to-CQRS-in-practice





Questions



