ETL Plus Development Roadmap & Plans

© Project Overview

ETL Plus is a comprehensive C++ backend application for Extract, Transform, Load operations with HTTP REST API, authentication, job management, and data transformation capabilities.

Current Status

Completed (Phase 1)

- Project structure and CMake build system
- Configuration management (JSON-based)
- **V** Database manager foundation (PostgreSQL ready)
- V HTTP server with Boost.Beast
- Authentication system (users, sessions, roles)
- Z ETL job manager with scheduling
- **V** Data transformation engine
- ✓ REST API endpoints structure
- V Multi-threaded architecture
- **V** Basic compilation and execution

Known Issues

- **CRITICAL**: Segmentation fault in HTTP server when handling requests
- Config file copying not automated in CMake
- Z Database connections are simulated (not real database) RESOLVED: Oracle Free Docker setup completed
- No proper error handling for malformed JSON requests RESOLVED: Comprehensive CI/CD pipeline with security and testing
- Memory management needs review

Development Phases

Phase 2: Core Stability & Bug Fixes (Week 1-2)

Priority: HIGH

PROFESSEUR: M.DA ROS

2.1 Fix HTTP Server Issues

- Debug and fix segmentation fault in Boost.Beast implementation
- Add proper request/response lifecycle management
- Implement connection pooling
- Add request timeout handling
- Memory leak detection and fixes

2.2 Database Integration

 Oracle Free Docker Setup: Docker Compose configuration with Oracle Free 23.5.0.0 Database Schema: Initial ETL Plus schema with tables (etl_jobs, etl_job_logs, users) Integrate Oracle C++ libraries (OCCI or SOCI) Implement connection pooling Add database schema migration scripts Transaction management improvements Database health checks
2.3 Enhanced Error Handling
 Structured error responses Input validation for all endpoints Proper exception handling Logging system implementation Request/response middleware
Phase 3: Feature Enhancement (Week 3-4)
Priority: MEDIUM
3.1 Advanced Authentication
 JWT token implementation Password hashing with bcrypt OAuth2 integration API key authentication Session persistence in database
3.2 Data Connectors
 CSV file reader/writer JSON data processor XML parser integration REST API data source connector Database-to-database connectors File system monitoring
3.3 Enhanced ETL Pipeline
 Visual pipeline builder (config-based) Data validation rules engine Custom transformation plugins Parallel processing capabilities Pipeline versioning Rollback mechanisms

Phase 4: Production Features (Week 5-6) **Priority: MEDIUM** 4.1 Monitoring & Observability Prometheus metrics integration • Health check endpoints expansion Performance monitoring Job execution statistics Resource usage tracking Alerting system 4.2 Web Dashboard React/Vue.js frontend Job management interface Real-time monitoring Pipeline visualization User management UI • Configuration management 4.3 Security Hardening • HTTPS/TLS support Rate limiting • Input sanitization Security headers Audit logging Uulnerability scanning Phase 5: Deployment & Scaling (Week 7-8) **Priority: LOW** 5.1 Containerization Docker containerization

- Docker Compose setup
- Ukubernetes manifests
- Helm charts
- Multi-stage builds

5.2 CI/CD Pipeline

- **GitHub Actions workflows** Complete CI/CD pipeline with 5 workflows:
 - o 🖋 Main CI/CD: Build, test, security scan, deploy
 - **Performance**: Load testing and benchmarking

 Security: Vulnerability scanning and auditing Integration: End-to-end API and database testing Release: Automated releases with changelog generation Automated testing Code quality checks Security scans Automated deployments 5.3 Documentation API documentation (OpenAPI/Swagger) User manual Developer guide Deployment guide • Architecture documentation Technical Debt & Improvements Code Quality Unit test coverage (target: 80%+) • Integration tests • Code style enforcement (clang-format) • Static analysis (cppcheck, clang-tidy) Performance Optimization Request handling optimization Memory usage optimization Database query optimization Caching mechanisms Load testing **Architecture Improvements** • Plugin architecture for data sources Event-driven architecture • Microservices decomposition Message queue integration (RabbitMQ/Kafka)

Success Metrics

Phase 2 Goals

- Zero segmentation faults
- 100% uptime during testing

• Distributed processing support

- Real database integration working
- · All API endpoints responding correctly

Phase 3 Goals

- Support for 5+ data source types
- JWT authentication working
- Pipeline execution time < 10s for 1MB data
- Web dashboard functional

Phase 4 Goals

- Production-ready deployment
- 99.9% uptime
- Comprehensive monitoring
- Security audit passed

Phase 5 Goals

- · Kubernetes deployment ready
- Full CI/CD pipeline
- Complete documentation
- Open source release ready

X Development Environment Setup

Requirements

- C++20 compiler (GCC 10+ or Clang 12+)
- CMake 3.16+
- Boost 1.70+
- PostgreSQL 12+
- Docker (for containerization)
- Node.js 16+ (for frontend)

Development Workflow

- 1. Feature branch development
- 2. Unit tests required
- 3. Code review process
- 4. Integration testing
- 5. Performance validation
- 6. Documentation update

Decision Log

Technology Choices

• C++20: Modern features, performance

PROFESSEUR : M.DA ROS ♦ 5 / 6 ♦ BTS SIO BORDEAUX - LYCÉE GUSTAVE EIFFEL • Boost.Beast: HTTP server library

• PostgreSQL: Primary database

• CMake: Build system

JWT: Authentication tokensReact: Frontend framework

Architecture Decisions

- RESTful API design
- Multi-threaded job processing
- · Plugin-based data connectors
- Configuration-driven pipelines
- Microservices-ready design

Iteration Process

Weekly Sprints

• Monday: Sprint planning

• Tuesday-Thursday: Development

• Friday: Testing & review

• Weekend: Documentation

Reviews

- · Code review for all changes
- Architecture review for major features
- · Security review for auth changes
- Performance review for core components

Support & Maintenance

Post-Release

- Bug fix releases (monthly)
- Feature releases (quarterly)
- Security updates (as needed)
- Documentation updates (ongoing)
- Community support (GitHub issues)

Last Updated: August 8, 2025

Version: 1.0

Status: Active Development