Design API for multi-tier software

Problems, solutions and design patterns.

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- Programmer
  - **Python**
  - C#
  - JavaScript
  - From time to time others …
- Speaker
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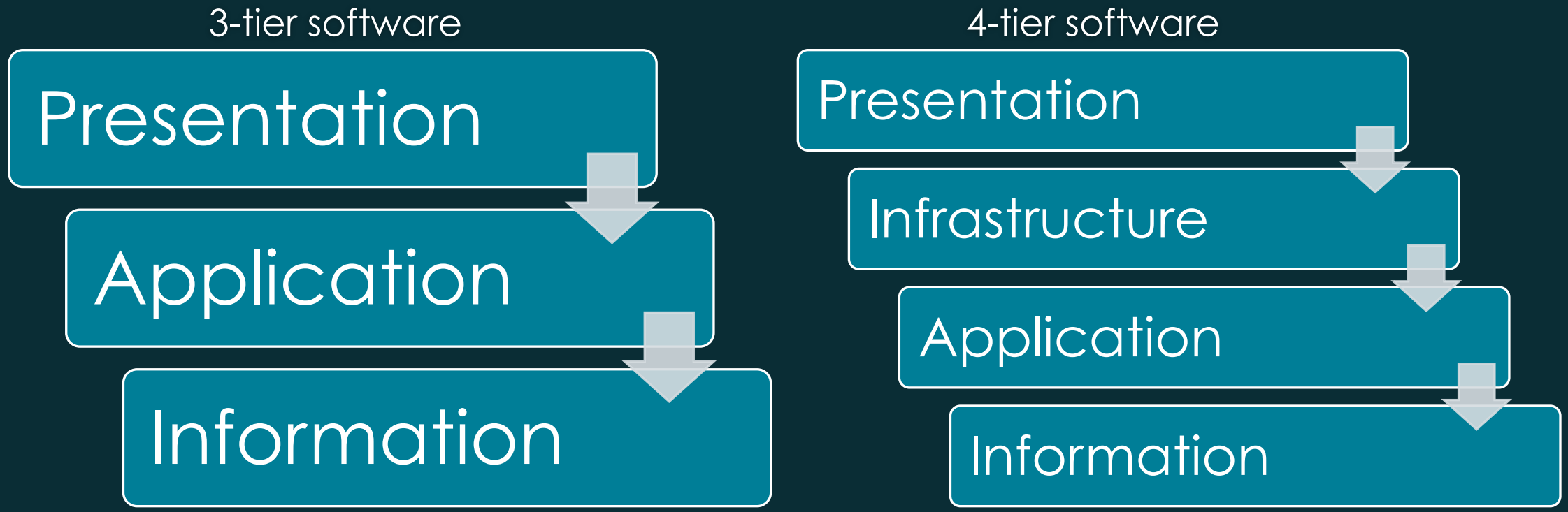
Multi-tier Software



Tiers definition

1. Presentation
    1. Clients
    2. Web
    3. Other application uses our data
2. Infrastructure
3. Application
    1. Business Logic
    2. Data getters
    3. Applications
4. Data
    1. Files
    2. Caches
    3. DataBases
    4. Outsides APIs

Application

- Model2
- Model View Controller
- Model Template Controller
- …?

Which structure of application is good for API?

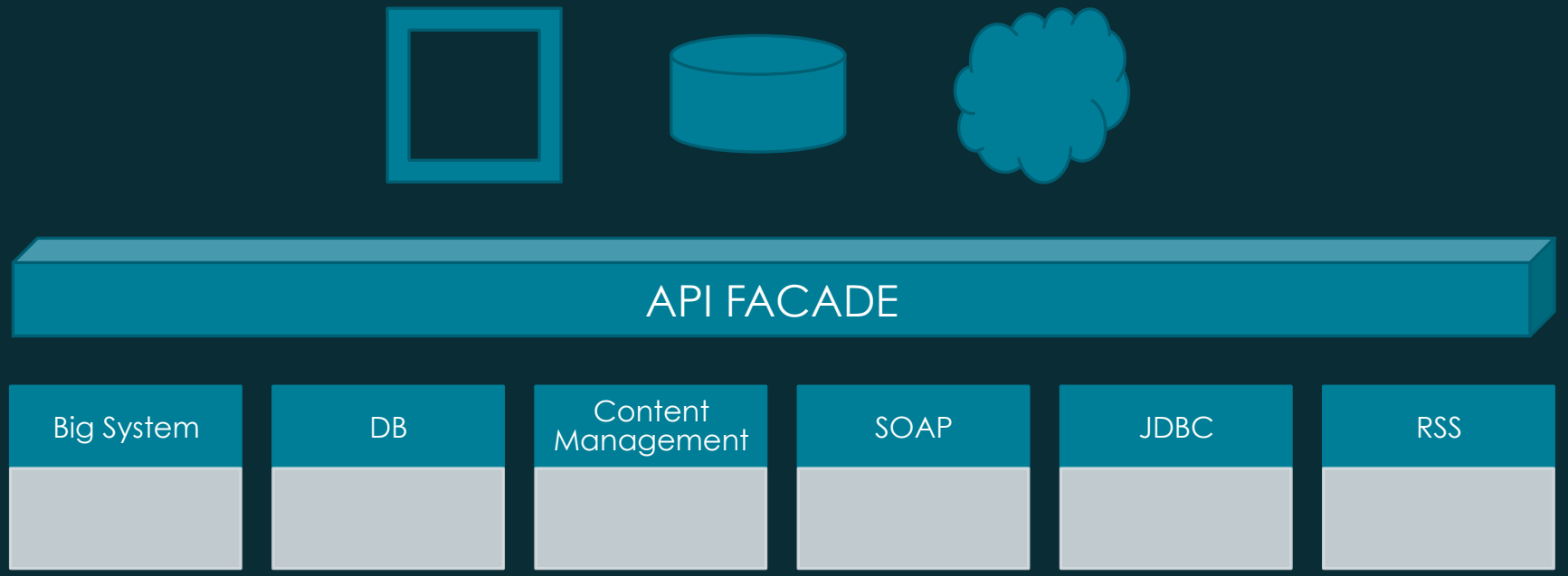
Design Patterns

- CQRS *(Command Query Responsibility Segregation)*
- API Fasade
- Monads (Qubes)
- Queue based

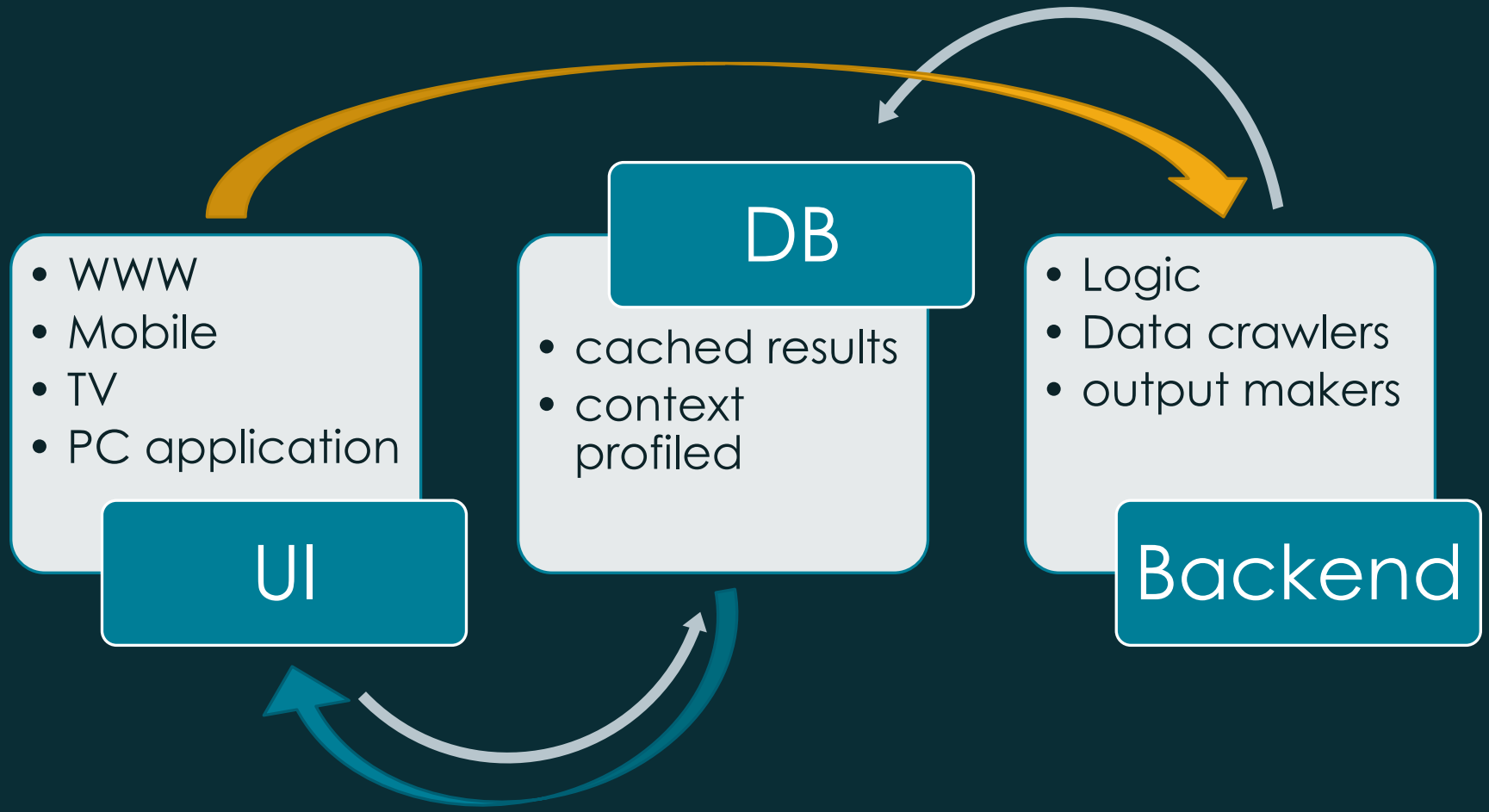
We don't need templates (view layer)

Model and Controller

Model = data Tier drivers
Controller -> Design patterns hell



CQRS


DB
• cached results
• context profiled
• WWW
• Mobile
• TV
• PC application
UI
• Logic
• Data crawlers
• output makers
Backend

Model

ORM objects vs. DTO (Data Transfer Object)

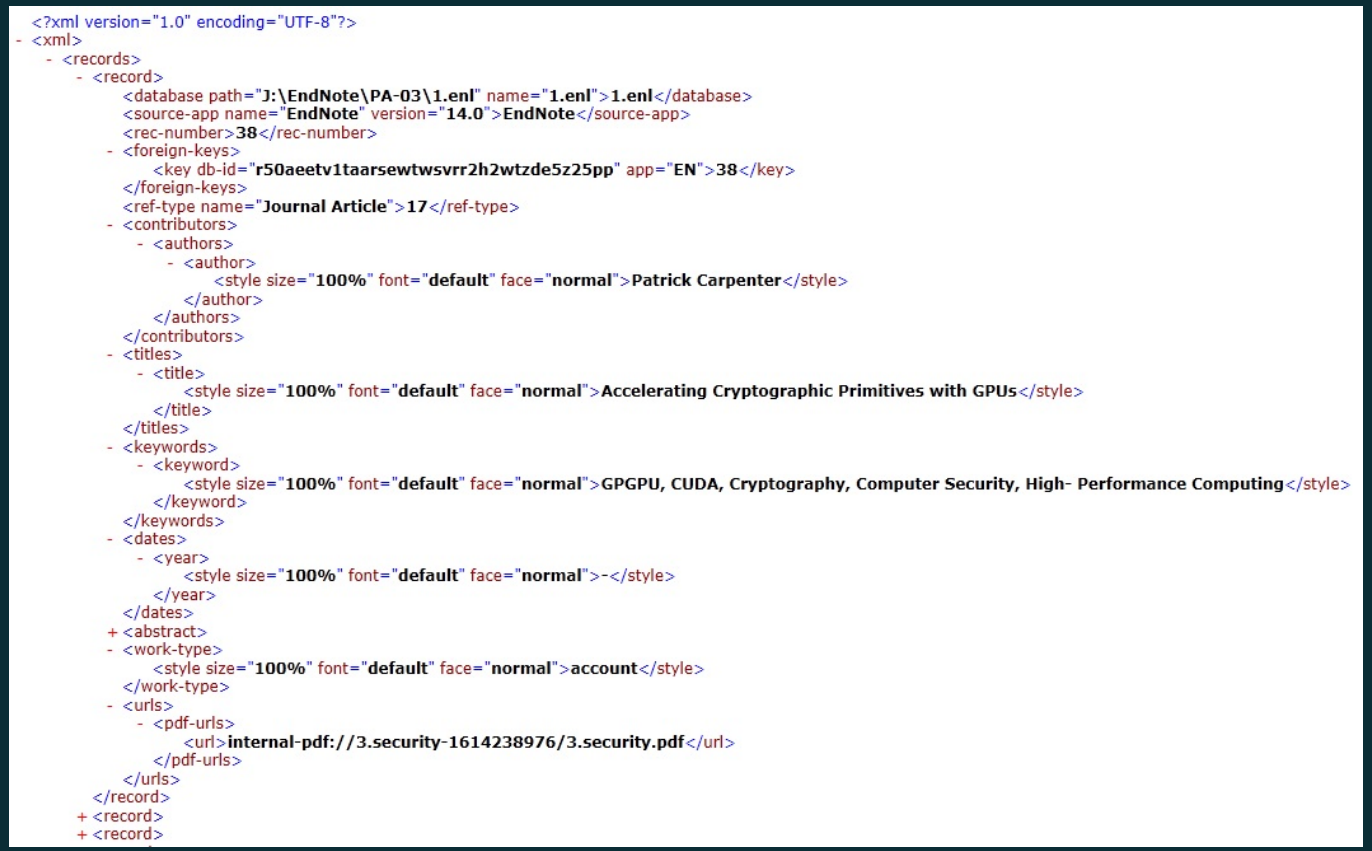
• Easy to make operations • Better understood for Developer • Don't need additional work • Too close to real data • Not related to BO	• Need more work on start • Need learning on start • One level of astraction higher • Related to Bussines needs

Data serialization

Every API need output format …

- XML
- JSON
- HTML
- MsgPack
- …

Python object to end of proces …



```
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<xml>
  <records>
    <record>
      <database path="J:\EndNote\PA-03\1.enl" name="1.enl">1.enl</database>
      <source-app name="EndNote" version="14.0">EndNote</source-app>
      <rec-number>38</rec-number>
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```
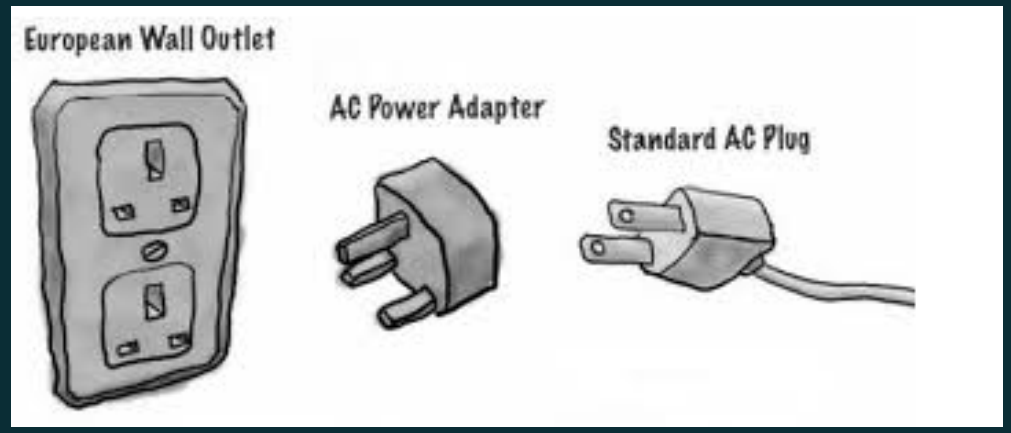
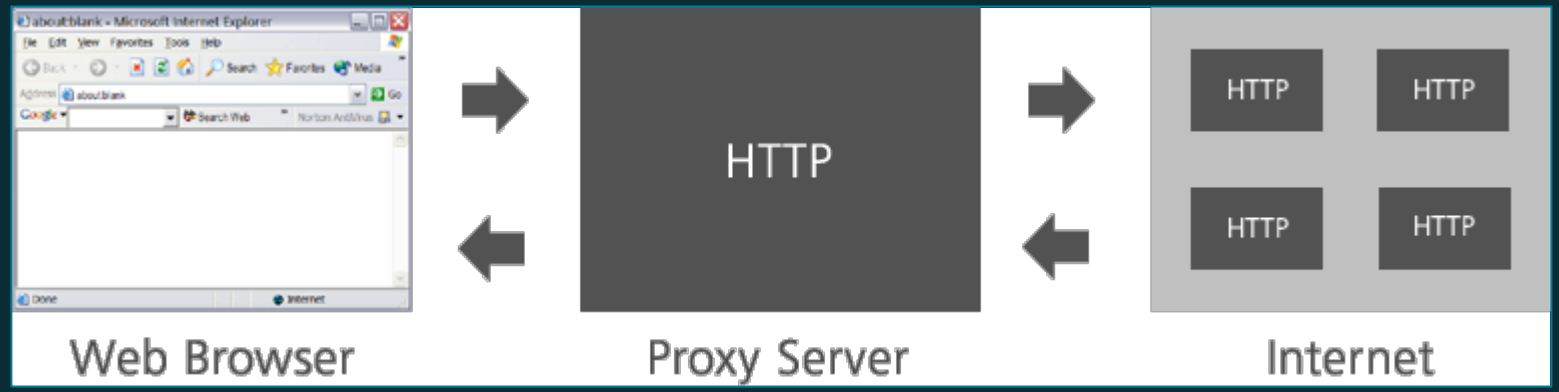

Proxy vs. Adapter





Cache?

- redis
- memcache
- varnish
- DB
- LiteObjects (ZODB)

Flyweight Design Pattern

Object Player:

- for Rank List
- for Battle
- for Shop
- full object
- …

```
gamer = Player.objects.get(uname=,cc')
gamer.fill_for_battle()
gamer.fill_for_shop()
gamer.fill_full()
```

or …

```
gamer.fill_fields([,name', ,rank', ,email', ,money'])
```

Controller

chain of operations is depends on context

What is
context?

- user agent
- user location
- user privilages
- payed packages
- …

Factory of objects

Factory + Strategy

Factory make object for example Video Serializer depends on context (user agent)

Strategy

Factory + Strategy

One scheme of alghoritm with parts implements specific for context

REST vs JSON RPC vs XML RPC … another

Control input data
- wsdl
- json schema
- forms validator
- …

Control output
… same to input

Thanks

I invite you to questions ☺

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