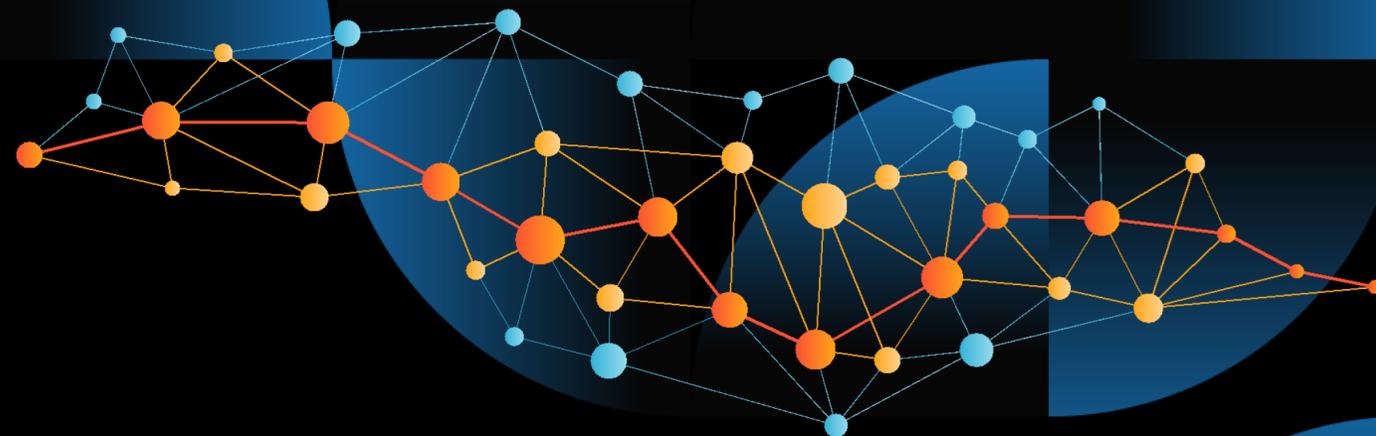


Florin Coroș

Designing a Distributed System for Long-Term Development



Florin Coroș

Software Architect Consultant

Technical Trainer

Founder of Code Design

enjoing playing GO

enjoing traveling

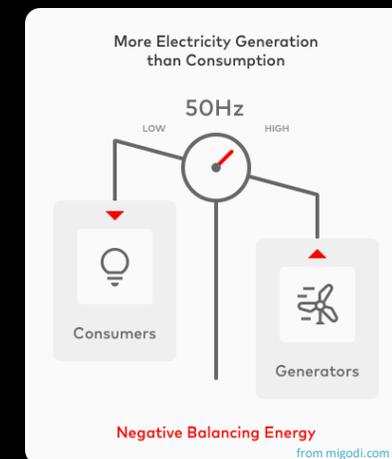
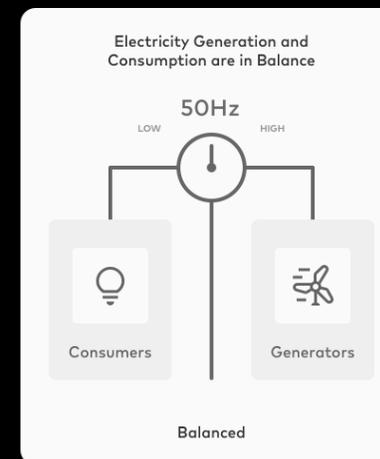
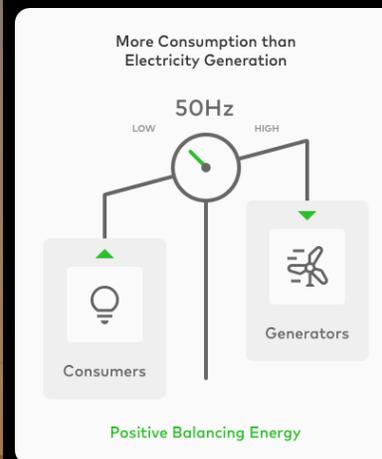
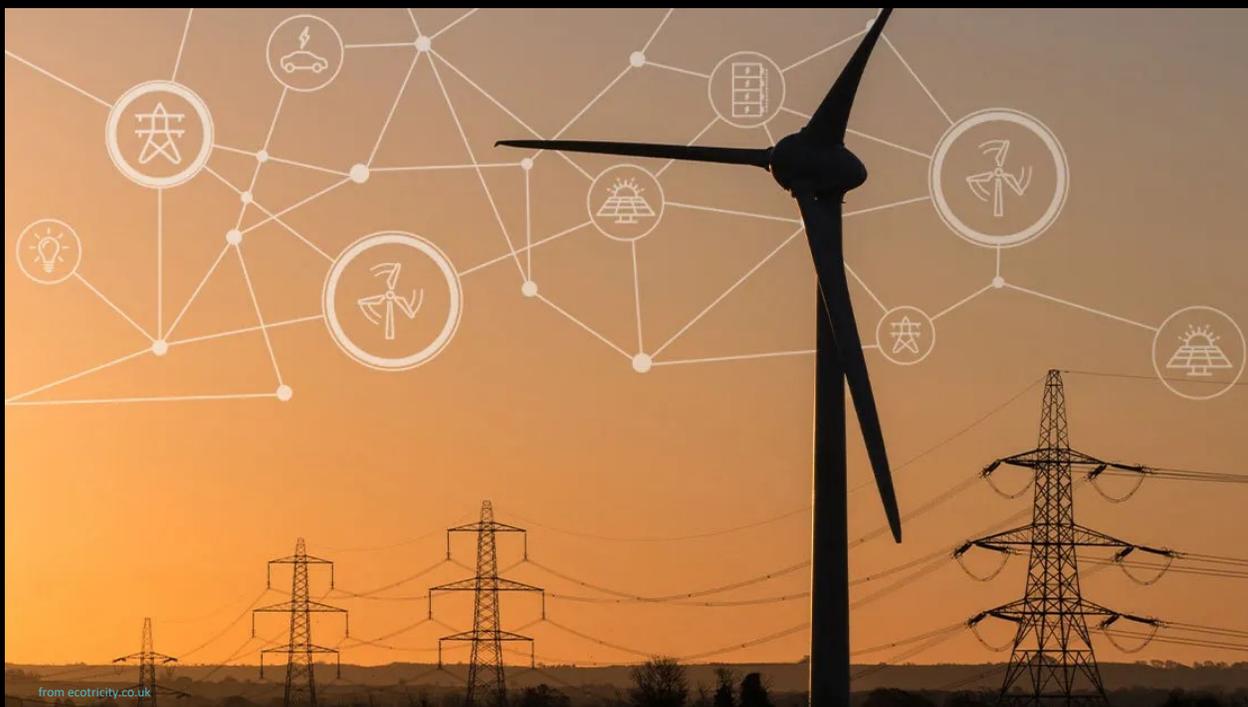
onCodeDesign.com/DevDaysPL



Florin Coroș

Designing a Distributed System for Long-Term Development

Context: Grid Balancing and Energy Trading



Balancing the Grid

Transmission System Operators (TSOs) and Balance Responsible Partners have the critical task of maintaining balance in the power grid. This means balancing supply and demand every second of every day. Measured in Hertz (50hz in Europe), maintaining balance is crucial as significant deviations can lead to power outages and resulting damages to society and infrastructure

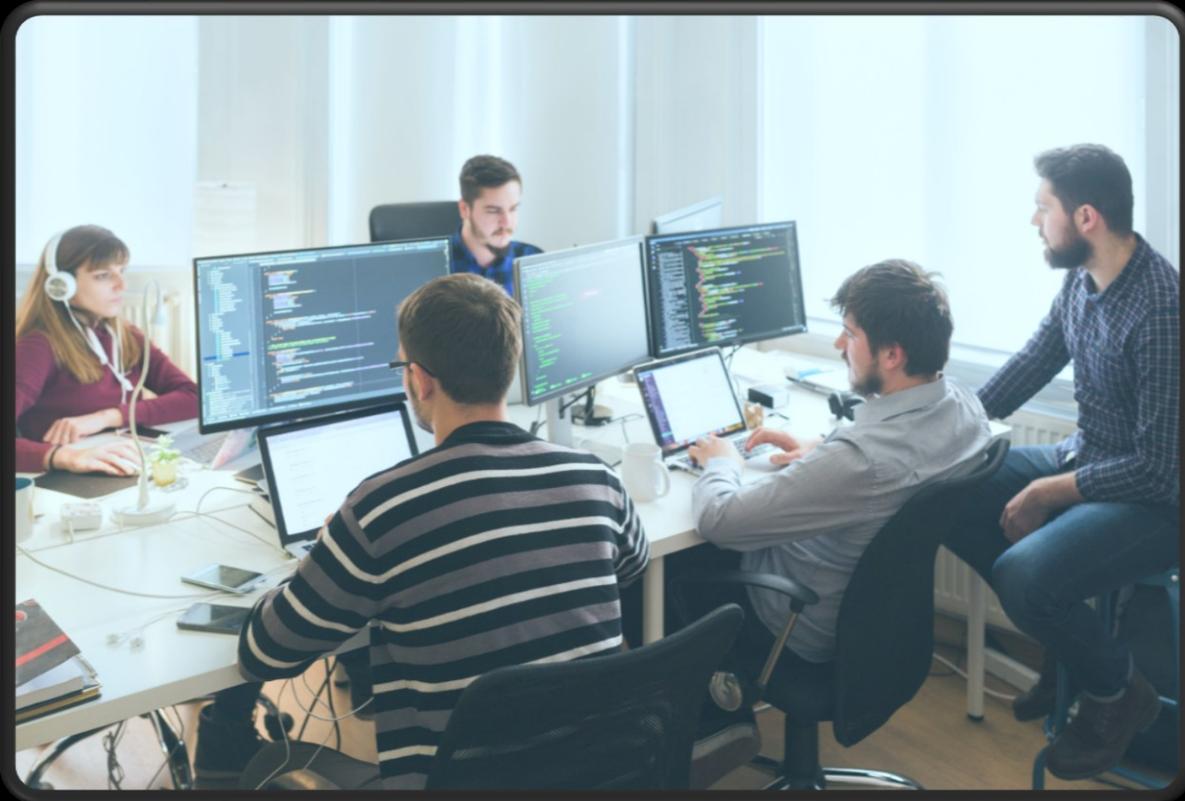
- **Be Resilient, Reliability, High Availability, No Data Loss**
- **Security**
- **Deploy in any Public Cloud and in On-Prem Data Centres**
- **Granular Deployments**
-

Long Term Development

- 10 to 18 months to release the 1st version in Prod
 - > 3 years of actively development to “feature complete”
- ❖ invest in foundation vs deliver features
 - ❖ team volatility & team scale-up
 - ❖ adapt to changes in external systems APIs



Team Scaleup + Volatility



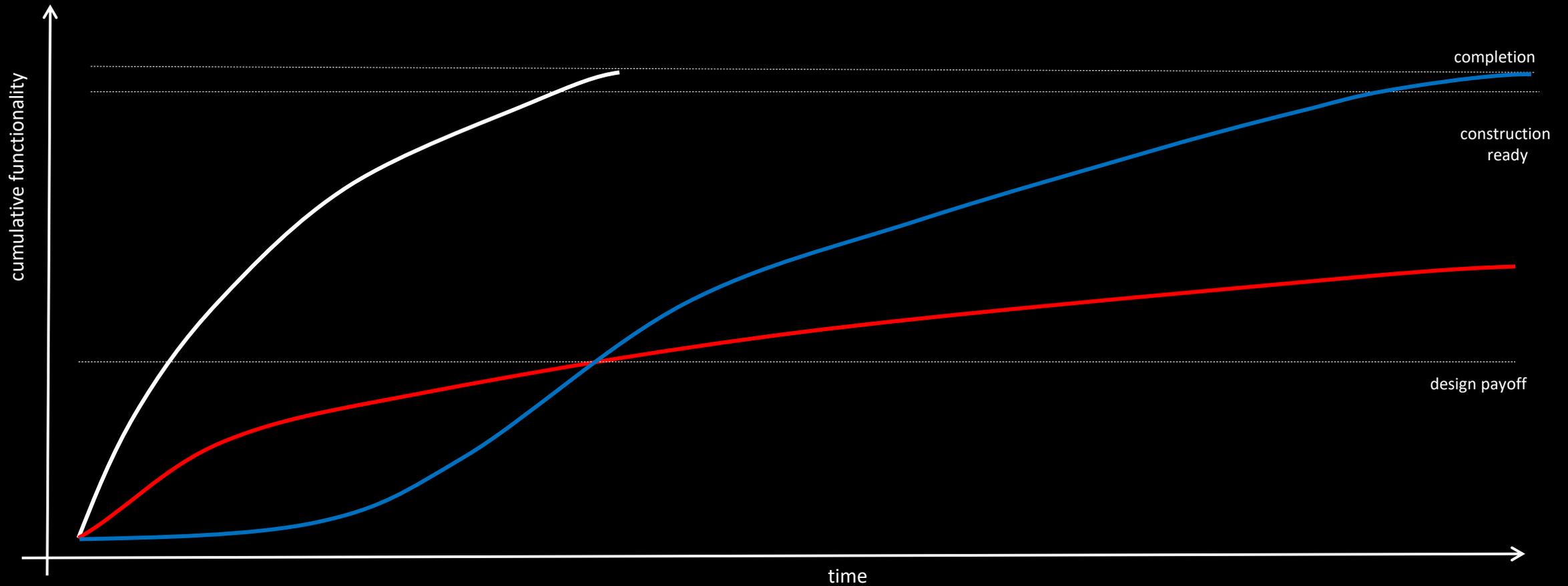
❖ Scale up the Team

- grow from ~2 – 3 developers to 12+

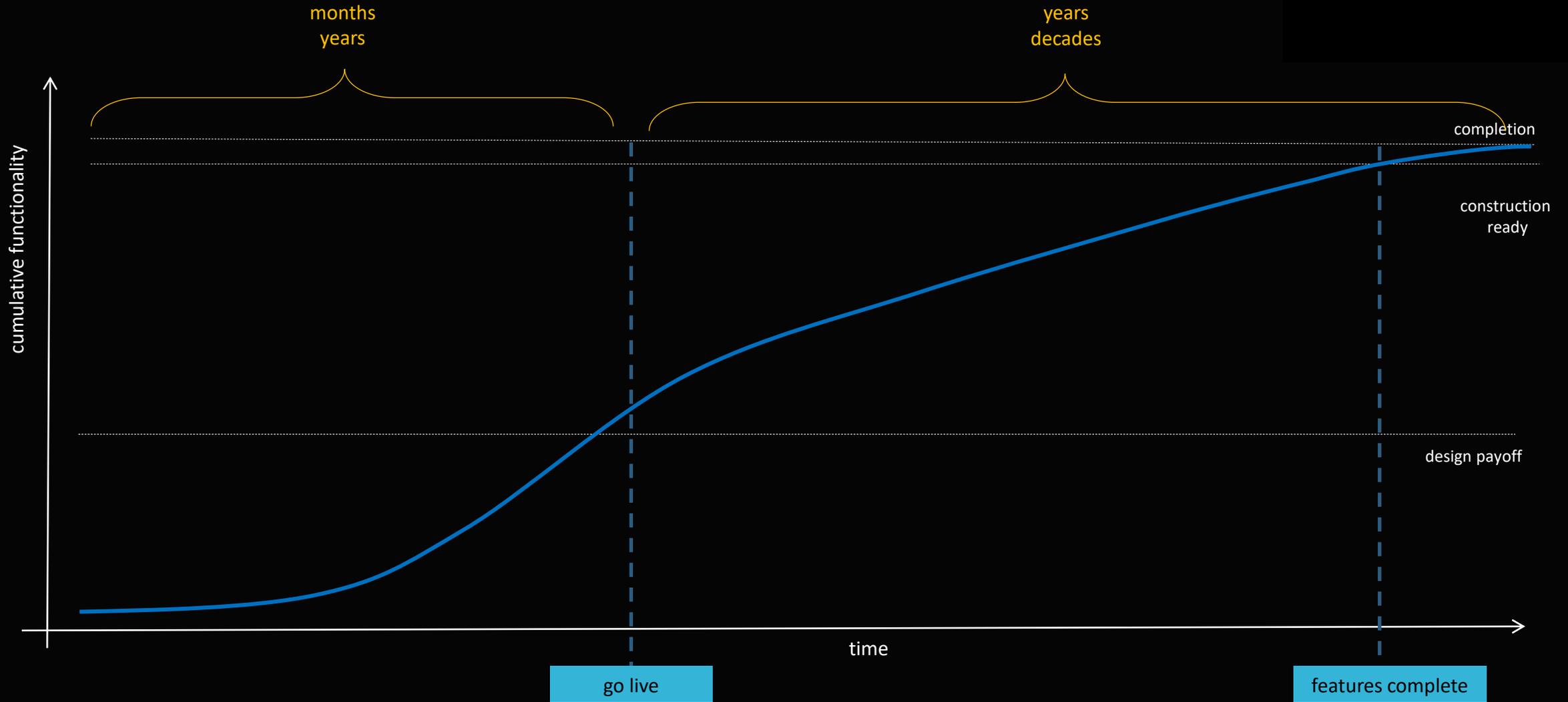
❖ Team Volatility

- people leaving and joining the team

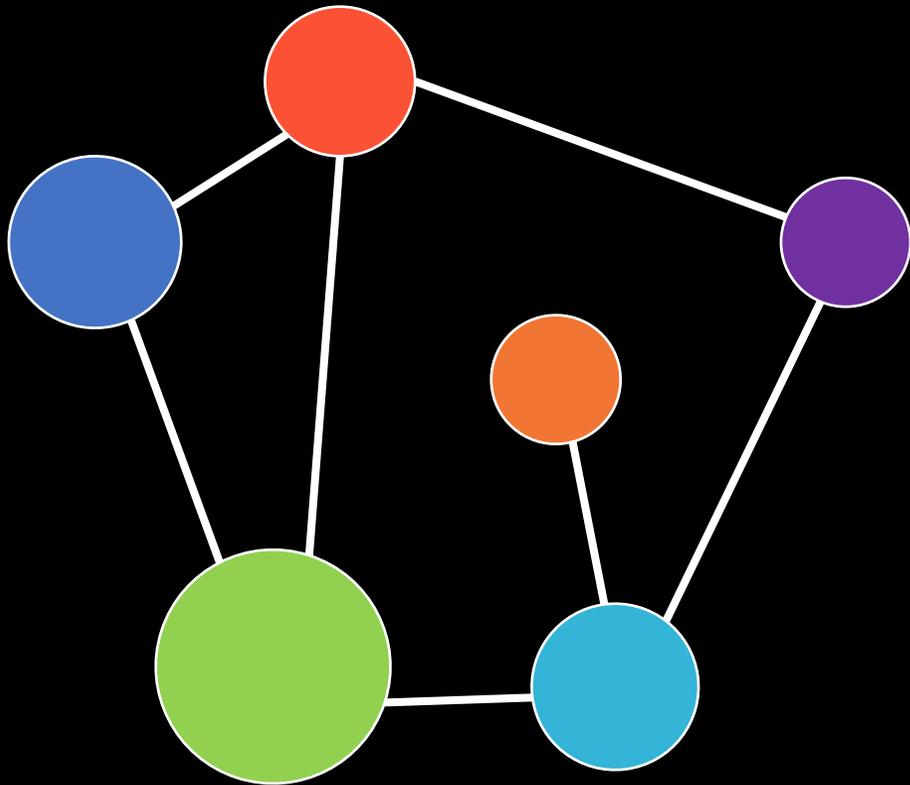
Invest in Design. Build a Foundation, a Framework



Invest in Design. Build a Foundation, a Framework



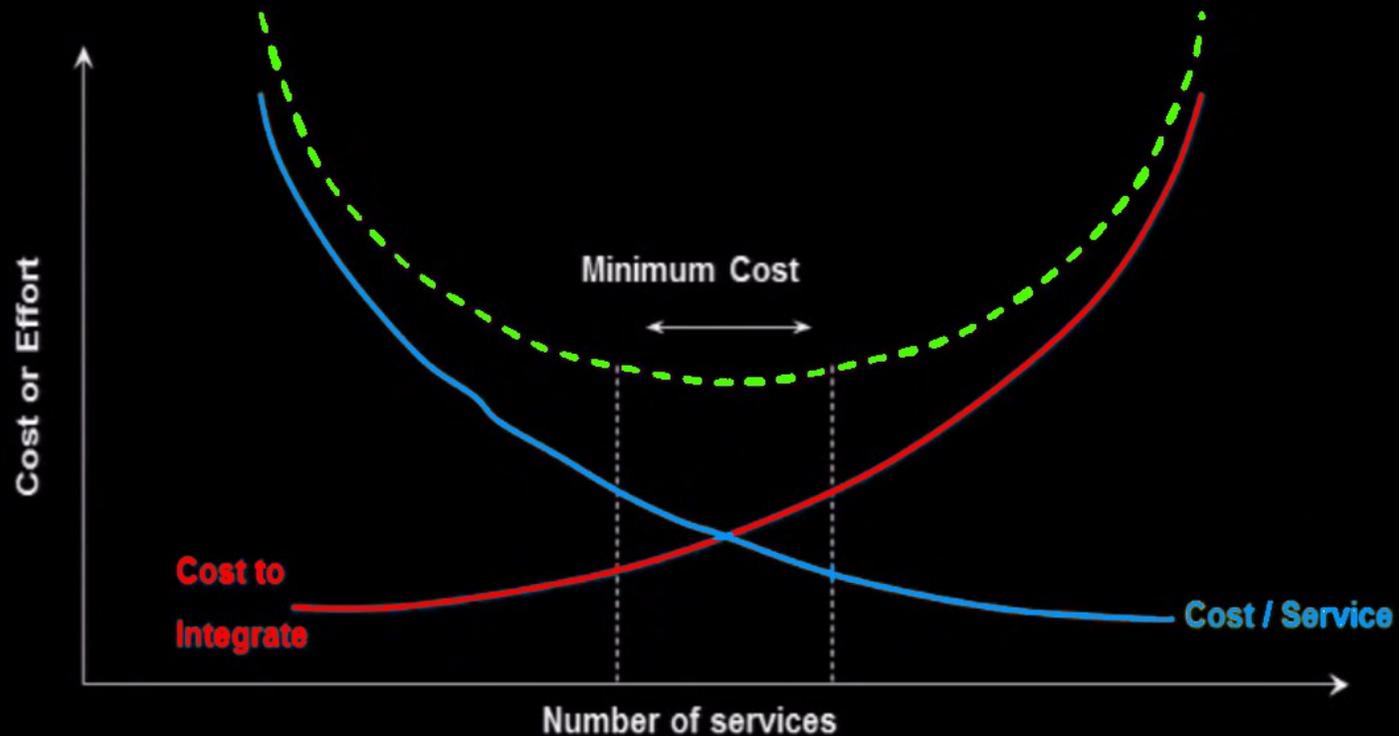
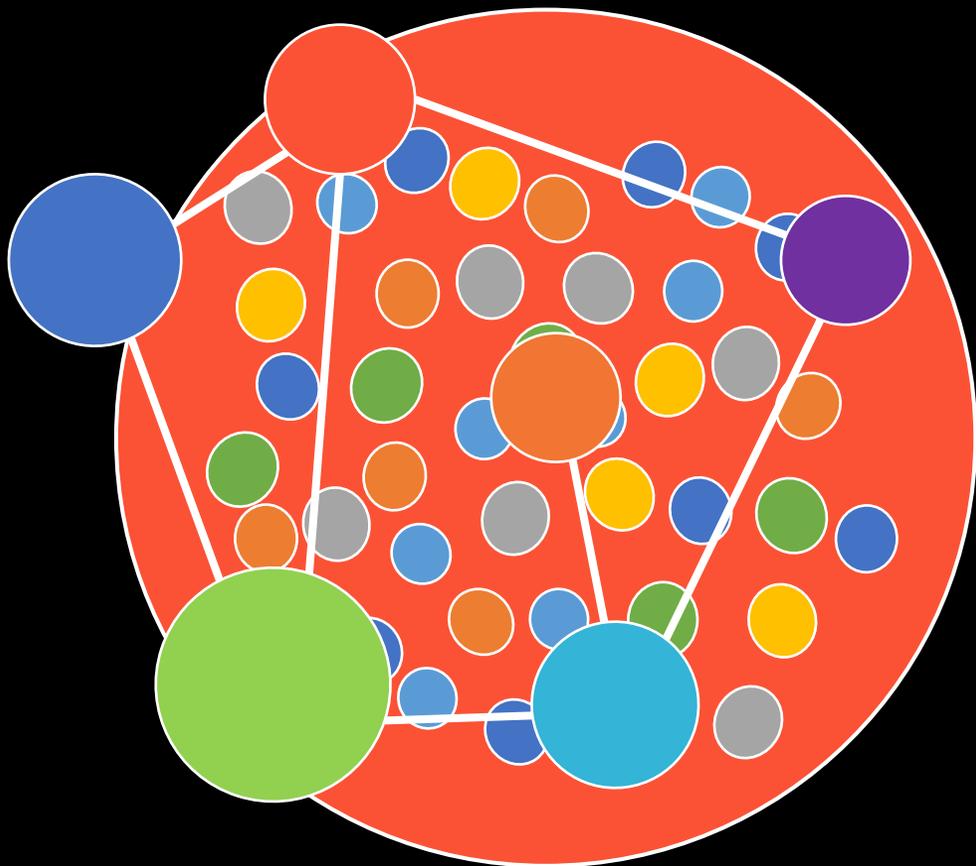
Modular System - Concept



- Maintainability
- Extensibility
- Reusability

**CHANGE
PREDICTABILITY**

How many services?



from *Righting Software* by Juval Lowy

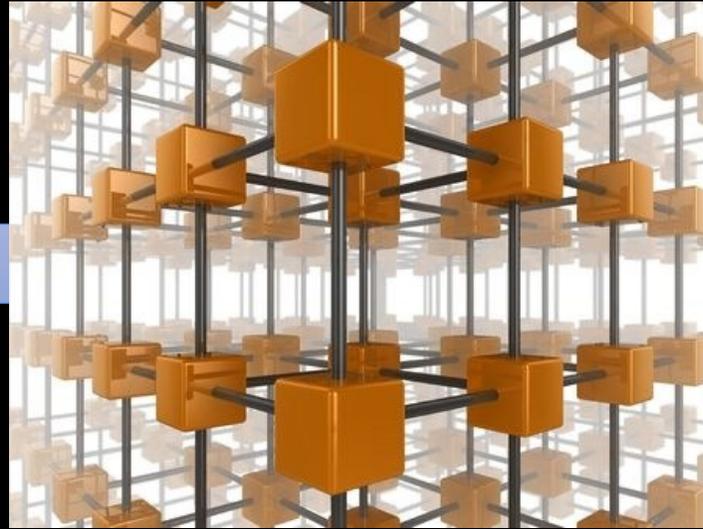
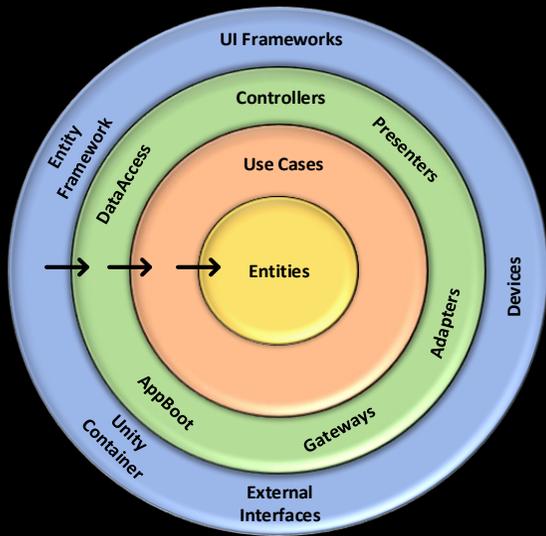
Contracts – Are Key in Modular Systems



Contracts

- Services communicate through **Explicit Contracts**
 - **Abstract** the functions it provides
 - **Encapsulate** (hide) the implementation details
- Contracts described with language constructs:
 - Operation Contracts – functions the interfaces
 - Data Contracts – DTOs (the in/out params)
 - Fault Contracts - Exceptions

Structure that Supports the Architecture

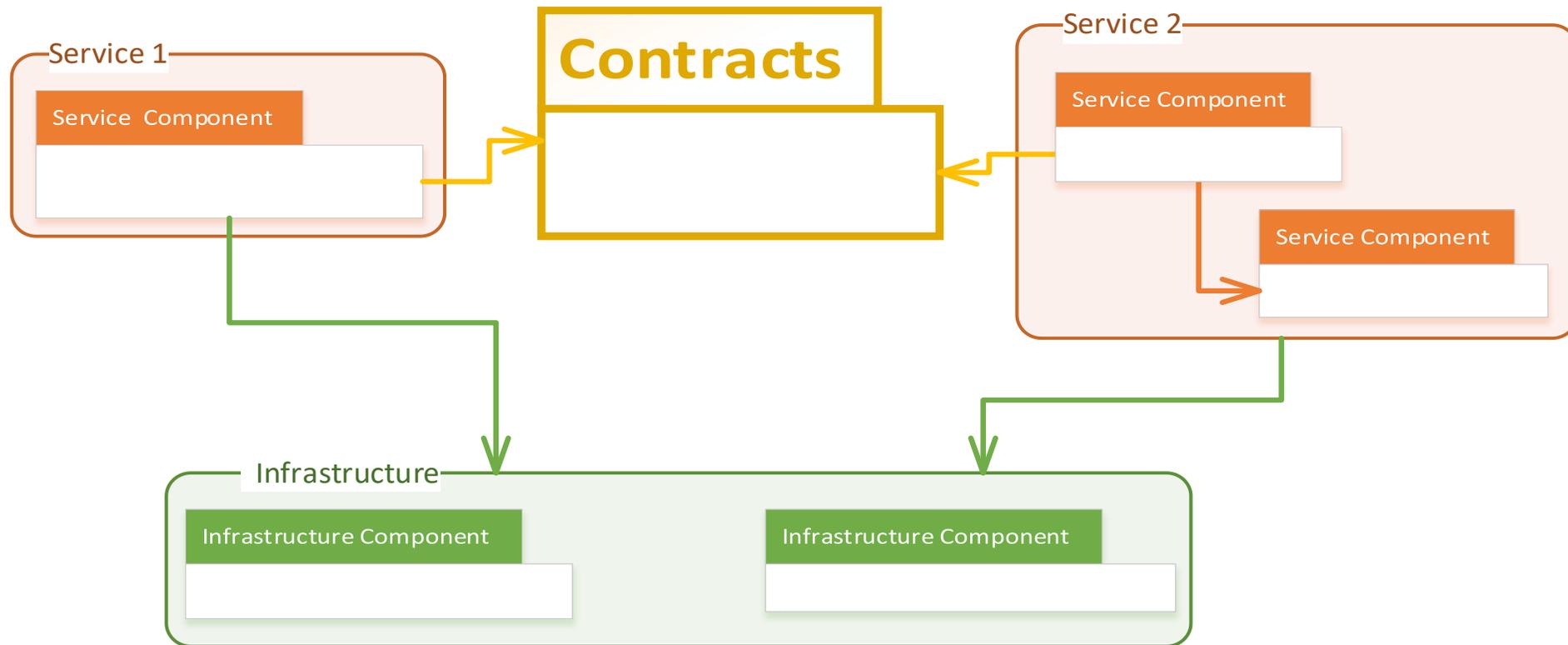


```
public void UpdateTaxStatus(TaxStatus item)
{
    // validations
    if (DateTimeUtils.IsStartDateBeforeEndDate(item.StartDate, item.EndDate) == false)
    {
        throw new ValidationAidaException(LocalizedResource("Start date cannot be ..."));
    }

    // check if some hotel period will overlap with another period
    List<Hotel> hotels = DB.TaxStatusesHotels.Where(c => c.TaxStatusID == item.ID).Select(c =>
    foreach (Hotel hotel in hotels)
    {
        TaxStatusesHotel taxStatusesHotel;
        bool isOverlapping = IsHotelHavingOverlappingTaxStatus(hotel.ID, item.ID, item.StartDate,
        if (isOverlapping)
        {
            foreach (Hotel hotel in hotels)
            {
                TaxStatusesHotel taxStatusesHotel;
                bool isOverlapping = IsHotelHavingOverlappingTaxStatus(hotel.ID, item.ID, item.StartDate,
                if (isOverlapping)
                {
                    string errorMessage = string.Format(LocalizedResource("The Hotel '{0}' ID), ScreenName,
                    taxStatusesHotel.Hotel.Name,
                    taxStatusesHotel.TaxStatus.Name,
                    taxStatusesHotel.TaxStatus.StartDate.ToShortDateString(),
                    taxStatusesHotel.TaxStatus.EndDate.ToShortDateString());
                    throw new ValidationAidaException(string.Format(errorMessage, item.ID), ScreenName,
                }
            }
        }
        base.Update(item, true);
    }

    public void DeleteTaxStatus(long itemID)
    {
        TaxStatus item = DB.TaxStatuses.FirstOrDefault(c => c.ID == itemID);
        if (item == null)
        {
            throw new ValidationAidaException(
                string.Format(LocalizedResource("There is no object with such ID: ({0}) not delete a
            )
        }
        if (item.StartDate <= DateTime.Now)
        {
            throw new ValidationAidaException(
                LocalizedResource(LocalizedResource("You cannot delete a p
            )
        }
        base.Delete(DB.TaxStatuses, itemID, true);
        //DB.TaxStatuses.Remove(item);
        DB.SaveChanges();
    }
}
#endregion
```

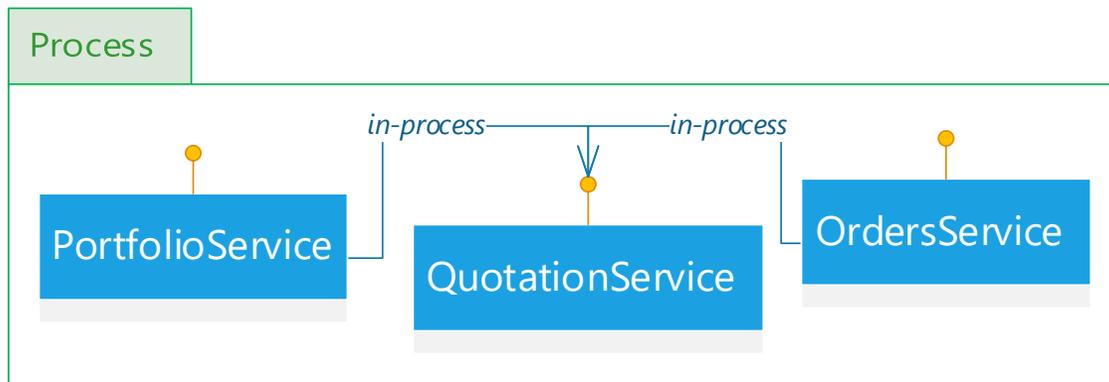
Structure that Enforces Explicit Communication through Contracts



Does it have to be DISTRIBUTED (micro-services)?

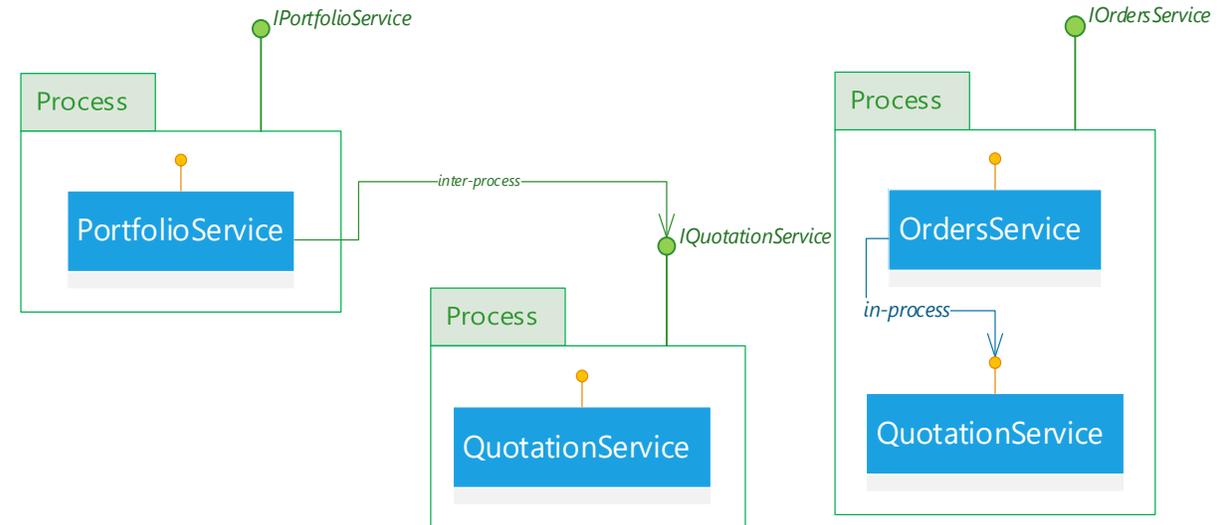
Monolith

CODEDESIGN

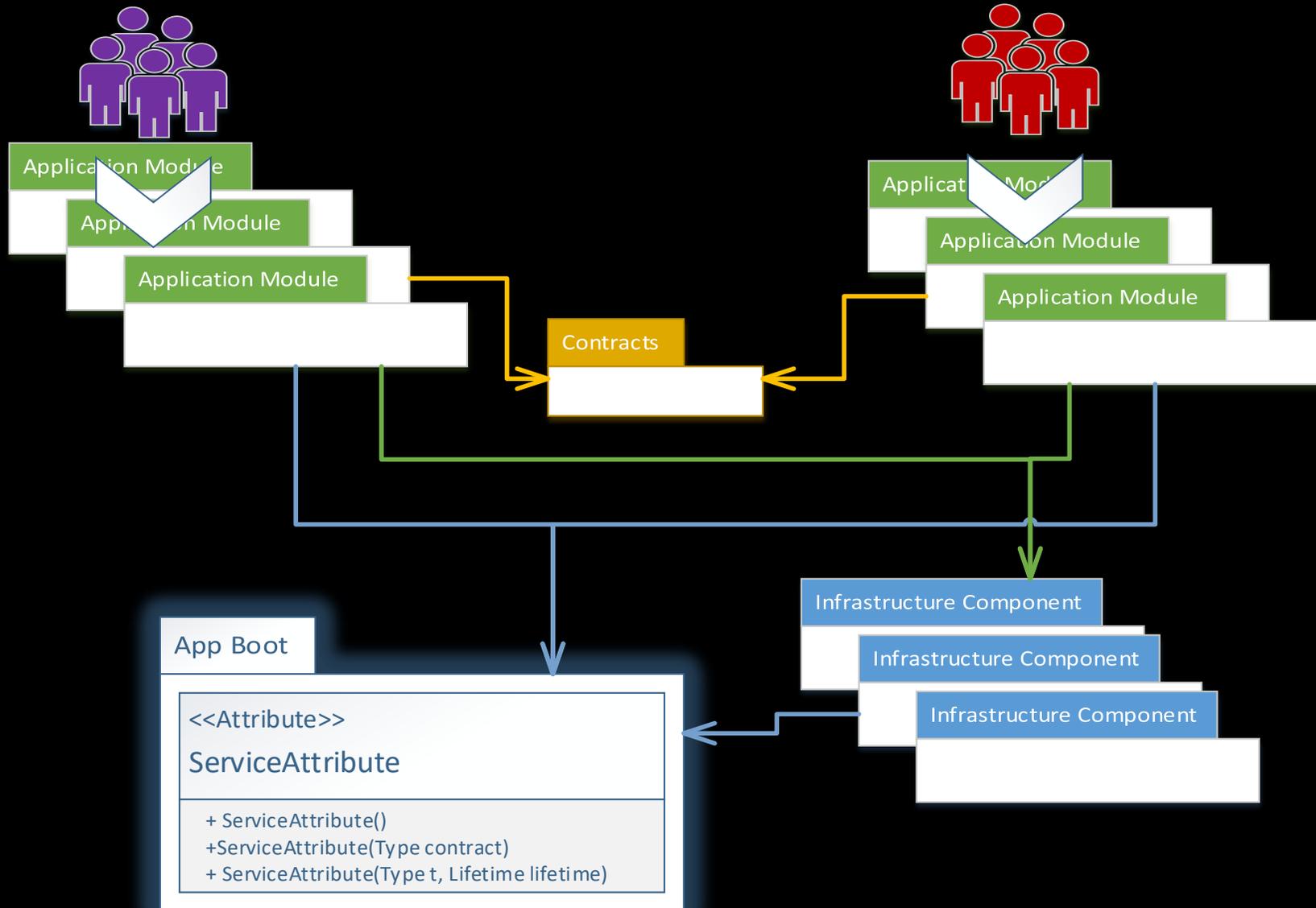


Micro-services

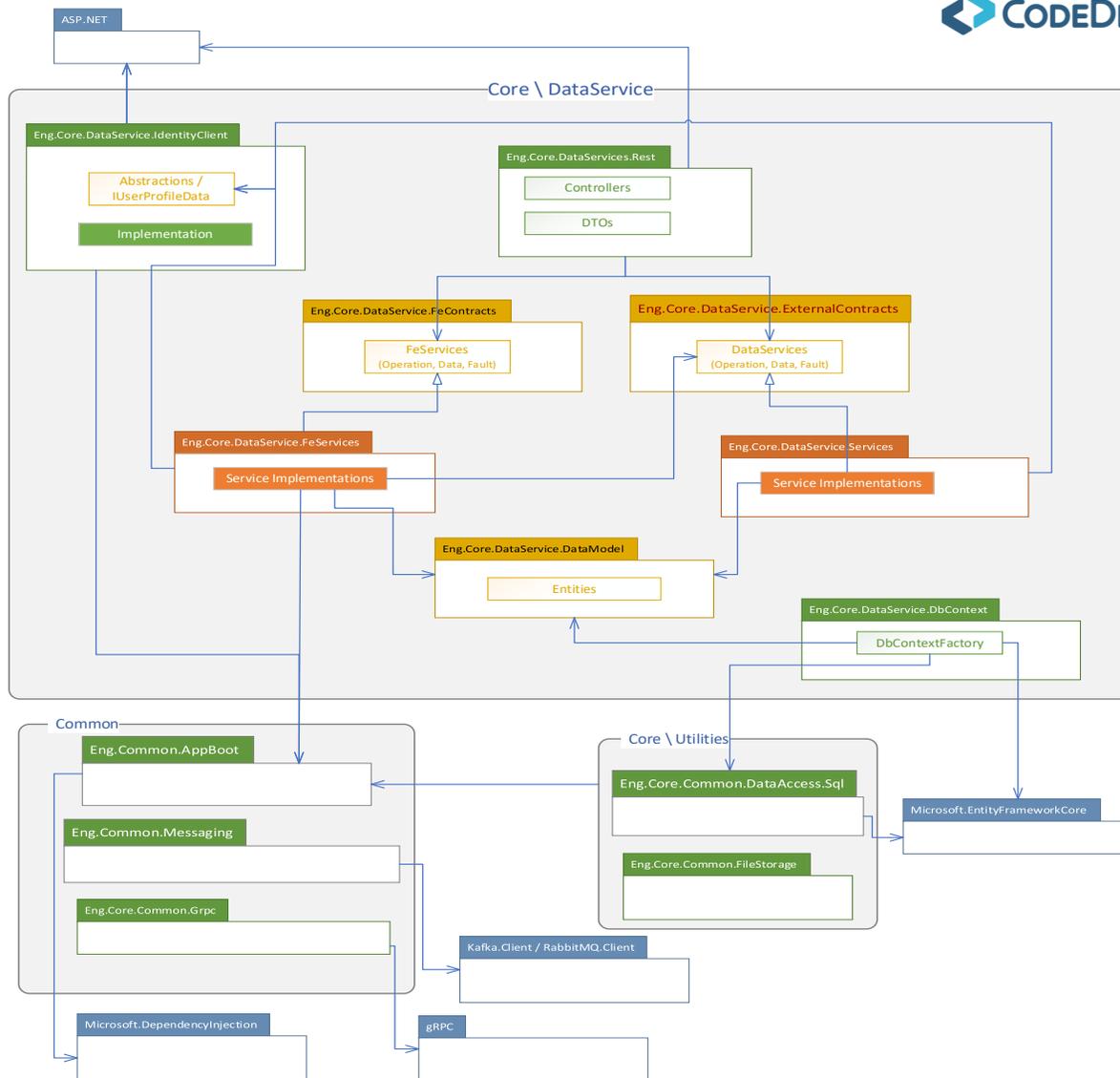
CODEDESIGN



Team Scaleup – Code Ownership

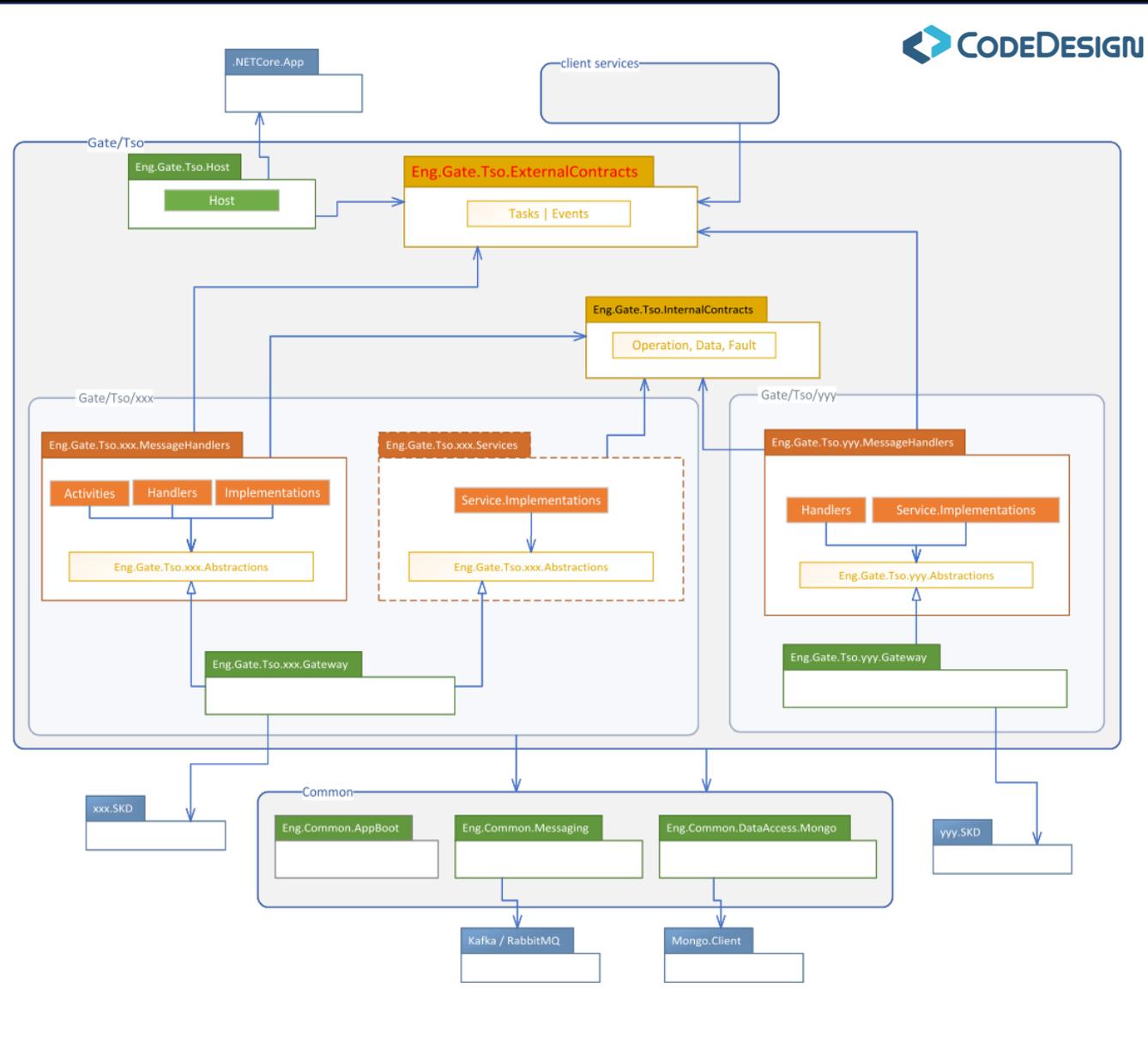


Common Structure and Conventions for ALL Services



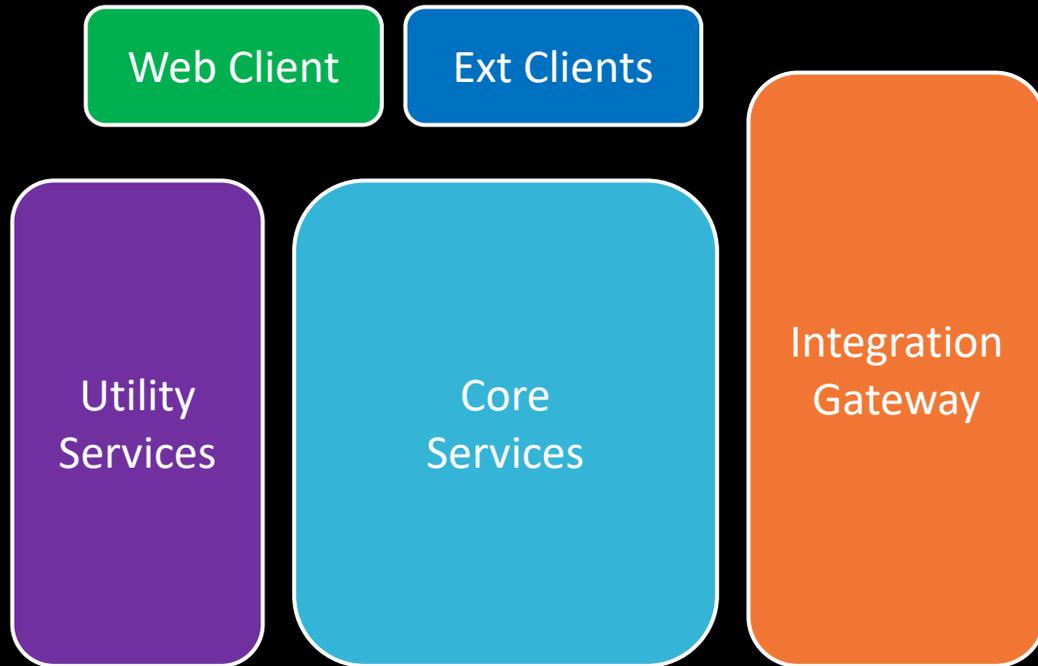
- Separation of **CONTRACTS** from **IMPLEMENTATION**
- **ExternalContracts** by convention
- Clean Architecture principles – colour codes
- Conventions and mappings with folder structure
- Conventions for Build and Deploy
- Infrastructure categories
- Services categories

Common Structure and Conventions for ALL Services



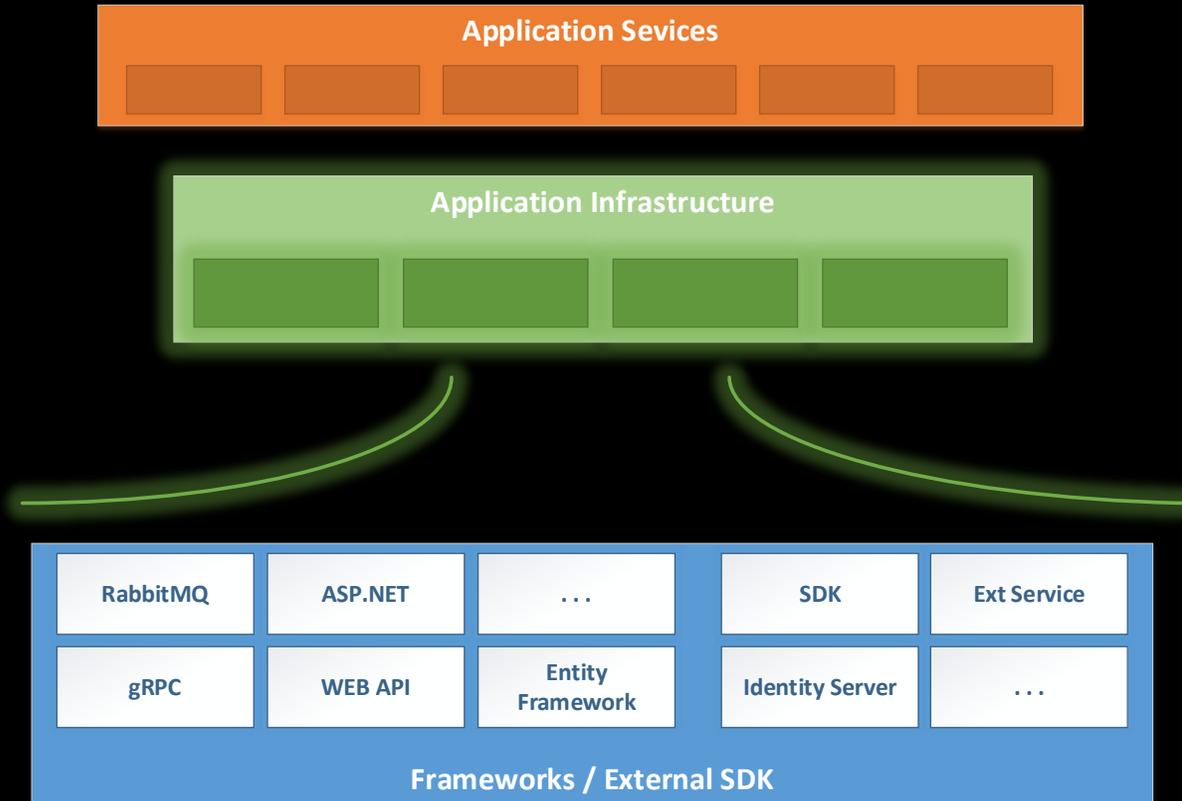
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- Clean Architecture principles – colour codes
- Conventions and mappings with folder structure
- Conventions for Build and Deploy
- Infrastructure categories
- Services categories

Categories of Services



- **Core Services** implement the core behaviour
- **Integration Gateway Services** communication with External Systems
- **Ext Clients** provide REST API to customer apps
- **Utility Services** just utilities that have nothing specific to the business domain

App Infrastructure (Framework) of Tech Components



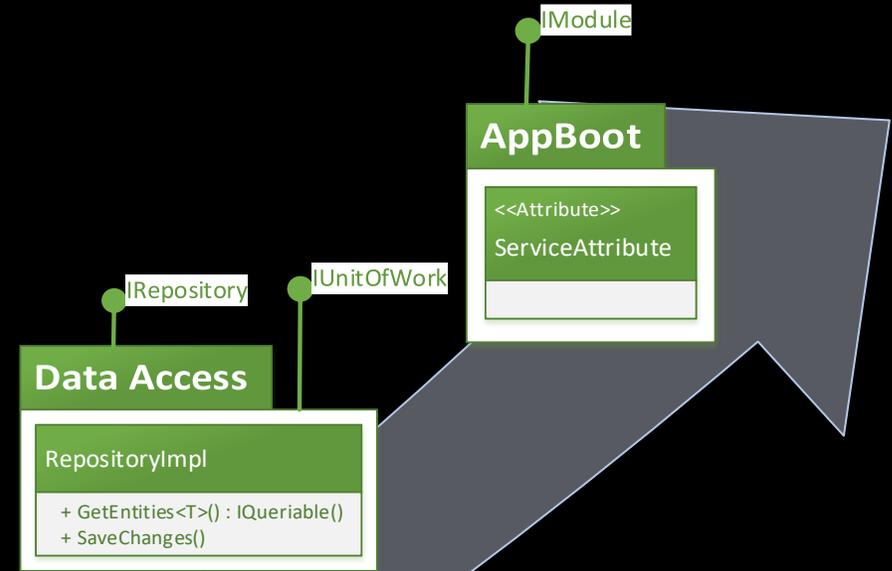
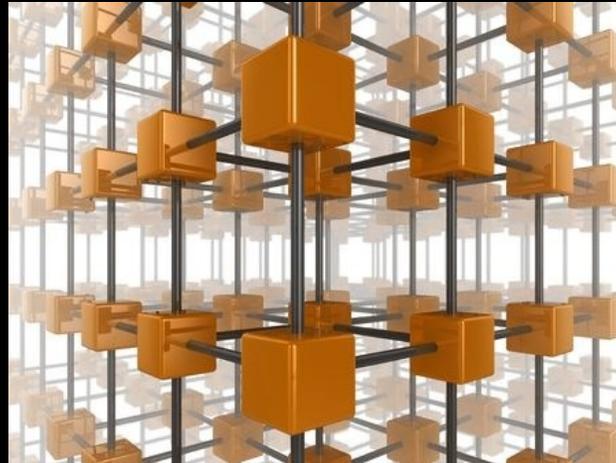
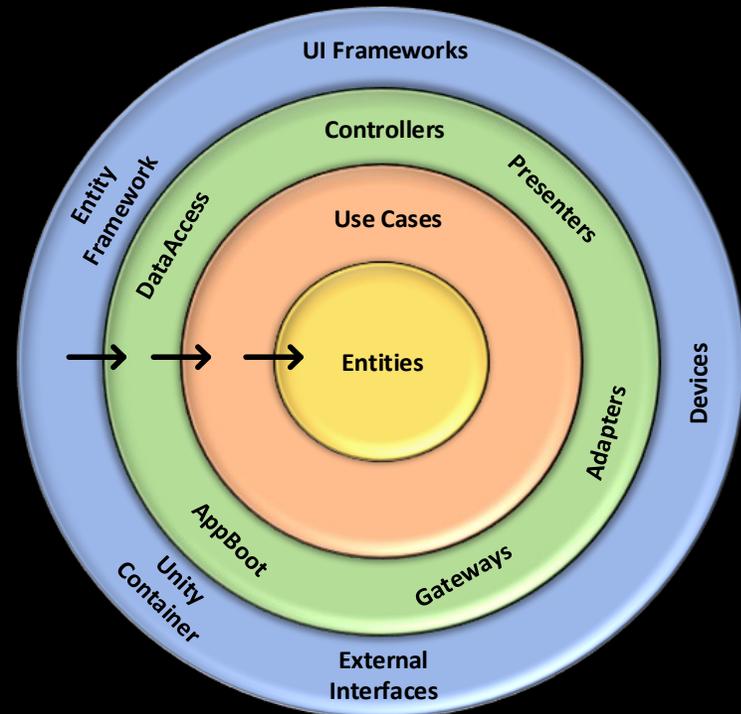
- *do not depend on Frameworks*



CONSISTENCY + STRUCTURE

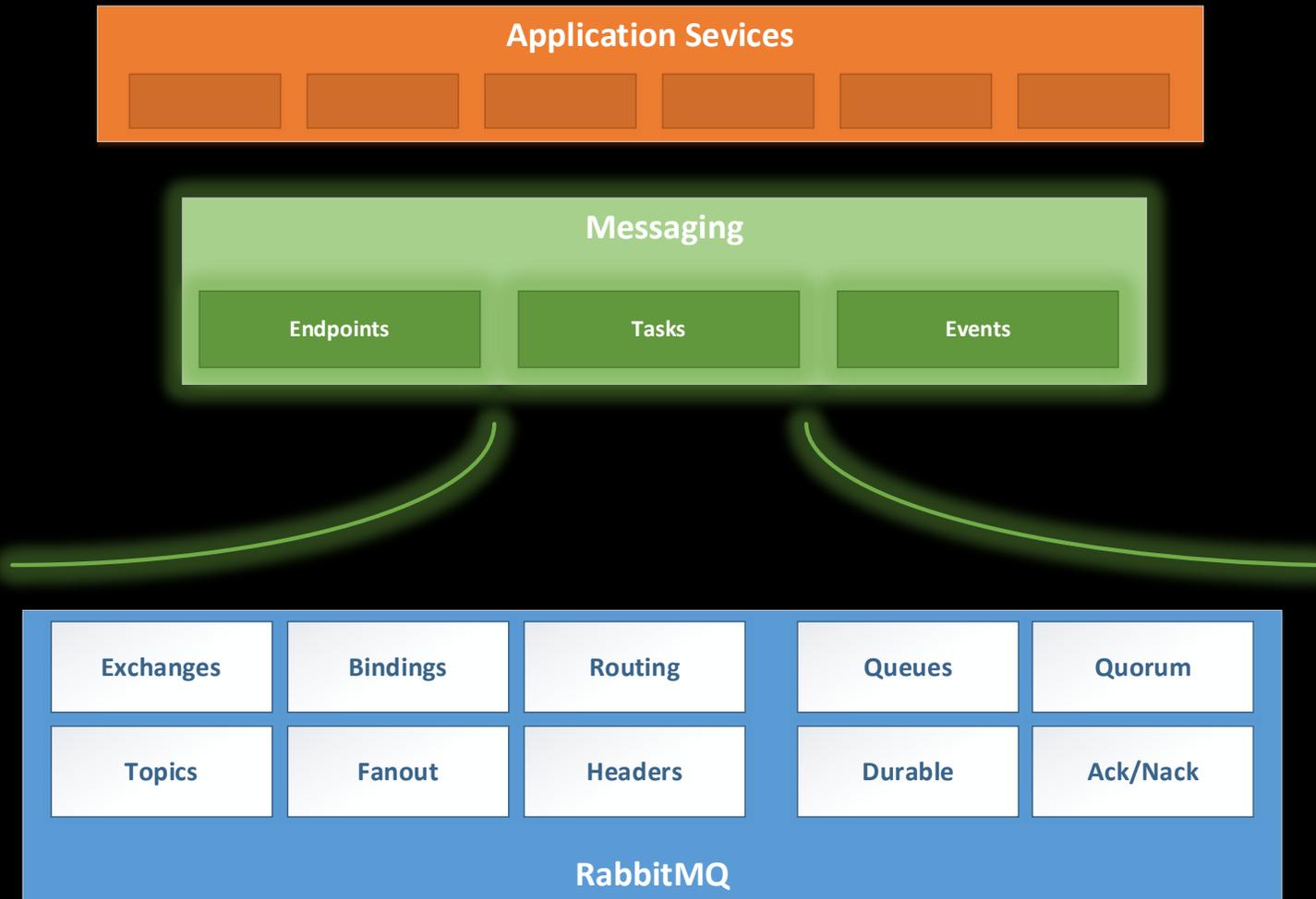
HIDE COMPLEXITY

Implementing Clean Architecture through Structure



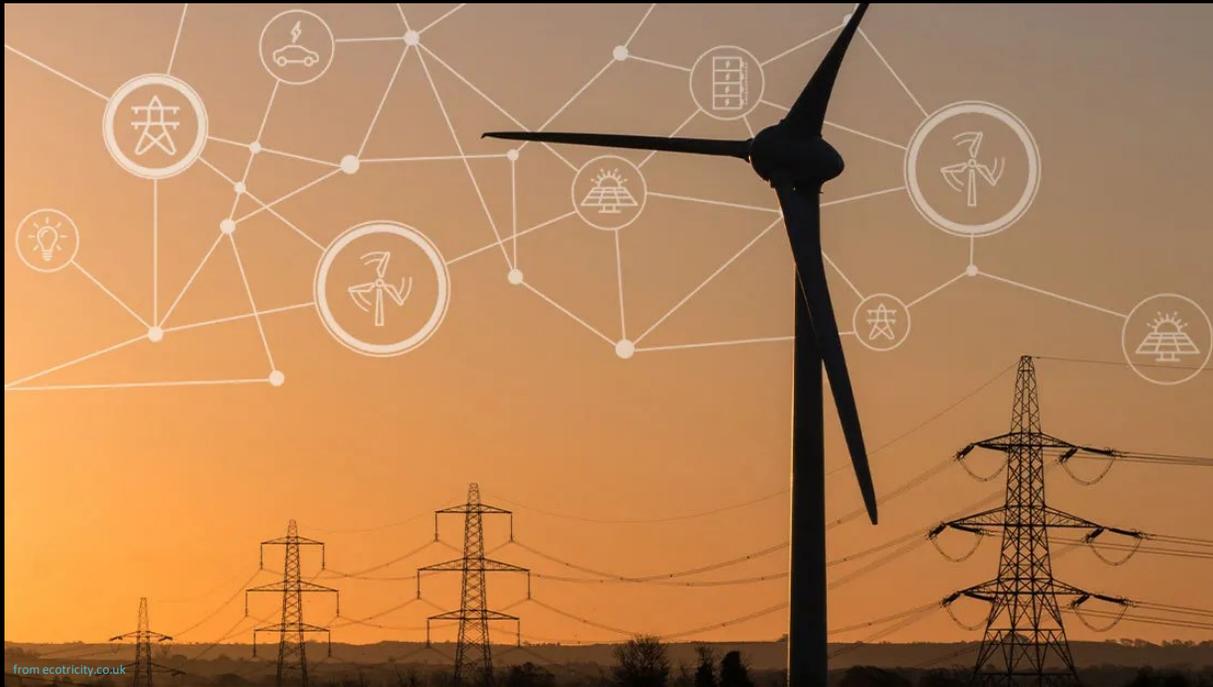
Hide external frameworks to enforce the way they are used
 Use assemblies and references among them to **enforce rules**
Enforce Constructor Dependency Injection that encourages *Programming Against Interfaces*

Messaging over RabbitMQ



- Reliable Messaging across the system
- The developers that work on application services do NOT need to know the details and complexity of RabbitMQ
 - all types of Exchanges
 - all types of Queues
 - how construct the Routing Keys
 - how to build the Headers
 - Ack/Nack
 - Transactions, Durability

Long Term Development



Challenges:

- ❖ invest in foundation vs deliver features
- ❖ team volatility & team scale-up
- ❖ adapt to changes in external systems APIs



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