

Powering an App

with Swift Microservices

~

Who: Jarrod Parkes

What: Swift Cloud Workshop 2

When: Sept 30th, 2017 @ 2:10-2:40 PM CST

Where: Amazon Inc, Austin, TX, USA 

Why: We  Swift!

Hey, I'm Jarrod

- I build iOS/Swift courses at Udacity
- I've been working on a "Server-Side Swift" course
- Course features "Game Night!"
 - An iOS app powered by Swift microservices

Talk Outline

- Developing Game Night! 
- The ups and downs 
- Future development 

Where It Started

- Course v1 launched @ IBM InterConnect 2017
 - Swift on Linux
 - Swift Package Manager
 - IBM Cloud Tools, ToDo app
 - Built with Kitura

We Can Do More!

- Course v1 was "ok", but missing a spark
- Let's build something *compelling*!



Game Night



Always Look On the Bright...

hosted by Norman Moore



🕒 Thursday, May 29 at 12:45 PM



Yahtzee



Monopoly



Risk



Game of L



The Glossary Of Telescopes

hosted by Lilly Bennett



🕒 Thursday, May 29 at 12:45 PM



Trivial Pursuit



Monopoly



Game of Life



Enhance Your Life By...

hosted by Vincent Hughes



🕒 Thursday, May 29 at 12:45 PM



Trivial Pursuit



Monopoly



Game of Life



Always Look On the Bright Side

hosted by Norman Moore



🕒 Thursday, May 29 at 12:45 PM



Yahtzee



Monopoly



Risk



Game of L





Monopoly

 2-6 players

 Adventure

4 Friends like this game.

6 Friends are playing this.

Game Description

Monopoly is a board game that originated in the United States in 1903 as a way to demonstrate that an economy which rewards wealth creation is better than one in which monopolists work under few constraints and to promote the economic theories of Henry George and in particular his ideas about taxation.

Players move around the game-board buying, trading, or selling properties, developing their properties with houses and hotels, and collecting rent from their opponents, with the goal being to drive them all into bankruptcy, leaving one monopolist in control of the economy.



Event details



Always Look On the Bright Side of the Planet Earth

hosted by Norman Moore

🕒 Thursday, Nov. 29th at 7:00 PM

📍 San Francisco, CA

Games



Risk
Strategy ⚖️ 2-4



Pictionary
Drawing 🎨 4+



Uno
Cards 🃏 2+



Spades
Cards 🃏 2-4

👍 Attending

👎 Can't go

Responses



Ruby Goodman



Gavin Beck



Dora Barber



Rena Sims





Phoebe Briggs



San Francisco

 My Favorite Games >

 My Friends >

 My Settings >

Upcoming Events

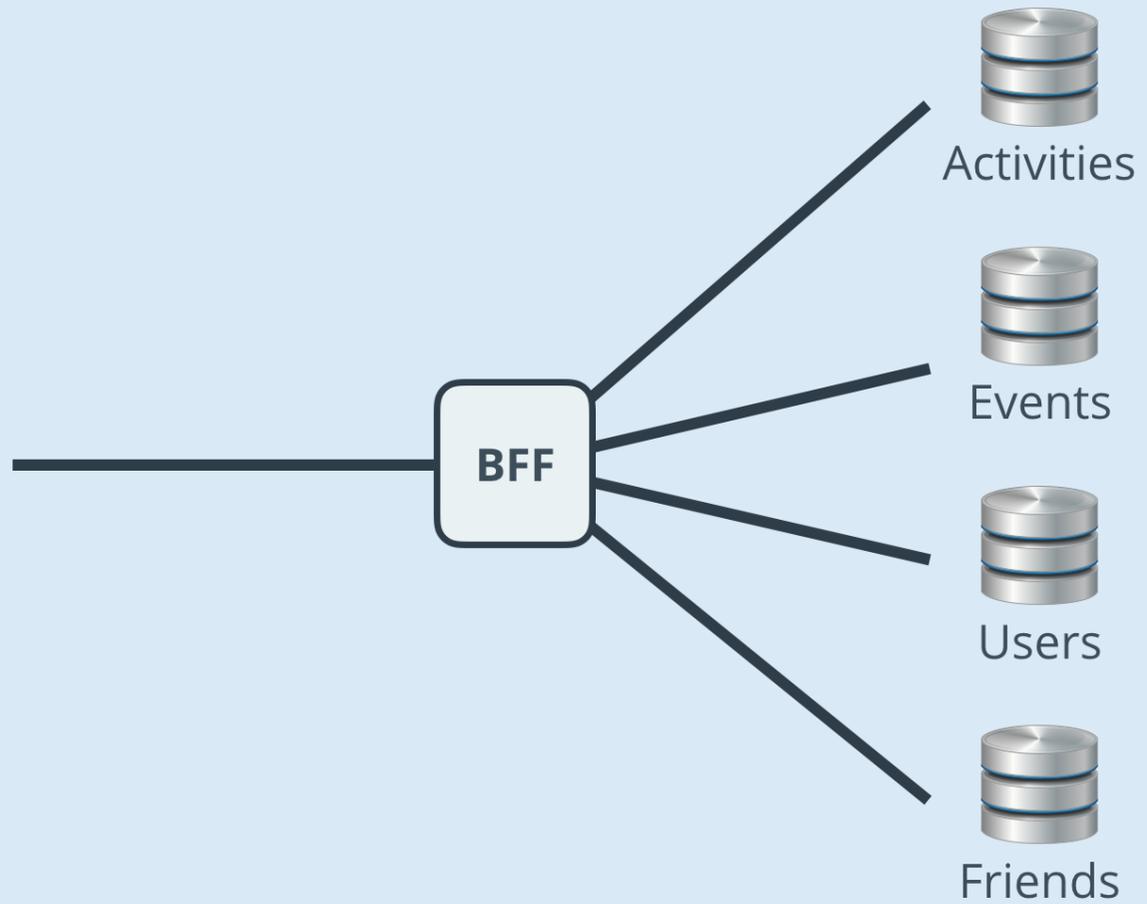
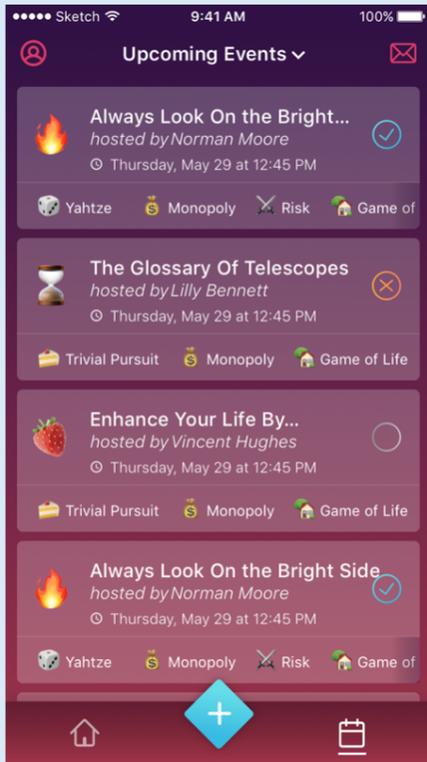
 Fact and Truth >
January 16

 Always Look On the Bright Side Of Life >
November 8

 Words To Live By >
May 23

 The Science Of Superstitions >
September 25

 Always Look On The Bright Side Of Life >
August 6



Activities Microservice

- Student's first microservice from scratch
- CRUD microservice
- Uses MySQL client
 - <https://github.com/nicholasjackson/swift-mysql>
 - Supports pagination, transactions, and stored procedures
 - Imperative style, easy to test 

MySQL Client: Init

```
// Create connection pool  
var pool = MySQLConnectionPool(  
    connectionString: connectionString,  
    poolSize: 10,  
    defaultCharset: "utf8mb4")  
  
// Create data accessor  
var dataAccessor = ActivityMySQLDataAccessor(pool: pool)
```

MySQL Client: Querying

```
// In data accessor...

do {
  // Get connection
  let connection = try pool.getConnection()
  defer { pool.releaseConnection(connection!) }

  // Execute query
  let result = try connection!.execute(builder: query)
  let activities = result.toActivities()

  // Return results...
} catch { /* Error */ }
```

Activities: Data

```
public struct Activity {  
    public var id: Int?  
    public var name: String?  
    public var emoji: String?  
    public var description: String?  
    public var genre: String?  
    public var minParticipants: Int?  
    public var maxParticipants: Int?  
    public var createdAt: Date?  
    public var updatedAt: Date?  
}
```

Activities: Example Query

```
public func updateActivity(_ activity: Activity)
    throws -> Bool {

    // Build safe query
    let updateQuery = MySQLQueryBuilder()
        .update(data: activity.toMySQLRow(),
            table: "activities")
        .wheres(statement: "WHERE Id=?",
            parameters: "\(activity.id!)")

    // Execute query
    let result = try execute(builder: updateQuery)

    // Return results
    return result.affectedRows > 0
}
```

Activities Server



```
// Create router
let router = Router()

// CRUD endpoints
router.get("/activities/:id", handler: handlers.getAct)
router.post("/activities", handler: handlers.postAct)
router.put("/activities/:id", handler: handlers.putAct)
router.delete("/activities/:id", handler: handlers.delAct)

// Add and start server
Kitura.addHTTPServer(onPort: 8080, with: router)
Kitura.run()
```

Activities Demo

Users Microservice

- The auth microservice
- Integrates with Facebook's AccountKit and Perfect-Crypto
- Generates JWTs

Users: Login 

Account Kit Login Demo

Users: Token Exchange

```
// Create URL
guard let url = getURLWithPath("/access_token",
    withParameters: [
        "grant_type": "authorization_code",
        "code": code,
        "access_token": "AA|\(appID)|\(\(appSecret)"
    ]) else { /* Error */ }

// Perform token exchange
let task = session.dataTaskWithURL(url) {
    (data, response, error) in

        // Get Account Kit id
}
task.resume()
```

Users: Create JWT

```
do {
  // Make payload
  let payload: [String: Any] = [
    "perms": "usersAll,activities,events,friends",
    "user": id,
    /* Reserved claims also included */
  ]

  // Create token
  let jwt = try self.jwtComposer.createToken(payload)

  // Send response
  try response.send(json: JSON(["jwt": jwt, "id": id]))
    .status(.OK).end()
} catch { /* Send error response */ }
```

Users: JWT Middleware

```
do {
  // Get JWTVerifier
  let verifier = try composer.getVerifier(token)

  // Verify alg, key, and claims
  try composer.verifyAlgorithmAndKey(verifier)
  try composer.verifyReservedClaims(verifier,
    iss: "http://gamenight.udacity.com",
    sub: "users microservice"
  )
  try composer.verifyPrivateClaims(verifier)

  // Add user id to request data...
} catch { /* Send error response */ }

next()
```

Users Server

```
// Create router
let router = Router()

// Use JWT middleware
router.get("/*", middleware: JWTMiddleware(
  jwtComposer: jwtComposer,
  permissions: [.usersProfile, .usersAll]
))
router.get("/users", handler: handlers.getUsers)

// Path without JWT middleware
router.post("/users/login", handler: handlers.login)

// Add and start server
Kitura.addHTTPServer(onPort: 8080, with: router)
Kitura.run()
```

Users Demo

To Be Continued...

- BFF
- Deploy services with Terraform
- New services
 - Notifications
 - Event Queue
 - Search 
- Heavier focus on testing

What Went Well

- Easy to setup minimally complex CRUD services
- Sharing of model
 - Will become even better w/ Codable
- Containerization FTW
 - Services deployable to AWS, Bluemix, GCS, Azure

What Went Wrong

- Had to sink time into tooling
 - This tooling already exists in other ecoystems
- Tons to learn for newcomers (backend newbies)
 - ^ Me included 🙌
- Teaching around a moving target 

Review

- New course launch 🎉
 - <https://www.udacity.com/course/server-side-swift--ud1031>
- Advocacy by building a *compelling* app 📱
- Tooling isn't the strongest, but is getting better
- Need watershed moment(s) 💧 !

Questions 🖐️ ?

Suggestions 🖐️ ?

Slides available @ jarrodparkes.com

Thank You 🙏!

- Game Night App (link coming soon)
- [Activities Microservice](#)
- [Events Microservice](#)
- [Users Microservice](#)
- [Friends Microservice](#)
- [Let's Deploy Swift](#)
 - Deployed to AWS, Bluemix, Heroku, GCS, Azure, and more