

대규모 엔터프라이즈 시스템 개선 경험기

2부. 새 술 담을 새 부대 마련하기

김선철



김선철

- 18년도 1월 네이버 쇼핑 신입 입사
- 18년도 입사 후 스스로 만든 많은 장애 경험
- 19년도 팀의 격변기 극복
- 19년도 새로운 시스템 도전
- 이후로 여태껏 삼질 중
- 네이버 쇼핑 6년차



순서

- **주니어 시절의 경험**
 - 공통 모듈
 - 모호한 역할
 - 공유 데이터베이스
- **이론 학습**
 - Port & Adapter
 - Event Driven
 - Domain Driven
- **새로운 시스템 구성**
 - 패키지 구성
 - 이벤트 구성
 - 도메인 구성
 - 최종 구성
 - 소감
- **어려웠던 점들**
 - 책임, 역할 할당의 어려움
 - 의존성 해소의 어려움
 - Event의 흐름 정리

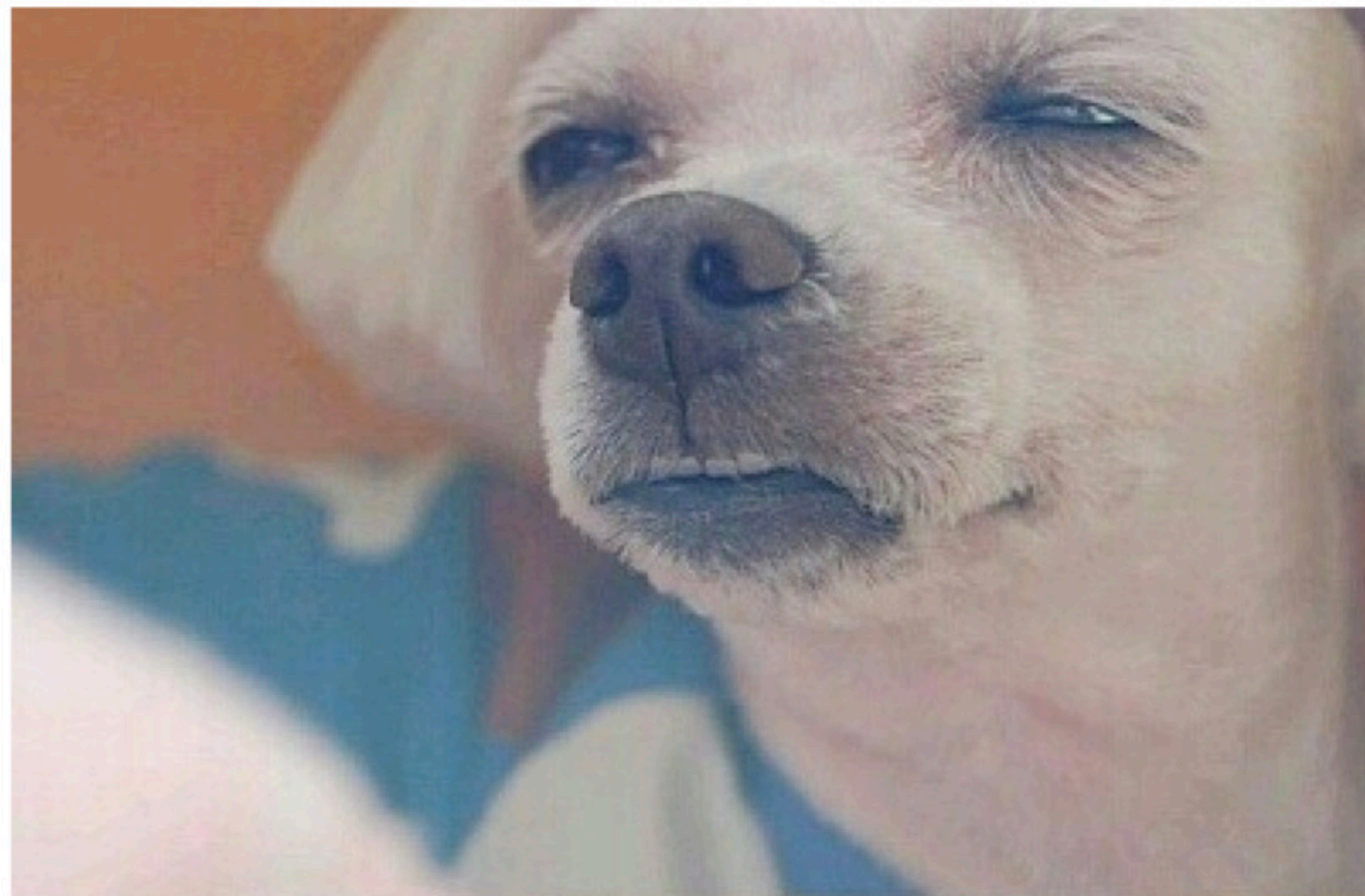


귀여운 햇병아리

새로운 것들 학습에 대한 재미



쉽지 않았던 주니어 시절..

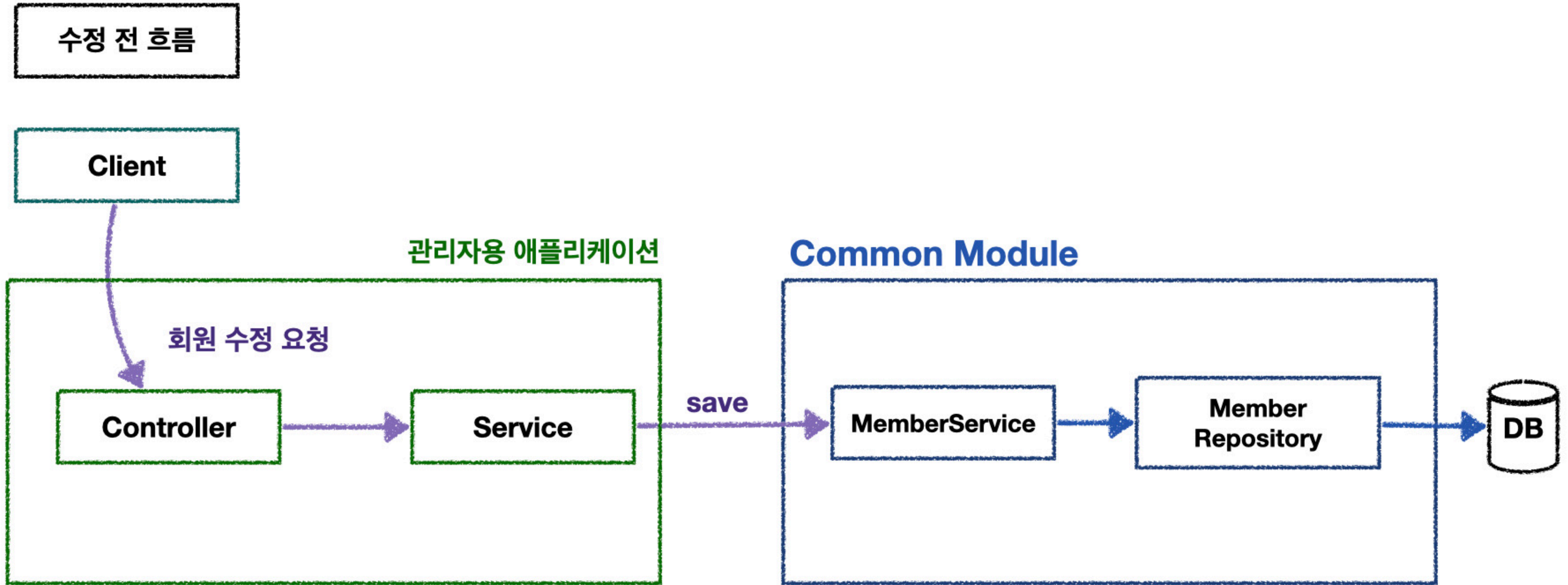


공통 모듈

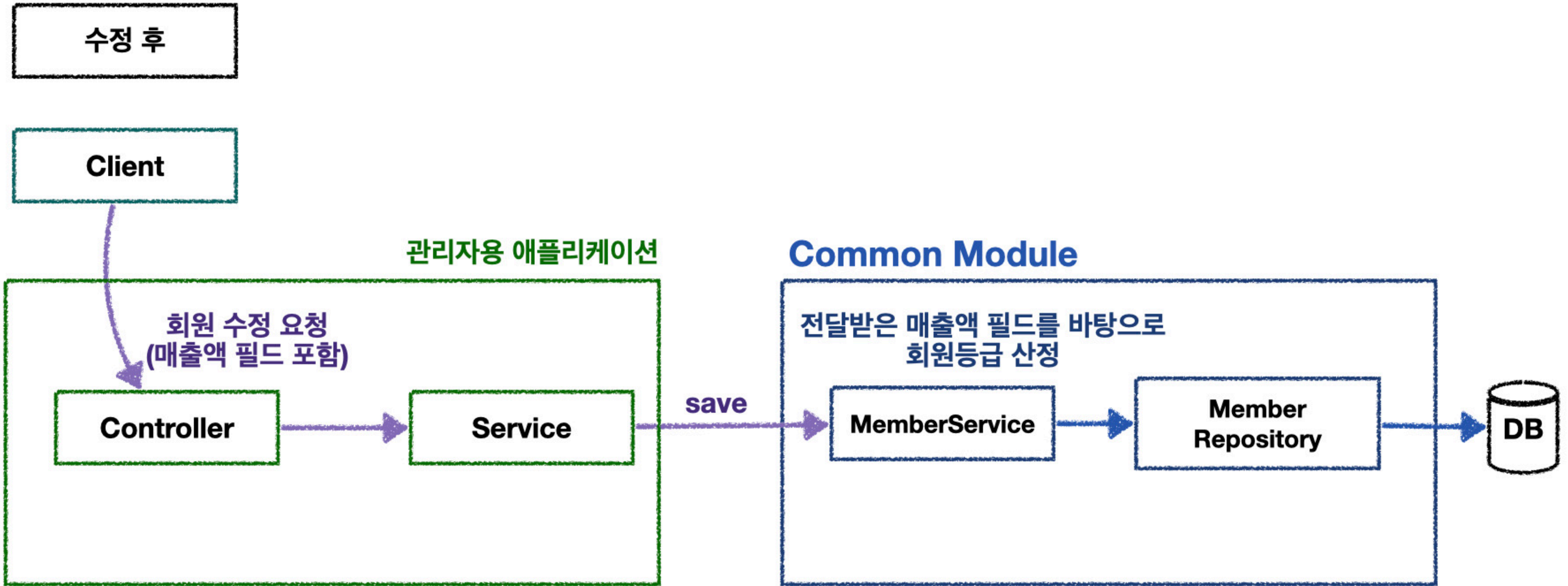
요구사항

- 관리자 화면에서 매출액을 기반으로 회원등급을 계산하여 저장하라

공통 모듈



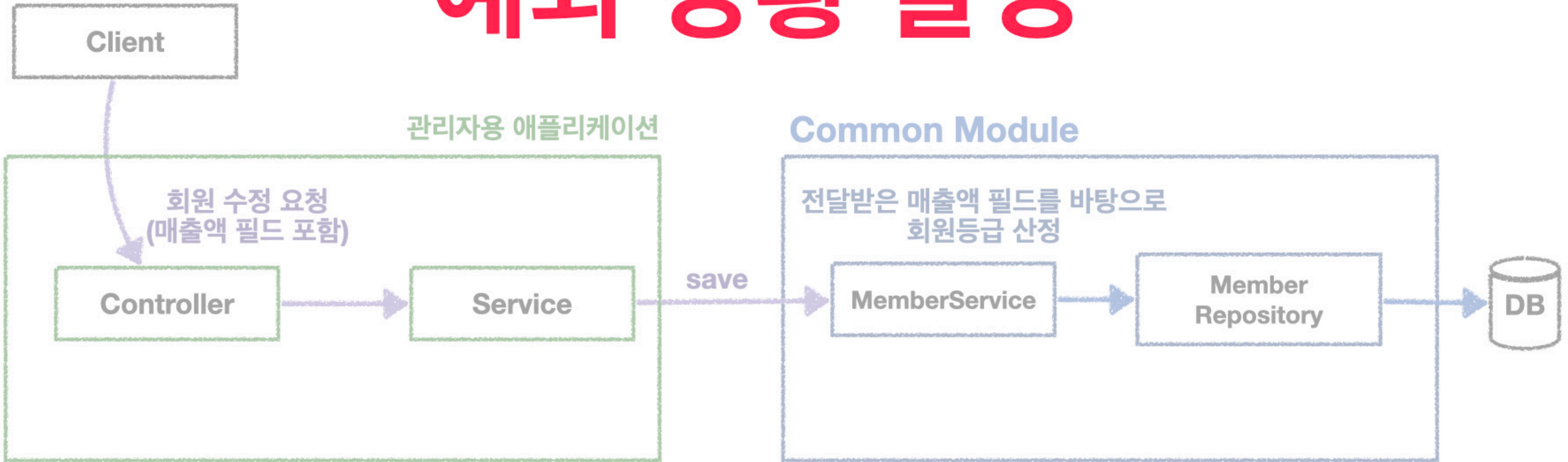
공통 모듈



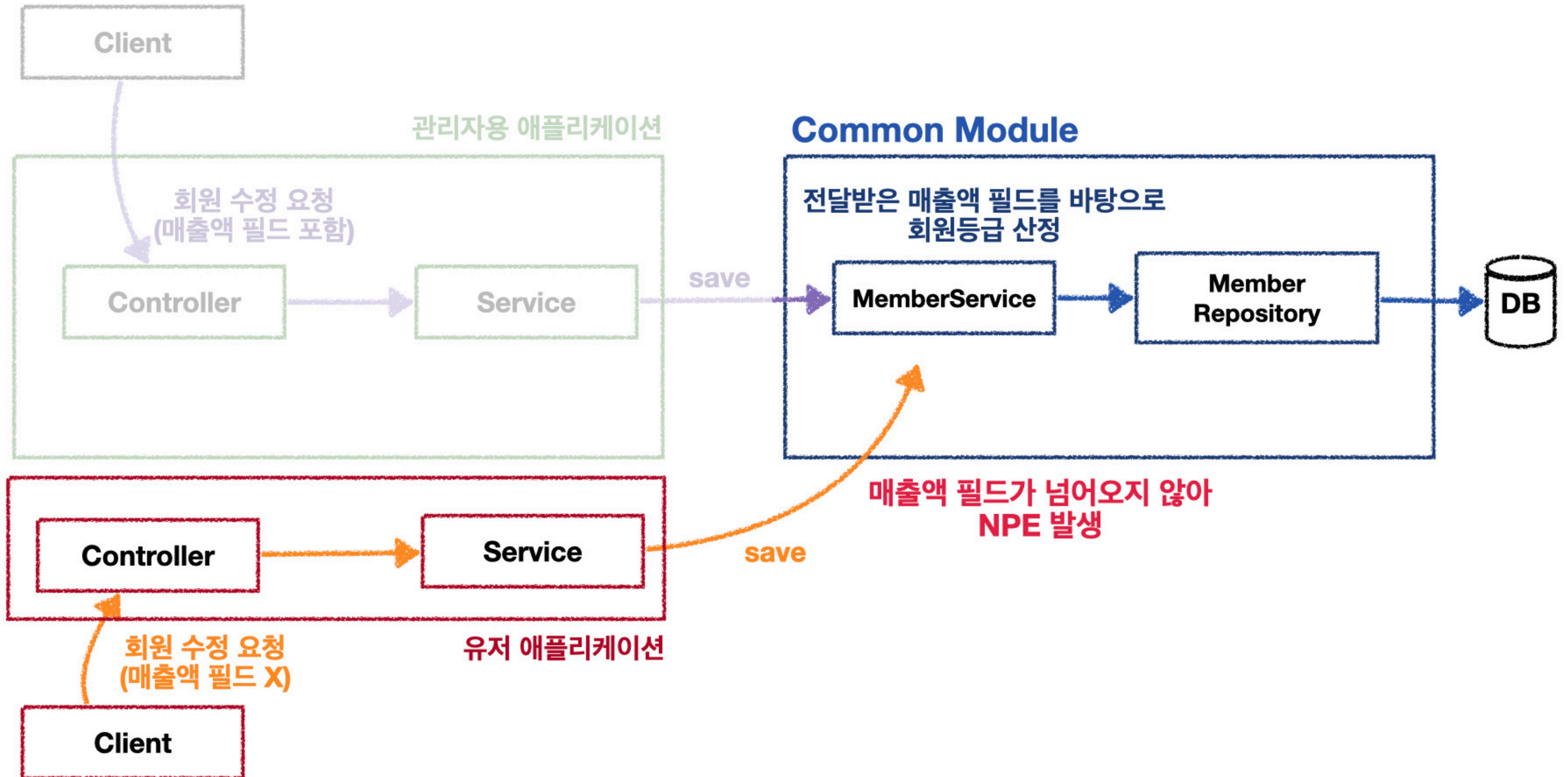
공통 모듈의 편리성

- 코드의 재사용 가능
- 중복 코드 방지 가능

예외 상황 발생



공통 모듈



공통 모듈의 불편함

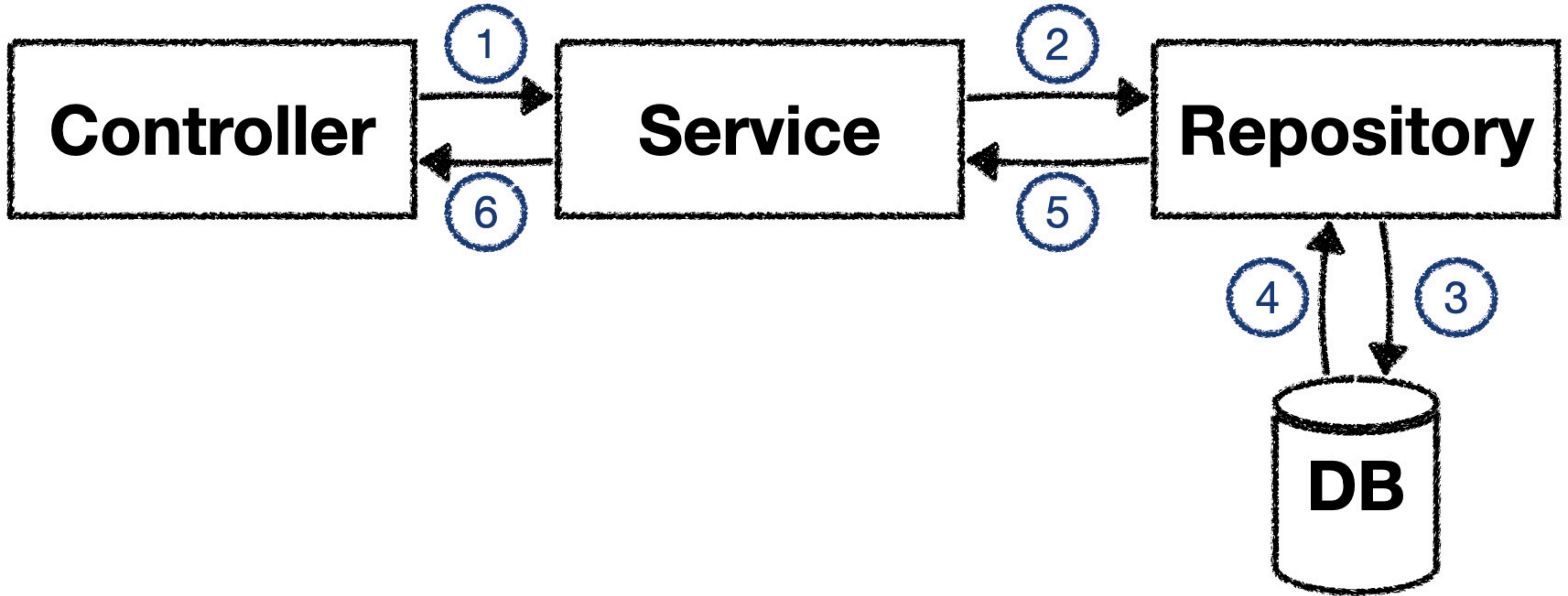
- 의존성 문제
 - 상호 참조
 - 가늠하기 어려운 수정 범위

모호한 역할

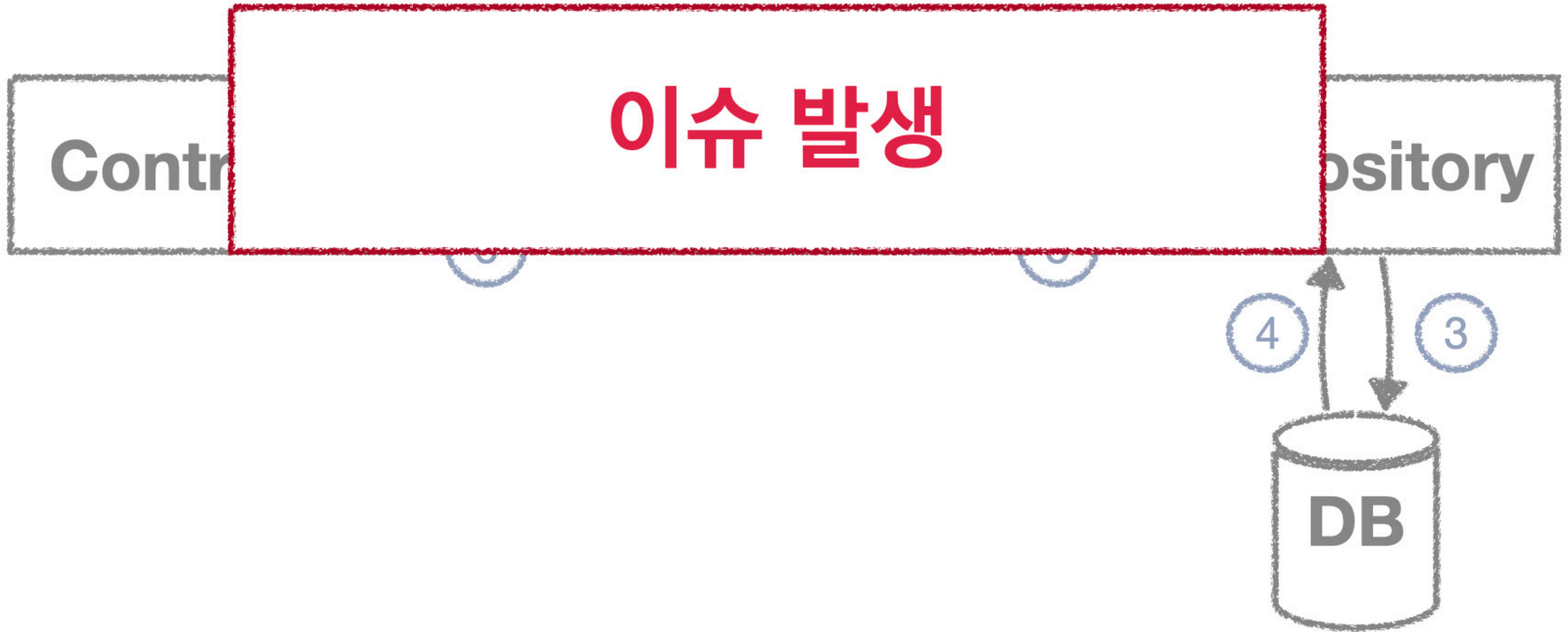
요구사항

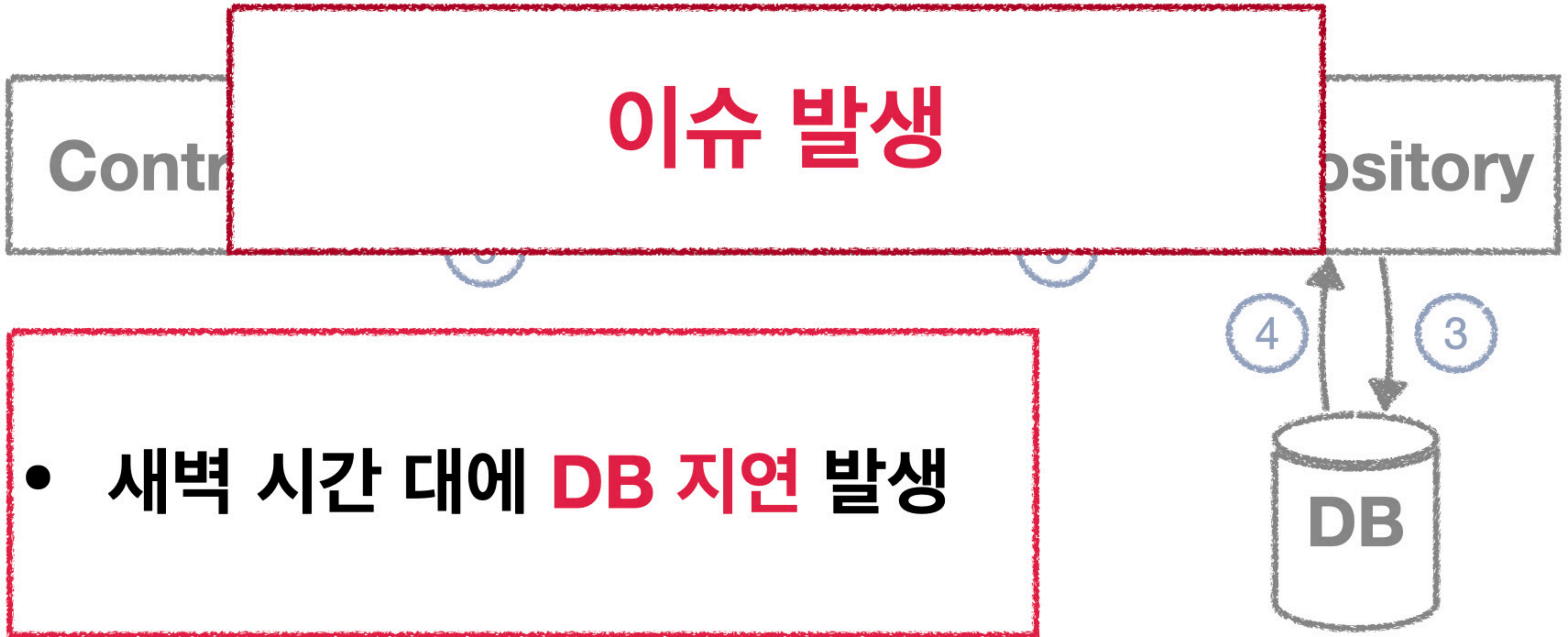
- 회원의 수수료를 API 제공

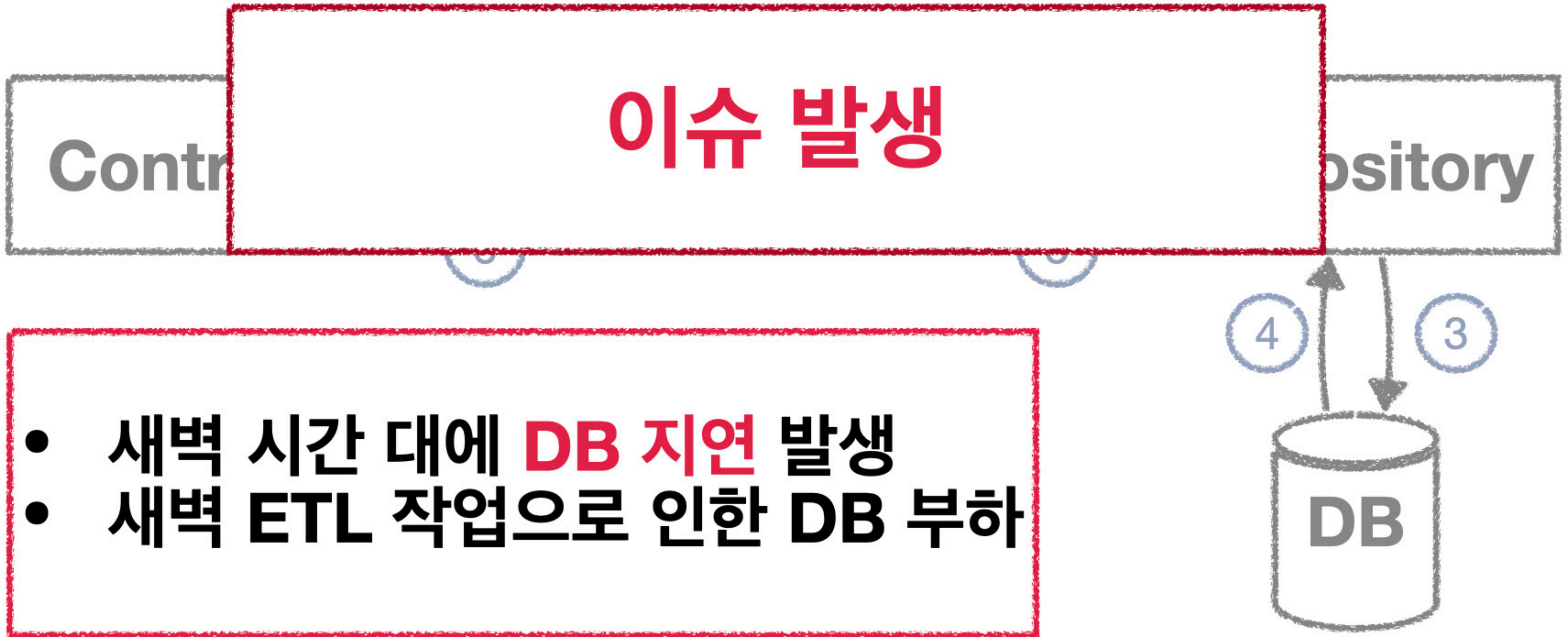
모호한 역할

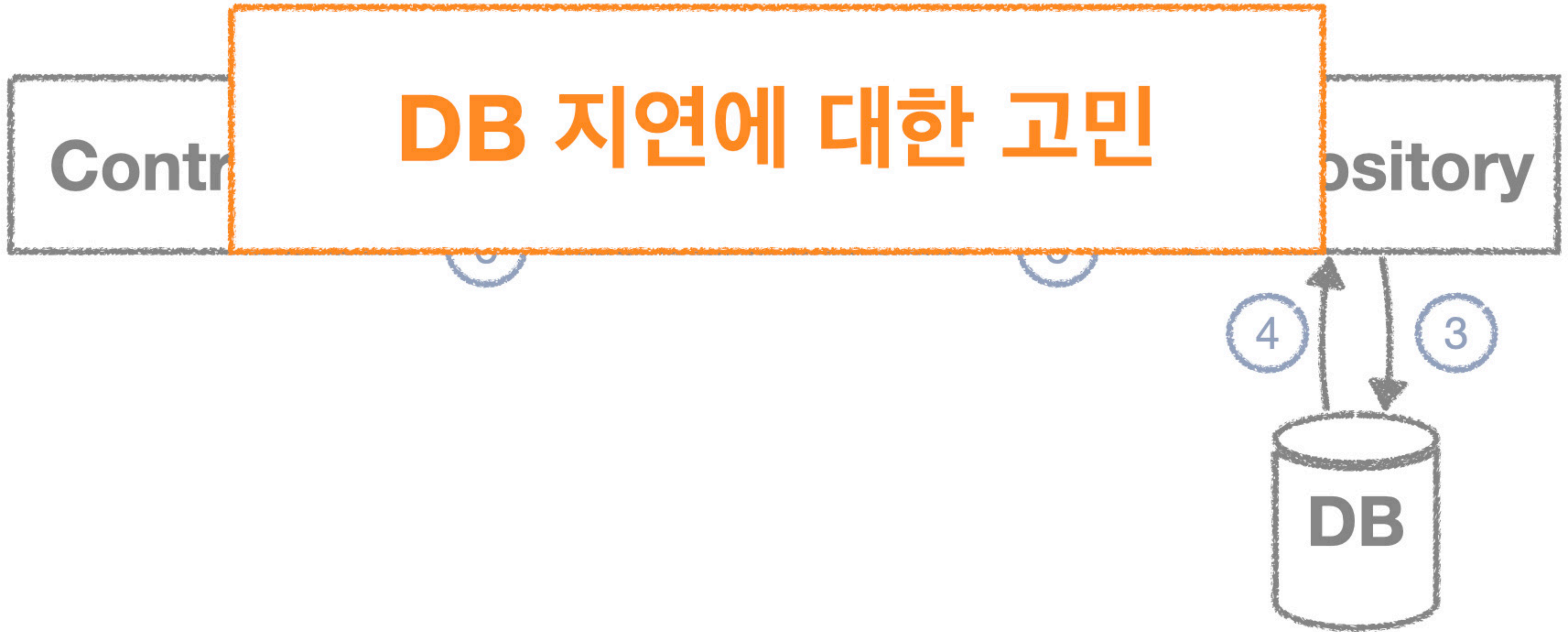


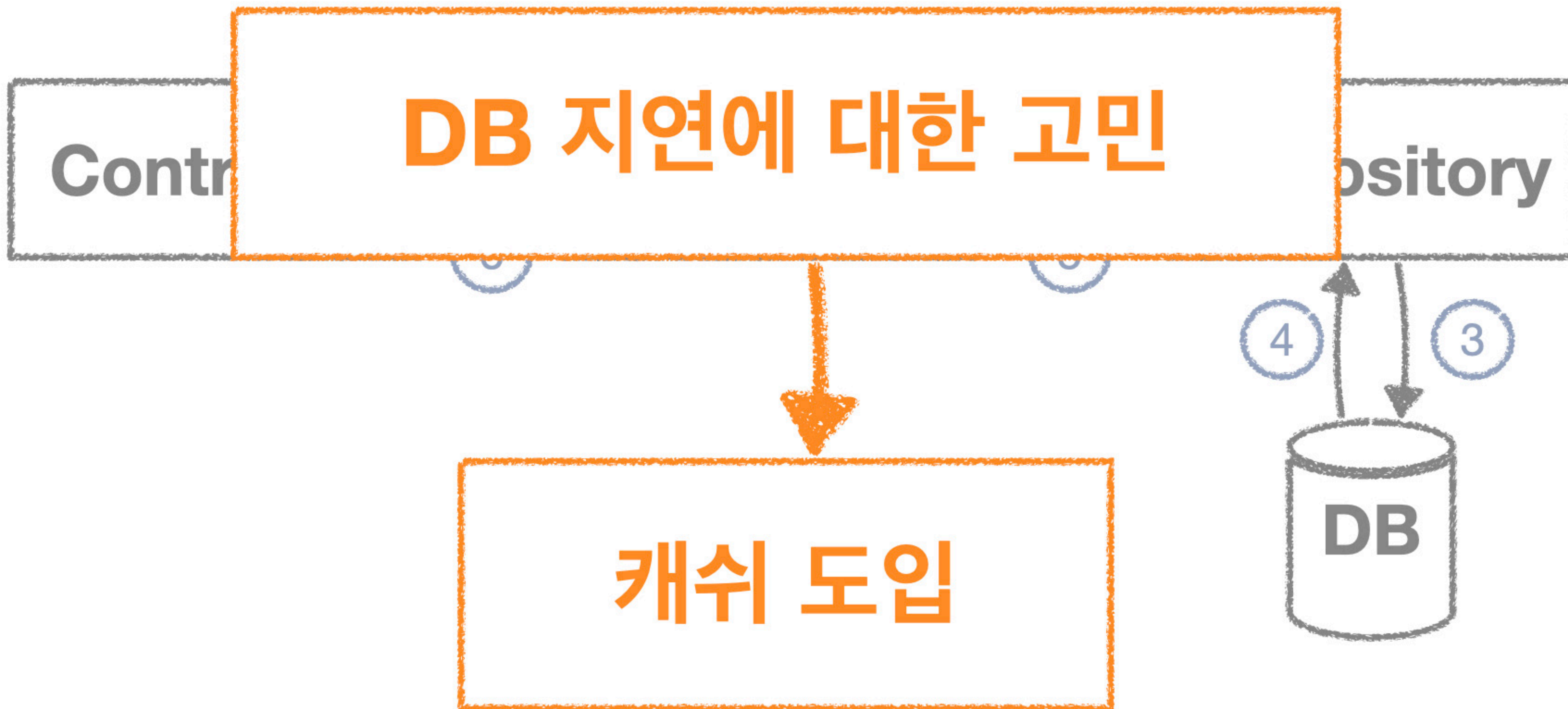
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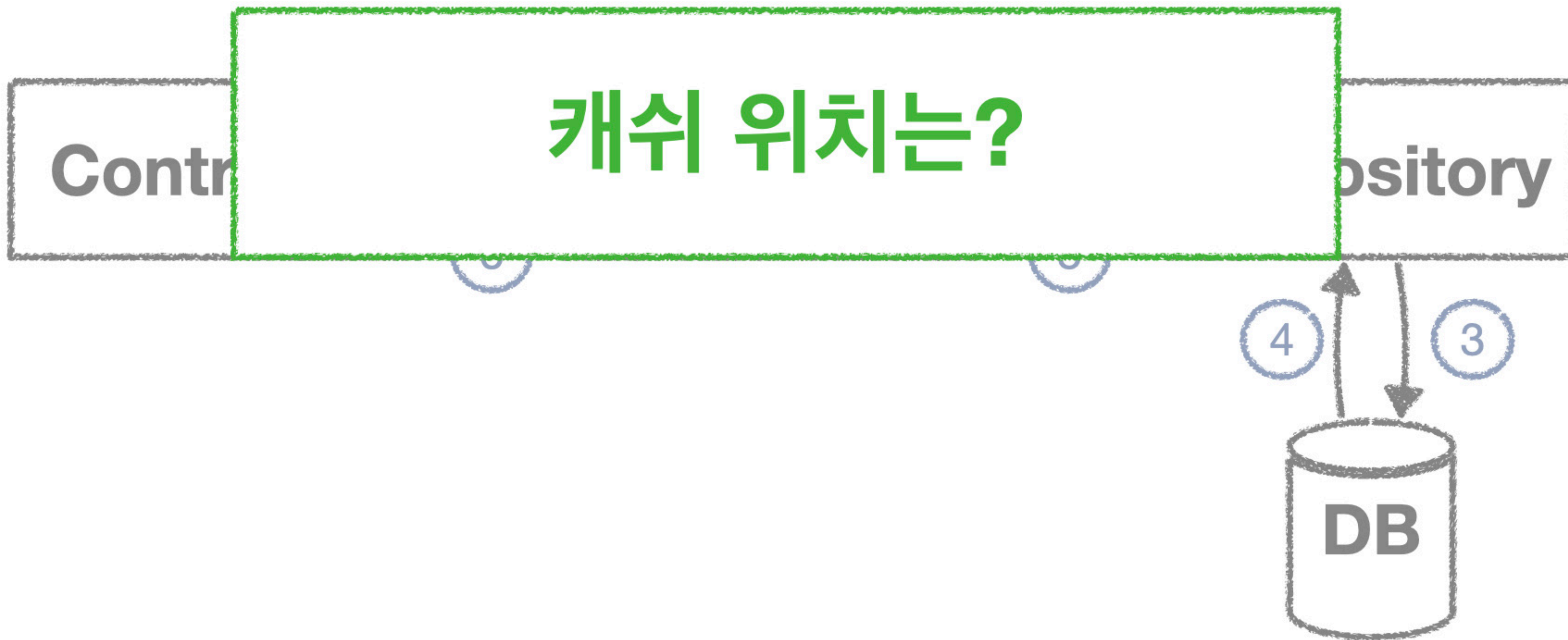


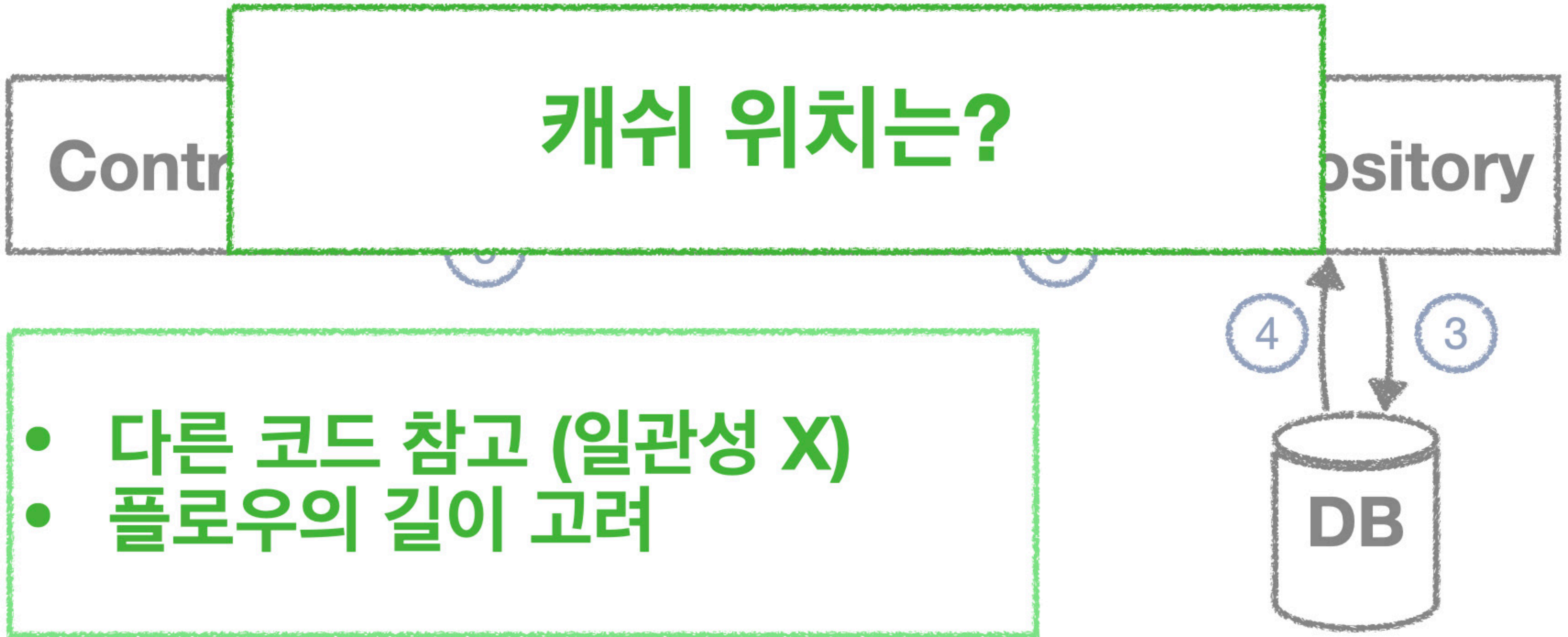




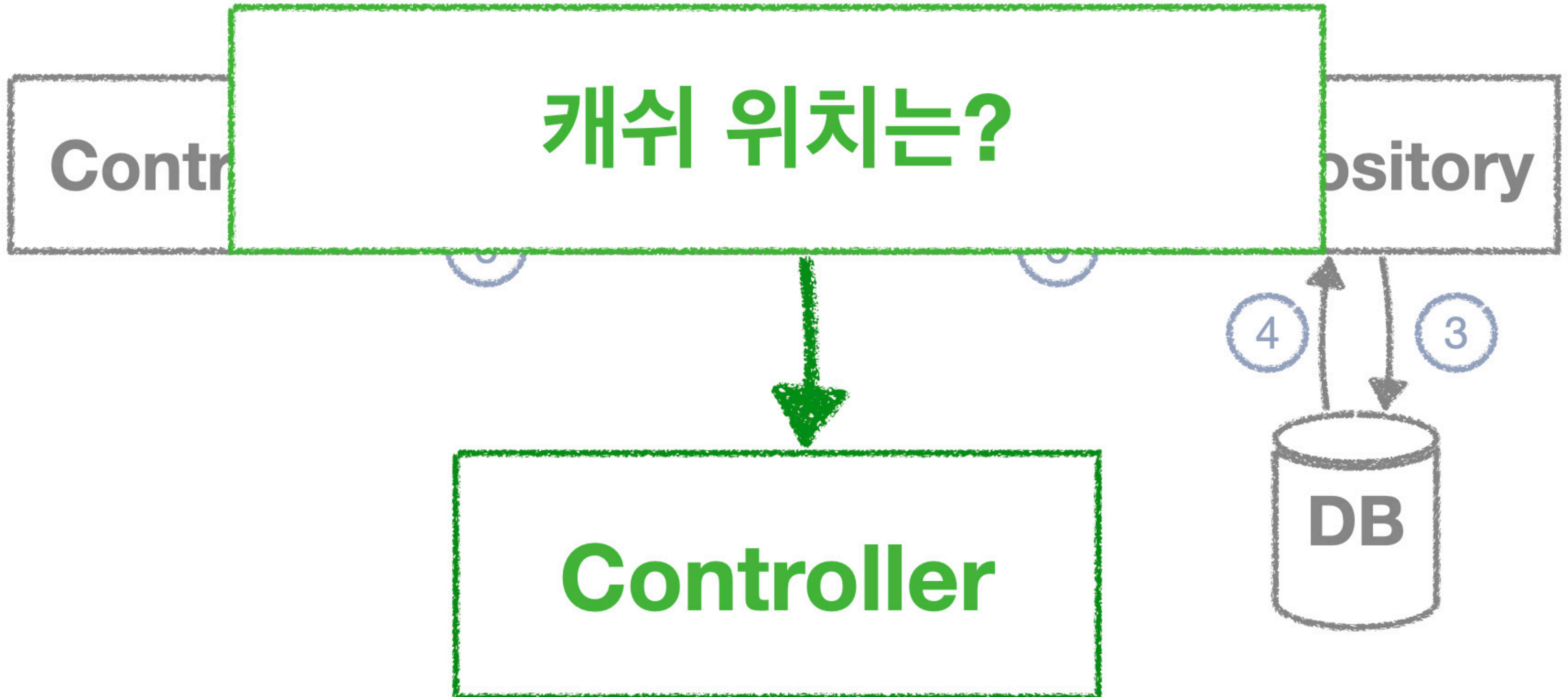




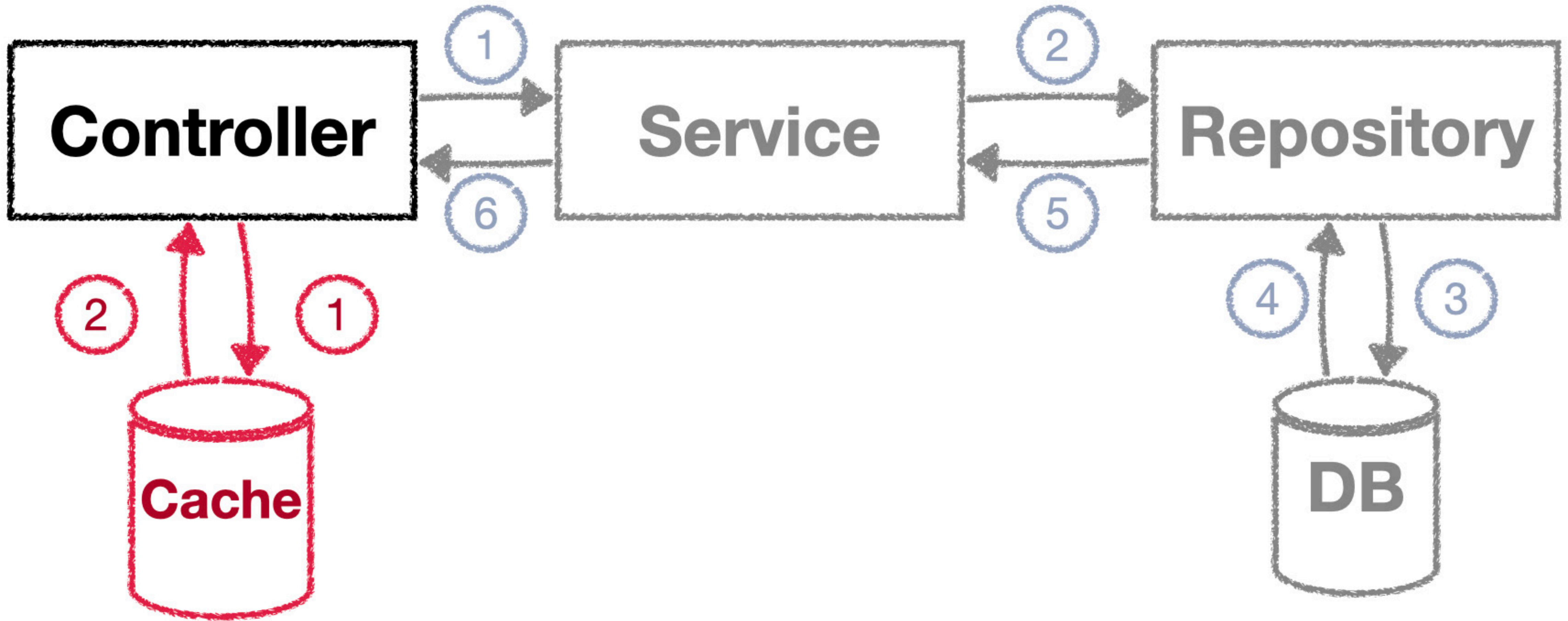




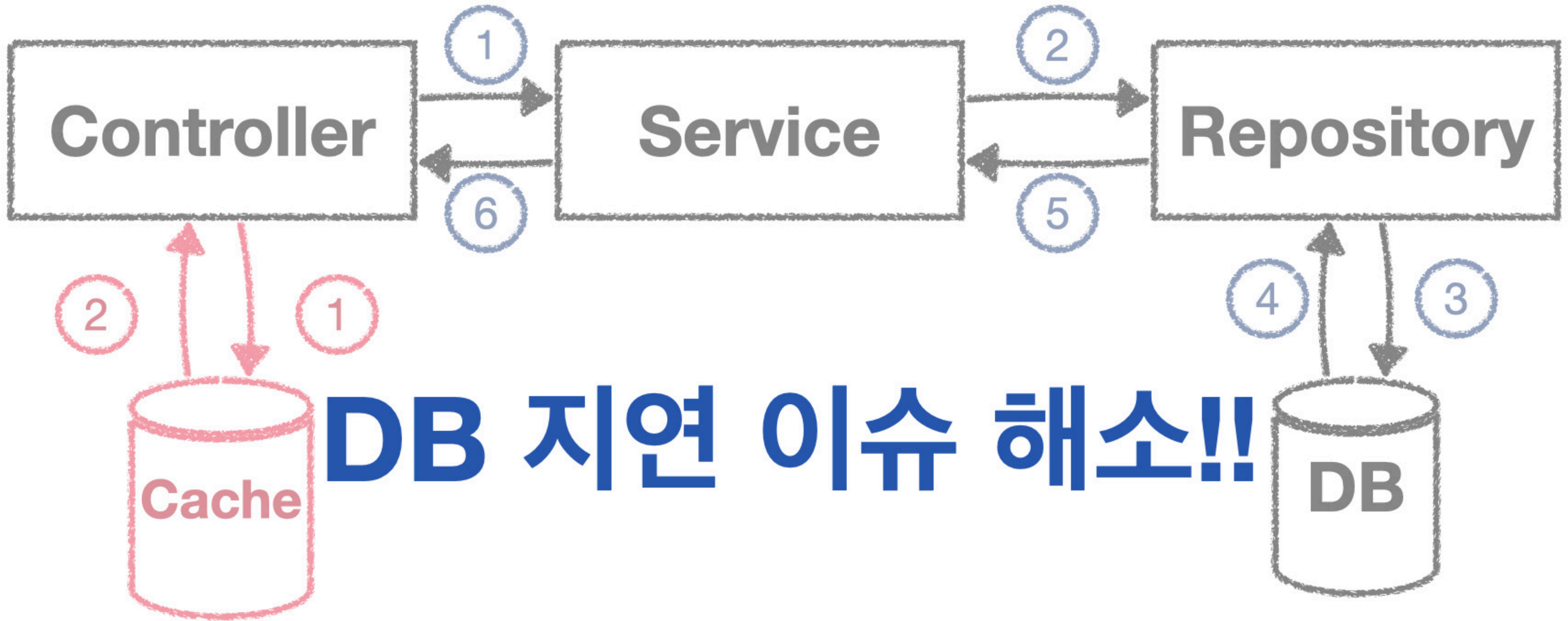
모호한 역할



모호한 역할



모호한 역할



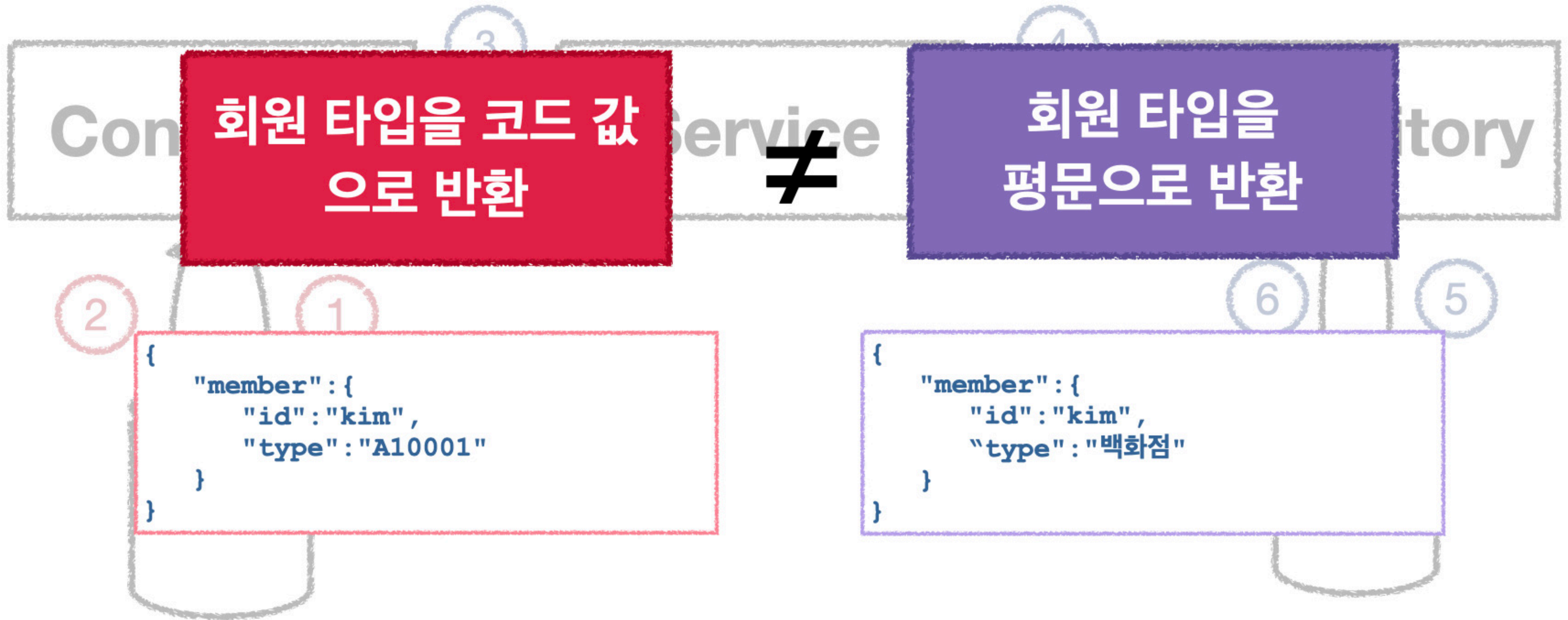
DB 지연 이슈를 해결한 나는야 갓 주니어

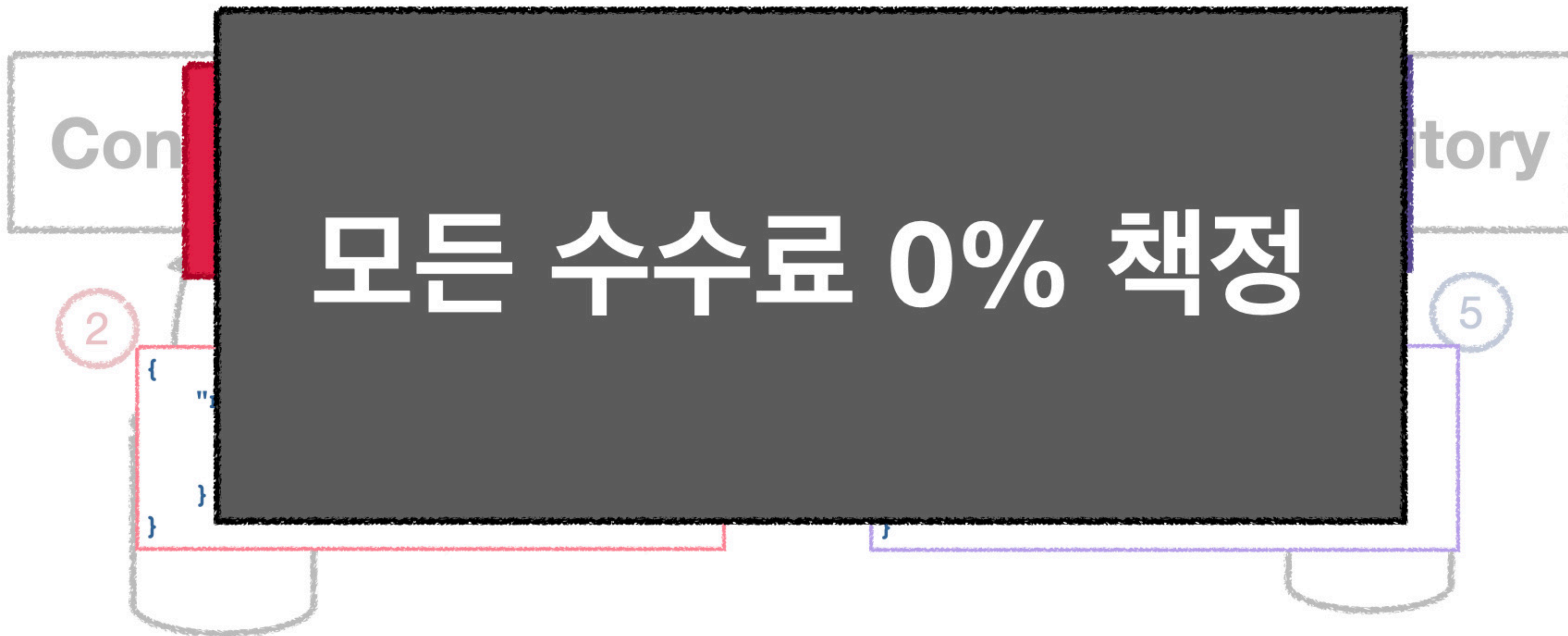


모호한 역할

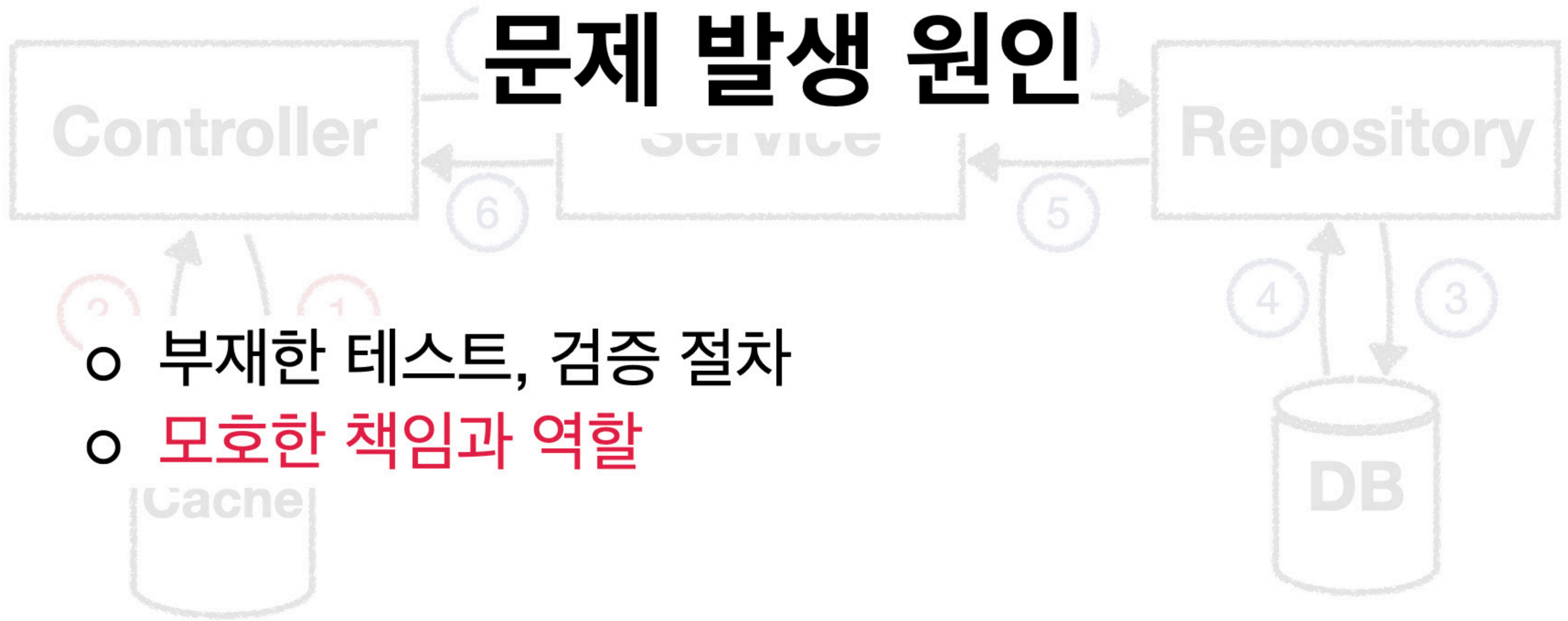


모호한 역할

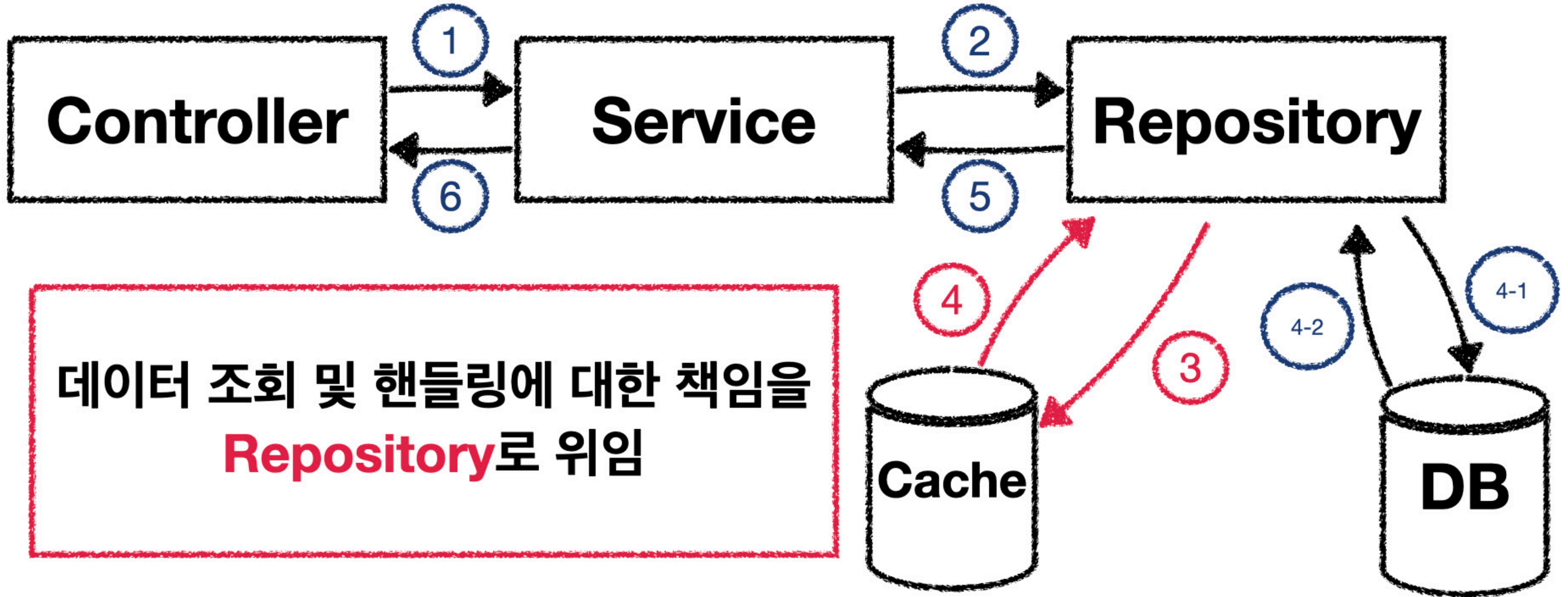




모호한 역할



모호한 역할





인간의 욕심은 끝이 없고



같은 실수를 반복한다.

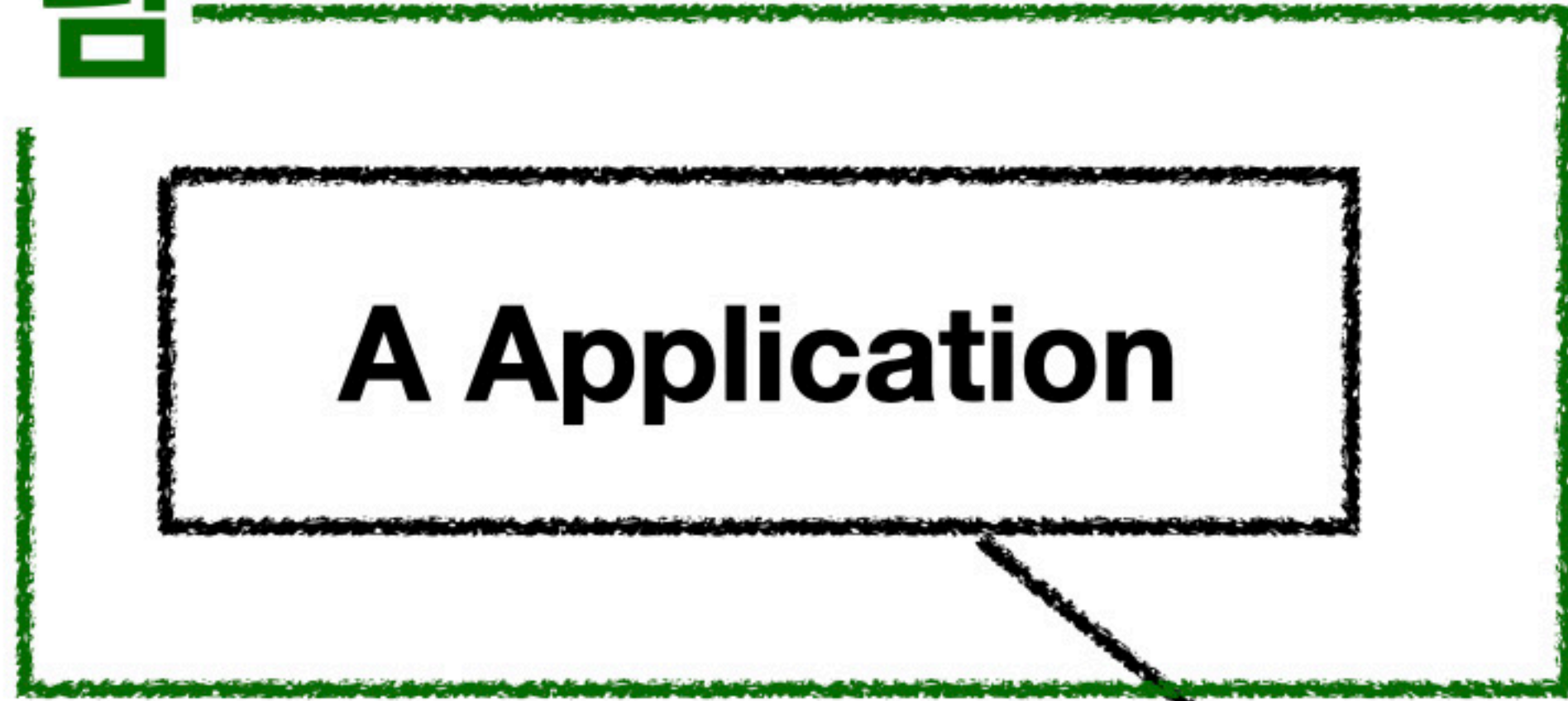
공용 데이터베이스

요구사항

- A 팀 내에서 A10 코드값 사용이 중복
- 공용 데이터베이스 내 테이블 필드의 타입 값
A10에서 B10으로 마이그레이션 진행

공용 데이터베이스

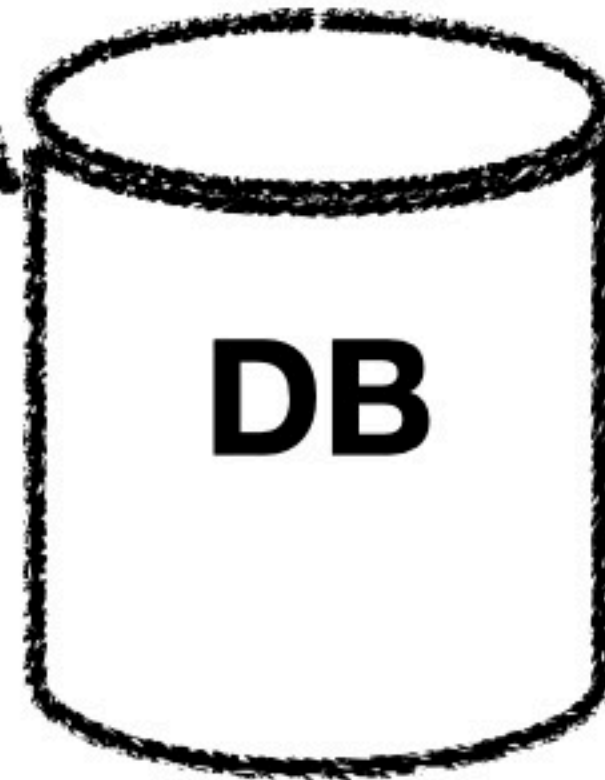
A 팀



id	type
123456	A10001
123457	A10002
123458	A10003
123459	A10004

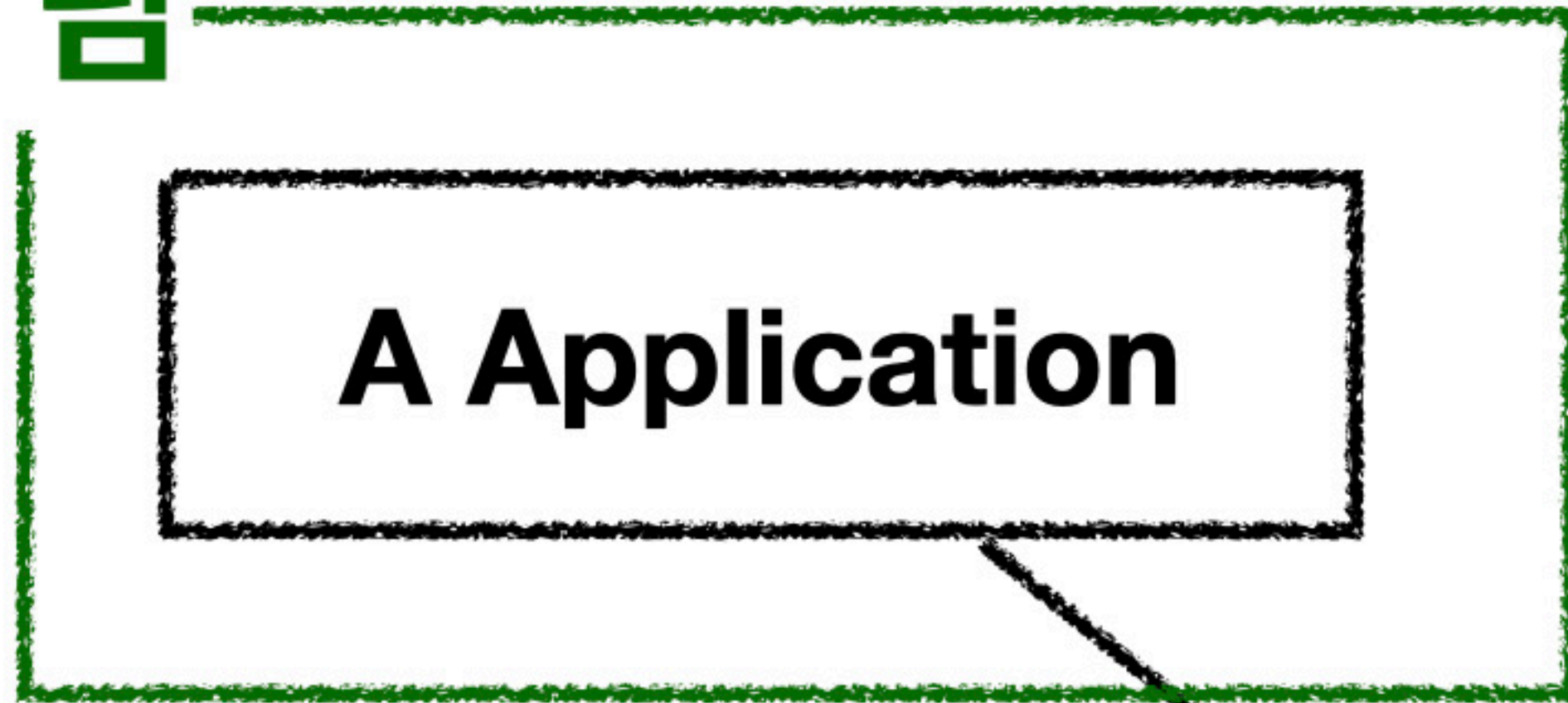


id	type
123456	B10001
123457	B10002
123458	B10003
123459	B10004



공용 데이터베이스

A 팀



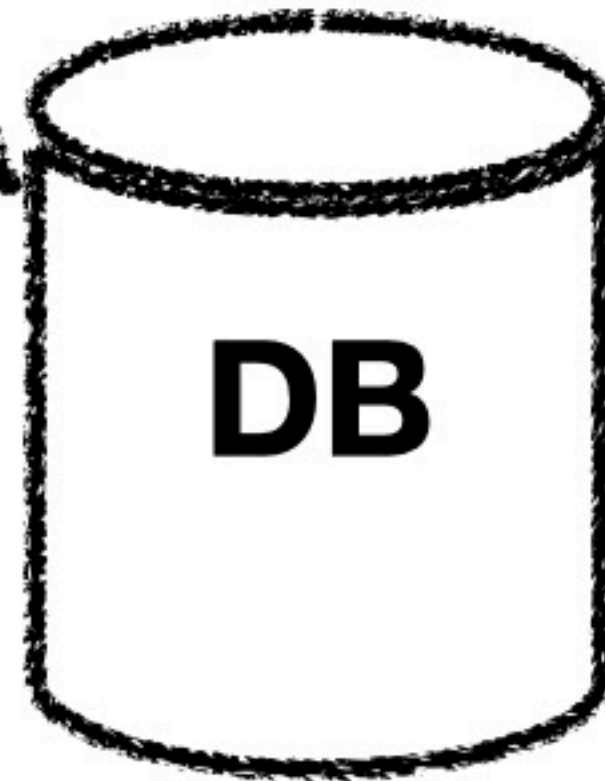
B 팀



id	type
123456	A10001
123457	A10002
123458	A10003
123459	A10004



id	type
123456	B10001
123457	B10002
123458	B10003
123459	B10004



B1000x 에 대한
코드값을 알 수 없어 예외 발생

개발과 배포가 두려워요...



익숙함에 속아 당연하다고 생각



동료가 돼라!

개념을 하사 받은 주니어들

Port & Adapter Architecture

Event Driven Architecture

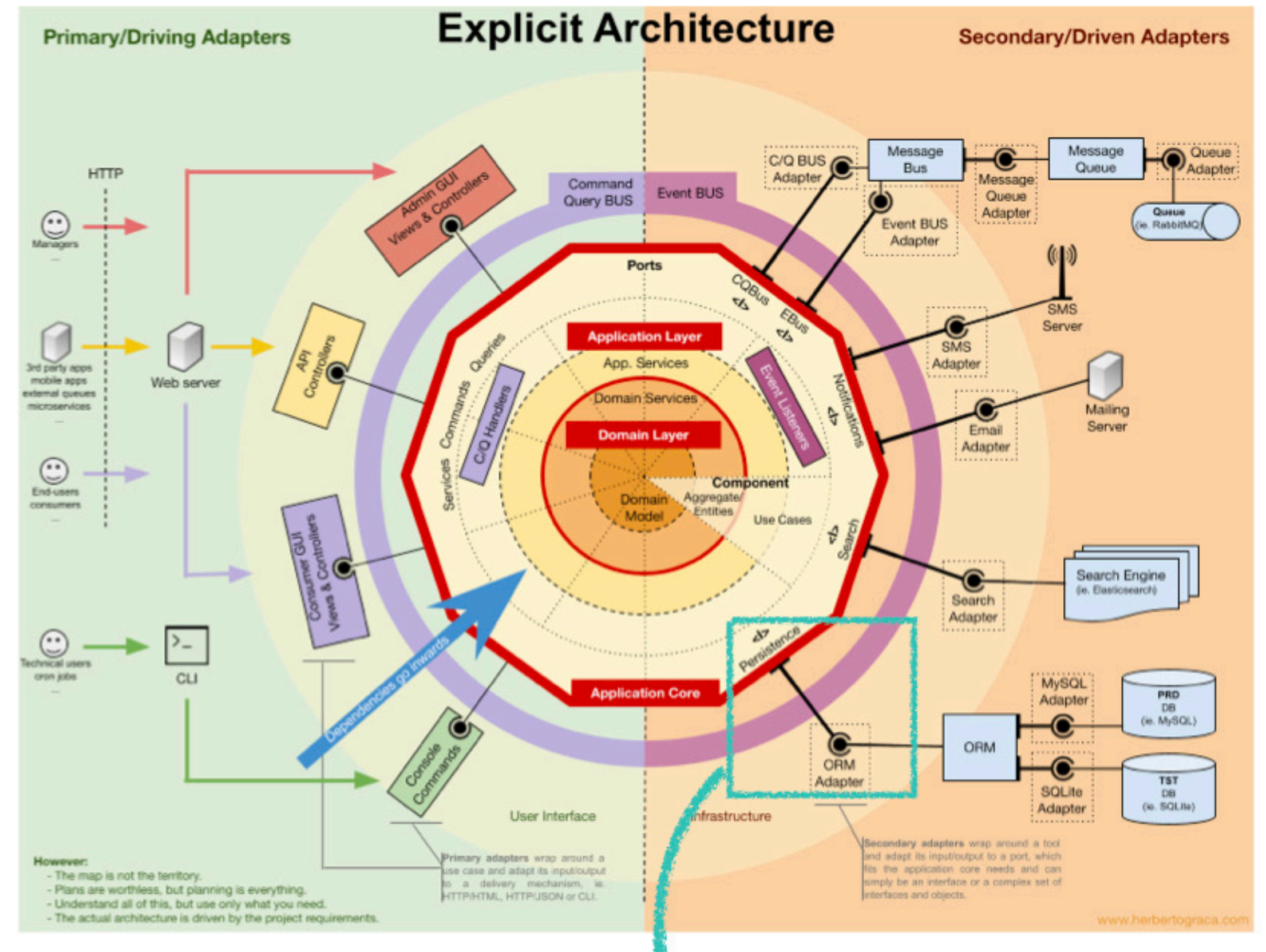
Domain Driven Architecture



Port & Adapter Architecture

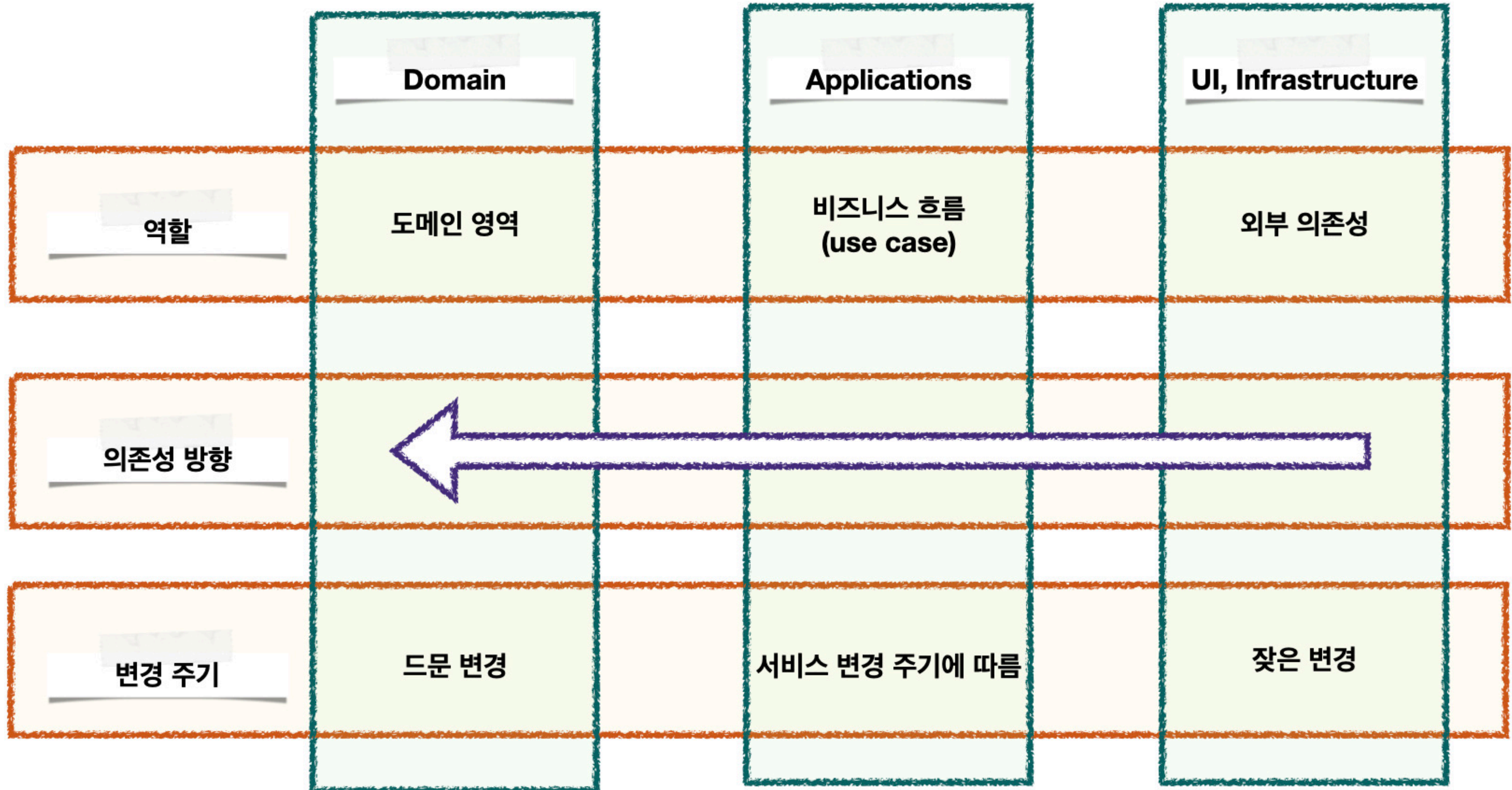
Port & Adapter Architecture

- 역할 별로 레이어 구성
 - Domain
 - Application
 - User Interface, Infrastructure
- 어댑터 패턴
 - 비즈니스 로직과 외부 의존성은 포트에 어댑터를 연결하는 방식으로 통신



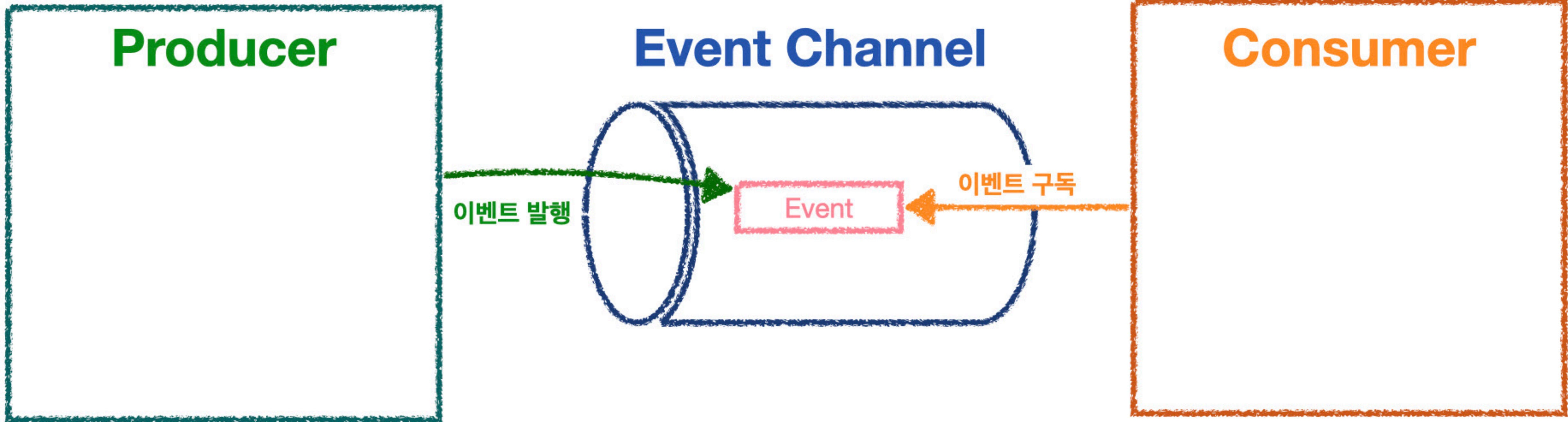
포트와 어댑터

Port & Adapter Architecture

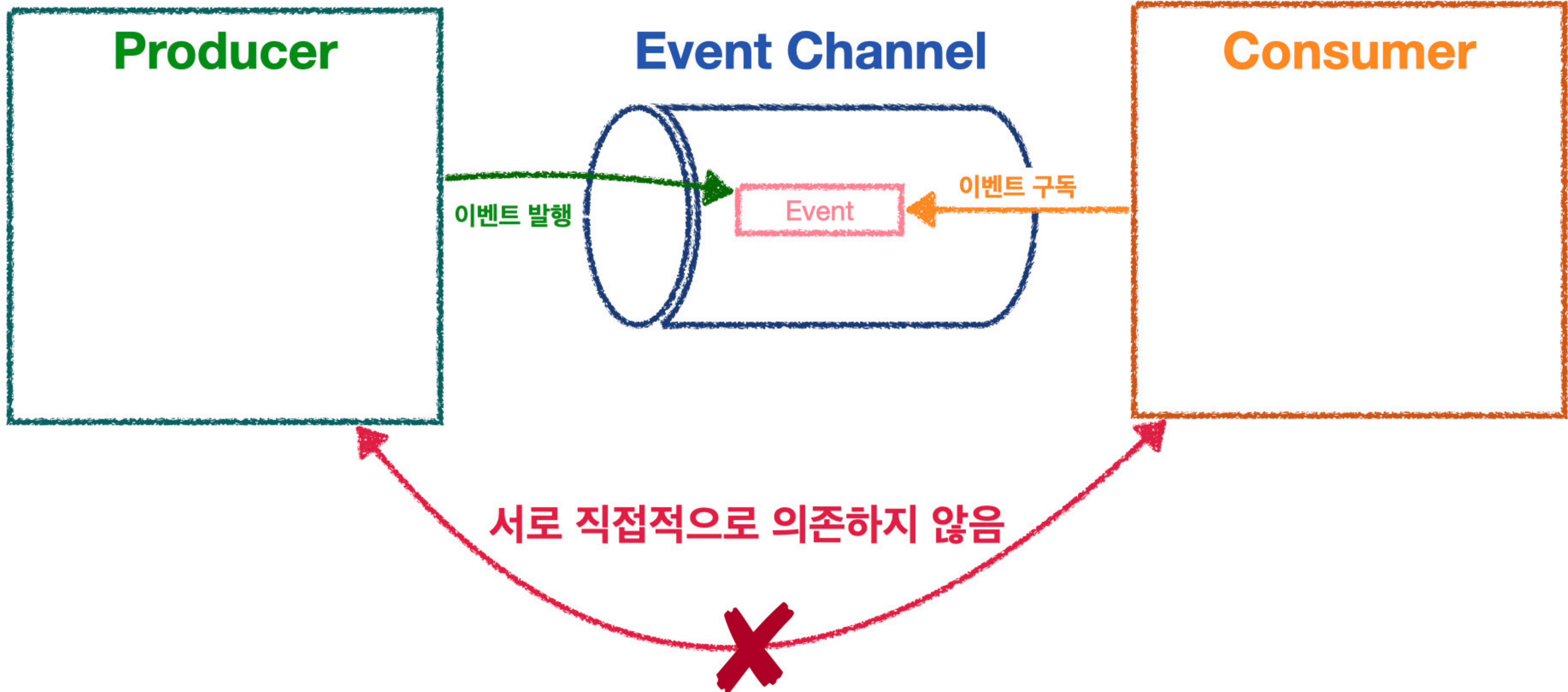


Event Driven Architecture

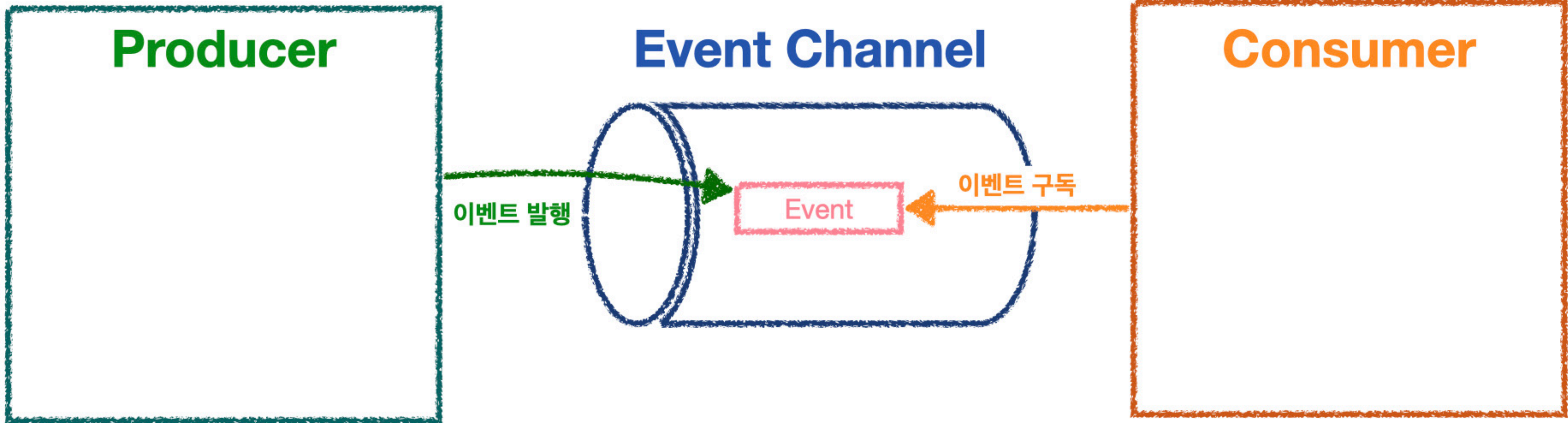
Event Driven Architecture



Event Driven Architecture



Event Driven Architecture



깨진 **무결성**은 이벤트 재발행으로 복구 가능

Eventual Consistency

Domain Driven Architecture

Domain Driven Architecture

빈약한(Anemic) 도메인

풍부한(Rich) 도메인



Domain Driven Architecture

빈약한(Anemic) 도메인

풍부한(Rich) 도메인



행위는 거의 없고 getter와 setter만 존재

Domain Driven Architecture

빈약한(Anemic) 도메인



행위는 거의 없고 getter와 setter만 존재

참고: <http://martinfowler.com/bliki/AnemicDomainModel.html>

풍부한(Rich) 도메인



Domain Driven Architecture

빈약한(Anemic) 도메인



행위는 거의 없고 getter와 setter만 존재

참고: <http://martinfowler.com/bliki/AnemicDomainModel.html>

풍부한(Rich) 도메인



도메인 객체에 행위를 위임



Port & Adapter

domain driven

event driven

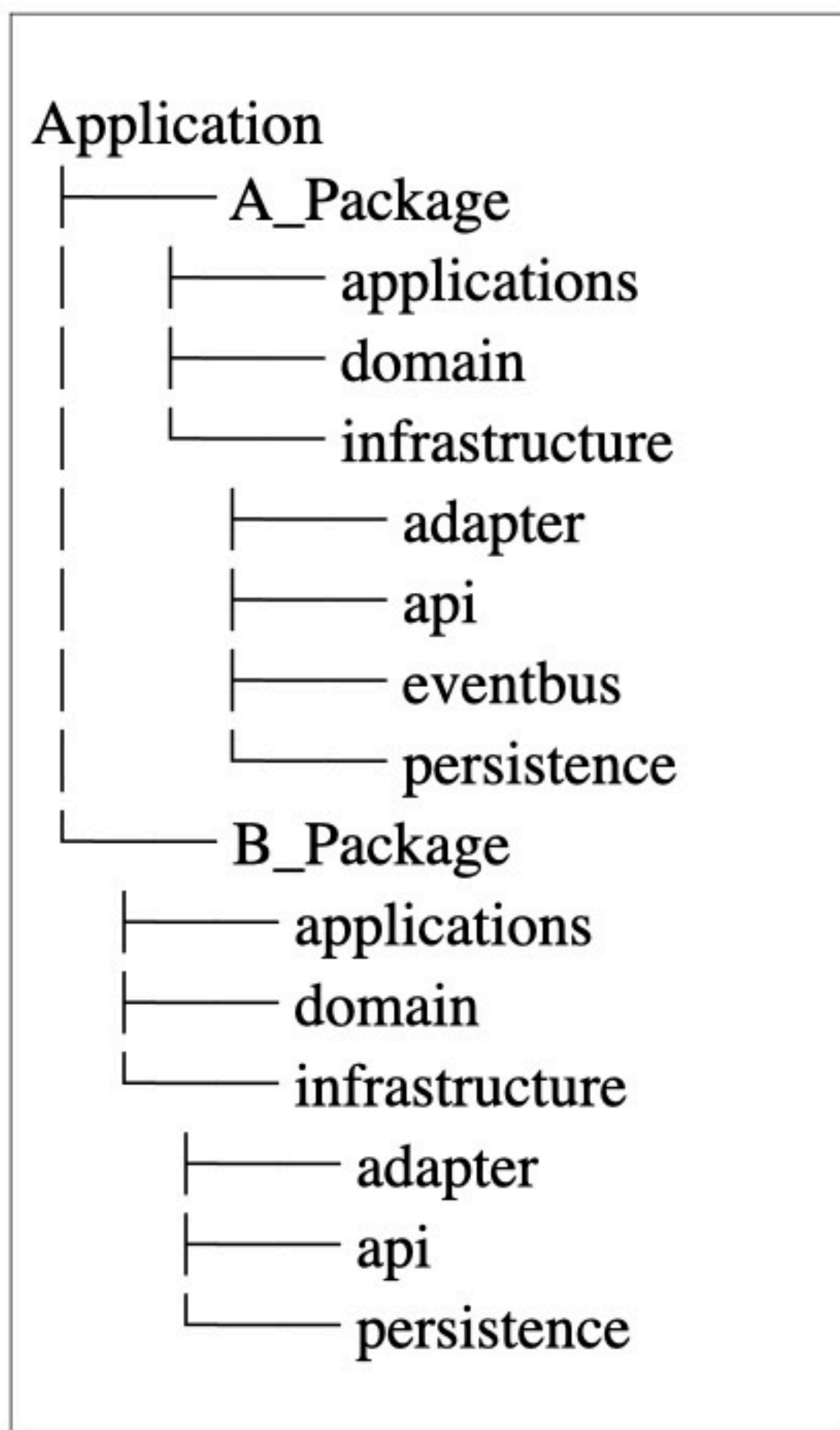
총 60kg
군장 세계 둘러보고 행군 다시 시작

새로운 시스템 구성

- 패키지 구성
- 이벤트 구성
- 도메인 구성

패키지 구성

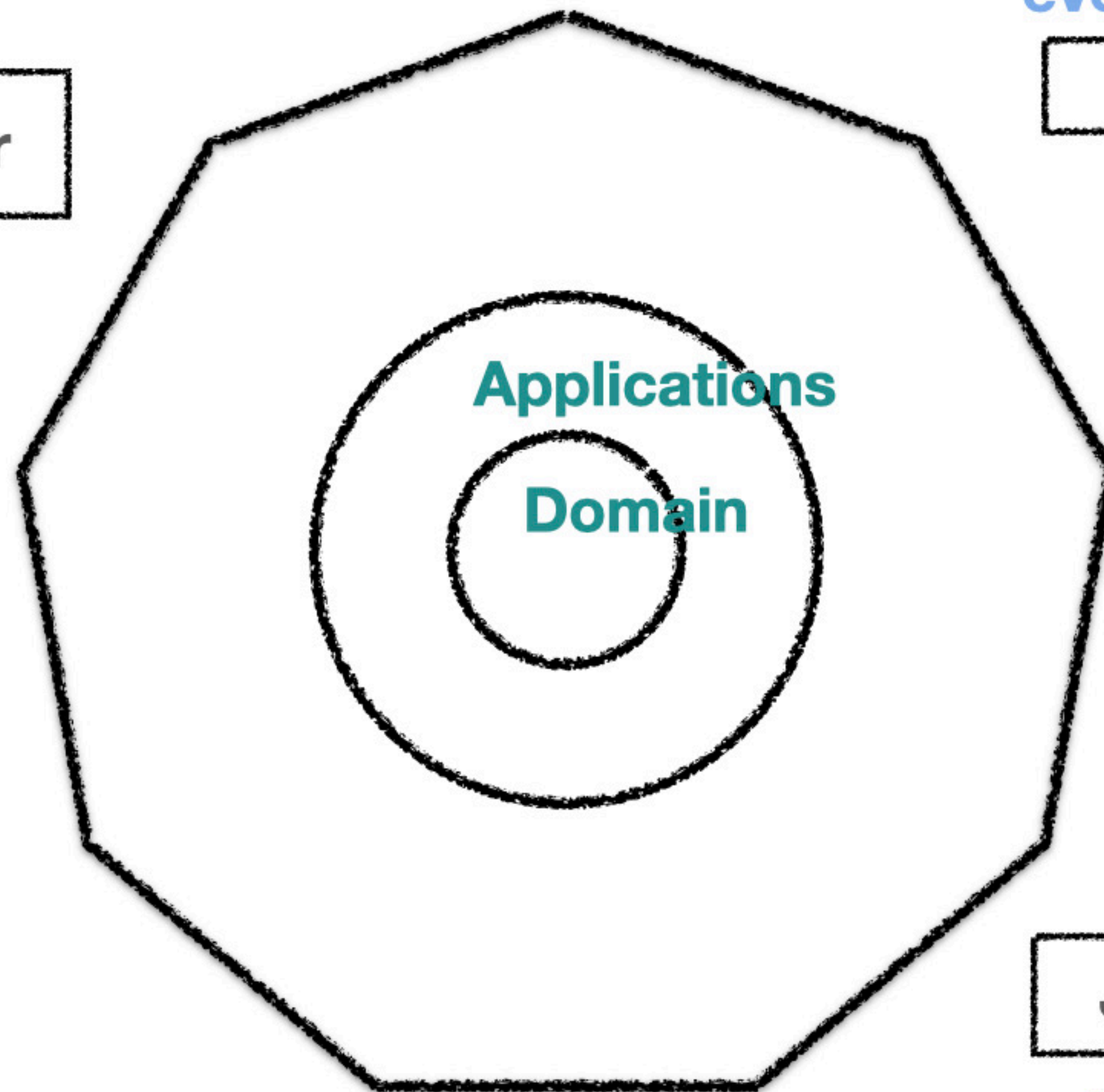
패키지 구성



api

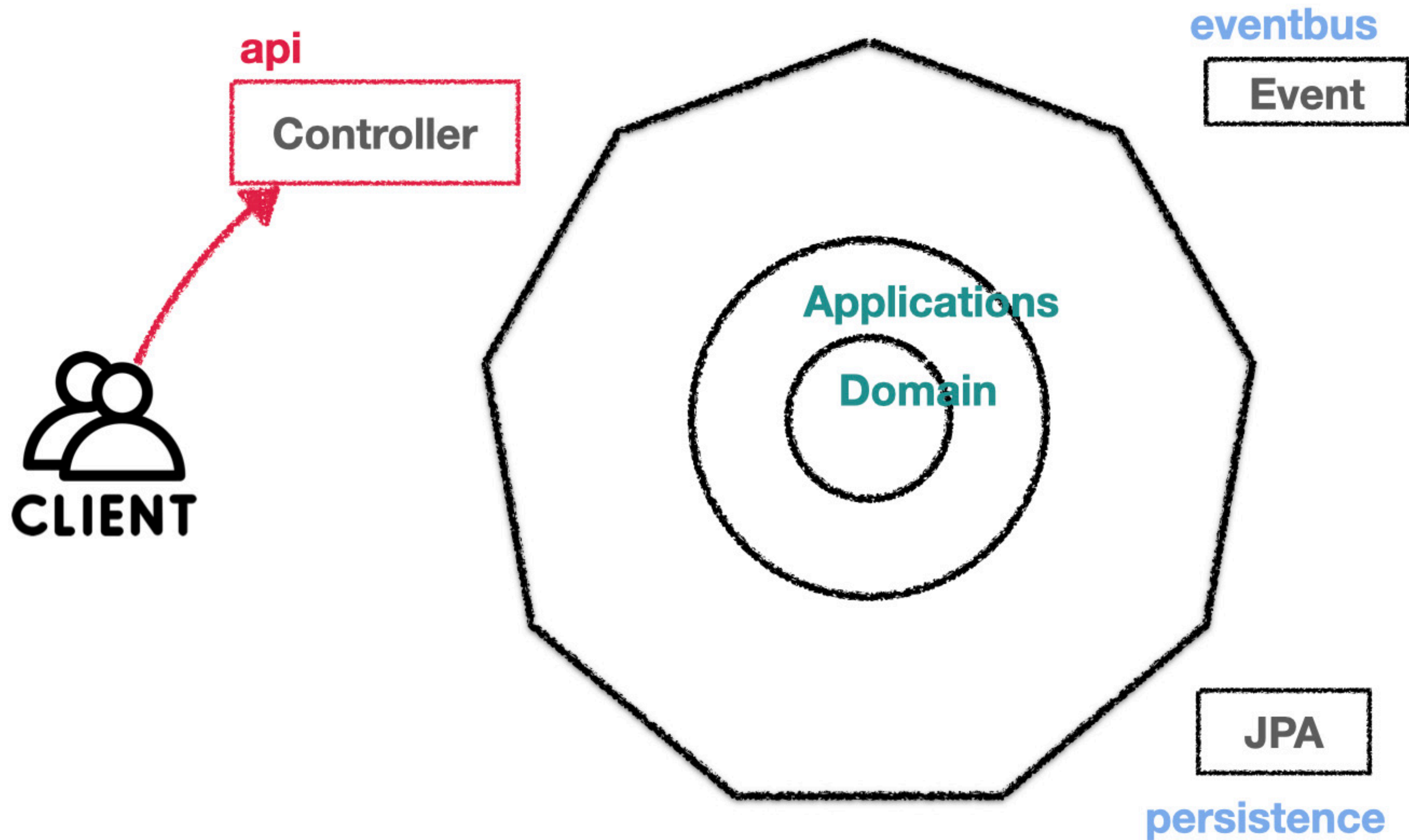
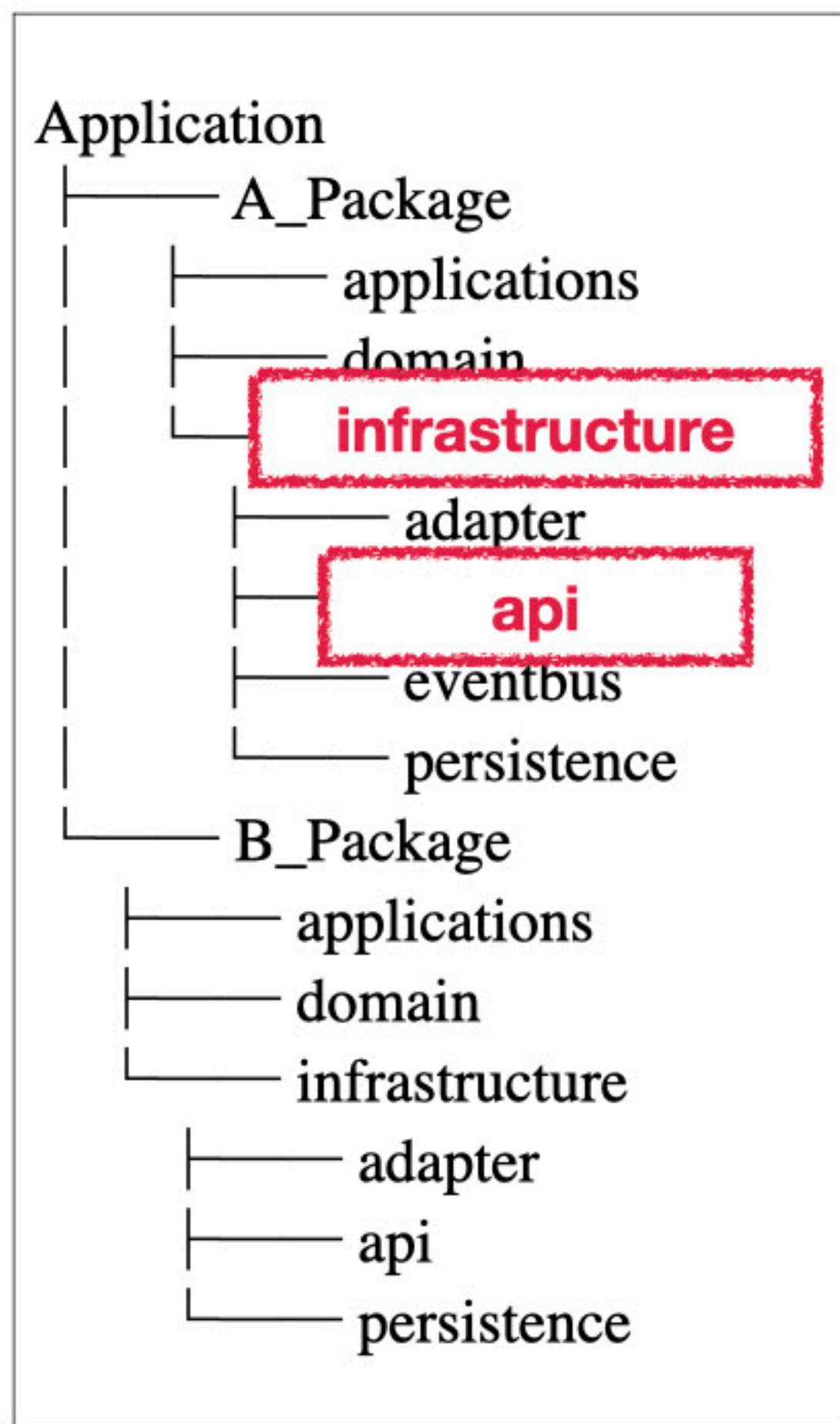


eventbus

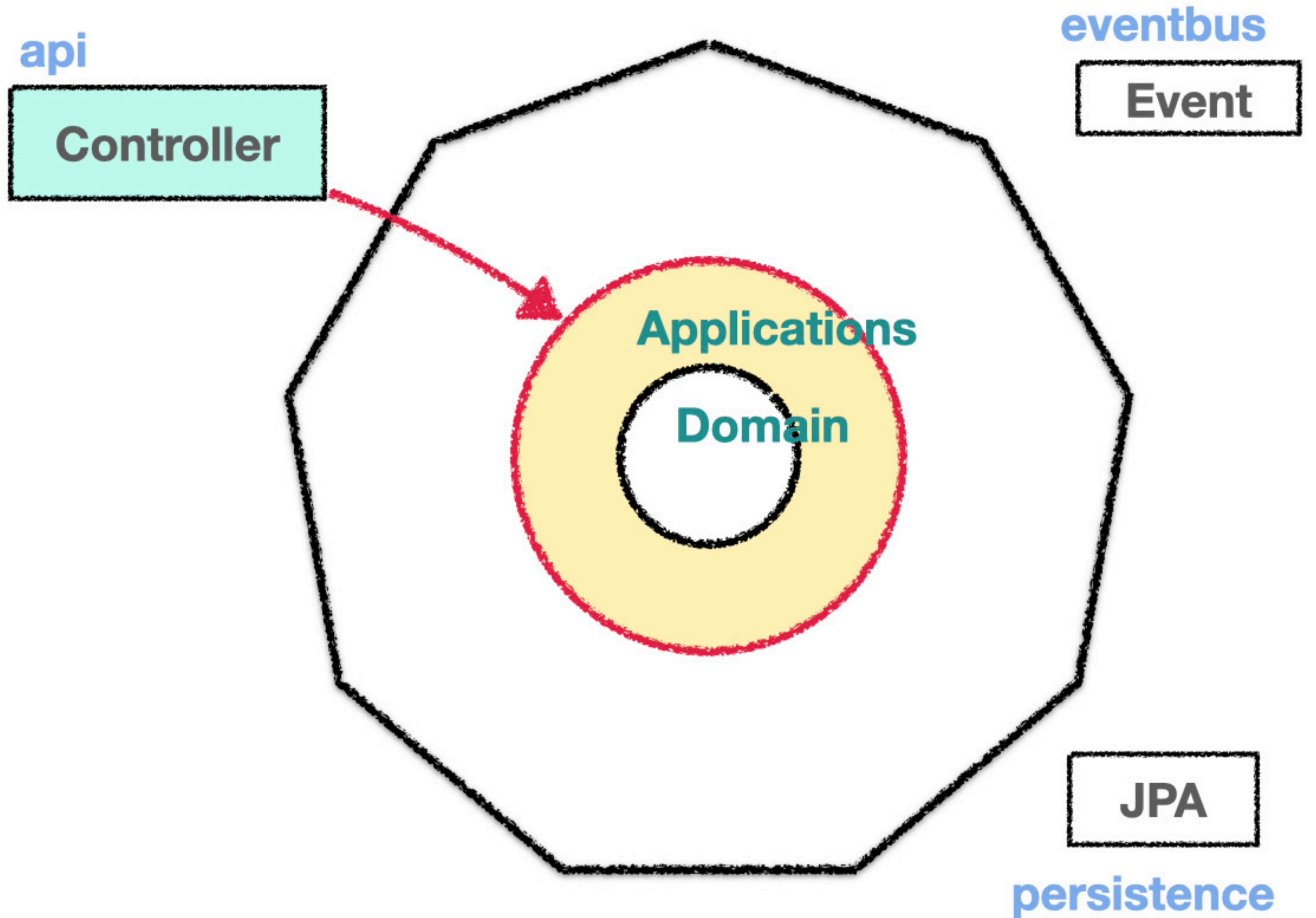
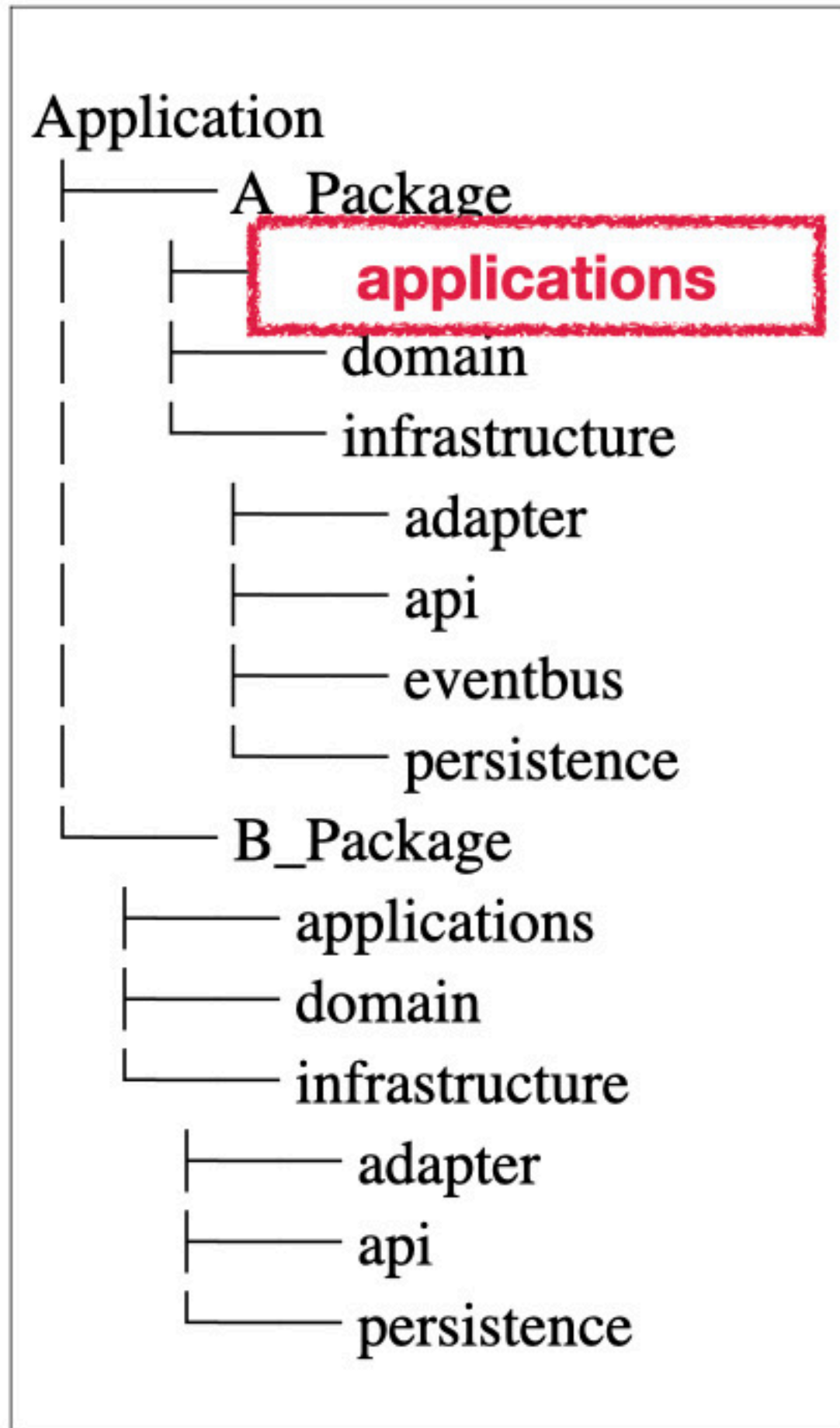


persistence

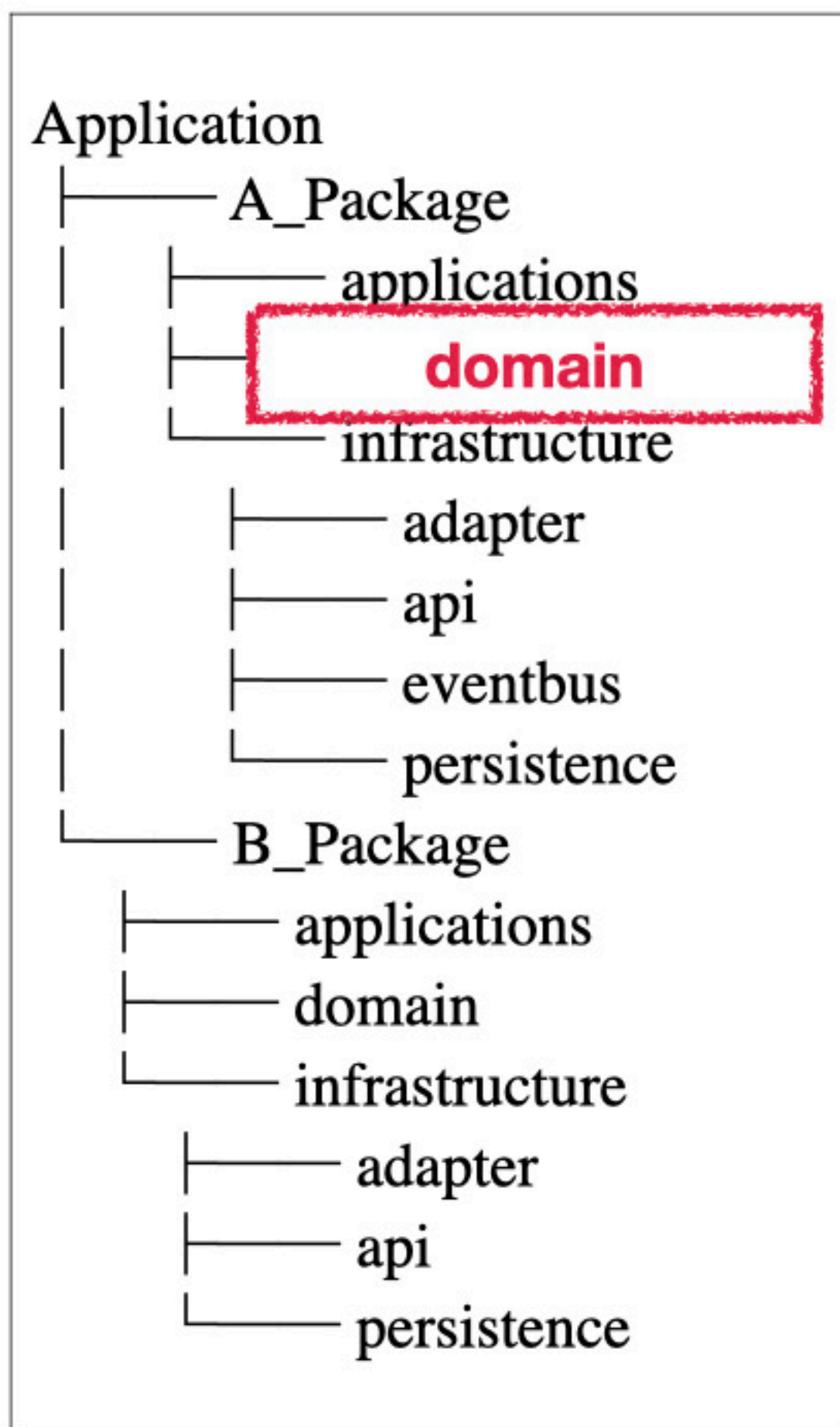
패키지 구성



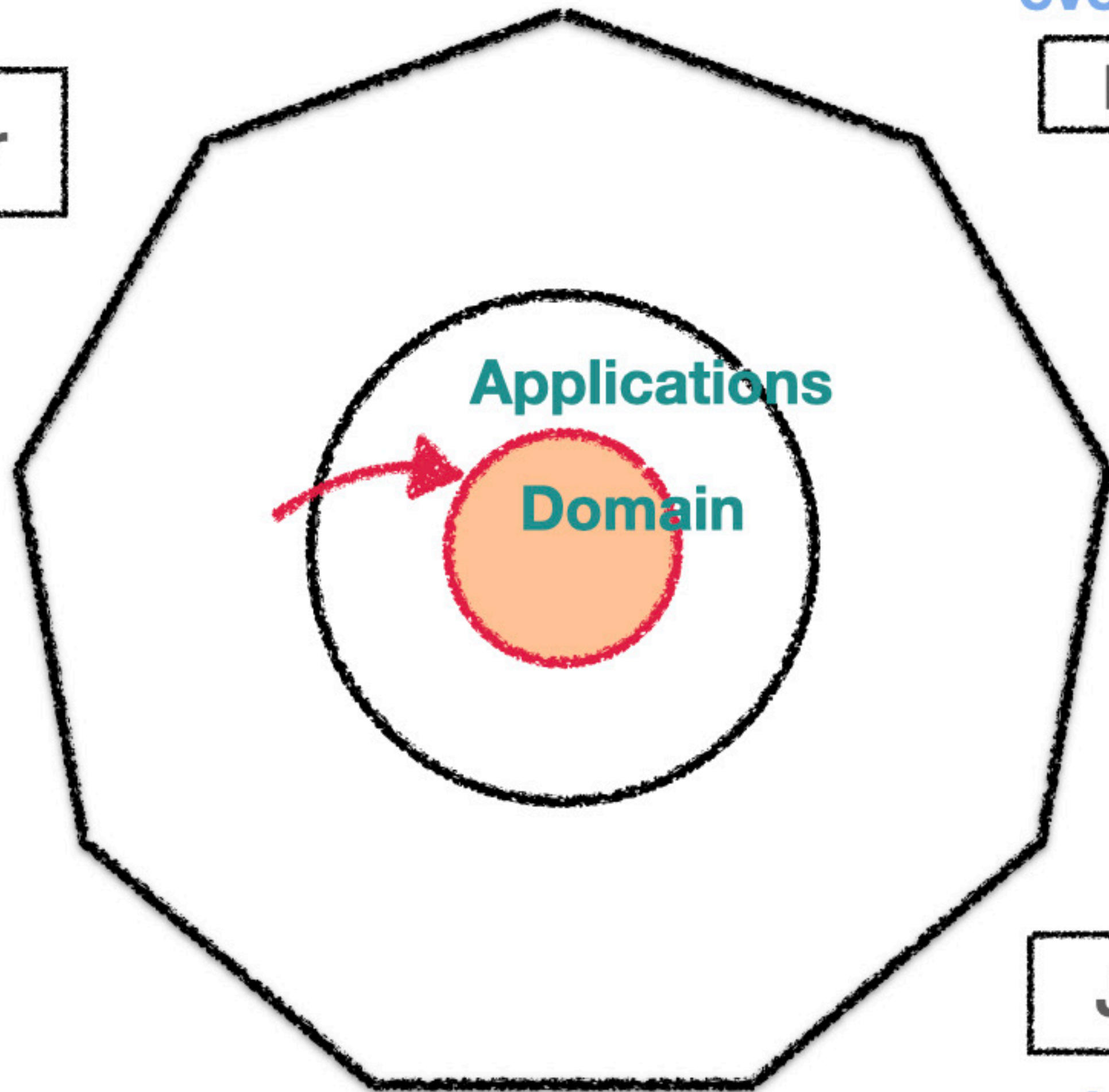
패키지 구성



패키지 구성



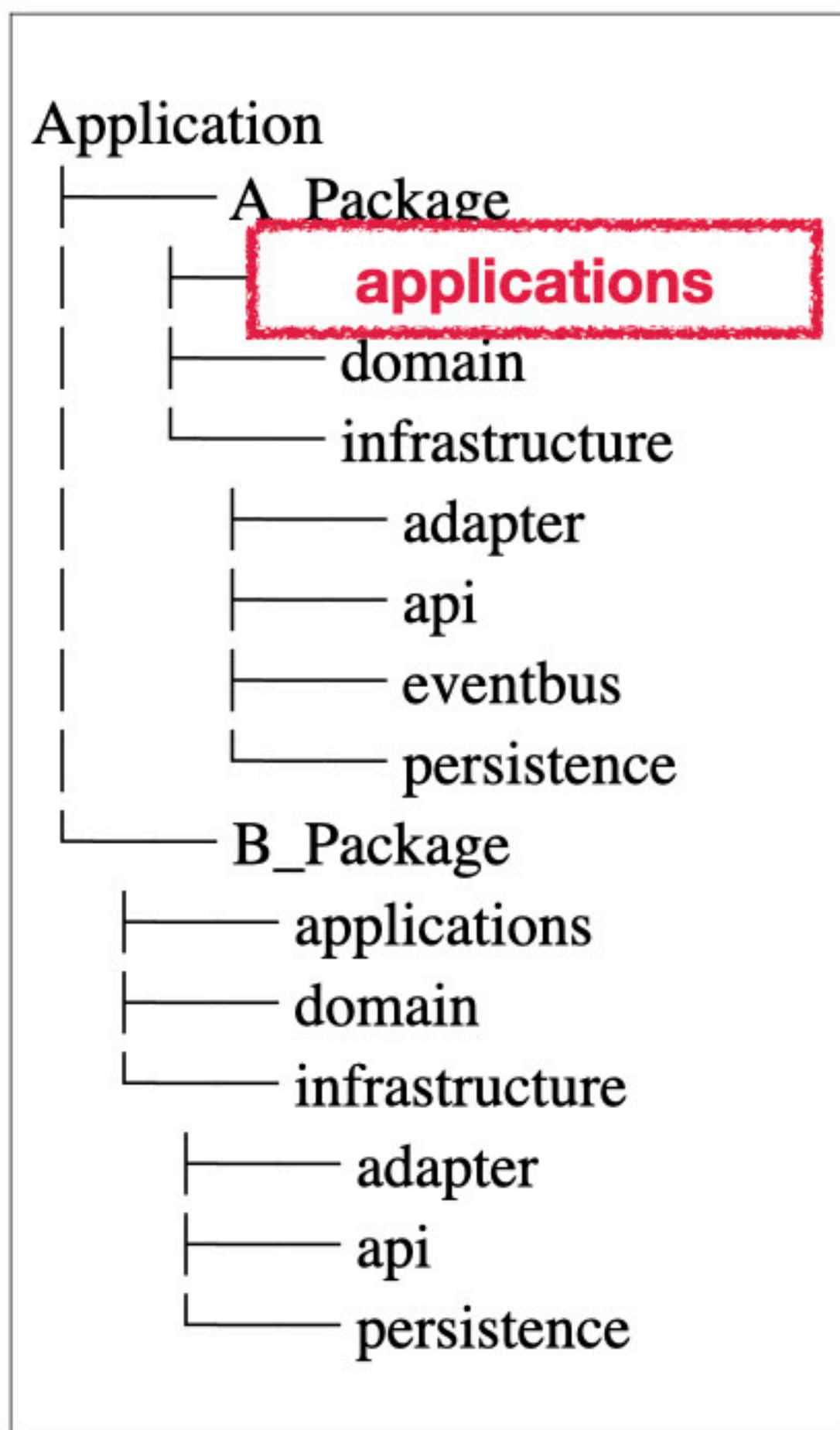
api



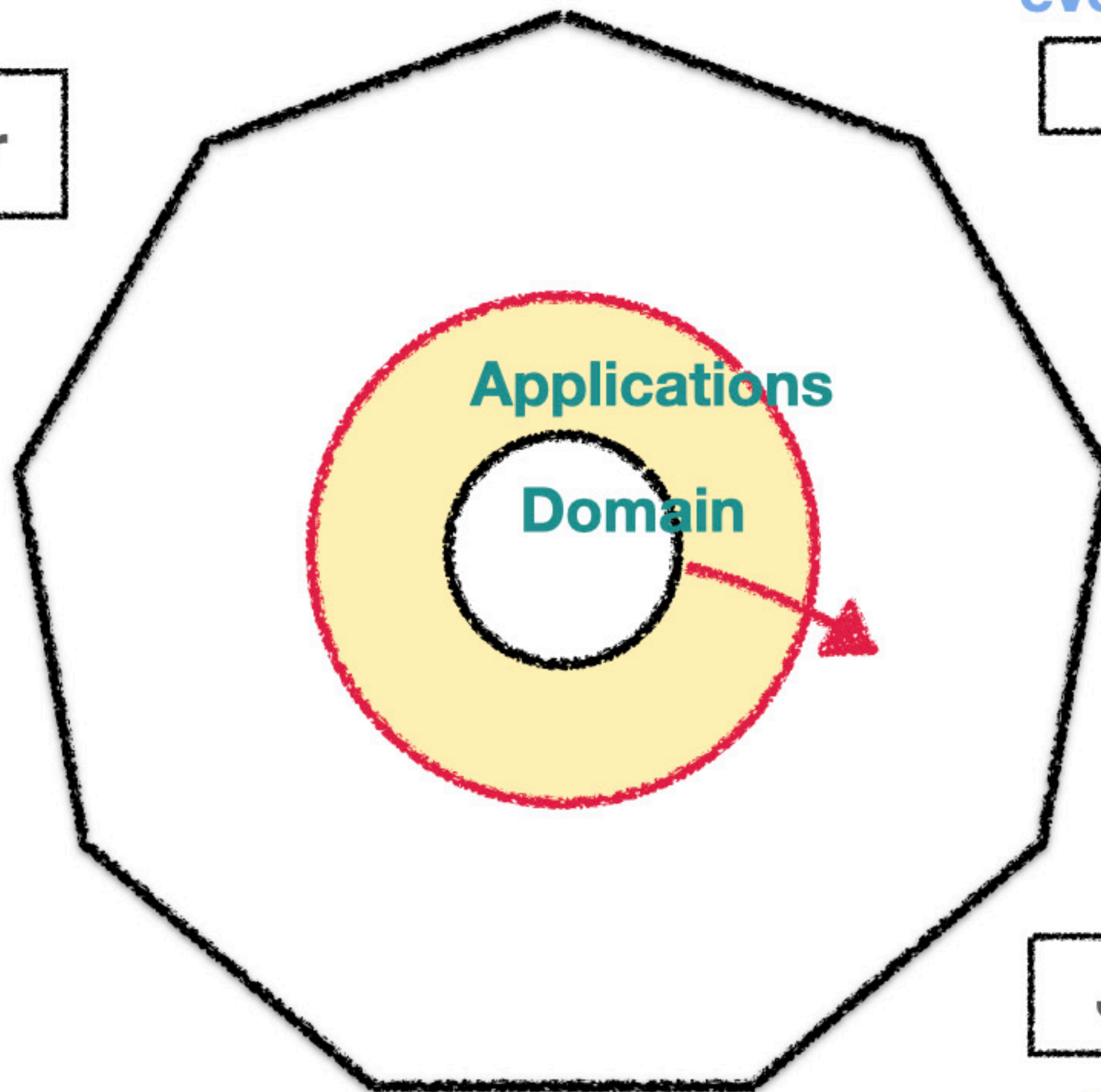
eventbus



패키지 구성



api

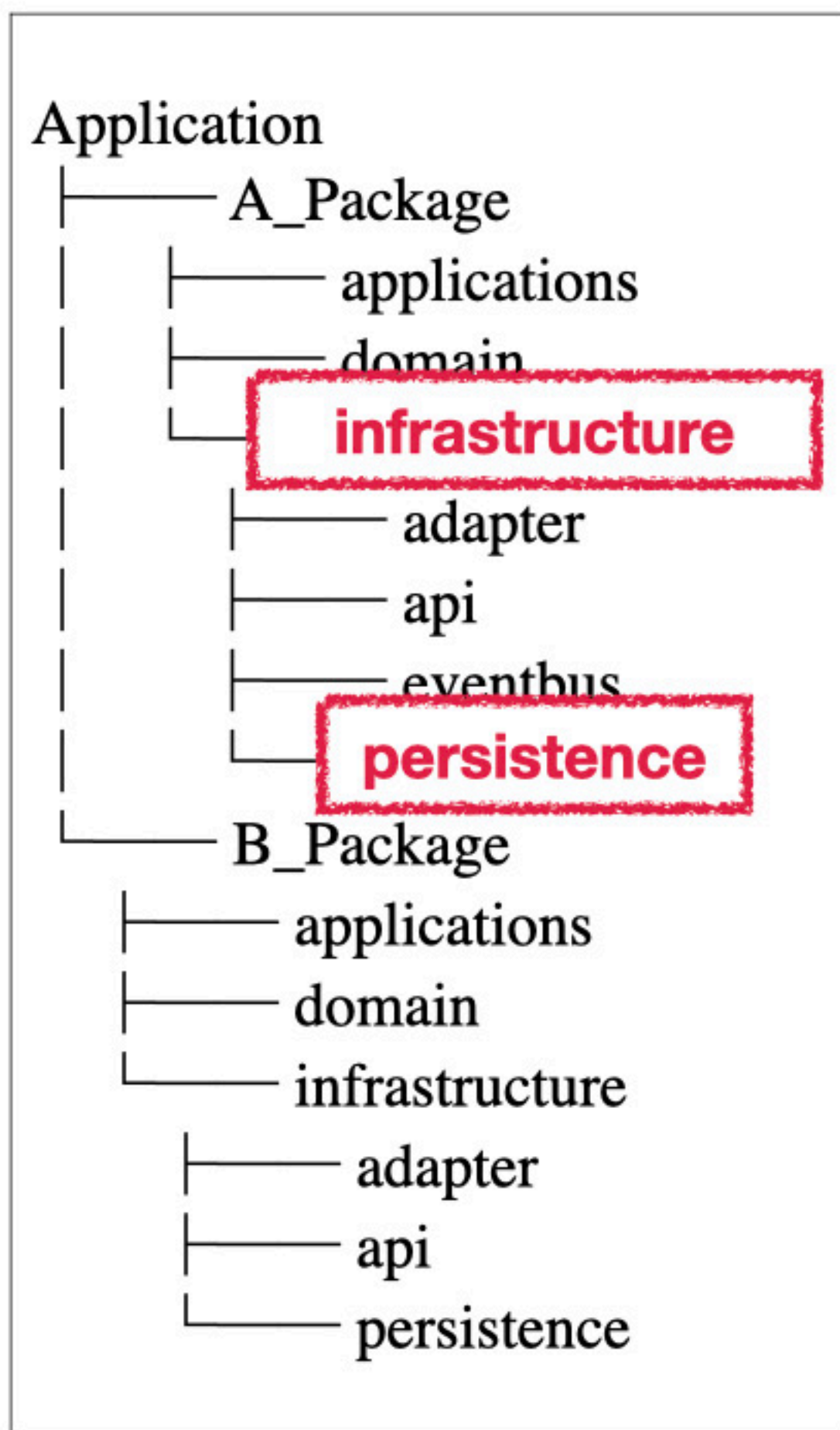


eventbus



persistence

패키지 구성

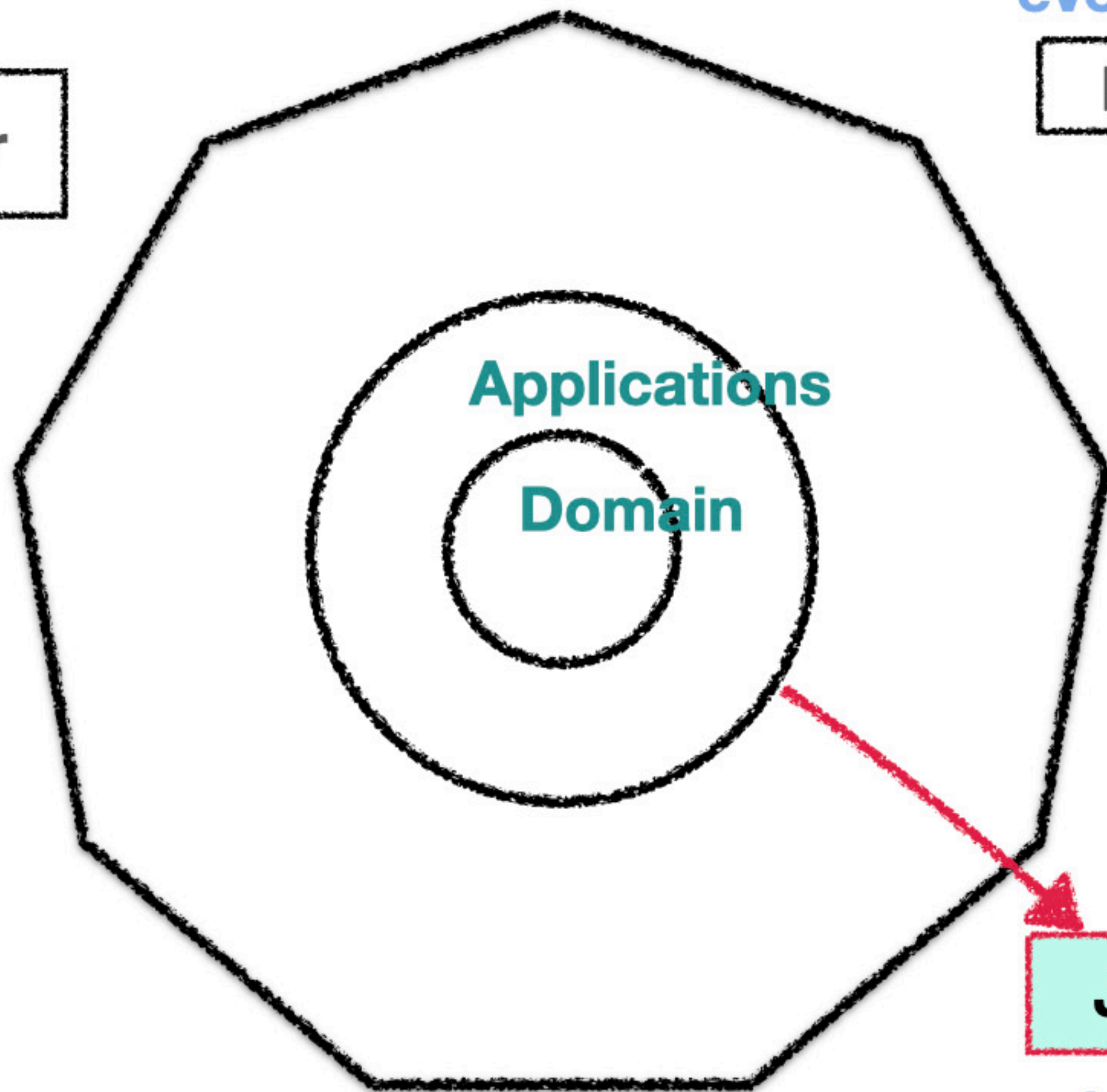


CLIENT

api

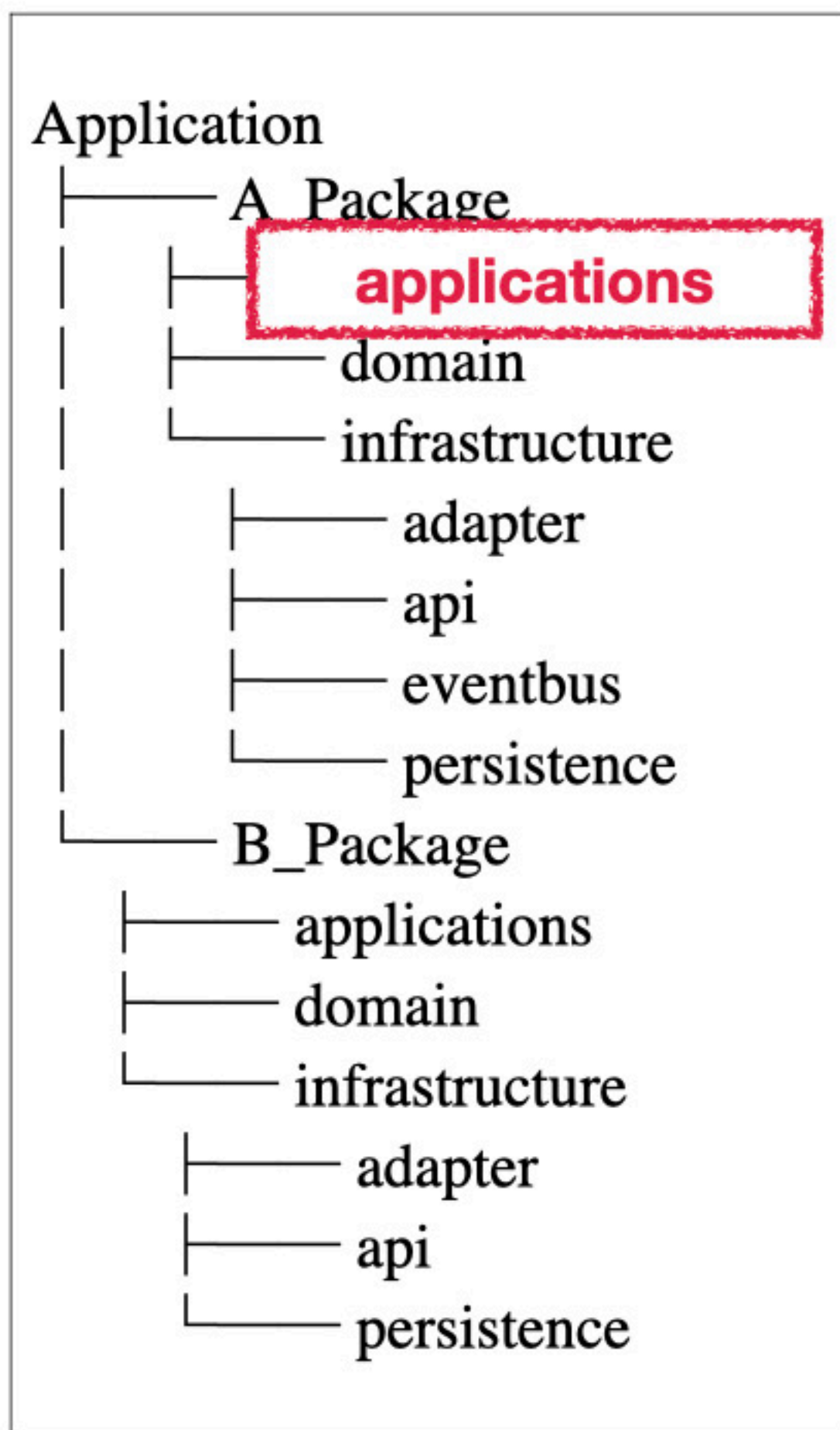


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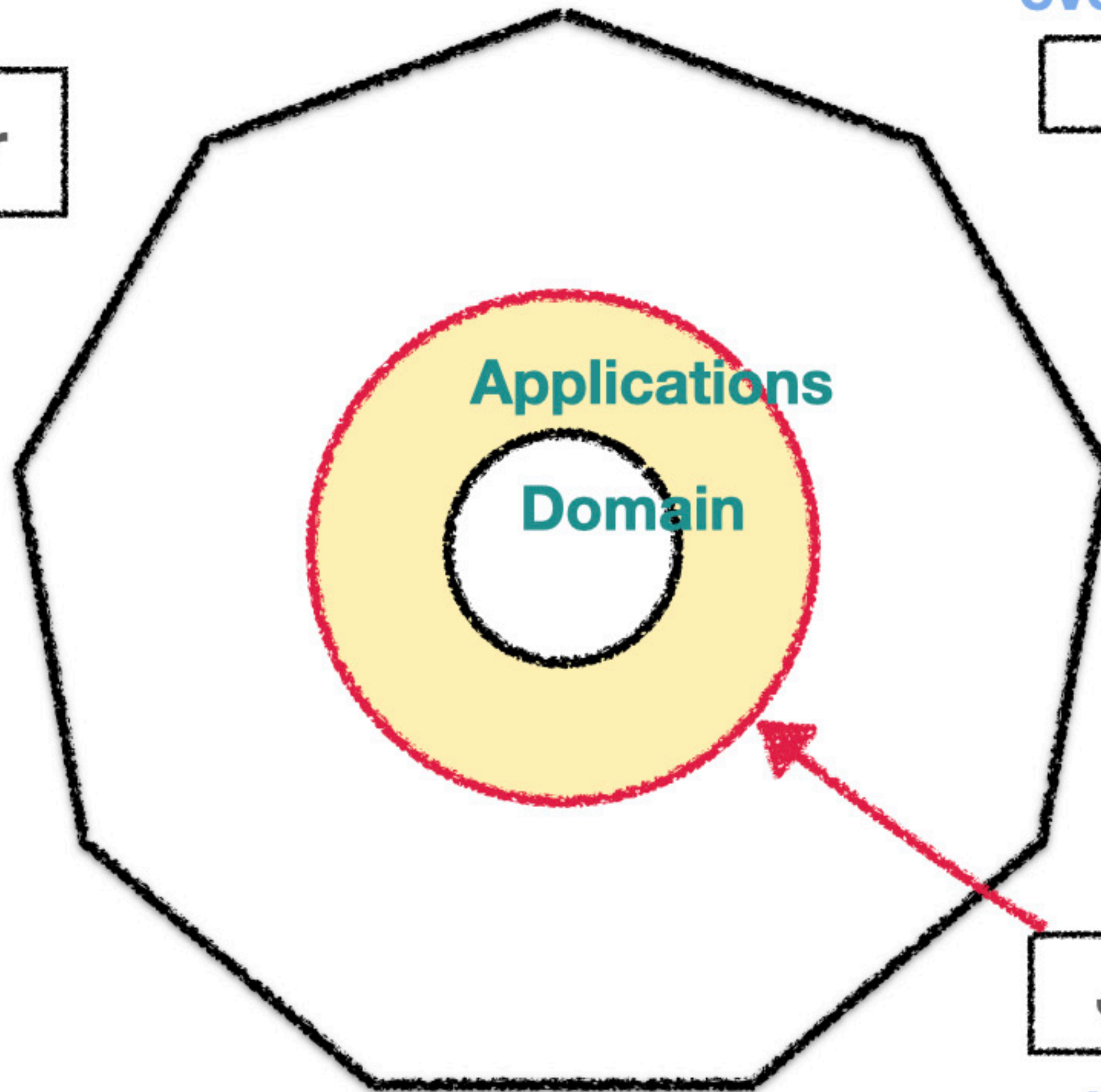


persistence

패키지 구성



api

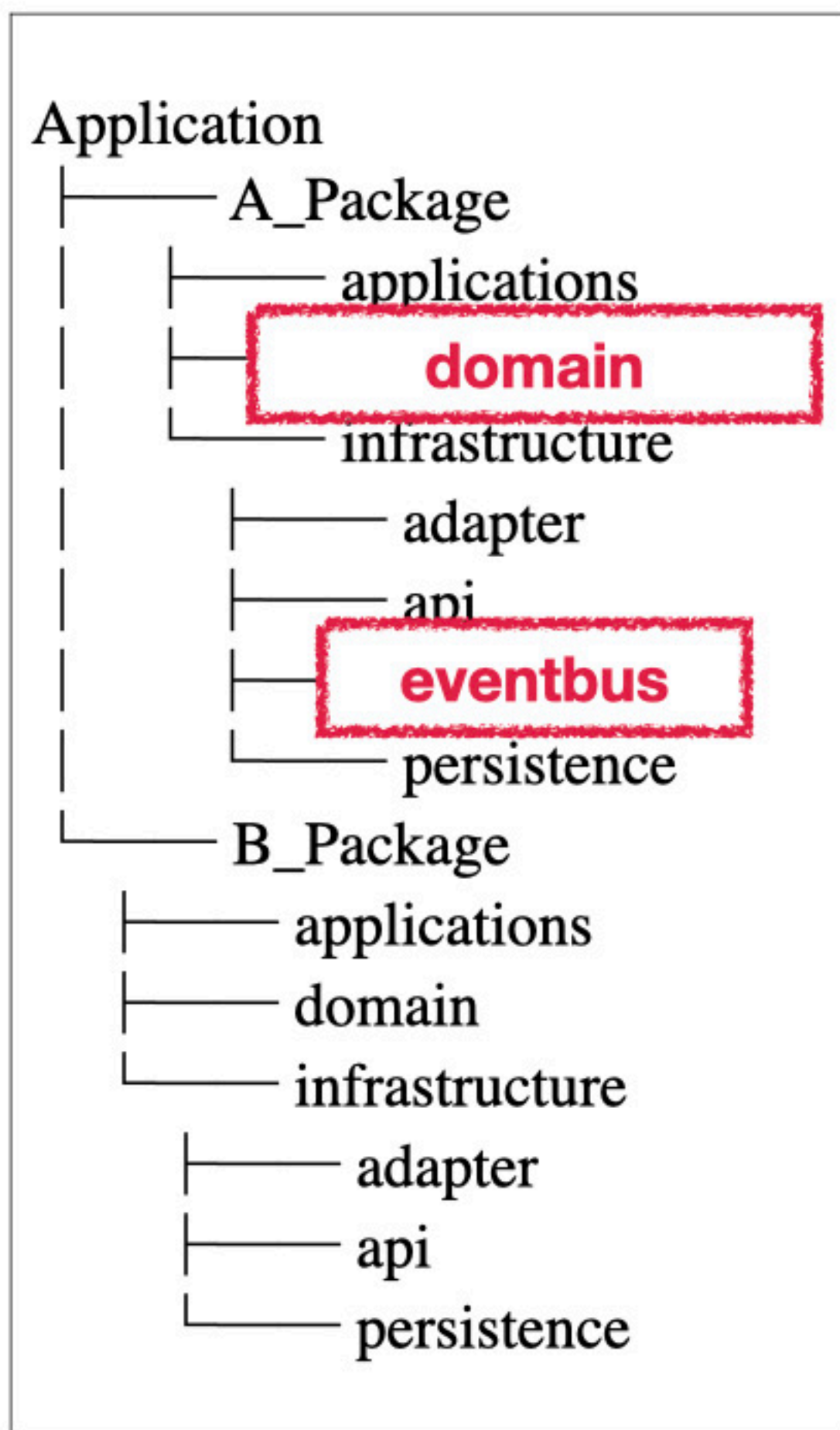


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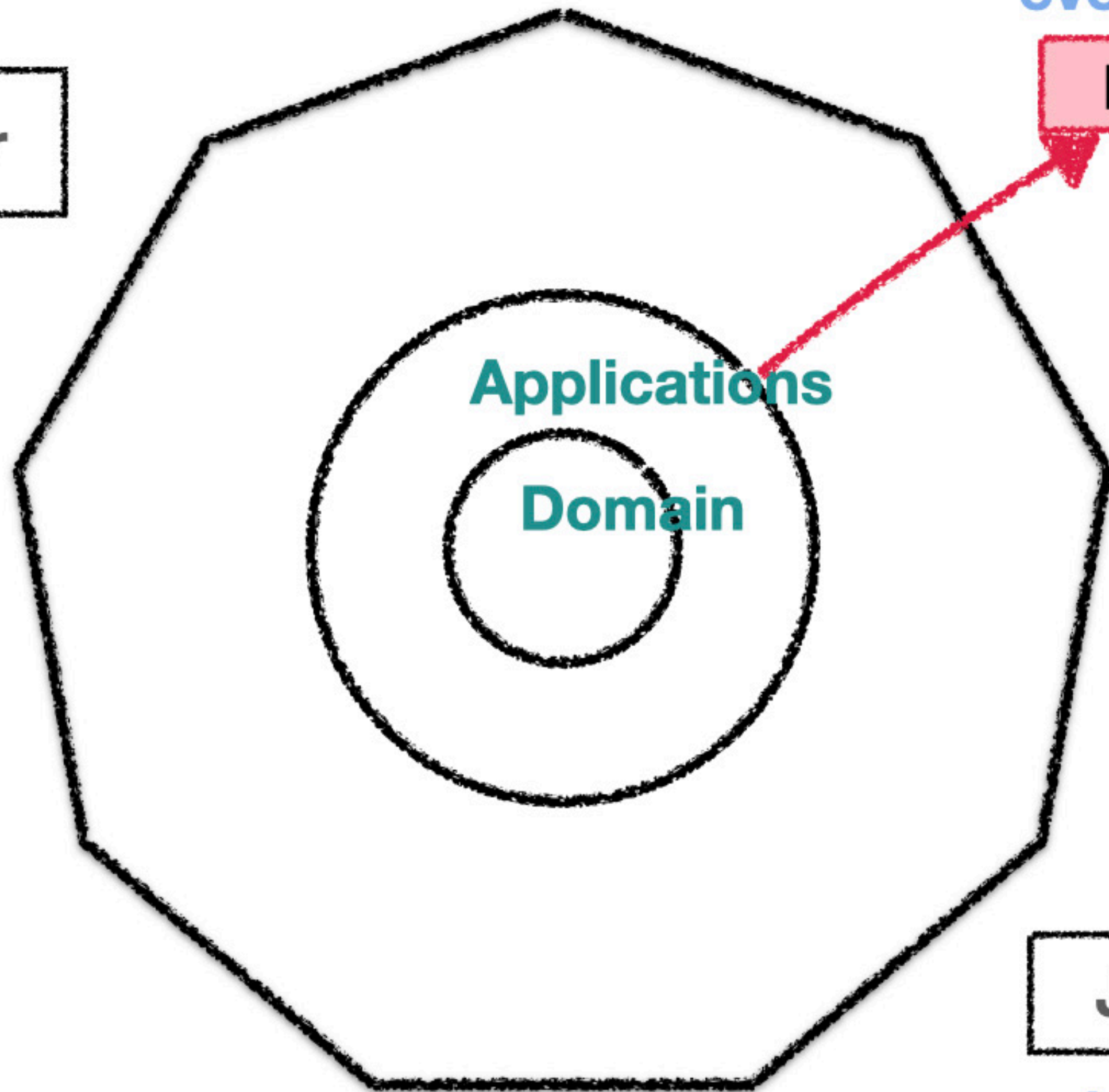


persistence

패키지 구성



api

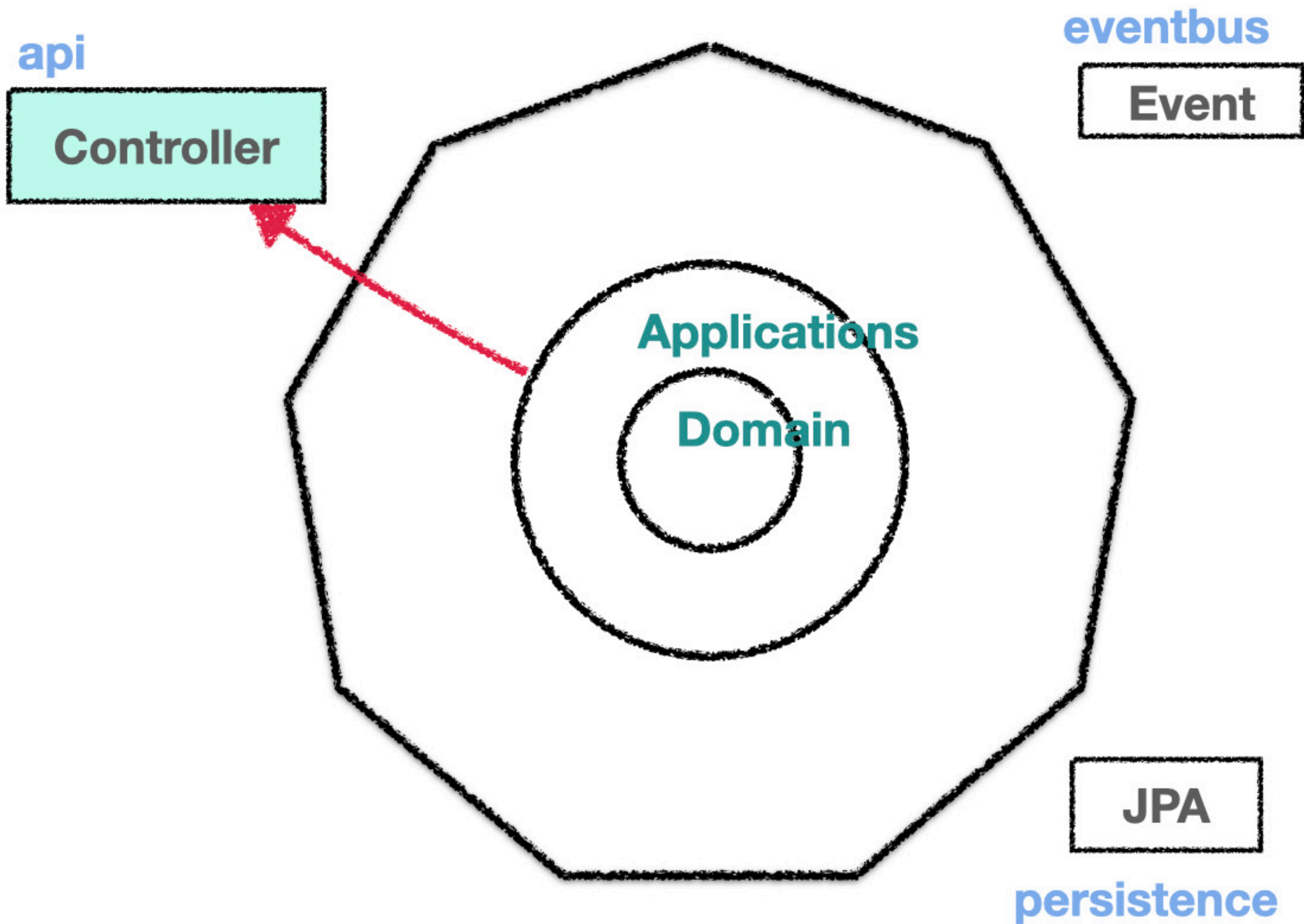
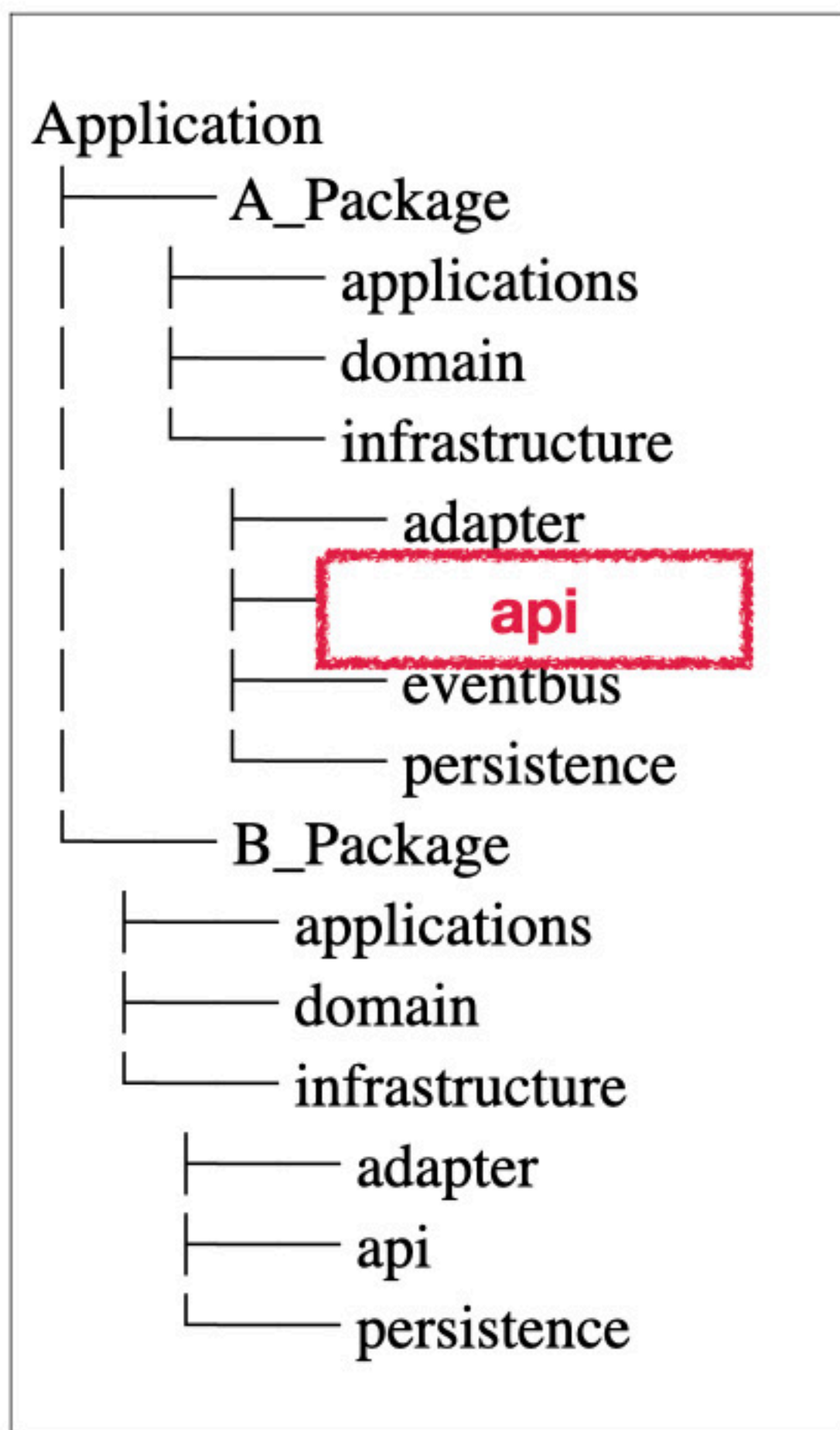


eventbus

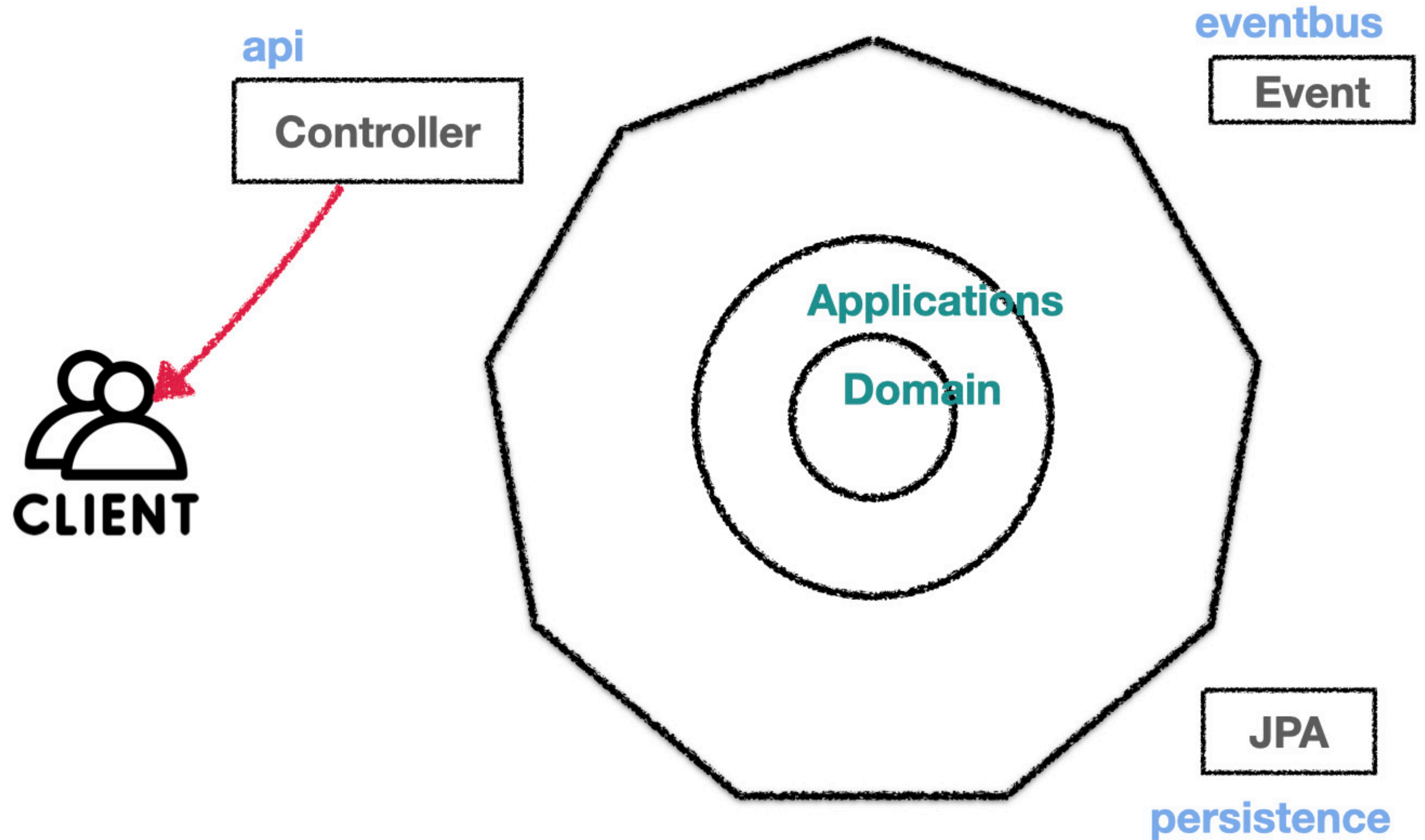
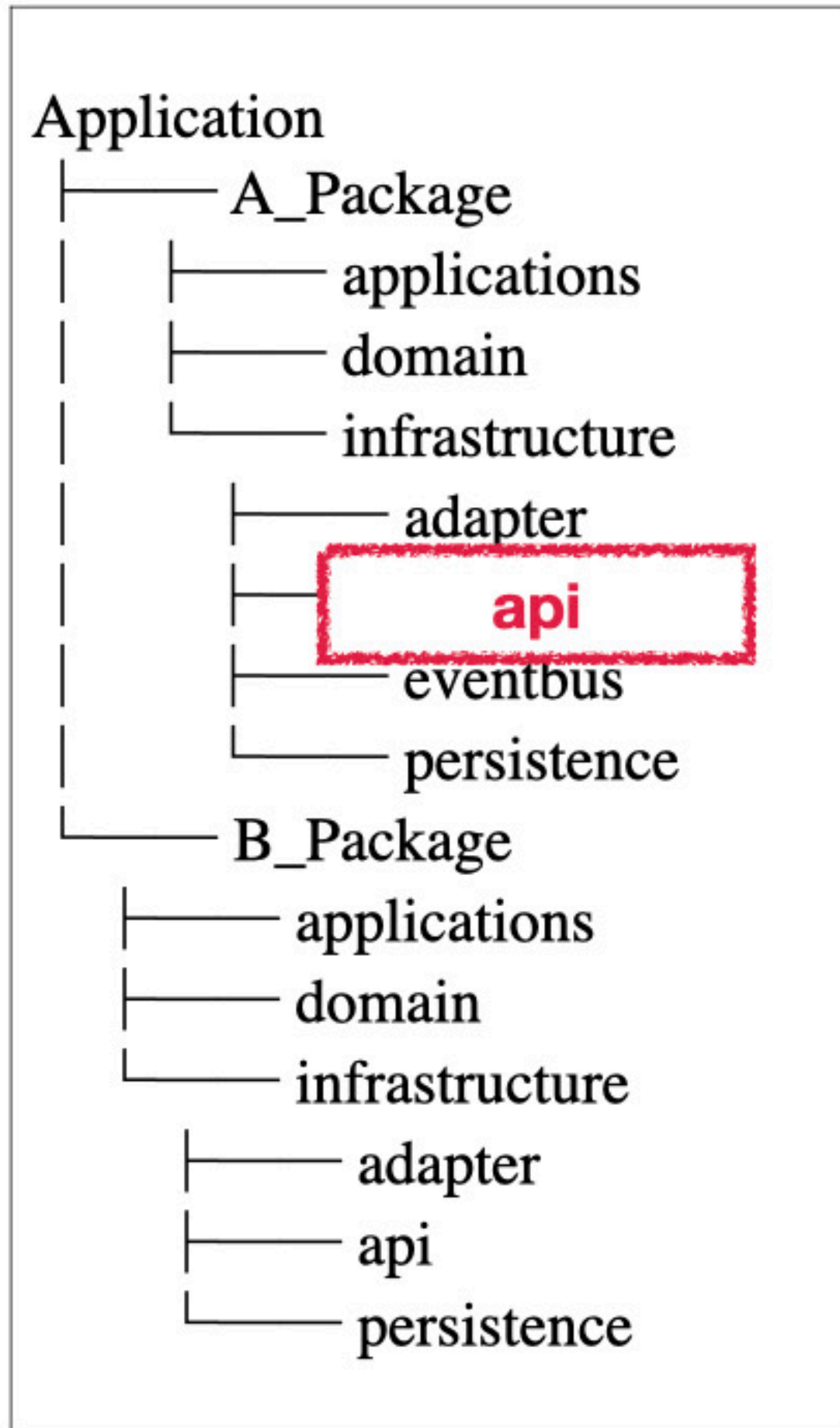


persistence

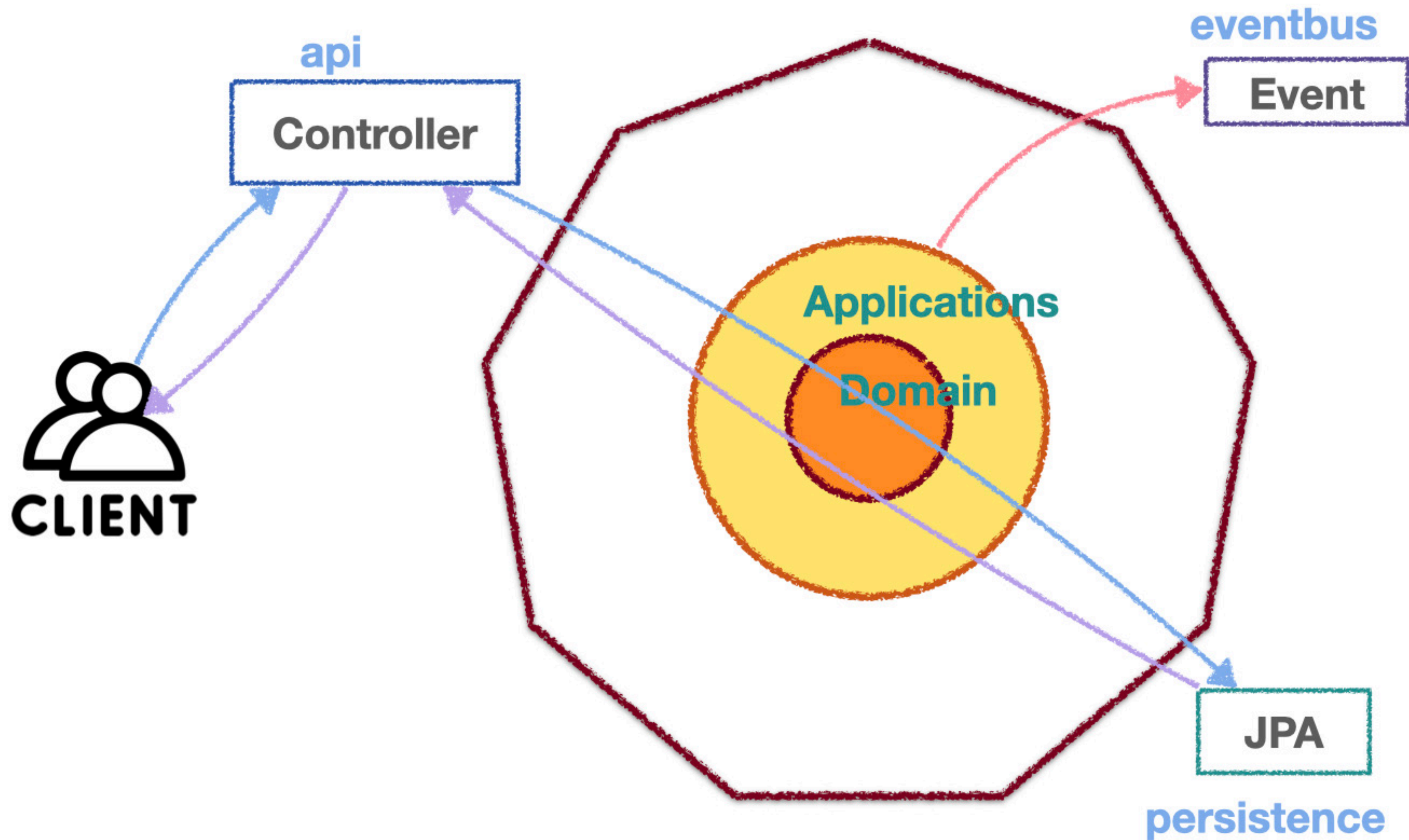
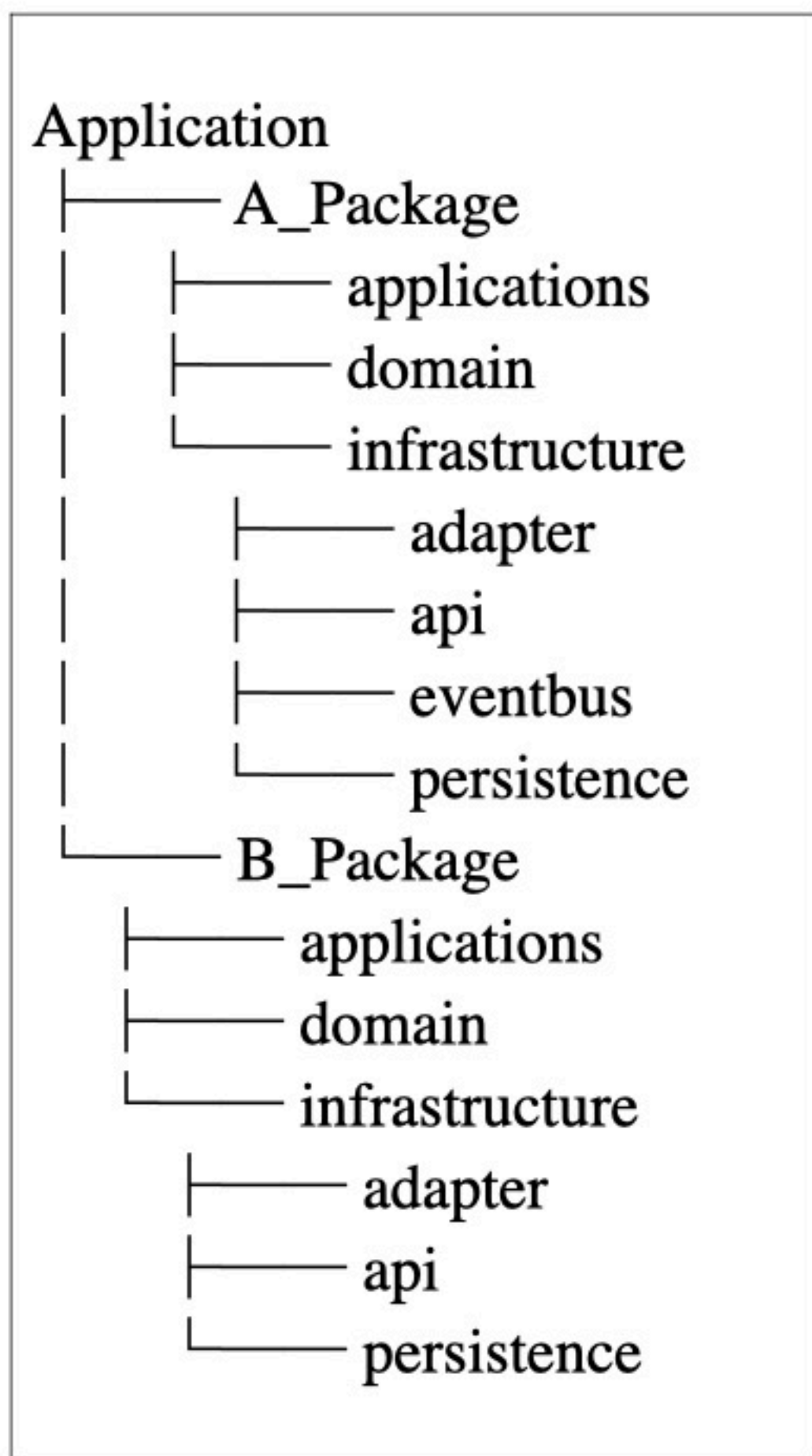
패키지 구성



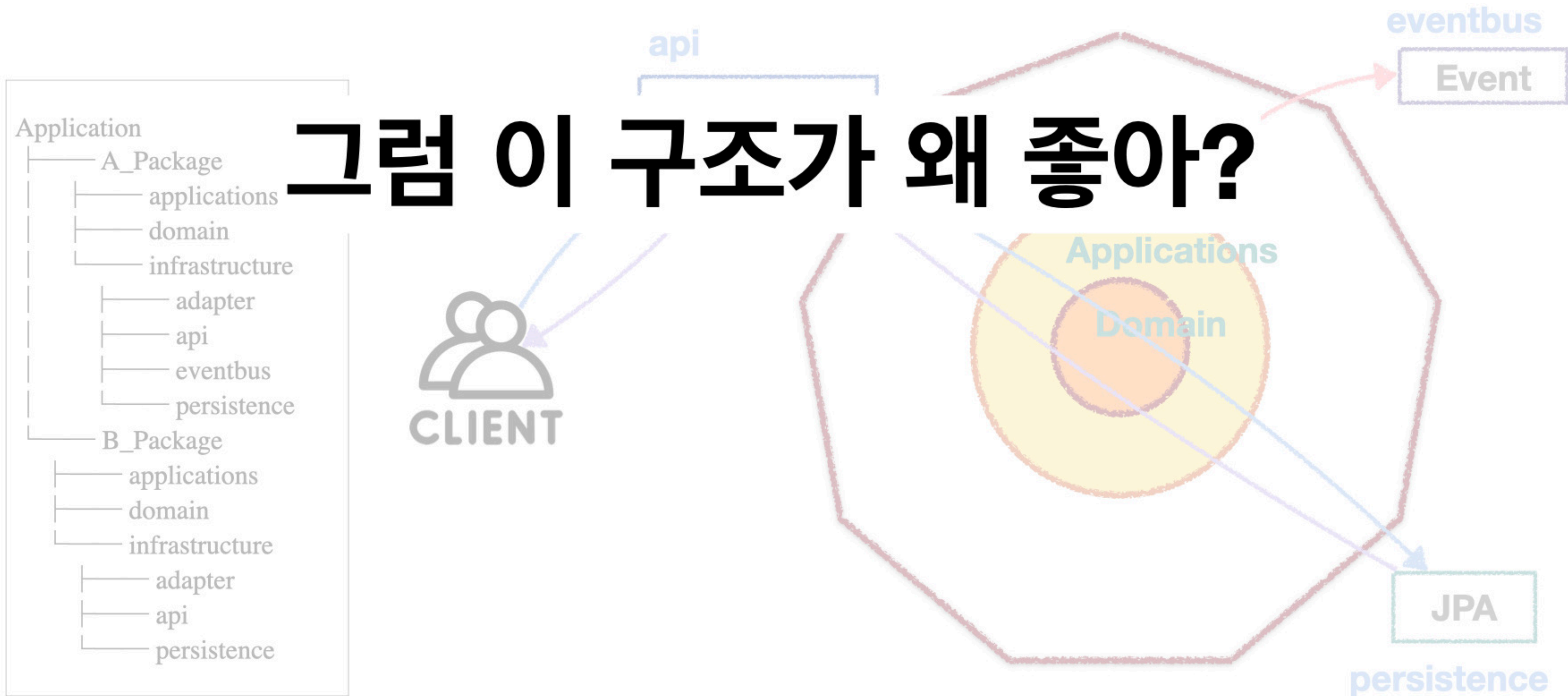
패키지 구성



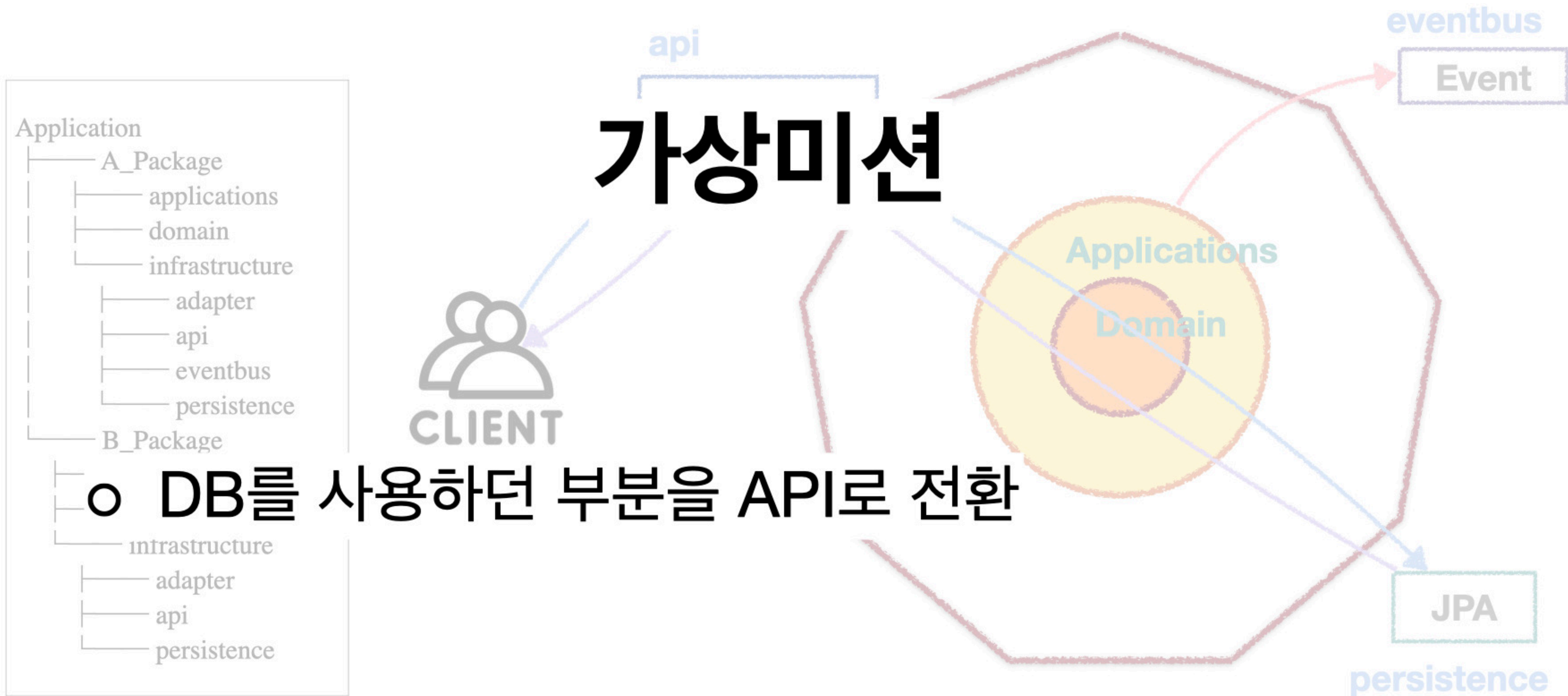
패키지 구성



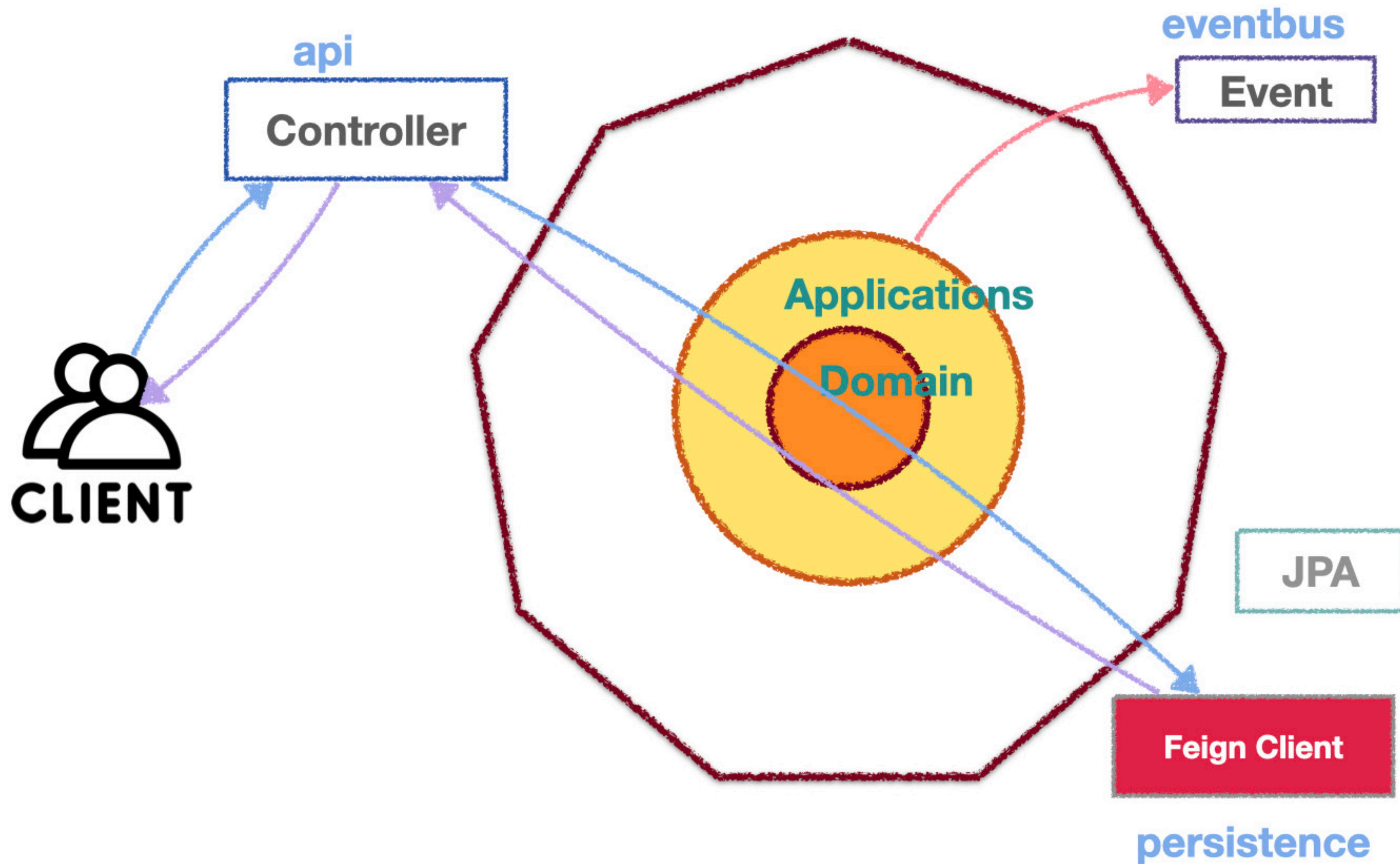
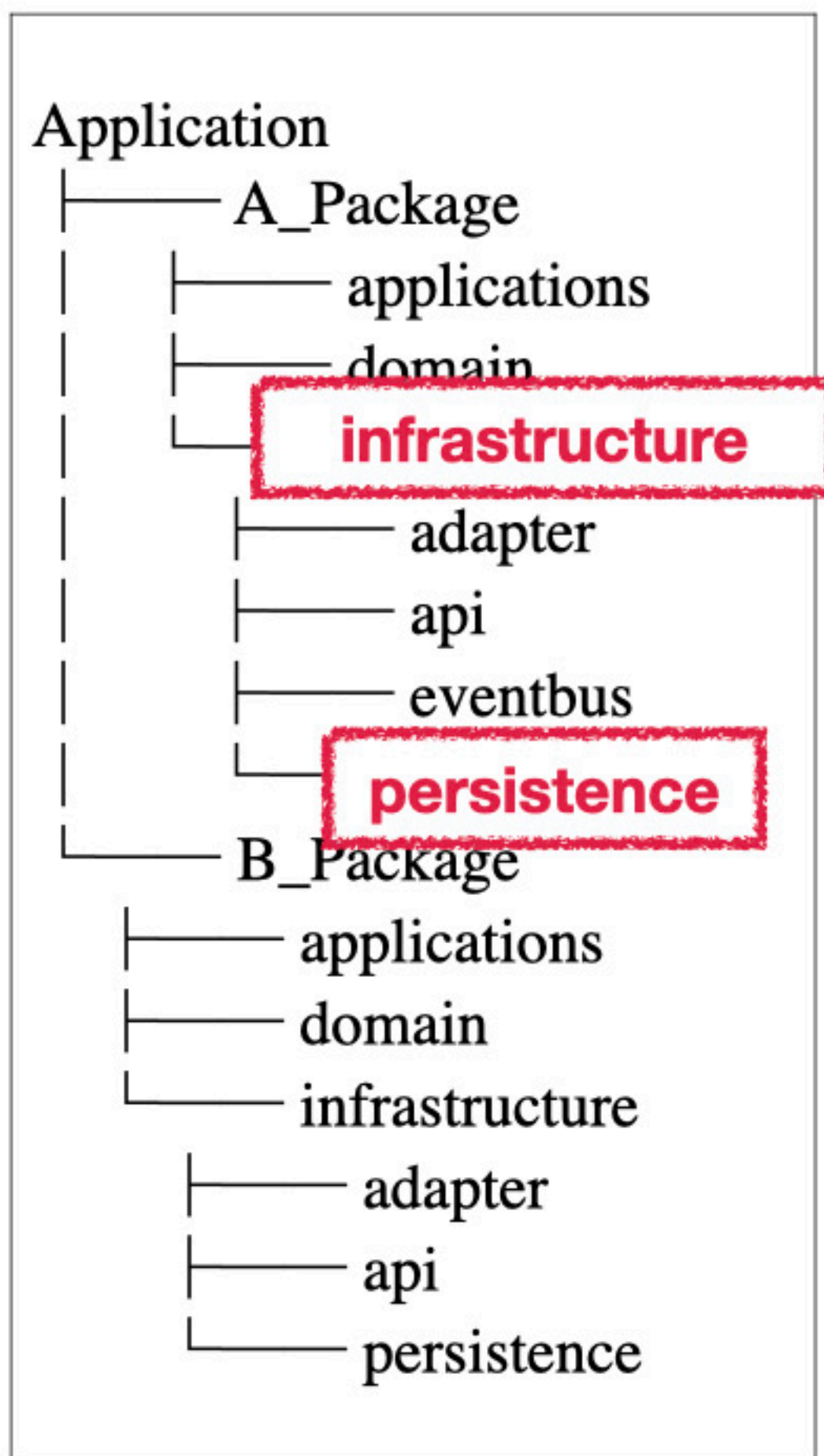
패키지 구성



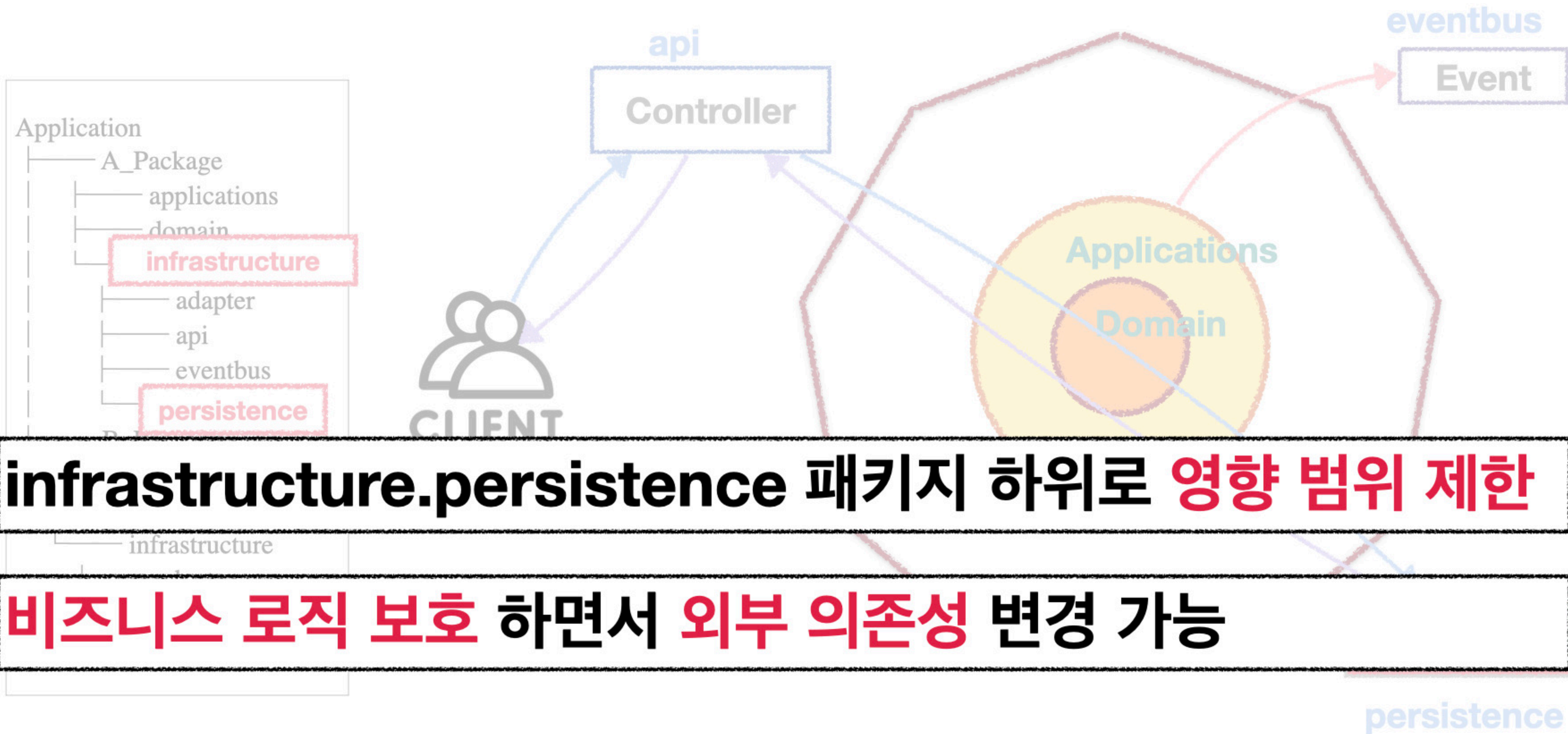
패키지 구성



패키지 구성



패키지 구성



infrastructure.persistence 패키지 하위로 영향 범위 제한

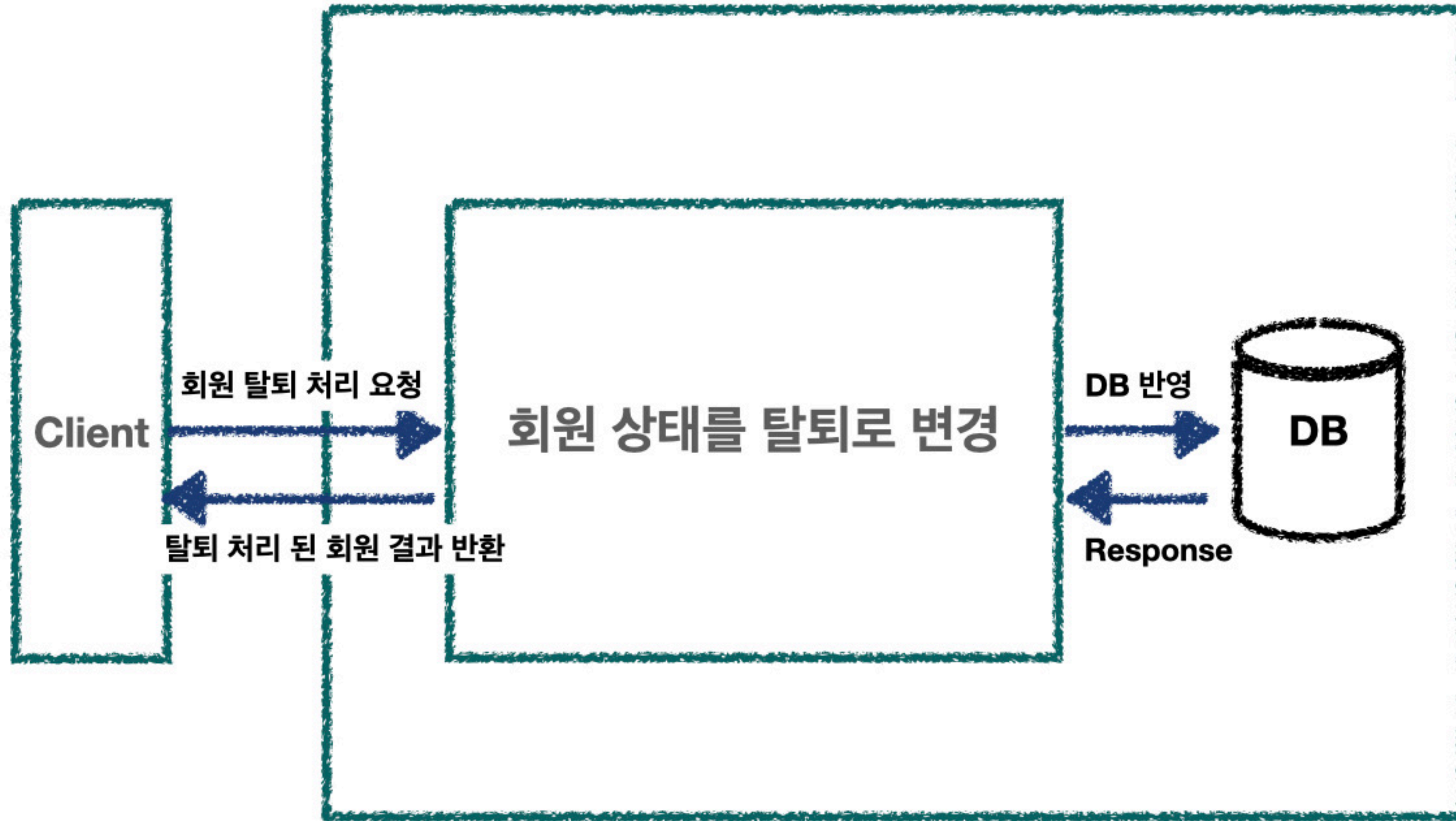
비즈니스 로직 보호 하면서 외부 의존성 변경 가능

이벤트 구성

요구사항

- 판매자의 회원 탈퇴 절차

이벤트 구성



회원 상태 변경 후 회원 DB에 반영

서브 요구사항

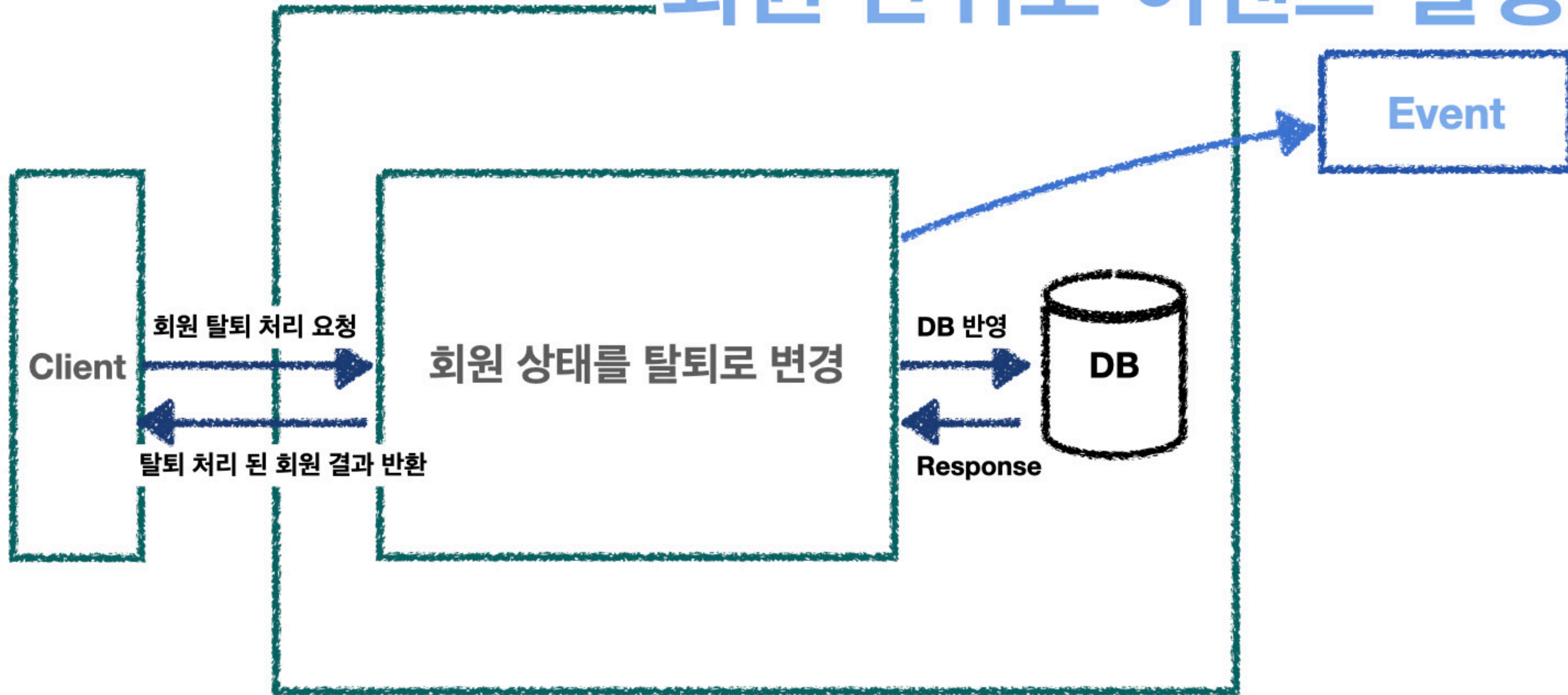
- <회원이 탈퇴 되면> 상품을 내려주세요.
- <회원이 탈퇴 되면> 계좌를 닫아주세요.
- <회원이 탈퇴 되면> A 서비스와의 연동을 해지해주세요.

서브 요구사항

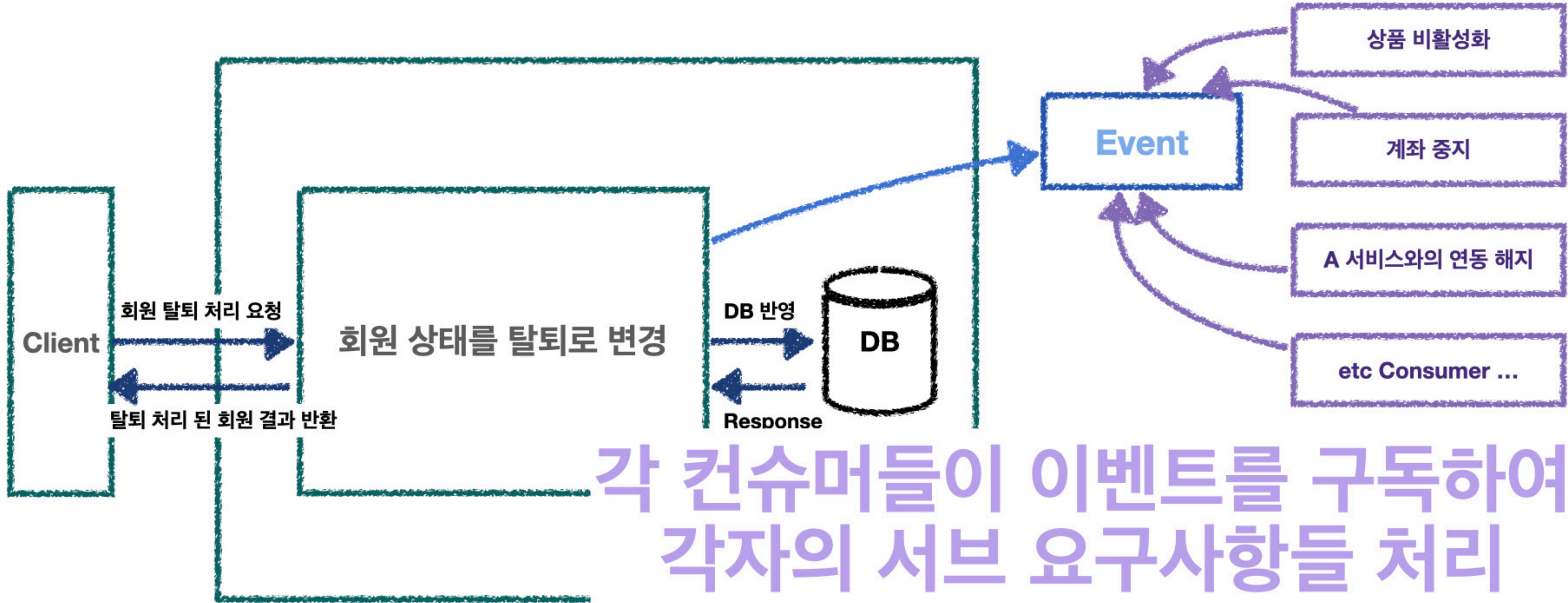
- <회원> **N 개의 추가 요구사항**
- <회원> **N 개의 추가 요구사항**
- <회원이 탈퇴 되면> A 서비스와의 연동을 해지해주세요.

이벤트 구성

회원 단위로 이벤트 발행

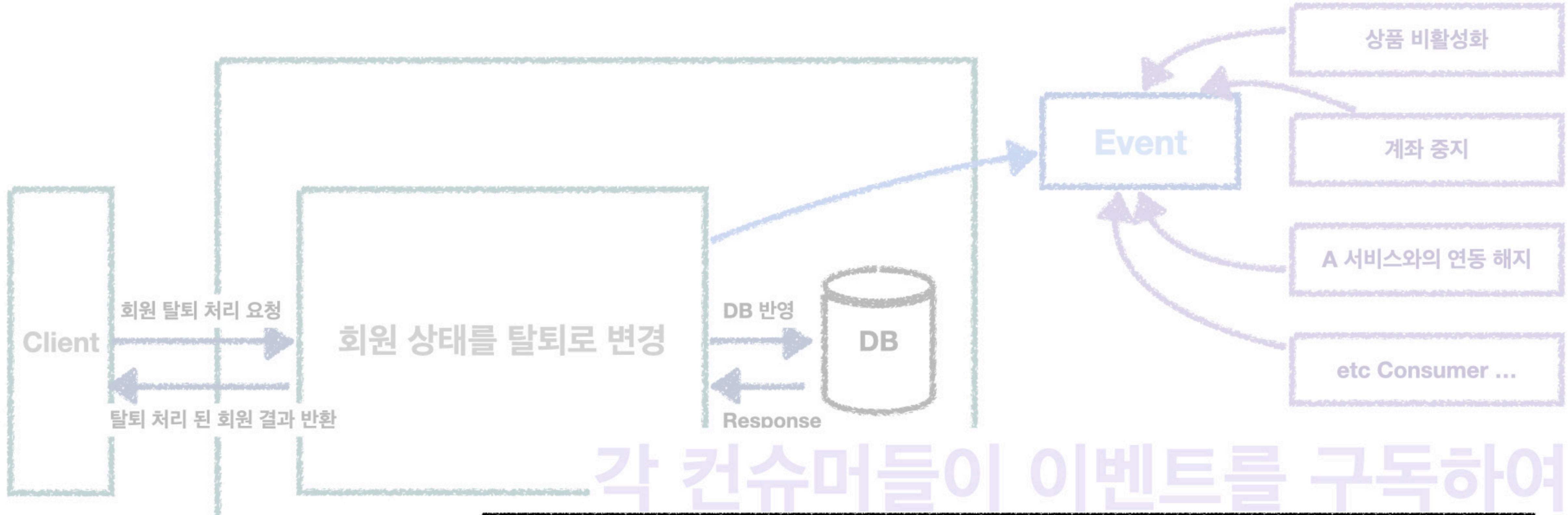


이벤트 구성



각 컨슈머들이 이벤트를 구독하여
각자의 서브 요구사항들 처리

이벤트 구성



역할이 다른 비즈니스 로직 간 낮은 결합도

도메인 구성

요구사항

- 1년 동안 로그인 하지 않은 회원을 **철회 상태**로 변경

도메인 구성

빈곤한(Anemic) 도메인

```
class Service {
    Member withdraw(String identifier) {
        Member member =
repository.getMember(identifier);
        member.setStatus(Status.Withdraw);
        member.setWithdrawalDateTime(OffsetDateTime.now
());
        return repository.save(member);
    }
}
```

```
class Member {
    void setStatus(String status) {
        this.status = status;
    }

    void setWithdrawalDateTime(OffsetDateTime
withDrawalDateTime) {
        this.withDrawalDateTime = withDrawalDateTime;
    }
}
```



빈곤한(Anemic) 도메인

```
class Service {  
    Member withdraw(String identifier) {  
        Member member =  
        repository.getMember(identifier);
```

```
        member.setStatus(Status.Withdraw);  
        member.setWithdrawalDateTime(OffsetDateTime.now());  
    }  
}
```

```
class Member {  
    void setStatus(String status) {  
        this.status = status;  
    }  
  
    void setWithdrawalDateTime(OffsetDateTime  
withDrawalDateTime) {  
        this.withDrawalDateTime = withDrawalDateTime;  
    }  
}
```



빈곤한(Anemic) 도메인

```
class Service {  
    Member withdraw(String identifier) {  
        Member member =  
repository.getMember(identifier);  
        member.setStatus(Status.Withdraw);  
        member.setWithdrawalDateTime(OffsetDateTime.now  
());  
        return repository.save(member);  
    }  
}
```

```
class Member {  
    void setStatus(String status) {  
        this.status = status;  
    }  
  
    void setWithdrawalDateTime(OffsetDateTime  
withDrawalDateTime) {  
        this.withDrawalDateTime = withDrawalDateTime;  
    }  
}
```



한 손엔 Getter

다른 한 손엔 Setter

도메인 구성

빈곤한(Anemic) 도메인

```
class Service {  
    Member withdraw(String identifier) {  
        Member member =  
        repository.getMember(identifier);  
        member.setStatus(Status.Withdraw);  
        member.setWithdrawalDateTime(OffsetDateTime.now());  
        return repository.save(member);  
    }  
}
```



```
class Member {  
    void set...  
    this...  
}  
  
void  
withdrawalDate...  
t...  
}
```

Set, Get 만 존재하는 도메인 객체

비즈니스 로직은 서비스 객체에 존재

풍성한(Rich) 도메인

```
class Service {  
    Member withdraw(String identifier) {  
        Member member =  
repository.getMember(identifier);  
        return repository.save(member.withdraw());  
    }  
}
```

```
class Member {  
    void withdraw() {  
        status = Status.Withdraw  
        withdrawalDateTime = OffsetDateTime.now()  
    }  
}
```



풍성한(Rich) 도메인

```
class Service {  
    Member withdraw(String identifier) {  
        Member member =  
repository.getMember(identifier);
```

```
return repository.save(member.withdraw());
```

```
class Member {
```

```
void withdraw() {  
    status = Status.Withdraw;  
    withdrawalDateTime = OffsetDateTime.now();  
}
```



풍성한(Rich) 도메인

```
class Service {  
    Member withdraw(String identifier) {  
        Member member =  
repository.getMember(identifier);  
        return repository.save(member.withdraw());  
    }  
}
```

```
class Member {  
    void withdraw() {  
        status = Status.Withdraw  
        member.withdrawalDateTime = OffsetDateTime.now()  
    }  
}
```



도메인에 관련된 개념, 관계 및 비즈니스 규칙 풀소유

풍성한(Rich) 도메인

```
class Service {
    Member withdraw(String identifier) {
        Member member =
repository.getMember(identifier);
        return repository.save(member.withdraw());
    }
}
```

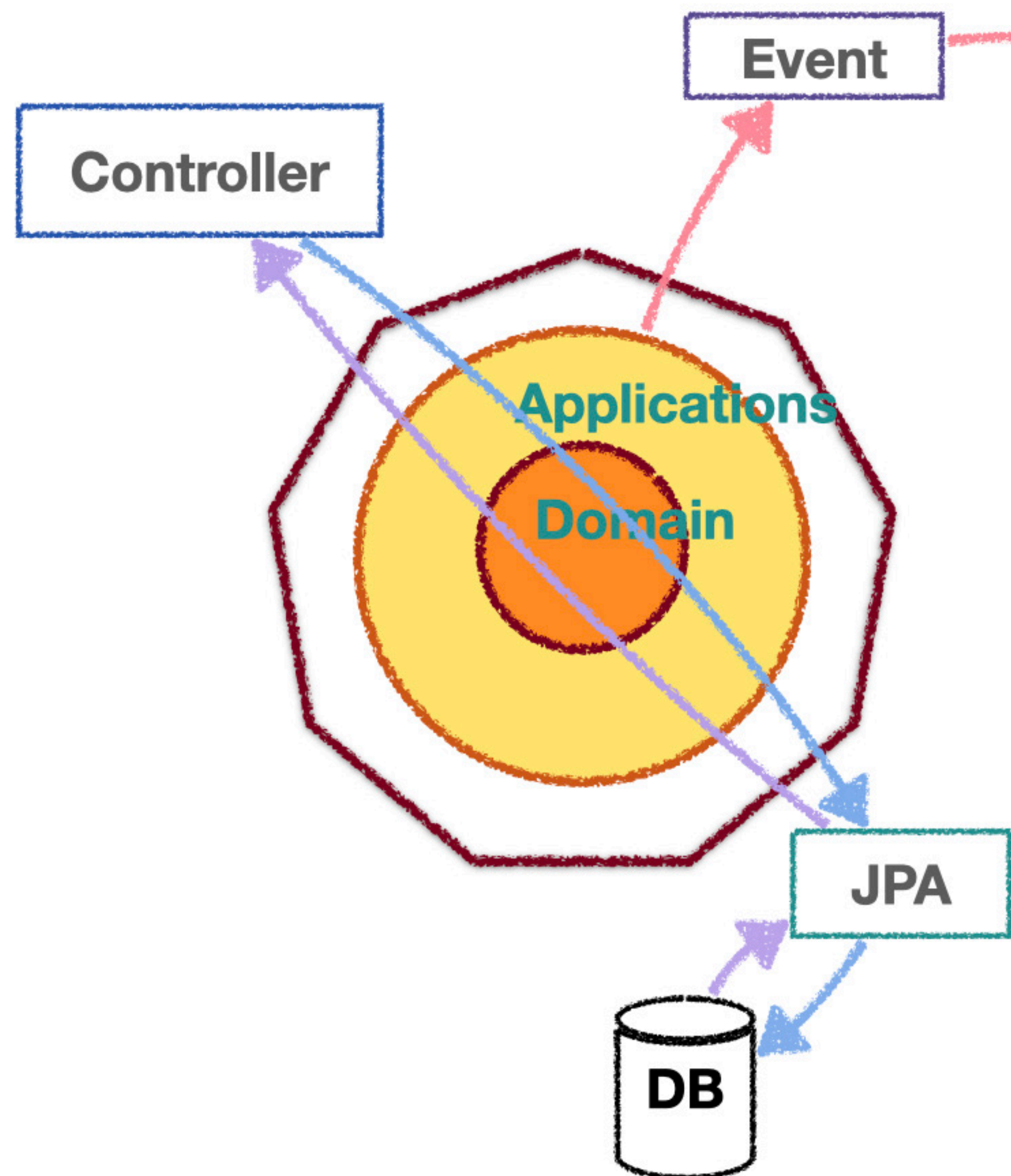
```
class Member {
    void withdraw() {
        status = Status.Withdraw
        member.withdrawalDateTime = OffsetDateTime.now()
    }
}
```



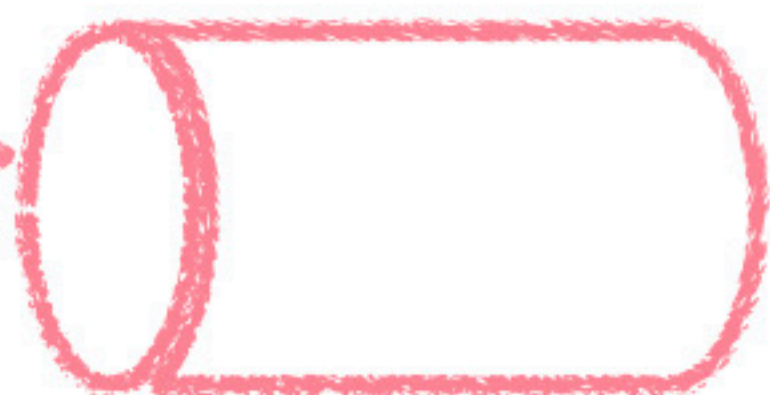
첼회에 대한 행위를 객체에게 위임

전체 구성

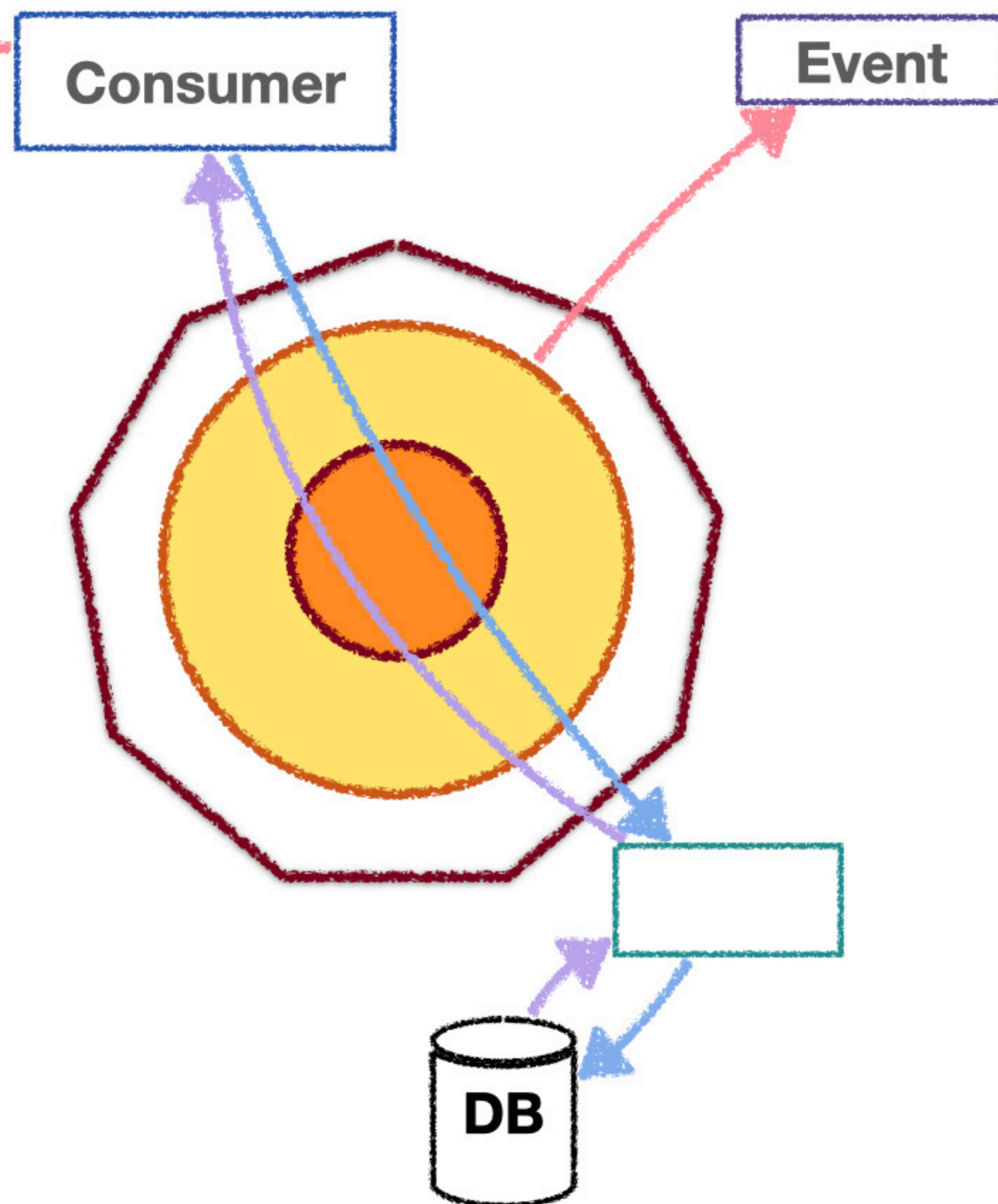
A Application



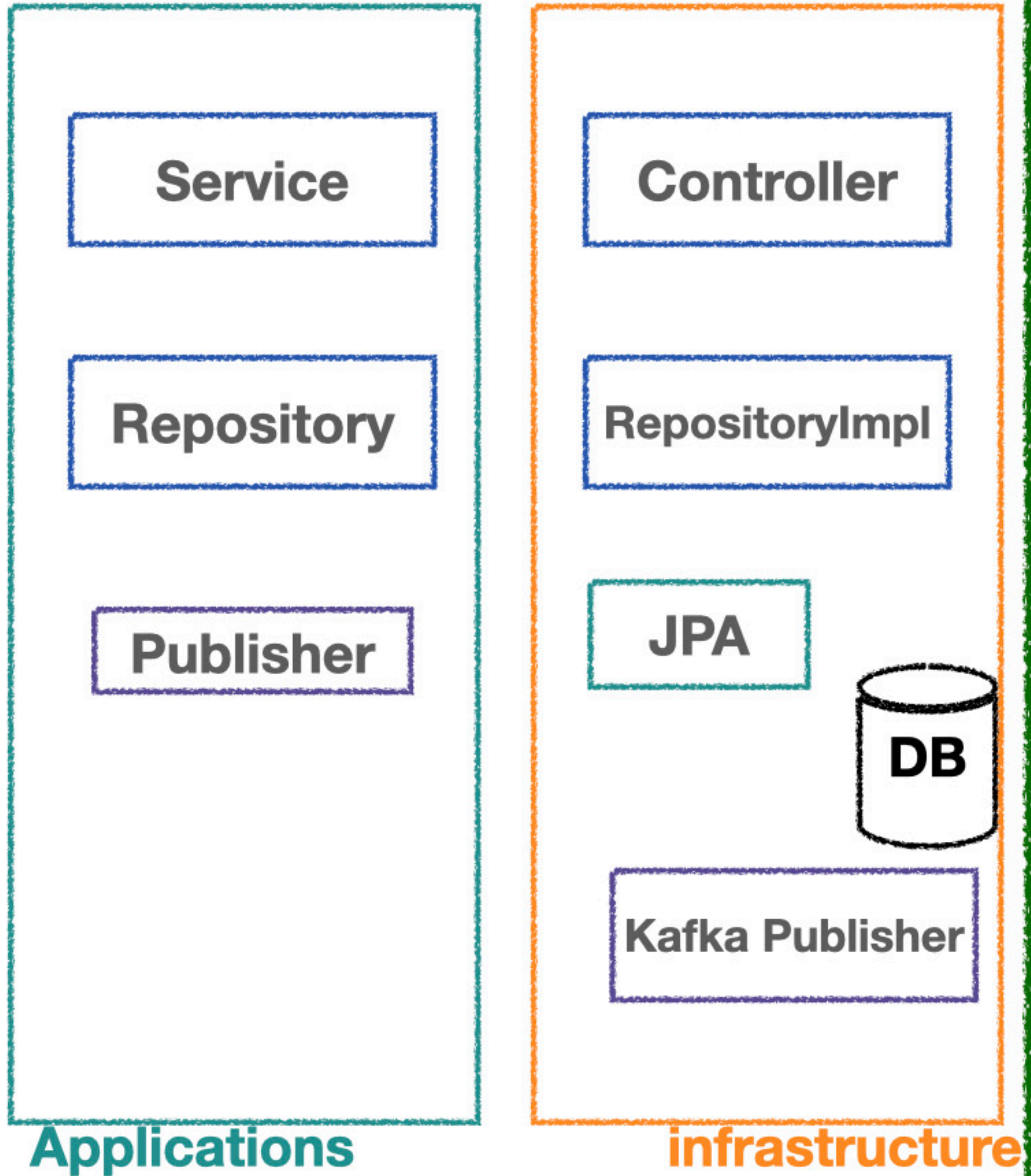
Event Channel



B Application

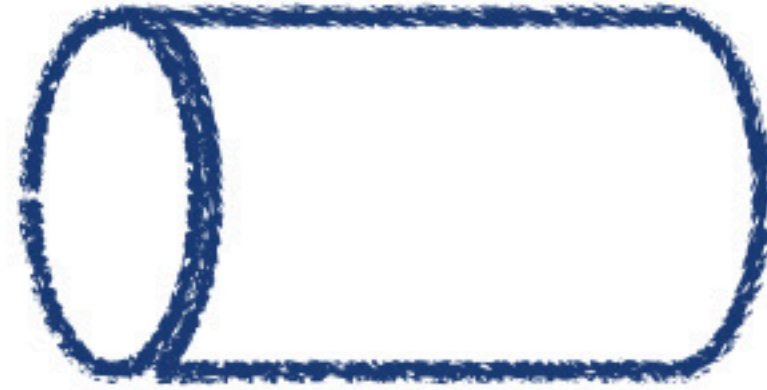


A Application

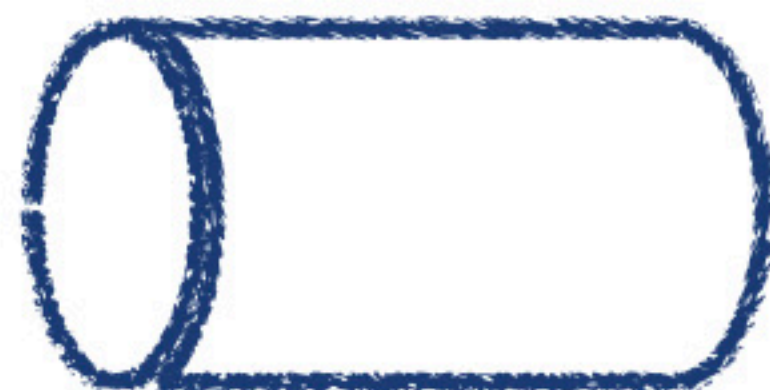


Client

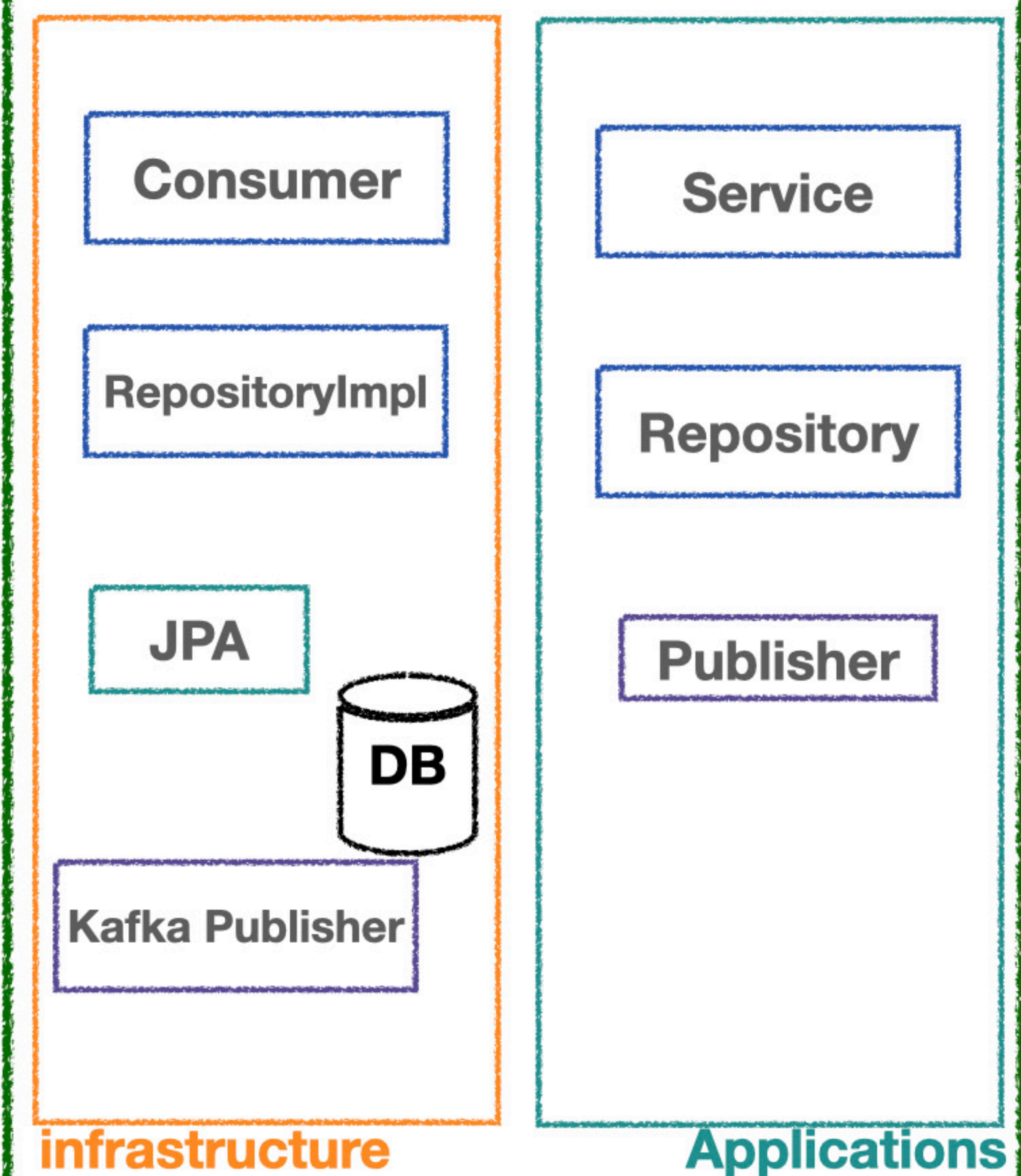
Event Channel



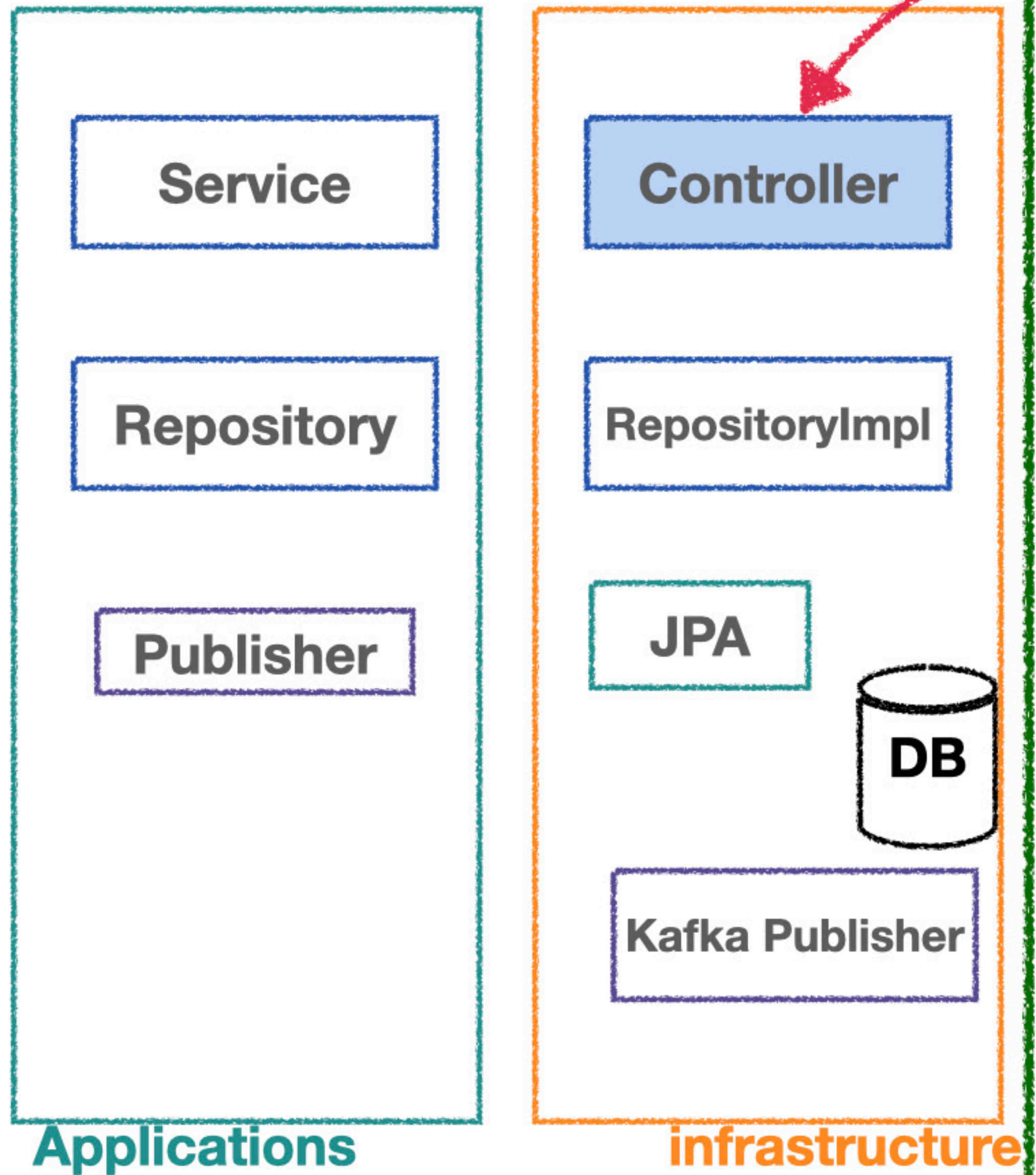
Event Channel



B Application



A Application

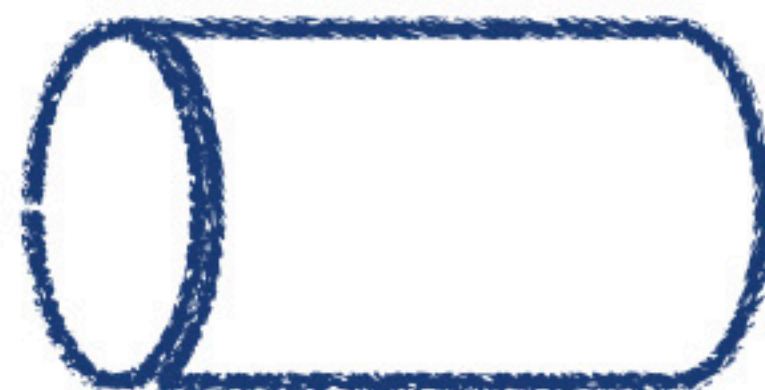


Client

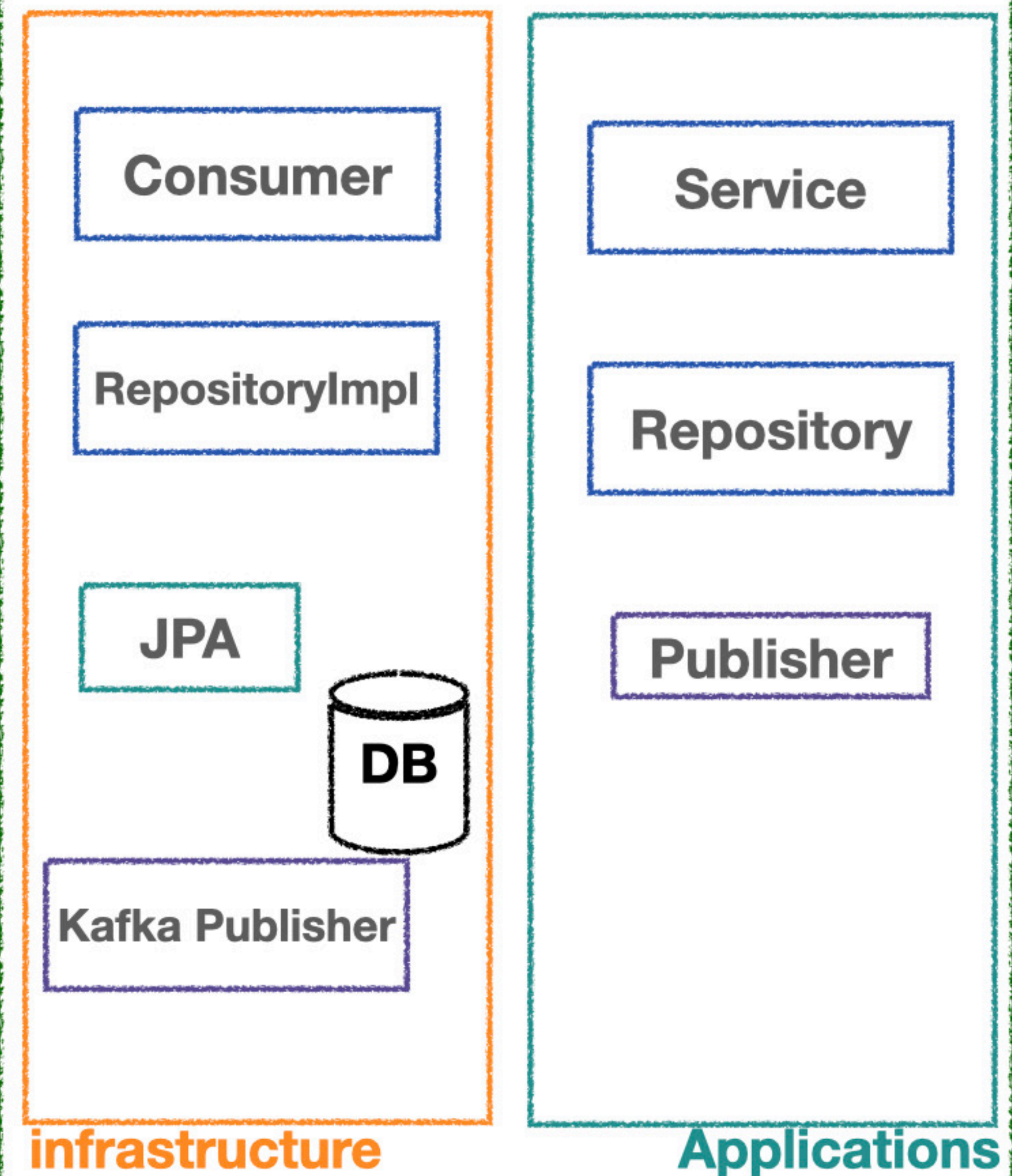
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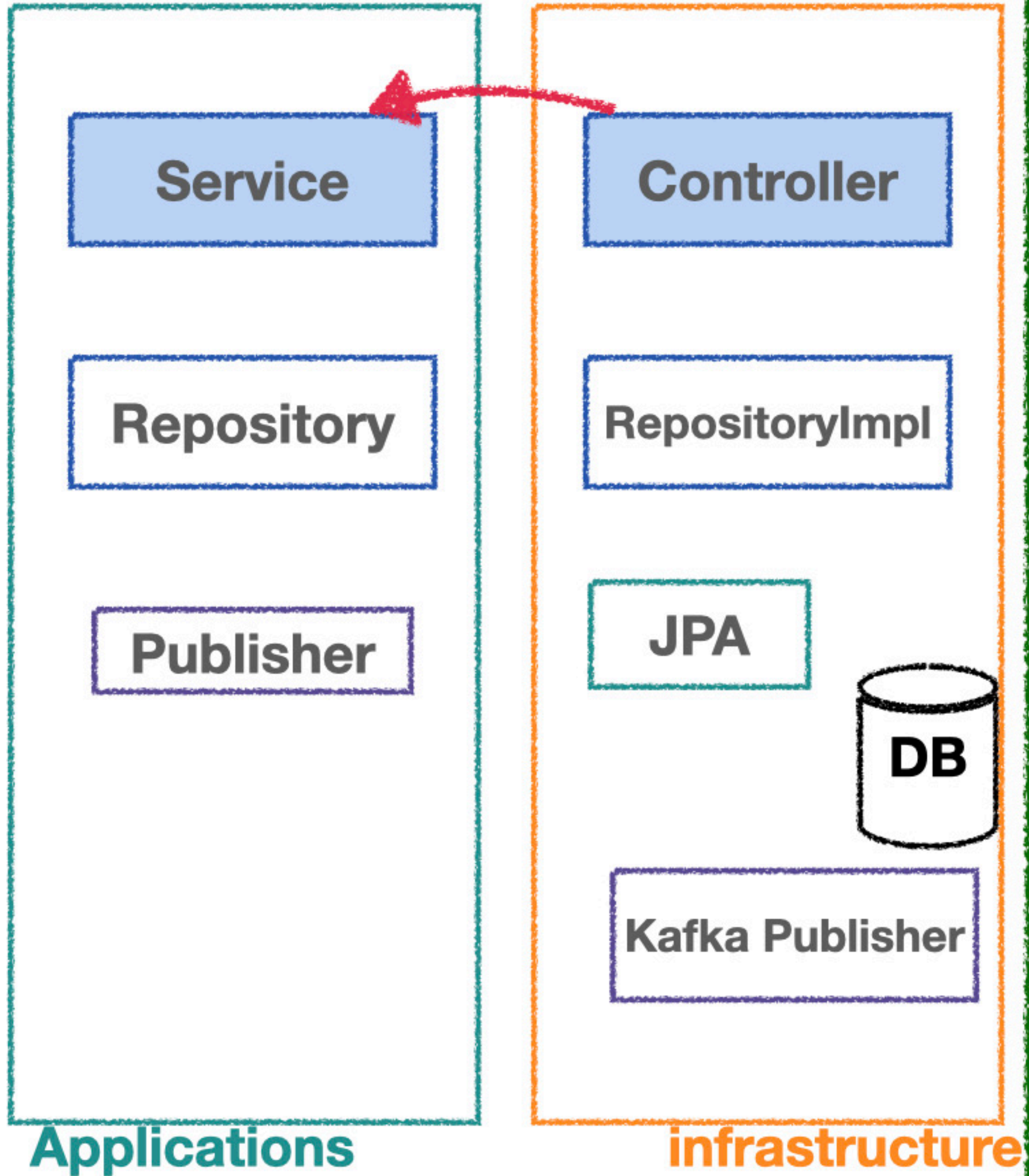
Event Channel



B Application

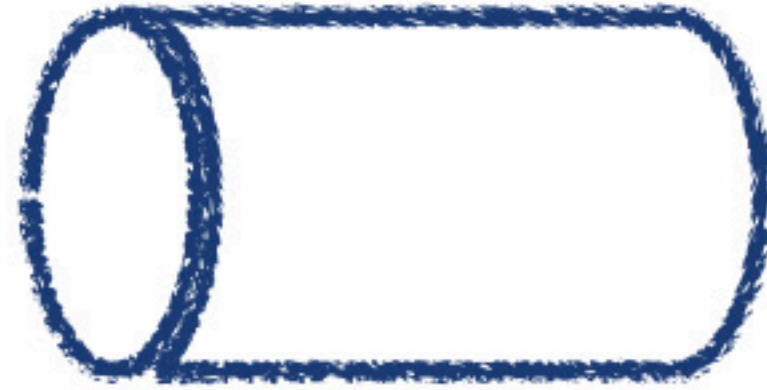


A Application



Client

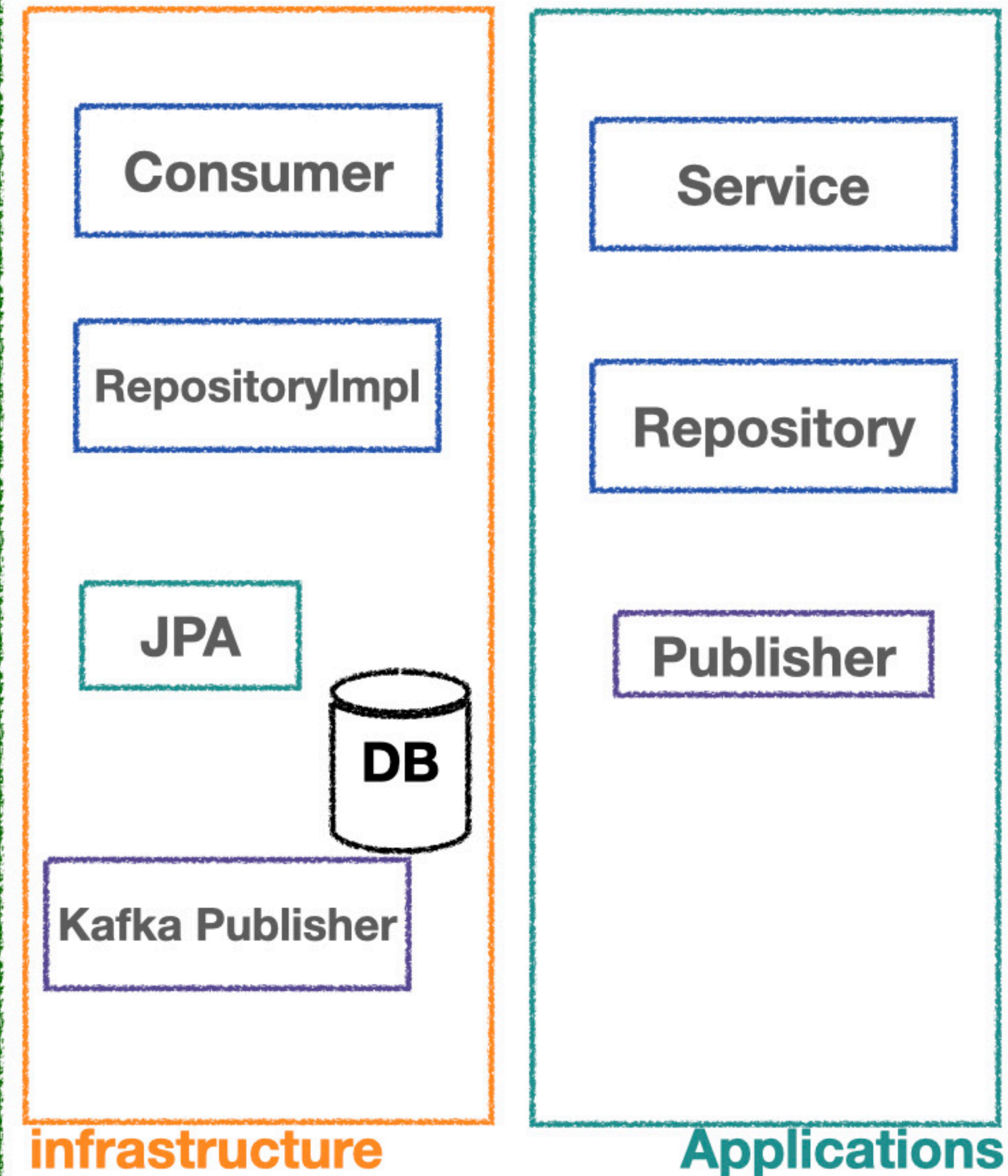
Event Channel



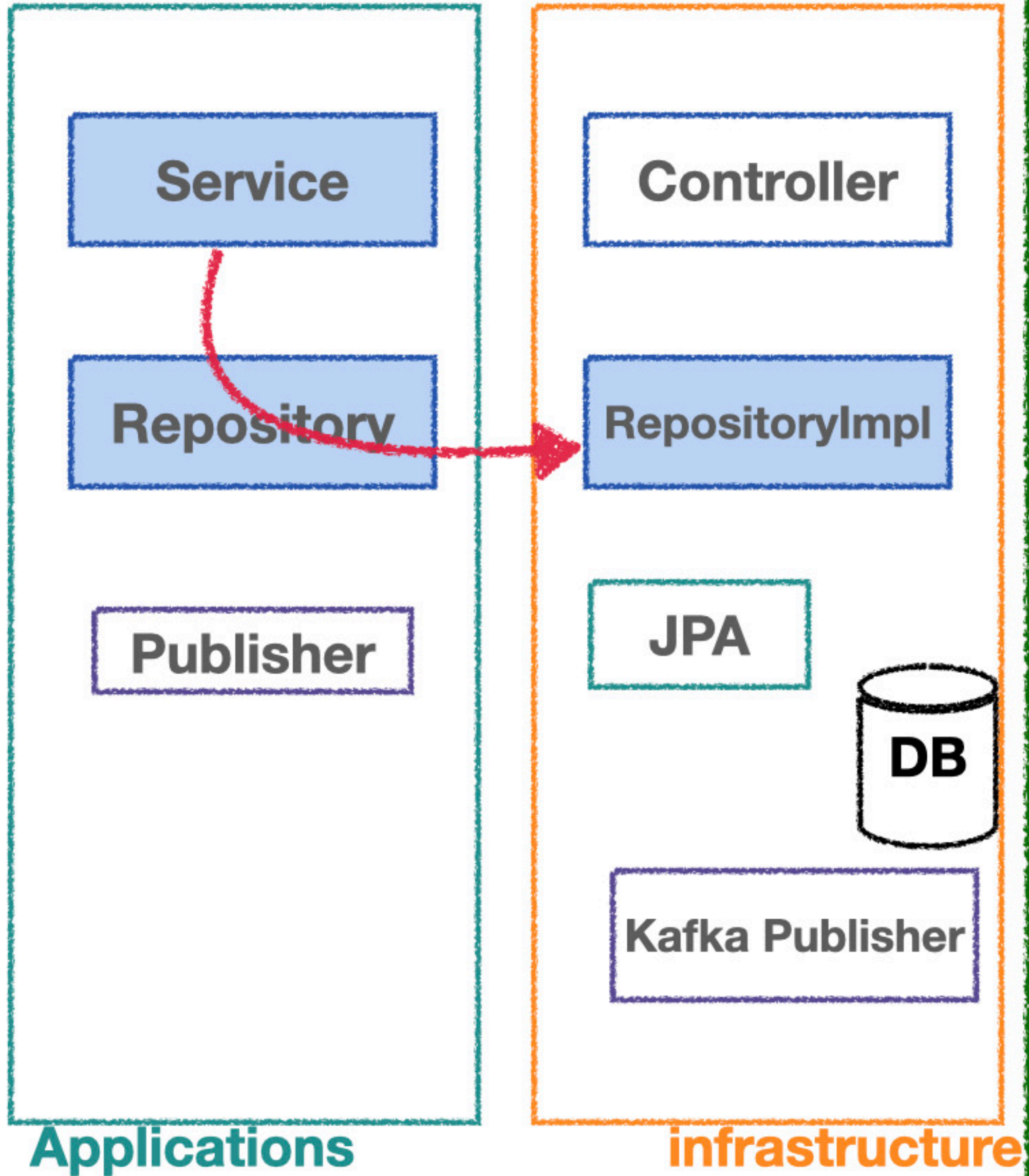
Event Channel



B Application

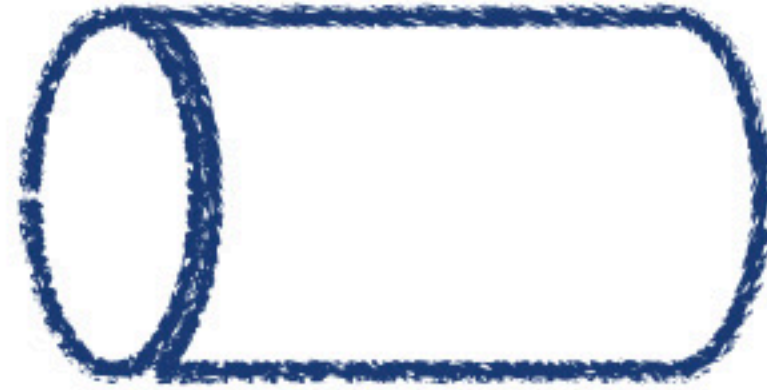


A Application

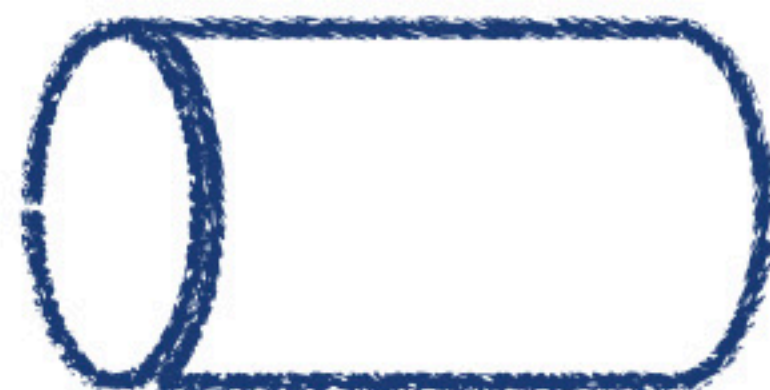


Client

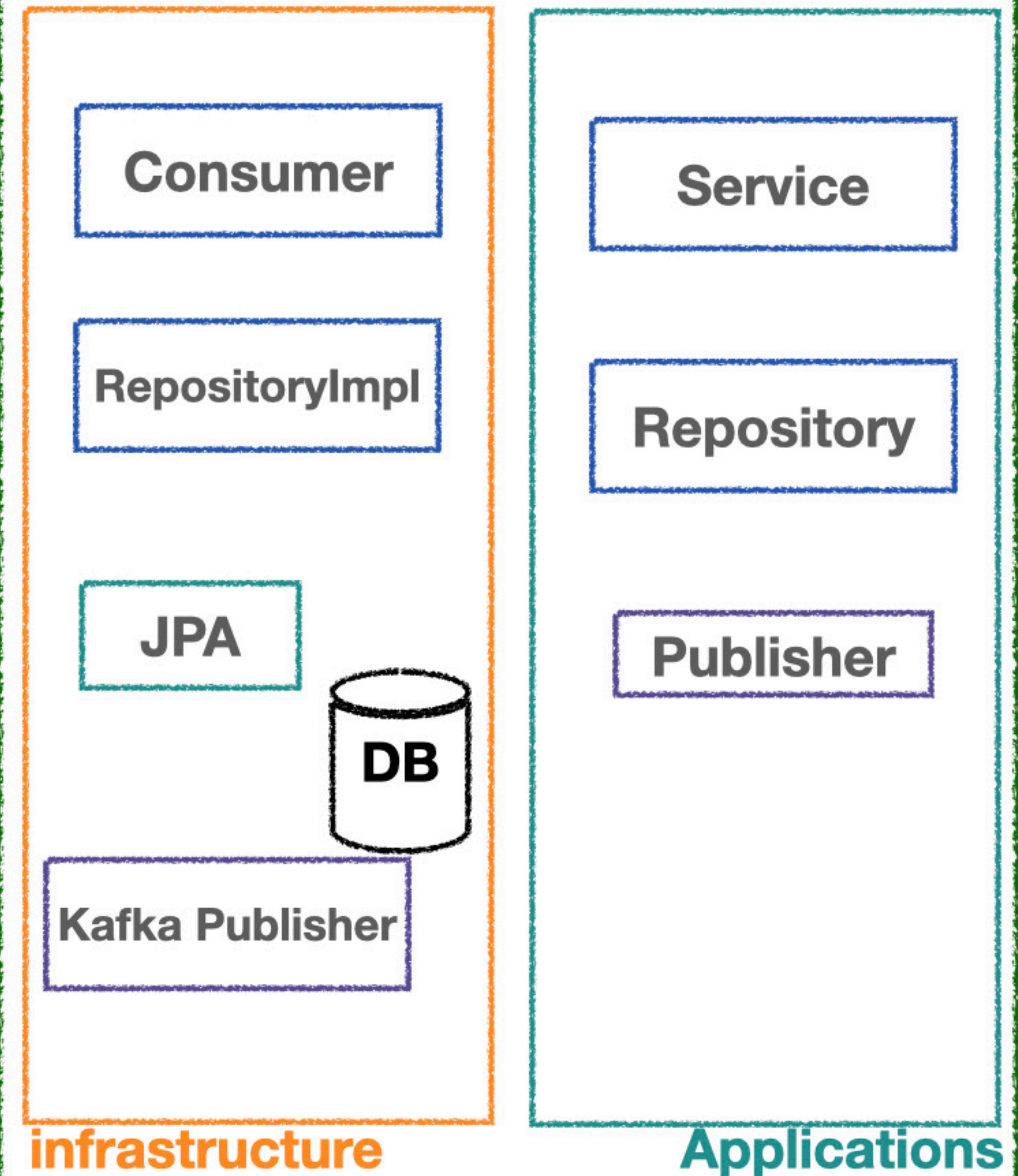
Event Channel



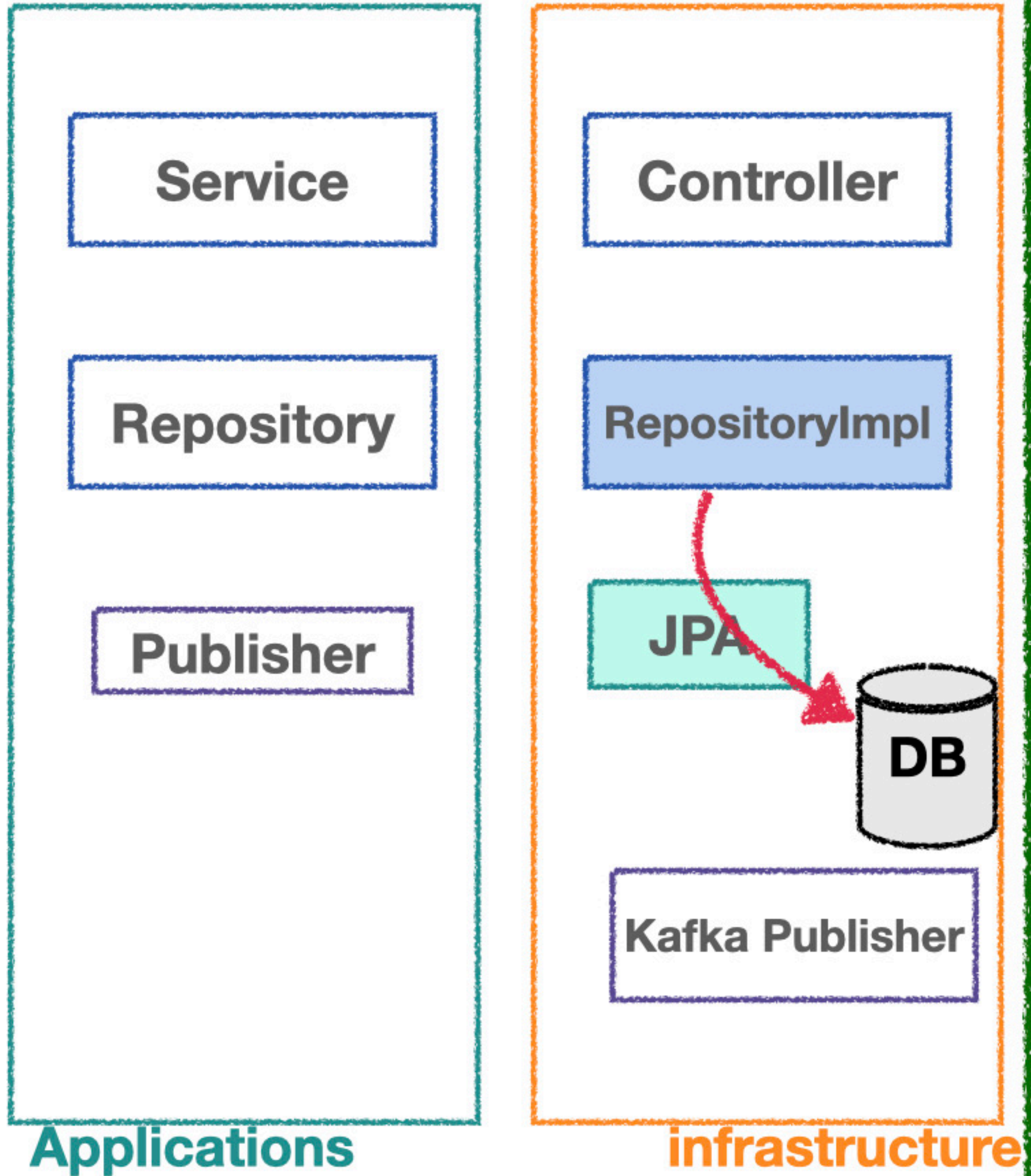
Event Channel



B Application



A Application

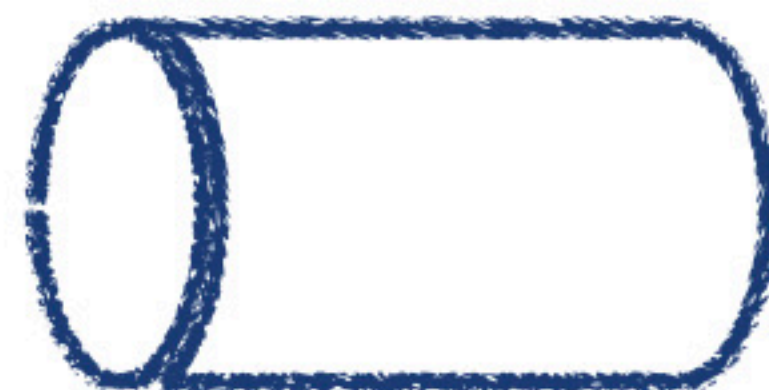


Client

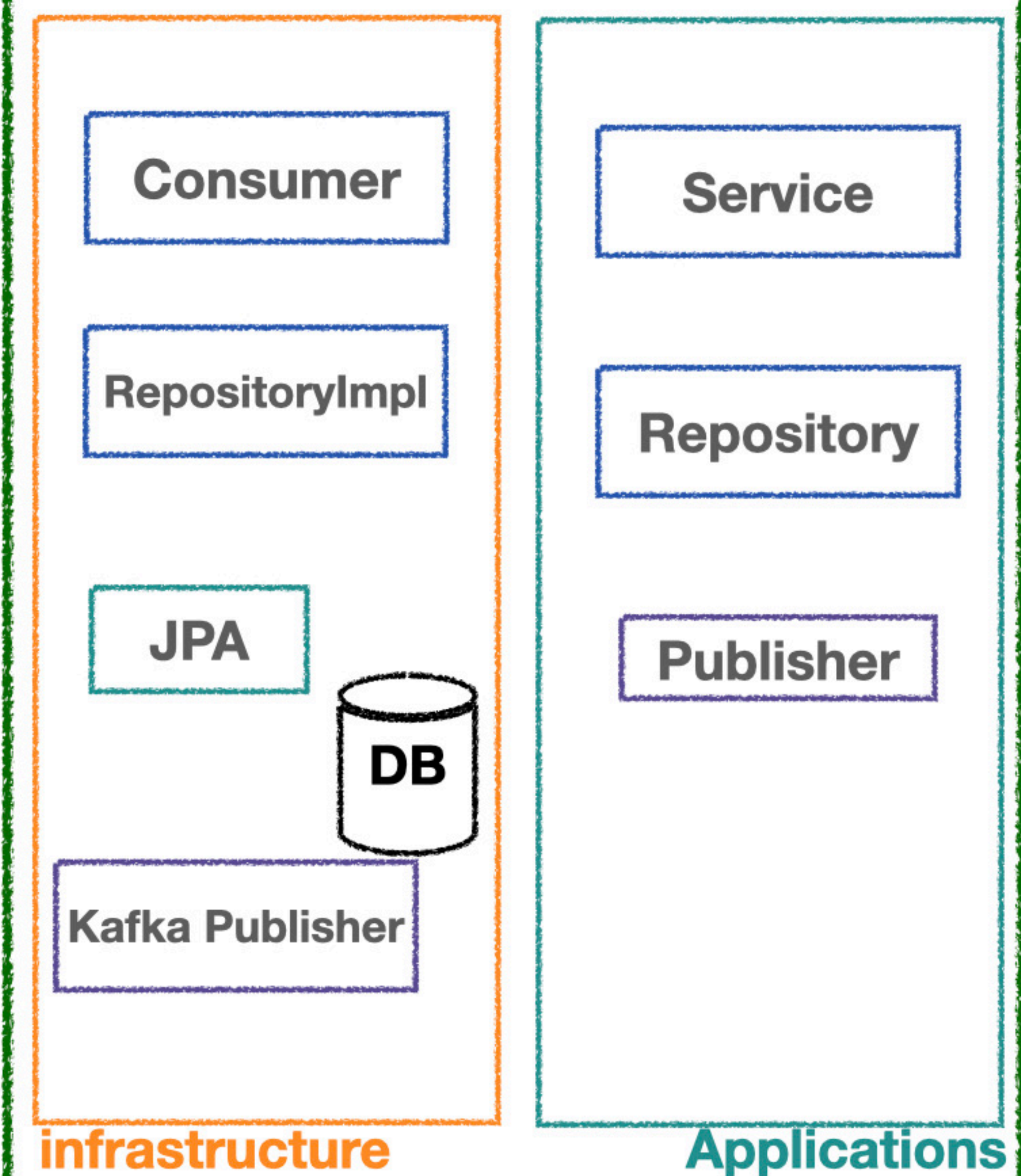
Event Channel



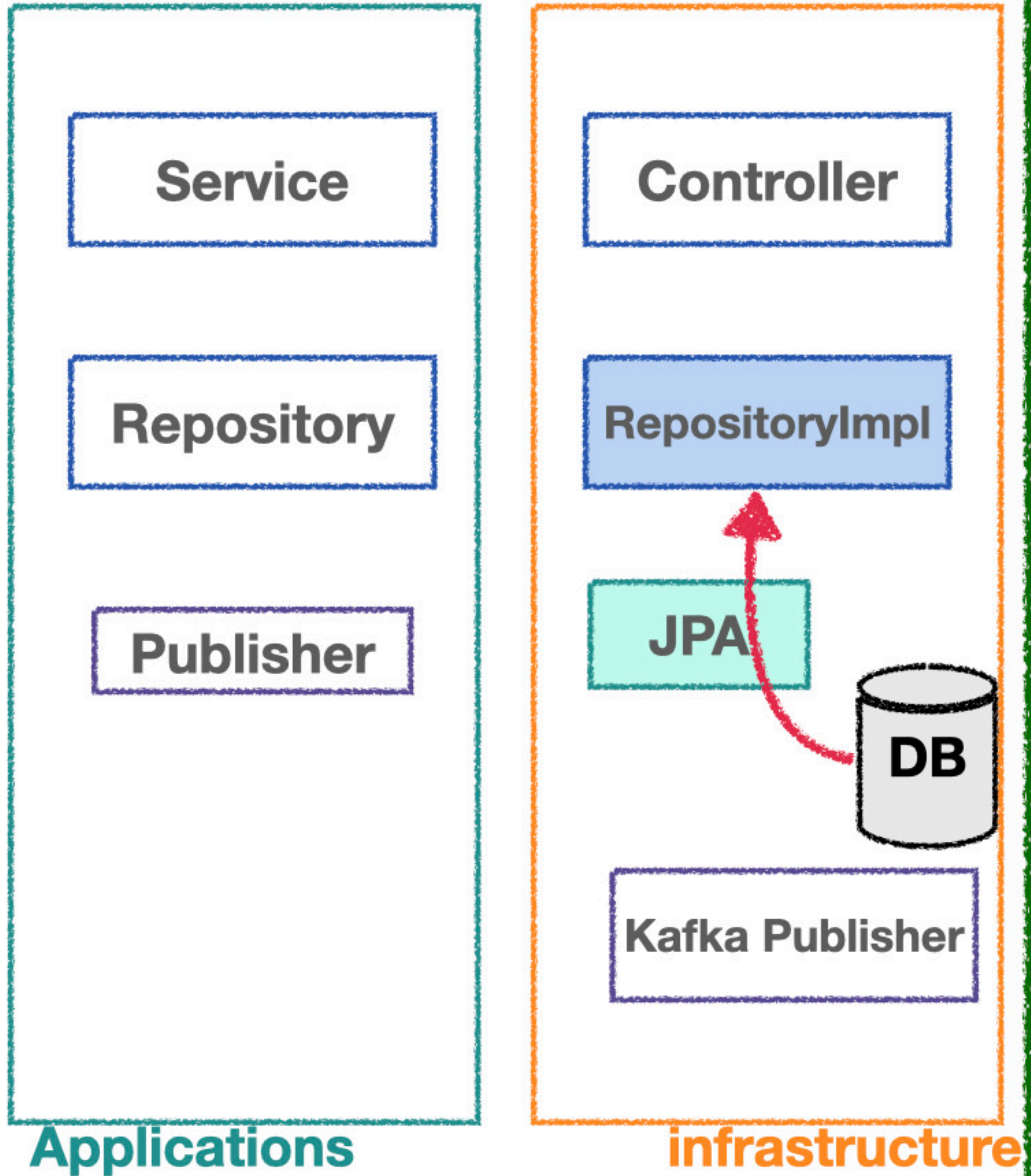
Event Channel



B Application

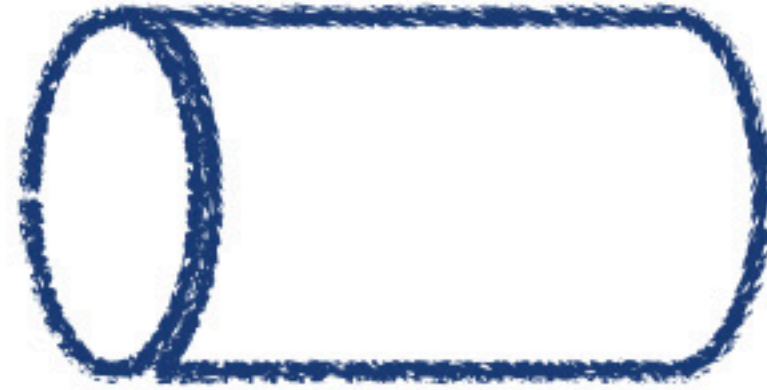


A Application



Client

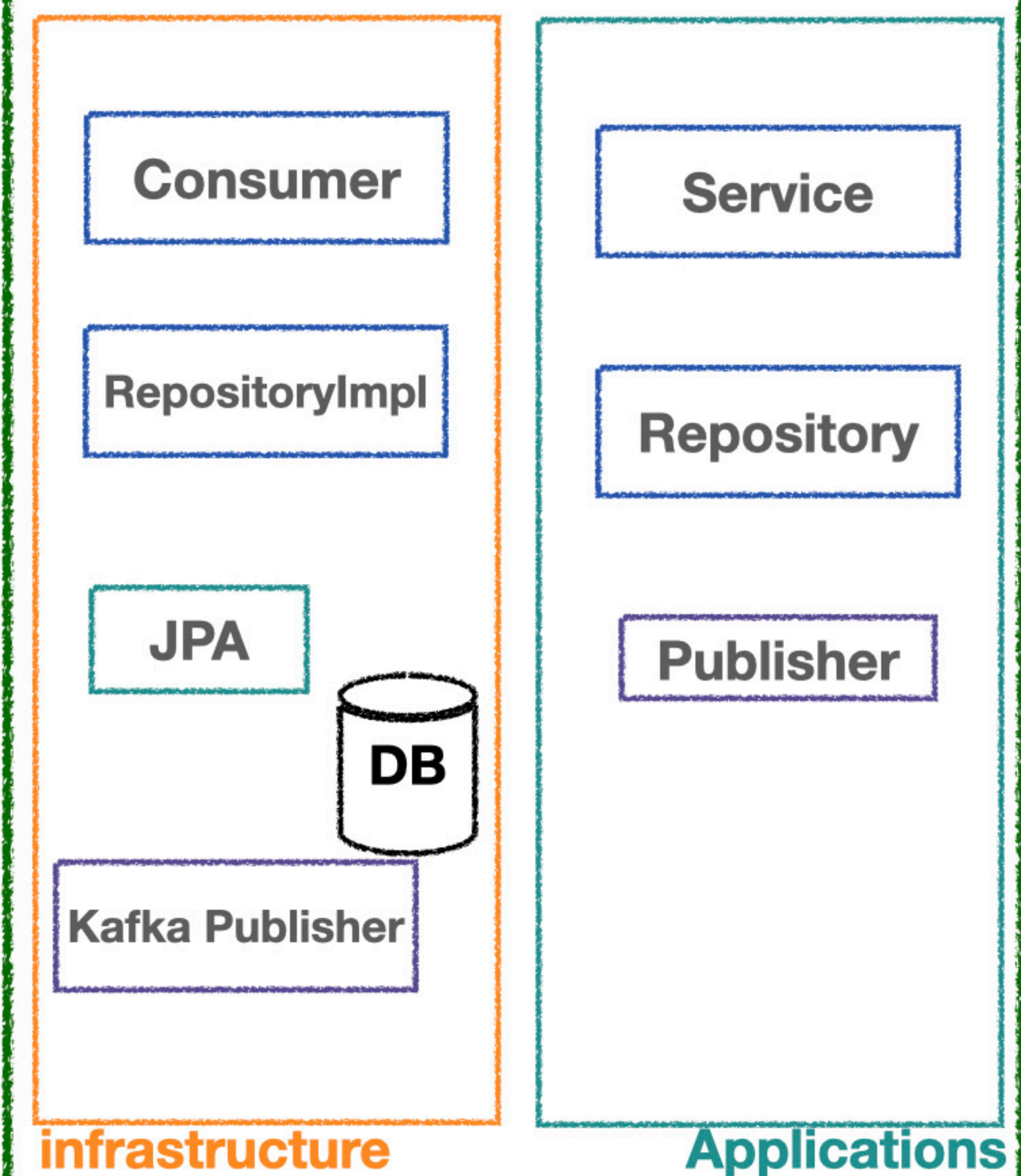
Event Channel



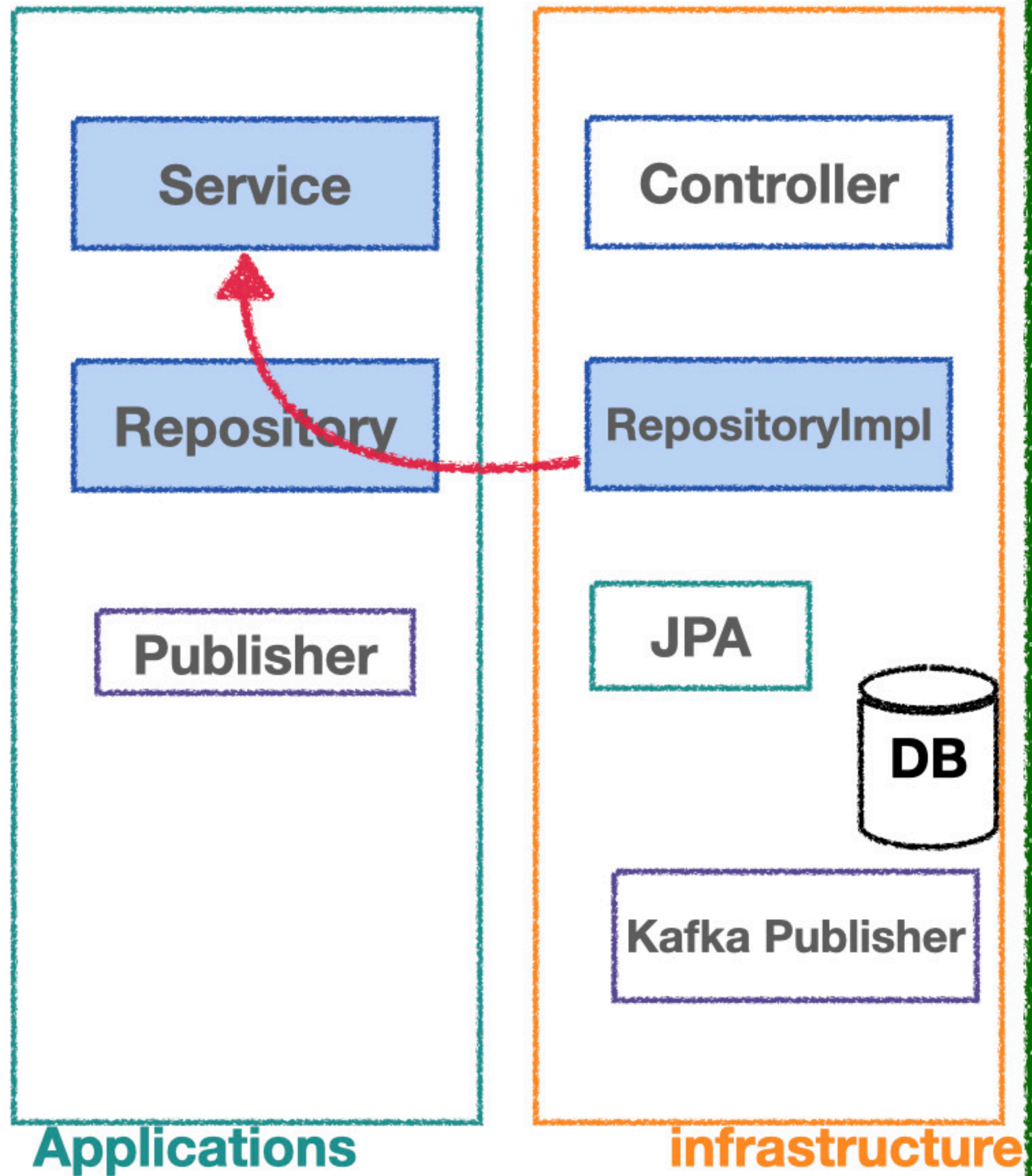
Event Channel



B Application



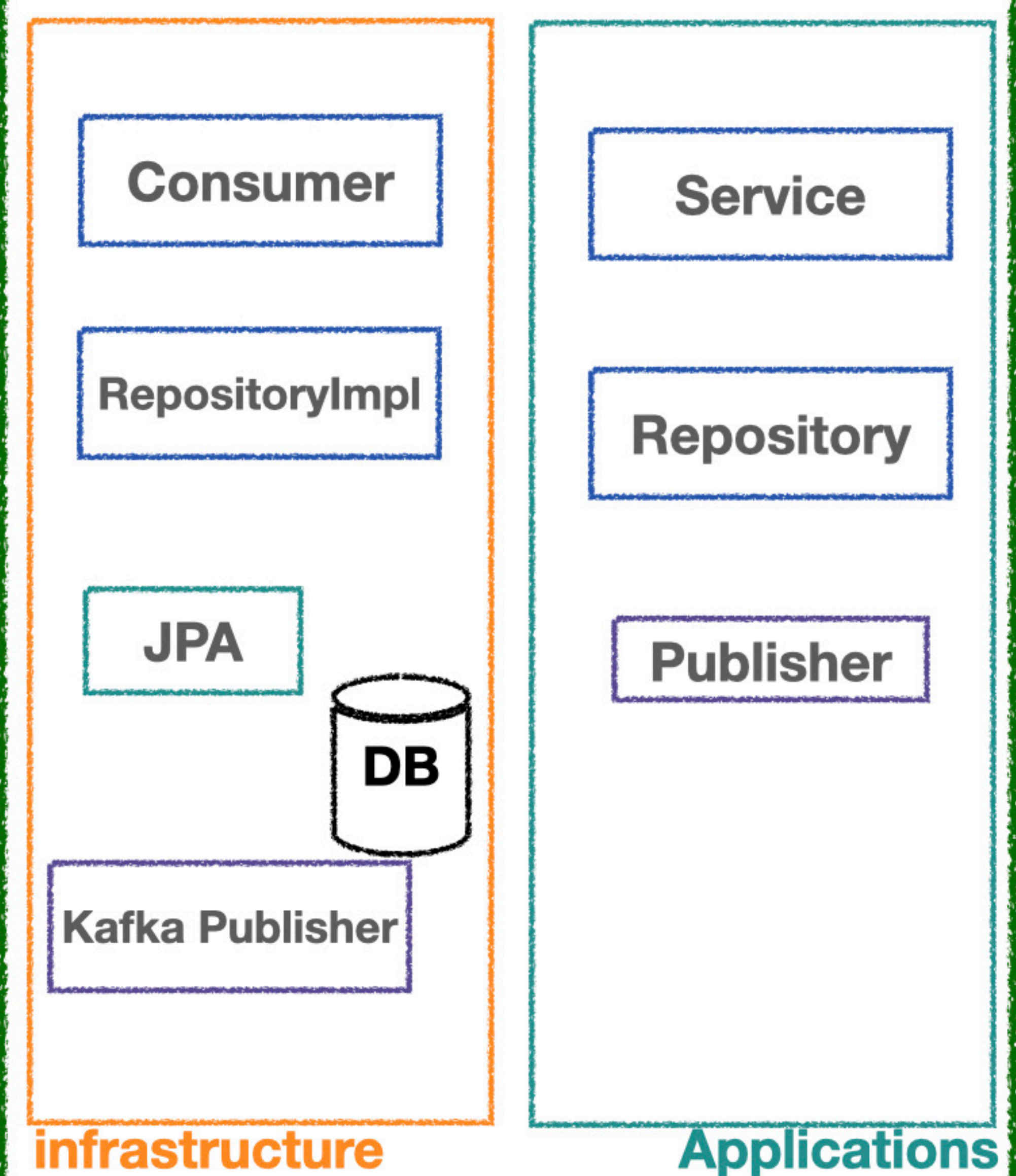
A Application



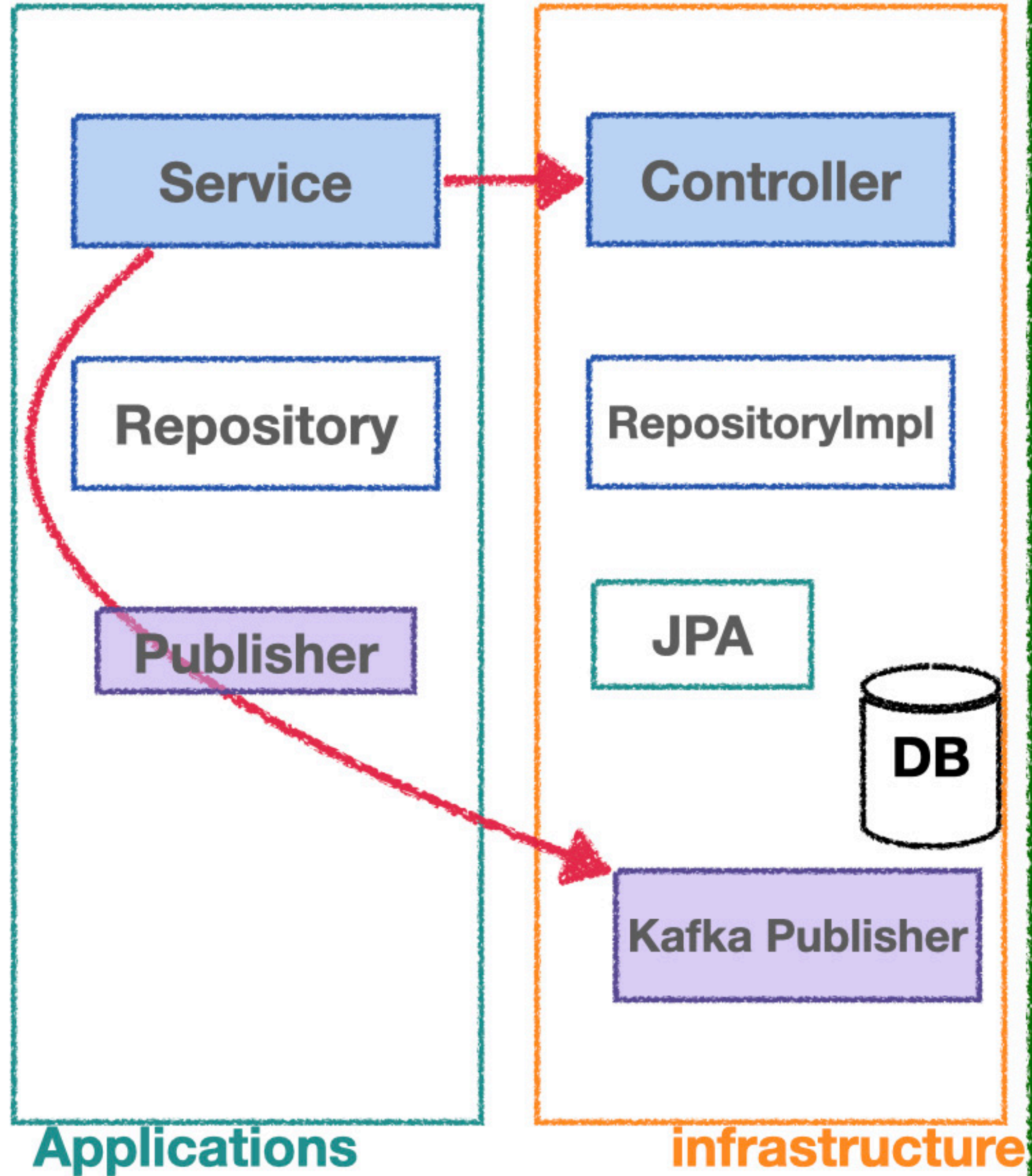
Client



B Application

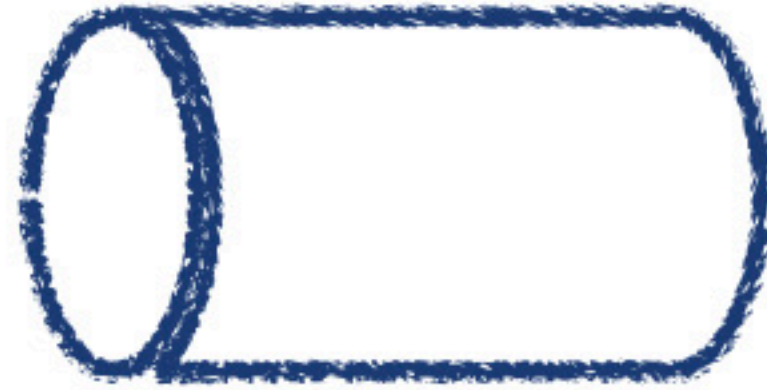


A Application

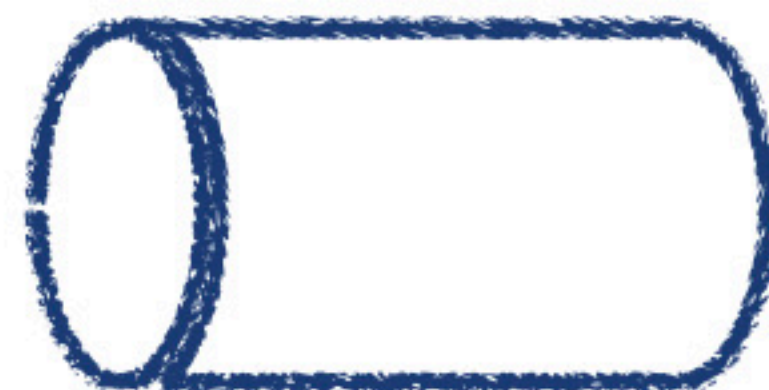


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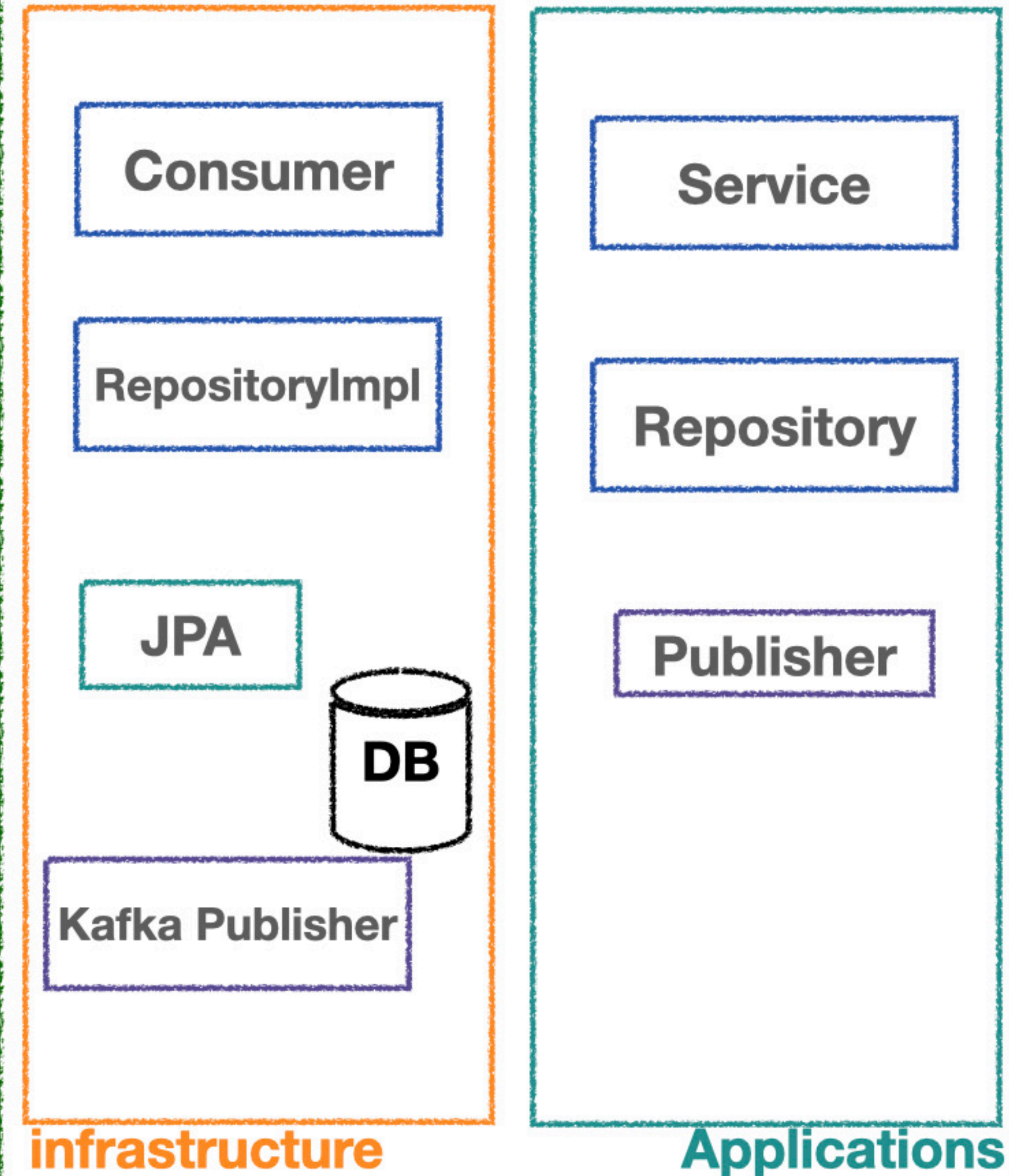
Event Channel



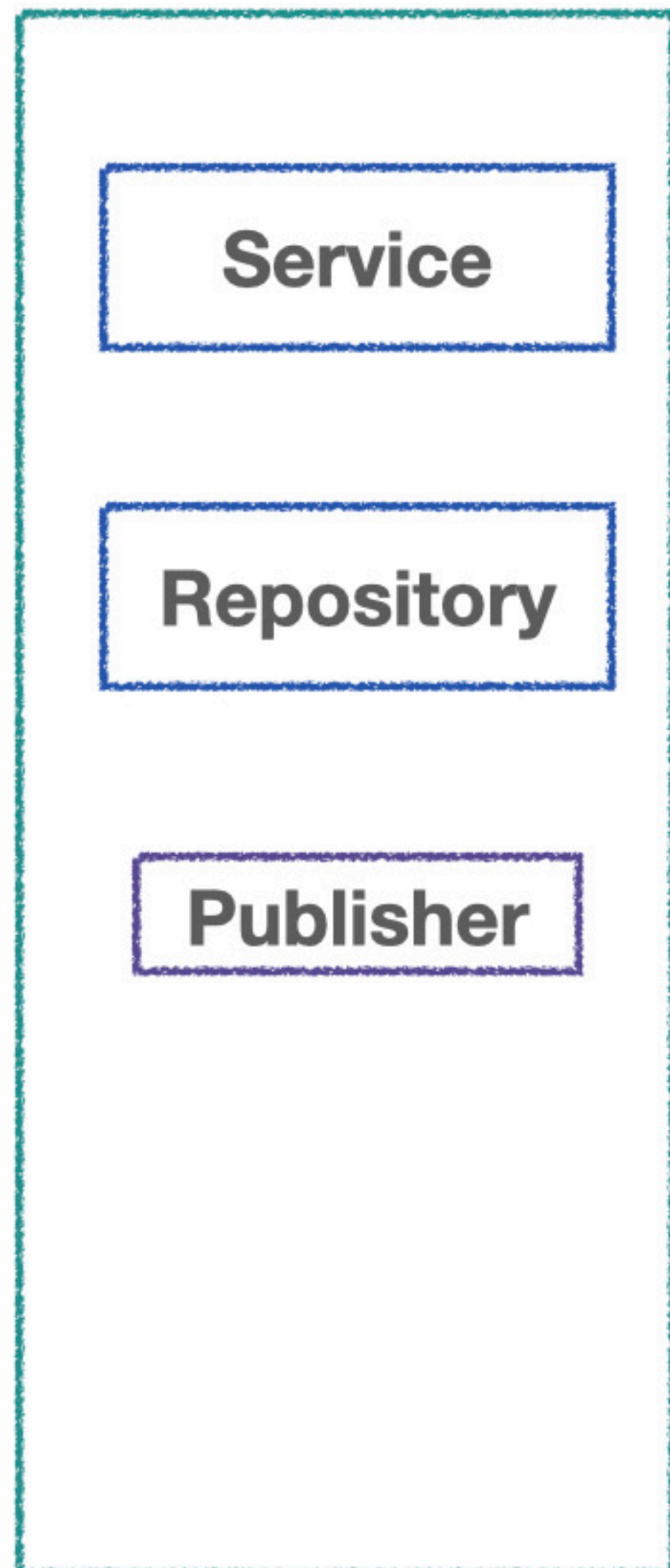
Event Channel



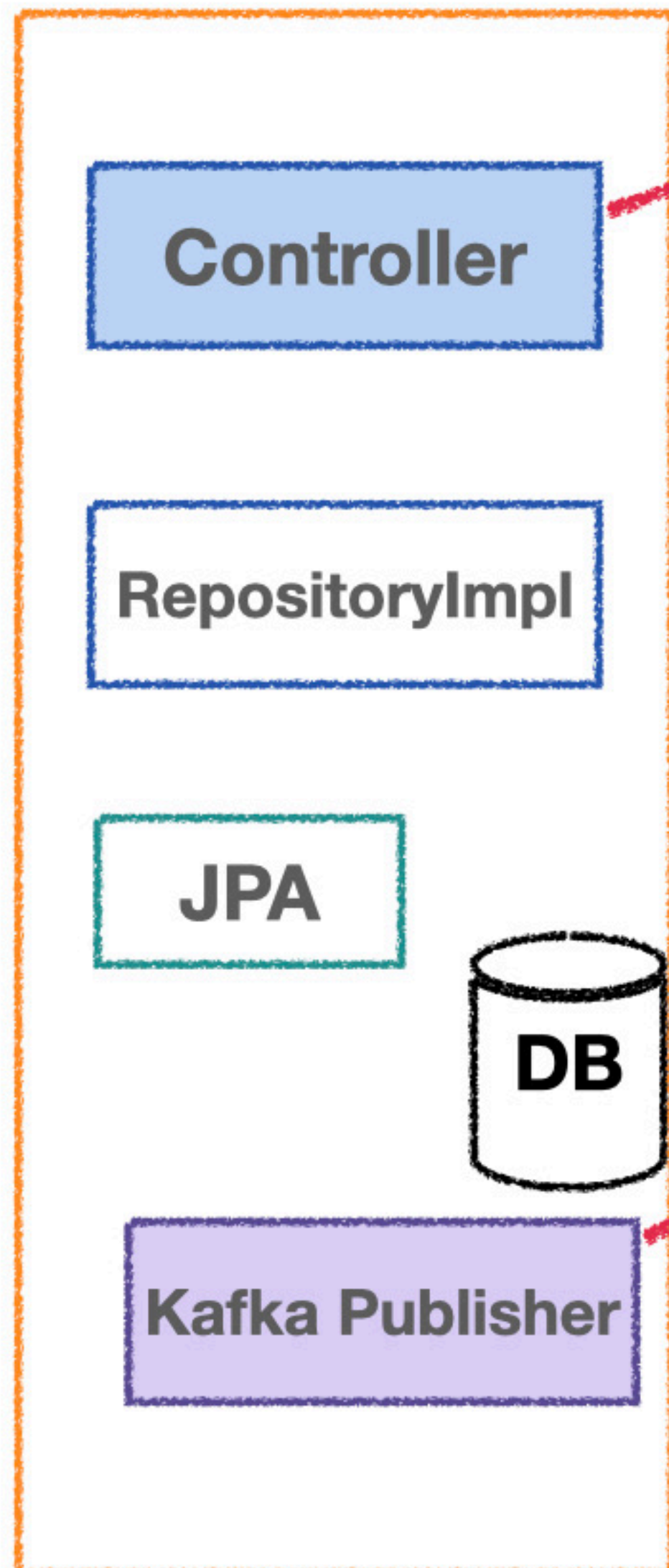
B Application



A Application



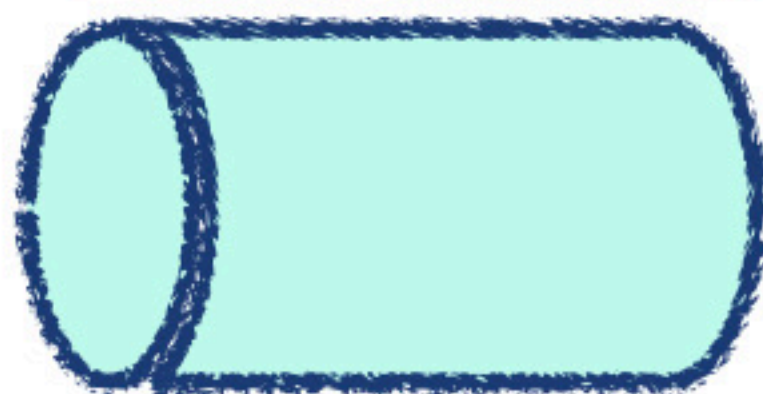
Applications



infrastructure

Client

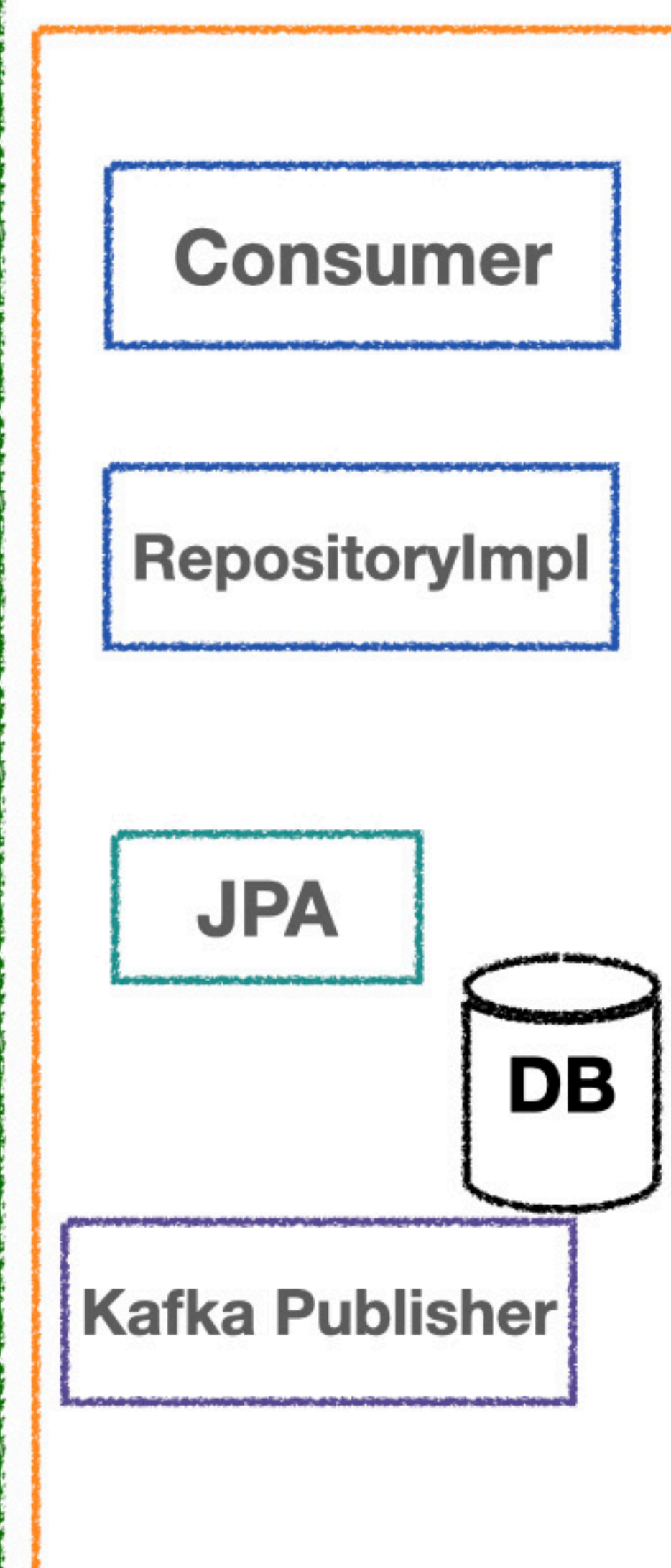
Event Channel



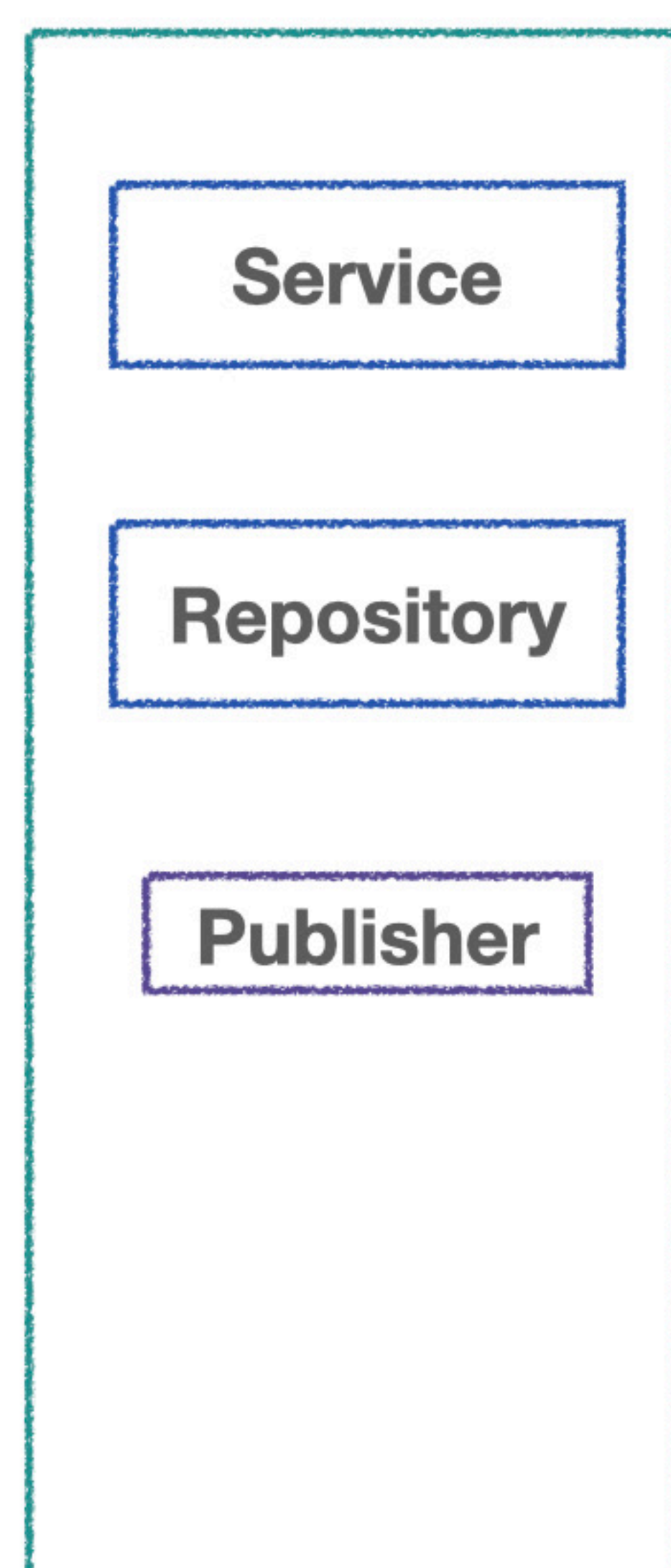
Event Channel



B Application

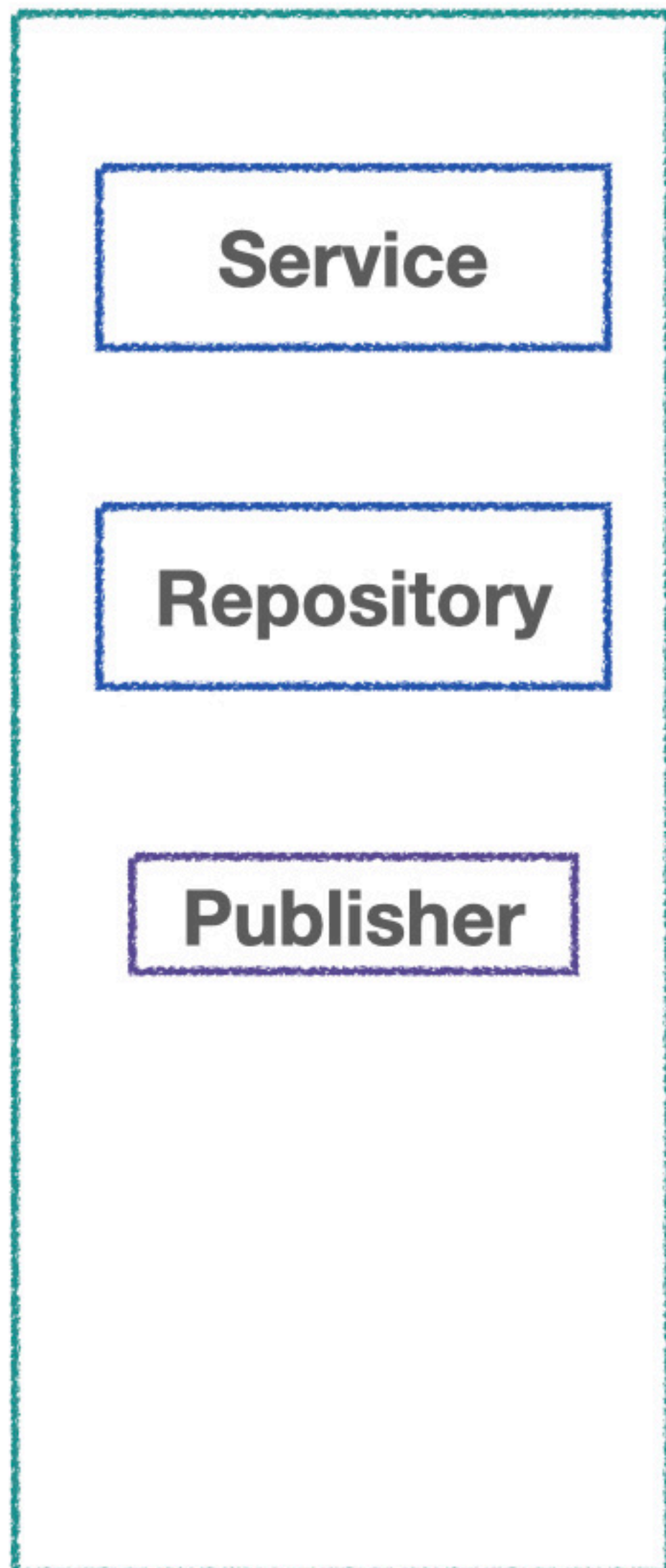


infrastructure

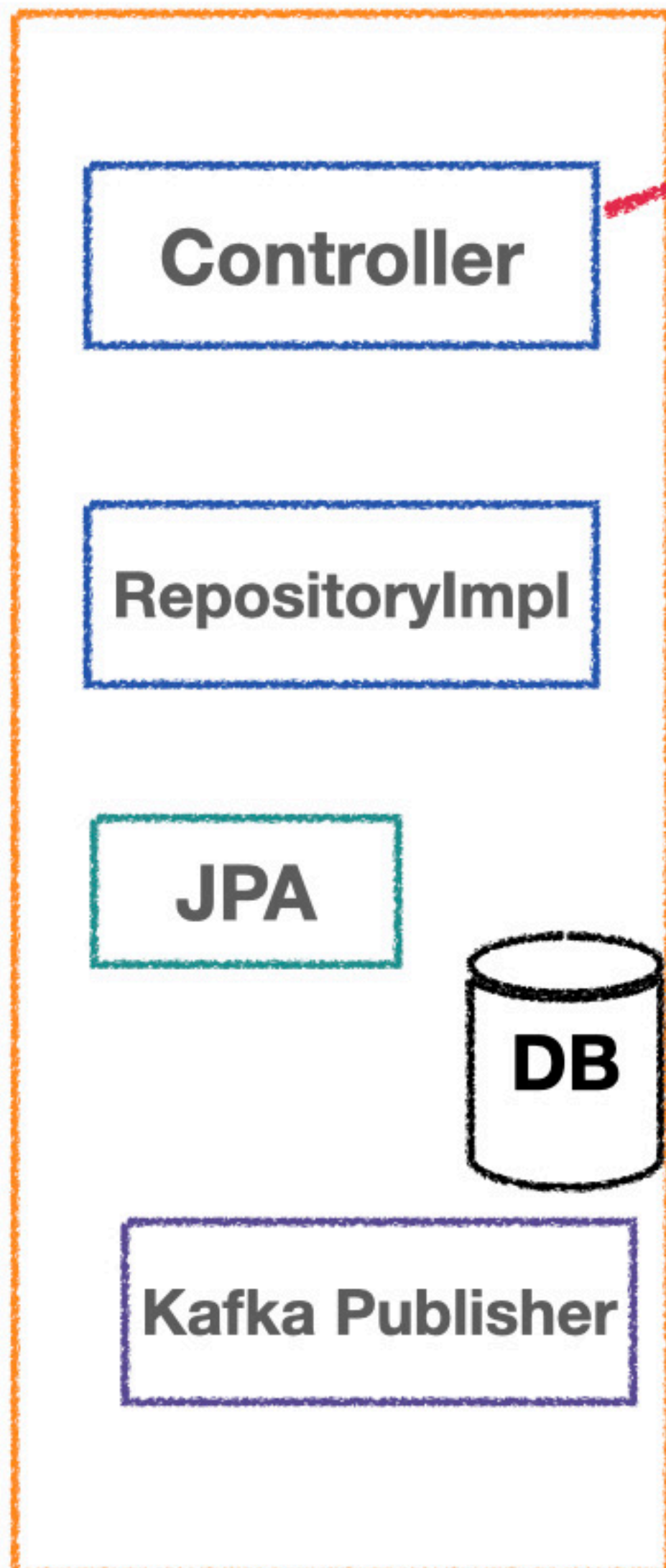


Applications

A Application



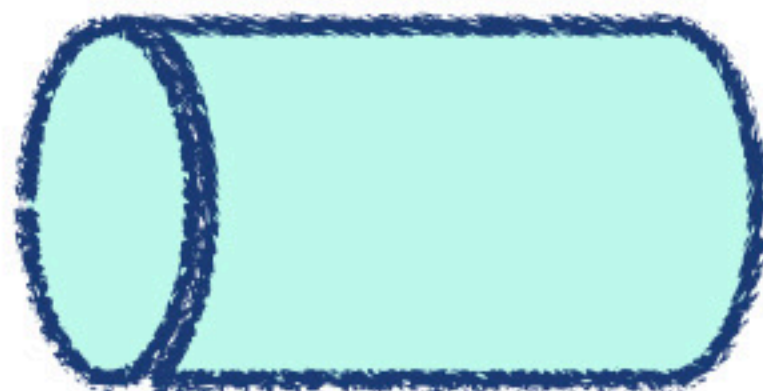
Applications



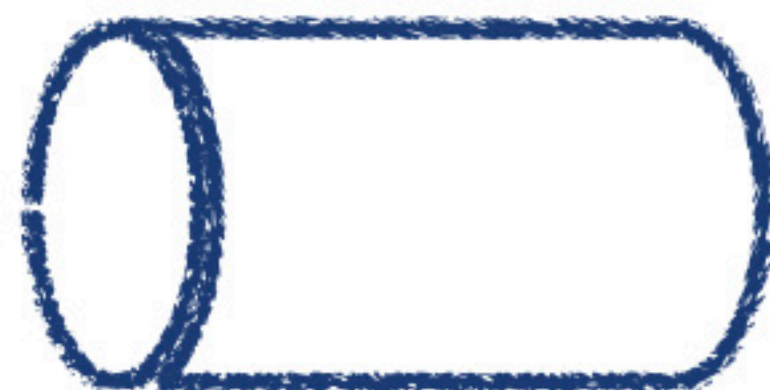
infrastructure

Client

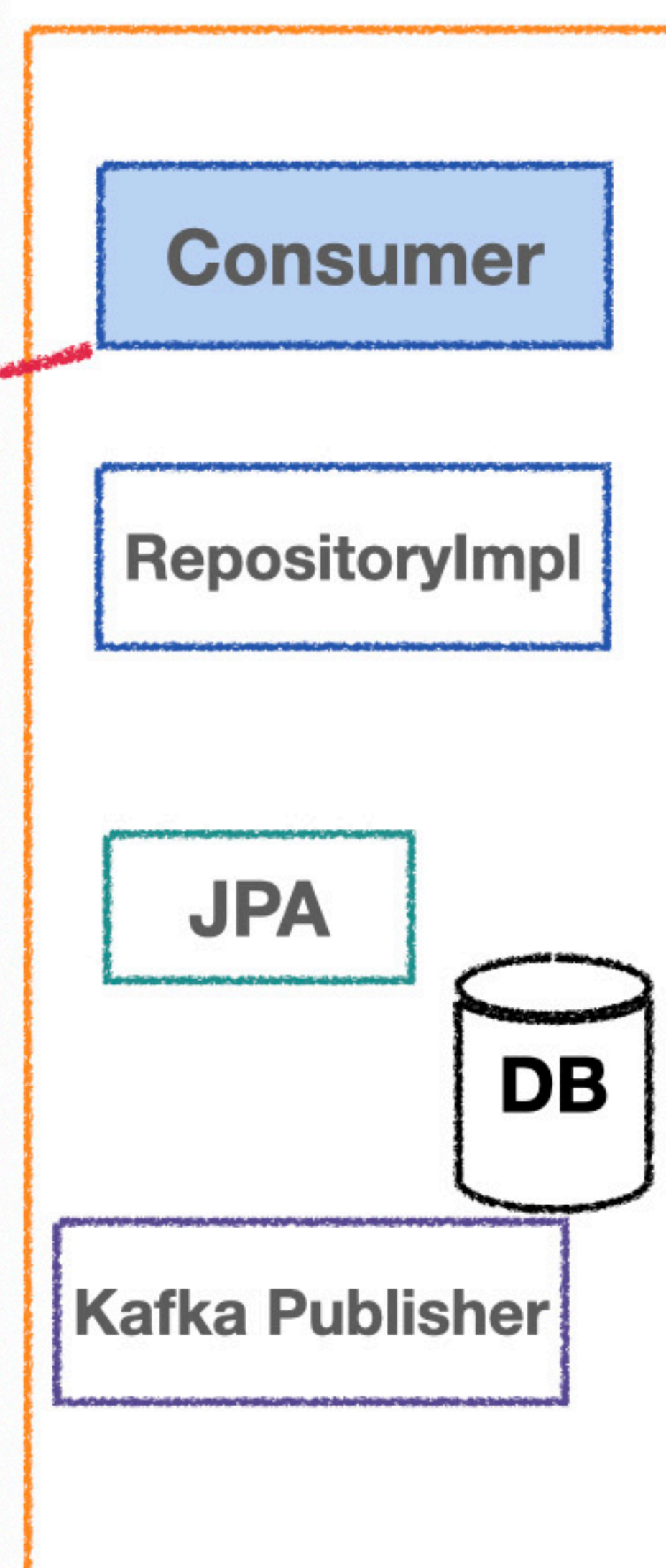
Event Channel



Event Channel



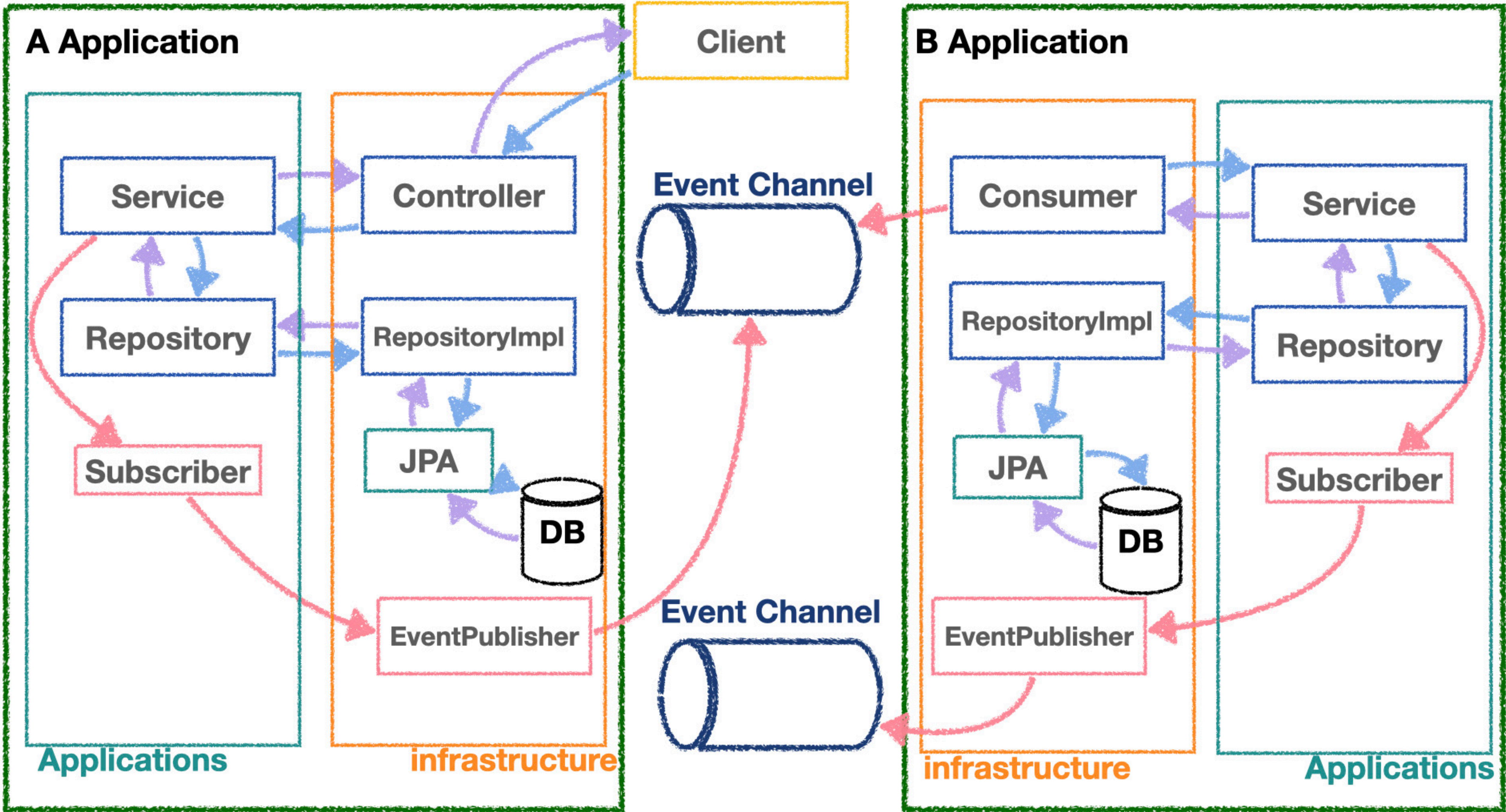
B Application



infrastructure



Applications



무화과 나무 키우기

무화과 나무 키우기

만들긴 했는데 언제 전환하지?



요구사항

- 회원의 새로운 담당자 타입 추가



MBC HD
희망나눔 성금
060-700-1212

이 때 다 !



요구사항

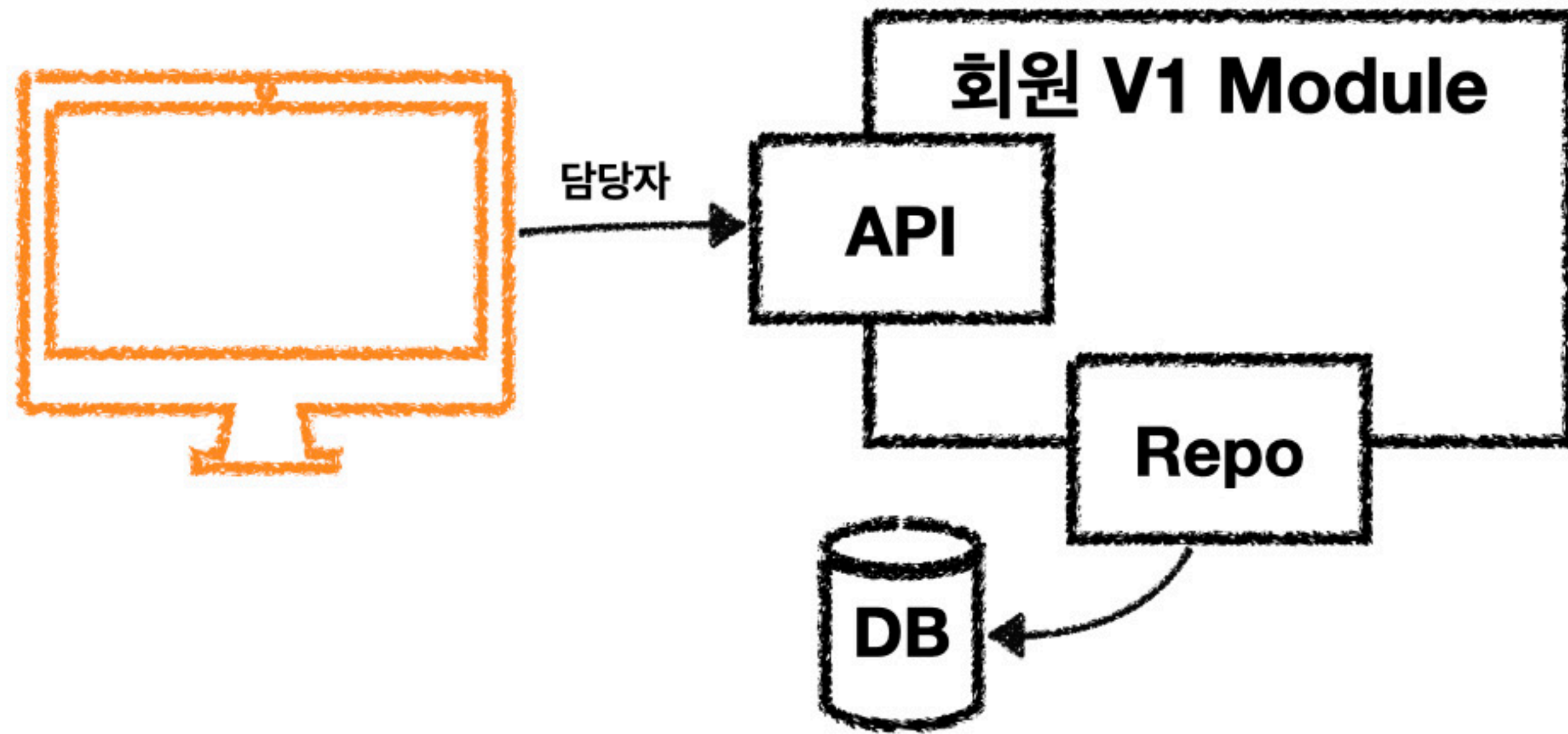
중요한 건 새로운 요구사항의 발생

- 회원의 새로운 담당자 타입 추가

요구사항

서비스 요구사항에 대한 충족
동시에 시스템 전환 기회

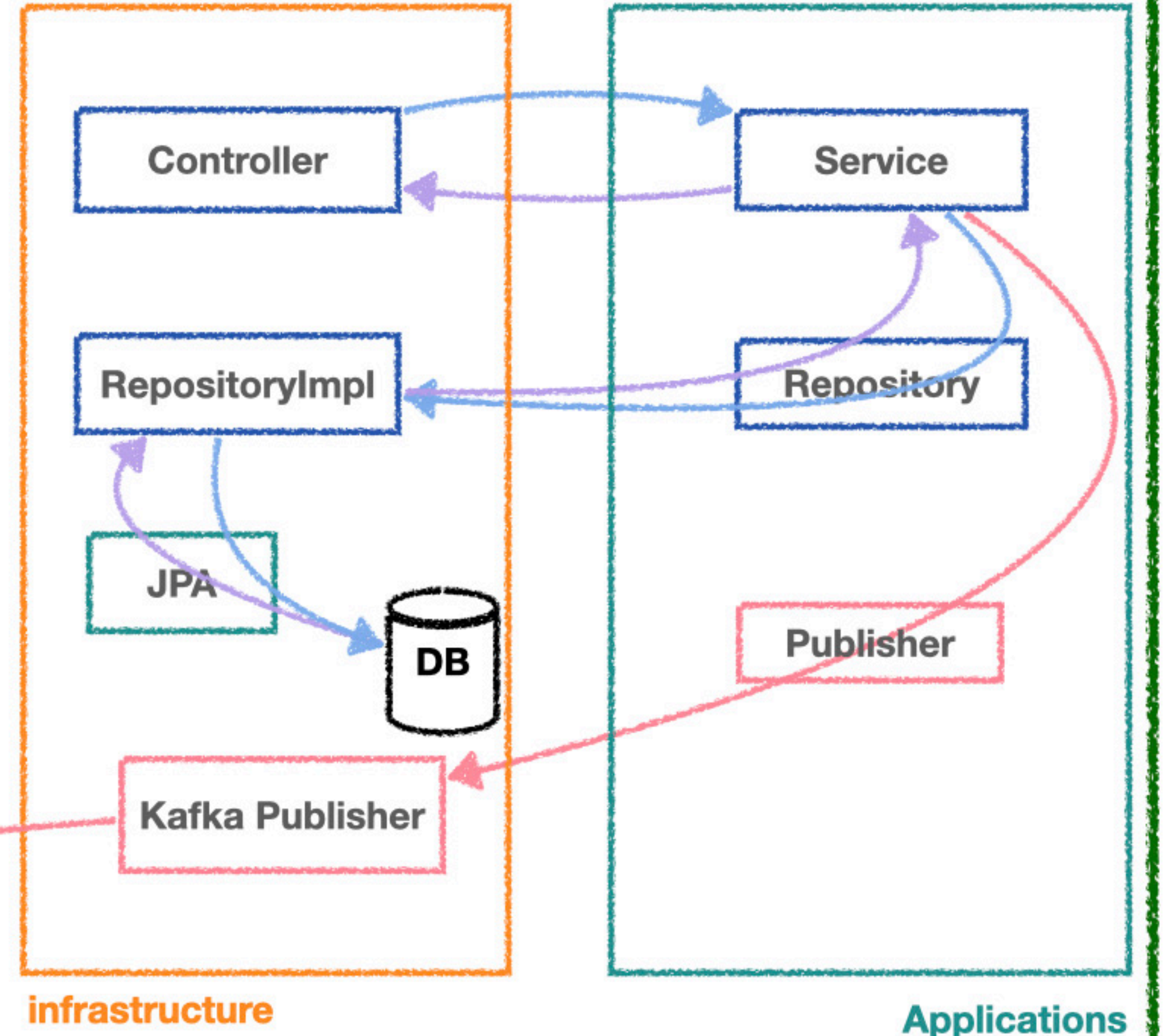
무화과 나무 키우기



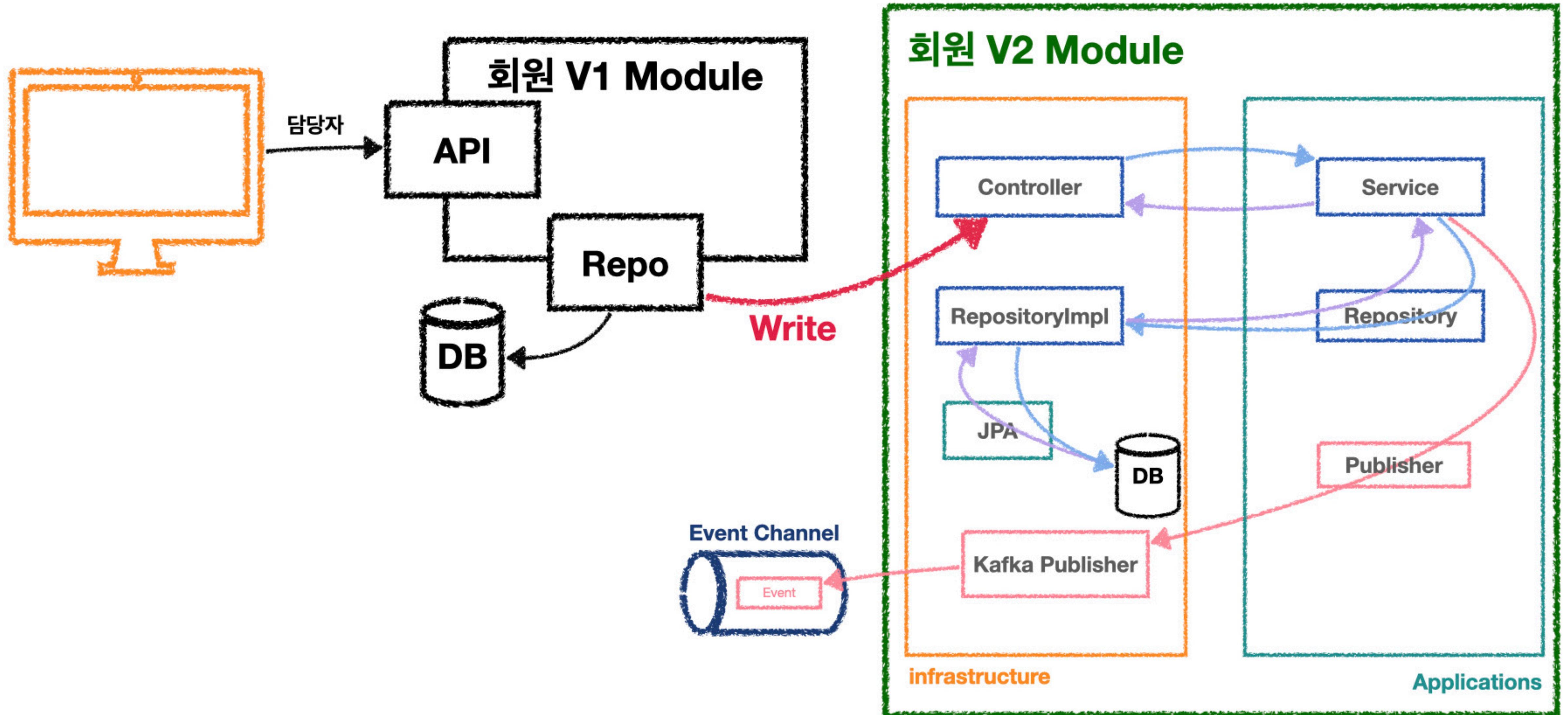
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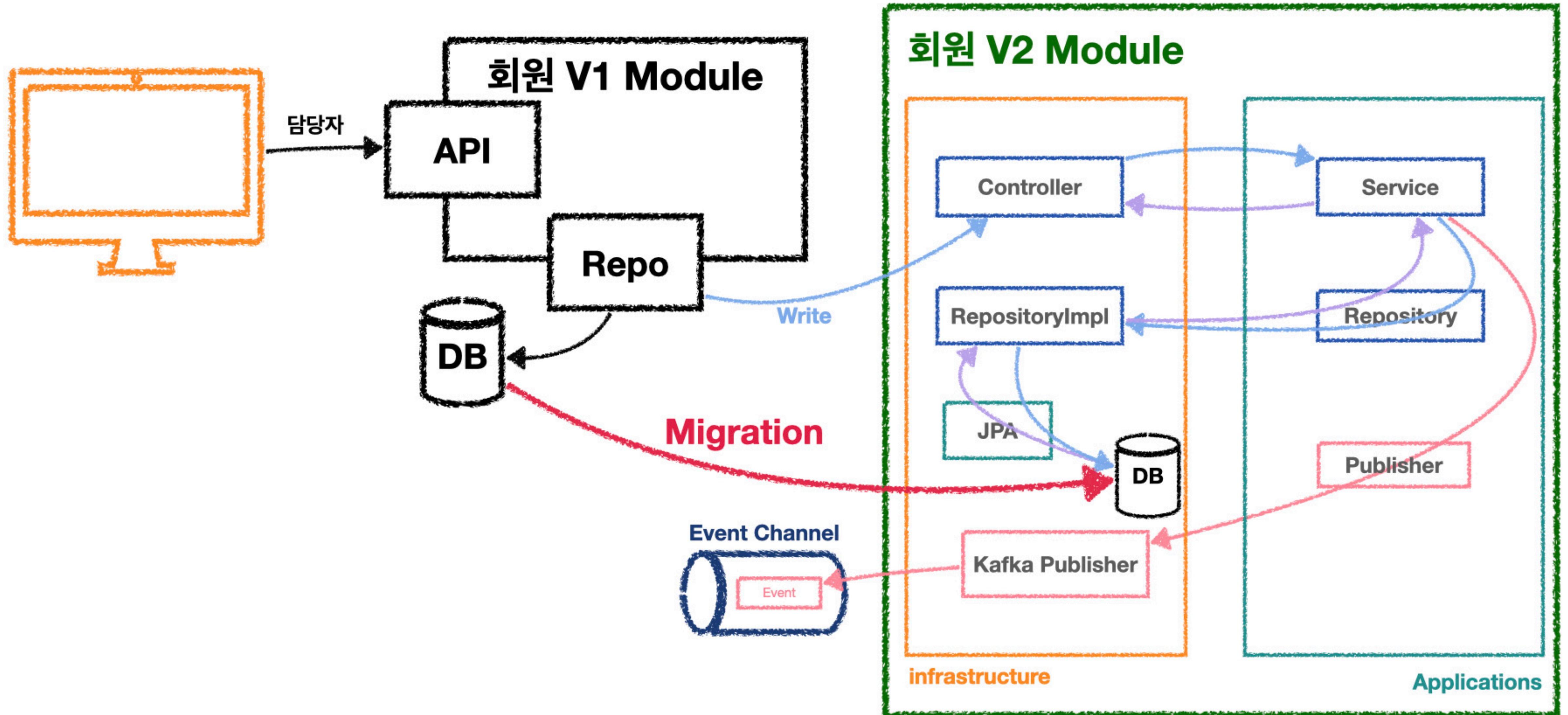
회원 V2 Module



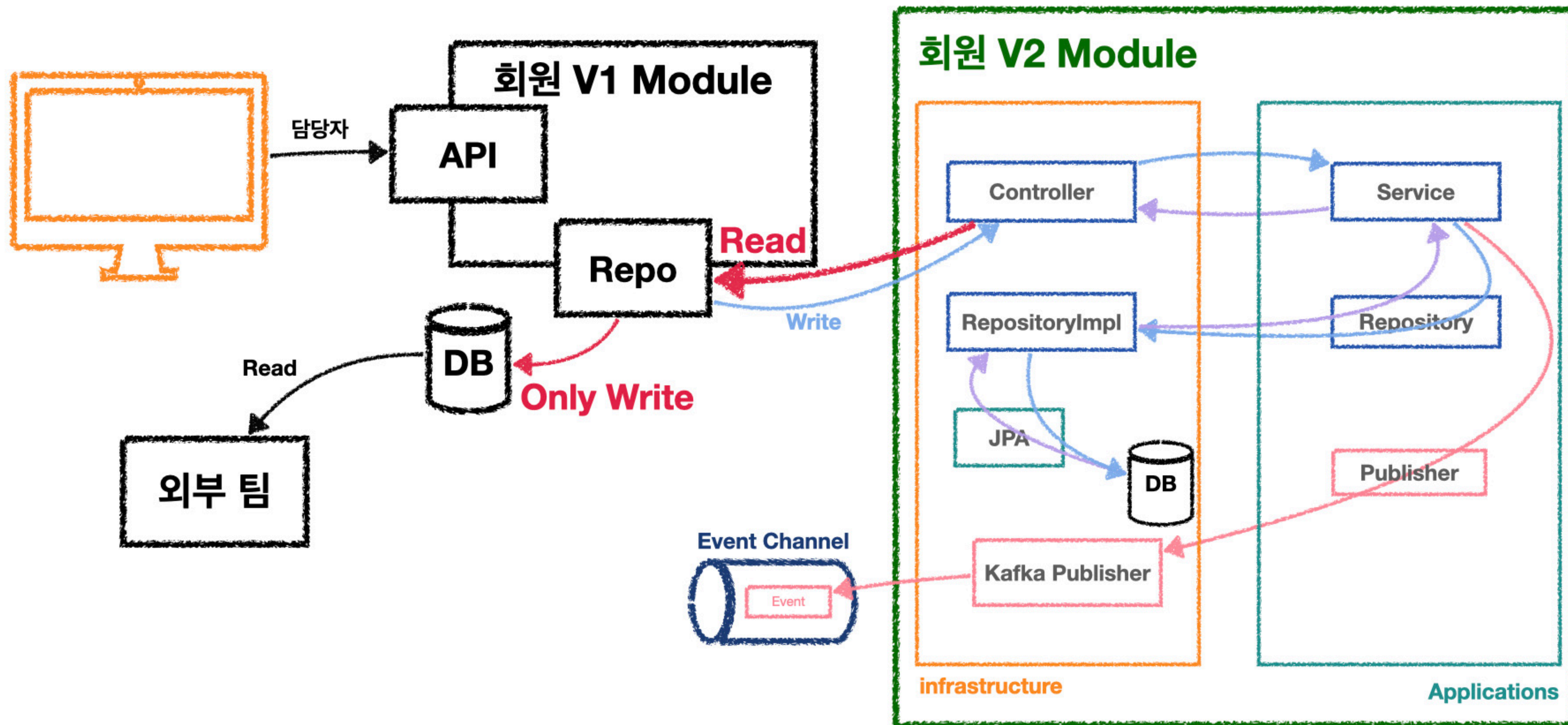
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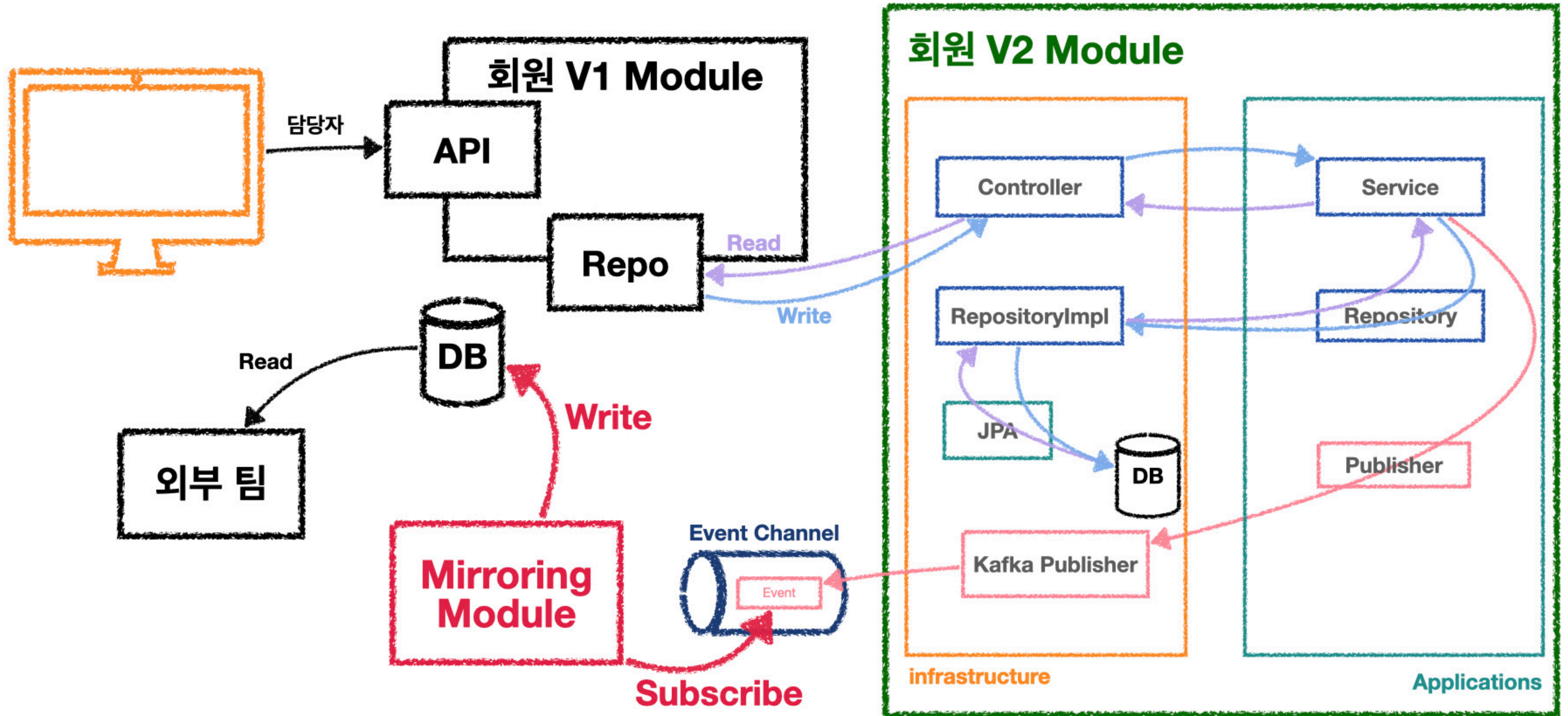
무화과 나무 키우기



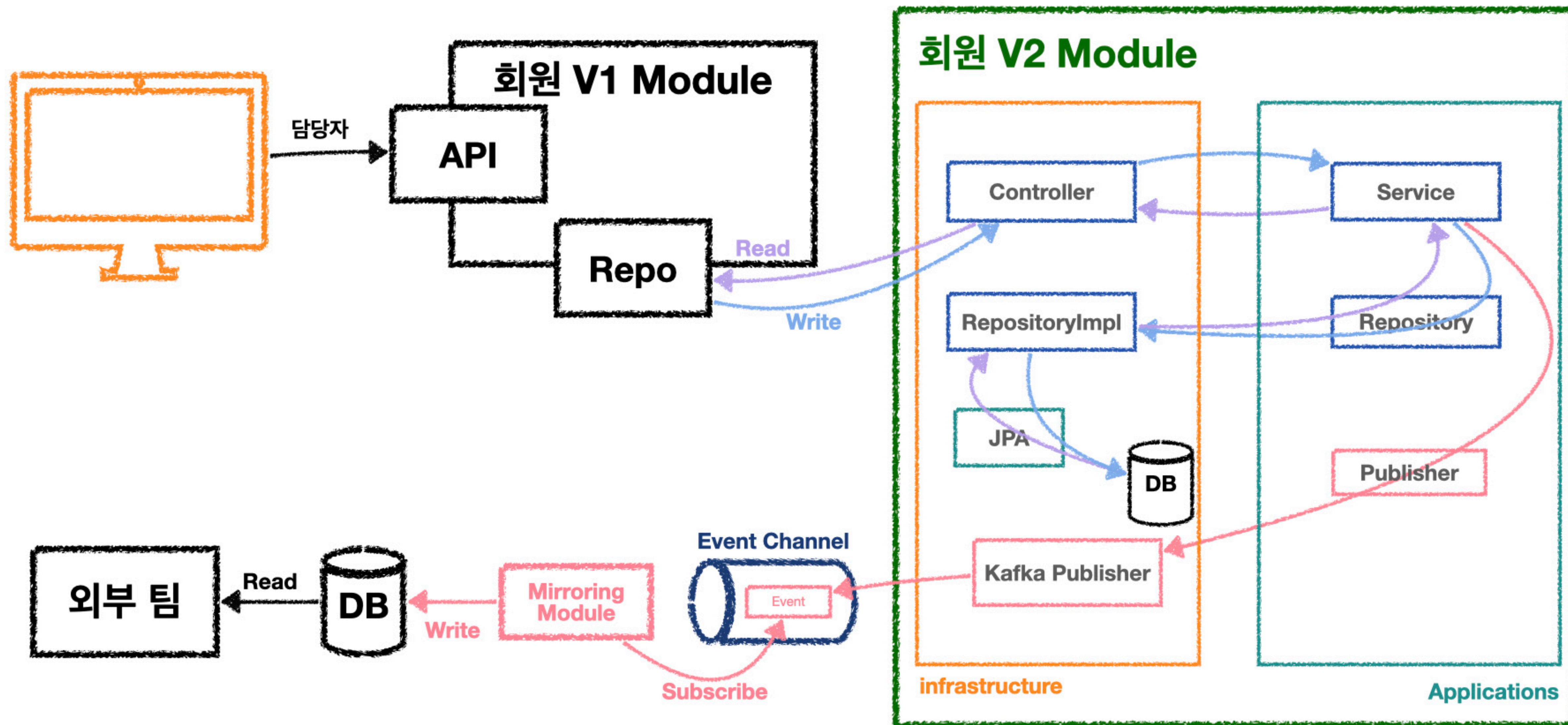
무화과 나무 키우기



무화과 나무 키우기



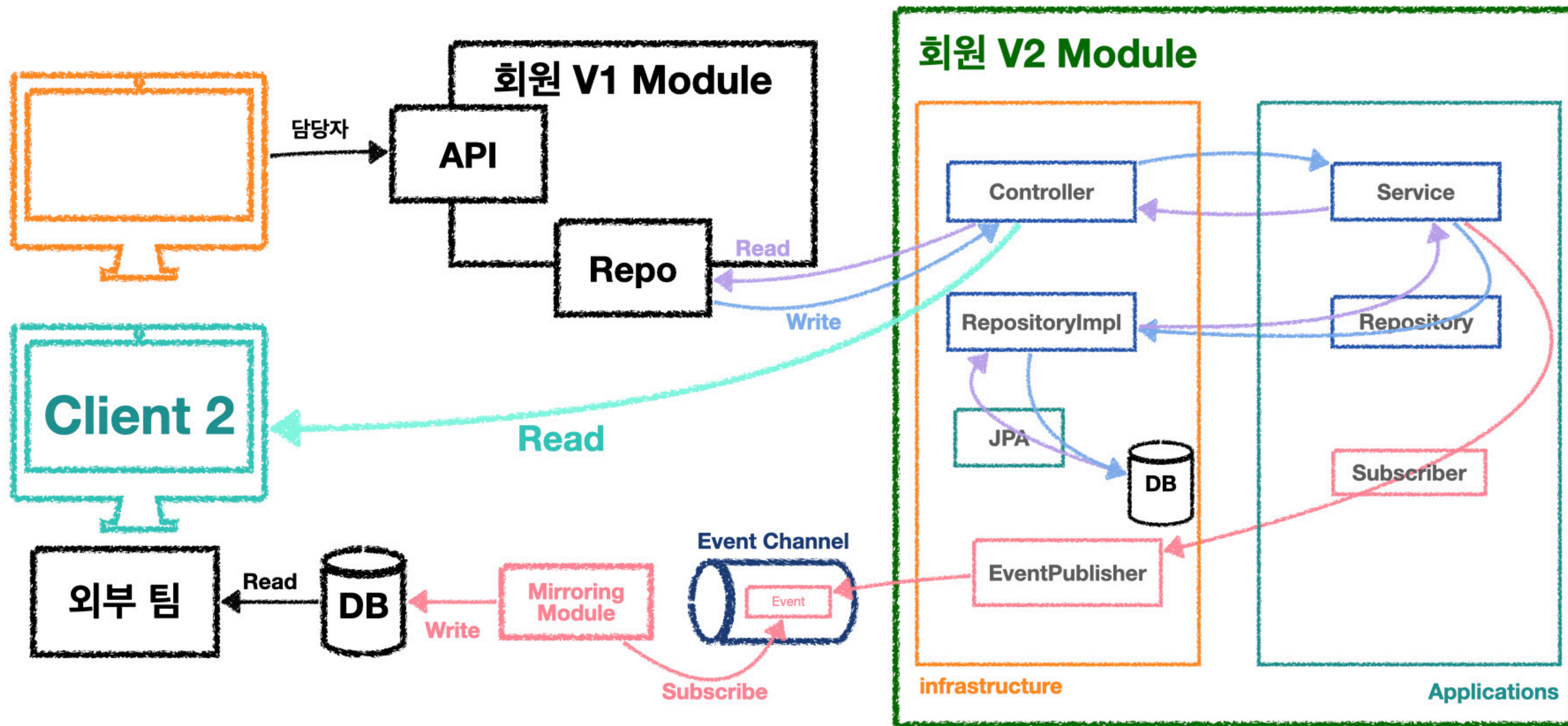
무화과 나무 키우기



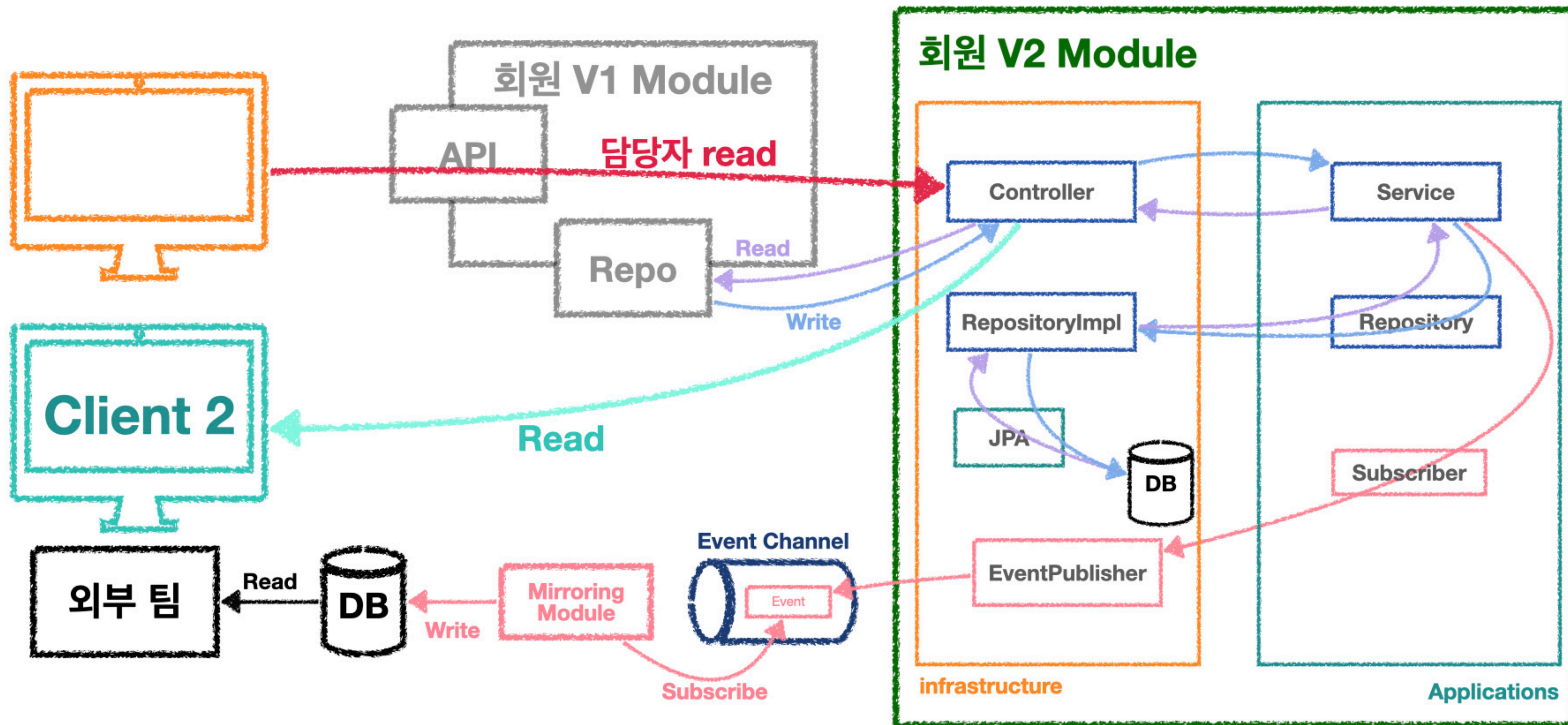
새로운 요구사항

- 회원의 담당자를 조회하고 싶은 새로운 클라이언트 추가

무화과 나무 키우기



무화과 나무 키우기



점점 야위어 가는 레거시

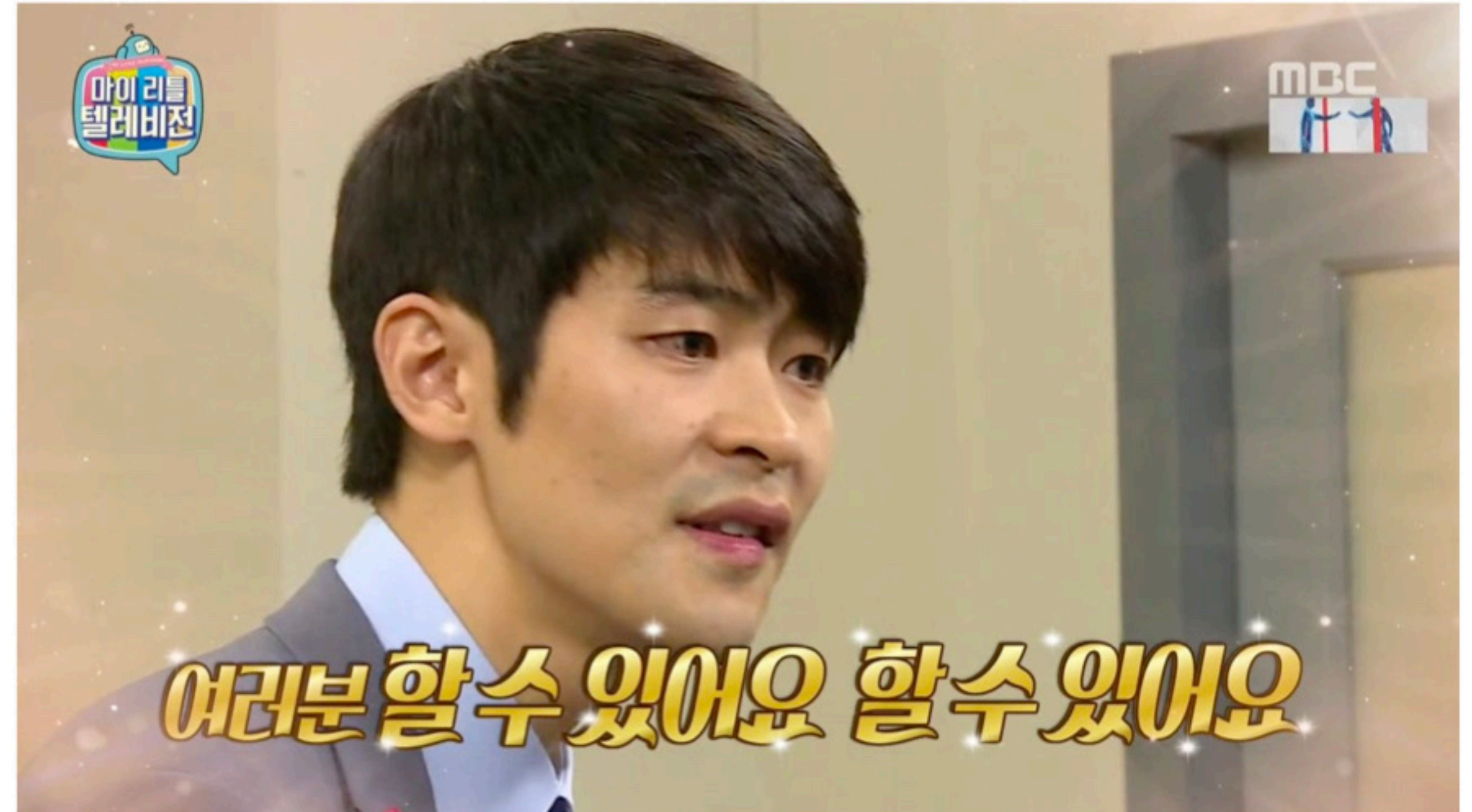
점점 풍성해지는 신규 시스템



신규 시스템

두려움 없이 수정 할 수 있어요

- 역할 별로 레이어가 나누어져 수정에 대한 **영향 범위 예측** 가능
- 시스템 전반적으로 일관된 구성으로 이루어져 **기능 추가나 수정에 대한 비용 감소**
- 객체들에게 행위를 위임하는 구조로 되어 **코드 가독성 증가**
- 로직간 **낮은 결합도**로 쉬운 변경



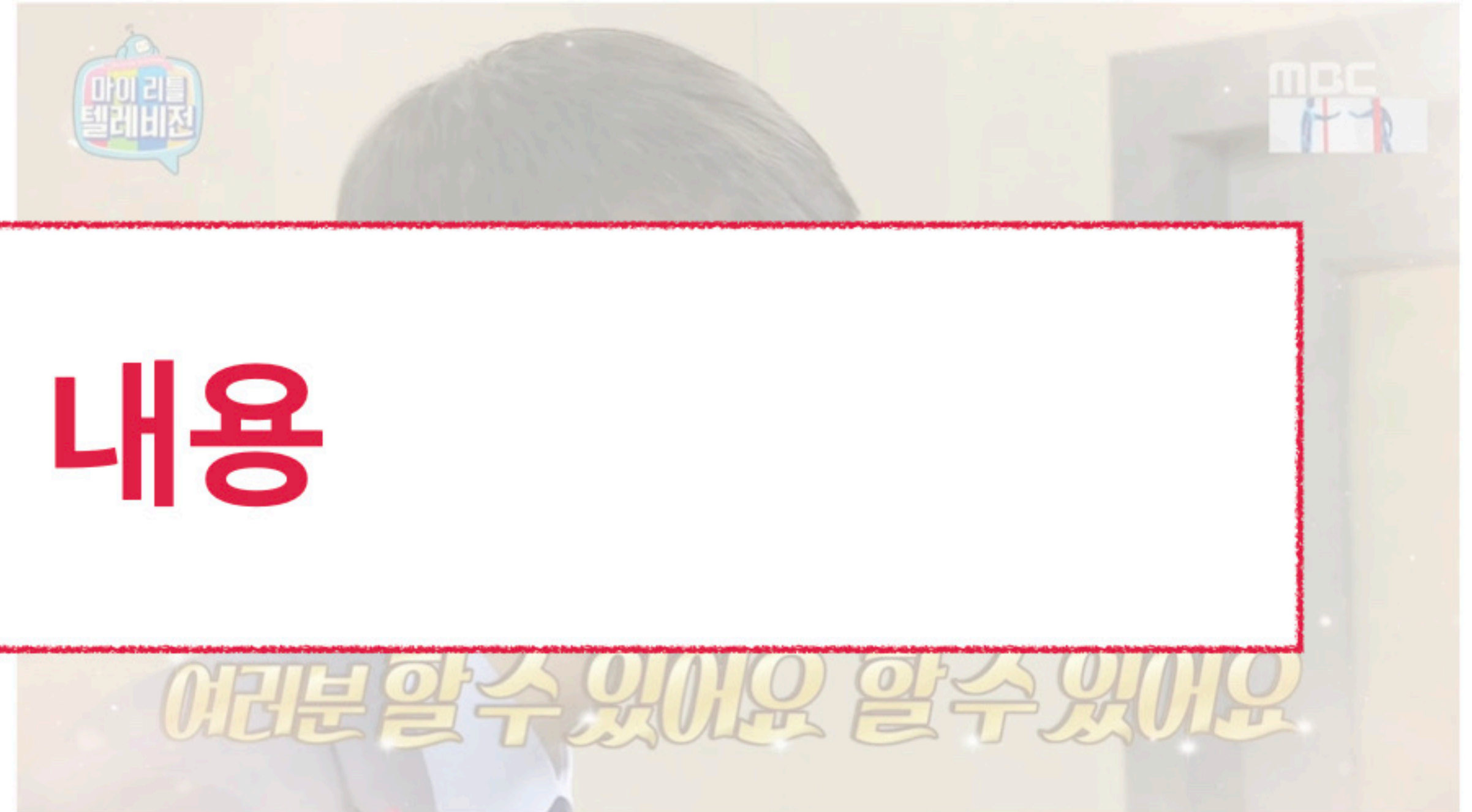
신규 시스템

두려움 없이 수정 할 수 있어요

○ 역영
○ 시어

뻘한 내용

- 객세글에게 앵기글 기림이인 주소도 피어 코드 가독성 증가
- 로직간 낮은 결합도로 쉬운 변경



어려웠던 부분들

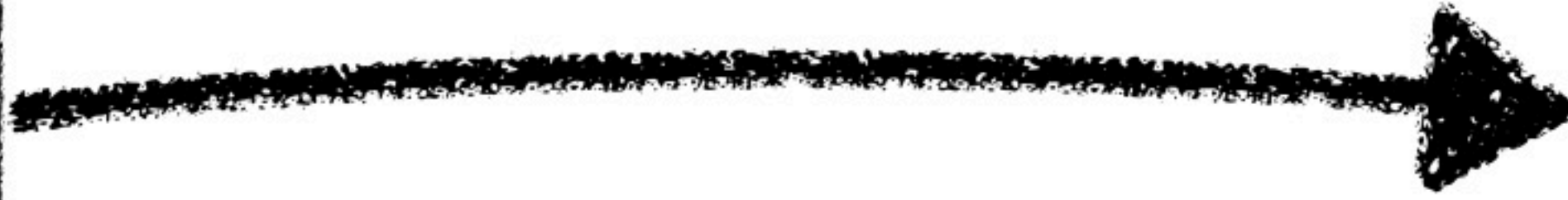
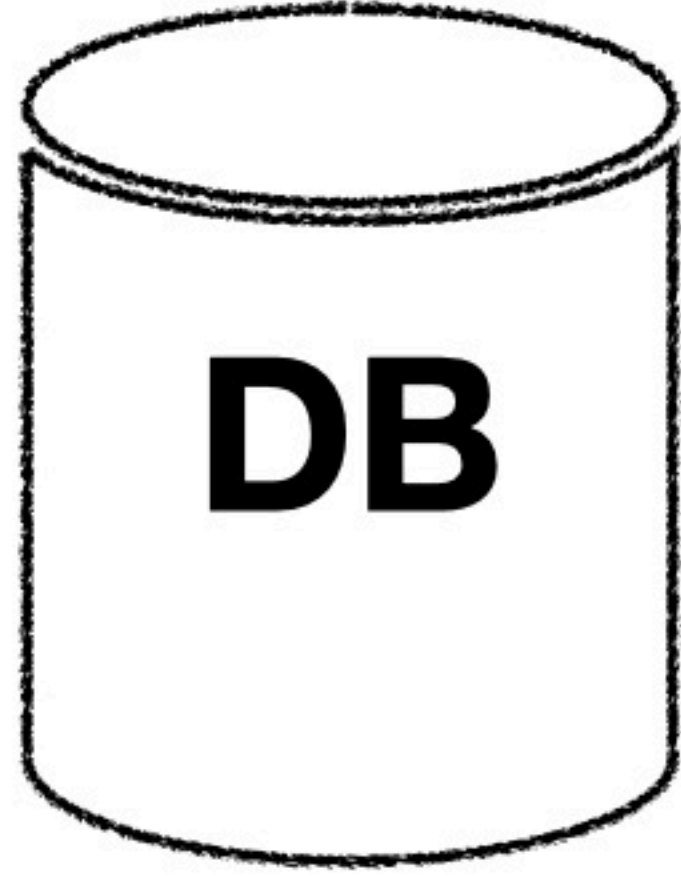
오늘따라 왜이리 원망스러워 보이는지



책임, 역할 할당에 대한 어려움
(도메인 모델의 모델링 어려움)

모델링의 어려움

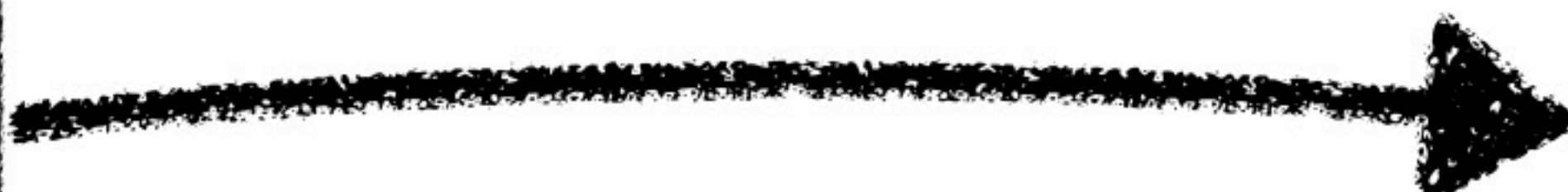
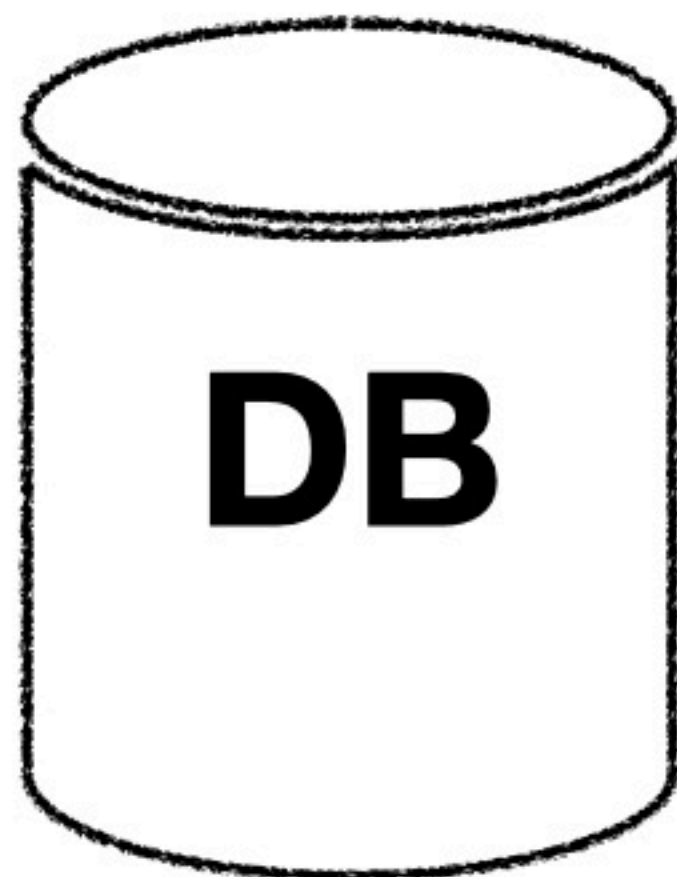
습관



domain

모델링의 어려움

습관



domain

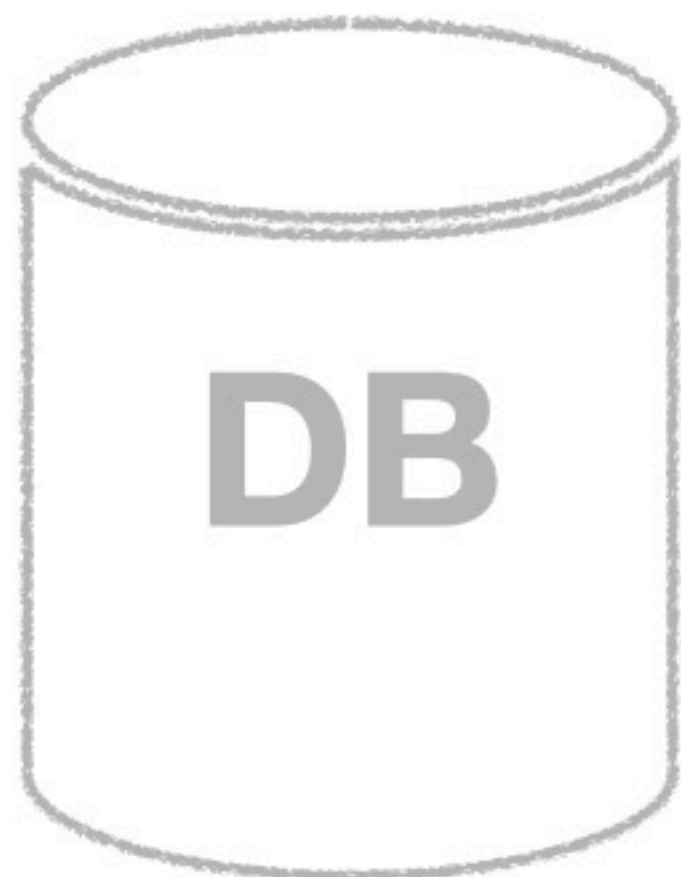
prod_nm	prod_id	prod_url	category_id
Skecher	123456789	http://test.com	A123456
굽힘방지의자캡(사각/투명)소 0572 (4개입)	12345788	http://test.com	A234567
코데즈컴바인 이너웨어 [코데즈이너웨어]	123456787	http://test.com	A345678



```
{  
  "prod": {  
    "prodId": "123456789",  
    "catId": "A123456",  
    "prodNm": "Skecher",  
    "prodUrl": "http://test.com"  
  }  
}
```


모델링의 어려움

습관



domain

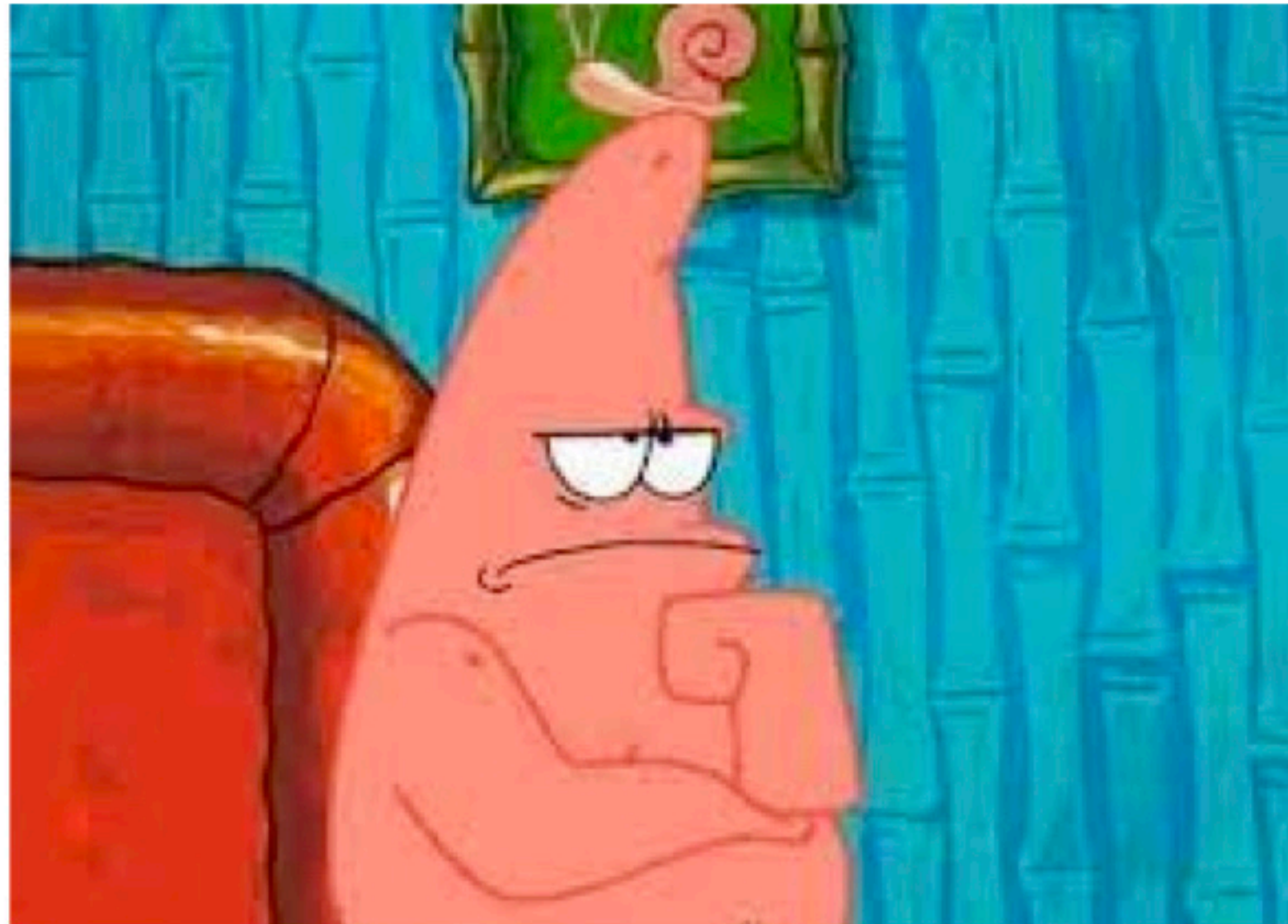
DB 구조를 도메인 구조에 반영하는 습관

prod_nm			
Skecher	123456789	http://test.com	A123456
굽힘방지의자캡(사각/투명)소 0572 (4개입)	12345788	http://test.com	A234567
코데즈컴바인 이너웨어 [코데즈이너웨어]	123456787	http://test.com	A345678



```
prod : {  
  "prodId" : "123456789",  
  "catId" : "A123456",  
  "prodNm" : "Skecher",  
  "prodUrl" : "http://test.com"  
}
```

역할에 대한 고민



‘상품’의 의미 고민

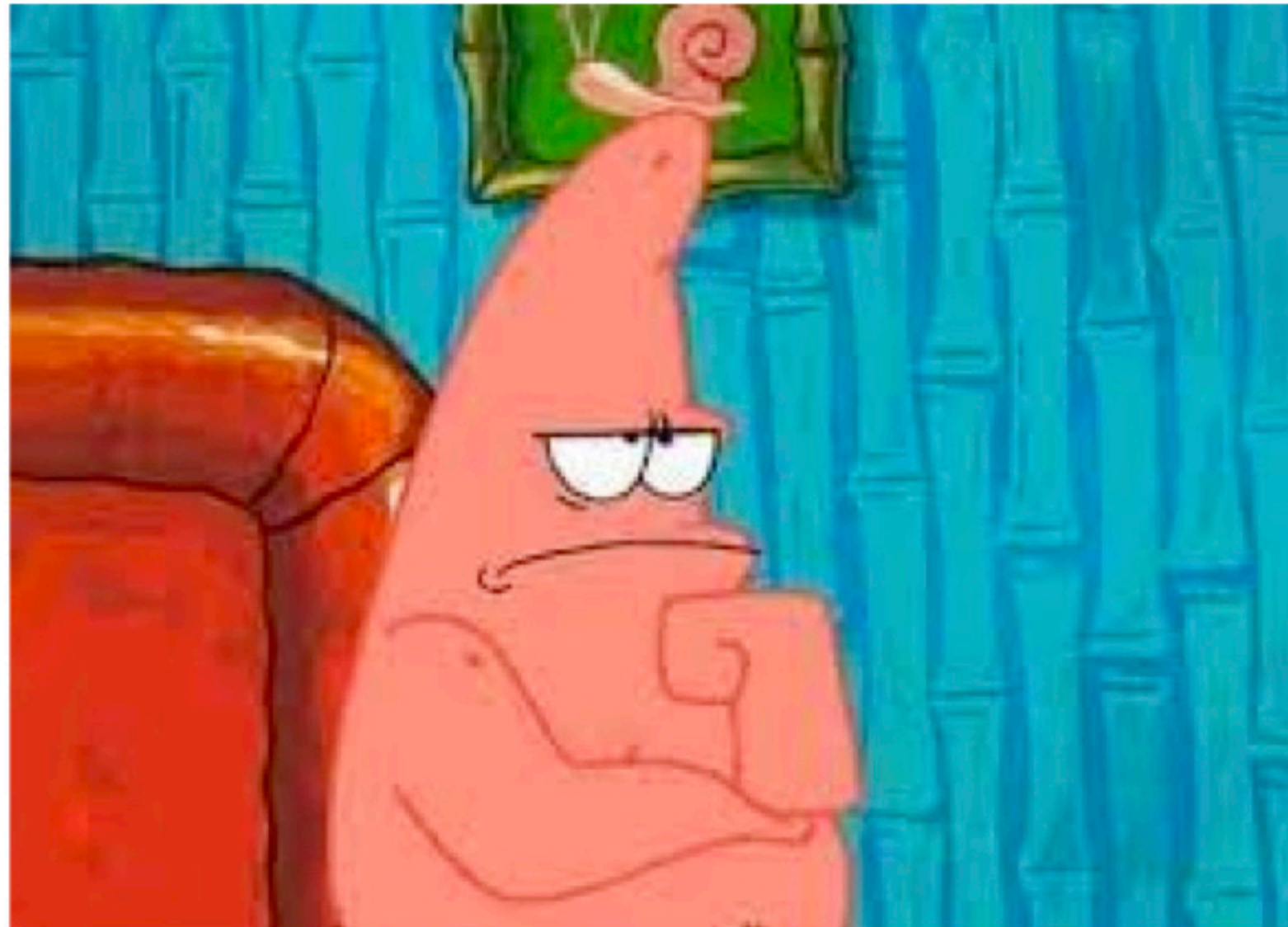
우리 서비스에서 ‘상품’은 어떤 의미일까?



‘상품’의 의미 고민

재화나 서비스 그 자체로는 의미가 와 닿지 않음

우리 서비스에서 ‘상품’은 어떤 의미일까?

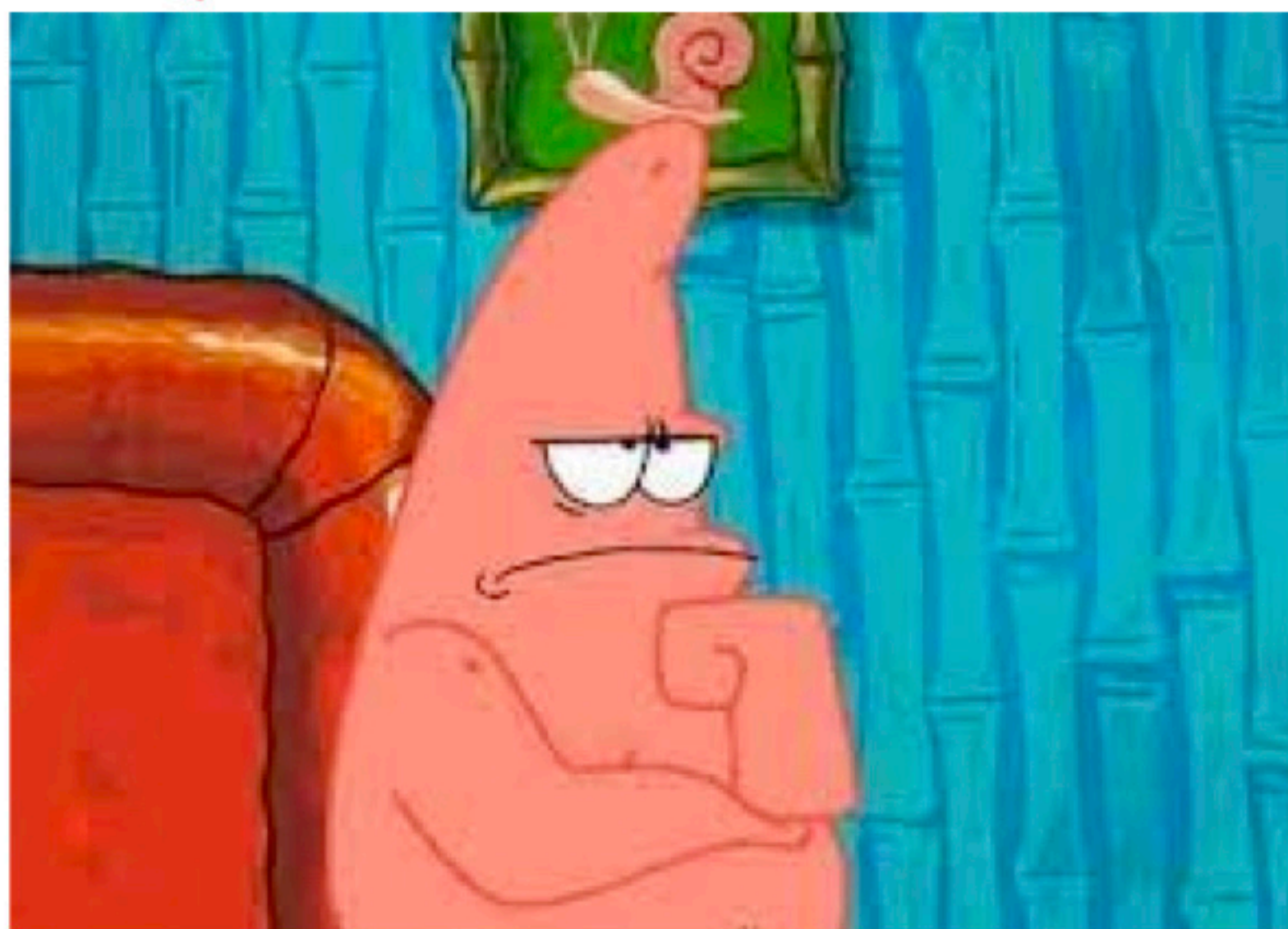


‘상품’의 의미 고민

판매자가 구매자에게 제공하는
재화나 서비스에 대한 **구매 제안서**

재화나 서비스의 의미는 와 닿지 않음

우리 서비스에서 ‘상품’은 어떤 의미일까?



‘판매상품’ 정의

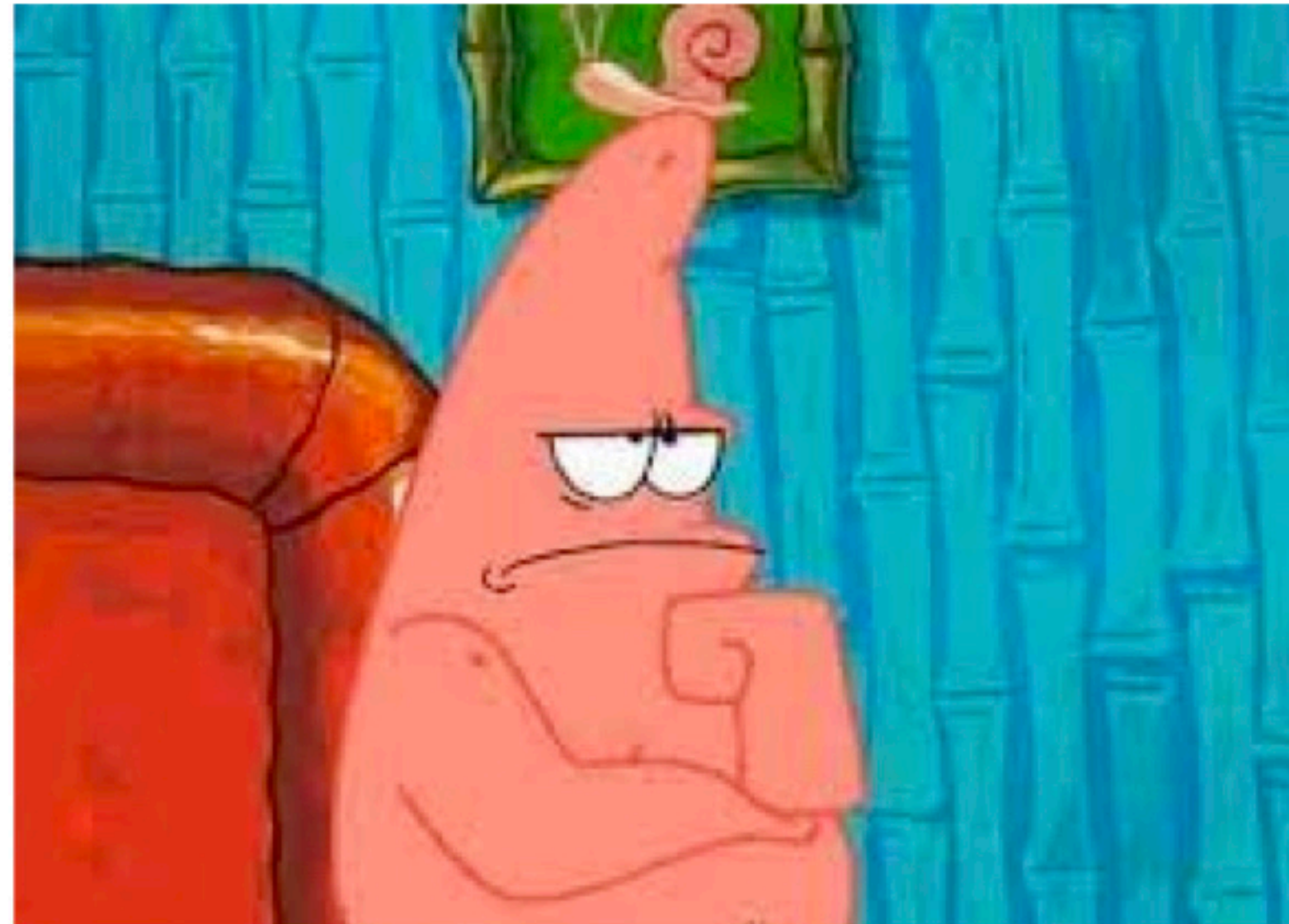
‘상품’을 ‘판매 상품’으로 재정의



‘판매상품’ 정의

판매자가 상품을 판매하기 위한 판매 정보

‘상품’을 ‘판매 상품’으로 재정의

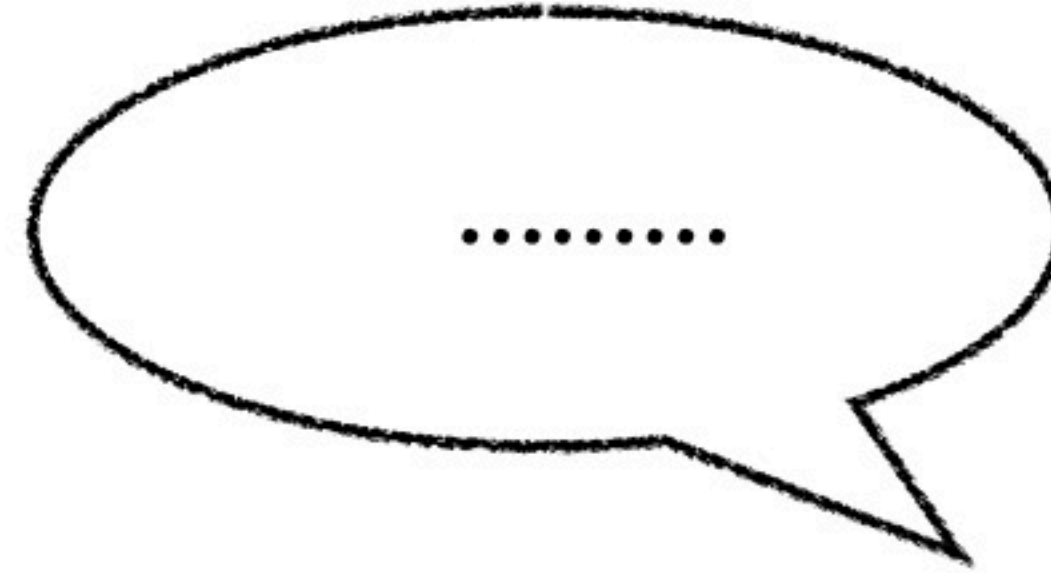


‘판매상품’ 역할 고민

‘판매 상품’이 수행하는 역할은?

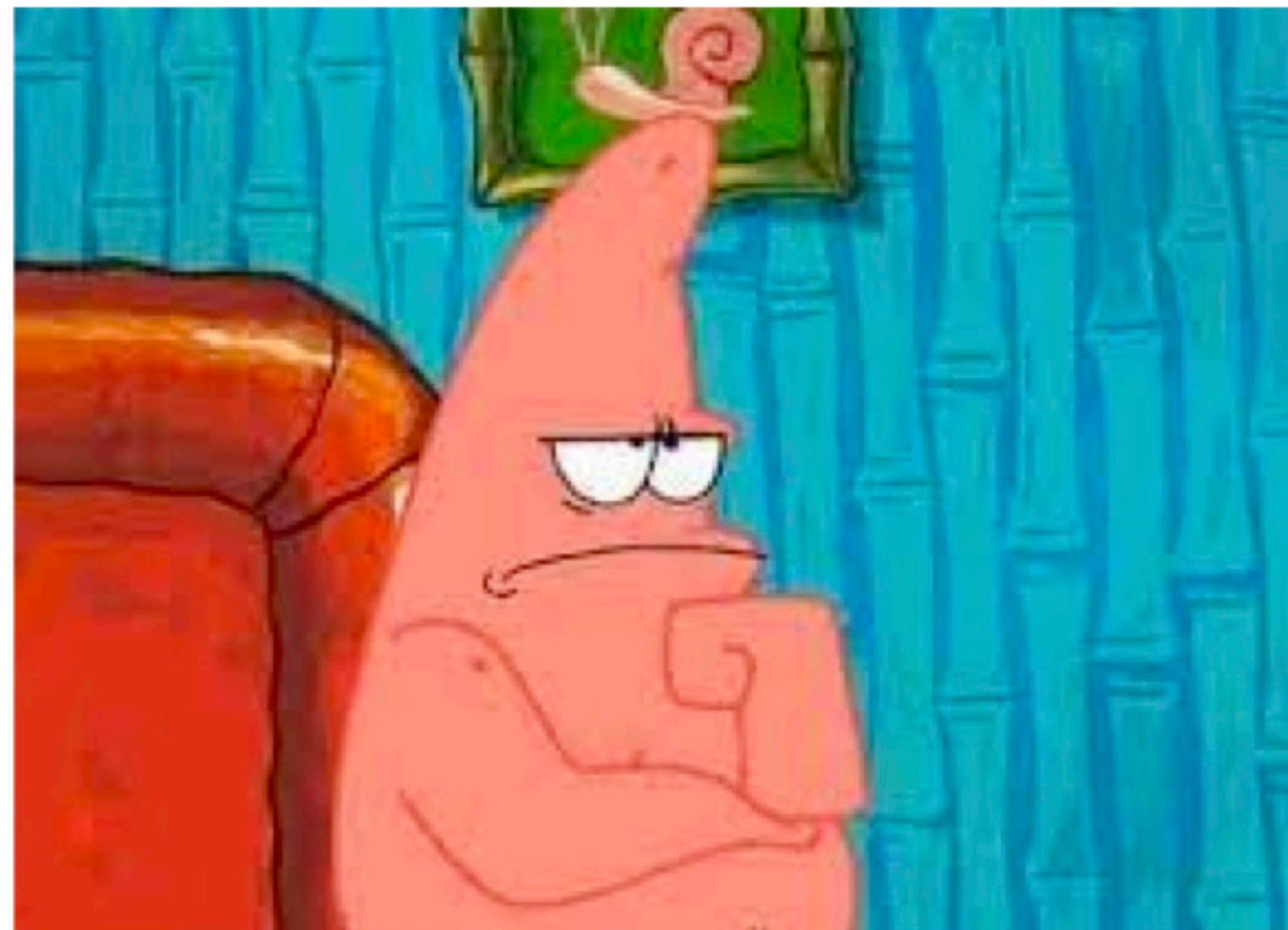


역할에 대한 고민



가격 제시, 상품에 대한 정보, 상품에 대한 이벤트

'판매 상품'이 수행하는 역할은?



역할에 맞는 타입 구성

- 구현체에 종속되는 스키마가 아닌 일반적으로 사용 가능한 **추상화 된 스키마** 구성 필요
 - schema.org
- ‘판매 상품’을 표현할 수 있는 타입 검색
 - ‘Offer’ 타입 선정
 - ‘아이템에 대한 권리를 양도하거나 서비스를 제공 하겠다는 제안.’
- 필요한 속성들 차용해서 구성

The screenshot shows the Schema.org website for the 'Offer' type. The page title is 'Offer' and it is described as 'A Schema.org Type'. The breadcrumb trail is 'Thing > Intangible > Offer'. The description states: 'An offer to transfer some rights to an item or to provide a service — for example, an offer to sell tickets to an event, to rent the DVD of a movie, to stream a TV show over the internet, to repair a motorcycle, or to loan a book.' A note mentions the 'businessFunction' property. Below the text is a table with three columns: 'Property', 'Expected Type', and 'Description'. The table lists various properties such as 'acceptedPaymentMethod', 'addOn', 'advanceBookingRequirement', 'aggregateRating', 'areaServed', 'asin', 'availability', 'availabilityEnds', 'availabilityStarts', 'availableAtOrFrom', 'availableDeliveryMethod', 'businessFunction', and 'category'.

Property	Expected Type	Description
Properties from Offer		
<code>acceptedPaymentMethod</code>	LoanOrCredit or PaymentMethod	The payment method(s) accepted by seller for this offer.
<code>addOn</code>	Offer	An additional offer that can only be obtained in combination with the first base offer (e.g. supplements and extensions that are available for a surcharge).
<code>advanceBookingRequirement</code>	QuantitativeValue	The amount of time that is required between accepting the offer and the actual usage of the resource or service.
<code>aggregateRating</code>	AggregateRating	The overall rating, based on a collection of reviews or ratings, of the item.
<code>areaServed</code>	AdministrativeArea or GeoShape or Place or Text	The geographic area where a service or offered item is provided. Supersedes <code>serviceArea</code> .
<code>asin</code>	Text or URL	An Amazon Standard Identification Number (ASIN) is a 10-character alphanumeric unique identifier assigned by Amazon.com and its partners for product identification within the Amazon organization (summary from Wikipedia's article). Note also that this is a definition for how to include ASINs in Schema.org data, and not a definition of ASINs in general - see documentation from Amazon for authoritative details. ASINs are most commonly encoded as text strings, but the [asin] property supports URL/URI as potential values too.
<code>availability</code>	ItemAvailability	The availability of this item—for example In stock, Out of stock, Pre-order, etc.
<code>availabilityEnds</code>	Date or DateTime or Time	The end of the availability of the product or service included in the offer.
<code>availabilityStarts</code>	Date or DateTime or Time	The beginning of the availability of the product or service included in the offer.
<code>availableAtOrFrom</code>	Place	The place(s) from which the offer can be obtained (e.g. store locations).
<code>availableDeliveryMethod</code>	DeliveryMethod	The delivery method(s) available for this offer.
<code>businessFunction</code>	BusinessFunction	The business function (e.g. sell, lease, repair, dispose) of the offer or component of a bundle (TypeAndQuantityNode). The default is http://purl.org/goodrelations/v1#Sell.
<code>category</code>	CategoryCode or PhysicalActivityCategory or Text or Thing or URL	A category for the item. Greater signs or slashes can be used to informally indicate a category hierarchy.
	Text	A URL template (RFC 6570) for a checkout page for an offer. This approach allows

모델링의 어려움

역할이

여기서 잠깐!! schema.org가 무엇인가요?

구현

추상

소스

판단

오류

오류

다른 제안.

필요한 속성들 차용해서 구성

Schema.org is a collaborative, community activity with a mission to create, maintain, and promote schemas for structured data on the Internet, on web pages, in email messages, and beyond. Schema.org vocabulary can be used with many different encodings, including RDFa, Microdata and JSON-LD. These vocabularies cover entities, relationships between entities and actions, and can easily be extended through a well-documented extension model. Over 10 million sites use Schema.org to markup their web pages and email messages. Many applications from Google, Microsoft, Pinterest, Yandex and others already use these vocabularies to power rich, extensible experiences. Founded by Google, Microsoft, Yahoo and Yandex, Schema.org vocabularies are developed by an open **community** process, using the public-schemaorg@w3.org mailing list and through **GitHub**. A shared vocabulary makes it easier for webmasters and developers to decide on a schema and get the maximum benefit for their efforts. It is in this spirit that the founders, together with the larger community have come together - to provide a shared collection of schemas.

<code>availabilityStarts</code>	DateTime or Time	
<code>availableAtOrFrom</code>	Place	The place(s) from which the offer can be obtained (e.g. store locations).
<code>availableDeliveryMethod</code>	DeliveryMethod	The delivery method(s) available for this offer.
<code>businessFunction</code>	BusinessFunction	The business function (e.g. sell, lease, repair, dispose) of the offer or component of a bundle (TypeAndQuantityNode). The default is http://purl.org/goodrelations/v1#Sell .
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모델링의 어려움

역할이

세 줄 요약

- 인터넷, 웹 페이지, 이메일 메시지 등에서 **구조화된 데이터에 대한 스키마**를 만들고, 유지 관리하고, 홍보하는 것을 사명으로 하는 **협업 커뮤니티** 활동입니다.

○ '판매 상품'을 표현할 수 있는 타입 검색

어휘를 공유하면 웹마스터와 개발자가 **스키마를 쉽게 결정**하고 노력에 대한 최대한의 이점을 얻을 수 있습니다

○ 공유 시스템 리우케시쿠비

Google, Microsoft, Yahoo, Yandex가 설립한 Schema.org

역할에 맞는 타입 구성

- 구현체에 종속되는 스키마가 아닌 일반적으로 사용 가능한 추상화 된 스키마 구성 필요
 - schema.org
- ‘판매 상품’을 표현할 수 있는 타입 검색
 - ‘아이템에 대한 권리를 양도하거나 서비스를 제공 하겠다는 제안.’
 - ‘Offer’ 타입 선정
- 필요한 속성들 차용해서 구성

Schema.org Docs Schemas Validate About

Offer

A Schema.org Type

Thing > Intangible > Offer [\[more..\]](#)

An offer to transfer some rights to an item or to provide a service — for example, an offer to sell tickets to an event, to rent the DVD of a movie, to stream a TV show over the internet, to repair a motorcycle, or to loan a book.

Note: As the `businessFunction` property, which identifies the form of offer (e.g. sell, lease, repair, dispose), defaults to `http://purl.org/goodrelations/v1#Sell`; an Offer without a defined `businessFunction` value can be assumed to be an offer to sell.

For GTIN-related fields, see [Check Digit calculator](#) and [validation guide](#) from GS1.

Property	Expected Type	Description
Properties from Offer		
<code>acceptedPaymentMethod</code>	LoanOrCredit or PaymentMethod	The payment method(s) accepted by seller for this offer.
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<code>aggregateRating</code>	AggregateRating	The overall rating, based on a collection of reviews or ratings, of the item.
<code>areaServed</code>	AdministrativeArea or GeoShape or Place or Text	The geographic area where a service or offered item is provided. Supersedes <code>serviceArea</code> .
<code>asin</code>	Text or URL	An Amazon Standard Identification Number (ASIN) is a 10-character alphanumeric unique identifier assigned by Amazon.com and its partners for product identification within the Amazon organization (summary from Wikipedia's article). Note also that this is a definition for how to include ASINs in Schema.org data, and not a definition of ASINs in general - see documentation from Amazon for authoritative details. ASINs are most commonly encoded as text strings, but the <code>[asin]</code> property supports URL/URI as potential values too.
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모델링의 어려움

역할

- 구현체에 종
- 추상화 된 스
- schema
- '판매 상품'
- 'Offer'
- '아이템'
- 다른 제
- 필요한 속성

```
{  
  "offer": {  
    "identifier": "123456789",  
    "itemOffered": {  
      "category": {  
        "identifier": "A123456"  
      }  
    },  
    "name": "Skecher",  
    "url": "http://test.com"  
  }  
}
```

category
or
Text or
Thing or
URL
Text

A URL template (RFC 6570) for a checkout page for an offer. This approach allows

G본쇼샤

0:58

뇌가 뿔혀 나갈듯한 고통

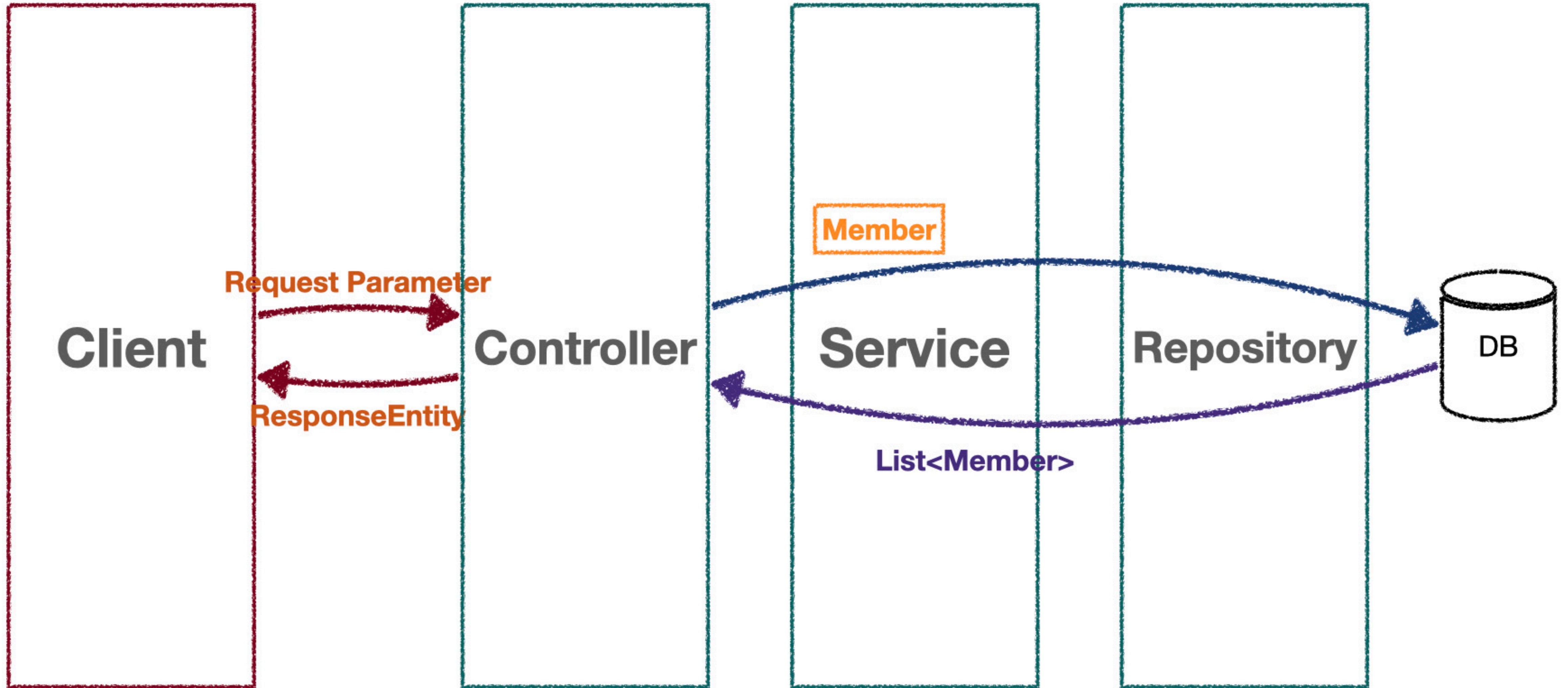
의존성 방향 정리에 대한 어려움

- 인터페이스가 잘 정의되지 않은 경우
- 역할이 잘 할당되지 않은 경우

요구사항

- 회원 리스트를 여러가지 조건으로 조회

의존성 정리 어려움



요구사항 추가

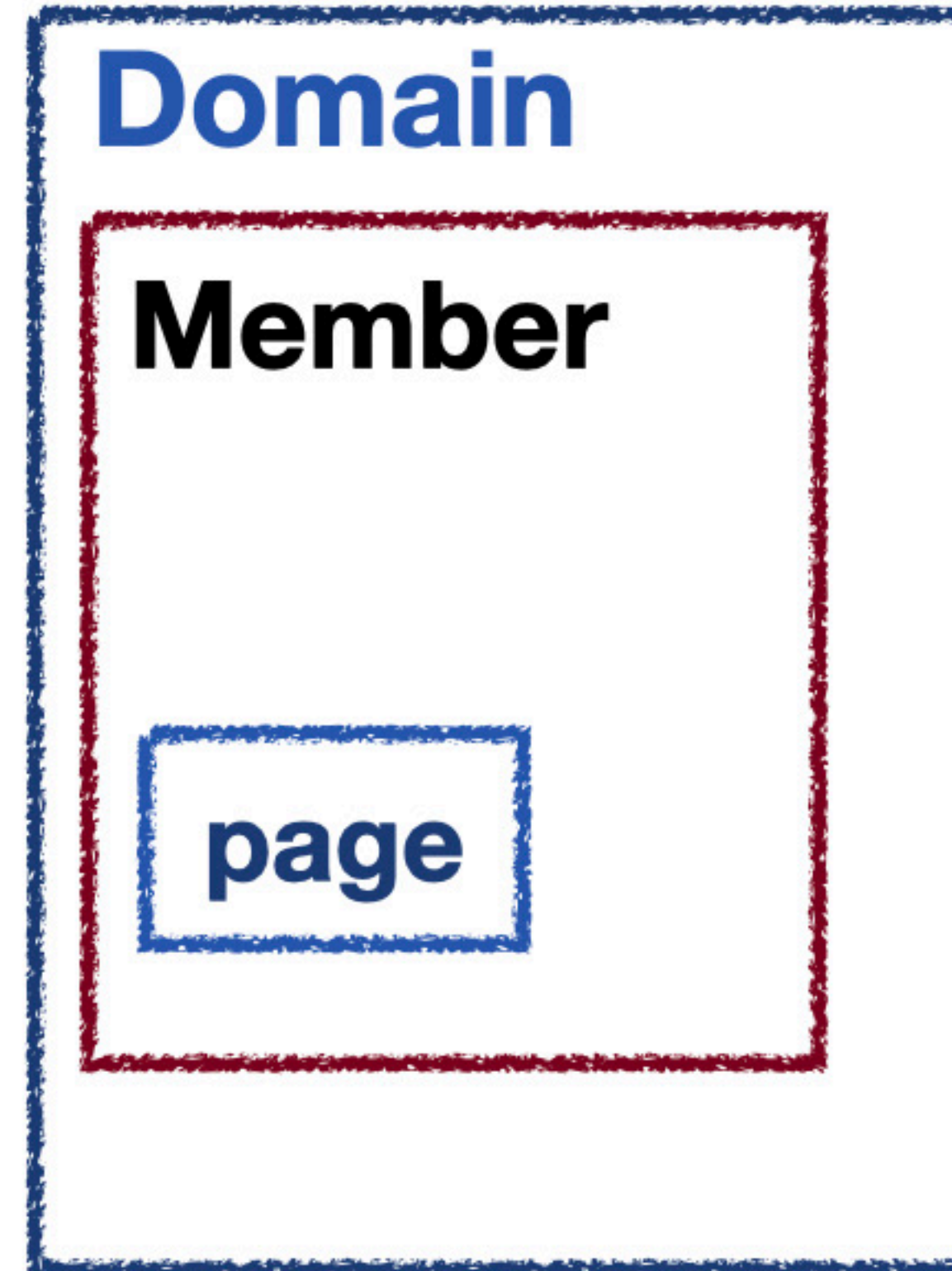
- 회원 리스트를 여러가지 조건으로 조회
- 페이징을 통해 개수 조정

페이징을 어떻게 구현?

- 기존 레이어 간 메시지 전달을 담당하던 Member 객체를 통해 구현

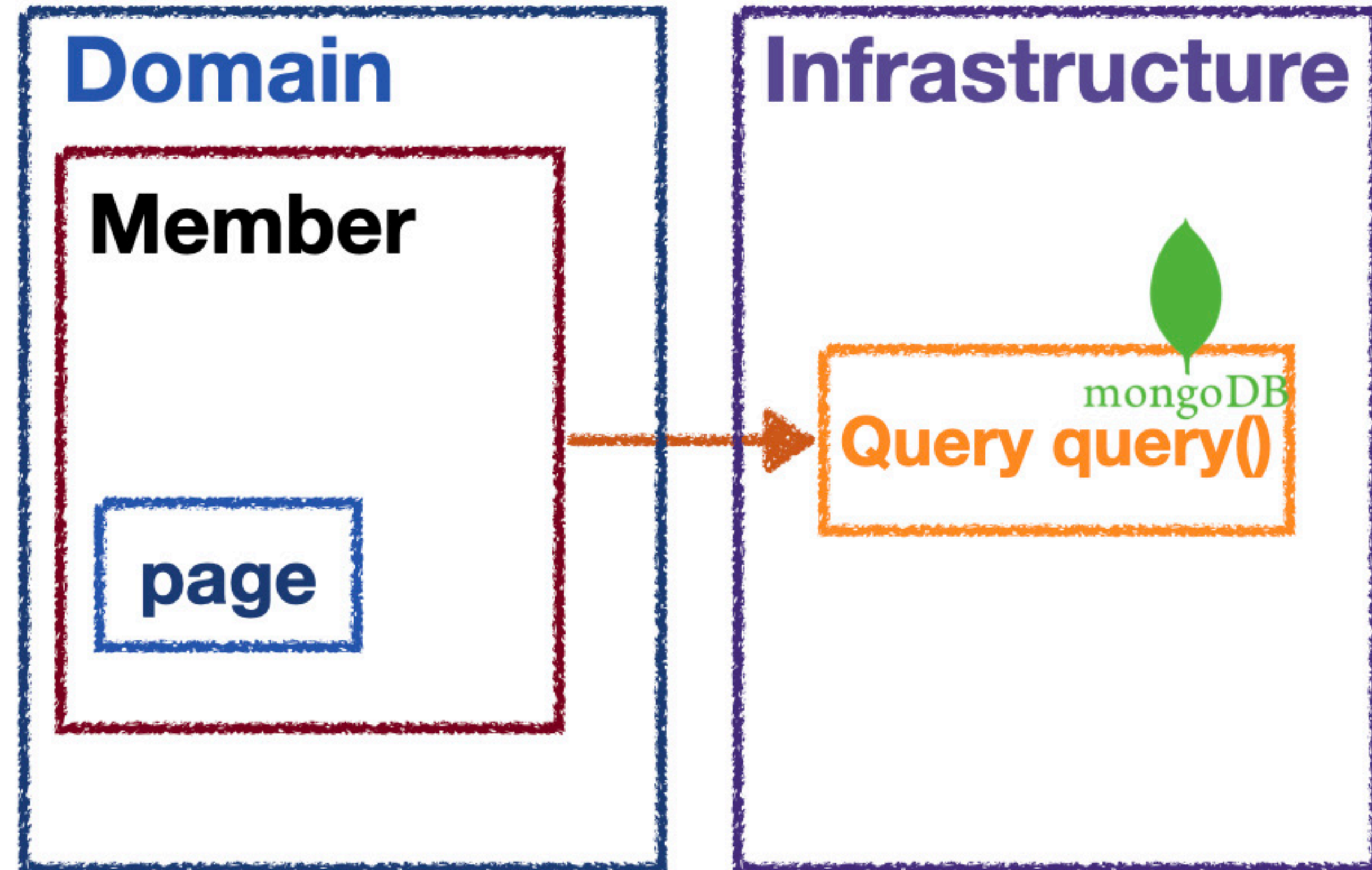
Member 타입의 역할 확대

- 페이지징에 대한 요구사항 확대 지원
- Member 내부에 Page 데이터 추가



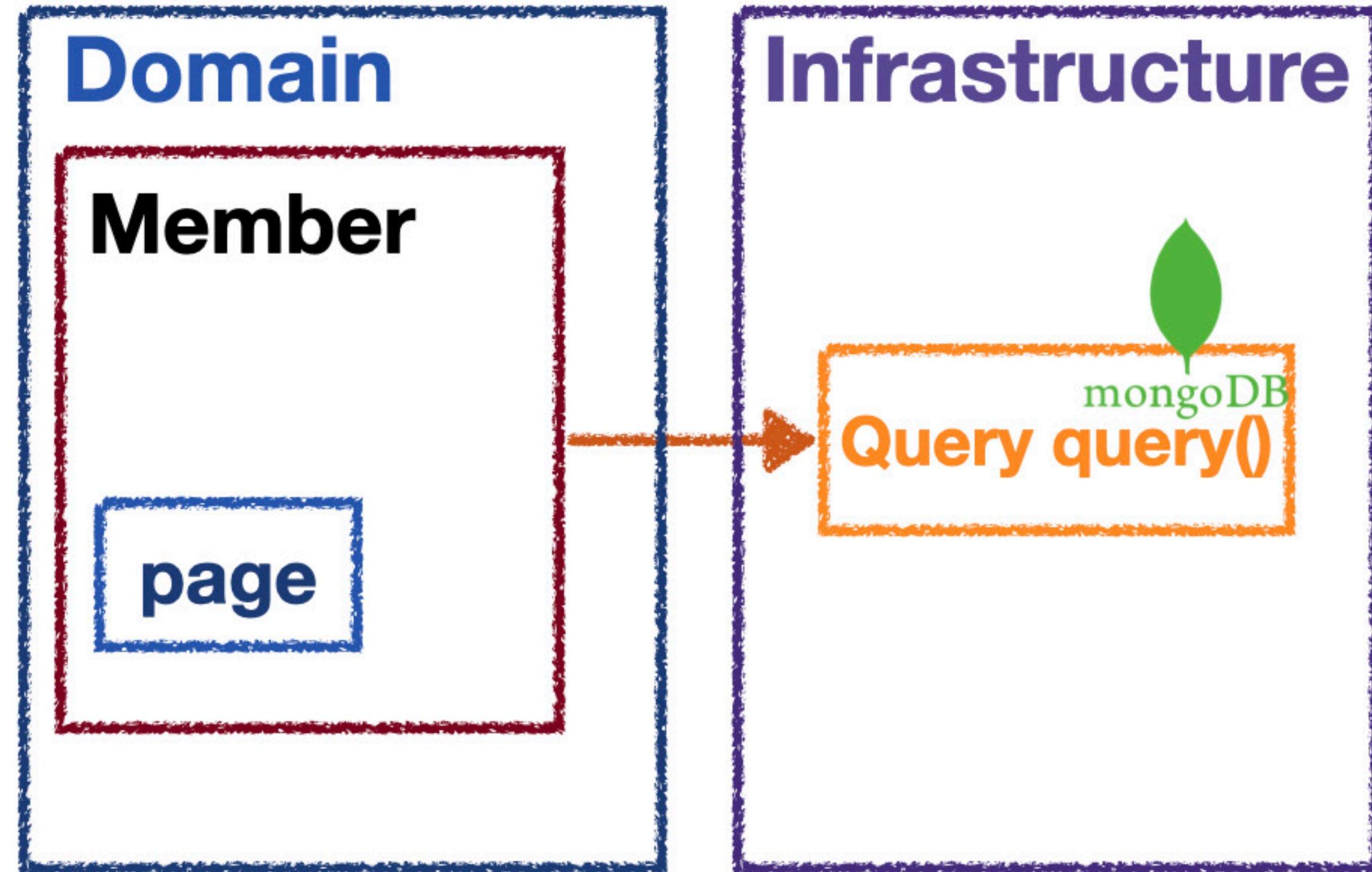
Member 타입의 역할 확대

- 페이징에 대한 요구사항 확대 지원
 - Member 내부에 Page 데이터 추가
- DB 쿼리 생성에 대한 책임을 Member에게 부여



Member 타입의 역할 확대

- 페이징에 대한 요구사항 확대 지원
 - Member 내부에 Page 데이터 추가
- DB 쿼리 생성에 대한 책임을 Member에게 부여
- 본래의 역할을 넘어서는 책임을 부여하고 싶은 유혹
- 불필요한 역할의 확대로 도메인 객체가 인프라에 대한 의존성을 가져가고 싶은 유혹



역할의 재조정

- Member에서 요청에 관련한 **역할 분할**
- 요청에 관련된 **역할 Request** 객체에게 **할당**

역할 분할

- 요청에 대한 책임 담당할 인터페이스 생성
- 행동 정의
 - 요청에 대한 쿼리 생성
 - 요청에 대한 페이징 쿼리 생성
- MemberRequest 인터페이스로 레이어 간 메시지 전송
- 메소드 구현은 구현체에서 DB에 알맞는 타입으로 구현

MemberRequest<T>

Member

T page()

T query()

의존성 정리 어려움

역할 분할

MemberRequest<T>

○ 요청에 대한 처리

인터페이스들에 알맞는 역할들 부여

○ 행동 정의

○ 요청에 대한 응답

○ 요청에 대한 처리

규약에 어긋나는 의존성 방향 정리 가능

○ MemberRequest 타입으로 레이어 간 메시지 전송

○ 메소드 구현은 구현체에서 DB에 알맞는 타입으로 구현

T query()

의존성 정리 어려움

역할 분할

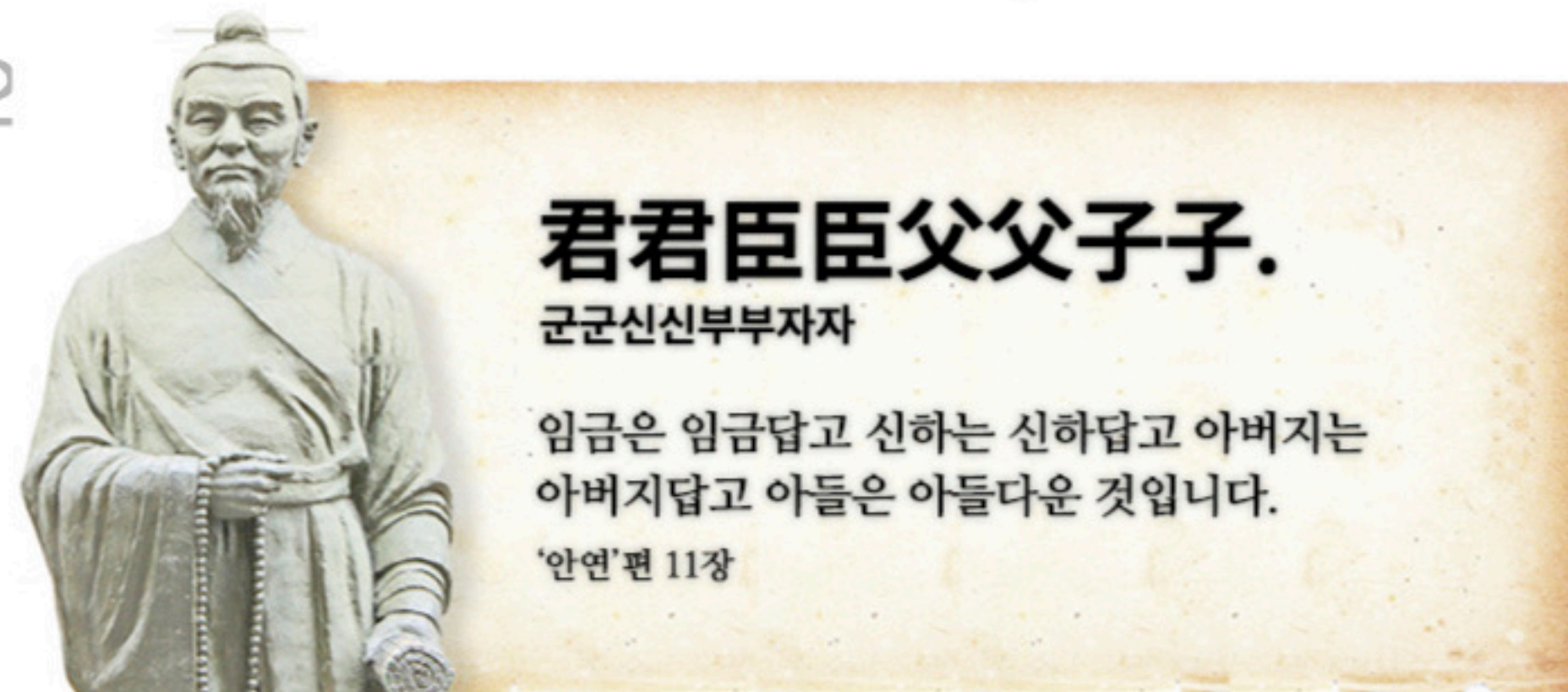
MemberRequest<T>

중요한 건 역할

- 요청
- 행동
- 요구
- 요구

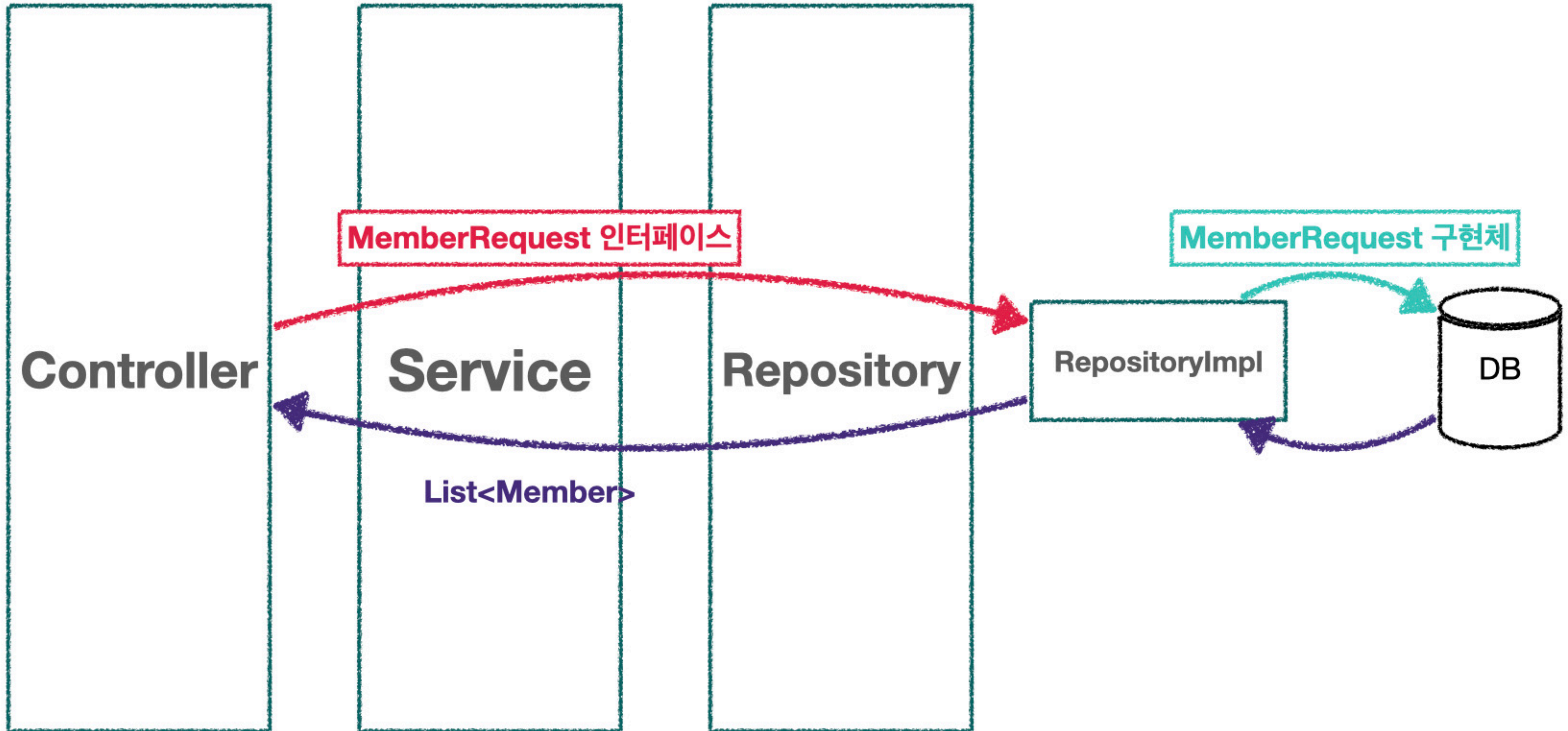
○ MemberRequest 타입의

○ 메소드 구현은 구현체에서 구현

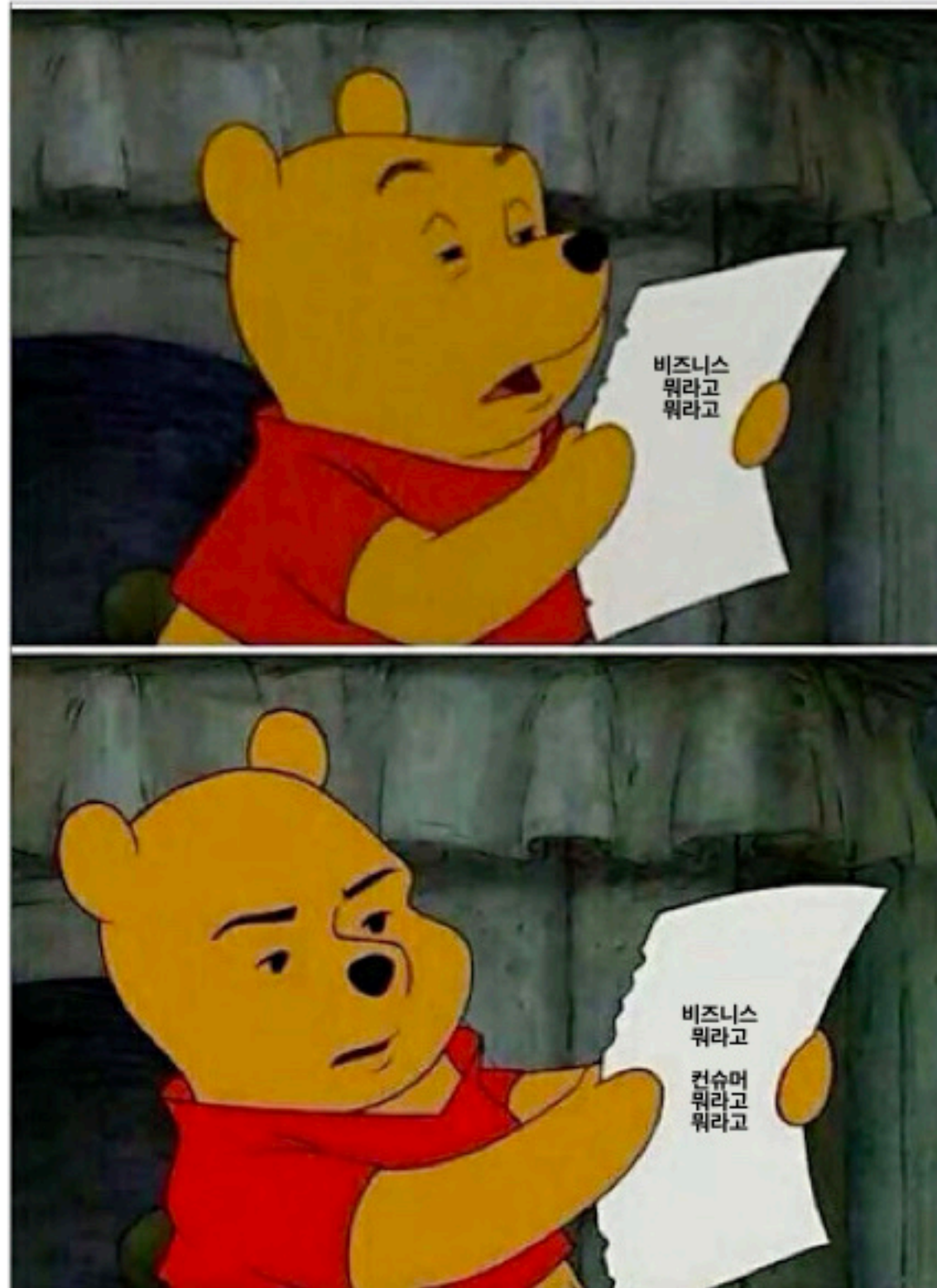


query()

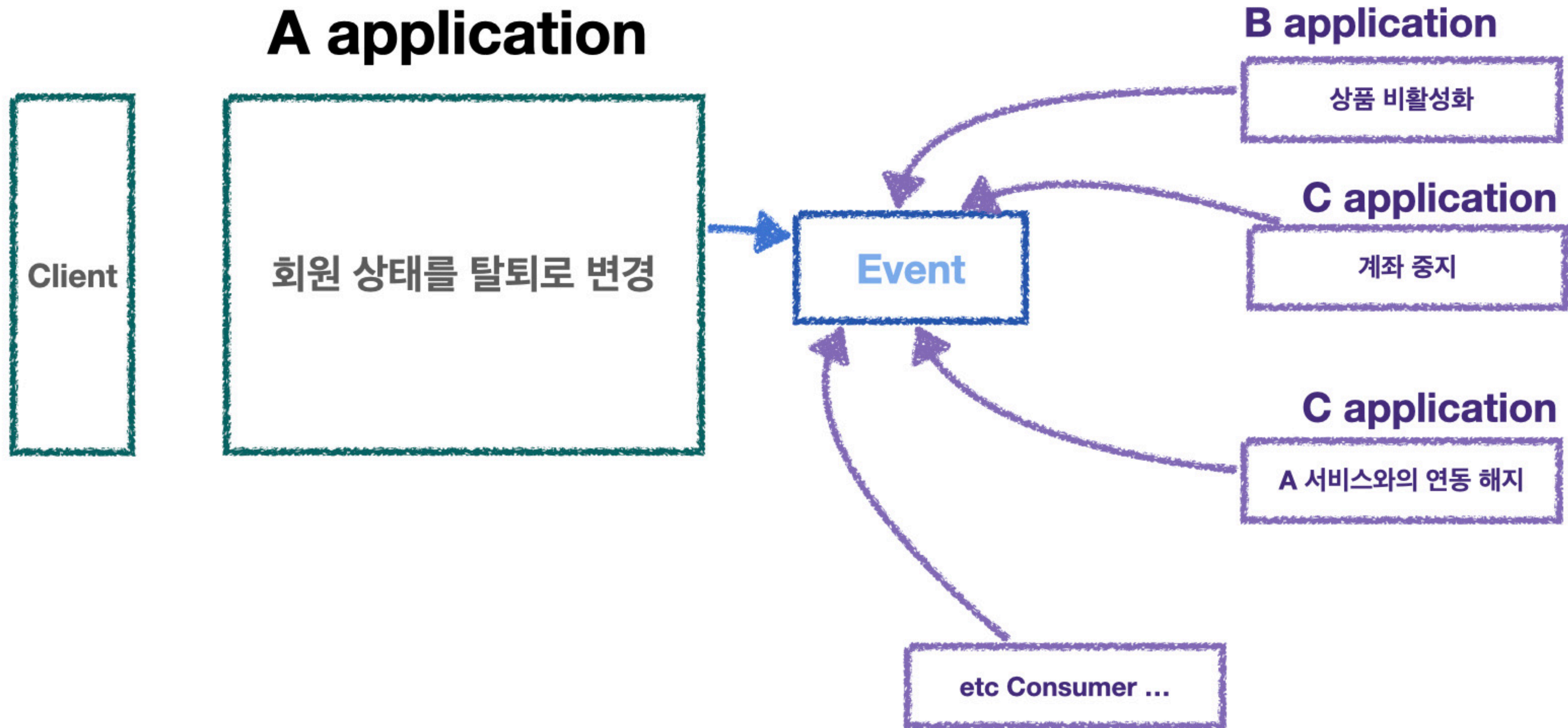
의존성 정리 어려움



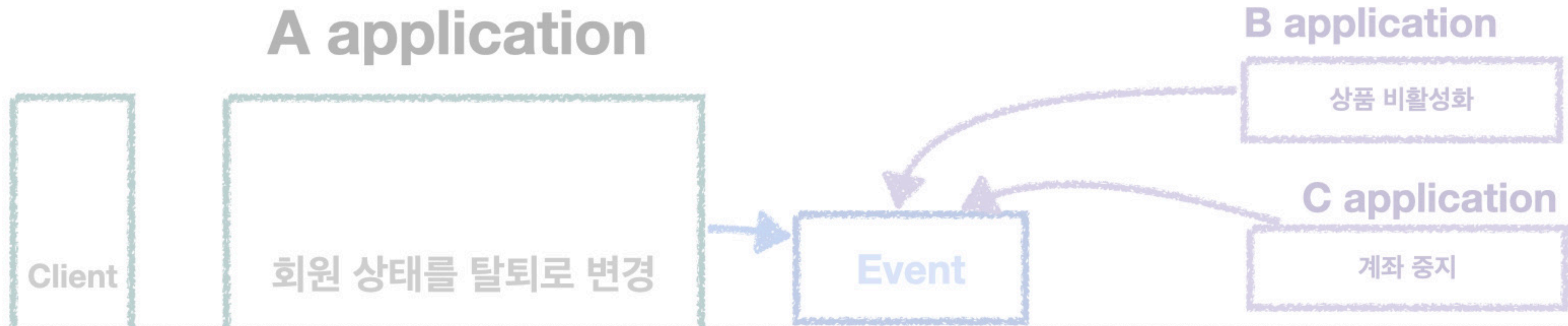
눈에 보이지 않는 비즈니스 흐름



비직관적인 비즈니스 흐름



비직관적인 비즈니스 흐름



**코드가 관심사에 따라 분리되어 있어서
전체적인 비즈니스 흐름을 직관적으로 볼 수가 없음**

etc Consumer ...

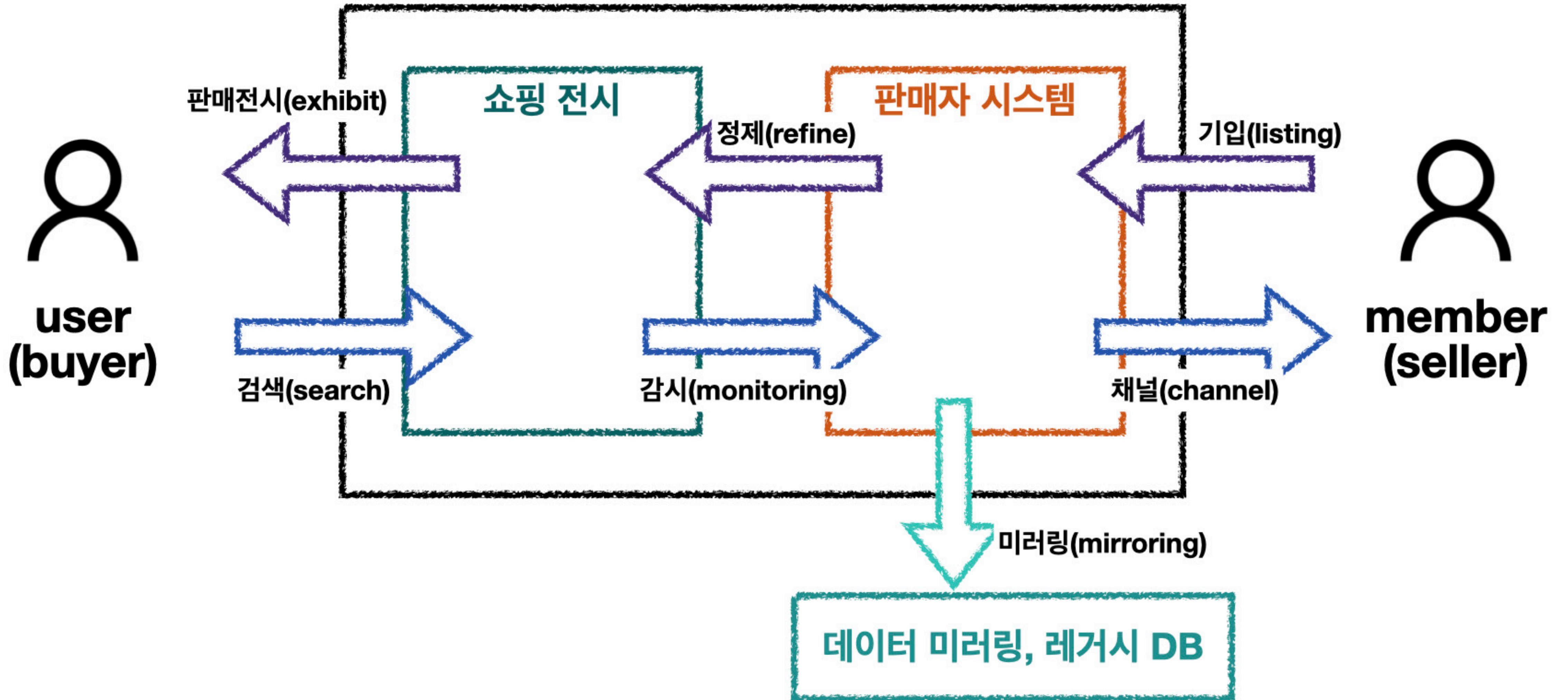
비직관적인 비즈니스 흐름

코드의 직관성과 유연성은 trade off 되는 가치

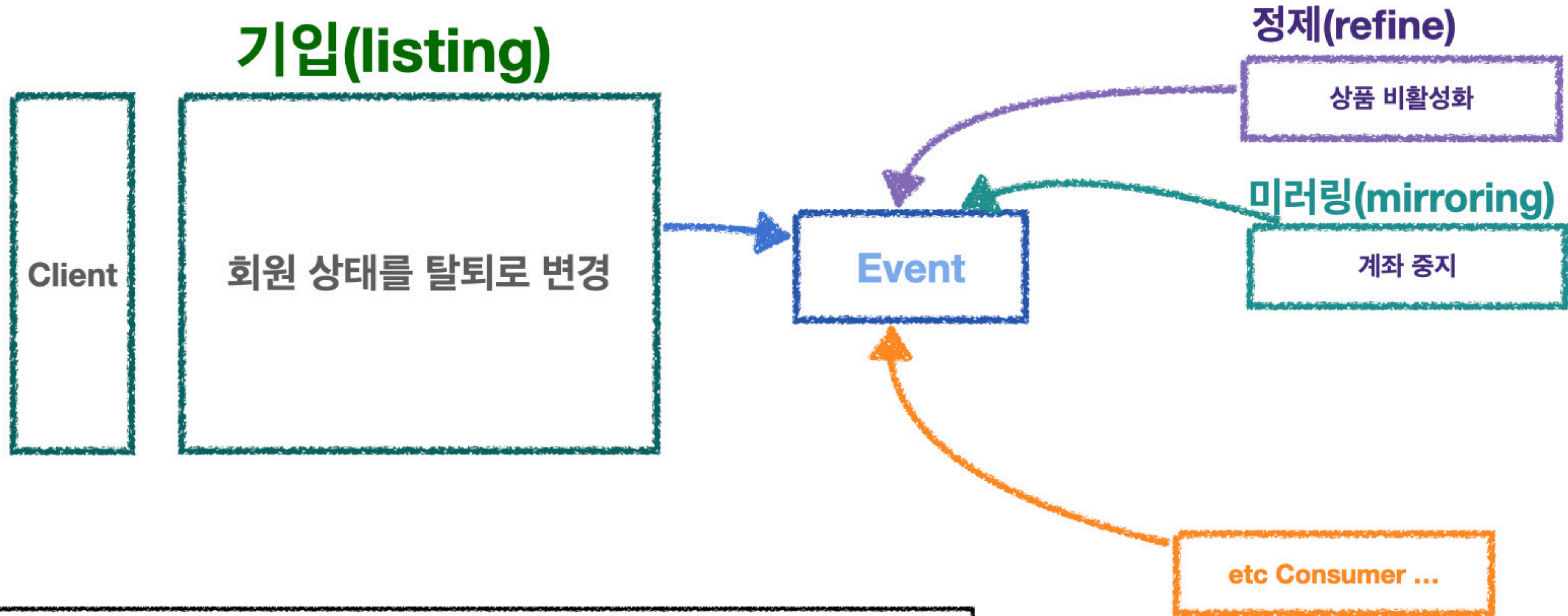
코드의 직관성과 유연성은 **trade off** 되는 가치
> 시스템의 유연성을 더 높은 가치로 평가

패키지, 애플리케이션은 **역할과 책임**으로 구분
> 코드의 위치는 코드가 어떤 **책임**을 가지냐에 따라
유추 가능

비직관적인 비즈니스 흐름



비직관적인 비즈니스 흐름



책임을 바탕으로 구현 위치 확인

마지막 소감

여전히 진행중인 시스템 전환



마지막 소감

역할을 할당하는 고통
또한 현재 진행형



창작의 고통에 몸부림

마지막 소감

**옳은 방향으로 가고
있다는 믿음**



마지막 소감

팀 내부에서의 합의와 공감대 형성





MBC

웹툰 vs 현실의 만남

힘들지만 싸워볼게!!

들어주셔서 감사합니다.

