



ClipStash

Recap & Next Steps

■ Type Aliases

```
pub type AppDatabase = Database<Sqlite>;  
pub type DatabasePool = sqlx::sqlite::SqlitePool;  
pub type Transaction<'t> = sqlx::Transaction<'t, Sqlite>;  
pub type AppDatabaseRow = sqlx::sqlite::SqliteRow;  
pub type AppQueryResult = sqlx::sqlite::SqliteQueryResult;  
  
pub struct Database<D: sqlx::Database>(sqlx::Pool<D>);
```

Implementation

```
impl Database<Sqlite> {  
    pub async fn new(connection_str: &str) -> Self { ...  
    }  
    pub fn get_pool(&self) -> &DatabasePool { ...  
    }  
}
```

■ Database IDs

```
pub struct DbId(Uuid);
```

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Clip Model

```
pub struct Clip {  
    pub(in crate::data) clip_id: String,  
    pub(in crate::data) shortcode: String,  
    pub(in crate::data) content: String,  
    pub(in crate::data) title: Option<String>,  
    pub(in crate::data) posted: NaiveDateTime,  
    pub(in crate::data) expires: Option<NaiveDateTime>,  
    pub(in crate::data) password: Option<String>,  
    pub(in crate::data) hits: i64,  
}
```

■ Model Clip to Domain Clip

```
impl TryFrom<Clip> for crate::domain::Clip {  
    type Error = ClipError;  
    fn try_from(clip: Clip) -> Result<Self, Self::Error> { ...  
    }  
}
```

■ Queries

```
pub async fn get_clip<M: Into<model::GetClip>>(  
    model: M,  
    pool: &DatabasePool,  
) -> Result<model::Clip> {
```

```
pub async fn new_clip<M: Into<model::NewClip>>(  
    model: M,  
    pool: &DatabasePool,  
) -> Result<model::Clip> {
```

■ Query Models

```
pub struct GetClip {  
    pub(in crate::data) shortcode: String,  
}
```

```
pub struct UpdateClip {  
    pub(in crate::data) shortcode: String,  
    pub(in crate::data) content: String,  
    pub(in crate::data) title: Option<String>,  
    pub(in crate::data) expires: Option<i64>,  
    pub(in crate::data) password: Option<String>,  
}
```


■ Terminology

Domain
Business Rules

Model
Data Layer

Ask
Service Layer