

# Use Case Evaluation - F4 Asynchronous Storage

This page describes a potential set of questions to help evaluate use cases, present them in a clear and uniform way, and distill into requirements. The goal is to explore possible ways in which a common pattern for asynchronous interactions can be used to address each use case as concretely as possible, but falling short of providing a true specification or extension design.

## Web Resources and Interactions

Would this asynchronous interaction expose any new resources, or involve existing ones (e.g. URI of a fedora resource, as defined via the Fedora HTTP API)? How do asynchronous and non-asynchronous aware clients interact with the resource?

## Preconditions

Under what conditions should an asynchronous interaction be invoked? The current understanding of 'invoke' means "direct an HTTP request for a resource." If this particular use case uses 'invoke' in a different way, please define.

Examples of preconditions include:

- Interaction is invoked when a request is made to any repository resource.
- Interaction is invoked when a request to any resource contains content hinting at slow storage (e.g. is a POST, or contains a particular HTTP header)
- Interaction is invoked when a request is made to a web resource (URI) exposed by external service (i.e. API-X)

## Deployment or Implementation notes

Are there any deployment or implementation-related details that may be relevant?

Examples include:

- We anticipate implementing this use case using the API Extension Architecture
- This pattern uses features of modeshape, and inherently needs to be installed with Fedora
- Implemented as camel routes that can be deployed into any osgi container

## Proposed Requirements

What requirements may this use case place on the repository container, the core Fedora API, or the API extension architecture?

## Value Proposition

What do you see as a potential value proposition of this use case in a common pattern for asynchronous interactions?

Examples include:

- The pattern for asynchronous interaction allows for a single public URI for a resource which abstracts away the details of its real location on my backend infrastructure
- The implementation provides a convenient way to allow for different asynchronous interactions for different storage backends
- The implementation provides a convenient way to distribute and deploy so that others can easily use or evaluate it (i.e. API-X)