Interface Design Best Practices

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- 2. Design Patterns in Iguana
- 3. Storing and Recalling Configurations in Iguana
- 4. Securing Credentials at rest with Iguana
- 5. Sample Interface Walk-through
- 6. Q & A

What to Expect

- 1. What is it
- 2. Why is it important
- 3. Practical use of concept



Introduction

What is an Interface?

- Moves data between incompatible systems
- This data is commonly transferred as HL7 data















What does an Interface do?

- Reads messages
- Filters messages
- Processes messages
- Maps messages
- Transmits messages







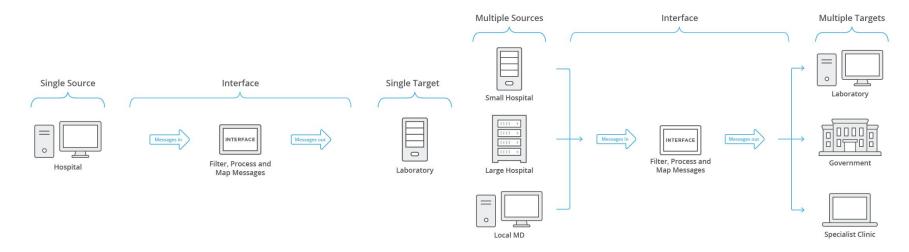








What types of Interfaces are there?



Simple Interface

Complex Interface







Where does Iguana fit in?

- Simplifies the process to make Interfaces
- Channels can be linked to create Interfaces
- Works with all types of source/destination protocols
- Interfaces ultimately automate workflows for you to streamline your data











Design Patterns in Iguana

Design Patterns in Iguana

- Critical in developing interfaces
- Orchestrate Interface components into practical solutions
- Design patterns drastically reduce roll out time
- Existing re-applicable solution





Design Patterns in Iguana

- Canonical Data Model
- Message Enrichment
- One to Many
- Many to One





Canonical Data Model (CDM)

- Data model superset
- Centralized message exchange medium
- Can be simple or complex
- E.g. mapping scripts, database insertions, and conditional filters





















Message Enrichment

- New data is added to the message
- Can be simple or complex
- May be multiple levels of enrichment
- E.g. database lookups, translator mappings







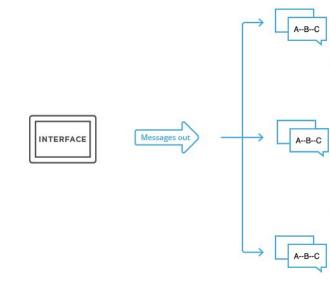






One to Many (OTM)

- Complex System
- Routes data to many endpoints
- Can be routed omnidirectionally, or dynamically
- E.g. 1 channel queue routed to multiple channel queues, or via LLP module + LLP listener





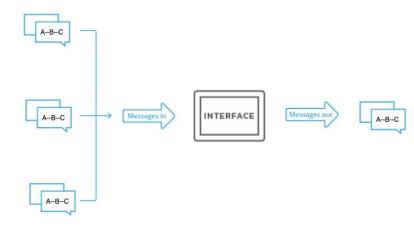




Messages in

Many to One (MTO)

- Complex System
- Routes multiple inbound to one outbound
- Can be Asynchronous or Synchronous
- E.g. setting destination queues of many channels to on source queue
- SQLite db can be used to pool message data











Storing and Recalling Configurations in Iguana

Storing and Calling Configurations in Iguana?

- Makes code more dry/template ready
- Minimizes environmental code changes
- Reduces deployment and maintenance effort



Types of Configuration Stores

- Configuration script
 - o Internal (Lua)
 - External (JSON, API)
- Environment Variables
- Stores vary by environment (Dev, Test, Prod)



Lua Configuration Script (Internal)

- Contains input parameters needed for translator scripts to operate
- Parameters usually vary between environments
- E.g. config.lua (shared or local)
- Data saved here will be accessible via source control

```
☐ main.lua ►

☐ config.lua ►

➤ mappings [+]

☐ mapHL7.lua ►

➤ scripts [+]

☐ process.lua ►
```









External Configuration Script

- Contains operational input parameters
- Parameters usually vary between environments
- E.g. config.json (shared or local)
- Data is outside of source control



```
config.json x siteConfig.lua

{
    "config":{
    "HL7_VMD":{
        "Name":"ParserVMD",
        "location":"/opt/vmd/HL7.VMD"
    }
}
```

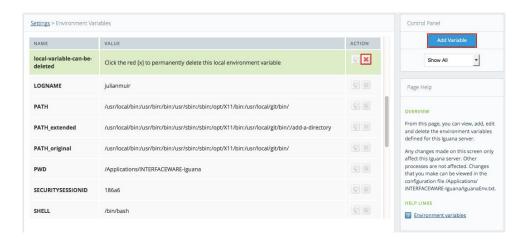






Environment Variables

- Stores channel and system variables
- Local to one Iguana instance
- Accessible by all channels
- E.g. os.getenv('varname')











Configuration Best Practices

- Use configuration methods in tandem
- Initialize variables before the main function block
- Copy/pasting often => consider adding variable to configuration

Securing Credentials at Rest with Iguana

The States of Data

- Data exists in usually one of these forms:
 - At Rest
 - o In Transit
 - In Action
- Data at rest is subject to risk if it is not protected or encrypted properly



Credential safety in Iguana

- Credentials are vital to administering data
- Improper securement may cause security risks
- Company policy may require credentials to adhere to encryption standards







password.lua -- Secure Credentials at Rest

- iNTERFACEWARE built module
- Stops credentials from going into GIT source control (e.g. commit history)
- Credentials are encrypted at rest
- Data only ever decrypted at runtime

```
local configs = {}
ENCRYPTED PASSWORD UTILITY [+]
                                   -- 1) Define the key that uses for all password encryp
 I main.lua ▶
                                   configs.key = "C59p7A2EfePNVVME"
                                   -- 2) Define the directory that all encrypted files ar
configs.folderName = "passwords"

▼   encrypt [+]

                                   -- 3) Define the individual encrypted file names
         password.lua
                                   configs.fileNames = {
  password [+]
                                      APP USERNAME = "APP USERNAME",
                               12
                                      APP PASSWORD = "APP PASSWORD"
         configs.lua
                               13 }
         util.lua >
                               14
                               15 return configs
▼ 🧁 other [+]
```









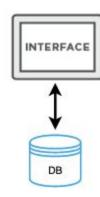
Sample Interface Walkthrough

Walk-through: Unknown Interface Analysis

- Utilizes HL7 Messages
- Has a SQLite database
- Has both upstream and downstream endpoints

















Walk-through: Success Criteria

- Identify the type of interface
- Identify which of the 3
 Configuration stores mentioned
 is being used
- Encrypt important credentials





Walk-through: Summary

- Interface type:
 - Complex Interface
 - Message Enrichment
 - Dynamic One to Many routing
- Stored variables in config.lua script and Environment Variables
- Encrypted important credentials using password.lua





Anticipated Questions

What is the latest/greatest version of the password.lua module?

- The latest is the one you import from the Encrypt Password in File channel from the Built-In: Iguana Files repository
- Has not been changed much in the past few years
- Reference: https://help.interfaceware.com/v6/encrypt-password-i-
 n-file



Do external Lua variables persist between poll time executions?

- External Lua variables persist between poll time executions when referenced **before** the main function block
- Comprehensive resource on variable initialization:
 - How Iguana processes the main.lua: https://help.interfaceware.com/v6/how-iguana-processes-m ain-module





How can you cache repeated database interactions?

- You can cache database interactions by utilizing our database query caching module
- Comprehensive resource on query caching:
 - https://help.interfaceware.com/v6/database-query-caching









How do I access a variable from an external configuration?

- You can use the io.open() API and related io API's to handle external file interactions
- Comprehensive resources on external files:
 - https://help.interfaceware.com/api/#io_open
 - https://help.interfaceware.com/v6/load-and-save-a-file?v=6.0
 .0





Open Q & A

Have More Questions?

Don't Hesitate to Ask Questions

Email us your questions:

marketing@Interfaceware.com

Fill out our Captera Survey:

http://interfaceware.com/survey





Thank You!

References

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