

Demo

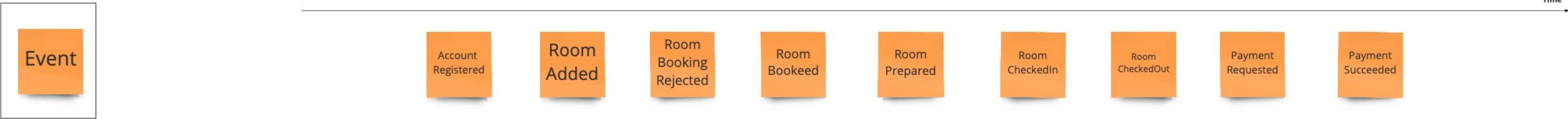
<https://github.com/AxonIQ/axoniq-hotel>

Event model

"What a system is supposed to do from start to finish, on a time line and with no branching"

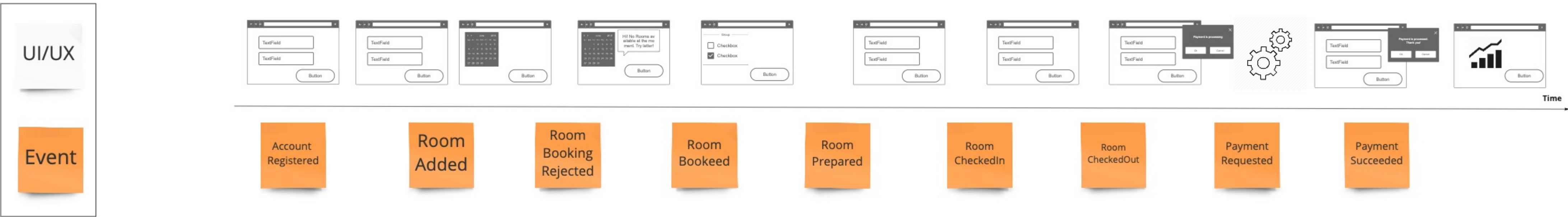
1 moving part

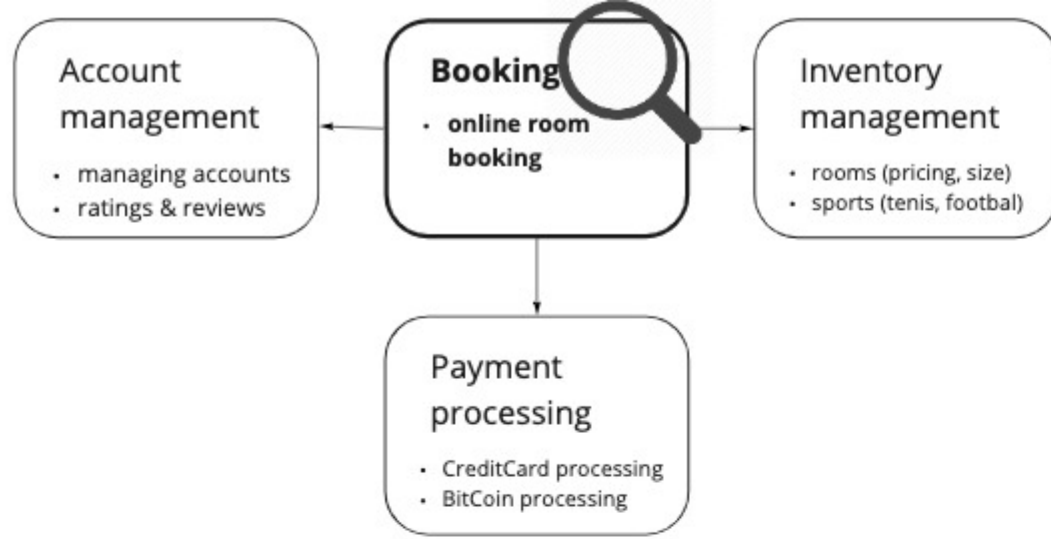
Step 1: "A plausible story made of *events*"



2 moving parts

Step 2: "Adding wireframes to address visual learners."





Demo

<https://github.com/AxonIQ/axoniq-hotel>

Event model

"What a system is supposed to do from start to finish, on a time line and with no branching"

Step 3: "Identifying *Inputs* and *Outputs*."



Other Systems

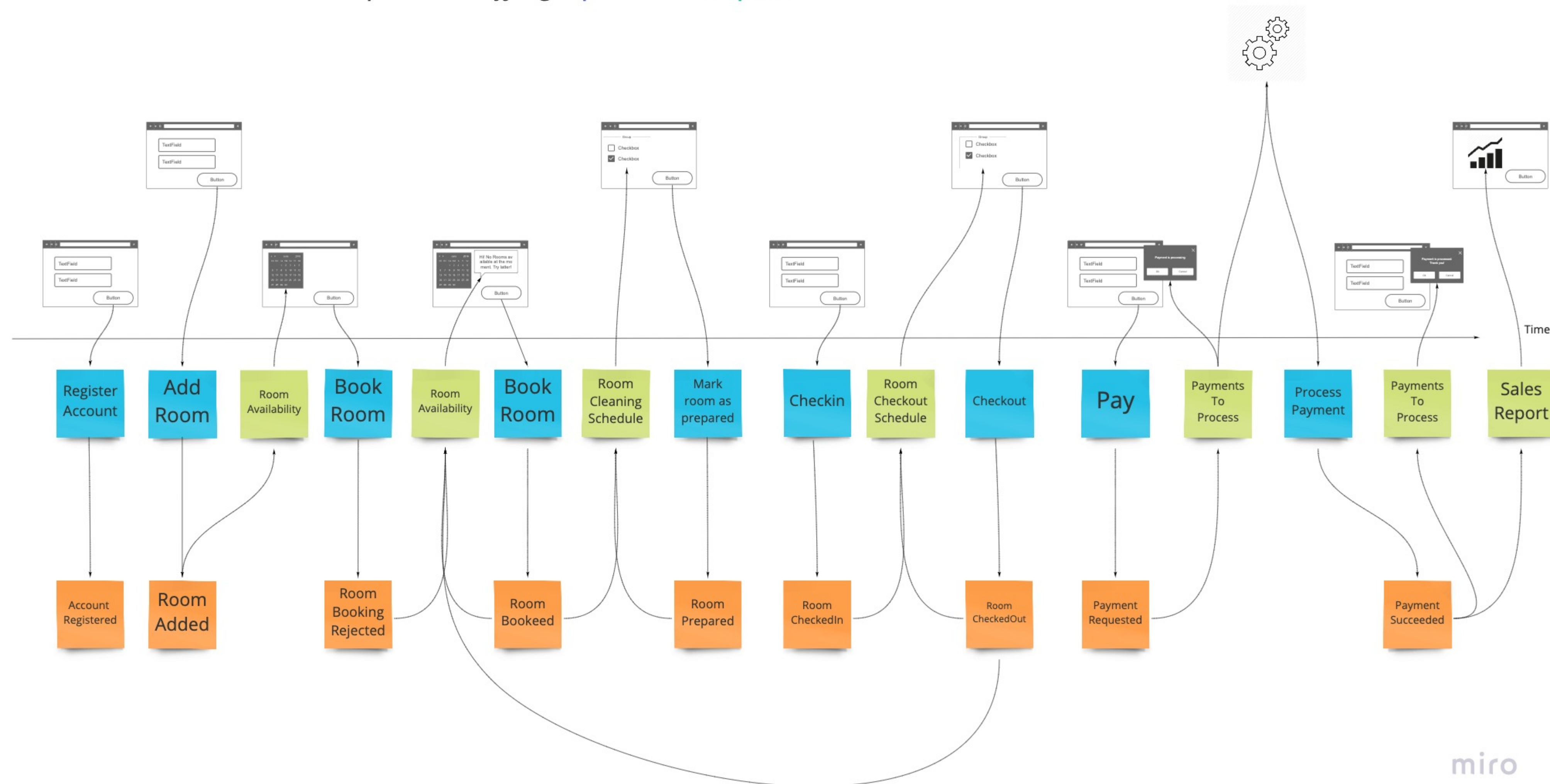
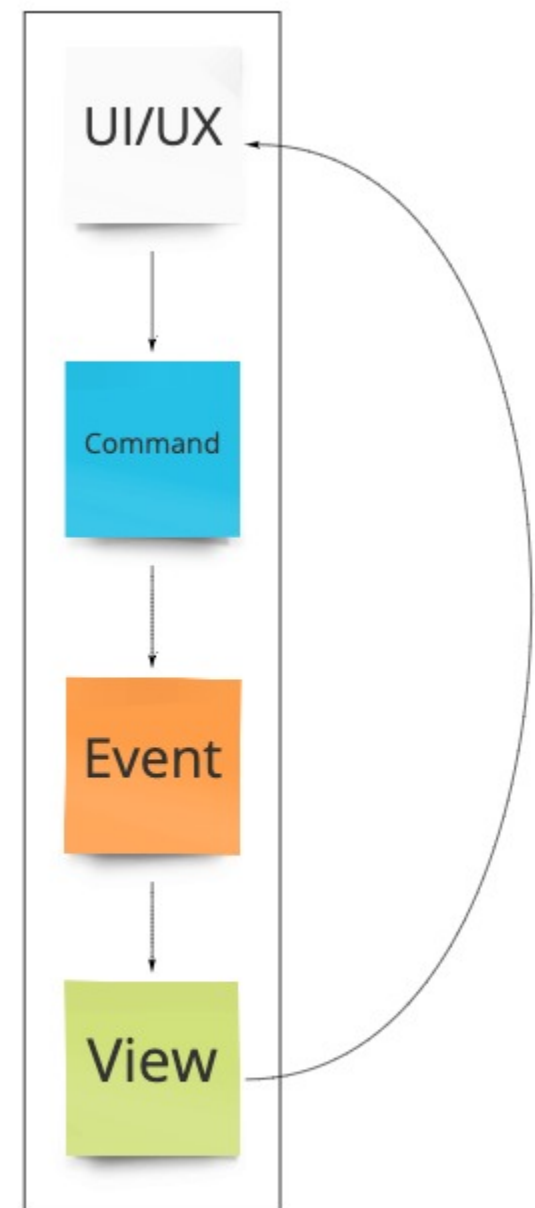


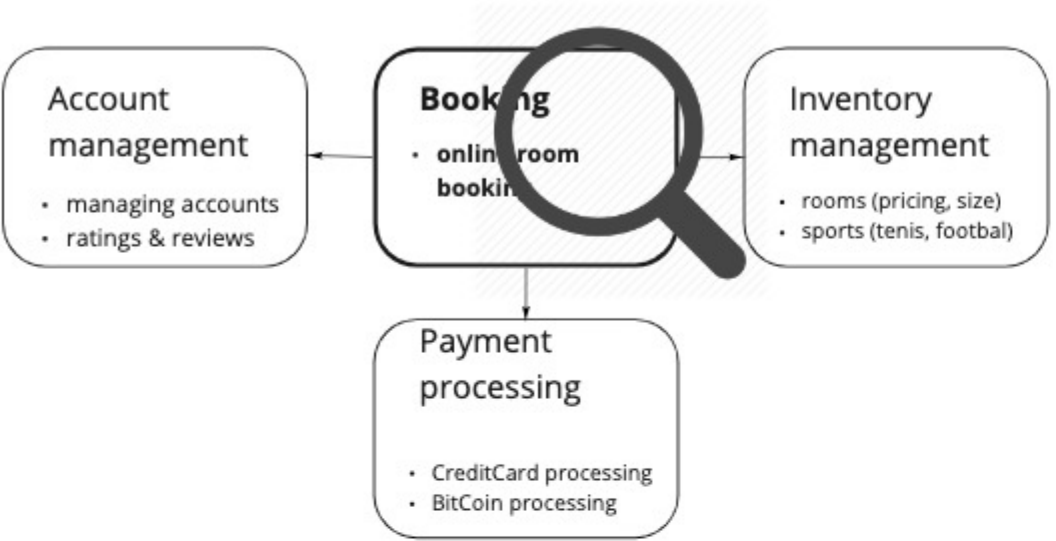
Manager



Guest

4 moving parts





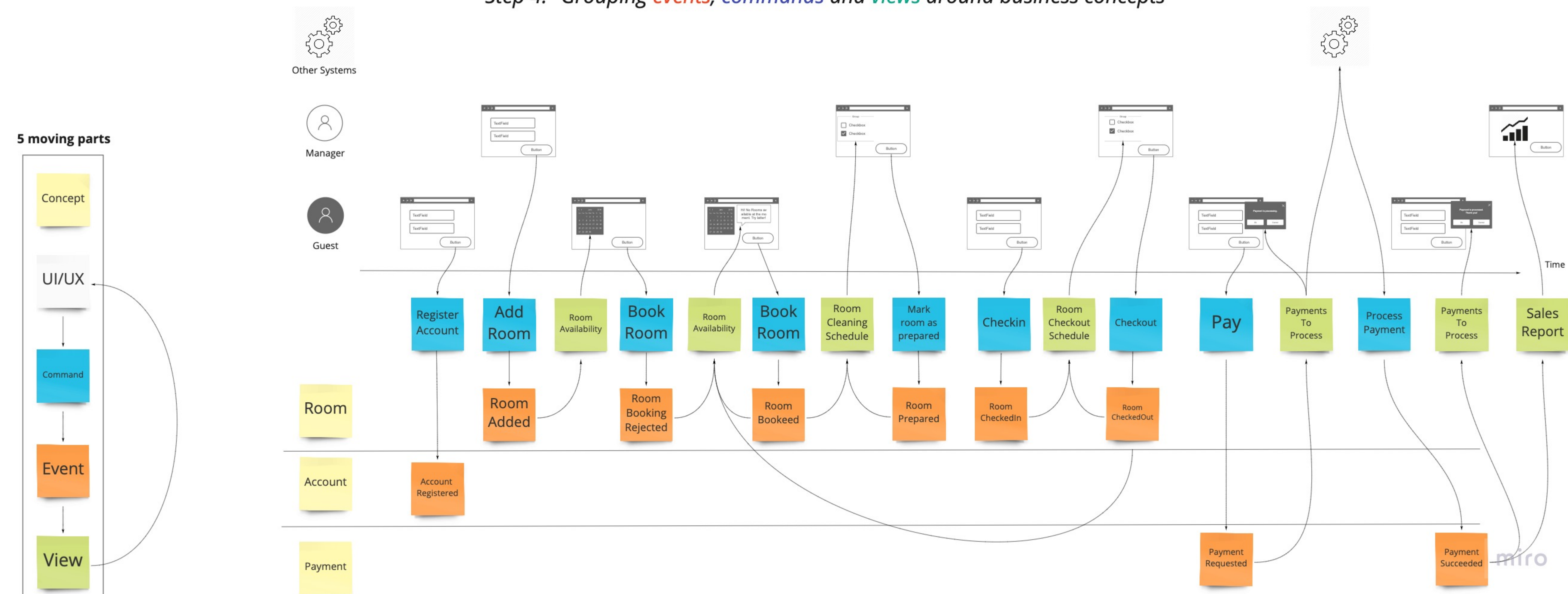
Demo

<https://github.com/AxonIQ/axoniq-hotel>

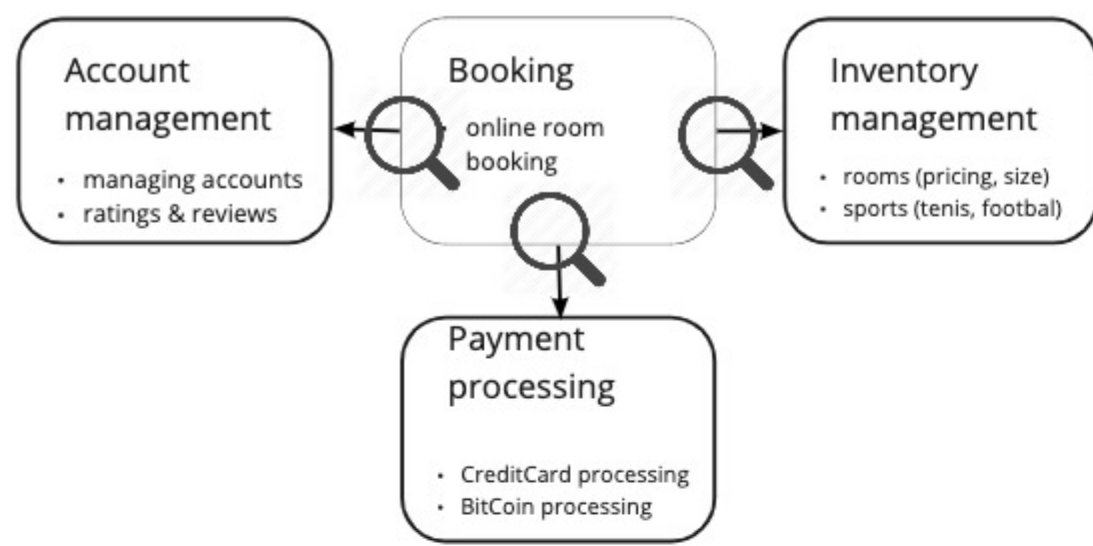
Event model

"What a system is supposed to do from start to finish, on a time line and with no branching"

Step 4: "Grouping *events*, *commands* and *views* around business concepts"





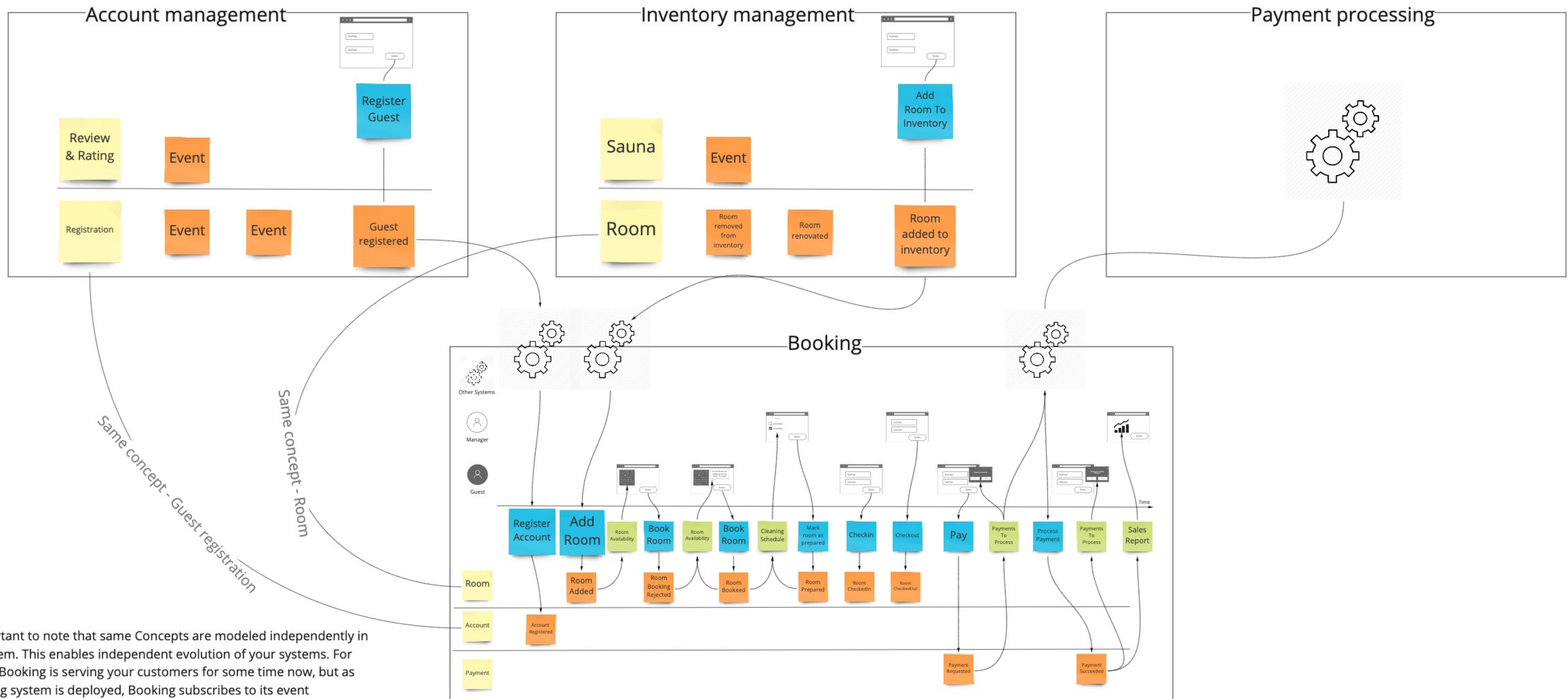


Demo

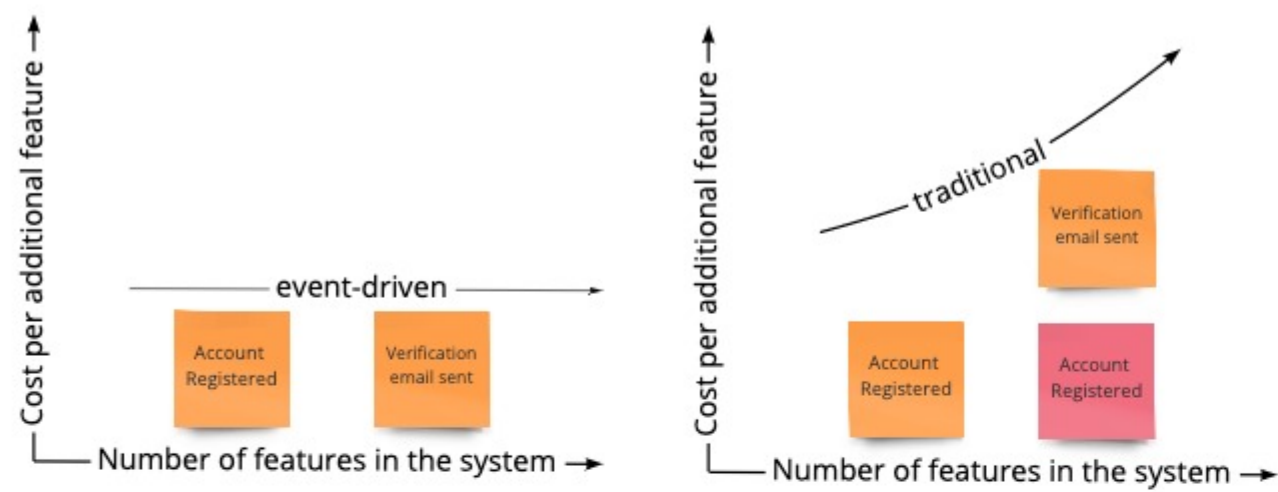
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Systems Landscape - Integrations

"It's often useful to understand how all of these software systems fit together within the bounds of an enterprise"



It is important to note that same Concepts are modeled independently in each System. This enables independent evolution of your systems. For example, Booking is serving your customers for some time now, but as Accounting system is deployed, Booking subscribes to its event GuestRegistered rather than having the UI of its own. Accounting will grow without affecting Booking very much !



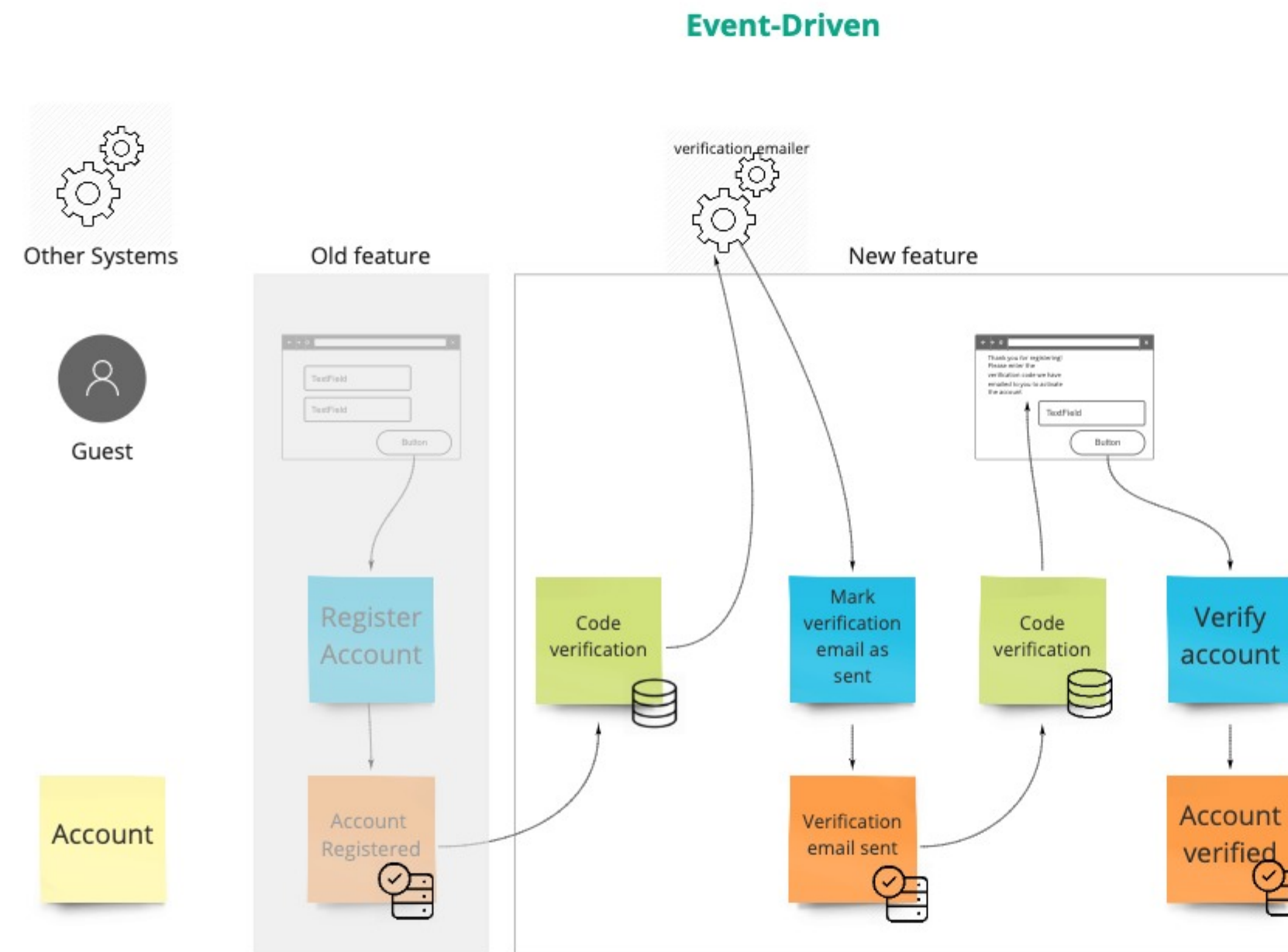
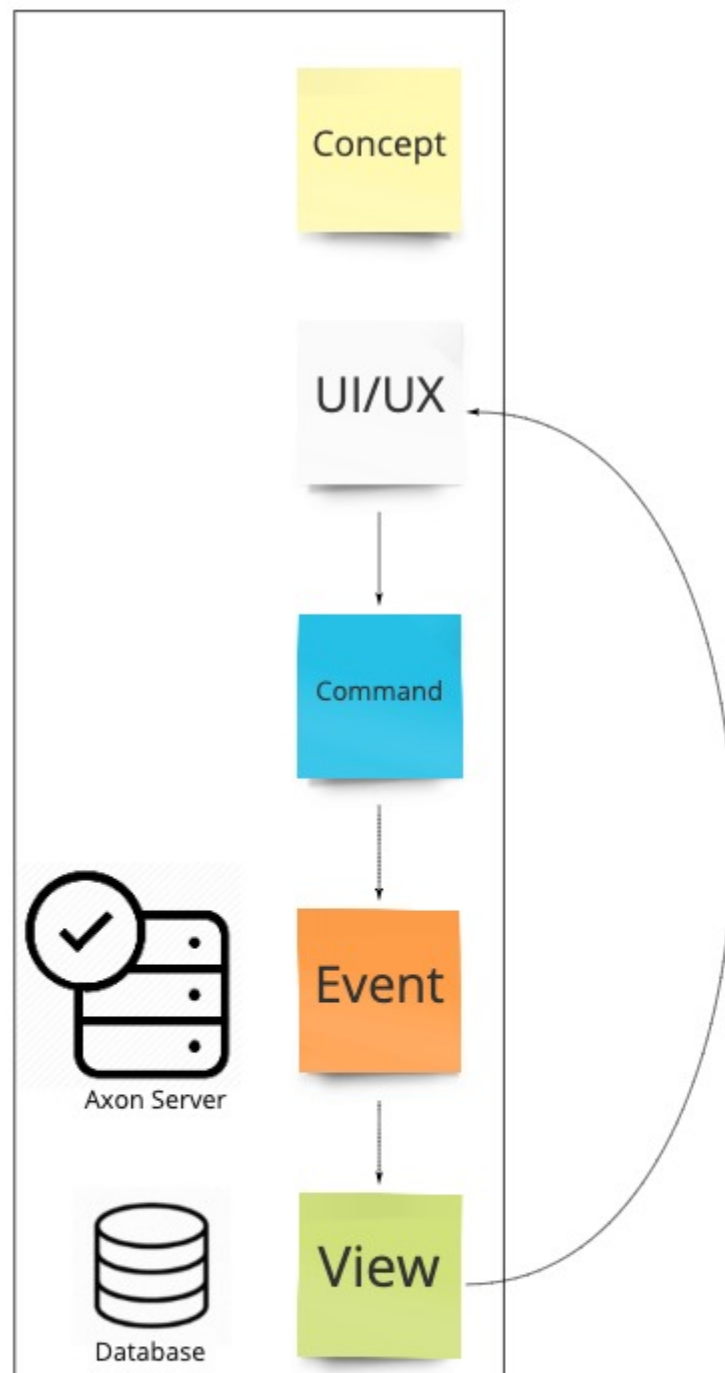
Demo

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Event model

"Cost per additional feature - Event-Driven vs Traditional Systems "

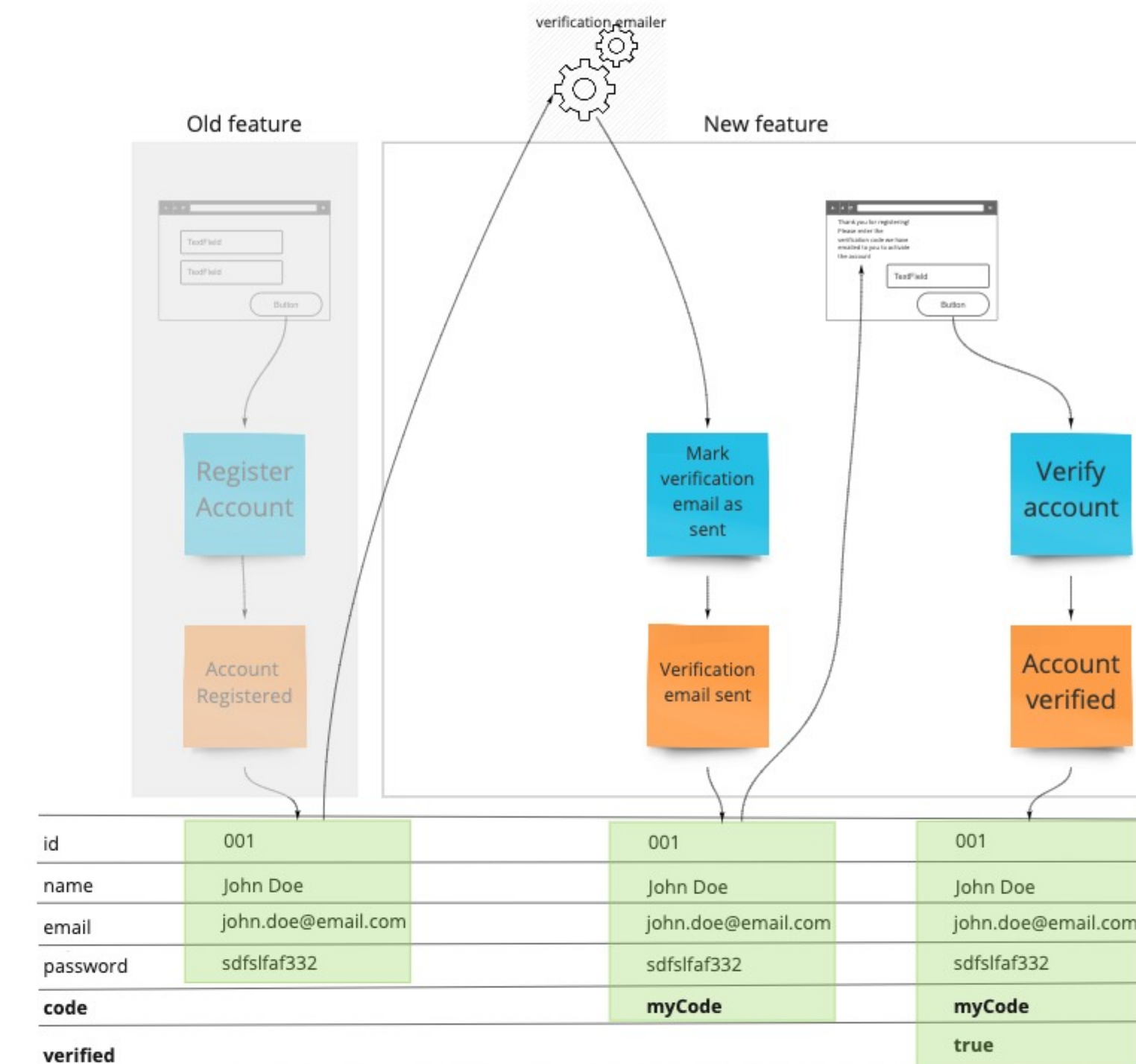
5 moving parts



The query model is continuously updated to contain a certain representation of the current state (**state view**), based on the events. This way, every feature in the workflow has its own view (own table, own DB schema, ...), keeping features independent and making `cost per additional feature` flat. This is **CQRS**.

CQRS enables/unlocks Event Sourcing! Event Sourcing mandates that the state change of the application isn't explicitly stored in the database as the new state (overwriting the previous state) but as a series of events. This way you don't lose any data/information. Everything that happened in the system is stored. **Information is far more valuable than the price of the storage these days, Don't throw it away!**

Traditional



Being 'efficient' with storage requires re-opening the design of existing tables as we add new features to our system. It is this rework that is responsible for features costing more and more as the size of the whole system grows.