# MediaTr (Pipeline)

Definition:

MediaTr is a pipeline used for the reduction of dependencies between the different objects, allowing the communication between them without direct interaction.

# Why would you use this?

Advantages of using MediaTR:

• Remove Dependencies, that's why it's less coupled.

• Using MediaTR either do send or receive a message.

• It allows in message processing.

• It promotes loose coupling, so the object does not depend on each other.

• It is one-way broadcast communication.

• You can reuse classes using MediaTR.

# How would you implement this?

You would install the MediaTr nuget package, then create a dependency injection in your project, where you create the request and it is sent to the handler that processes this requests.

The most important bit is creating handlers that will allow the processing of this data.

