

Enterprise Development with NServiceBus

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Topics Covered

- ◆ NServiceBus Basics
- ◆ Architectural Implications
- ◆ Business Processes
- ◆ Scalability & Monitoring
- ◆ Designing distributed systems

Course Programme

◆ Day 1

- ◆ One-way messaging
- ◆ Queues
- ◆ Request / Response
- ◆ Exceptions & faults
- ◆ Web Apps
- ◆ WS Integration

◆ Day 2

- ◆ SOA Intro
- ◆ SOA & Events
- ◆ Publish / Subscribe
- ◆ CQRS

Course Programme

- ◆ Day 3

- ◆ Sagas
- ◆ Timeouts
- ◆ Unit testing

- ◆ Day 4

- ◆ Scaling & Monitoring
- ◆ Multi Site operations
- ◆ Group exercise

Hello World

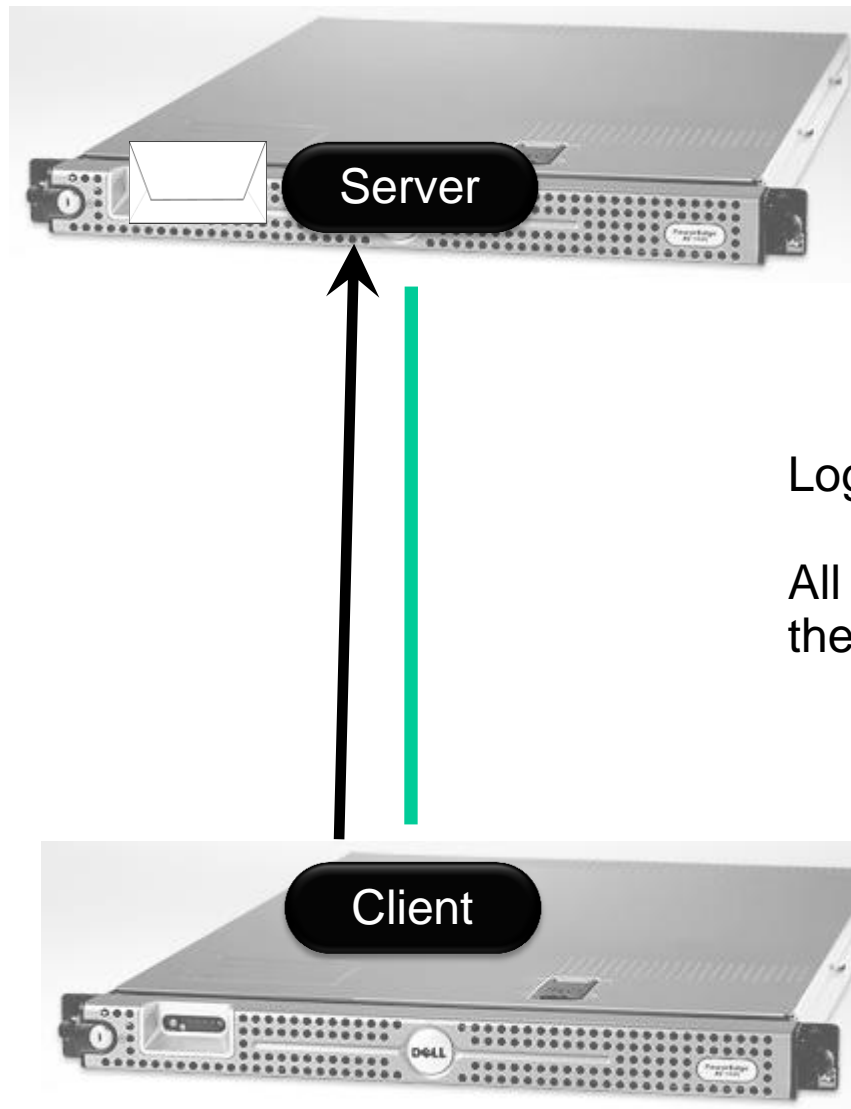
Hello World

- ◆ Downloading NServiceBus
- ◆ Using NServiceBus with Visual Studio
- ◆ NuGet
- ◆ Logging

Exercises 1, 2

One-Way Messaging

Messaging & Queues



Logically one-way:

All information transferred in
the message

How to: Define a message

```
public class MyMessage : IMessage { }
```

Or:

```
public interface IMyMessage : IMessage { }
```

Or:

```
public interface IMyMessage { }
```

```
Configure.With().DefiningMessagesAs(t=>MyOwnConvention(t))
```

- ◆ Add properties like a regular class/interface
- ◆ **Keep messages in their own assembly/project**

How to: Instantiate a message

```
var m = new MyMessage();
```

Or:

```
var m = Bus.CreateInstance<IMyMessage>();
```

How to: Send a message

```
Bus.Send(messageObject);
```

- ◆ Can instantiate and send together
 - ◆ Useful for interfaces:

```
Bus.Send<IMyMessage>(m =>  
{  
    m.Prop1 = v1; m.Prop2 = v2;  
});
```

How to: specify destination

```
Bus.Send(string destination, IMessage[] msgs);
```

- ◆ Requires that application manages routing
 - ◆ Configure destination for message type:
 - ◆ In <UnicastBusConfig>, under <MessageEndpointMappings>
`<add Messages="assembly" endpoint="destination">`
- Or:
- ```
<add Messages="type" endpoint="destination">
```

# How to: specify destination

- ◆ QueueName@ServerName
- ◆ Or
- ◆ Just QueueName for the same machine

# How to: handle a message

- Write a class that implements `IHandleMessages<T>` where T is message type

```
public class H1 : IHandleMessages<MyMessage>
{
 public void Handle(MyMessage message)
 {
 }
}
```

# Exercises 3 - 6



# Fallacies of distributed computing

1. The network is reliable
2. Latency isn't a problem
3. Bandwidth isn't a problem
4. The network is secure
5. The topology won't change
6. The administrator will know what to do
7. Transport cost isn't a problem
8. The network is homogeneous

Can't assume WHEN the message will arrive,  
IF AT ALL

# Differences from RPC

- ◆ RPC is easy to code
  - ◆ After invoking a web service
  - ◆ Next line of code assumes we've got a response
- ◆ RPC problems
  - ◆ Can't reason about the time between one line of code and another
- ◆ Messaging makes this all explicit

# Fallacy: The network is reliable

- ◆ Reasons thing fail

- ◆ Switch goes up in smoke
- ◆ Power out
- ◆ Someone trips over the network cord
- ◆ New/Different security settings (Firewalls, XP SP2)

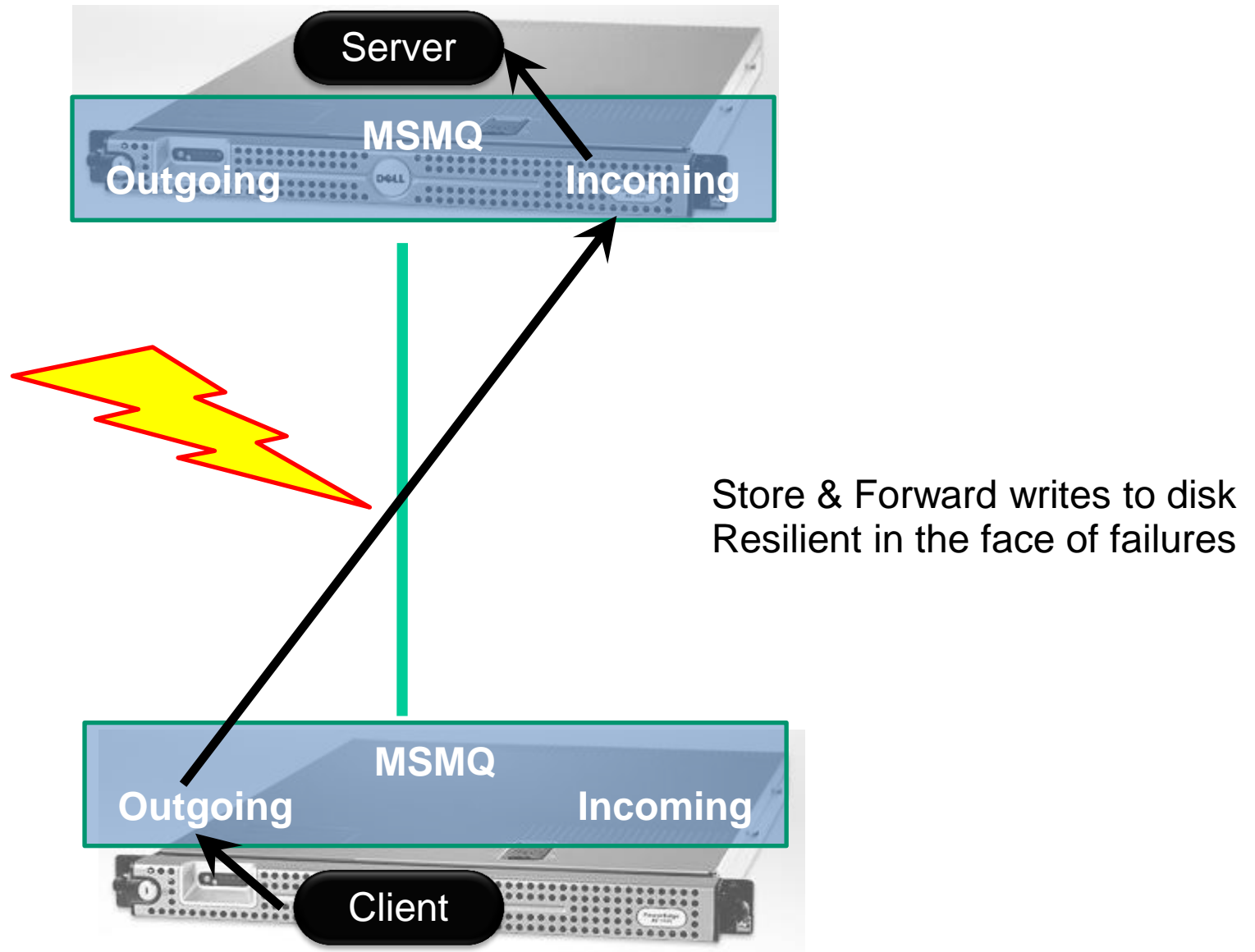
- ◆ This means:

- ◆ Messages/Data can get lost when sent over the wire

- ◆ What do you do when that happens?

- ◆ What if you don't even know when it happens?

# Messaging & Queues



# Dangers of Store & Forward

- ◆ If target is offline for an extended period of time messages can fill up the disk
  - ◆ Can cause a server to crash
- ◆ Especially problematic in B2B integration
  - ◆ Example:
    - ◆ 1 MB / message, 100 messages/sec = 6GB / minute
- ◆ Solution – discard messages after a while

# How to: Specify time to discard

- ◆ Use the `TimeToBeReceivedAttribute`:

```
[TimeToBeReceived("00:01:00")] // one minute
public class MyMessage : IMessage { }
```

Unobtrusive:

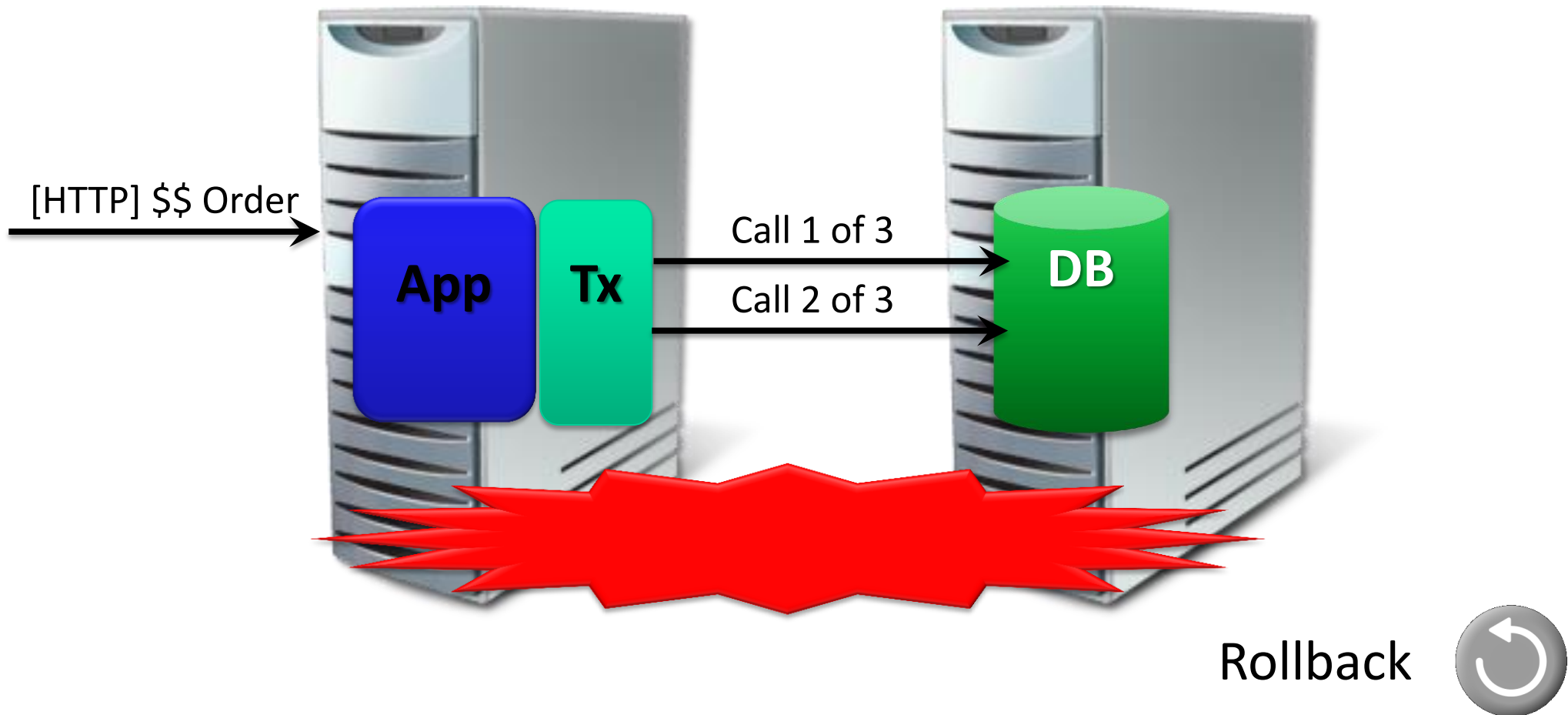
```
Configure.DefiningTimeToBeReceivedAs(...)
```

# Exercise 7

# Fault Tolerance



# Fault Tolerance

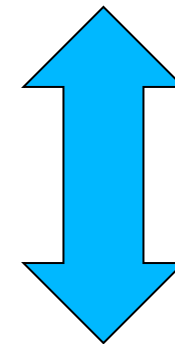


Where's the order!?

# Exceptions

- ◆ Reasons exceptions happen:

- ◆ Deadlock in the database
- ◆ Database is down
- ◆ Message deserialization fails



Transient

Permanent

- ◆ Retrying can resolve transient exceptions

```
<TransportConfig MaxRetries="5" />
```

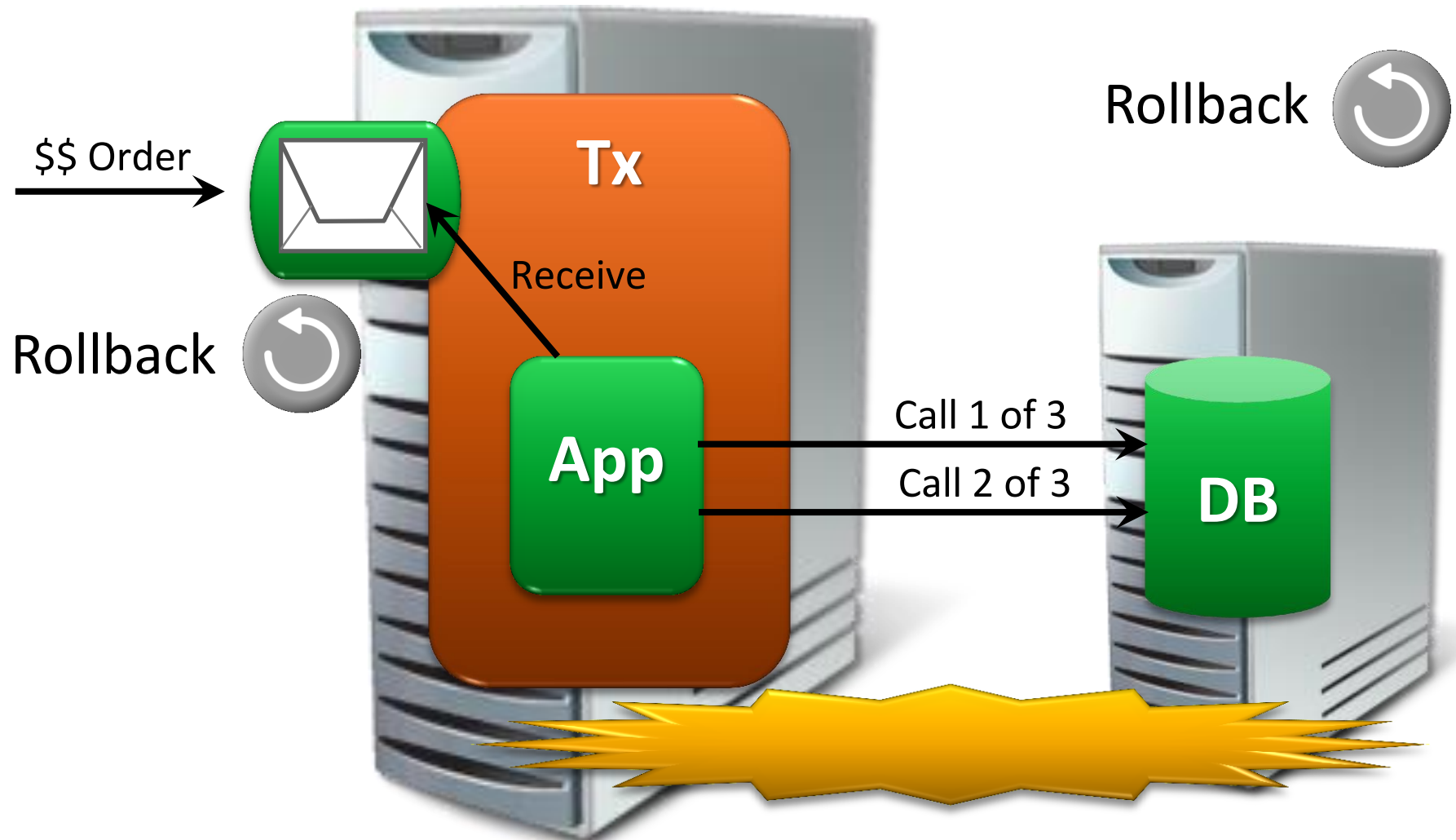
- ◆ Second Level Retries (SLR)

- ◆ Messages that always fail are moved to an error queue

```
<MessageForwardingInCaseOfFaultConfig ErrorQueue="error"/>
```

Deserialization exception: message moved to error queue right away

# Messaging and Consistency



The order is back in the queue

# Consistency

```
NServiceBus.Configure.With()
 .UseTransport<...>()
 .IsTransactional(true);
```

OR

```
IConfigureThisEndpoint, AsA_Server
```

# Exercise 8

# Authorization, Impersonation, Auditing

# Headers

```
Bus.OutgoingHeaders["user"] = "udi";
```

- ◆ Affects all messages sent

```
Bus.SetHeader(msg, "key", "value");
```

- ◆ Headers attached only to specific message
- ◆ For server processing, headers cleared when a new message arrives

# Message Processing Pipeline

- ◆ Multiple handlers can process the same message
  - ◆ Useful for having validation handlers separate from handlers that perform business logic
- ◆ Implement `IHandleMessages<IMessage>` or `IHandleMessages<object>` to handle all types of messages
  - ◆ Useful for things like authentication and authorization



# Set Pipeline Order

```
NServiceBus.Configure.With().UnicastBus()
 .LoadMessageHandlers(
 First<A>.Then().AndThen<C>());
```

OR

```
Inherit from ISpecifyMessageHandlerOrdering
order.SpecifyFirst<A>();
```

OR

```
order.Specify(First<A>.Then().AndThen<C>());
```

# How to: reference IBus in handler

```
public class H1 : IHandleMessages<MyMessage>
{
 public IBus Bus { get; set; }

 public void Handle(MyMessage message)
 {
 // use Bus to do something
 }
}
```

# How to: stop the pipeline

```
public class Auth : IHandleMessages<IMessage>
{
 public IBus Bus { get; set; }
 public void Handle(IMessage message)
 {
 if (/* some logic */)
 Bus.DoNotContinueDispatchingCurrentMessageToHandlers();
 }
}
```

# How to: get additional meta data

```
public class H1 : IHandleMessages<MyMessage>
{
 public IBus Bus { get; set; }
 public void Handle(MyMessage message)
 {
 Console.WriteLine("Received " +
 Bus.CurrentMessageContext.Id + " from " +
 Bus.CurrentMessageContext.ReplyToAddress);
 // Bus.CurrentMessageContext.Headers (dictionary of strings)
 }
}
```

# Message Auditing

- Can forward messages received to another queue

- In config:

```
<UnicastBusConfig
```

```
 ForwardReceivedMessagesTo="AuditQueue@AuditServer">
```

# Exercise 9

# Infrastructure Extension

# Dependency Injection

- ◆ NServiceBus makes heavy use of IoC
- ◆ Uses a container, and exposes its own registration API:

```
Configure.Component<T>(
 DependencyLifecycle lifecycle)
 .ConfigureProperty(o =>
 o.Property, someValue);
```



# Dependency Injection

- ◆ Also has a resolution API:

```
Configure.Instance.Builder.Build<T>();
```

- ◆ Constructor or setter injection is usually better

# Unit of work management

- ◆ Called once per message
- ◆ Called before and after all handlers
  - ◆ A way to perform things like session management
- ◆ Implement `IManageUnitsOfWork`
- ◆ Needs to be registered in the container explicitly
  - ◆ Should be registered as instance per call

# Message Mutators

- ◆ Implement `IMessageMutator` to mutate individual messages
  - ◆ Useful for things like validation, encryption
- ◆ Implement `IMutateTransportMessages` to mutate transport messages
  - ◆ Useful for things like compression
- ◆ Both on incoming and outgoing messages
- ◆ Needs to be registered in the container explicitly

# Exercise 10

# Encryption

# Encryption

- ◆ Use the `WireEncryptedString` type for the message properties you want encrypted

```
public class MyMessage
{
 public string UnencryptedProperty { get; set; }
 public WireEncryptedString Encrypted { get; set; }
}
```

- ◆ Get the value using the `.Value` property
- ◆ Unobtrusive:
  - ◆ `Configure.DefiningEncryptedPropertiesAs(...)`

# Encryption Service

- ◆ Pluggable `IEncryptionService`
- ◆ Default implementation is the `RijndaelEncryptionService`
  - ◆ Based on a shared key
- ◆ Enabled by calling `.RijndaelEncryptionService()` after `Configure.With()`

# Encryption and Topology

- ◆ Same-site / LAN
  - ◆ Full message encryption unnecessary
- ◆ Cross-site / WAN
  - ◆ Full message encryption may be required
  - ◆ Configure the Gateway to communicate using HTTPS



# Exercise 11

# Adjusting runtime behaviour

# Profiles

- ◆ Change endpoint behavior without recompiling
- ◆ Built-in profiles
  - ◆ Environment profiles:
    - ◆ Lite | Integration | Production
  - ◆ Feature profiles:
    - ◆ MultiSite | Distributor | Master | etc
- ◆ Activated by the command line:

`.\NServiceBus.Host.exe nservicebus.production nservicebus.multisite`

# Defining your own profiles

- ◆ Defined by implementing `IProfile`
- ◆ Add behavior by implementing:
  - ◆ `IHandleProfile<T>`
- ◆ Can also add behavior to existing profiles
  - ◆ Implement `IHandleProfile<ExistingProfile>`

# Convention over Configuration

# Endpoint name

- ◆ Is the base for all the conventions
- ◆ Must be logically unique
- ◆ Conventions
  - ◆ Endpoint input queue
  - ◆ TimeoutManager input queue
  - ◆ Name of Raven database
  - ◆ Distributor input, control and storage queues
  - ◆ Subscription storage
  - ◆ Gateway input queue

# Defining the endpoint name

- ◆ Ways to define the name
  - ◆ Namespace of the endpoint configuration class
  - ◆ `[EndpointName("X")]` attribute
  - ◆ `/serviceName:"X" | /endpointName:"X"`
- ◆ Or define your own convention
  - ◆ `Configure.With().DefineEndpointName(()=>{return "X";})`
    - ◆ Needs to go right after the `With()`

# Customization



# Accessing Configuration Sections

```
public static class MyExtensions
{
 public static Configure Something(this Configure c)
 {
 var section = Configure.GetConfigSection<MySection>();
 c.Configurer.ConfigureComponent<SaySomething>(
 ComponentCallModelEnum.Singleton)
 .ConfigureProperty(o => o.Prop, section.SomeValue);
 }
}
```

# Diverting App.config

- ◆ Only holds for config sections accessed via `NServiceBus.Configure.GetConfigSection<T>`

```
NServiceBus.Configure.With()
 .CustomConfigurationSource(new MySource())
 ... // rest of initialization
```

```
public class MySource : IConfigurationSource
{
 public T GetConfiguration<T>() where T : class
 {
 // override everything
 }
}
```

# Diverting individual sections

- ◆ Use `IProvideConfiguration` to control individual sections

```
class MySource : IProvideConfiguration<SomeSection>
{
 public SomeSection GetConfiguration()
 {
 return new SomeSection
 {
 Setting = ""
 };
 }
}
```

# Exercise 12

# Custom Hosting

# Custom Hosting

- ◆ Can host NServiceBus in your own process
  - ◆ References required:
    - ◆ NServiceBus.dll
    - ◆ NServiceBus.Core.dll
  - ◆ NuGet: `install-package NServiceBus`
  - ◆ Don't need to reference NServiceBus.Host.exe

# Hosting in a Web Application

- ◆ Set up the bus in the Global.asax:
  - ◆ Using the “Application\_Start” built-in method;
- ◆ Set up the bus in a separate assembly:
  - ◆ Defining a public static class decorated with the “PreApplicationStartMethod”:
    - ◆ The attribute is defined in “System.Web” assembly;
    - ◆ Your class will be called at application startup time by the asp.net infrastructure;

# Fluent Initialization DSL

```
NServiceBus.Configure.With()
 .DefaultBuilder()
 .UseTransport<Msmq>() //RabbitMq/SqlServer/ActiveMq/WebSphereMq
 .UnicastBus()
 .CreateBus()
 .Start();
```



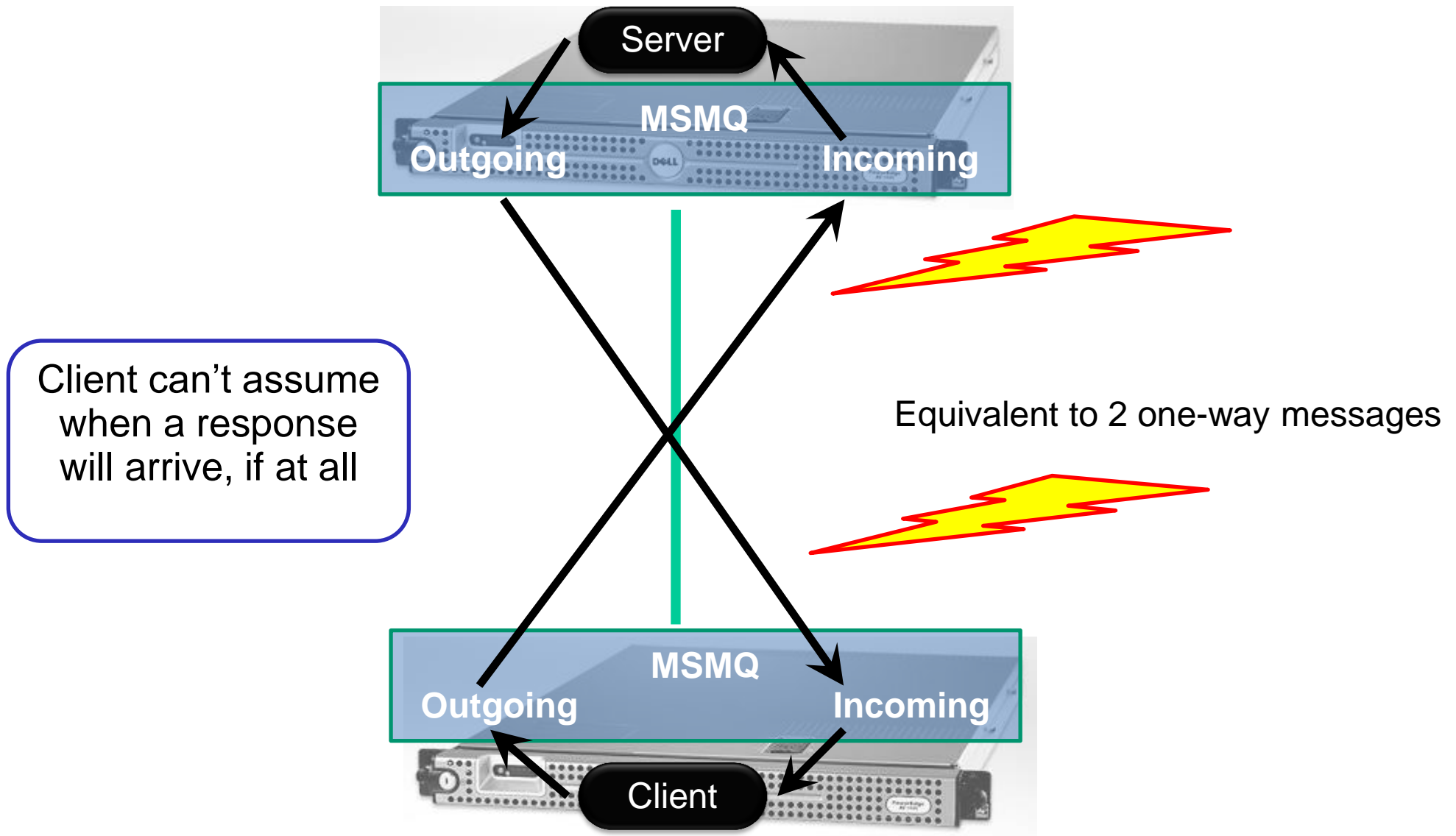
# Send only endpoints

- ◆ Useful for endpoints that only sends messages
- ◆ Configured by calling `.SendOnly()`
  - ◆ But not `.CreateBus().Start()`
- ◆ Doesn't need settings for
  - ◆ Input queue
  - ◆ Error queue
  - ◆ Worker threads, Retries

# Exercise 13

# Request / Response

# Request / Response



# Request / Response

- ◆ Message is sent from the server to the client's queue
  - ◆ If the client is offline, message sits in the server machine's outgoing queue
- ◆ Client is not blocked until response arrives
- ◆ If two requests were sent, responses may arrive out of order

# Warning! This is NOT RPC

- ◆ Do NOT try to implement regular request/response patterns on top of messaging
- ◆ The client should be designed so that it can continue operating if a response never comes

# Fallacy: Latency isn't a problem

- ♦ Latency is the time it takes a single call to cross the network
- ♦ Reasonably small for a LAN, not so small for a WAN, and significant over the internet
- ♦ ~ 1000 times slower than in-memory access
- ♦ If a remote object has 10 properties and you access them one by one, you pay 10 round-trips crossing the network 20 times

# Fallacy: Latency isn't a problem

- ◆ Solutions:

- ◆ Don't cross the network if you don't have to
- ◆ Inter-object chit-chat shouldn't cross the network
- ◆ If you have to cross the network,  
take all the data you might need with you

Messaging makes no assumptions about latency



# How to return data

- ◆ `Bus.Reply(messages);`
  - ◆ Remember: You don't know when this will arrive
- ◆ `Bus.Return(int errorCode);`
  - ◆ Embeds the `errorCode` in a control message
  - ◆ Prefer to define an enumeration:
    - ◆ `Bus.Return((int)ErrorCodes.NoSuchUser);`

# Handling responses client-side

- ◆ Can handle like any regular message:
  - ◆ Have a class implement `IHandleMessages<Response>`
- ◆ Can register a callback when sending request:
  - ◆ `Bus.Send(request).Register(asyncCallback, state)`
  - ◆ Callback only fires on first response
    - ◆ Then is cleaned up to prevent memory leaks
    - ◆ Doesn't survive restarts – not suitable for server-side
  - ◆ Useful for feedback on a command (success/failure)

# Client Startup

- ♦ Servers shouldn't throw away messages - ever
- ♦ Clients may not care what's in their queue at startup – preferring not to waste resources

```
NServiceBus.Configure.With()
 .UseTransport<...>()
 .PurgeOnStartup(true);
```

# Exercise 14

# Unit Testing

# Unit Testing Message Handlers

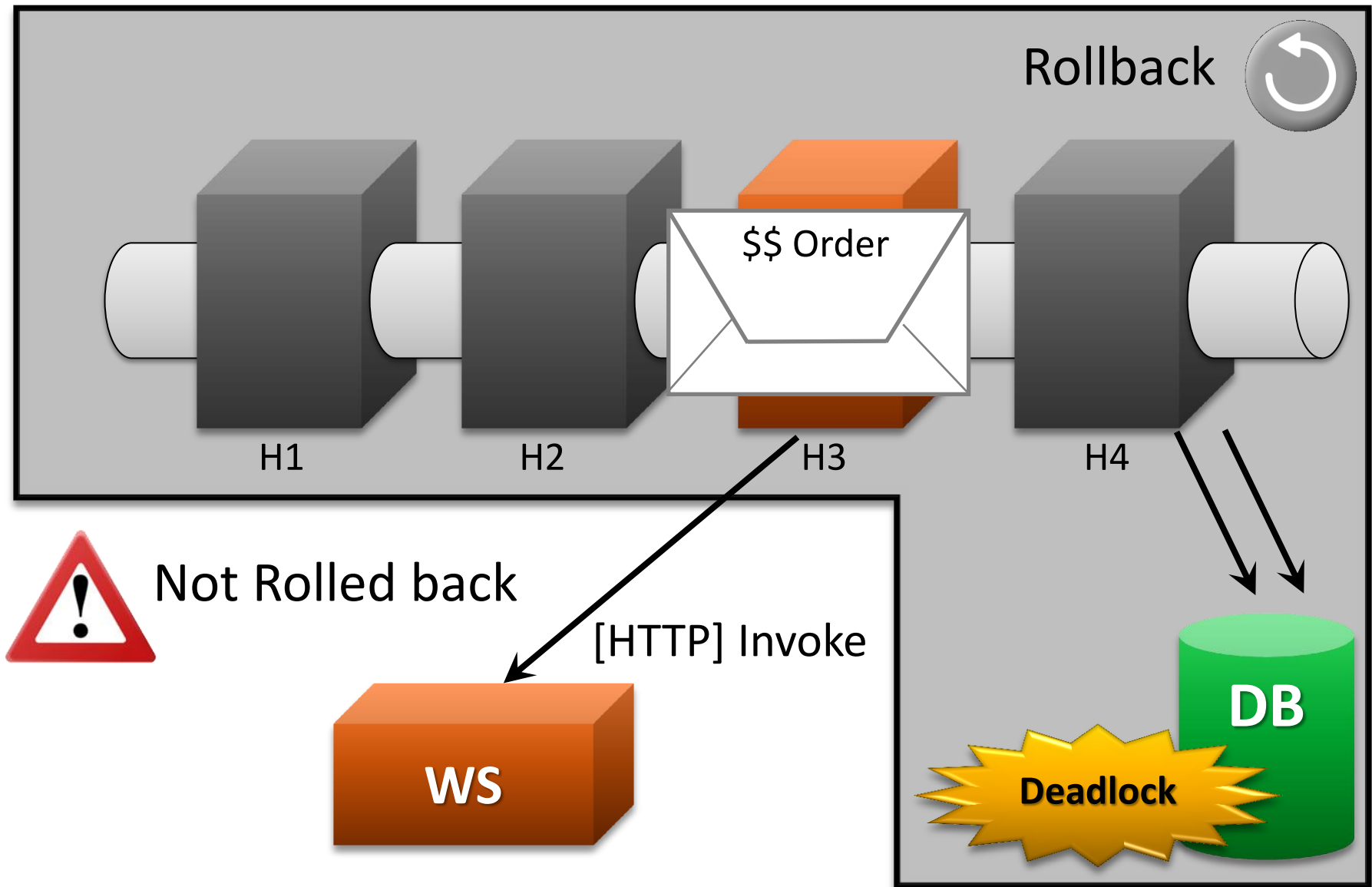
- ◆ NServiceBus.Testing.dll
- ◆ Provides the ability to set expectations around how message handlers handle messages
  - ◆ Expect: Send, Reply, Publish, etc...

# Exercise 15

# Exceptions, Consistency, Integration



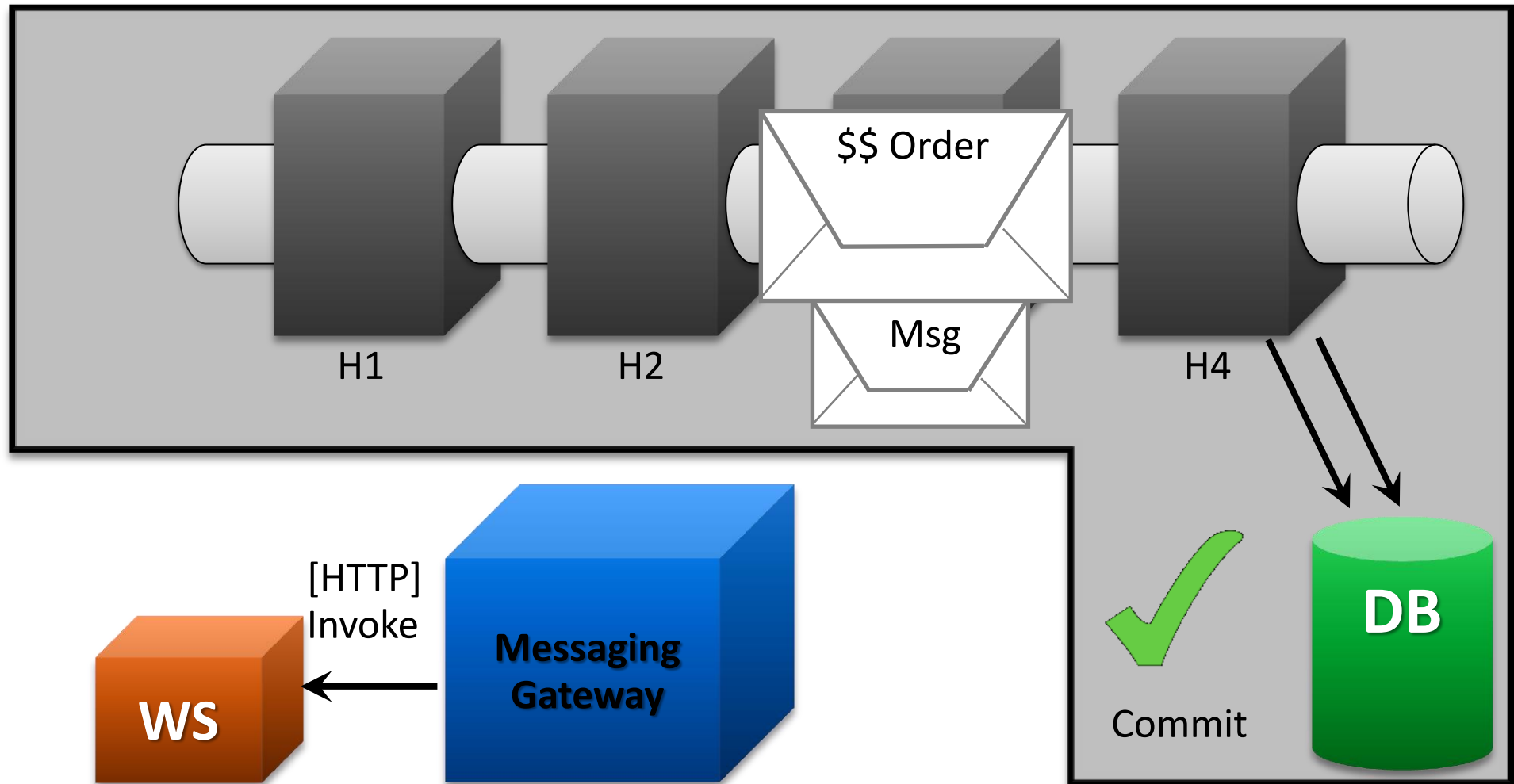
# Invoking web services from handlers



# Integrating messaging & WS

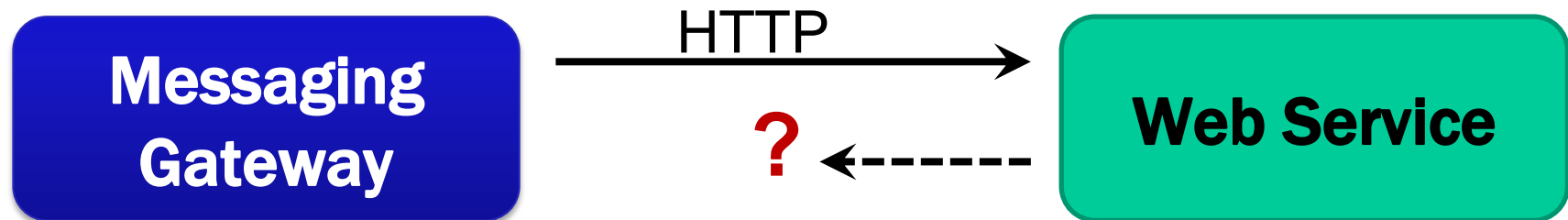
## The right way

The message won't be sent if there's a failure



# Messaging to WS Integration

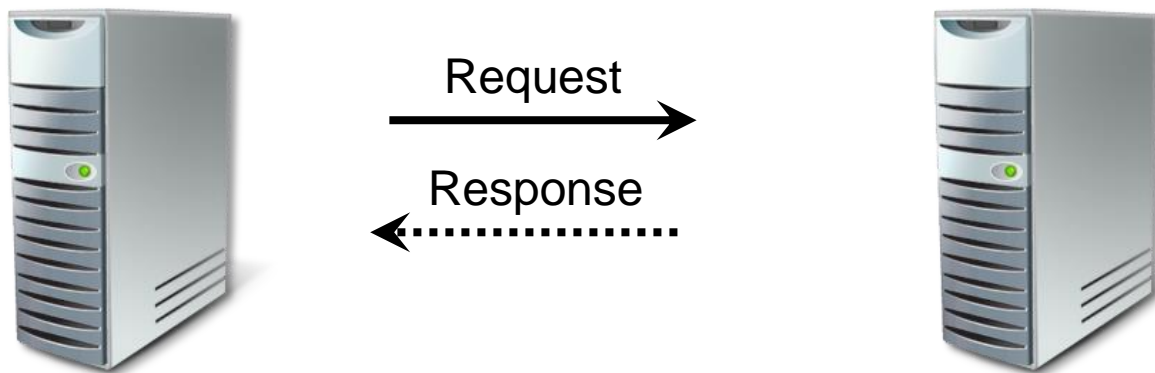
- When calling external web services from a messaging endpoint, if they're down, regular retry logic kicks in.



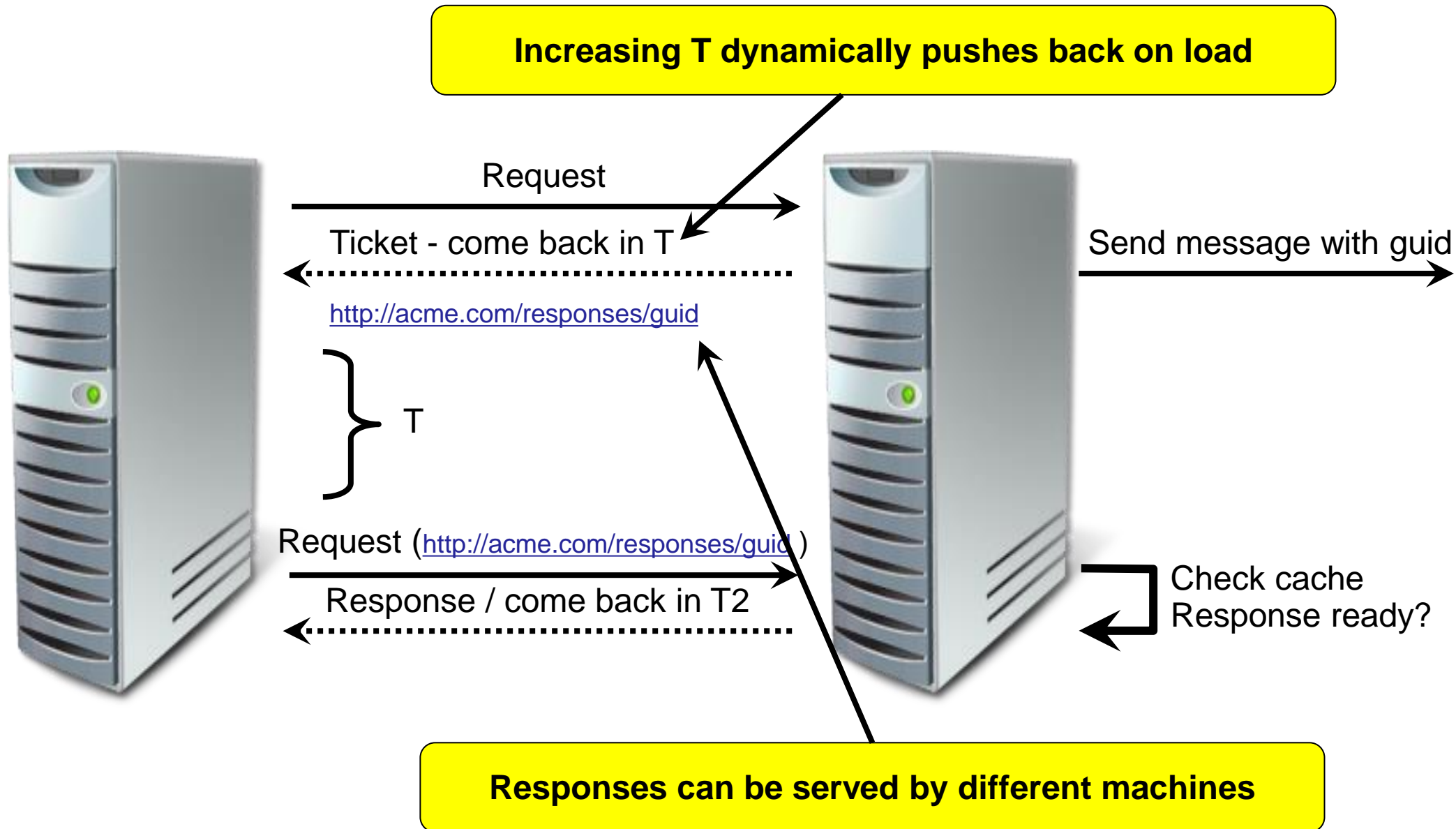
HTTP Timeout Exception & Retry

# Web Services & Integration

- ◆ Request/response synchronous web service most broadly known
  - ◆ Makes sense to expose this kind of endpoint
  - ◆ Throttle it – not a scalable solution
  - ◆ Direct users to a different integration \*protocol\*



# Web Integration Protocols

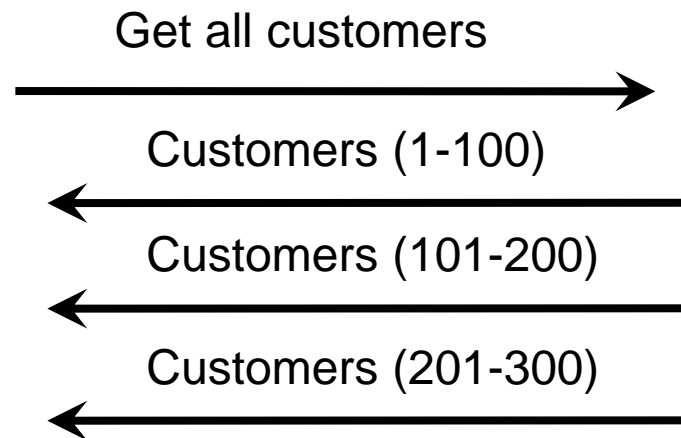


# Exceptions & Request / Response

- ◆ As opposed to RPC, an exception doesn't return to the endpoint which sent the request
- ◆ If there's a problem with the system, users don't need to call the helpdesk – administrators can see that there's a problem from the error queue.
- ◆ Consider responding to the user via email

# Multiple Responses

- ◆ Can call `Bus.Reply` multiple times
  - ◆ Useful for “streaming” back a lot of data



Better user experience

Caps server-side  
memory use

- ◆ Can respond with multiple message types too
  - ◆ Each handler in the pipeline can reply differently

# Streaming Responses and CQRS

- ◆ When the endpoint is transactional, messages are not sent until processing is complete
- ◆ Query endpoints do not require transactional fault-tolerance, and **MUST** not be transactional in order to stream back responses



# Exercise 16, 17

# Administration & Monitoring

# Installing your endpoint

- ◆ NServiceBus.Host.exe -install
  - ◆ Installs the host as a windows service
  - ◆ Add -sideBySide if you want to run in parallel while upgrading
  - ◆ Executes the installers
- ◆ NServiceBus.Host.exe -uninstall
  - ◆ Uninstalls the service
  - ◆ It recommended to install/uninstall on each deploy

# Installers

- ◆ Used by NServiceBus to install runtime dependencies like queues, databases etc
- ◆ Implement `INeedToInstallSomething` to create your own installer
  - ◆ Used for endpoint related dependencies

# Error Queues

- ◆ 1 error queue usually enough for the whole system
- ◆ Administrators should monitor the error queue
  - ◆ First indication that something is wrong
    - ◆ Like database going down
- ◆ Especially after installing a new version of the system side by side with the old version

# Error Queues & Administration

- ◆ Deserialization exceptions can be caused by incompatible versions running side-by-side
- ◆ After fixing and redeploying, messages from error queue can be retried:
  - ◆ `/tools/ReturnToSourceQueue.exe`
  - ◆ Can return single or all messages

# Monitoring

- ◆ Use performance counters exposed by the queuing system to monitor number of messages waiting in queue
- ◆ But various parts of the system process different loads, and have varying computing power

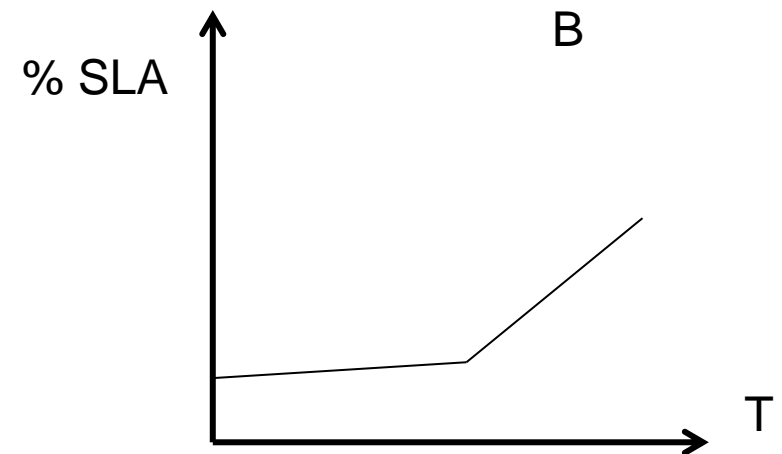
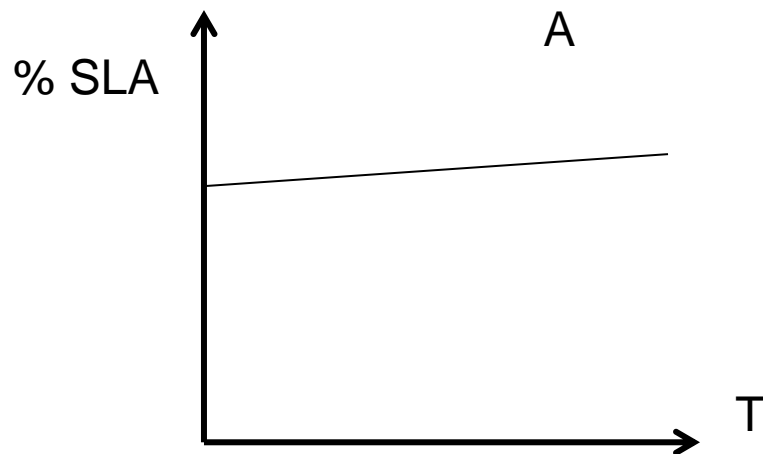


**Time is the key**

- ◆ Age of oldest message equalizes everything

# Critical Time Performance Counter

- Can use WMI to pull into existing monitoring apps
- Measure against business-defined SLA



- Calculate “Time to exceed SLA”

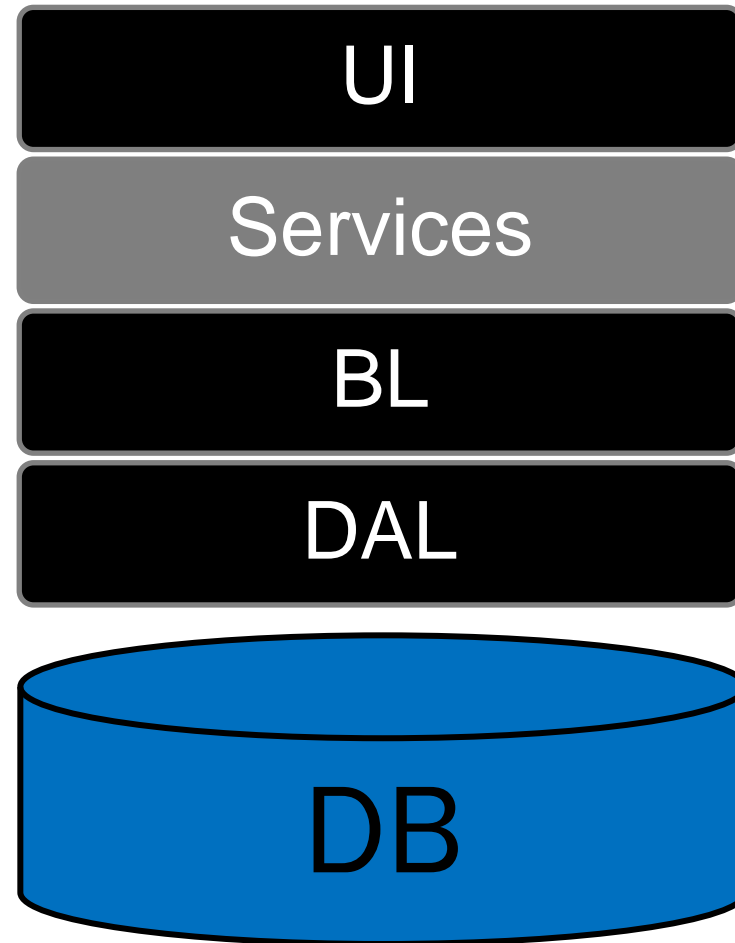
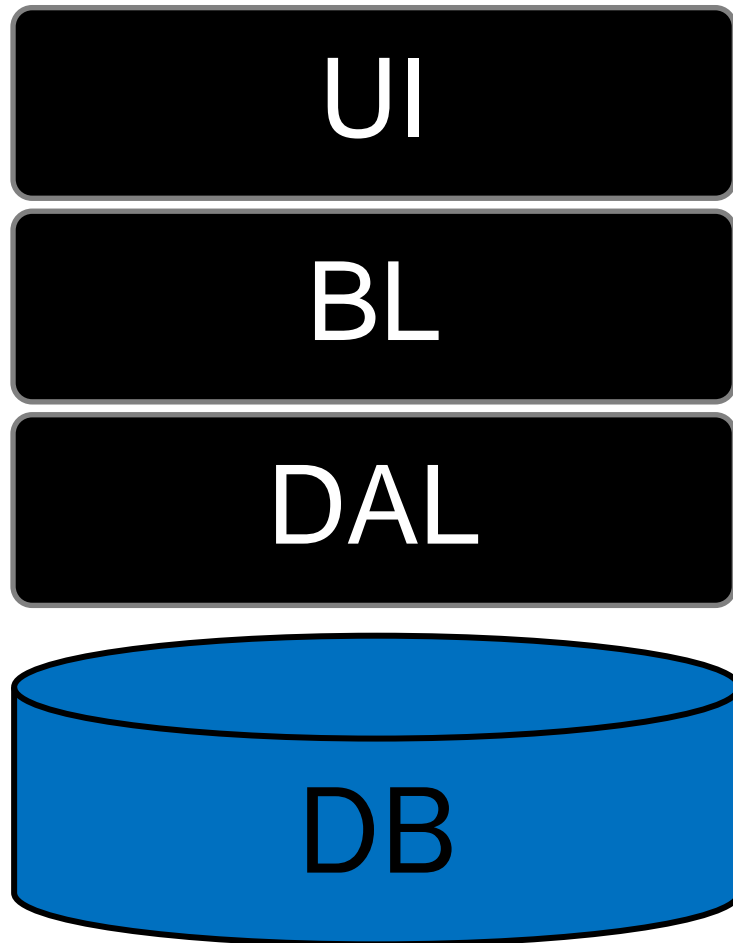


# SOA Introduction

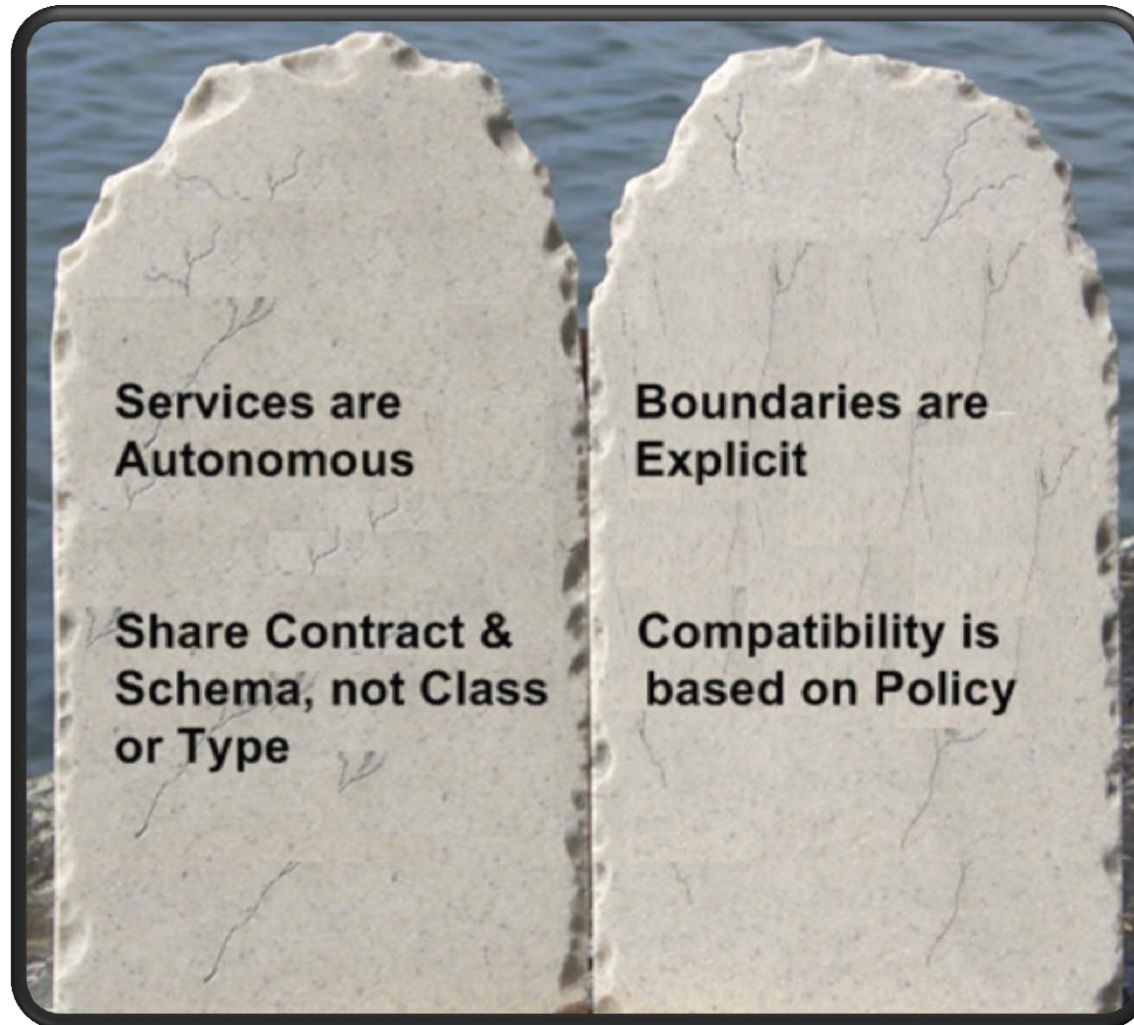
# SOA: Definition

A service is the technical authority for a specific business capability

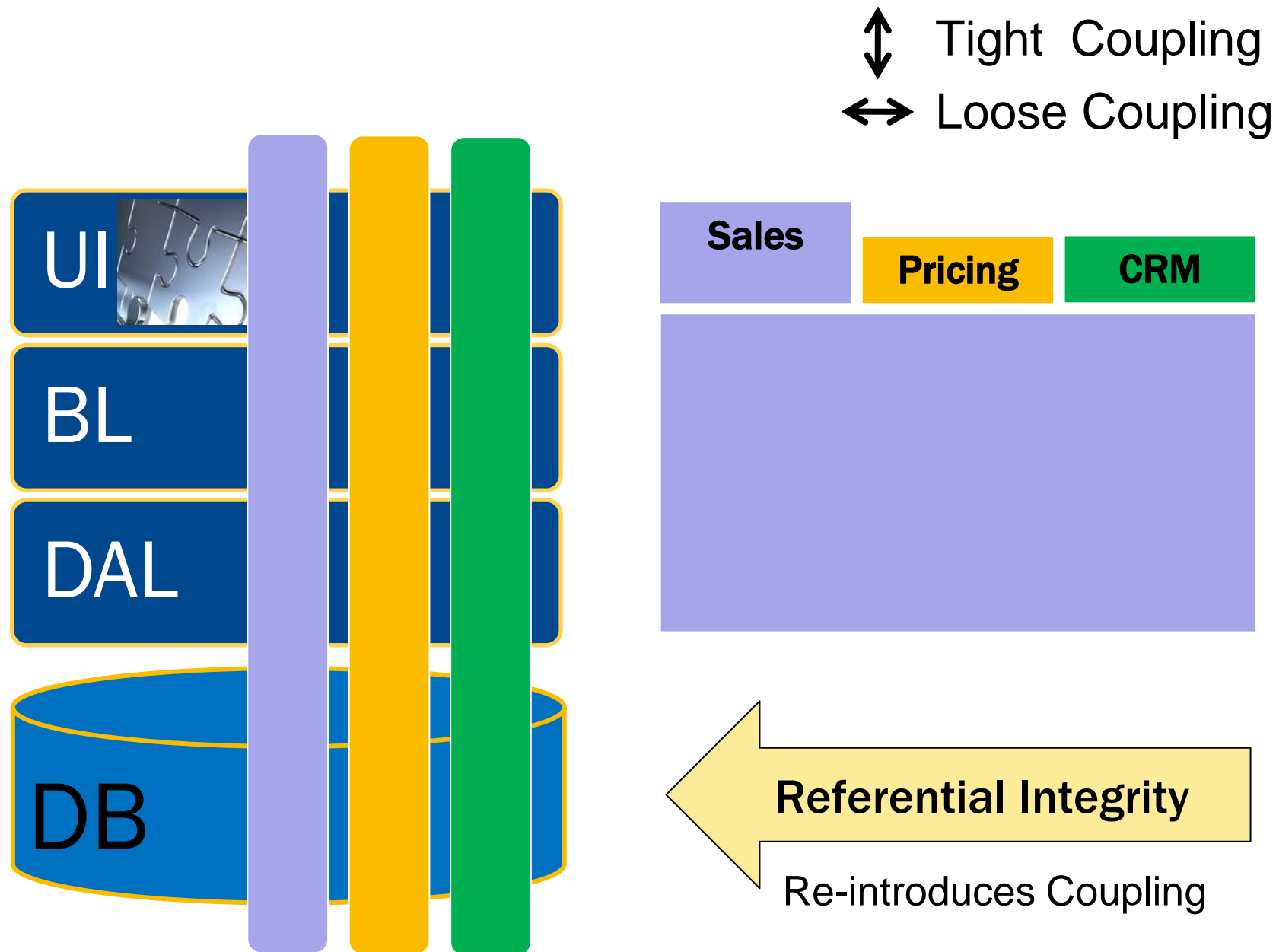
# Common SOA Practice



# Tenets of Service Orientation



# Layers & Coupling



# Composite Challenges

## EBay & Amazon

One page showing data from multiple sources

EBay: Browser-side



Amazon: Server-side



# Browser-side Composition

Each URI handled by a different service

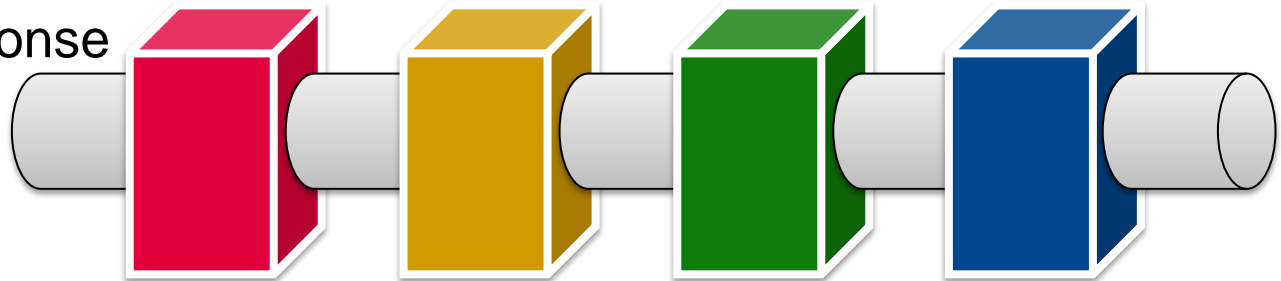
The image shows a screenshot of the eBay homepage with several sections highlighted by yellow rounded rectangles. Blue callout boxes with white text are overlaid on these sections, indicating the services responsible for their layout and the URIs they handle.

- Layout.CSS** and **Layout.JS** are indicated at the top of the page.
- The **dailydeal** section is annotated with `<link rel="/dailydeal/">`.
- The **Welcome** section is annotated with `<link rel="/welcome/">`.
- The **Hot brands at hot prices** section is annotated with `<link rel="/hotbrands/">`.
- The **Shop your Favorite Categories** section is annotated with `<link rel="/categories/">`.

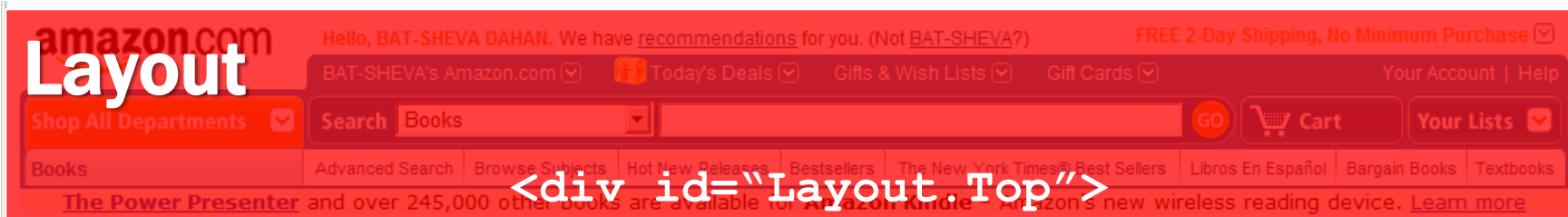
The screenshot includes the eBay logo, navigation links (My eBay, Community, Help), a search bar, and various promotional banners and product listings.

# Server-Side Composition (SEO friendly)

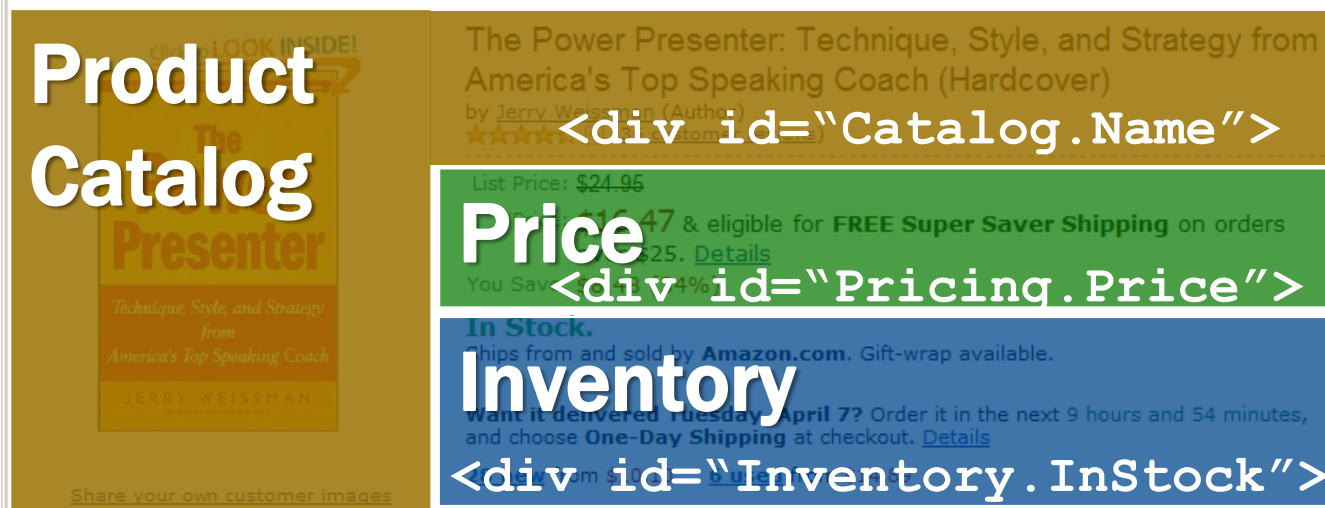
ASP MVC3 Razor  
Builds a single response



**Layout**



**Product Catalog**

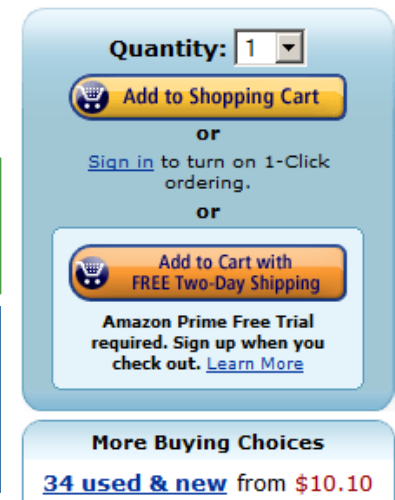


<div id="Layout.Top">

<div id="Catalog.Name">

Price  
<div id="Pricing.Price">

Inventory  
<div id="Inventory.InStock">



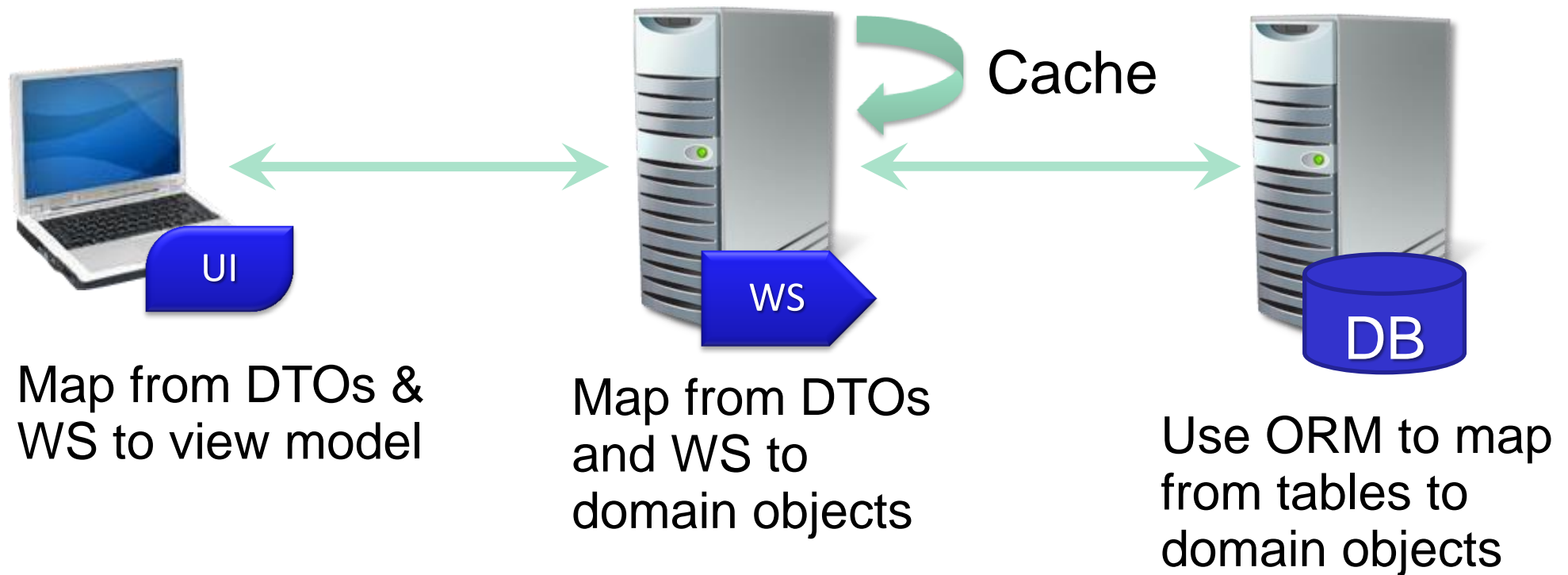


# Command Query Segregation Principle

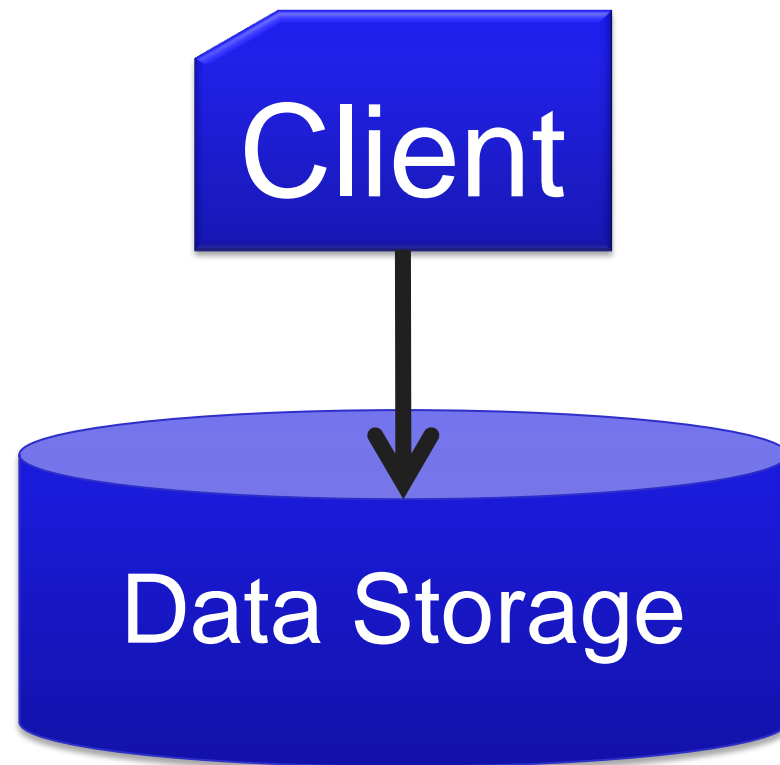
Where to use it?

Only within  
an SOA service

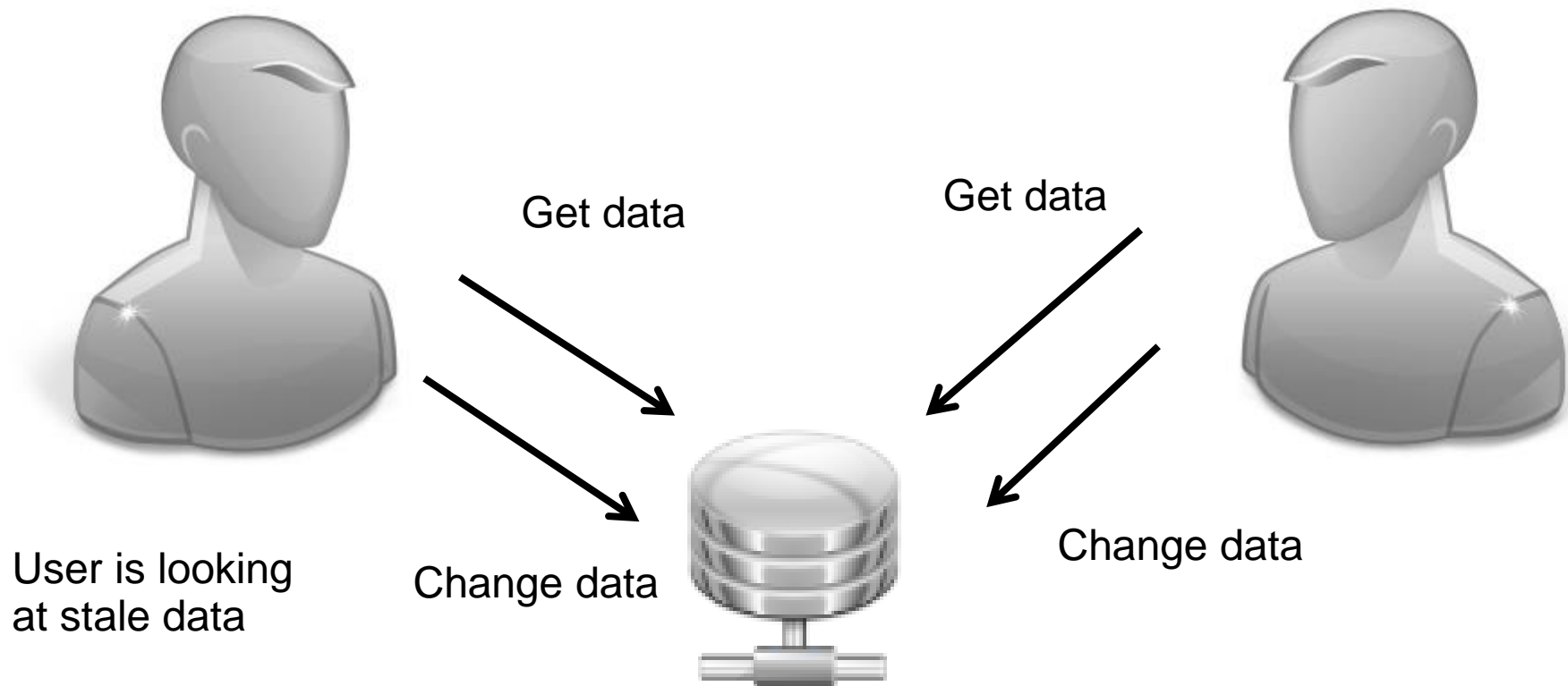
# Not the only alternative to N-Tier



# In non-collaborative business domains



# Collaboration

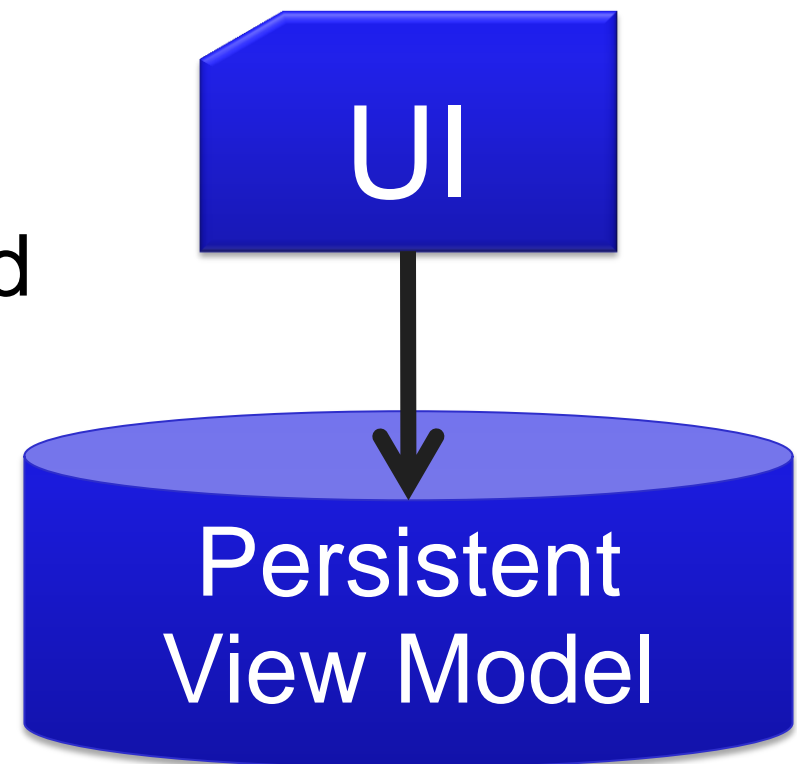


Optimistic concurrency  
not good enough

# Queries – showing data to the user

- ◆ Can be implemented in simple 2-Tier fashion
- ◆ Use ADO.NET to get a DataTable, bind to the UI
- ◆ No 2-way Data Binding
- ◆ Denormalized, pre-calculated
- ◆ 1 View == Table

```
SELECT * FROM t1 WHERE ID = @ID
```



# View Model & Preliminary Validation

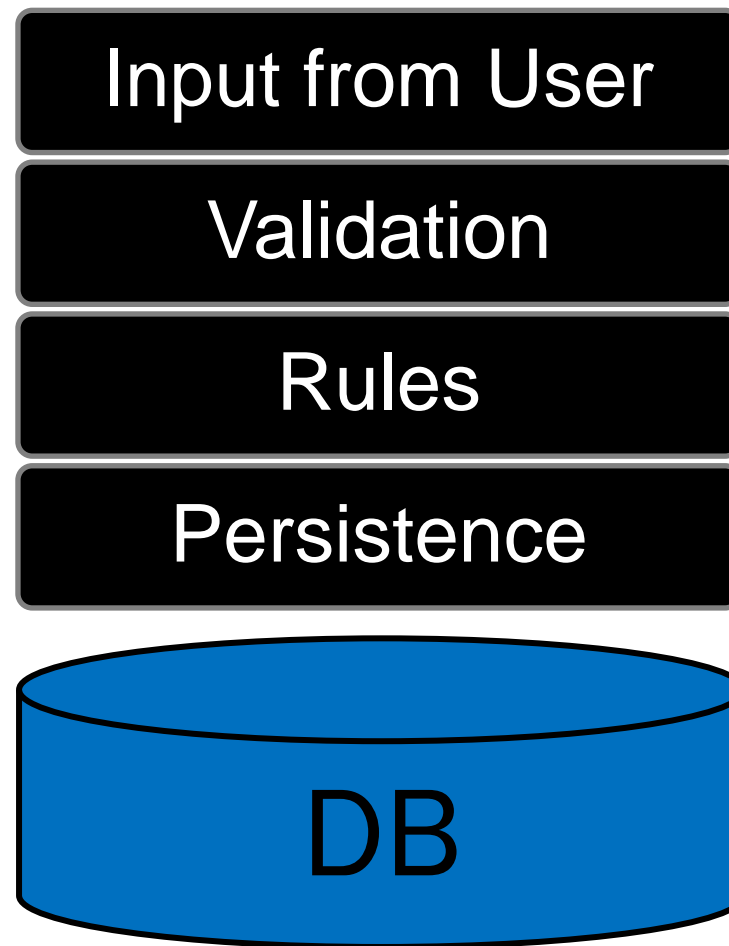
- ◆ Used to decide if commands should be sent
  - ◆ Yes – this is business logic. Get over it
  - ◆ Client side controllers are supposed to do logic
- ◆ Checking for uniqueness
- ◆ Other examples:
  - ◆ Is product still for sale?

# Commands – accepting user input

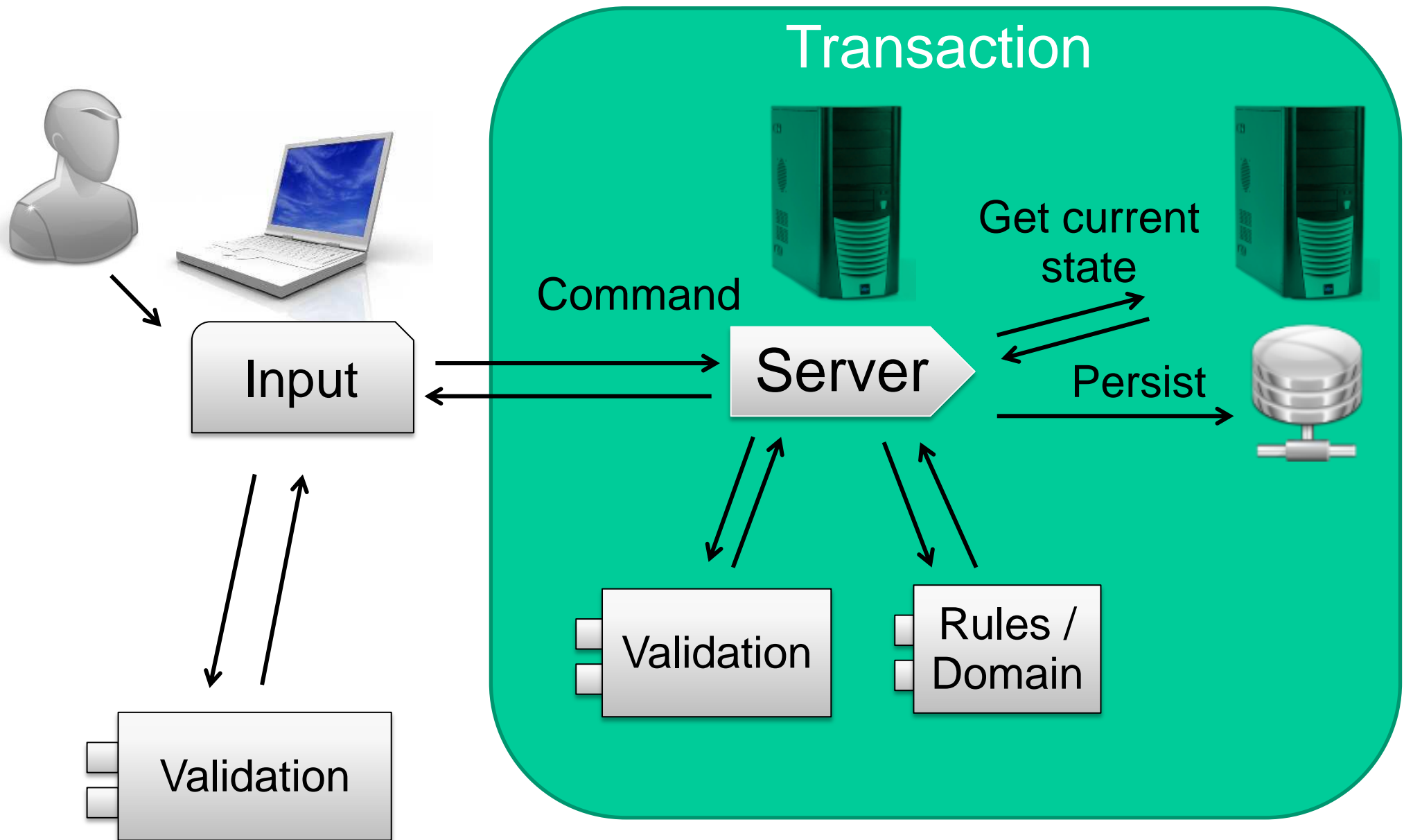
- ◆ Implemented as simple fire & forget mode
- ◆ User should assume that the command succeeded
- ◆ Therefore validation should occur before sending the command
- ◆ Race conditions still need to be dealt with



# Command Processing Layers



# Command Processing Tiers



# Command Feedback

- ◆ Success & failure can be communicated back using email (or something similar)
- ◆ Can also invest in AJAX widgets which pop up “toasts” to notify users
- ◆ Or just implicitly assume success
  - ◆ Stackoverflow: leaving a comment on a question

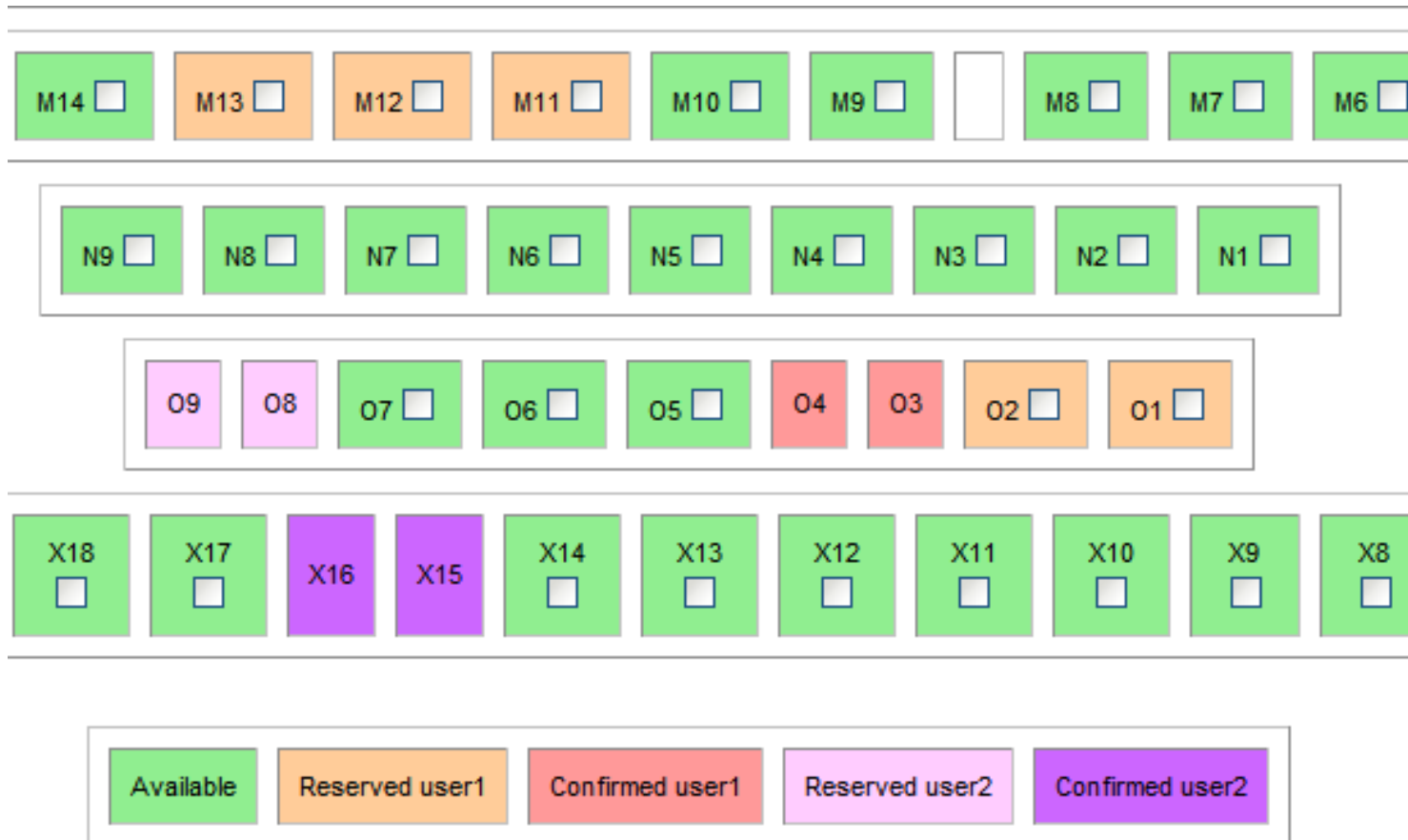
# Rethinking the UI

- ◆ Design the user-system interaction such that the user doesn't need immediate feedback on their actions
- ◆ Stay away from editable grids

Customers		Orders (CustomerID: AROUT)						
	CustomerID	EmployeeID	Freight	OrderDate	OrderID	RequiredDate	ShipAddress	Ship
▶	AROUT	6	41.9	12/16/2002	10355	1/13/2003	Brook Farm	Col
+	AROUT	8	3	6/2003	383	2/13/2003	Brook Farm	Col
+	AROUT	1		2003	3	4/21/2003	Brook Farm	Col
+	AROUT			8/2/2003			Brook Farm	Col
+	AROUT			11/30/2003			Brook Farm	Col
+	AROUT	4		741	12/29/2003		Brook Farm	Col
+	AROUT	1	23.7		10743	1/15/2004	Brook Farm	Col
+	AROUT	3	146.2		10768	2/5/2004	Brook Farm	Col
+	AROUT	3			793	2/21/2004	Brook Farm	Col
+	AROUT	4				4/1/2004	Brook Farm	Col
+	AROUT	4				4/30/2004	Brook Farm	Col
+	AROUT	9				4/29/2004	Brook Farm	Col
+	AROUT	9			016	6/7/2004	Brook Farm	Col



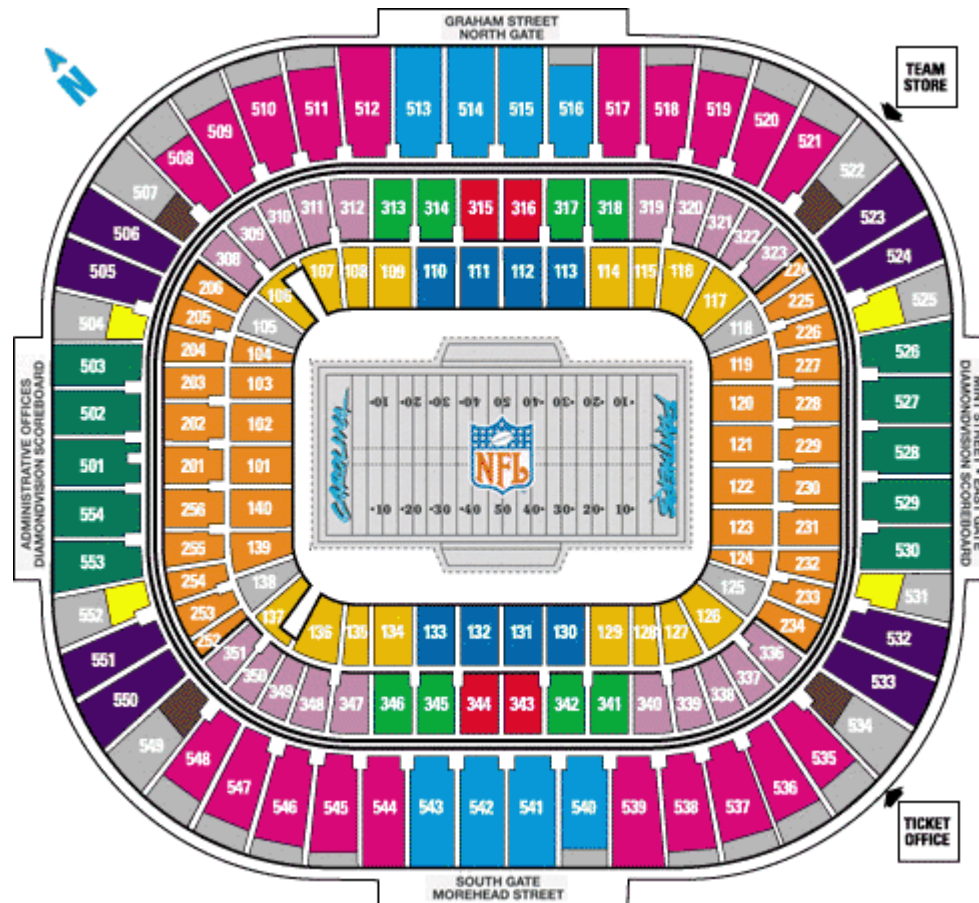
# Not Capturing User Intent



# Capturing user intent

- ◆ Group reservation
  - ◆ Small group sitting together
  - ◆ Large group – several small groups
- ◆ Enter number of people
- ◆ Enter preferred seat type – indicates cost
- ◆ System emails back when reservation is filled

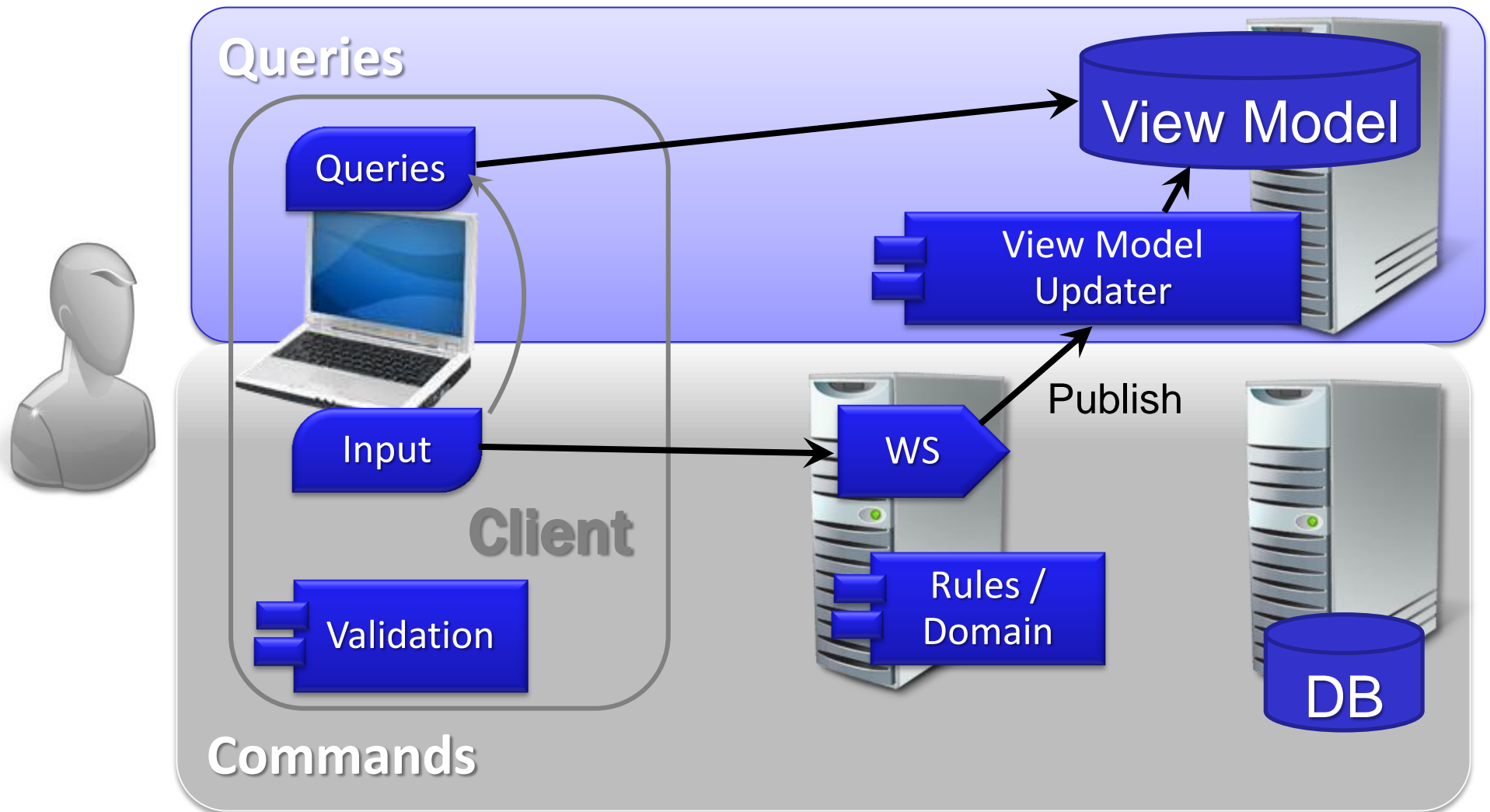
# Scalability benefits



- ◆ No need to show actual status!

# Putting it all together

Data from commands immediately overlaid on queries



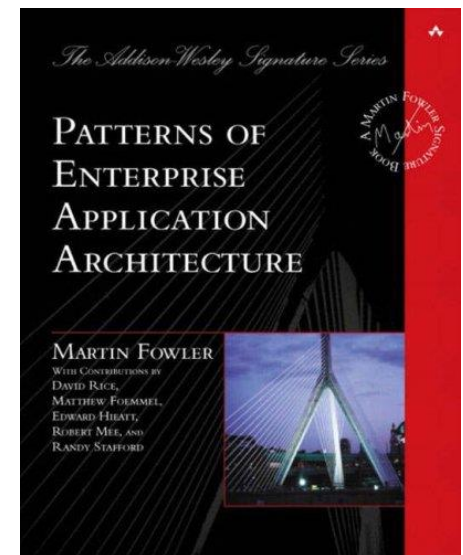


# Rules / Domain Components

- ◆ What are they for?
  - ◆ In addition to doing what the command said to do, doing other things
  - ◆ E.g. When a customer withdraws money from their account, if the account is overdrawn, send them an email recommending a loan.
- ◆ The focus is NOT on persistence
- ◆ The view model provides for most data needs

# Domain Models

- ♦ “If you have complicated and everchanging business rules...”
- ♦ “If you have simple not-null checks and a couple of sums to calculate, a Transaction Script is a better bet”
- ♦ p119 Patterns of Enterprise Application Architecture

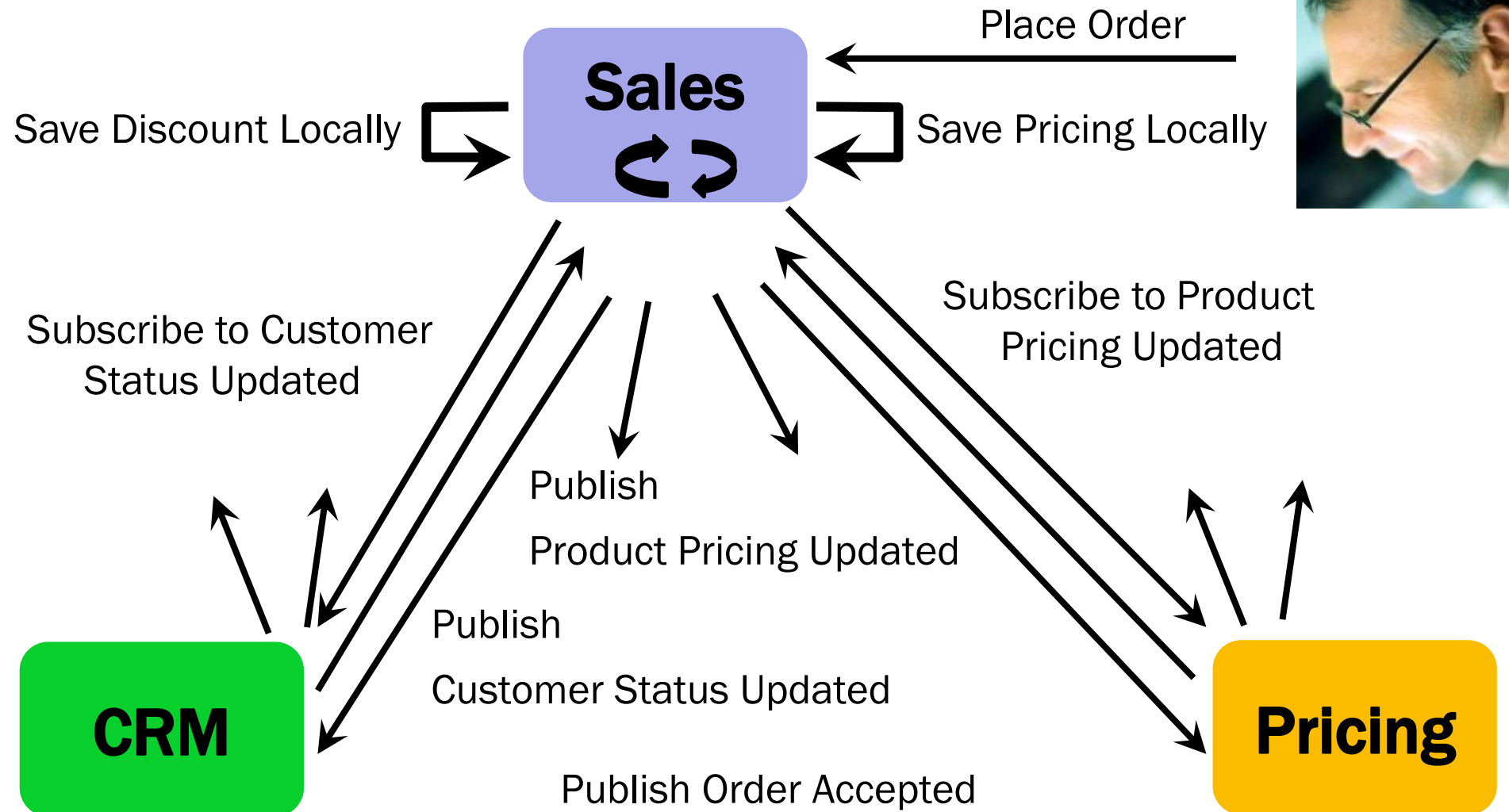


Remember

Use CQRS only within  
an SOA service

# SOA & Events

# Loosely Coupled Synchronization



# Business Component: Definition

- ♦ A service is divided internally into Business Components (BC)
- ♦ A Business Component is a sub-division of the business capability, not relevant outside the context of the service

# Business Components: Example

- ◆ Business Components in Shipping Service
  - ◆ Perishable
  - ◆ Non-perishable
- ◆ Business Components in Sales Service
  - ◆ Regular Customers
  - ◆ Strategic Partners

# Business Component Structure

A business component:

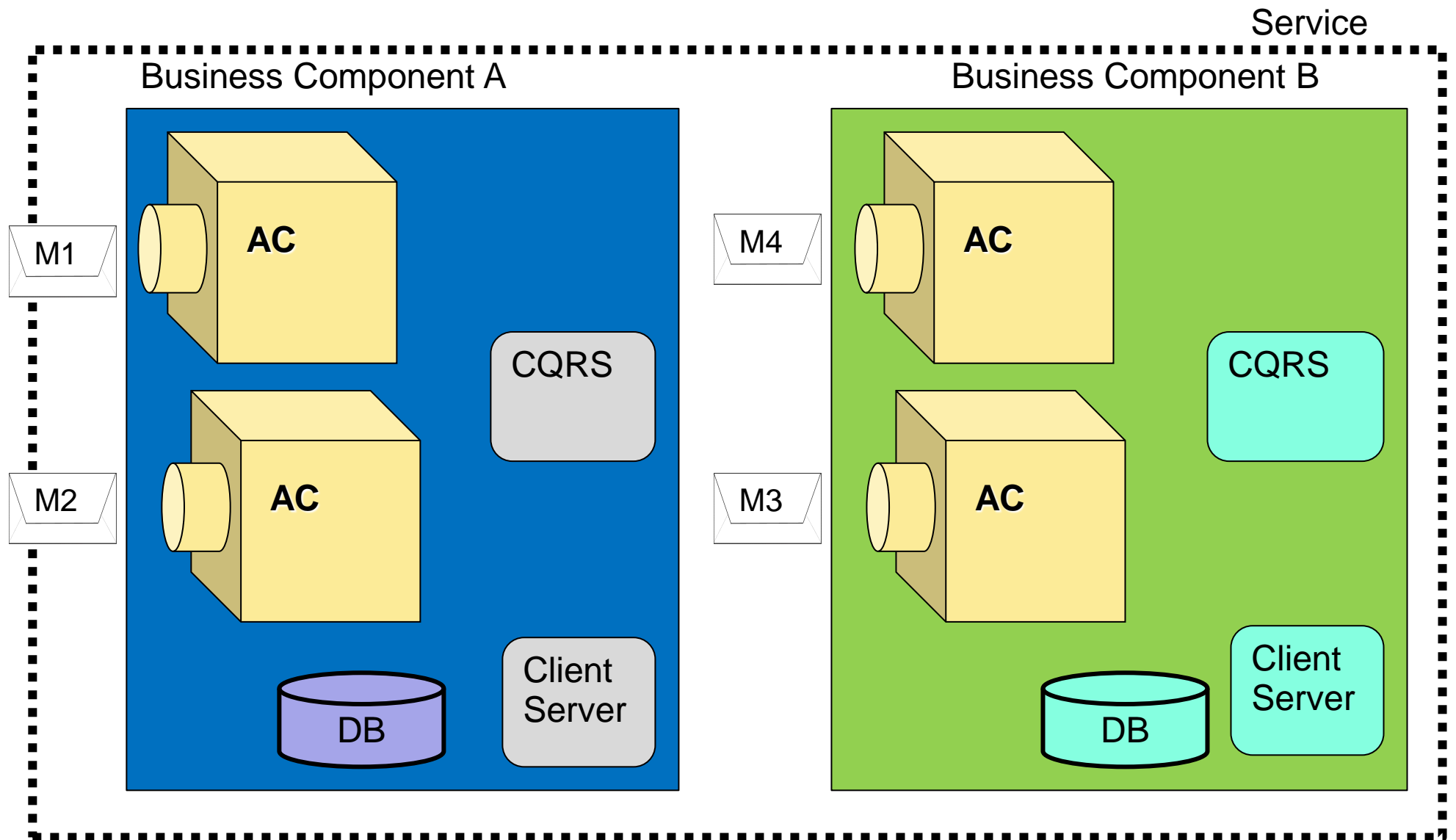
- ◆ Has its own database
  - ◆ Logically independent
    - ◆ No foreign keys to any other BCs
  - ◆ Physical separation provides greatest autonomy
- ◆ Can subscribe to events from other services
- ◆ Logically owns the code, config, DB schema as well as message schema for those it publishes



# Autonomous Component: Definition

- ◆ An Autonomous Component (AC) is a logical unit of deployment, containing all code and config needed to handle a single message type within a given business component.
- ◆ When installed on a given machine, that physical instance is called an Autonomous Component Instance (ACI)

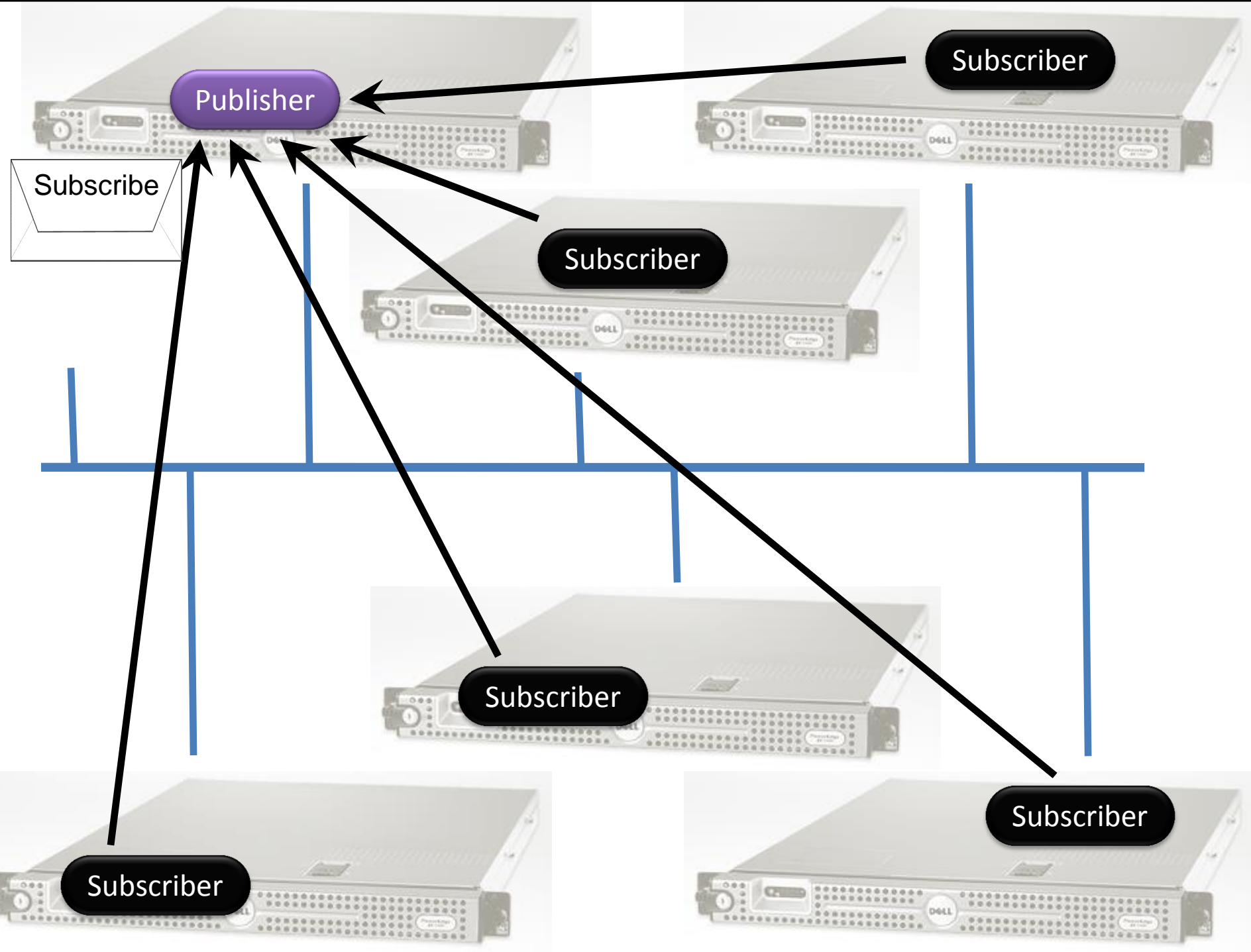
# Service Structure

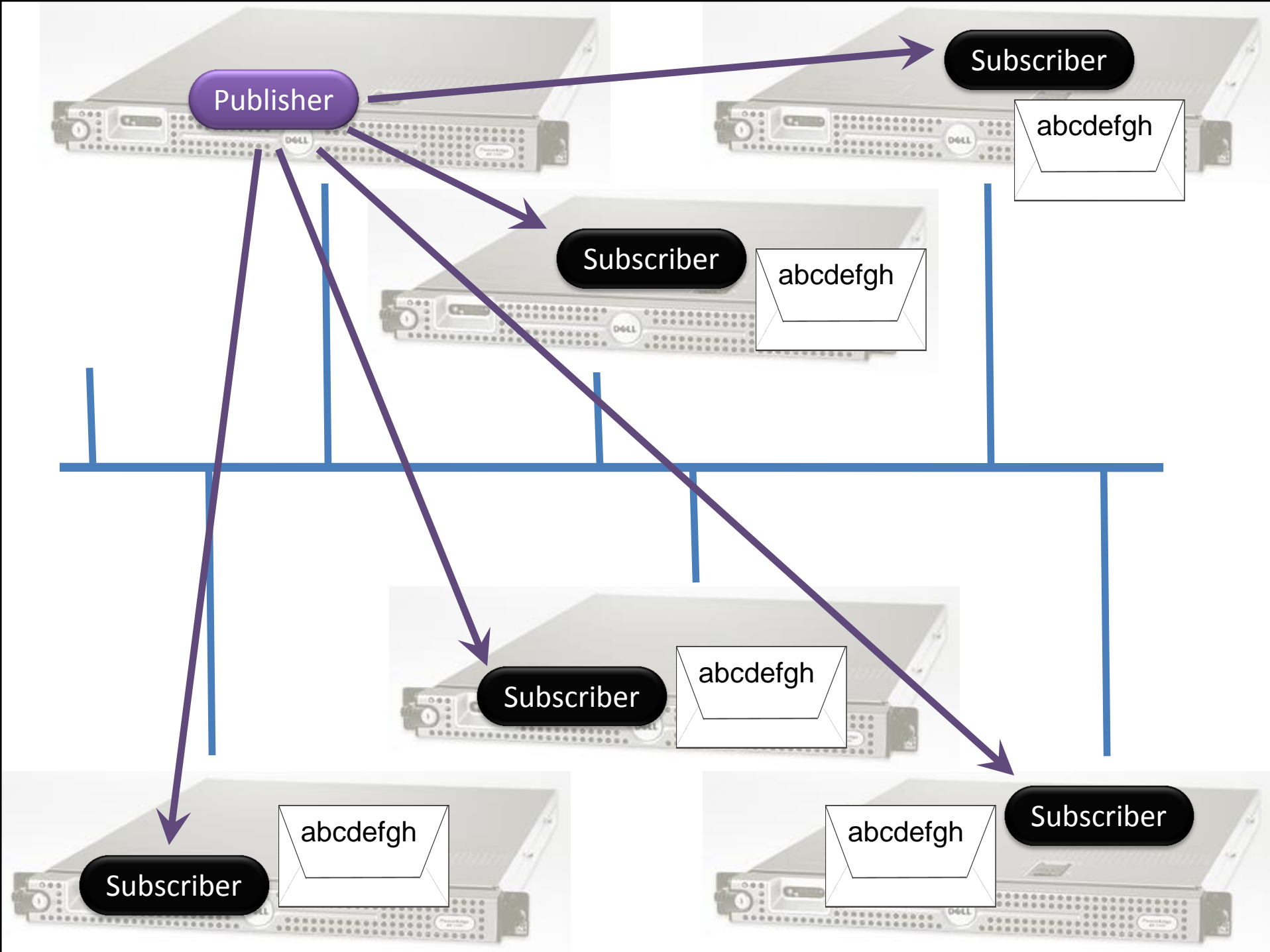


# Publish/Subscribe

# Advertise / Subscribe / Publish

- ◆ Messages represent logical events
  - ◆ Technically, there's no difference.
- ◆ Publisher advertises these events
- ◆ Subscribers express interest in an event
- ◆ When a publisher publishes an event, a message arrives in the queues of subscribed parties





# Advantages

- ◆ Extensible
  - ◆ Adding subscribers without bringing anything down
- ◆ Robust
  - ◆ publishers & subscribers can operate independently of each other
- ◆ Easy to patch, upgrade, and administer

# Advertise

- ◆ NServiceBus is not involved in this step
- ◆ May be as simple as a wiki
  - ◆ Hosts the schema as well as where to go to subscribe
- ◆ Configure like regular messaging:
  - ◆ In <UnicastBusConfig>, under <MessageEndpointMappings>  
    <add Messages="schema assembly"  
        endpoint="subscribe-here@Publisher">



# Automatic Subscriptions

- ◆ Write a handler for the event
  - ◆ NServiceBus will contact the configured publisher at startup to subscribe to that message
    - ◆ Unless:  
`NServiceBus.Configure.With().UnicastBus.DoNotAutoSubscribe();`

# Manual Subscription Management

- ◆ `Bus.Subscribe<T>();`
- ◆ `Bus.Unsubscribe<T>();`
- ◆ Still requires a handler for the given message
- ◆ Consider unsubscribing clients when they shut down

# Subscription Storage

- ◆ Publisher-side storage of who is interested in what
  - ◆ Can be stored in MSMQ (not scale-out friendly)  
`NServiceBus.Configure.With().MsmqSubscriptionStorage();`
    - ◆ Configured:  
`<MsmqSubscriptionStorageConfig Queue="" />`
  - ◆ Can be stored in a database
    - ◆ RavenDB is the default  
`NServicebus.Configure.With().RavenSubscriptionStorage();`
    - ◆ NHibernate is still supported but in a separate assembly  
`NServicebus.Configure.With().DbSubscriptionStorage();`

# Publishing Events

- Similar to sending a message:

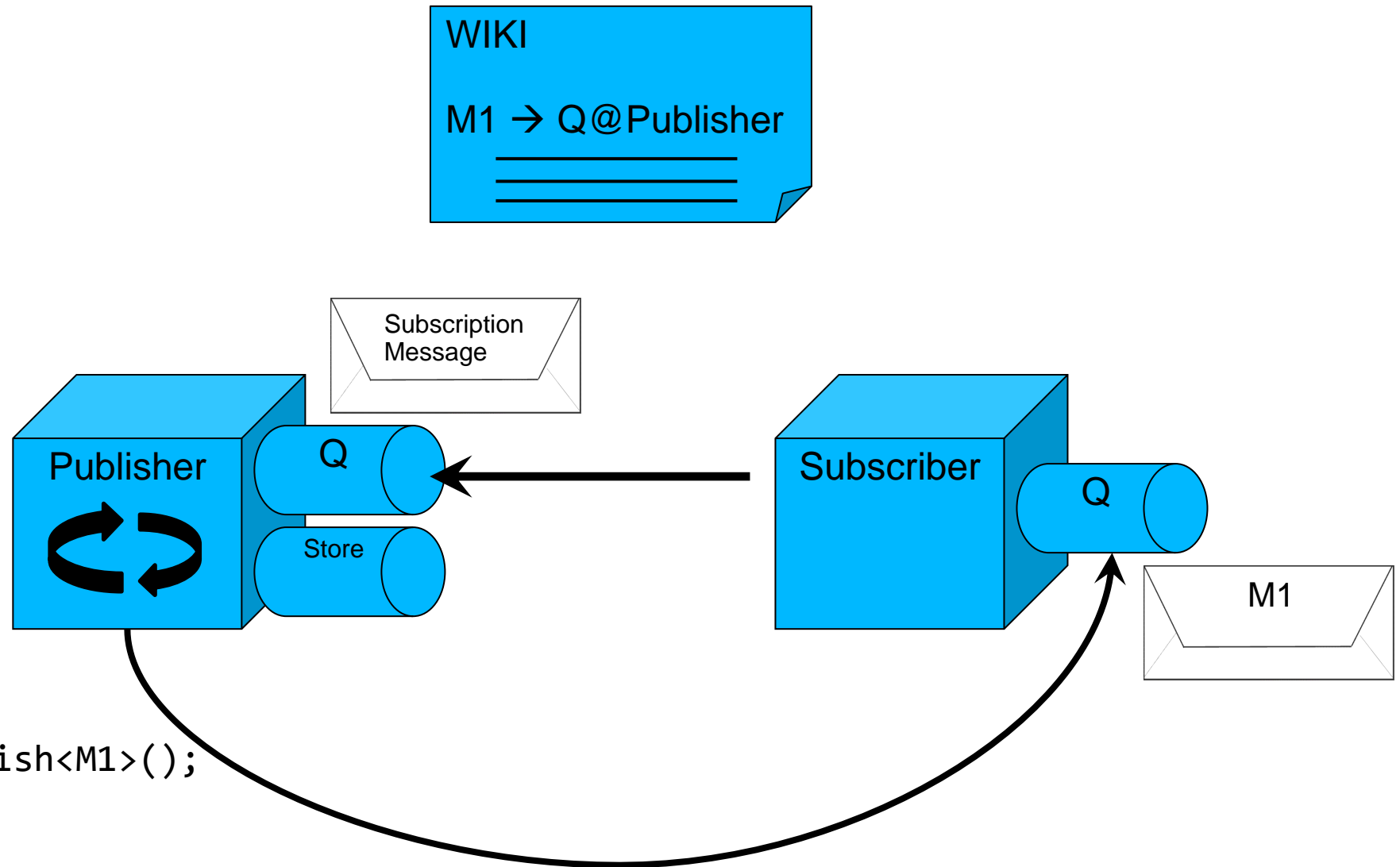
```
Bus.Publish(msg);
```

Or:

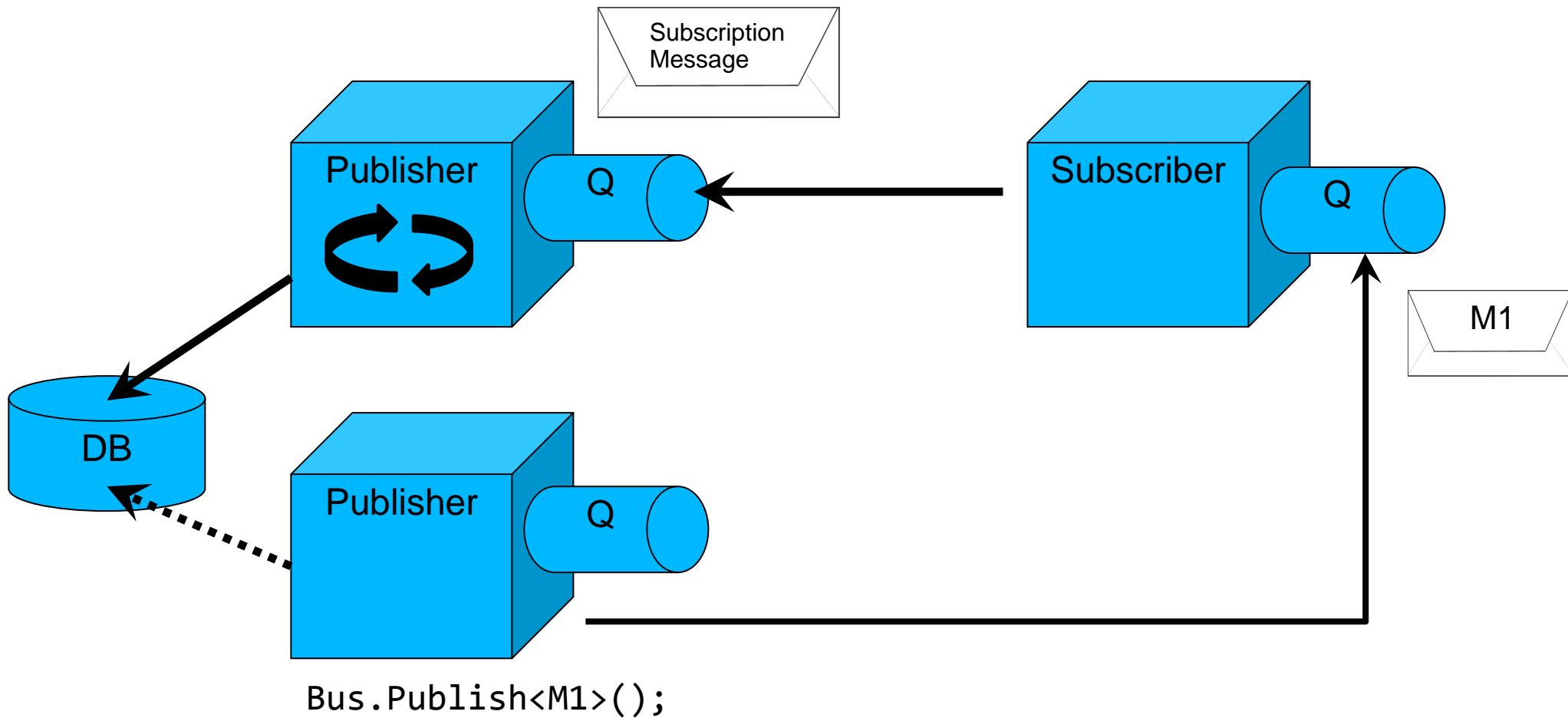
```
Bus.Publish<IMyEvent>((m) =>
 { m.Prop1 = val1; m.Prop2 = val2; });
```

- Consider having your events inherit from IEvent or define convention  
Configure.With().DefiningEventsAs(t =>...)

# Advertise / Subscribe / Publish

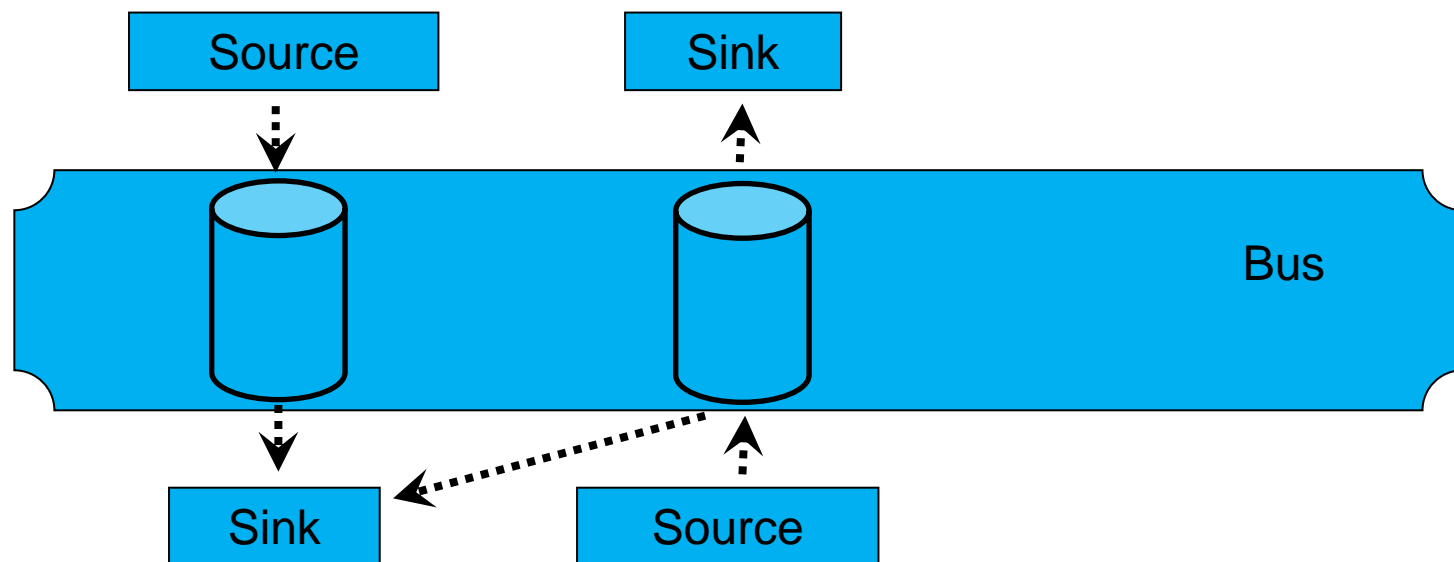


# Publisher Scale-Out



# Bus Architectural Style – not a Broker

- ◆ Event sources and sinks communicate via channels in the bus
- ◆ Source place events (messages) in channels, sinks are notified about message availability



# Bus Characteristics

- ◆ Bus is not necessarily physically separate
  - ◆ Channels are both physical and logical
- ◆ Bus is simpler than most Brokers
  - ◆ No routing or service fail over
- ◆ No single point of failure



# Exercise: Publish / Subscribe

# Web, Pub/Sub, Caching

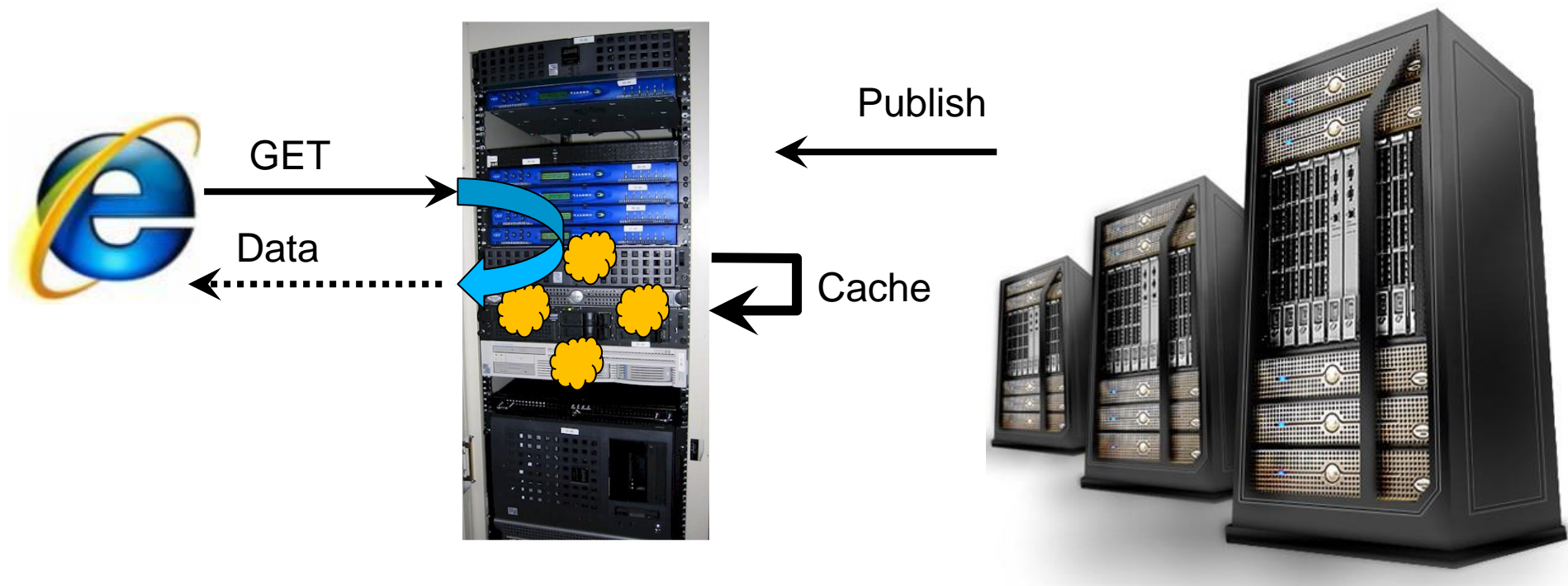
# Web Apps

- ◆ HTTP request/response with browsers
- ◆ Should avoid request/response with backend
  - ◆ Easier said than done



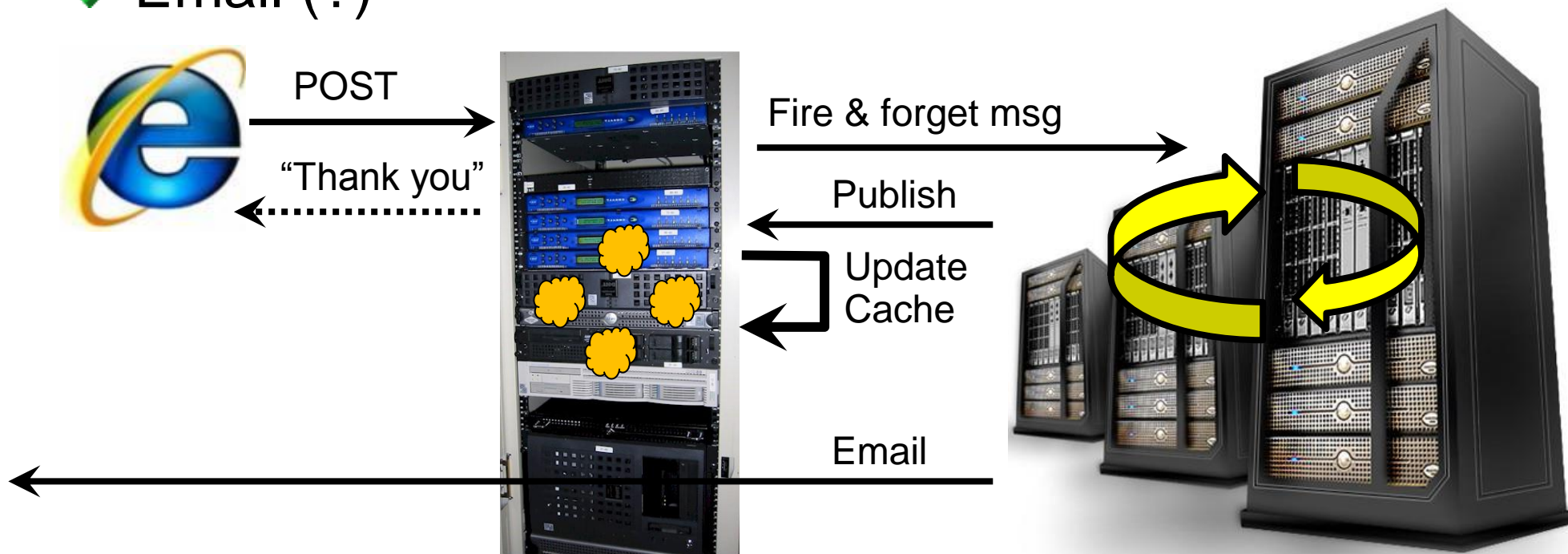
# Web Apps, Pub/Sub, and Caching

- ◆ Web app front end subscribes to events
  - ◆ Caches data from events in the web tier
  - ◆ Serves data from the cache to browsers



# Changing data

- ◆ User submits changes to data
  - ◆ Send message and show user “thank you” page
  - ◆ Successful processing causes publish/cache update
  - ◆ Email (?)

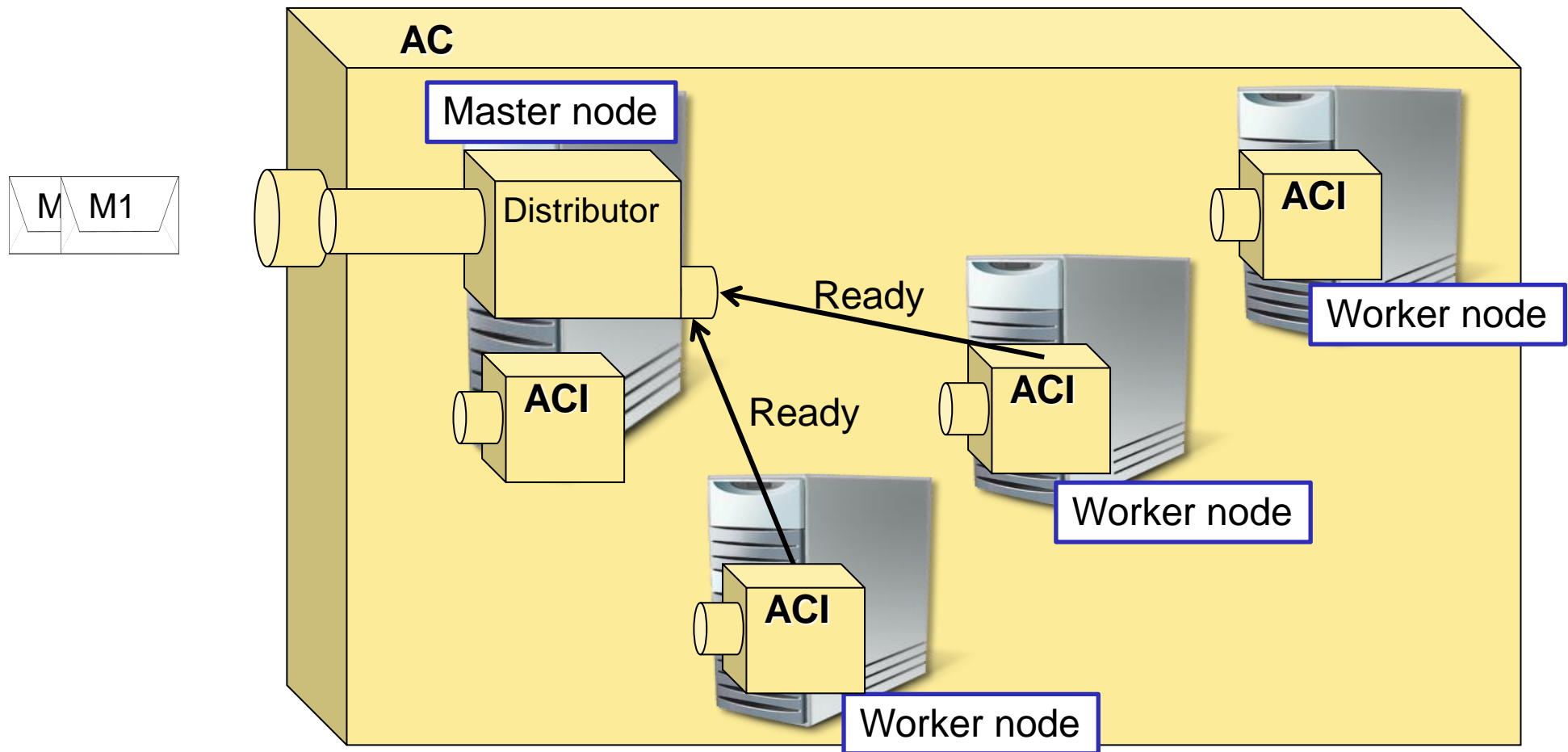


# Scaling-out and Multi-Site Messaging

# Master nodes and worker nodes

- ◆ Master node provides infrastructure capabilities
  - ◆ Distributor, RavenDB, TimeoutManager, etc
  - ◆ Needs to be highly available
- ◆ Worker nodes – process messages delivered from the master node
- ◆ Enables scale out with minimal configuration

# Scaling a Autonomous Component





# Configuring an ACI as the master

- ◆ Use the Master profile
  - ◆ Must be running on the master node
  - ◆ Runs the distributor in-process
  - ◆ Enlists it self as a worker
- 
- ◆ If you want to run the distributor by itself, use the Distributor profile

# Configuring an ACI as a worker

- ◆ Use the Worker profile
- ◆ Must know the master node  
`<MasterNodeConfig Node="MyCluster"/>`
- ◆ Sends timeout/gateway requests to the master
- ◆ Connects to RavenDB on the master for shared subscriptions and sagas

# Distributor – Group Exercise

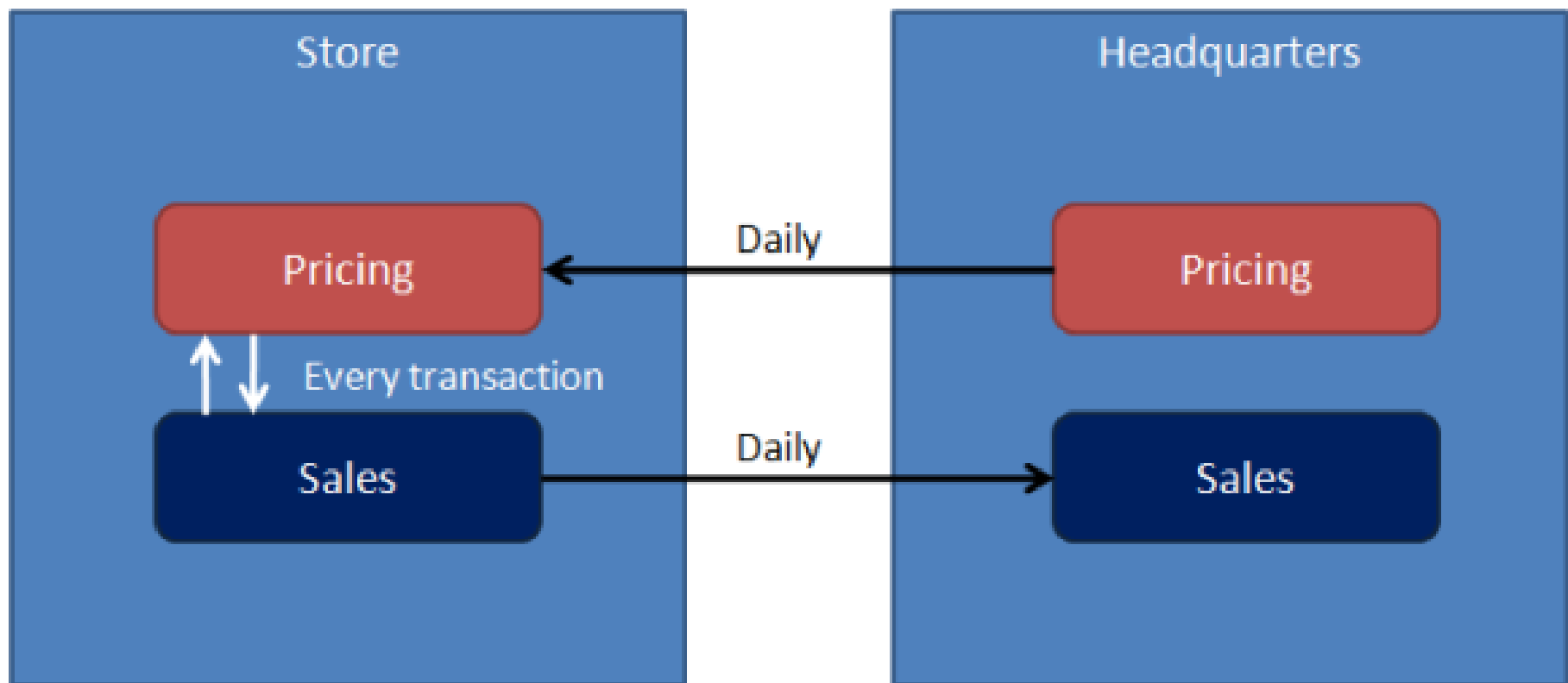
- ◆ Use the scale out sample from the download
- ◆ Run only the Orders.Handler project
- ◆ Have one machine be a master node
  - ◆ *NServiceBus.Production NServiceBus.Master*
- ◆ Configure the other machines to be workers
  - ◆ *NServiceBus.Production NServiceBus.Worker*
  - ◆ *<MasterNodeConfig Node="smt68"/>*

# Cross-site communication

- ◆ When your sites are logically different
  - ◆ Headquarter vs Stores
- ◆ For High Availability (HA) scenarios infrastructure solutions should be used
- ◆ Prefer explicit message types for your cross-site communication

```
public class EndOfDaySalesReport : IMessage
{
 public List<Purchase> Purchases{ get;set; }
}
```

# Logically significant sites



# The Gateway

- ◆ Runs in-process with your endpoint
  - ◆ Enabled by the MultiSite profile
- ◆ Use the gateway by calling

```
Bus.SendToSites(endOfDayReport,
 new[] { "Headquarter" })
```
- ◆ Builtin channels are Http/Https
  - ◆ Create you own by implementing IChannel1
- ◆ Handles de-duplication for you

# Sagas

# Saga: Definition

- ◆ A saga is pattern for implementing long-lived transaction by using a series of shorter transactions
- ◆ Sagas hold relevant state needed to process multiple messages in a “saga entity”
- ◆ Sagas are initiated by a message



# Saga: Declaration

```
public class MySaga : Saga<MySagaData>,
 IAmStartedByMessages<M1>, IHandleMessages<M2>
{
 public void Handle(M1 message) {}
 public void Handle(M2 message) {}
}
```

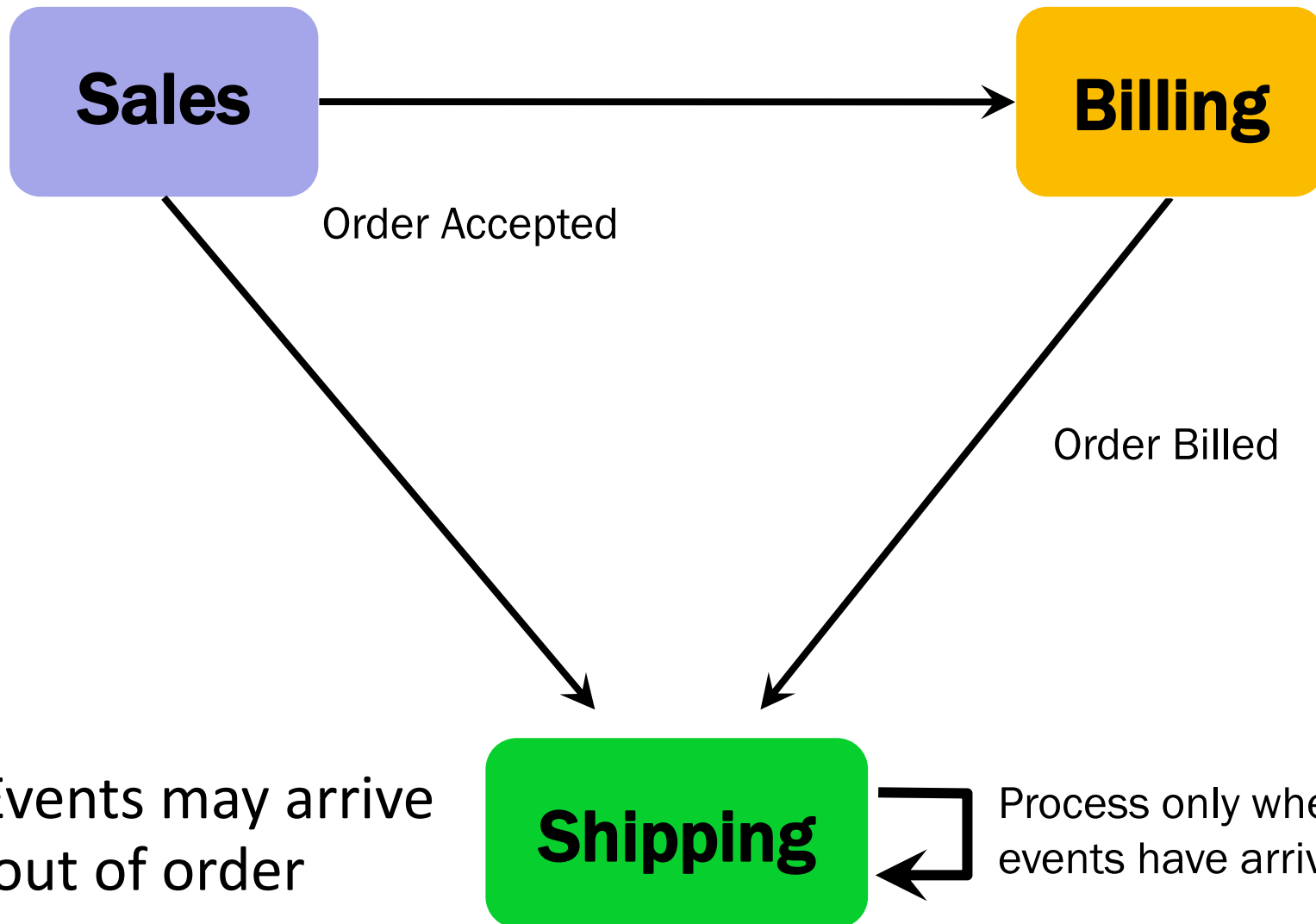
- Methods are like regular message handling logic

# SagaEntity: Declaration

```
public class MySagaData : IContainSagaData
{
 public Guid Id { get; set; }
 public string Originator { get; set; }
 public string OriginalMessageId { get; set; }
}
```

- ◆ Must have these properties
- ◆ Easier to inherit ContainSagaData
  - ◆ This was a bad idea prior to V4 due to NHibernate saga storage implementation

# Sagas and Services



# Starting Sagas

- ◆ Sagas can be started by multiple messages
  - ◆ Implement `IAmStartedByMessages<>` for each
- ◆ First messages should start saga, following messages should be processed by the same one

# Finding Sagas

- ◆ Saga can declare how to find it using messages:

```
public class MySaga : Saga<MySagaData>,
 IAmStartedByMessages<M1>,
 IAmStartedByMessages<M2>
{
 public override void ConfigureHowToFindSaga()
 {
 ConfigureMapping<M1>(m => m.SomeId)
 .ToSaga(s => s.MyId);
 ConfigureMapping<M2>(m => m.SomeId)
 .ToSaga(s => s.MyId);
 }
}
```

# Finding Sagas

For greater flexibility:

```
class MySagaFinder : IFindSagas<MySagaData>.Using<M1>
{
 public MySagaData FindBy(M1 message)
 {
 //Go to DB and find it using any/all data from message
 }
}
```

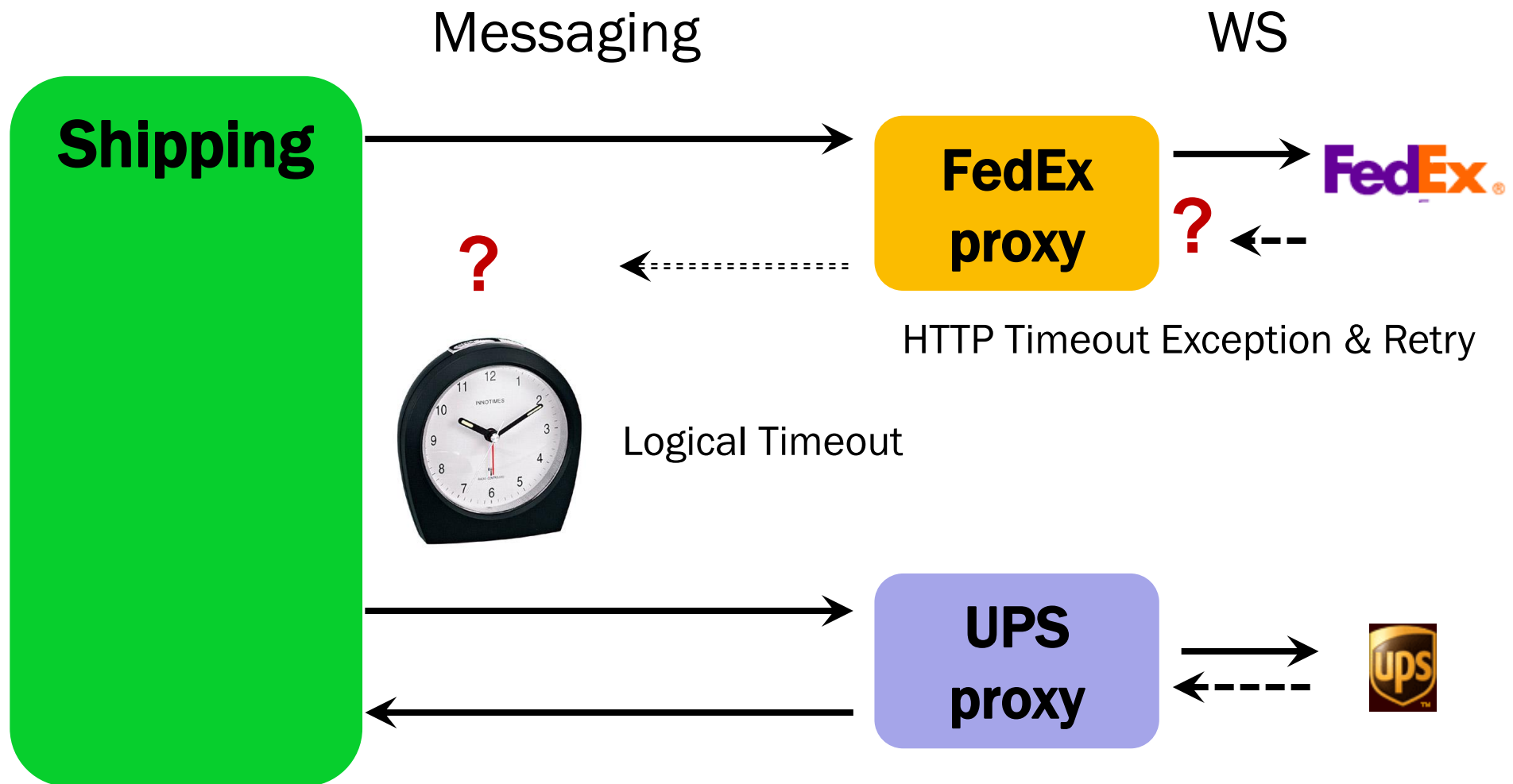
# Ending a saga

- ◆ `MarkAsComplete();`
- ◆ Can call this from any method
- ◆ Causes the saga to be deleted
- ◆ Any data that you want retained should be sent on (or published) via a message

# Timeouts



# Sagas and Integration



**Remember:** when handling a response from a partner, if you want to reply to your client, use `Saga.ReplyToOriginator(msg);`

# Sagas and Integration

```
public class ShippingSaga : Saga<ShippingSagaData>,
 IAmStartedByMessages<M1>, IHandleMessages<FedExResponse>,
 IHandleTimeouts<FedexTimedOut>
{
 public void Handle(M1 msg)
 {
 Data.Order = msg.Order;
 Bus.Send<ShipToFedEx>(m => m.Order = msg.Order);
 RequestTimeout<FedexTimedOut>(
 TimeSpan.FromMinutes(5));
 }
 public void Handle(FedExResponse msg)
 {
 this.MarkAsComplete();
 }

 public void Timeout(FedexTimedOut state)
 {
 Bus.Send<ShipToUps>(m => m.Data = Data.Order);
 }
}
```

# Custom timeout state

```
public class FedexTimedOut
{
 public string SomeState {get;set;}
}
```

```
public void Timeout(FedexTimedOut state)
{
 if(state.SomeState)
 ...
}
```

# Timeout Management

- ◆ Runs in process with your endpoint by default
  - ◆ Enabled by default
- ◆ Easily replaced with your own implementation
- ◆ Maintains timeout data in RavenDB

# Timeout Configuration

- ◆ Convention based configuration
  - ◆ Input queue:  
`{endpointname}.timeouts@{masternode}`
- ◆ Override using:

```
<UnicastBusConfig
```

```
 TimeoutManagerAddress="timeouts@myserver"/>
```

# Unit testing

# Unit Testing Sagas

```
Test.Saga<MySaga>(sagaId)
 .WhenReceivesMessageFrom(clientEndpoint)
 .ExpectReplyToOriginator<M1>(/* check data */)
 .ExpectPublish<M2>(/* check data */)
 .ExpectSend<M3>(/* check data */)
 .When(saga => saga.Handle(firstMessage));
```

Check Data:

```
m => return (m.Data == Something)
```

# Unit Testing Saga Timeouts

```
MyTimeoutState state;
```

```
Saga.WhenReceivesMessageFrom(clientEndpoint)
 .ExpectTimeoutToBeSetAt<MyTimeoutState>(...)
 .When(saga => saga.Handle(firstMessage));
```

```
Saga.Expect...
 .When(saga => saga.Timeout(state));
```



# Exercise: Sagas

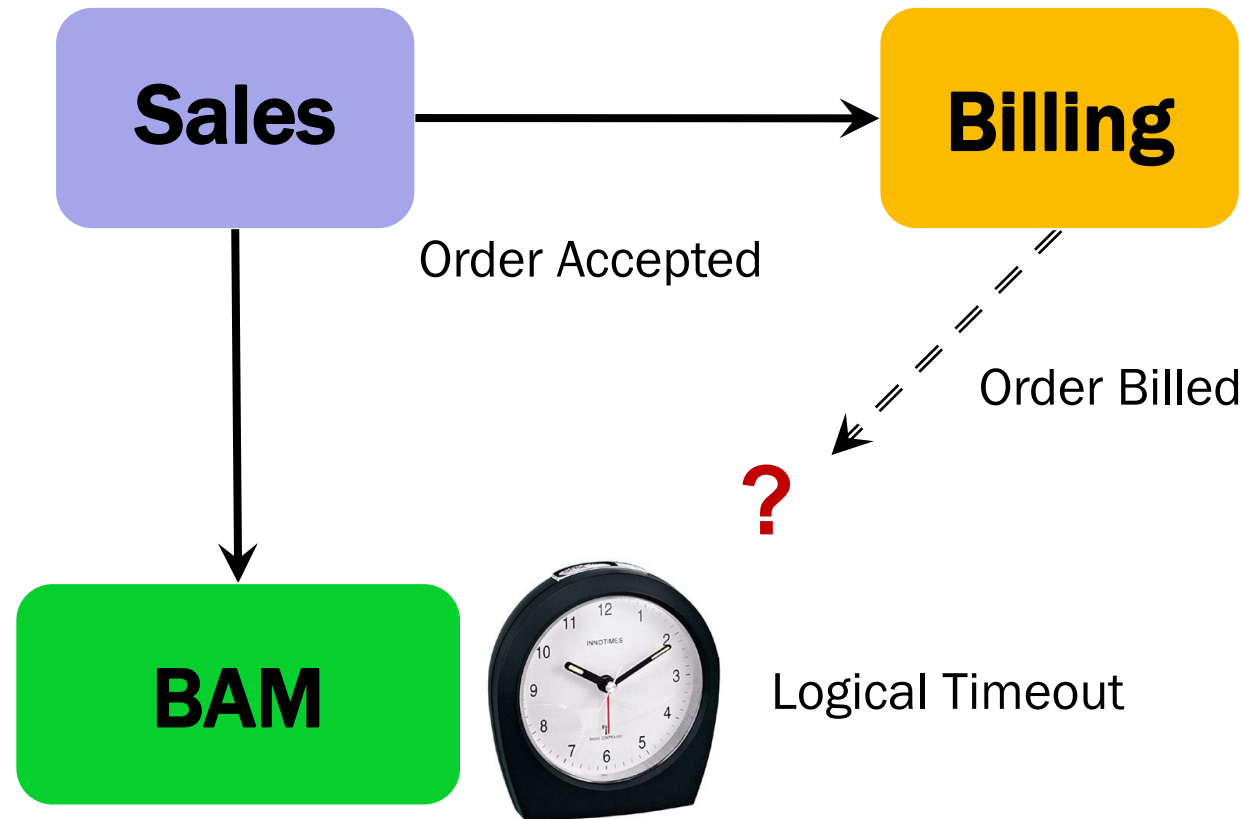
- ◆ Implement and unit test the shipping saga described

# Business Activity Monitoring

# BAM & Monitoring

- ◆ Business Activity Monitoring
  - ◆ High-level “what’s going on” from a business view
- ◆ Monitoring
  - ◆ Lower-level “what’s going on” from a technical view
- ◆ Important to be able to tie one to the other

# When Events Don't Happen In Time



Often makes use of sagas

# How big of a timeout?

- ◆ The service's SLA specifies time
- ◆ BAM bases timeout choices on that SLA

# Dashboards

- ◆ BAM can show:
  - ◆ How many cross-service processes are in progress
  - ◆ How many did we do yesterday, last week, etc
  - ◆ Statistics around completion time
  - ◆ Trends
- ◆ In real time
- ◆ Useful for administrators to see problematic trends
  - ◆ Zoom in on an AC of problem service

# SOA, BAM, and Centralization

- ◆ There is no central authority which orchestrates autonomous services
- ◆ Business Activity Monitoring provides a central point of visibility on what's going on

# SOA, CQRS, and Sagas

All together now



# Race Conditions – the secret sauce

- ♦ Race conditions may indicate a collaborative domain – fertile ground for CQRS
- ♦ May even make you think your service boundaries are wrong

# Real World Requirements

- ◆ Do not allow users to cancel shipped orders
- ◆ Don't ship cancelled orders
- ◆ As we shrink the time between actions, a race condition presents itself

# Service Boundary Issues

- ◆ Cancelling an order is in the Sales service
- ◆ Shipping an order is in the Shipping service
- ◆ Requirements seem to imply need for consistency/transactions between services

# Implementation is simple with 3-Tier

```
public class Order
{
 public void Cancel()
 {
 if (status != OrderStatusEnum.Shipped)
 //cancel
 }

 public void Ship()
 {
 if (status != OrderStatusEnum.Cancelled)
 //ship
 }
}
```

# Remember

- ◆ In CQRS, commands don't fail
- ◆ Race conditions don't exist in business
- ◆ A microsecond either way shouldn't change business objectives

# Find underlying business objectives

## Rules:

1. Cannot cancel shipped orders

Why?

Because shipping costs money

So?

That money would be lost  
if the customer cancelled

Why?

Because we refund the customers money

2. Don't ship cancelled orders

Refund Policies

# Analyze

- ◆ When an order is cancelled, does the refund need to be given immediately?

No

- ◆ Can we give a partial refund?

Yes

# Dig Deeper

- What does a customer have to do in order to get a refund?

Return the products

Most orders cancelled soon after they were made – buyer's remorse

Implement a saga for buyer's remorse in the Sales service



# Consider Service Boundaries

Order Accepted  
Order Cancelled

**Sales**

Products Returned

**Shipping**

Customer Charged  
Refund Policy

**Billing**

Implement a saga for the refund policy in Billing

# Summary and Q&A

- ◆ NServiceBus is \*one piece\* of the puzzle
- ◆ Points you in the right direction
  - ◆ Creating friction if you're going the wrong direction
- ◆ Keep in mind the importance of the UI
- ◆ Q&A ...

So long, and thanks for all the fish



`www.particular.net`

`/groups.google.com/forum/#!forum/particularso`  
`stackoverflow.com/questions/tagged/nservicebu`

