Namespace Example.Application.Common.Models

Classes

Result

Class Result

Namespace: Example.Application.Common.Models

Assembly: Example.Application.dll

```
public class Result
```

Inheritance

object ← Result

Inherited Members

object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ToString()

Properties

Errors

```
public string[] Errors { get; init; }
```

Property Value

string[]

Succeeded

```
public bool Succeeded { get; init; }
```

Property Value

bool

Methods

Failure(IEnumerable<string>)

```
public static Result Failure(IEnumerable<string> errors)
```

Parameters

`errors` IEnumerable<string>

Returns

Result

Success()

```
public static Result Success()
```

Returns

Result

Namespace Example.Domain.Common

Classes

BaseAuditableEntity

This class inherits from BaseEntity, which means it gains the domain event capabilities. Auditable entities can also raise domain events when created or modified.

BaseEntity

This abstract class serves as the base class for all your domain entities. It provides common functionality related to domain events.

BaseEvent

Class BaseAuditableEntity

Namespace: Example.Domain.Common

Assembly: Example.Domain.dll

This class inherits from BaseEntity, which means it gains the domain event capabilities. Auditable entities can also raise domain events when created or modified.

```
public abstract class BaseAuditableEntity : BaseEntity
```

Inheritance

object ← BaseEntity ← BaseAuditableEntity

Inherited Members

BaseEntity.Id , BaseEntity.DomainEvents , BaseEntity.AddDomainEvent(BaseEvent) , BaseEntity.RemoveDomainEvent(BaseEvent) , BaseEntity.ClearDomainEvent() , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ToString()

Properties

Created

Each entity has a unique `Id` property, automatically generated as a GUID string.

```
public DateTimeOffset Created { get; set; }
```

Property Value

DateTimeOffset

CreatedBy

This property stores information about the user who created the entity. This is often a username, user ID, or another identifier depending on your application's user management system.

```
public string? CreatedBy { get; set; }
```

Property Value

string

LastModified

Similar to `Created`, this property tracks the date and time when the entity was last modified or updated.

```
public DateTimeOffset LastModified { get; set; }
```

Property Value

DateTimeOffset

LastModifiedBy

This property stores information about the user who last modified the entity, similar to `CreatedBy`.

```
public string? LastModifiedBy { get; set; }
```

Property Value

string

Class BaseEntity

Namespace: Example.Domain.Common

Assembly: Example.Domain.dll

This abstract class serves as the base class for all your domain entities. It provides common functionality related to domain events.

```
public abstract class BaseEntity
```

Inheritance

object ← BaseEntity

Derived

BaseAuditableEntity

Inherited Members

object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ToString()

Properties

DomainEvents

This read-only property provides access to the list of domain events. The `[NotMapped]` attribute ensures that Entity Framework Core (if used) will not try to map this property to a database column.

```
[NotMapped]
public IReadOnlyCollection<BaseEvent> DomainEvents { get; }
```

Property Value

IReadOnlyCollection<BaseEvent>

Id

Each entity has a unique `Id` property, automatically generated as a GUID string.

```
public string Id { get; set; }
```

Property Value

string

Methods

AddDomainEvent(BaseEvent)

AddDomainEvent, RemoveDomainEvent and ClearDomainEvent: These methods allow you to manage the domain events associated with the entity. You can add new events, remove specific events, or clear the entire list.

```
public void AddDomainEvent(BaseEvent domainEvent)
```

Parameters

`domainEvent` BaseEvent

ClearDomainEvent()

```
public void ClearDomainEvent()
```

RemoveDomainEvent(BaseEvent)

```
public void RemoveDomainEvent(BaseEvent domainEvent)
```

Parameters

`domainEvent` BaseEvent

Class BaseEvent

Namespace: Example.Domain.Common

Assembly: Example.Domain.dll

```
public abstract class BaseEvent : INotification
```

Inheritance

object ← BaseEvent

Implements

INotification

Inherited Members

object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ToString()