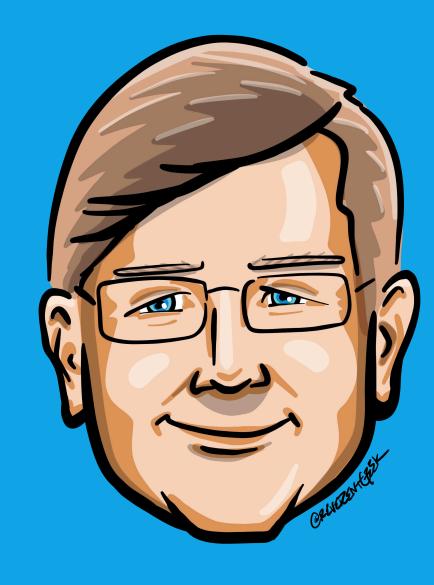


#### Who is Chad Green

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- TaleLearnCode
- ChadGreen.com
- ChadGreen & TaleLearnCode
- in ChadwickEGreen





# Preamble

**Building Event-Driven Microservices** 





#### **Monolith**

Enterprise Architecture

UI

Order Processing

**Payment Processing** 

**Inventory Management** 

Notification

Fulfillment

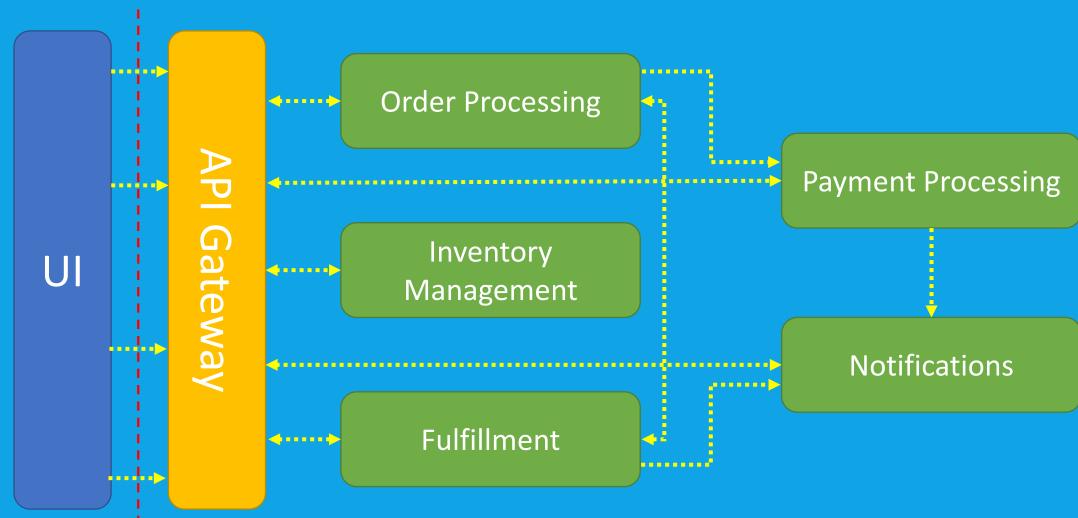
Database





#### Microservices

**Enterprise Architecture** 

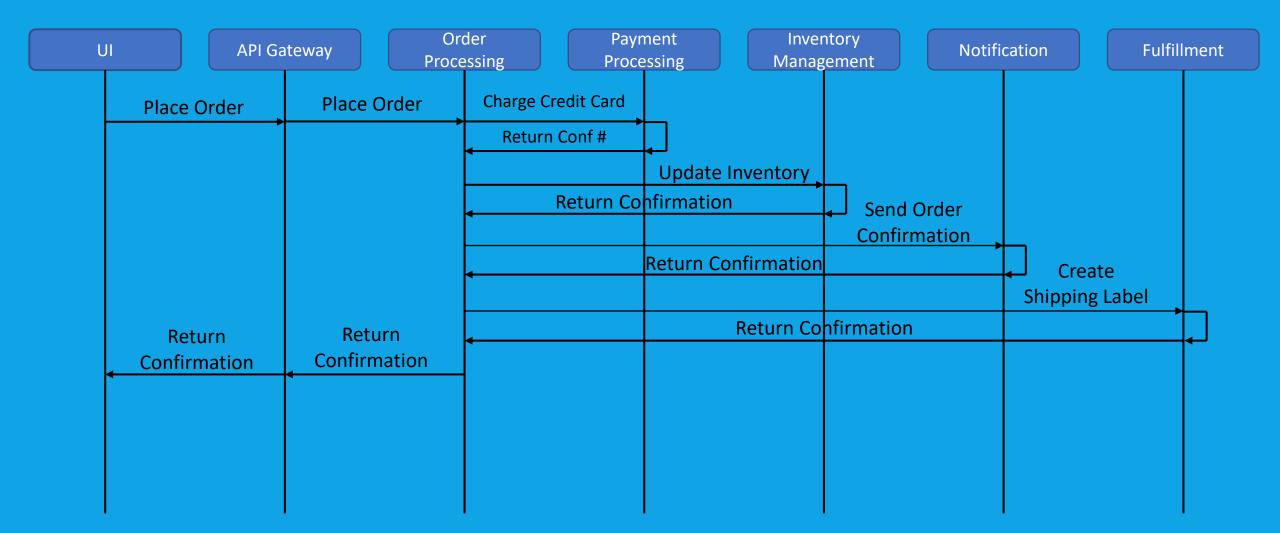






#### **Process Flow**

#### Microservices



**Building Event-Driven Microservices** 





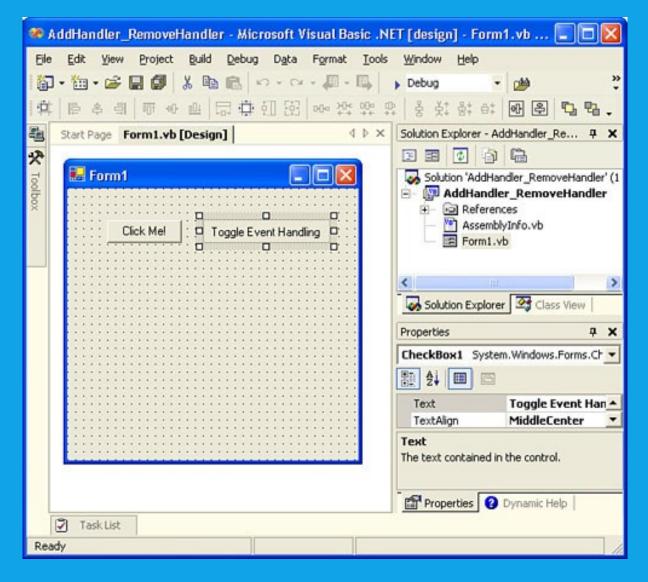


A software architecture pattern promoting the production, detection, consumption of, and reaction to events.

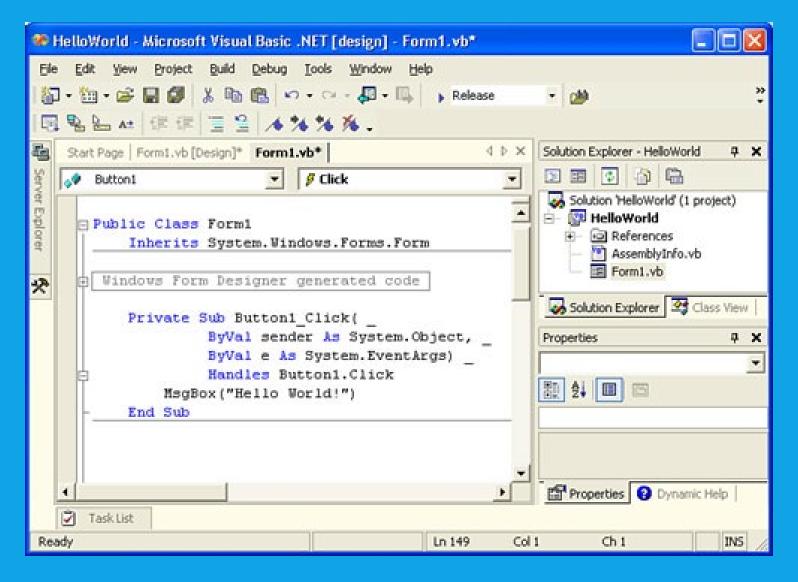
- Wikipedia -

















Event-driven architecture (EDA) is a design paradigm in which a software component executes in response to receiving one or more event notifications.

EDA is more loosely coupled than client/server paradigm because the component that sends the notification doesn't know the identity of the receiving components at the time of compiling

- Garner -







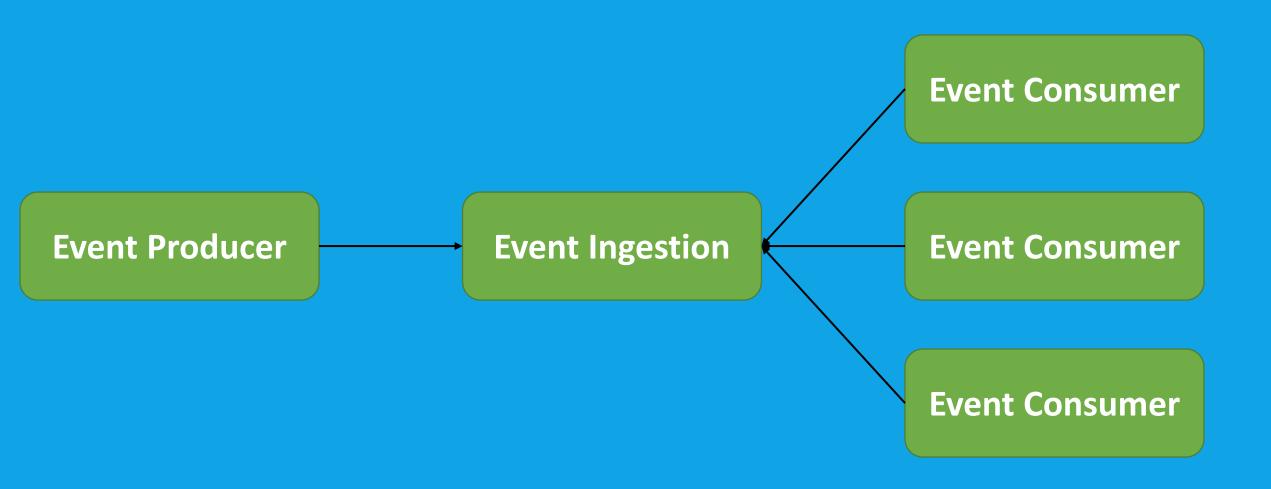
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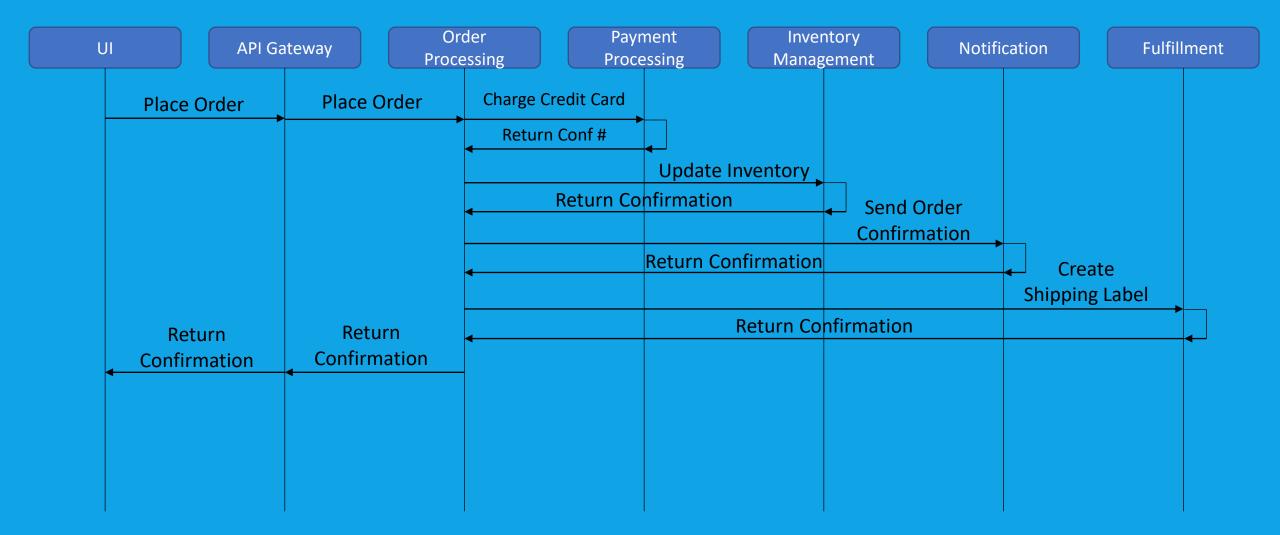




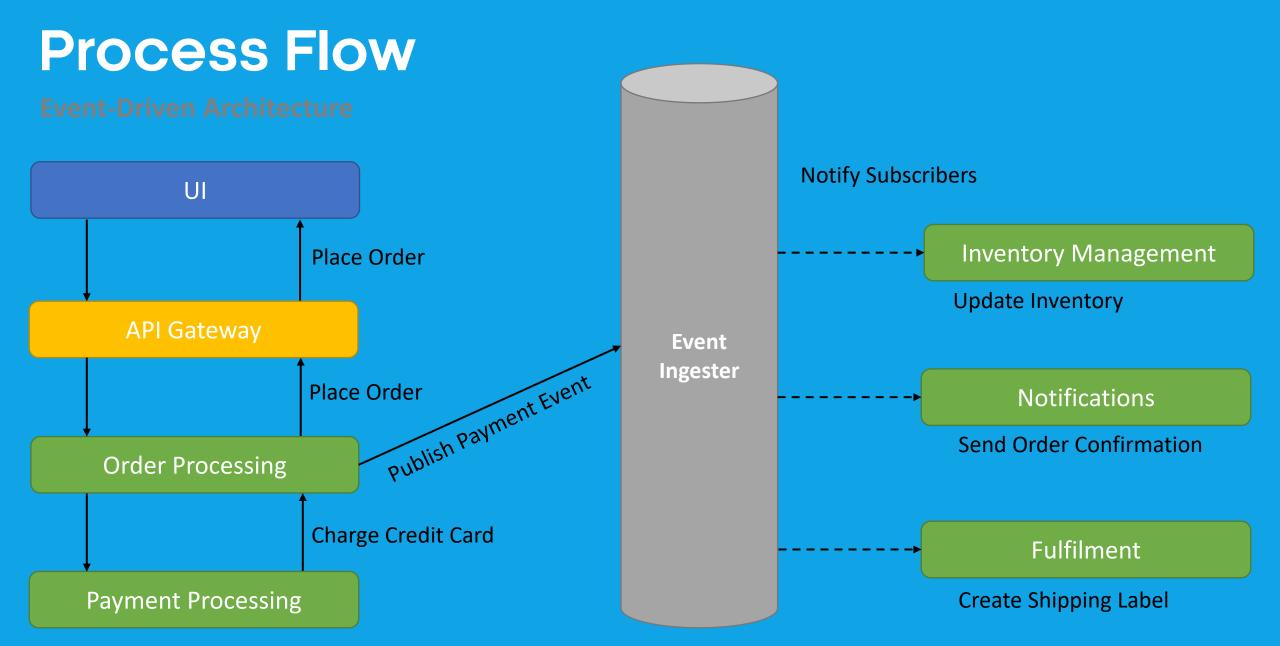


#### **Process Flow**

#### Microservices



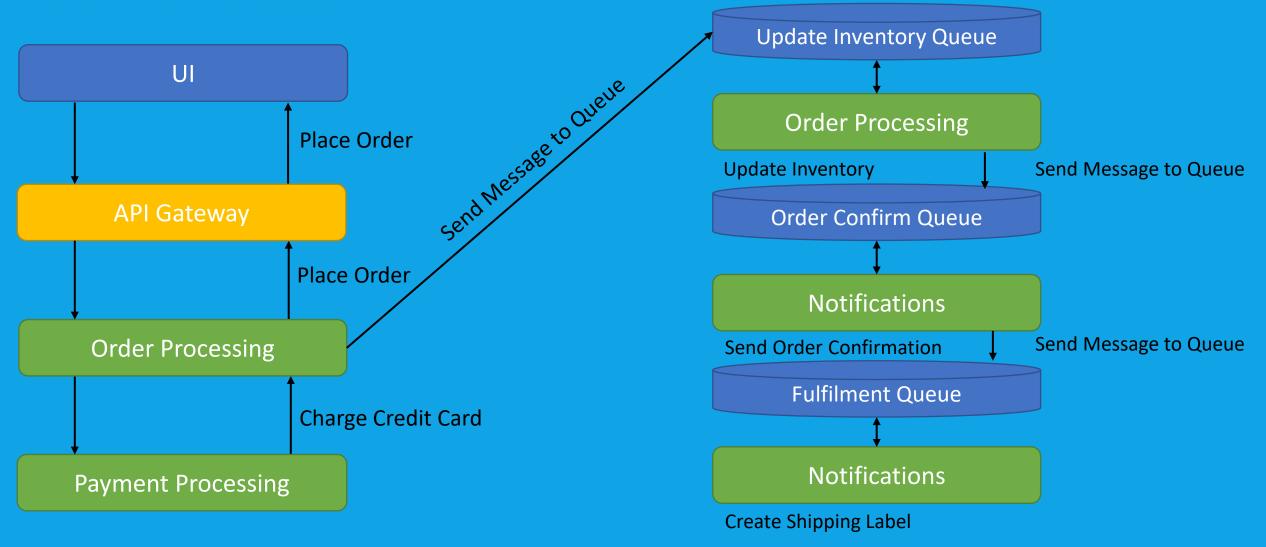








# Not Queue Based Processing





### **Event Consumption Models**

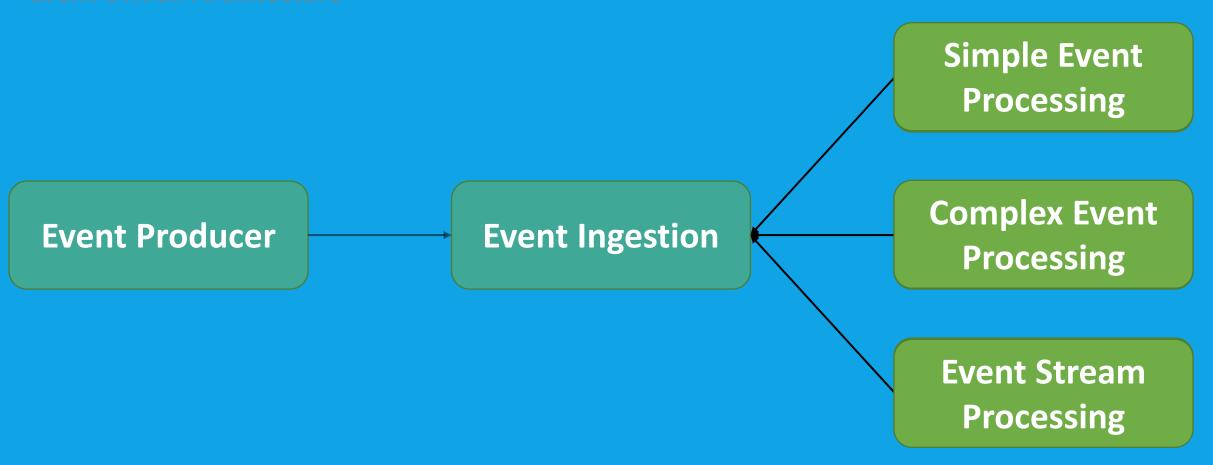
**Event-Driven Architecture** 

Pub/Sub **Event Streaming Event Consumer Event Ingestion Event Producer Event Consumer Event Consumer** 





### **Consumer Processing Variations**





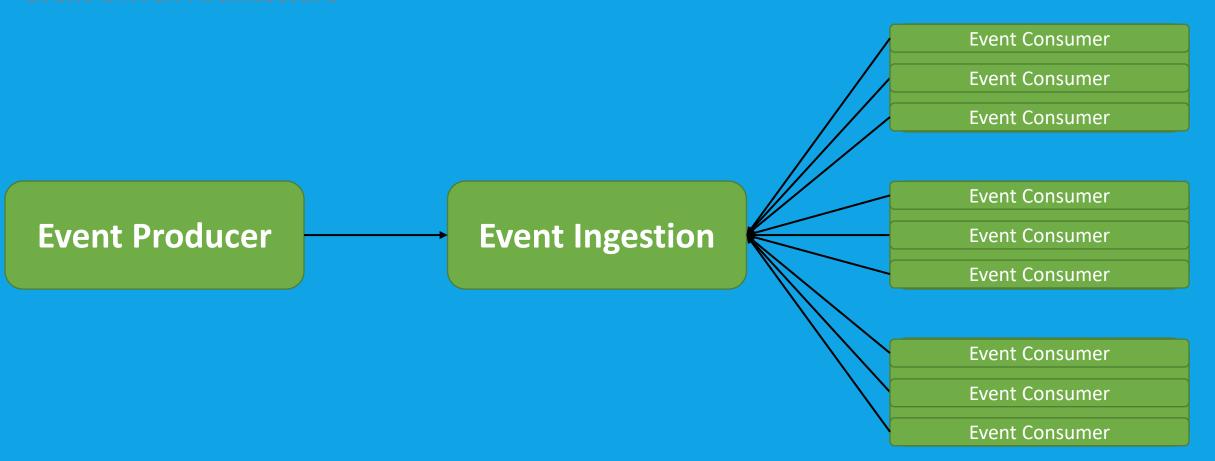
#### **External Event Sources**

Event-Driven Architecture

**Event Consumer Event Producer Event Ingestion Event Consumer Event Consumer** 



### Multiple Consumer Instances







#### When to use this architecture

**Event-Driven Architecture** 

Multiple Subsystems

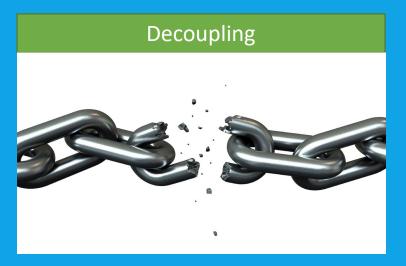
**Real-Time Processing** 

Complex Event Processing

High Volume/Velocity
Data



# **Benefits**







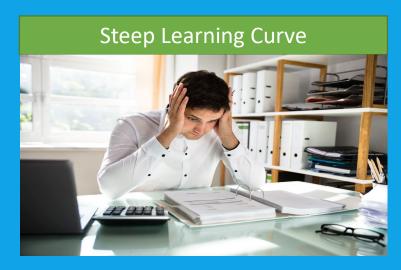




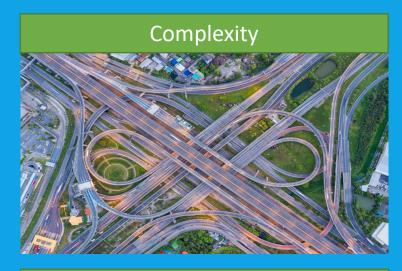




#### Drawbacks











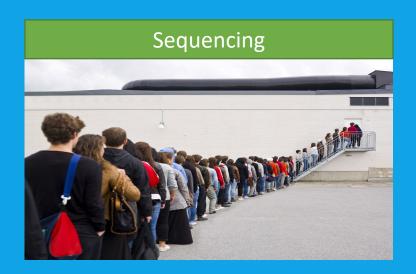


### Limitations

Event-Driven Architecture

**Guaranteed Delivery** 







# Implementation Options

**Building Event-Driven Microservices** 





# Implementation Options









































# **Implementation Options**

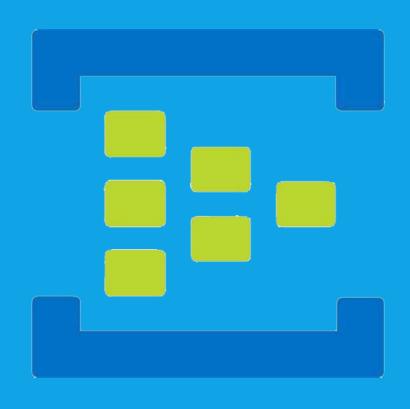






#### **Azure Event Hubs**

Simple, secure, and scalable real-time data ingestion



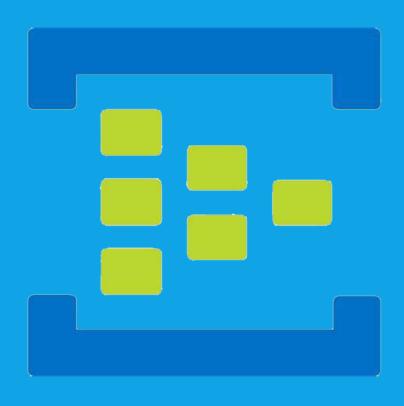
Fully managed, realtime data ingestion service that is simple, trusted, and scalable





# Why choose Event Hubs?

**Azure Event Hubs** 







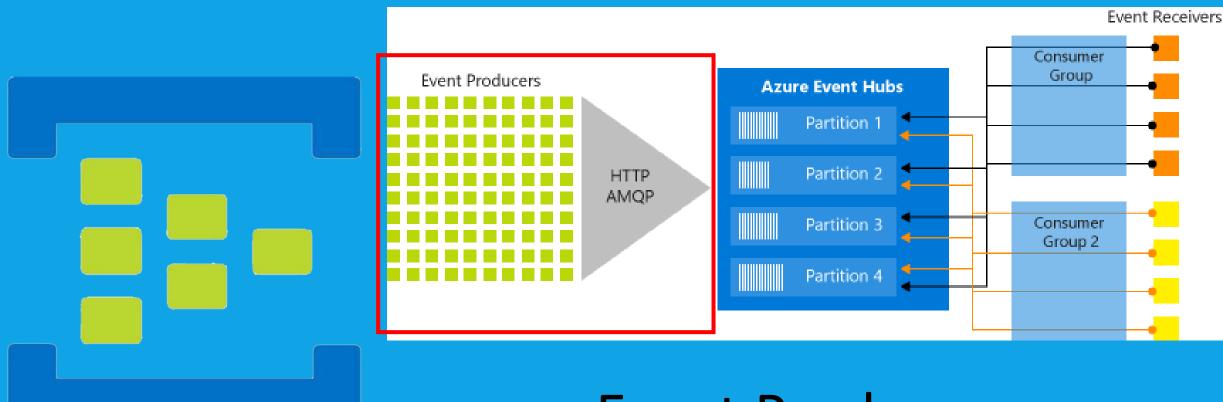








**Azure Event Hubs** 



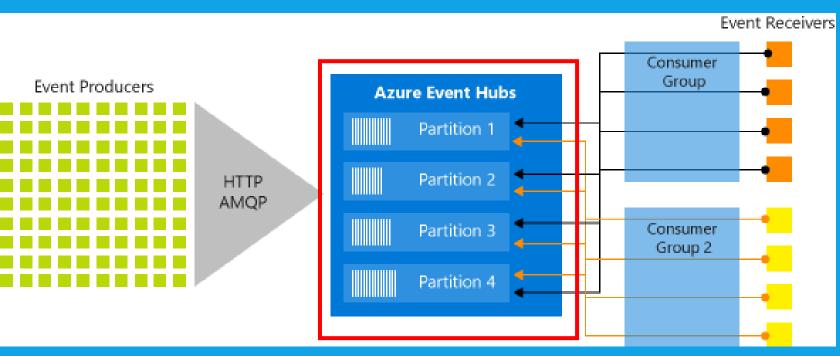






**Azure Event Hubs** 



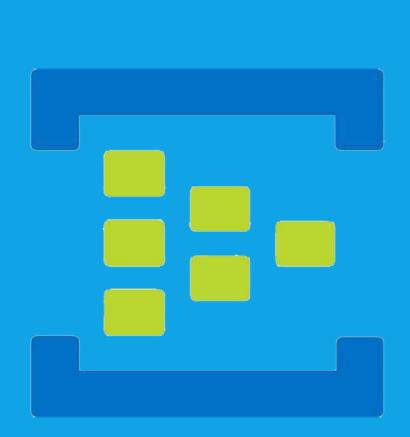


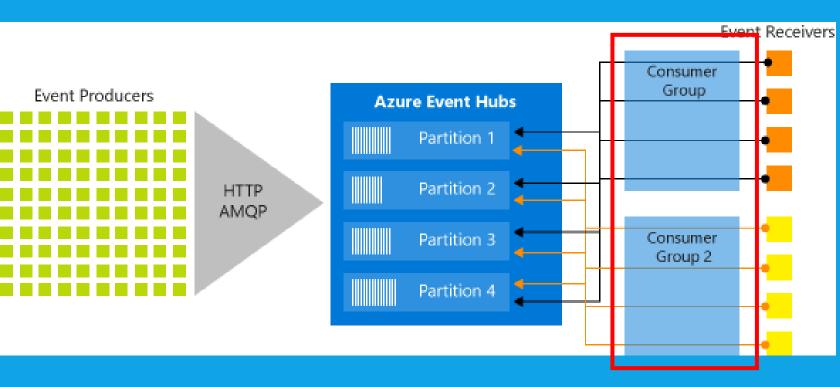
#### **Partitions**





**Azure Event Hubs** 



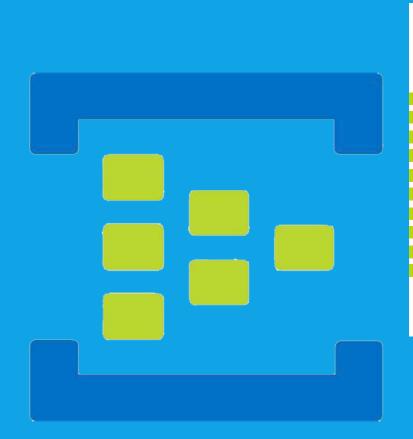


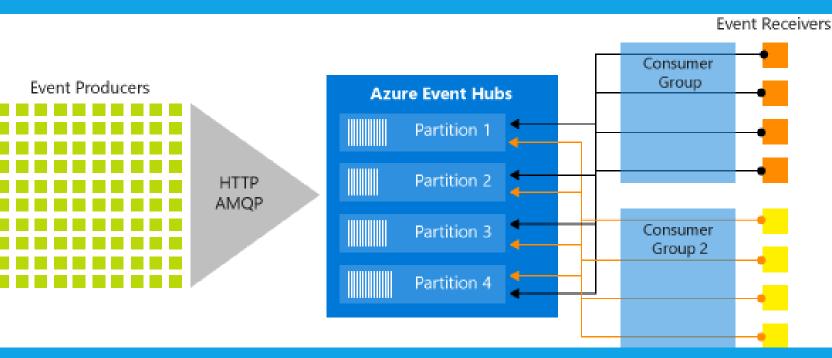
# **Consumer Groups**





**Azure Event Hubs** 



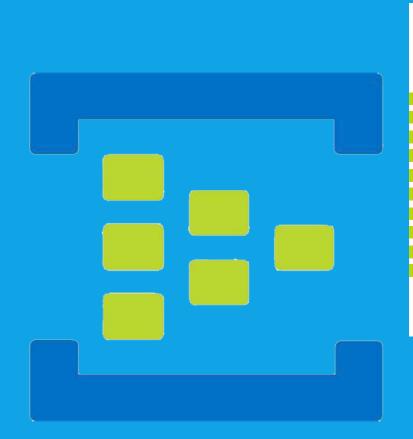


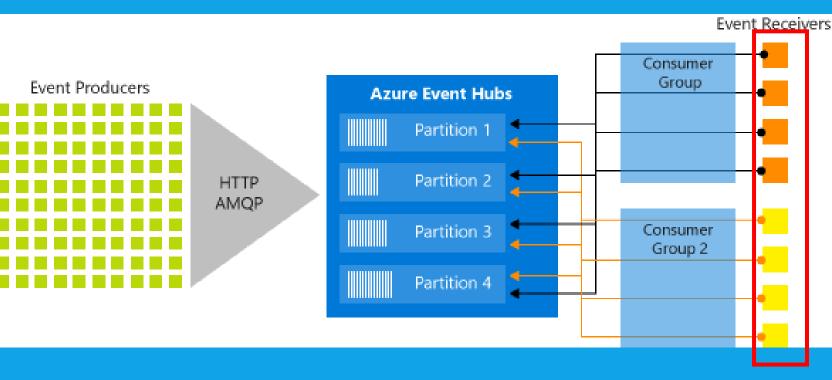
**Throughput Units** 





**Azure Event Hubs** 





**Event Receivers** 





# Demonstration

**Building Event-Driven Microservices** 













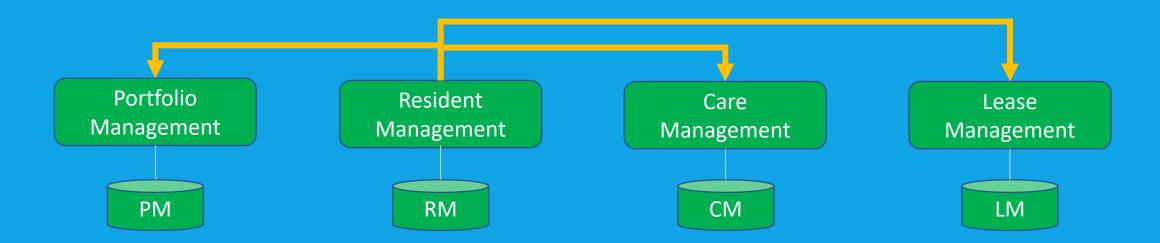






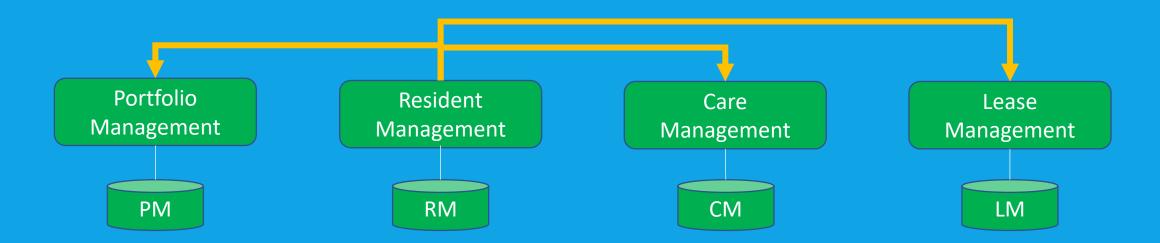


#### Resident Move-In



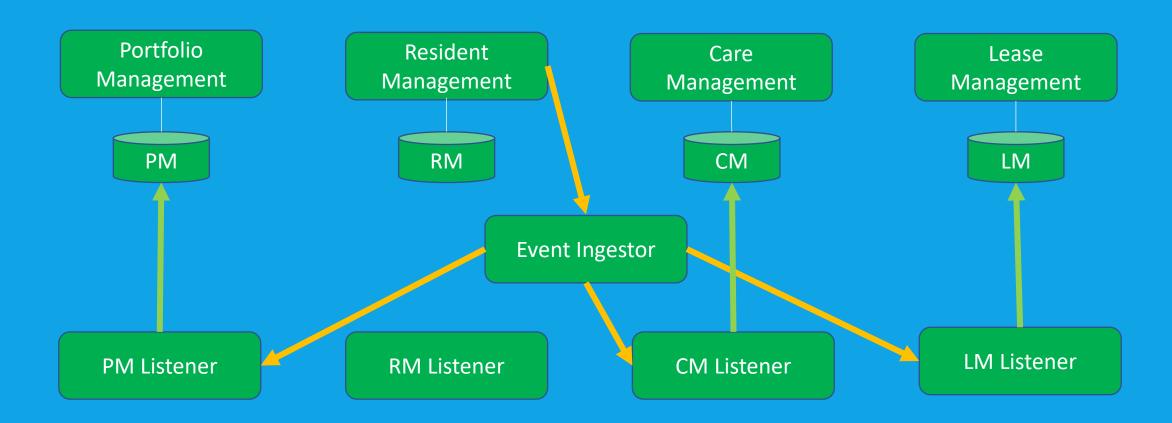


#### Resident Move-In





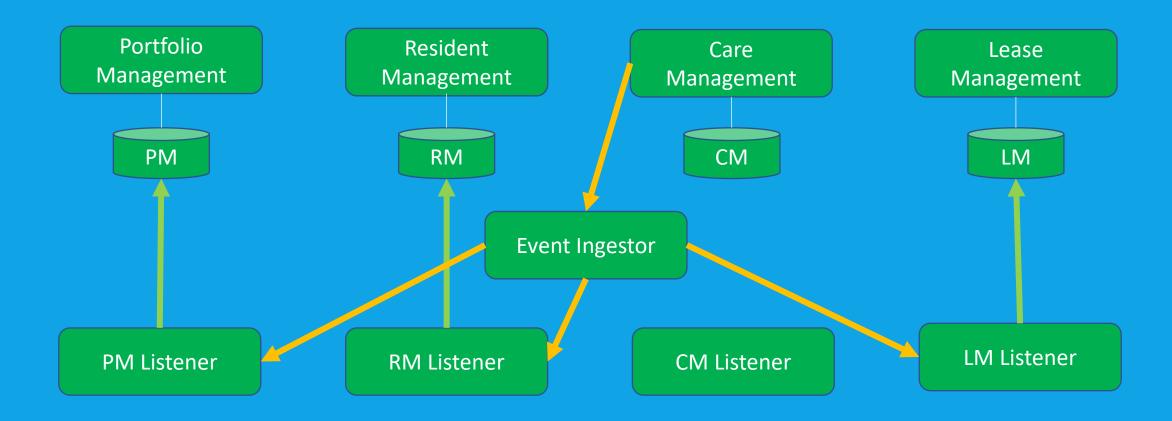
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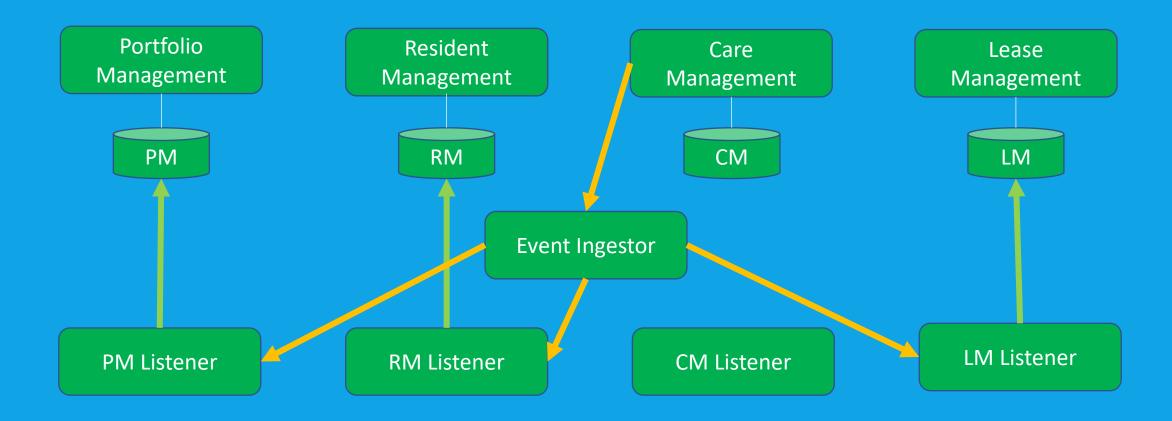
### **Upgrade Care**







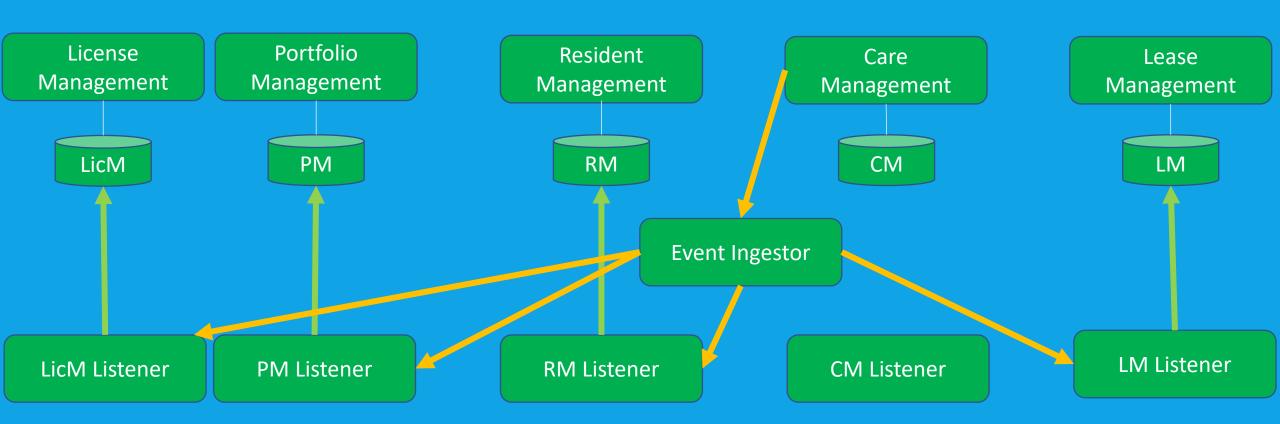
### **Upgrade Care**







### **Upgrade Care**







# Summary

**Building Event-Driven Microservices** 





# **Event-Driven Architecture**

Summary



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- Garner -





#### Summary

### **Strengths**

- Decoupling
- Encapsulation
- Responsive
- Scalable / Distributed
- Independence





#### Summary

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#### Weaknesses

- Steep Learning Curve
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#### **Opportunities**

- MultipleSubsystems
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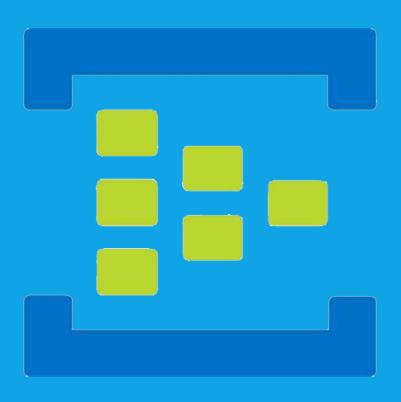
**Event Consumer Event Producer Event Ingestion Event Consumer Event Consumer** 





### **Azure Event Hubs**

Summary

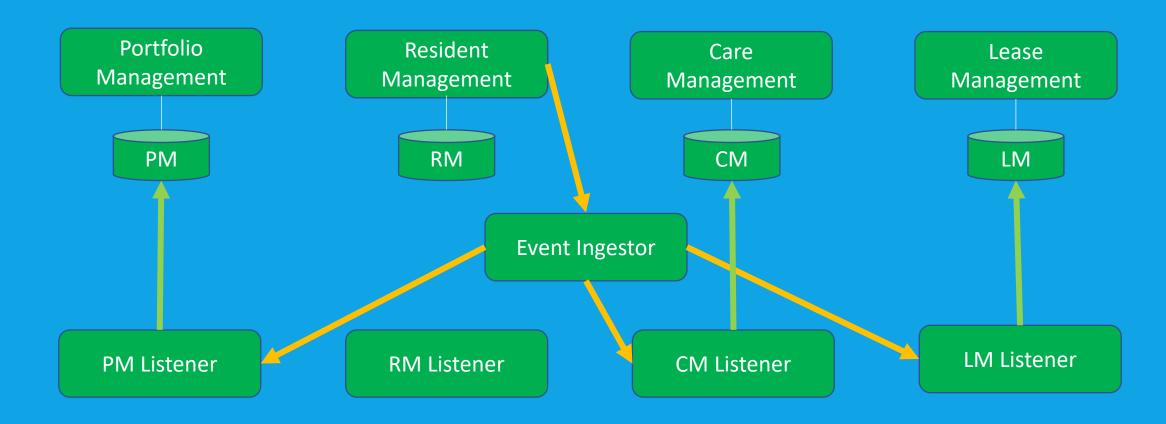


Fully managed, real-time data ingestion service that is simple, trusted, and scalable

Simple Secure Scalable Oper



# **Real-World Demonstrations**





### Thank You

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- ChadGreen & TaleLearnCode
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