EventCommand found in pravega takes the form of a struct as

|  |
| --- |
| /\*\* |
|  | \* 12. Event Command |
|  | \*/ |
|  | #[derive(Serialize, Deserialize, PartialEq, Debug, Clone)] |
|  | pub struct EventCommand { |
|  | #[serde(with = "serde\_bytes")] |
|  | pub data: Vec<u8>, |
|  | } |

\*\*/

A previously established issue was the lack of transferring of traits that this function implements, but that shouldn’t be a problem for this project. Serialize and Deserialize are less utilized on the C# side, but are attributes that structs are given when transferred from Rust to C# or can be manually implemented to make EventCommand work well with the Rust side of the code. Clone and PartialEq have equivalents in C#. We cannot transfer “serde\_bytes”, but seeing how serde is a popular library for Serialize and Deserialize and C# can perform both with some effort, there shouldn’t be a concern going forward. Debug as established should utilize Rust messages as well as C#’s own debugging features manually since rust’s Debug features cannot be transferred.