

# Trendyol Group

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# Meet Trendyol Wallet



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- Fundamentals
  - DDD
  - CQRS
  - Event Sourcing
- Axon Framework Overview
- Experiences
- Q&A

**Domain Driven Design**

**Event Sourcing**



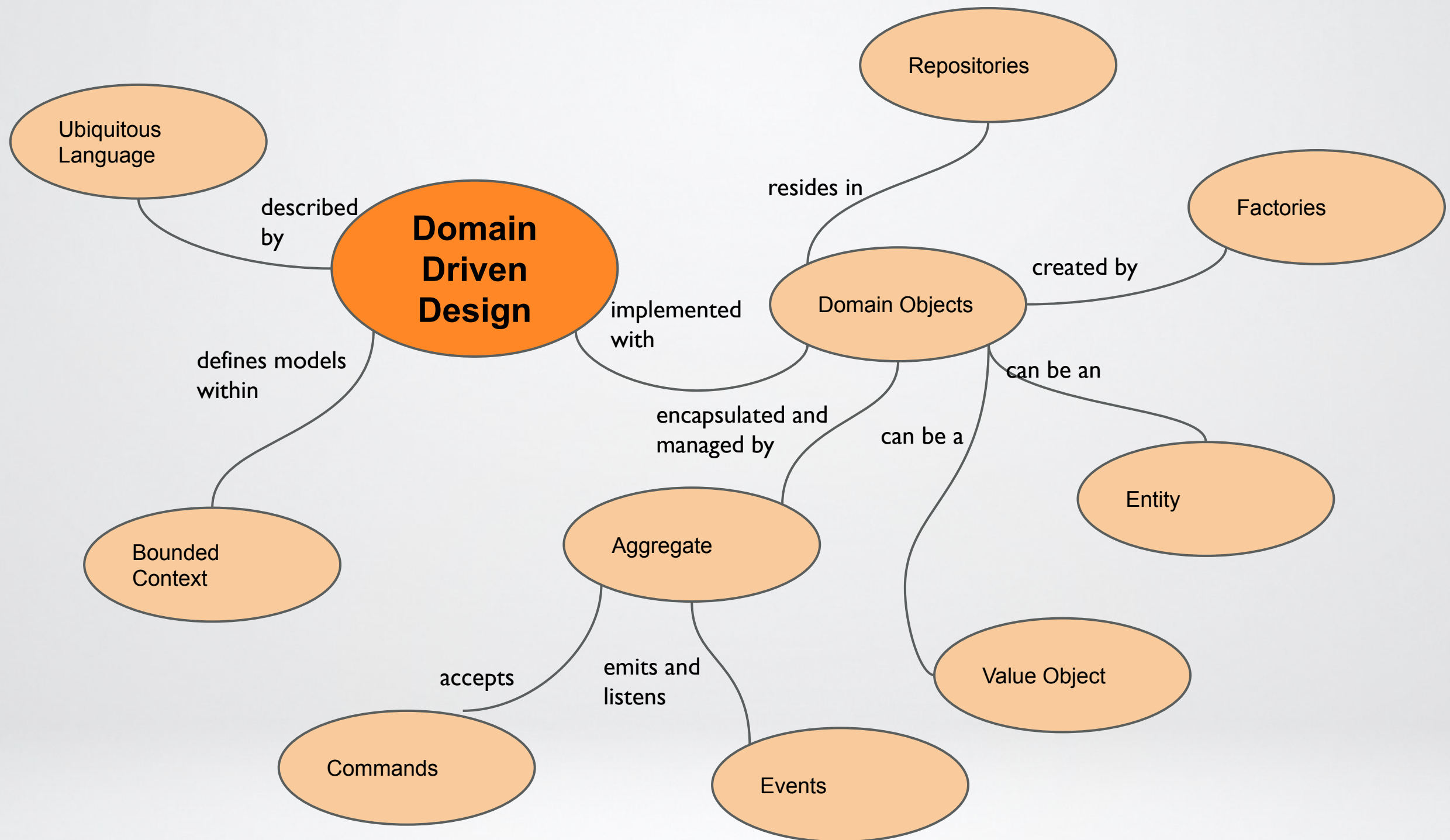
```
graph TD; DDD[Domain Driven Design] --> AF[Axon Framework]; ES[Event Sourcing] --> AF; CQRS[Command Query Responsibility Segregation] --> AF;
```

**Axon Framework**

**Command Query Responsibility Segregation**

**Fundamentals**

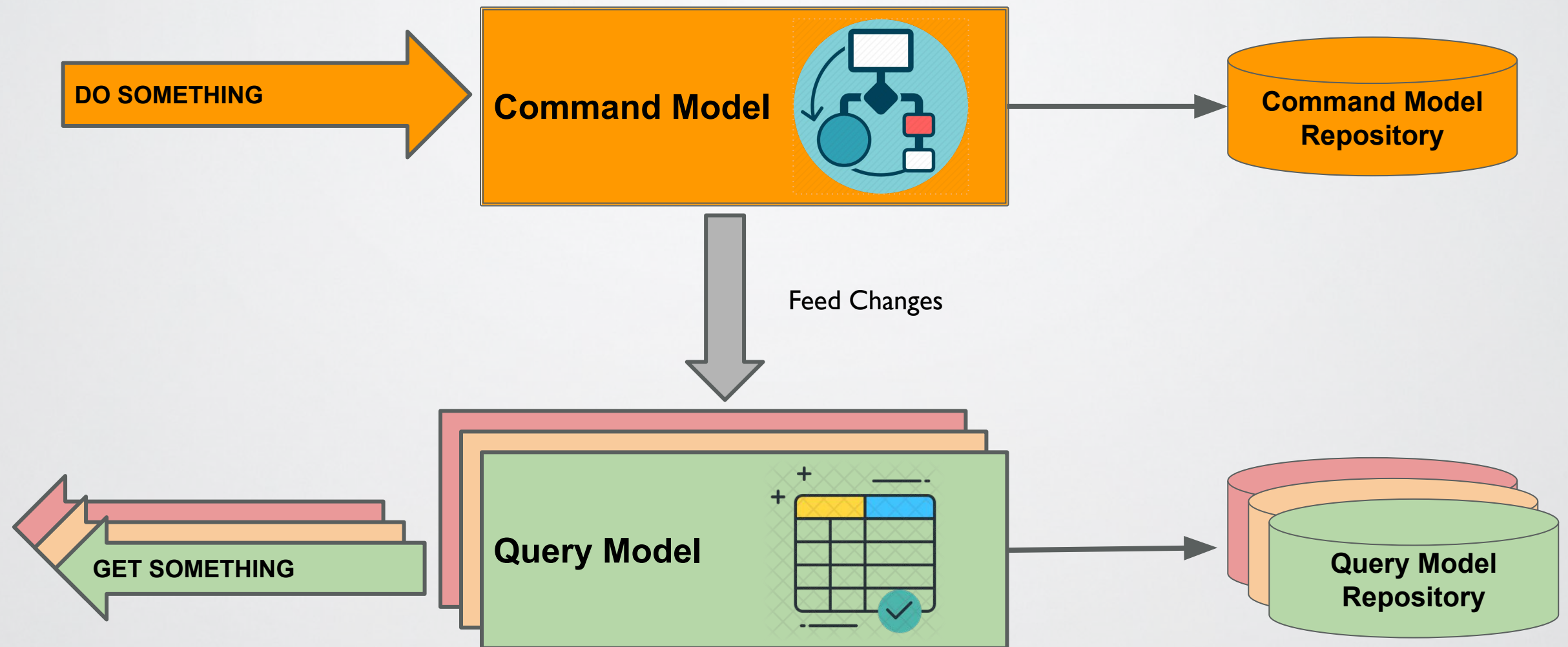
## Domain Driven Design Concepts



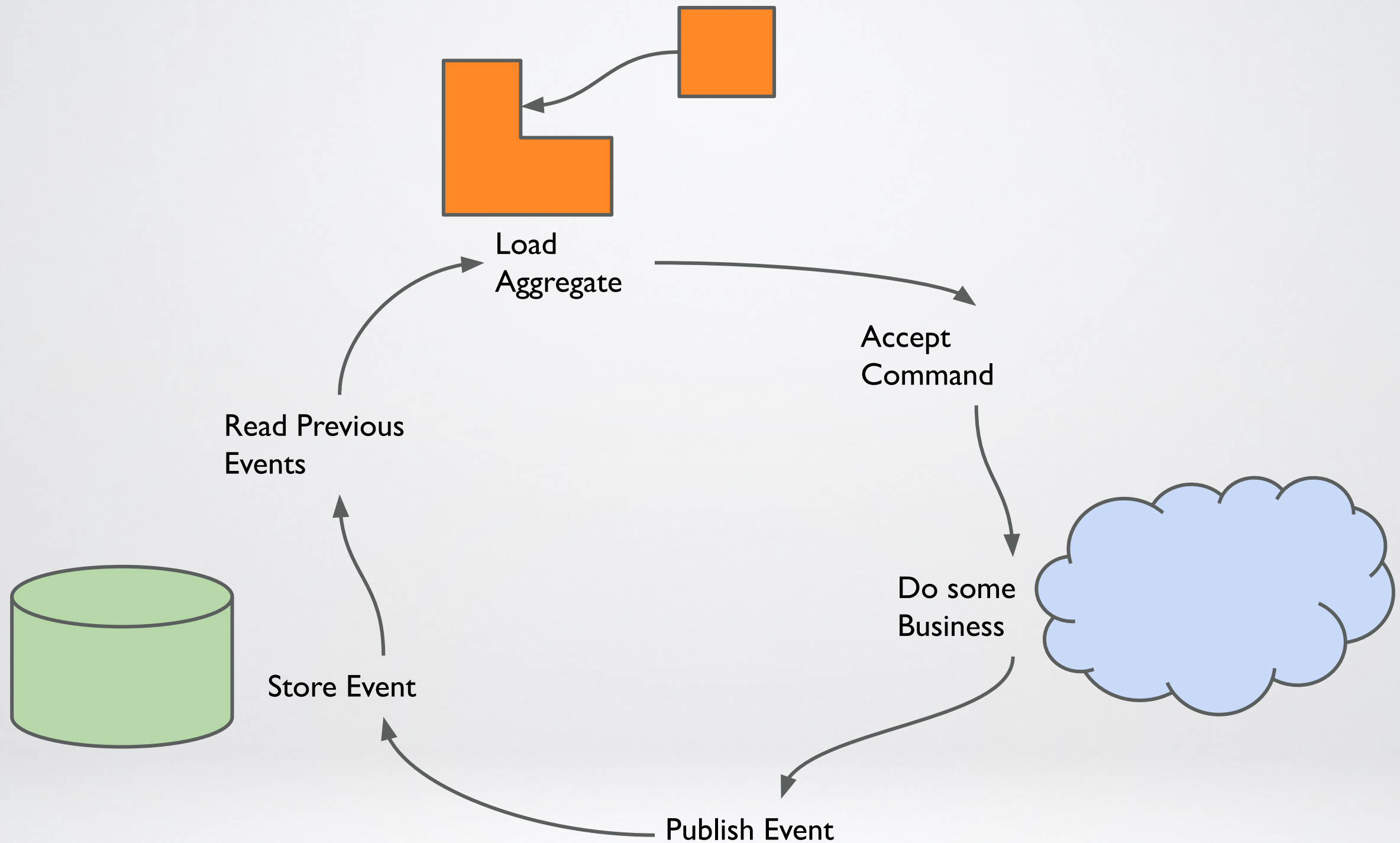


# Fundamentals

## CQRS

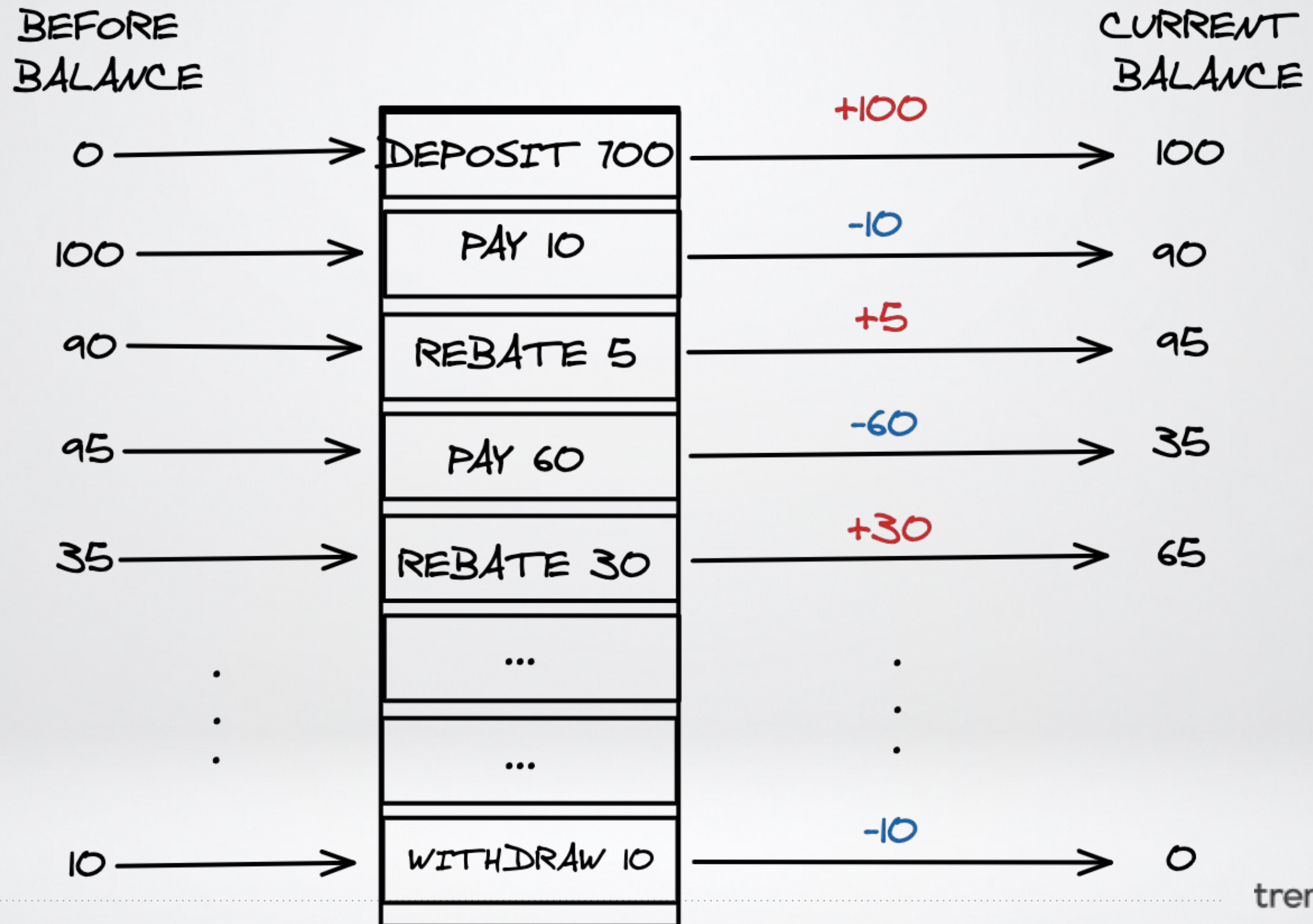


## Event Sourcing



# Fundamentals

## Event Sourcing as An Example





# AxonFramework

## Axon Framework Overview

# Axon Framework Overview

## Framework for Evolutionary Event-Driven Microservices on the JVM



Build



Run

AxonFramework

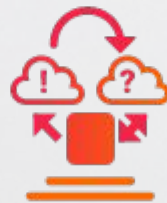
AxonServer



Event Driven  
Microservices

DOMAIN  
DRIVEN  
DESIGN

DDD



CQRS



Event Sourcing



Routing



Event Store

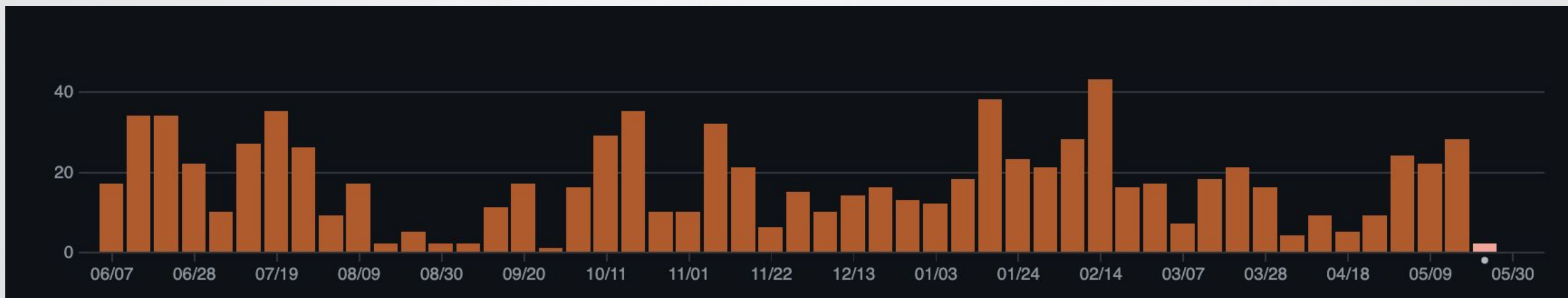
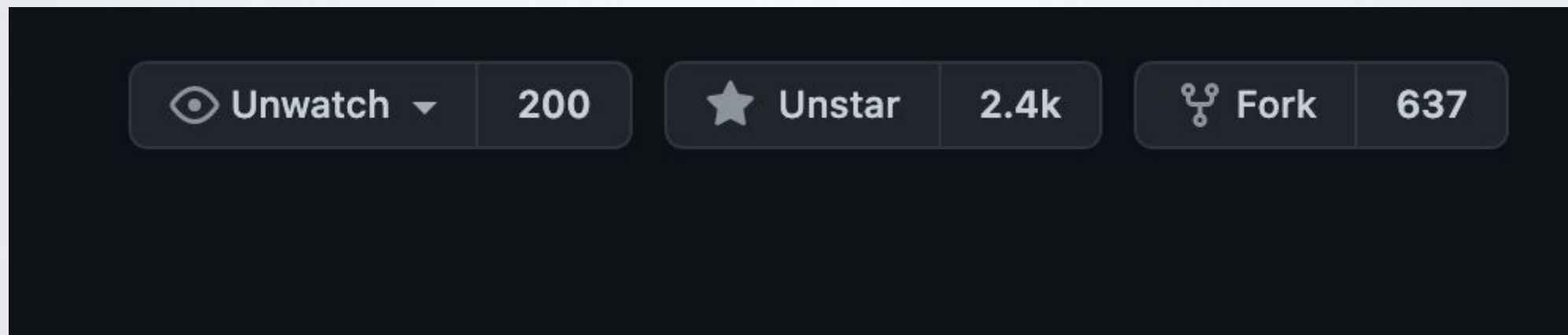


Observability



High  
Availability

# Axon Framework Overview

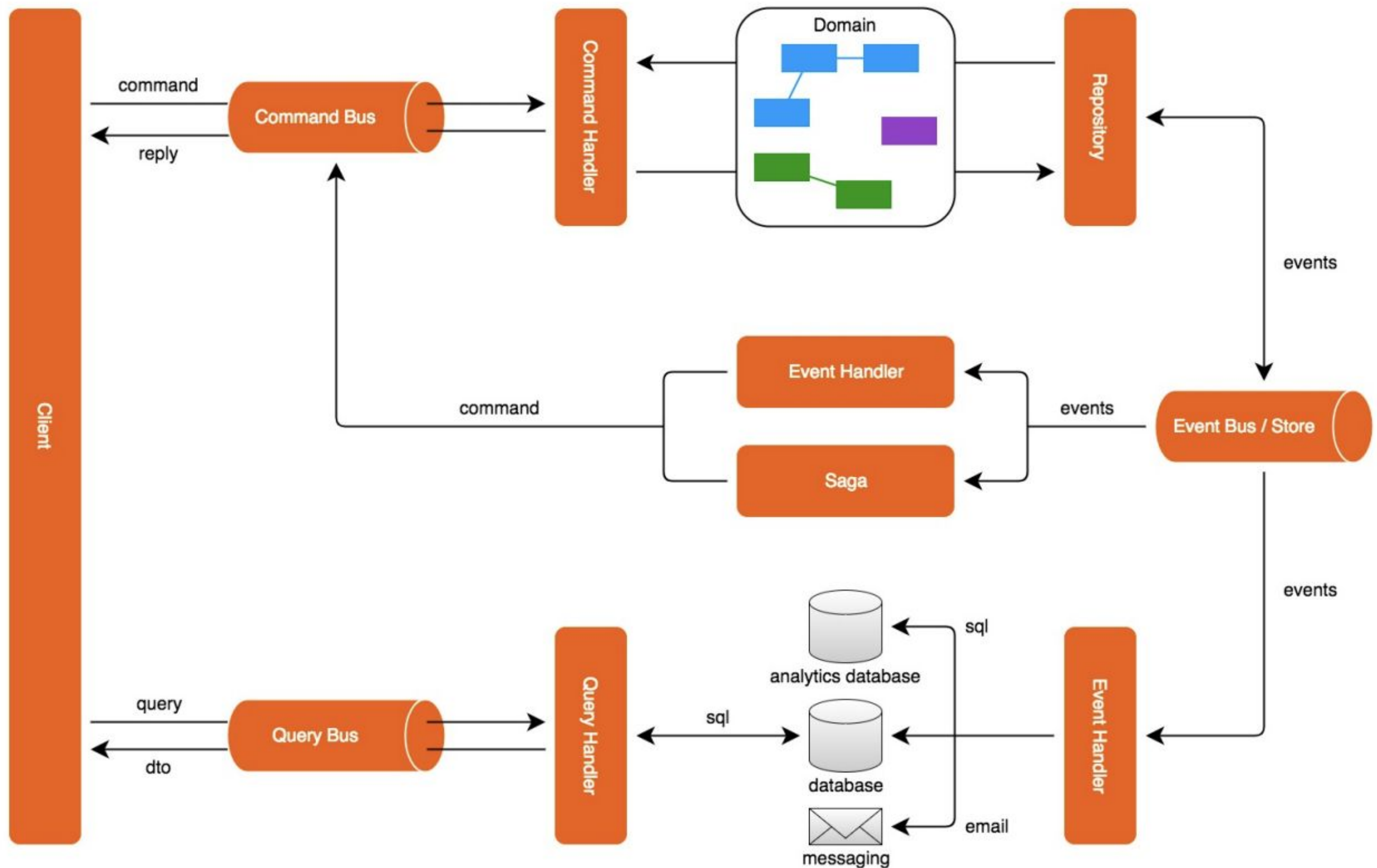




# Axon Framework Overview



# Axon Framework Overview



## Demo Wallet



- **Deposit**
- **Pay**
- **Withdraw**
- **Refund**

<https://github.com/altuntasfatih/axon-presentation>



## Aggregate

An Aggregate is a regular object, which contains state and methods to alter that state

```
@Aggregate
public class Wallet {

    @AggregateIdentifier
    private String walletId;

    private BigDecimal balance;

    ...
}
```

## Command

Command Represents that something should happen within a system

```
@Getter
public class DepositCommand {

    @TargetAggregateIdentifier
    private final String walletId;

    private final BigDecimal depositAmount;

    public DepositCommand(String walletId, BigDecimal depositAmount) {

        this.walletId = walletId;
        this.depositAmount = depositAmount;
    }
}
```

## Command Handler

Command Handler Component that performs a task based on the command that it receives

```
@Aggregate
public class Wallet {

    . . . . .

    @CommandHandler
    public void handle(DepositCommand command) {

        final BigDecimal depositAmount = command.getDepositAmount();

        // check some business rules. i.e, check deposit amount

        var event = new DepositedEvent(depositAmount);
        AggregateLifecycle.apply(event);
    }
}
```



## Event Sourcing Handler

Structure to apply Event Sourcing mechanism on a aggregate.

```
@Aggregate
public class Wallet {

    @CommandHandler
    public void handle(DepositCommand command) {
        ...
        var event = new DepositedEvent(depositAmount);
        AggregateLifecycle.apply(event);
    }

    @EventSourcingHandler
    public void on(DepositedEvent event) {
        this.balance = this.balance.add(event.getDepositAmount());
    }
}
```

## Event

Represents that something has happened within the application.

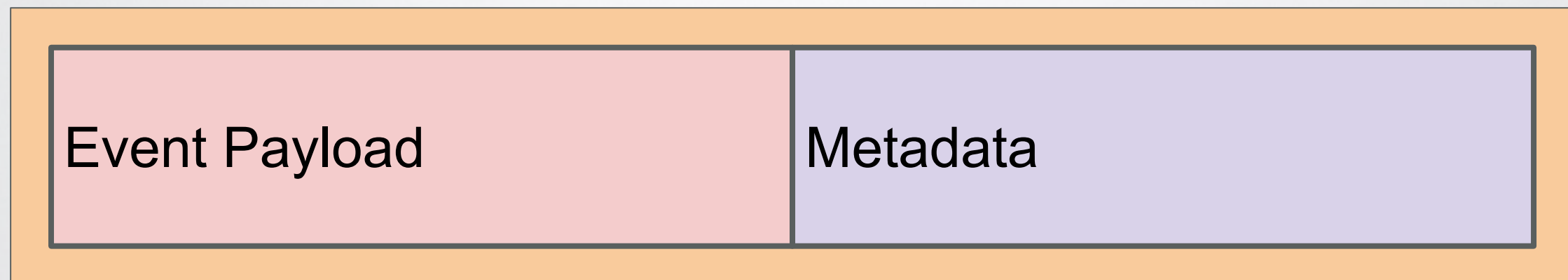
```
public class DepositedEvent {  
    private BigDecimal amount;  
    private Card card;  
    ...  
}
```

```
public class PaidEvent {  
    private BigDecimal amount;  
    private String orderId;  
    ...  
}
```

```
public class WithdrawnEvent {  
    private BigDecimal amount;  
    private Card card;  
    ...  
}
```

```
public class RefundedEvent {  
    private BigDecimal amount;  
    private String orderId;  
    ...  
}
```

## Event = Event Payload + Metadata



```
public class DepositedEvent {  
    private BigDecimal amount;  
    ...  
}
```

- Event Type
- Event Identifier
- Event Version
- Aggregate Identifier
- Sequence Number
- TimeStamp



## Event Store

- Single source of truth
- Append only
- Preserve event order
- Consistent write
- Constant performance on huge storage size

# Experiences

## Event Design ?

- Consider deeply for designing the Domain Events.



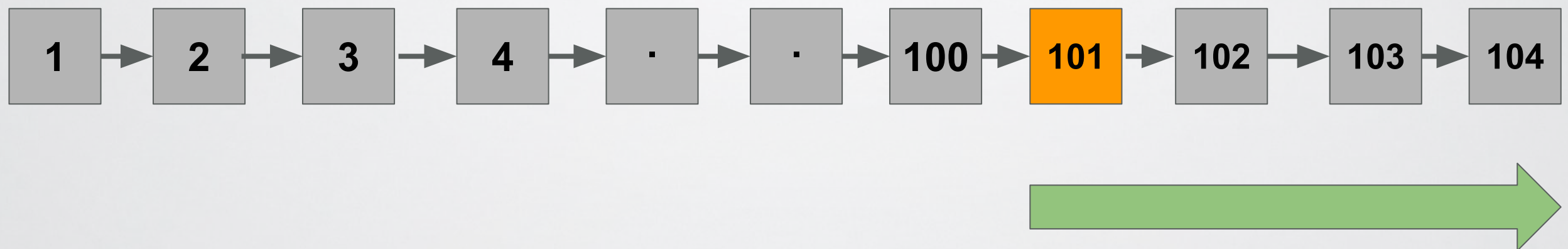


## Event revisions and upcasting

```
@Revision(1.0)
public class PaidEvent {
    private BigDecimal amount;
    private String orderId;
    ...
}
```

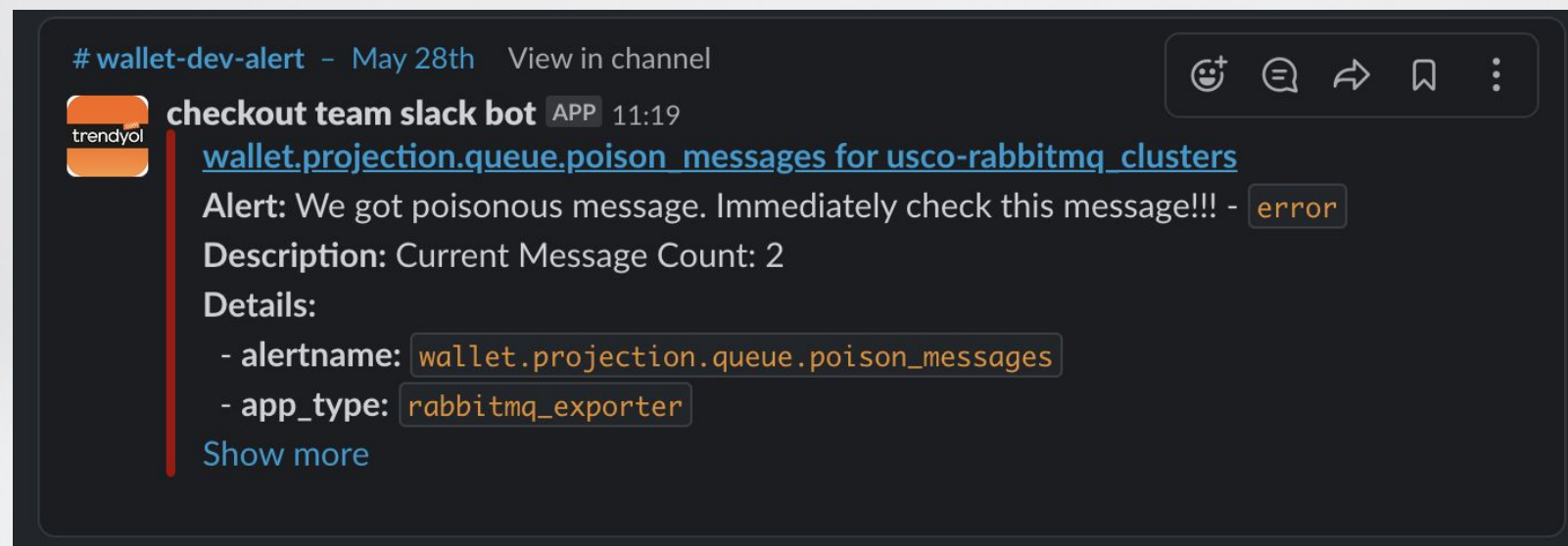
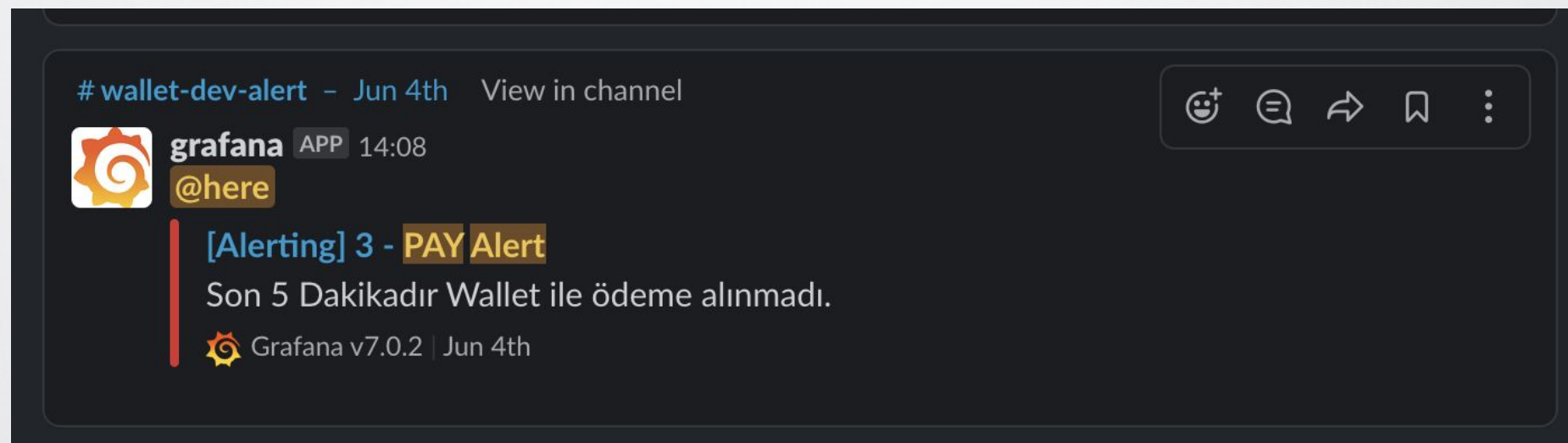
```
@Revision(1.1)
public class PaidEvent {
    ...
    private BigDecimal cashbackAmount;
}
```

## Snapshotting



## Eventuality is our REALITY !

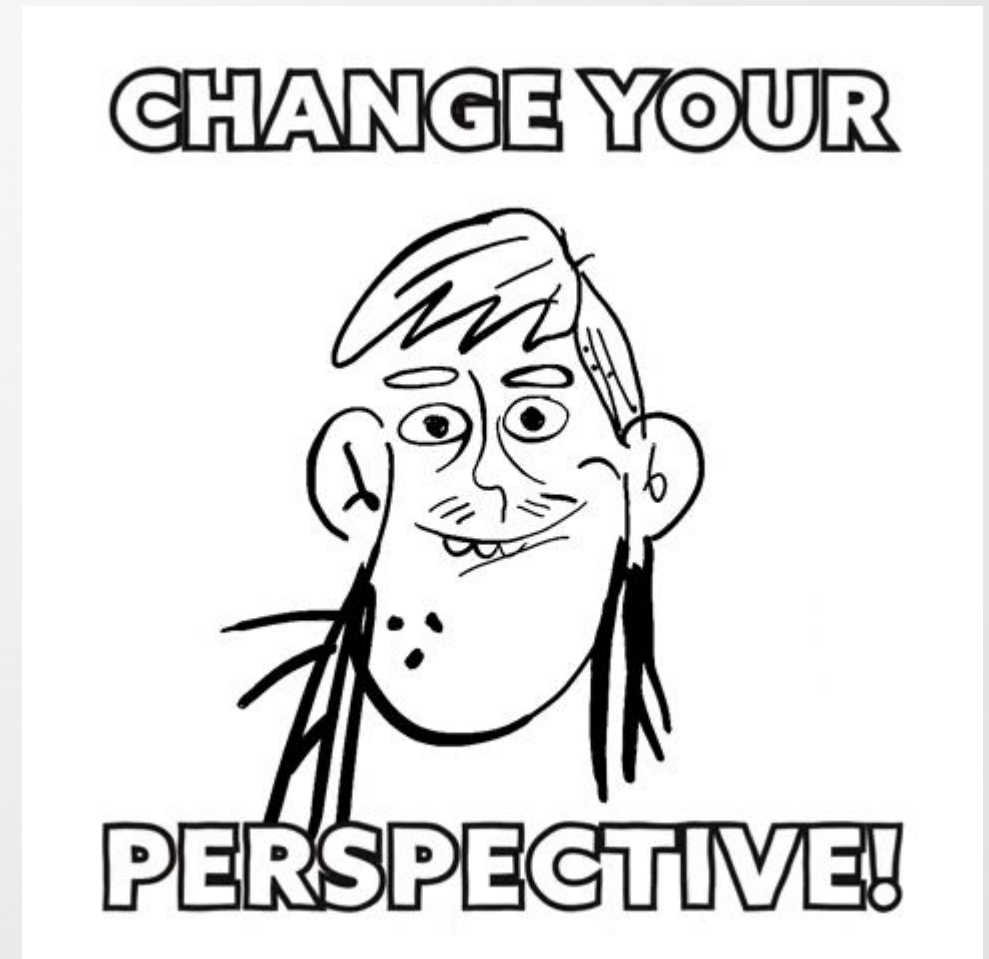
- There were no jokes when **looong-term** eventually processed events. We have lots of monitoring and alert mechanisms.



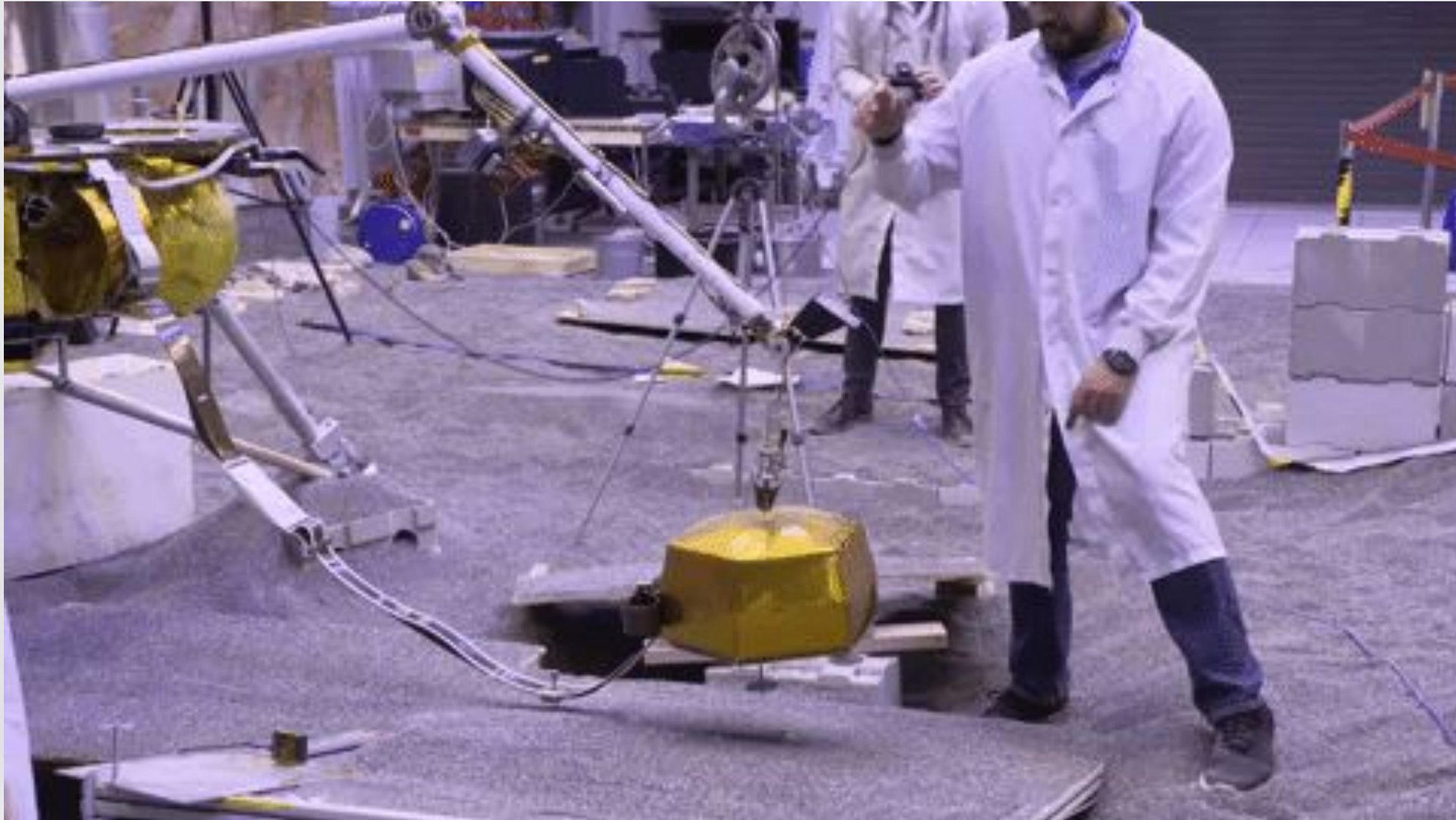


## Lack of Immutability Perspective

- The consumers might not have an awareness of our immutability playground. Rollback is not a good choice on every situation.



## Auditing and Testing







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