

Adding Service Bus support to the Common library

Let's update the Common library to be able to use Azure Service Bus.

In [Play.Common](#) repo

1. Show the Shared Access Policies section of the namespace in Azure Portal.
2. Update all MassTransit package references to latest version (7.3.0)
3. Add the MassTransit.Azure.ServiceBus.Core NuGet package:

```
<PackageReference Include="MassTransit.Azure.ServiceBus.Core" Version="7.3.0" />
```

4. Add ServiceBusSettings.cs:

```
namespace Play.Common.Settings
{
    public class ServiceBusSettings
    {
        public string ConnectionString { get; init; }
    }
}
```

5. Update ServiceSettings:

```
public class ServiceSettings
{
    public string ServiceName { get; init; }
    public string Authority { get; init; }
    public string MessageBroker { get; init; }
}
```

6. Update MassTransit extensions:

```
public static class Extensions
{
    private const string RabbitMq = "RABBITMQ";
    private const string ServiceBus = "SERVICEBUS";

    public static IServiceCollection AddMassTransitWithMessageBroker(
        this IServiceCollection services,
        IConfiguration config,
        Action<IRetryConfigurator> configureRetries = null)
    {
```

```

var serviceSettings = config.GetSection(nameof(ServiceSettings)).Get<ServiceSettings>();

switch (serviceSettings.MessageBroker?.ToUpper())
{
    case ServiceBus:
        services.AddMassTransitWithServiceBus(configureRetries);
        break;
    case RabbitMq:
    default:
        services.AddMassTransitWithRabbitMq(configureRetries);
        break;
}

return services;
}

public static IServiceCollection AddMassTransitWithRabbitMq(
    this IServiceCollection services,
    Action<IRetryConfigurator> configureRetries = null)
{
    ...
}

public static IServiceCollection AddMassTransitWithServiceBus(
    this IServiceCollection services,
    Action<IRetryConfigurator> configureRetries = null)
{
    services.AddMassTransit(configure =>
    {
        configure.AddConsumers(Assembly.GetEntryAssembly());
        configure.UsingPlayEconomyAzureServiceBus(configureRetries);
    });

    services.AddMassTransitHostedService();

    return services;
}

public static void UsingPlayEconomyMessageBroker(
    this IServiceCollectionBusConfigurator configure,
    IConfiguration config,
    Action<IRetryConfigurator> configureRetries = null)
{
    var serviceSettings = config.GetSection(nameof(ServiceSettings)).Get<ServiceSettings>();

```

```

switch (serviceSettings.MessageBroker?.ToUpper())
{
    case ServiceBus:
        configure.UsingPlayEconomyAzureServiceBus(configureRetries);
        break;
    case RabbitMq:
    default:
        configure.UsingPlayEconomyRabbitMq(configureRetries);
        break;
}
}

public static void UsingPlayEconomyRabbitMq(
    this IServiceCollectionBusConfigurator configure,
    Action<IRetryConfigurator> configureRetries = null)
{
    ...
}

public static void UsingPlayEconomyAzureServiceBus(
    this IServiceCollectionBusConfigurator configure,
    Action<IRetryConfigurator> configureRetries = null)
{
    configure.UsingAzureServiceBus((context, configurator) =>
    {
        var configuration = context.GetService<IConfiguration>();
        var serviceSettings = configuration.GetSection(nameof(ServiceSettings)).Get<ServiceSettings>();
        var serviceBusSettings =
configuration.GetSection(nameof(ServiceBusSettings)).Get<ServiceBusSettings>();

        configurator.Host(serviceBusSettings.ConnectionString);

        configurator.ConfigureEndpoints(context, new
KebabCaseEndpointNameFormatter(serviceSettings.ServiceName, false));

        if (configureRetries == null)
        {
            configureRetries = (retryConfigurator) => retryConfigurator.Interval(3,
(TimeSpan.FromSeconds(5)));
        }

        configurator.UseMessageRetry(configureRetries);
    });
}

```

```
}  
}
```

7. Update README with new NuGet package version to create Version 1.0.8
8. Create and publish the new NuGet package version
9. Commit and push

In the next lesson you will update the Identity microservice to take advantage of the updated library.