

NServiceBus and Service Fabric

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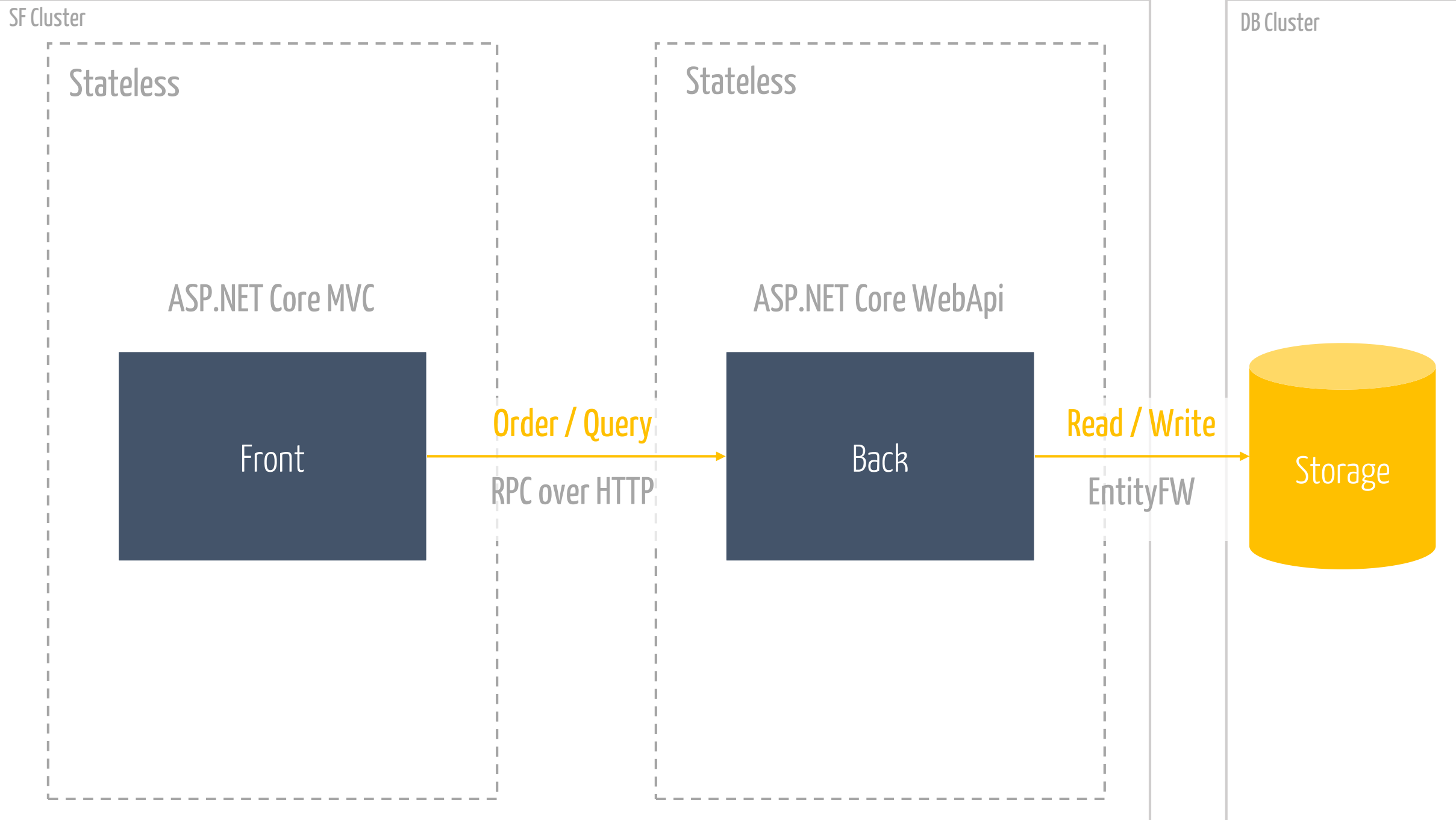
A Tale of

chocolate

A few hours

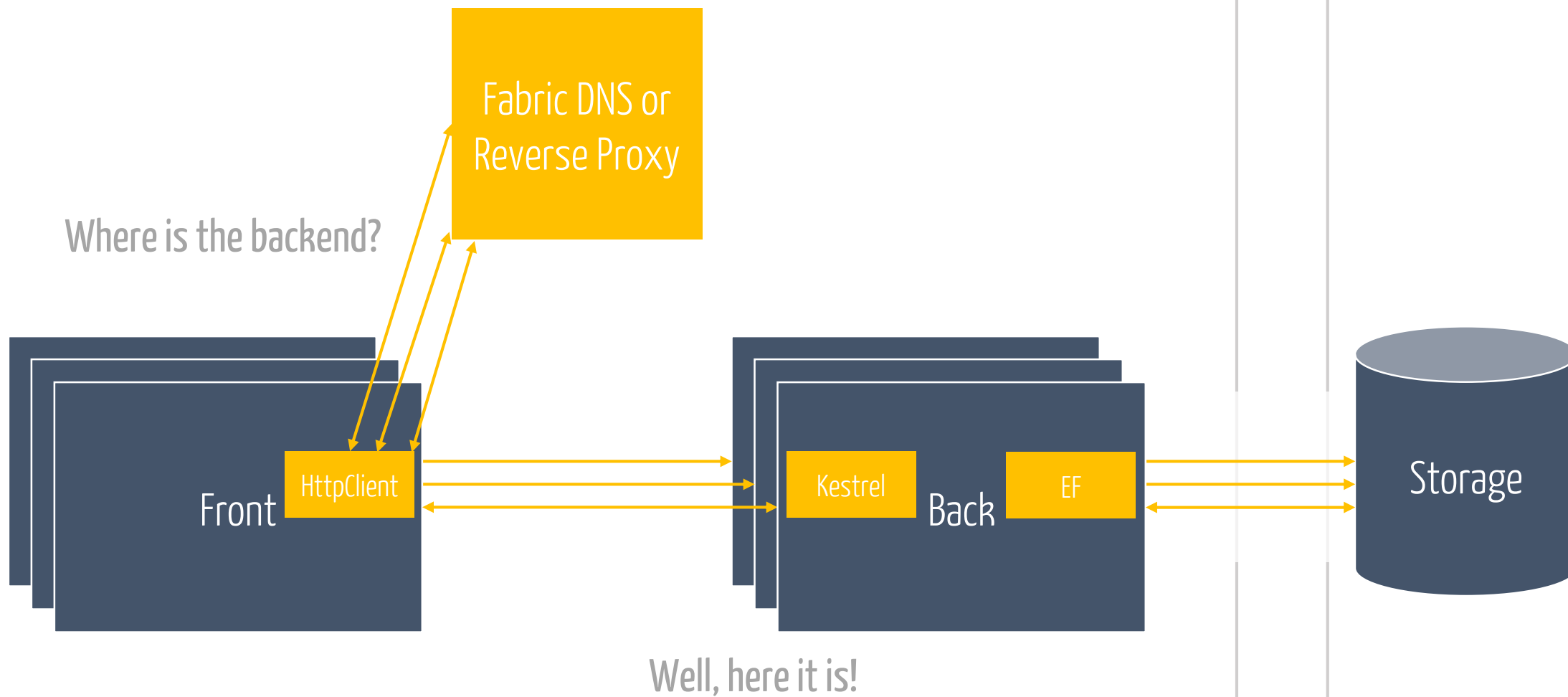
later...

Microservices 1.0



SF Cluster

DB Cluster

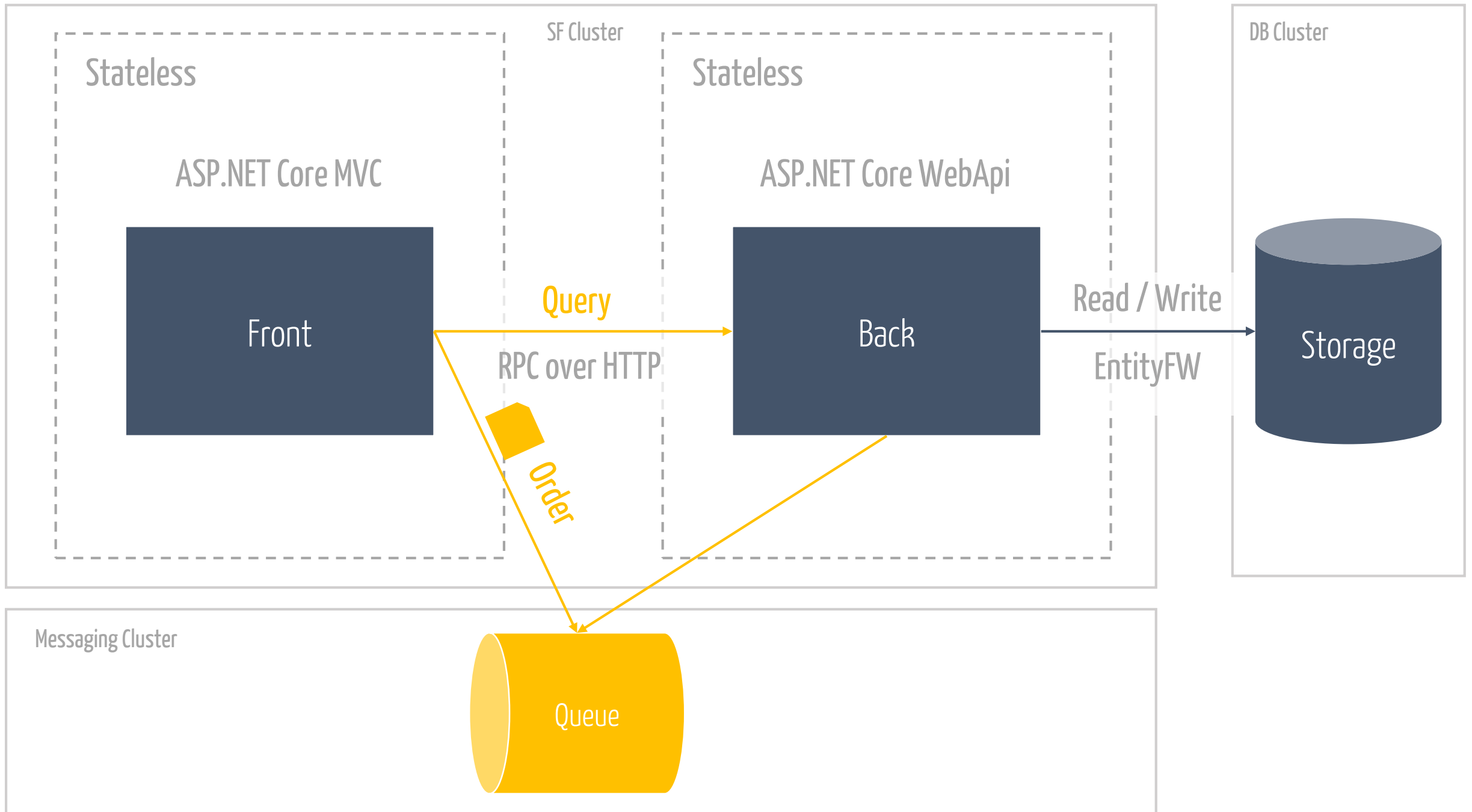


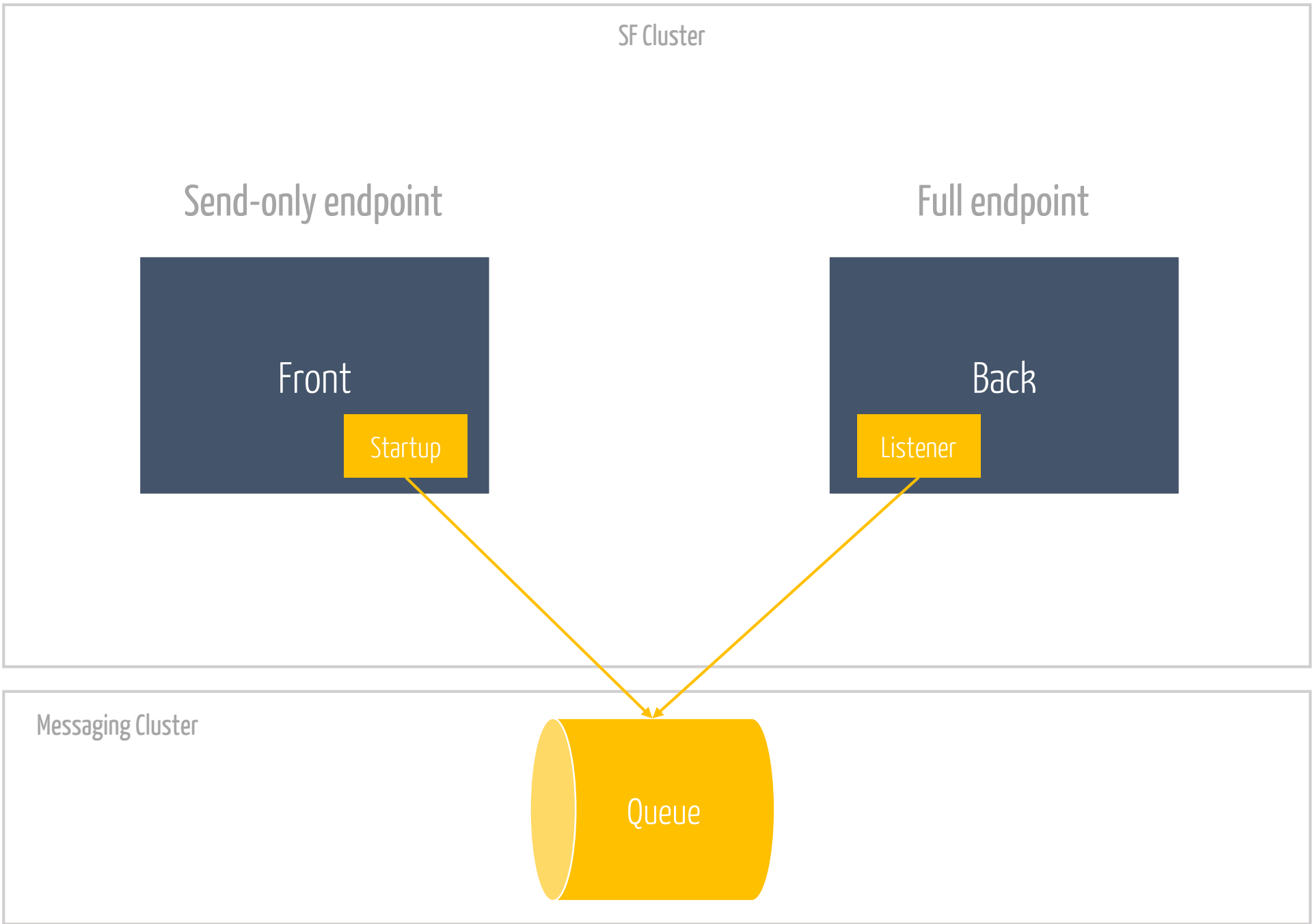
Demo

The RPC callstack of

doom

Microservices 2.0

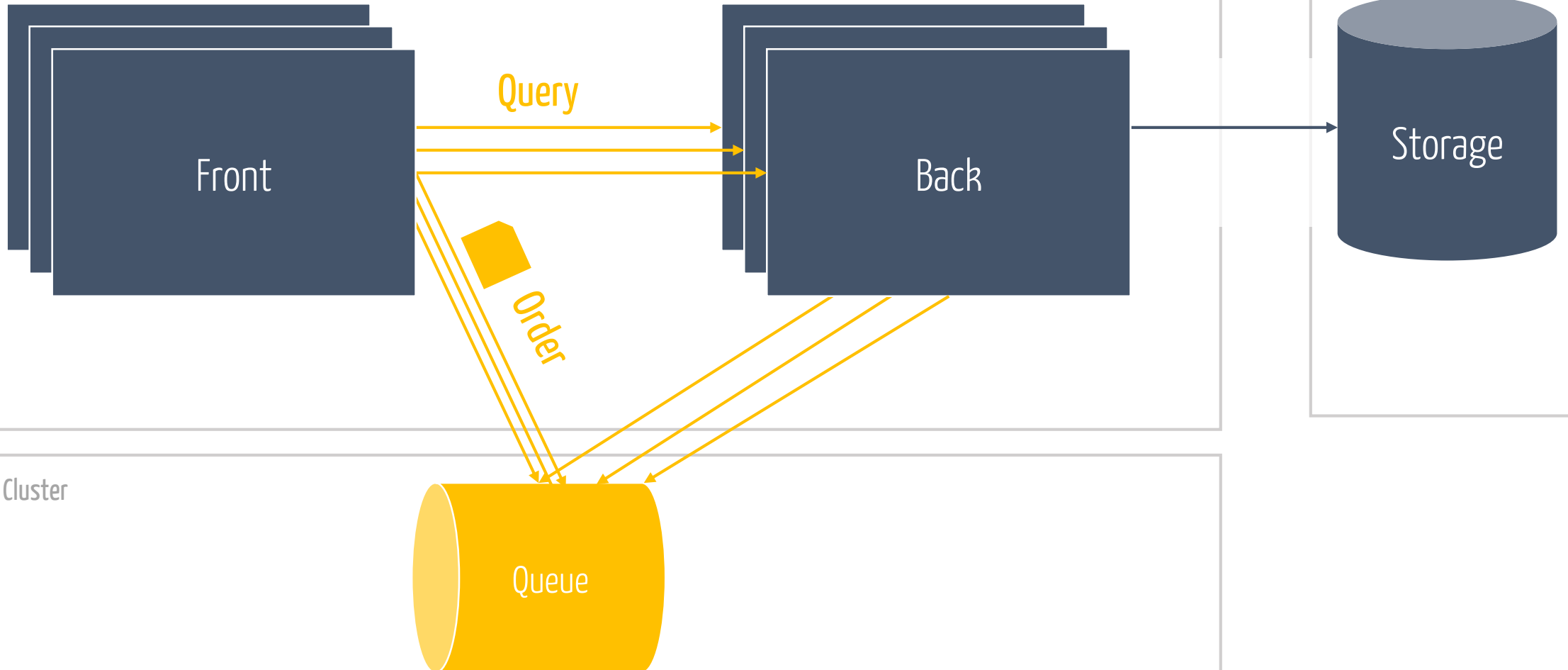




SF Cluster

DB Cluster

Competing consumers



Demo

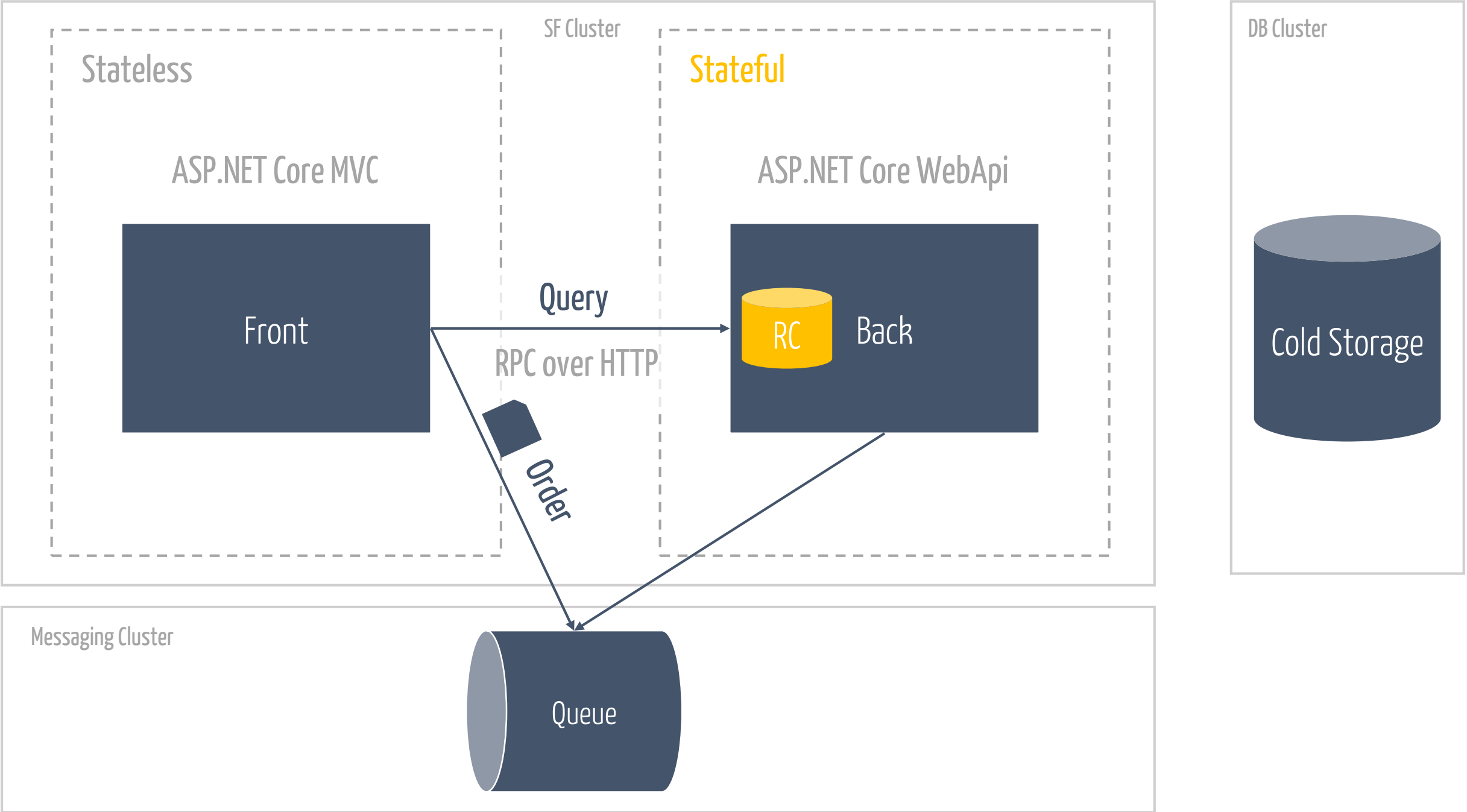
almost

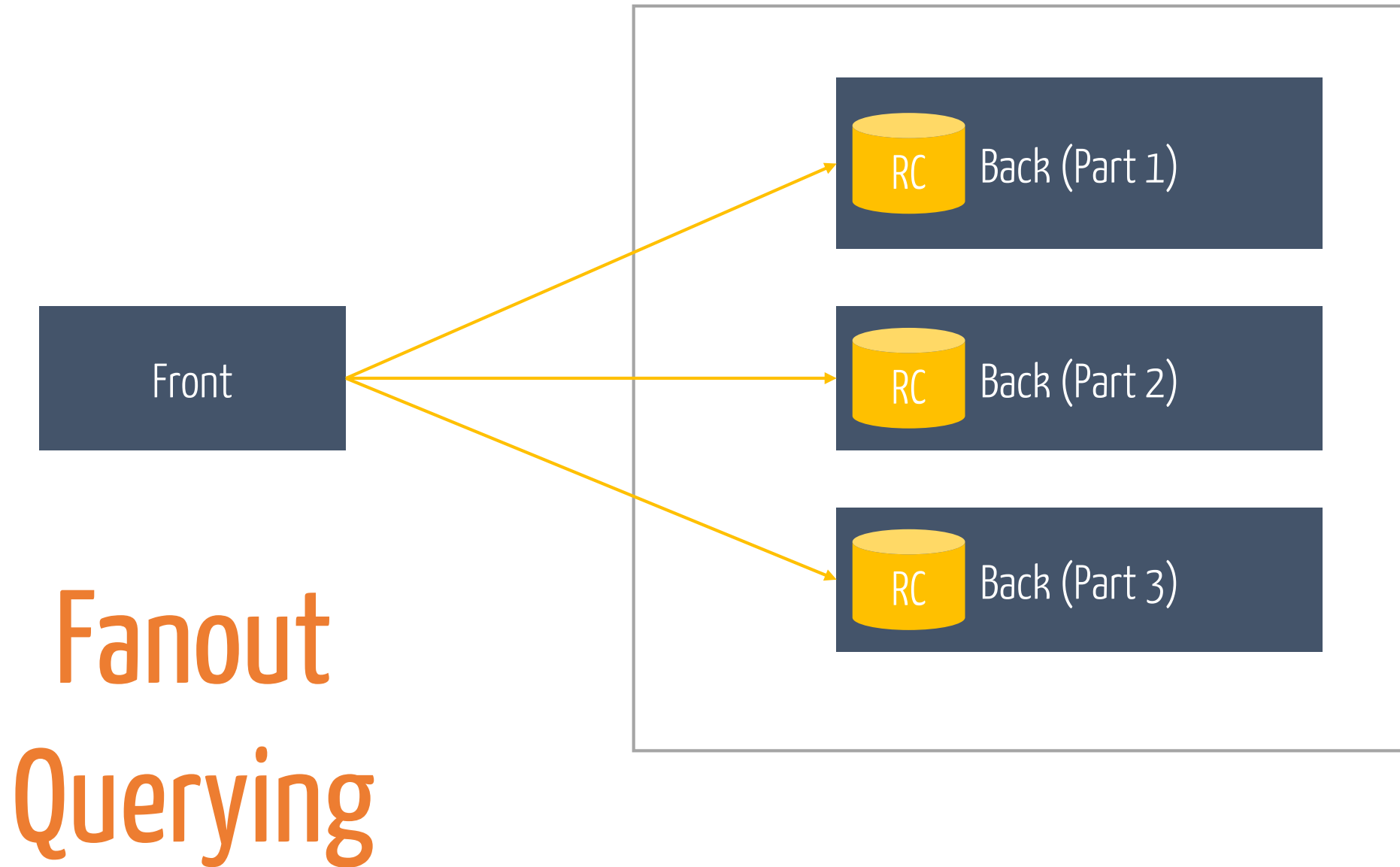
a happy life

almost

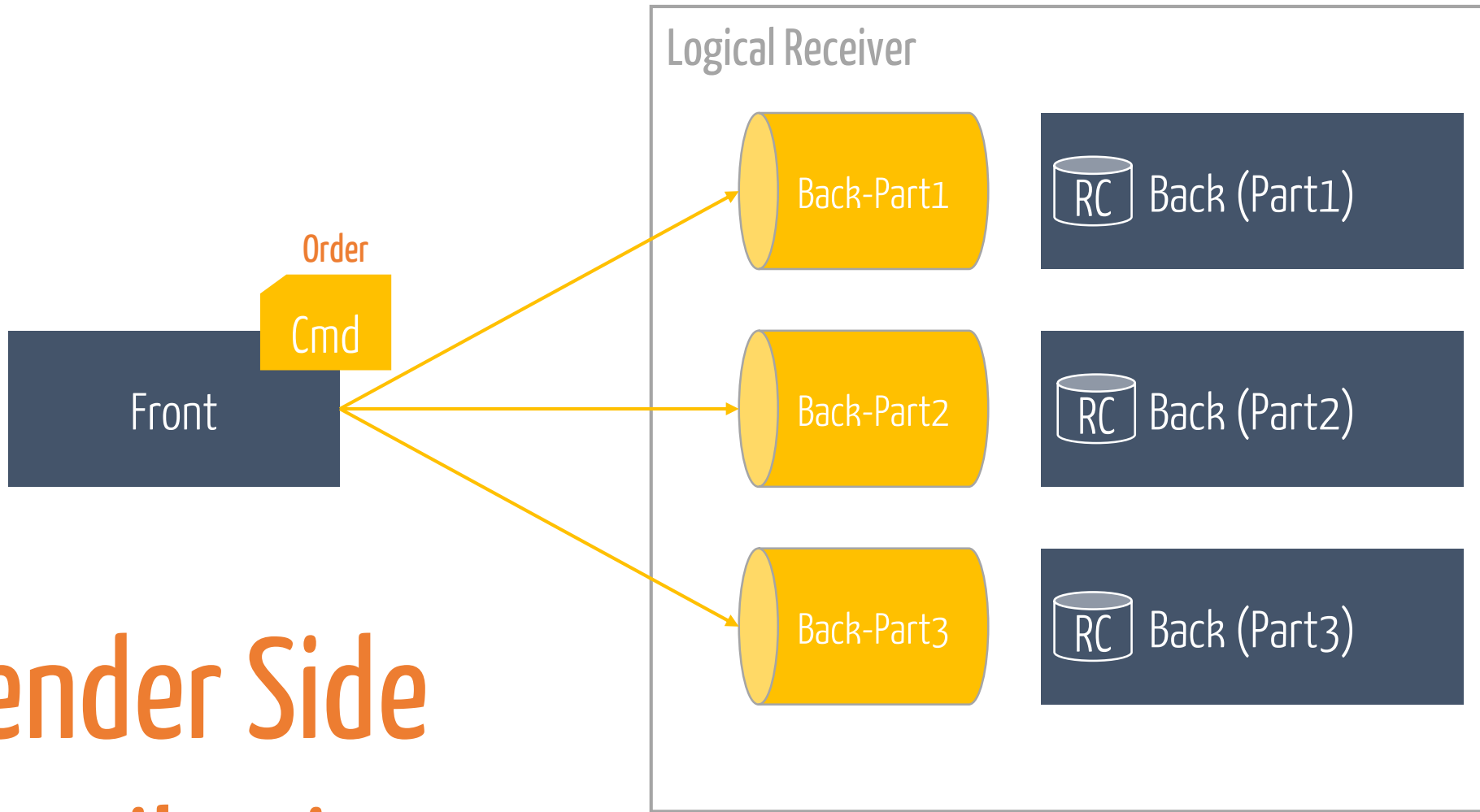
a happy life

Microservices 3.0

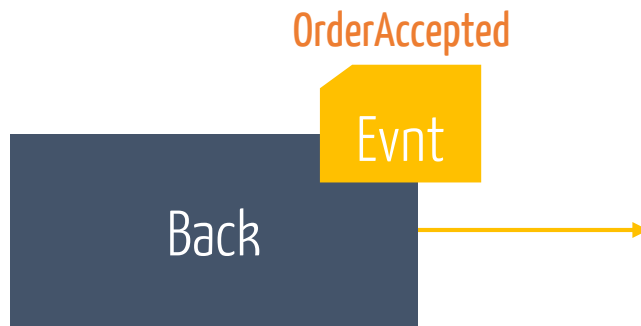




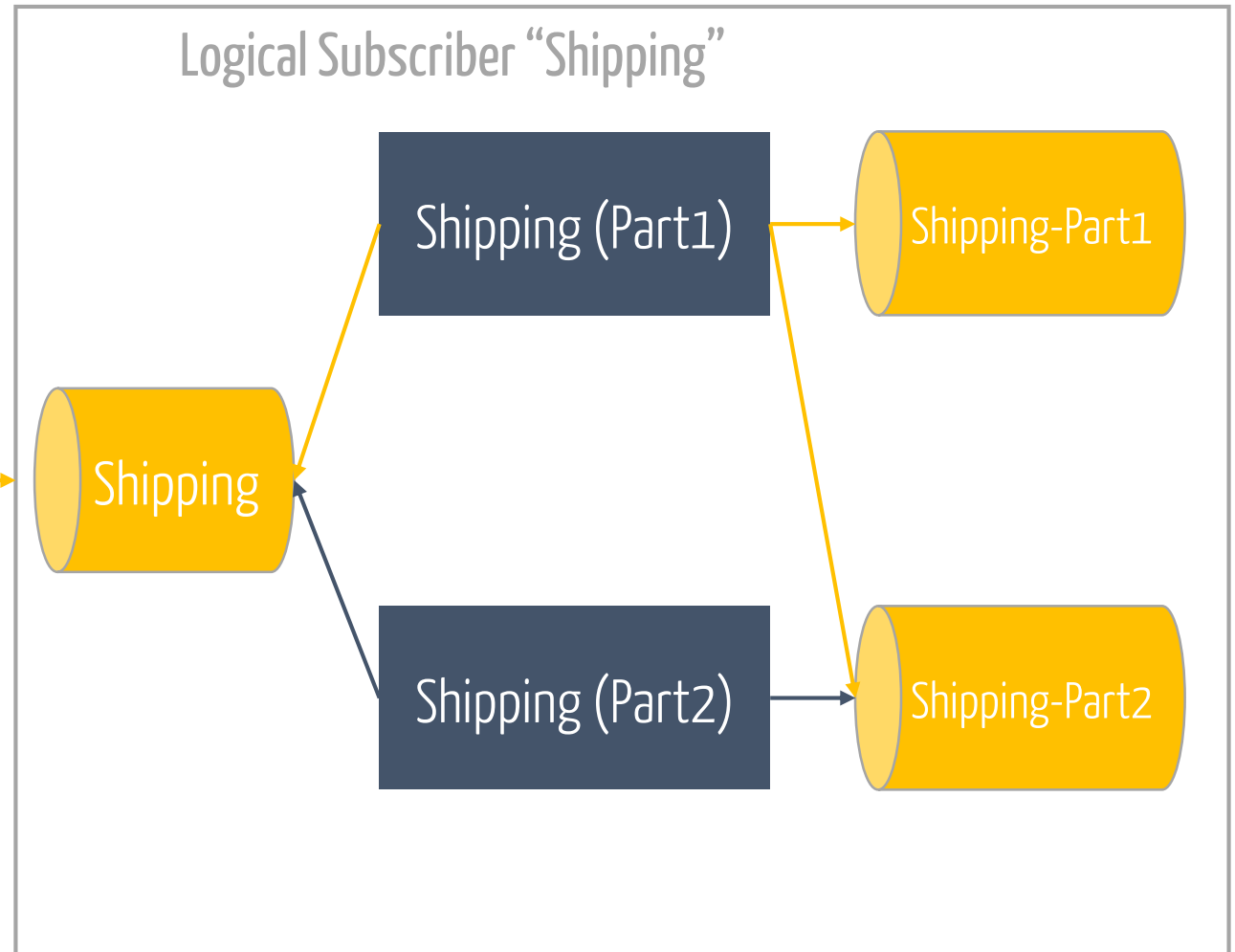
Sender Side Distribution



Different bounded context



Receiver Side Distribution



Demo

Slides, Links...

github.com/danielmarbach/service-fabric-webinar

NServiceBus Quick Start

In this tutorial, we'll see why software systems built on asynchronous messaging using NServiceBus are superior to traditional synchronous HTTP-based web services. We'll also show how NServiceBus guarantees reliability and extensibility that can't be achieved with REST.

This tutorial skips over some concepts and implementation details in order to get up and running quickly. If you'd prefer to go more in-depth, check out our [Introduction to NServiceBus](#) tutorial. It will teach you the NServiceBus API and important concepts you need to learn to build successful message-based software systems.

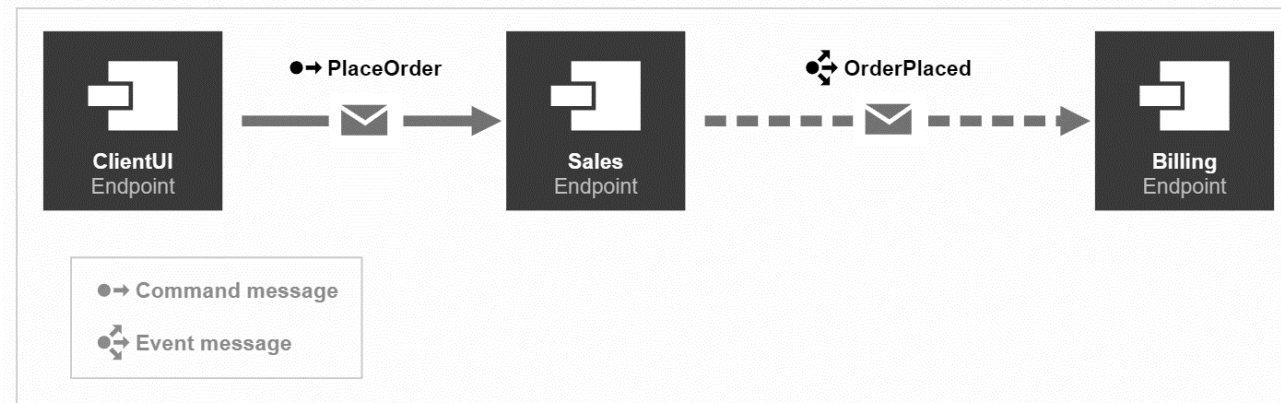
To get started, download the solution, extract the archive, and then open the **RetailDemo.sln** file with Visual Studio 2017[®].

[Download the solution now](#)

Project structure

The solution contains four projects. The **ClientUI**, **Sales**, and **Billing** projects are endpoints that communicate with each other using NServiceBus messages. The **ClientUI** endpoint mimics a web application and is an entry point in our system. The **Sales** and **Billing** endpoints contain business logic related to processing and fulfilling orders. Each endpoint references the **Messages** assembly, which contains the definitions of messages as POCO class files.

As shown in the diagram, the **ClientUI** endpoint sends a **PlaceOrder** command to the **Sales** endpoint. As a result, the **Sales** endpoint will publish an **OrderPlaced** event using the publish/subscribe pattern, which will be received by the **Billing** endpoint.



The solution mimics a real-life retail system, where the command to place an order is sent as a result of a customer interaction, and the actual processing occurs in the background. Publishing an event allows us to isolate the code to bill the credit card from the code to place the order, reducing coupling and making the system easier to maintain over the long term. Later in this tutorial, we'll see how to add a second subscriber in the **Shipping** endpoint which would begin the process of shipping the order.

[docs.particular.net/
tutorials/quickstart](https://docs.particular.net/tutorials/quickstart)

Getting Started

[Service Platform](#)[Quick Start Tutorial](#)[Messaging Basics Tutorial](#)[Getting Started](#)[Sending a command](#)[Multiple endpoints](#)[Publishing events](#)[Retrying errors](#)[Message Replay Tutorial](#)[Step by Step Sample](#)[Configuration choices Sample](#)[Concepts](#)[Platform Installer](#)[License](#)[Extensions](#)[Contributing](#)[Architectural Principles](#)[Bus vs. Broker](#)

Upgrade Guides

Messaging

Hosting

Handlers and Sagas

Testing

Recoverability

Pipeline

Serialization

Containers

Logging

Security

Operations

docs.particular.net/
samples/azure/azure-service-fabric-routing/

Service Fabric Partition Aware Routing

Download Nugets Used Edit Code

Component: NServiceBus | Nuget: NServiceBus (Version: 6.x)

This sample currently makes use of a pre-release version of NServiceBus.Persistence.ServiceFabric.

The sample demonstrates how the NServiceBus API can be used to implement partition aware routing for services hosted inside a Service Fabric cluster. It takes advantage of routing system extensibility points and custom pipeline behaviors to support various types of NServiceBus communication patterns. It is assumed that the NServiceBus users are able to define mapping between message type and service partition for each message. It is also assumed that `send local`, `timeout` and `reply` messages are partition affine i.e. should be processed in the context of originating partition. The sample consists of services hosted inside and outside the Service Fabric and enables proper communication between the two.

Scenario

The scenario used in this sample covers a voting system. In this voting system the cast votes are counted by candidate. The endpoint responsible for counting candidate votes is subscribed to an event published when votes are cast.

Next to this the system also counts the total number of votes cast in each zip code. In order to achieve this the candidate voting endpoint issues a request to the zip code counting endpoint to track the zip code. The zip code counting endpoint will reply back with the intermediary results.

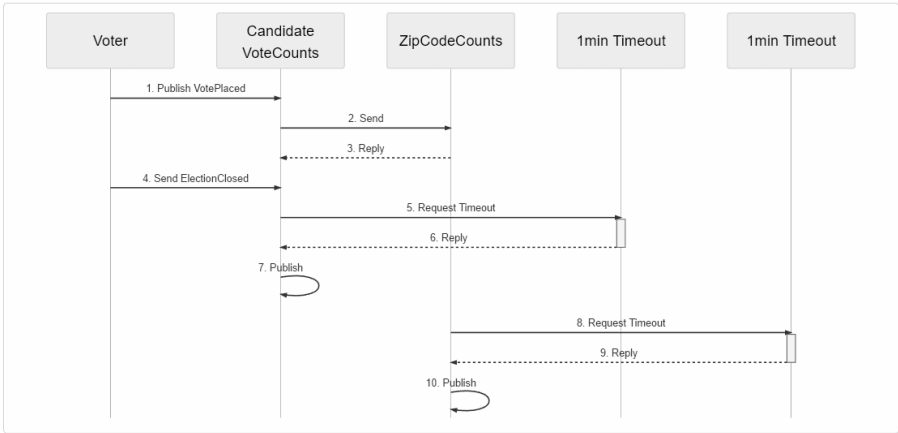
When the election is closed, the candidate vote counting endpoint will publish the results per candidate and report them using Service Fabric diagnostics infrastructure (ETW Event Viewer windows[®]).

When a request timeout expires, the zip code counting endpoint sends a `local` command to report the results back to itself.

The sample assumes that:

- There are only 2 candidates in the election, called "John" and "Abby",
- Zip codes are integers in the range of 0 to 99000.

This simplifies partition id value calculation. In a real world scenario a hash function could be used to perform mapping from arbitrary input types.



NServiceBus

Transports

Persistence

ServiceInsight

ServicePulse

ServiceControl

Samples

General

Azure

Azure Service Bus Transport
Long running operations with Azure Service Bus Transport
Service Fabric Partition Aware Routing
Azure Blob Storage DataBus
Custom ASB Namespace Partitioning
Custom Sanitization with Azure Service Bus Transport
Native Integration with Azure Service Bus Transport
Azure Service Bus Performance Tuning
Polymorphic events with Azure Service Bus Transport
Shared Hosting in Azure Cloud Services
Azure Storage Persistence
Azure Storage Queues Transport

Container

Custom Checks

Encryption

Q & A



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Thanks