

# Using an Event Bus

Theory to practice

2018-03-23





# Summary

## Using an Event Bus

### Event Bus Theory

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# Event Bus Theory

## What is an Event Bus?

An Event Bus is a mechanism that allows different microservices to **communicate with each other without knowing about each other**.

A microservice can **send an Event to the Event Bus** without knowing who will pick it up or how many others will pick it up.

Microservices can also **listen to Events on an Event Bus**, without knowing who sent the Events.

That way, components can communicate without depending on each other.

## What is an Event?

An Event is basically a **message** sent by a microservice to indicate something happened in the domain.

An event has a **name**, a **payload** and usually a **timestamp**.

The name determine the kind of event and should be written with a past-participle verb, such as ***OrderReceived***.

The payload should contains everything that the receiver needs to know in order to process the Event.

## How does an event look like?

An Event can be represented in **JSON format**:

```
{  
  "name": "UserRegistered",  
  "createdAt": "2018-01-17T18:45:58+00:00",  
  "payload": {  
    "id": 453340053,  
    "first_name": "John",  
    "last_name": "Smith",  
    "email": "john.smith@example.com"  
  }  
}
```

## How does an event look like?

An Event can be represented also as a **Java class**:

```
public class UserRegistered {  
    private long id;  
    private String firstName;  
    private String lastName;  
    private String email;  
    private Date createdAt;  
  
    public UserRegistered(long id, String firstName, ...) {...}  
    public String getEventName() { return "UserRegistered"; }  
    public Date getCreatedAt() { return createdAt; }  
    public Map<String, String> getPayload {...}  
}
```

## Is it mandatory to use a Message Broker?

**It isn't.** But it's **highly recommended.**

A Message Broker is a software component used for passing messages between modules or applications of an organization with provides **security, reliability & fault tolerance.**

Message Broker systems are also called message-oriented middleware and queuing systems.

Examples of Message Brokers are **RabbitMQ** and **Apache Kafka.**



# Architecture using RabbitMQ

## What is RabbitMQ?

RabbitMQ is an **open source message broker** software which implements the Advanced Message Queuing Protocol (AMQP).

The Advanced Message Queuing Protocol (AMQP) is an open standard application layer protocol for **passing business messages between applications or organizations**.

It is a robust messaging system which provides message orientation, queuing, security, reliability, fault tolerance and routing system, including point-to-point and publish-and-subscribe.

## RabbitMQ components

**Message** – A piece of information. It can be a text (i.e a json) or binary data.

**Exchange** – Receives messages from producers and it pushes them to queues using the routing key if necessary.



**Queue** – Essentially an infinite buffer which stores the messages to be consumed.



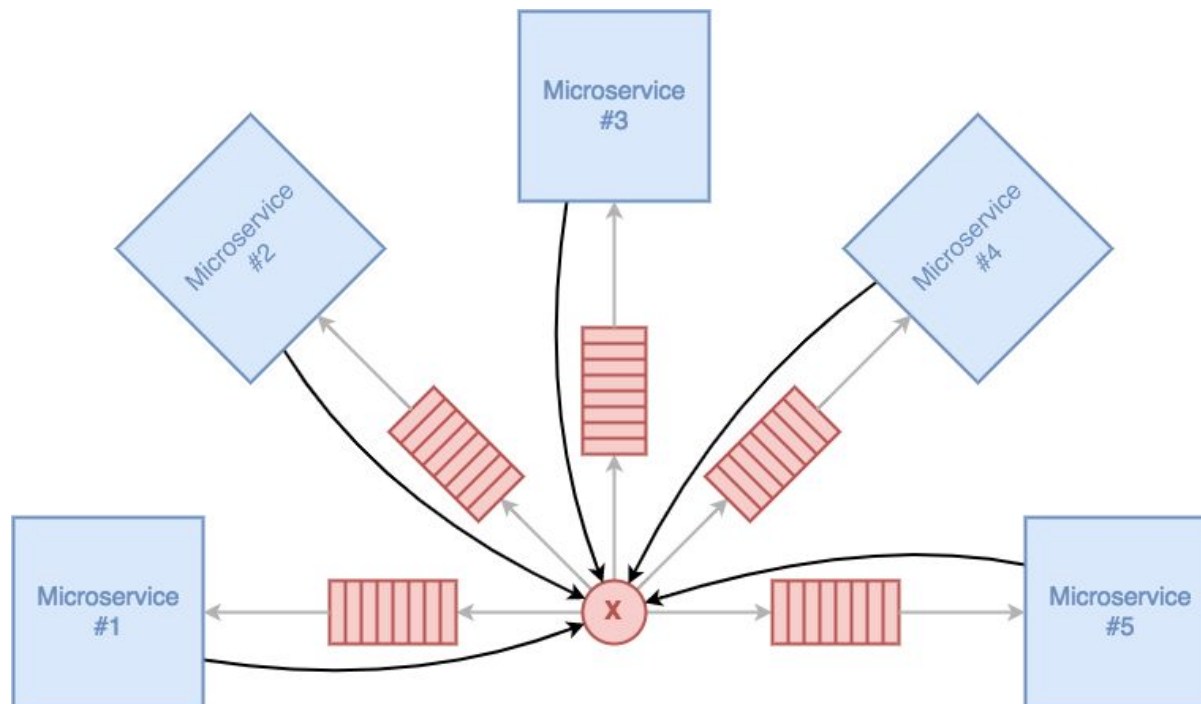
**Producer** – A program that sends messages to the exchange or eventually to the queue.



**Consumer** – A program who receives messages from the queue.



## The Event Bus in RabbitMQ Architecture (i)



## The Event Bus in RabbitMQ

### Architecture (ii)

When something happens in the domain an event is **sent to the exchange**, which represents the event bus, using the **event name as the key**.

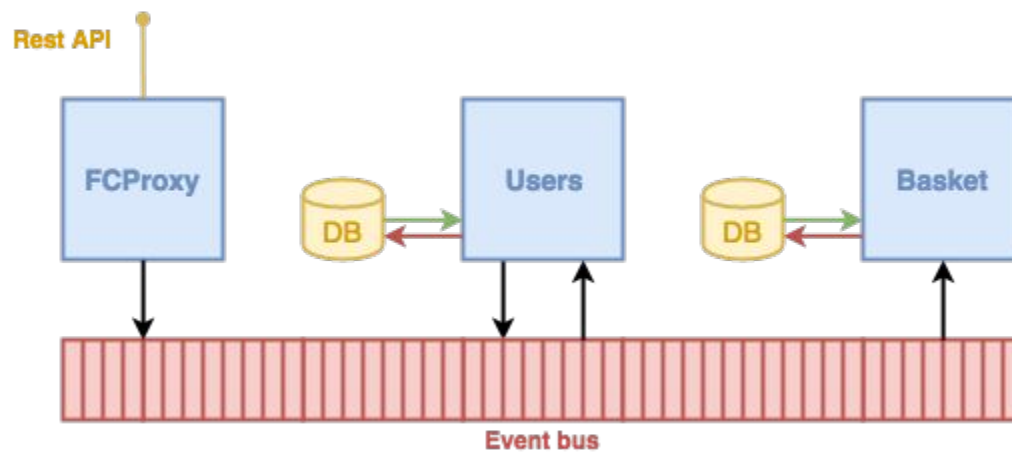
The exchange **enroutes the event** to the microservices who need this event. Not all the microservices receive all the events.

That means that the **routing logic is delegated** to RabbitMQ and the microservices don't have to deal with events they are not processing.

The routing has to be set as binding rules from the exchange to the queues

# Demo Time

## Schema



## Schema

