**Booking Saga**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Step | Participant | Transaction | Participant Replies | Success Continuation | Failure Continuation (Compensation Transaction) |
| 1 | BookingService | CreateBooking | BookingCreated | BookingService. BookingProcessor.ValidateAvailability | - |
| 2 | BookingService.BookingProcessor | ValidateAvailability | AvailabilityConfirmed AvailabilityDenied | PaymentService.MakePayment | BookingService.RejectBooking |
| 3 | PaymentService | MakePayment | PaymentSucceeded PaymentFailed | BookingService.ConfirmBooking | BookingService.RejectBooking |
| 4 | BookingService.BookingProcessor | ConfirmBooking | BookingConfirmed | NotificationService.NotifyBookingSuccess | - |
| 5 | NotificationService | NotifyBookingSuccess | BookingSuccessNotified | - | - |

**Successful Path:**

* BookingController.CreateBooking
* BookingService.BookingProcessor.ValidateAvailability
* PaymentService.MakePayment
* BookingService.BookingProcessor.ConfirmBooking
* NotificationService.NotifyBookingSuccess

Добавить Billing.

Описать State-машину.

Описать, кто и кому отправляет события и команды.

Описать, через какие топики происходит взаимодействие.