**Booking Saga**

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

**Successful Path:**

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

Добавить Billing.

Описать State-машину.

Описать, кто и кому отправляет события и команды.

Описать, через какие топики происходит взаимодействие.