

Add new event

Add new event

Step 1-7 happens in FRONT END

Step 8-13 happens on EACH receiver

1. Make sure the data received from admin/event creator is valid
2. Insert into local db (without UUID)
3. Receive 'localEntityId'
4. Post HttpRequest:*

createUuidRecord

+localEntityId
+Entity_type
+Source

5. Receive eventUUID => update local DB

New event in FE

+idEvent
+EntityVersion
+Status
+Timestamp
+eventUUID
+eventName
+maxAttendees
+description
+summary
+location
+contactPerson
+dateTimeStart
+dateTimeEnd

6. Form XML message from the new event object
7. Send it to 'rabbitexchange'

New event added
(locally)



1. Event is added on the Front-End and on the UUID master now
2. Front-end has send an xml eventmessage to the exchange containing the new event's info

8. Receivers interested catch the eventmessage
9. Transform the xmlMessage into a event object
10. Insert the object into the local database on the receiver's server
11. Receive 'localEntityId'
12. Post HttpRequest: ***

insertUuidRecord

+(event)UUID
+localEntityId
+Entity_type
+Entity_version
+Source

13. ... Team specific actions

UUID Master + others:
up-to-date

*: 'localEntityId' is the id from the record you insert for this new Entity,
'Entity_type' is the type of user (entity?) inserting the new record,
'Source' is the team where the message is coming from (Front-End in this case)

1.Insert into

Front-End:
New Event

3. update local db
with UUID

2. createUuidRecord

4. Form XMLmessage String for new event
5. Send XMLmessage to the exchange

rabbitExchange**

This happens in FRONT END

UUID Master

Receiver_CRM

Receiver_Planning

Receiver_Xxx

** : this is the exchange on our RabbitMQ server
<http://10.3.50.38:5672/>

***: 'eventUUID' is received from Front-End's XmlMessage
'localEntityId' is the id from the record you insert for this new Entity,
'Entity_type' is the type of user (entity?) inserting the new record,
'Entity_version' is the version of this record
'Source' is your Team's Source_type

local
SQL

1(10).Insert into

Receiver_Xxx

2(12). insertUuidRecord

UUID Master

3(13). ...

...Team Specific Actions...