#### Orlando Code Camp

Command and Query Responsibility Segregation (CQRS) and Event Sourcing with .NET Core and Elasticsearch

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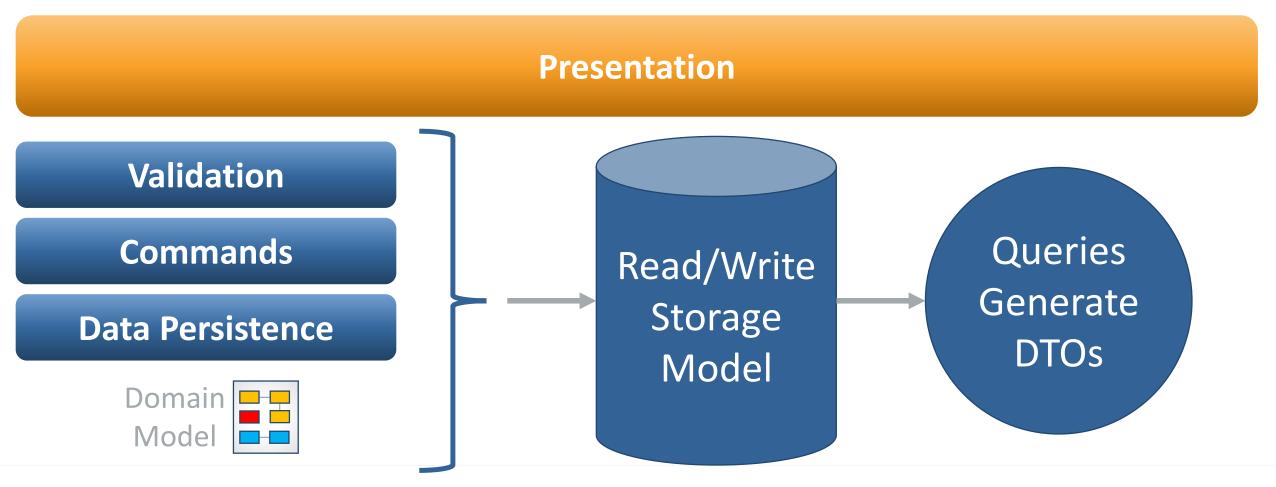




First, a look at a traditional approach...



## First, a look at a traditional approach





# The challenges of a traditional approach

- Read and write operations and models are comingled
  - Records are treated as discreet entities to modify rather than a progression over time
- Complexity may increase by orders of magnitude with many additional data and read models
- Potentially results in complex relationships (relational SQL) or large nested documents (document databases)
- Read model queries can become complex
- Tracking changes to records over time requires additional effort\*





How is this pattern different?

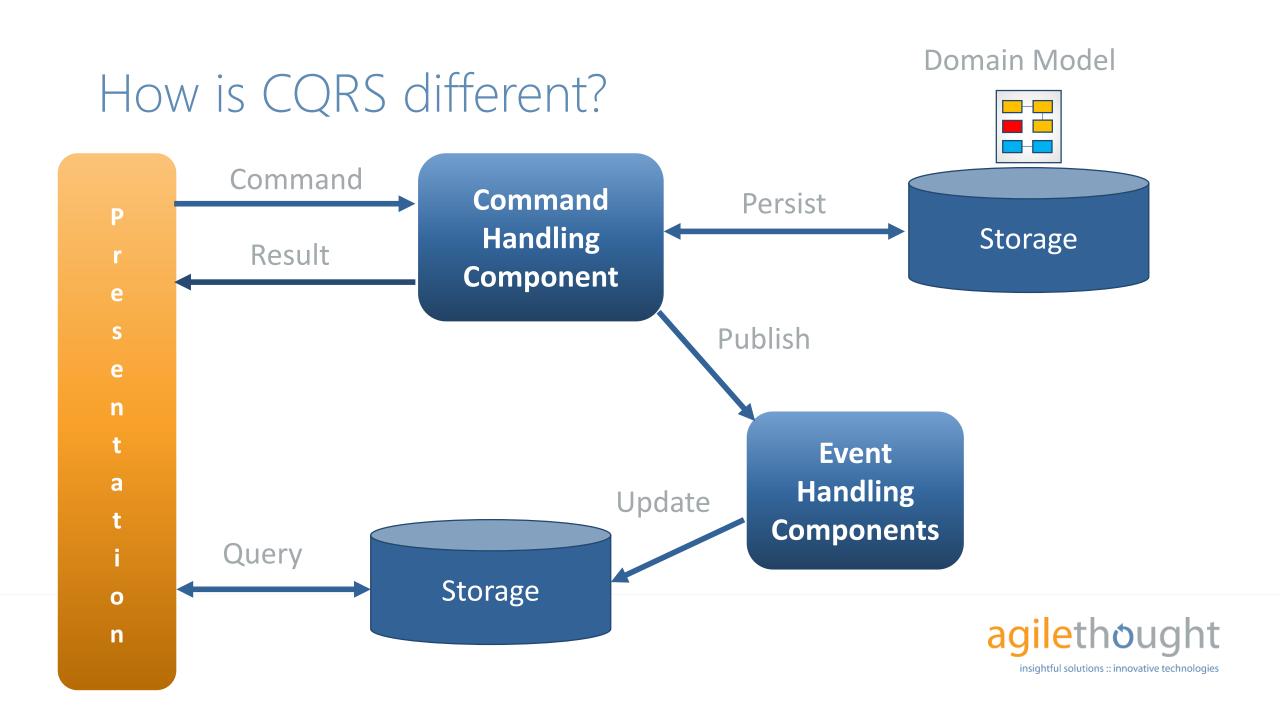


## What is CQRS

- CQRS is a pattern that separates the responsibility of commands (do things) from that of queries (read)
- CQRS segregates operations that read data from operations that update data using separate models
- CQRS helps support the evolution of a system via separation of concerns
- CQRS works well with Domain Driven Design principles







How does event sourcing fit in?



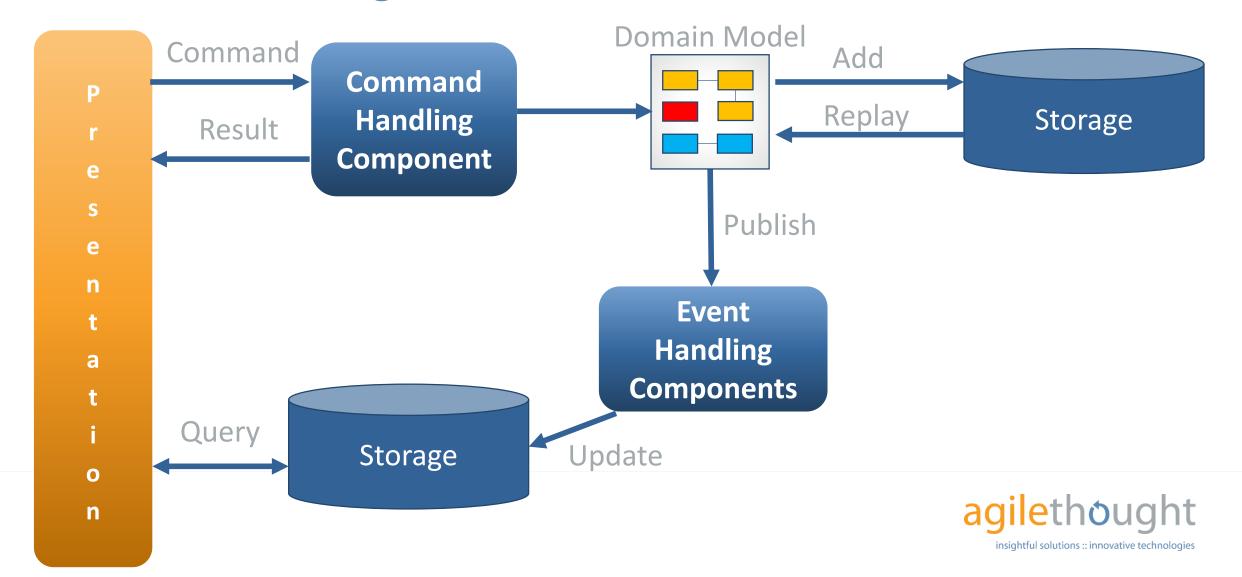
## What is event sourcing?

- Event Sourcing is a pattern which ensures that all changes to application state are stored as a sequence of events
- Event Sourcing mirrors our perspective of time as a vector
- Event Sourcing allows us to know not just where we are, but how we got here
- We can restore a domain object by "replaying the tape" of events





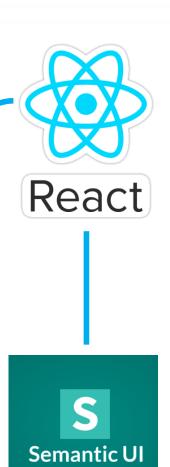
# Event sourcing works well with CQRS



A "real-world" example



```
if (string.IsNullOrWhiteSpace(newName)) throw new ArgumentException("newName");
                                                           ASP.NET
                                                                                        Redux -
                                                           SignalR
                                                           for your web apps
                 Core
public void Rem
   if (count <= 0)
                                         d, count));
   ApplyChange(new ItemsRemovedFromInventor
                                   CQRSLite
/// Checks in the specified count.
/// <param name="count">The count.</param>
                       InvalidOperationException">must have a count greater than 0 to add to inventory</exception>
                     ... new InvalidOperationException("must have a count greater than 0 to add to inventory");
   elasticsearch
```

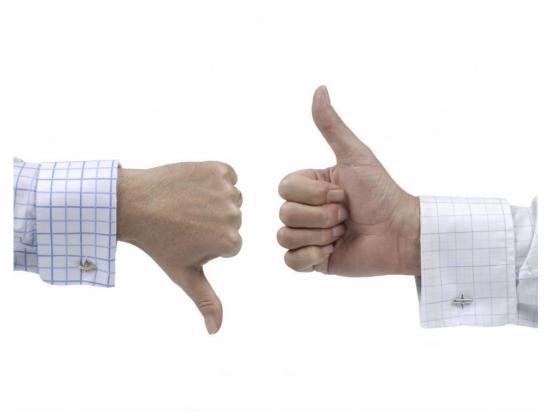


## Pros and Cons



## All opposed?

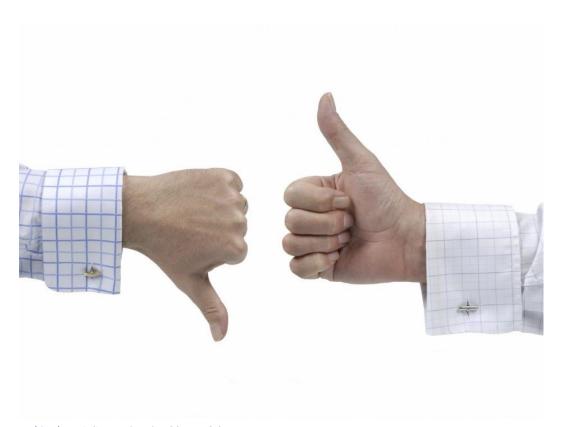
- Can be overkill for simple line-of-business applications
- It takes more time to implement simple features and changes
- Time-to-market may increase due to additional engineering time, "but caveats"
- Some engineers are not familiar with the pattern
- Read and write models are only "eventually consistent" with FlasticSearch
- Works best when there is a disciplined, domain-driven design effort prior to engineering efforts
- Can't be generated using scaffolding mechanisms (you have to code)



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### All in favor?



- Helps separate concerns in very complex applications
- Provides an auditable record of events over time
- Can be leveraged to provide advanced troubleshooting
- Makes it trivial to create views tailored to different needs and clients
- Allows for extremely performant and scalable read operations
- Forces developers account for concurrency
- Can secure different data views independent of write operations

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## Conclusion



#### Other resources

- github.com/gautema/cqrslite
- hub.docker.com/r/sebp/elk/
- www.elastic.co/guide/en/elasticsearch/reference/master/heapsize.html
- www.elastic.co/
- martinfowler.com/eaaDev/EventSourcing.html
- martinfowler.com/bliki/CQRS.html
- msdn.microsoft.com/en-us/library/jj554200.aspx
- Domain Driven Design (book)



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