

Publishing Catalog prices

(Demo prep)

- Ensure Catalog Items collection has only these:

| Name | Description | Price |
|-----------|--------------------------------|-------|
| Potion | Restores some HP | 5 |
| Antidote | Cures poison | 7 |
| Hi-Potion | Restores a medium amount of HP | 9 |

- Ensure Identity Users collection has only these:

| Email | Gil |
|--|-----|
| player1@play.com | 200 |
| player2@play.com | 100 |

- Ensure catalogitems collection in Inventory DB is in sync with Catalog
- Delete Trading DB
- Disable “Save and fill personal info” in browser
- Hide favorites bar
- Disable extensions in browser
- Delete packages from %userprofile%\nuget
- Remove Play.Trading.Service Postman collection
- Apply VS Code and PowerShell environment Settings

Script start

It's time to update our Catalog microservice so that it also publishes the item prices any time an item is created or updated. So here I am in the Catalog code base...

In Catalog repo

1. Update Contracts.cs:

```
namespace Play.Catalog.Contracts
{
    public record CatalogItemCreated(Guid ItemId, string Name, string Description, decimal Price);

    public record CatalogItemUpdated(Guid ItemId, string Name, string Description, decimal Price);

    public record CatalogItemDeleted(Guid ItemId);
}
```

2. Update ItemsController.cs:

```

[HttpPost]
[Authorize(Policies.Write)]
public async Task<ActionResult<ItemDto>> PostAsync(CreateItemDto createItemDto)
{
    ...
    await publishEndpoint.Publish(
        new CatalogItemCreated(
            item.Id,
            item.Name,
            item.Description,
            item.Price));
    ...
}

[HttpPut("{id}")]
[Authorize(Policies.Write)]
public async Task<IActionResult> PutAsync(Guid id, UpdateItemDto updateItemDto)
{
    ...
    await publishEndpoint.Publish(
        new CatalogItemUpdated(
            existingItem.Id,
            existingItem.Name,
            existingItem.Description,
            existingItem.Price));

    return NoContent();
}

```

3. Create a new Play.Catalog.Contracts NuGet package version:

```
dotnet pack -p:PackageVersion=1.0.1 -o ..\..\packages
```

In the next lesson we will update our Common library to be able to specify the exceptions that should not be retried when consuming messages.