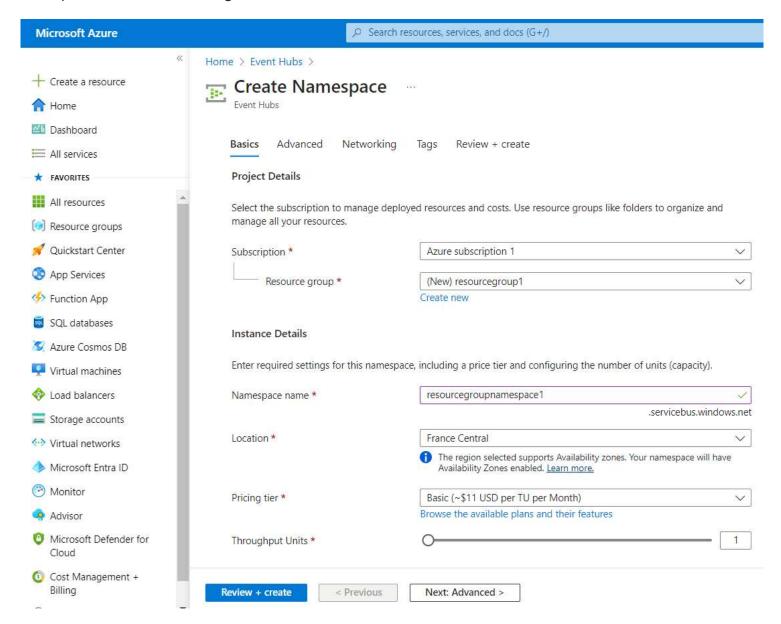
How to create a C# console application, with .NET 8, to send/read messages to/from your Azure EventHub

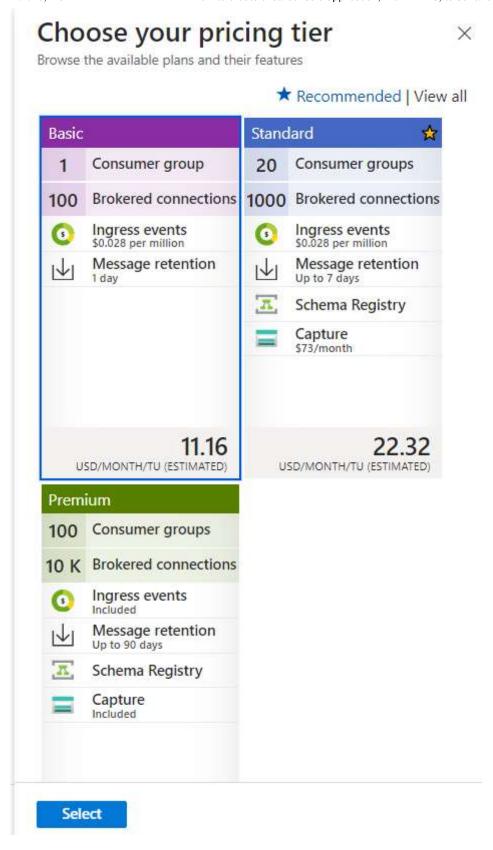
1. Create an Azure Event Hub

We input the data for creating a new **Azure EventHub**:



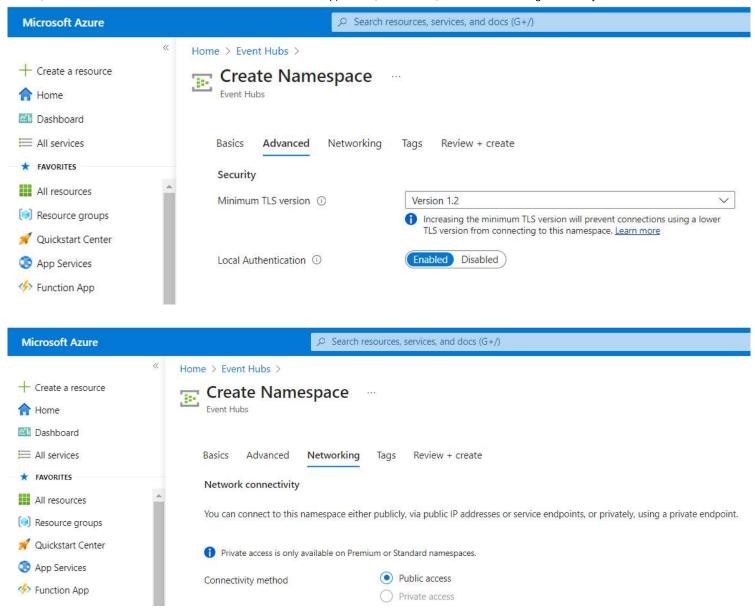
We select the **Basic tier** for optimizing the cost:

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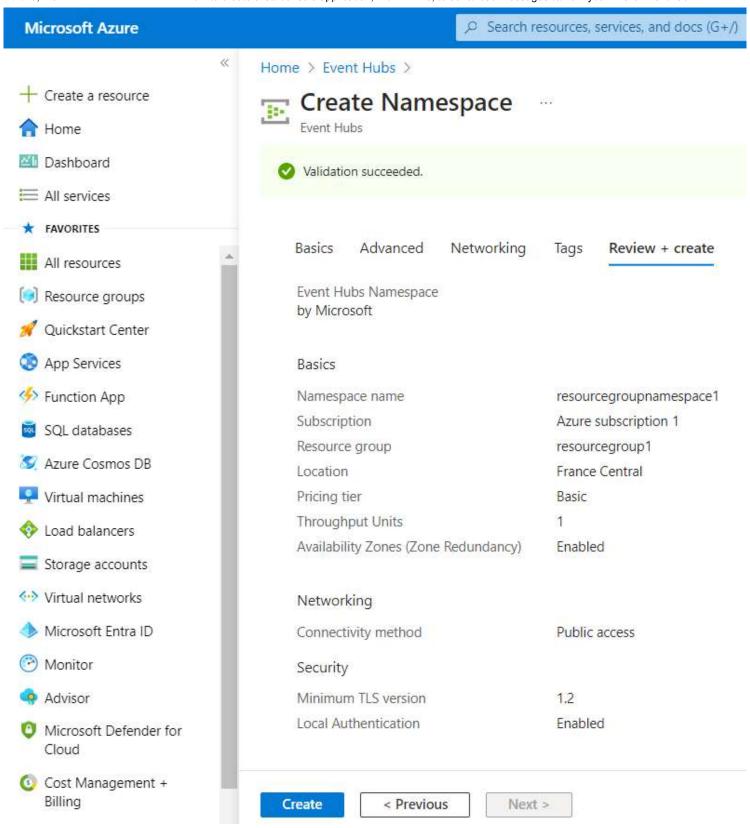
We leave the other options with the default values:

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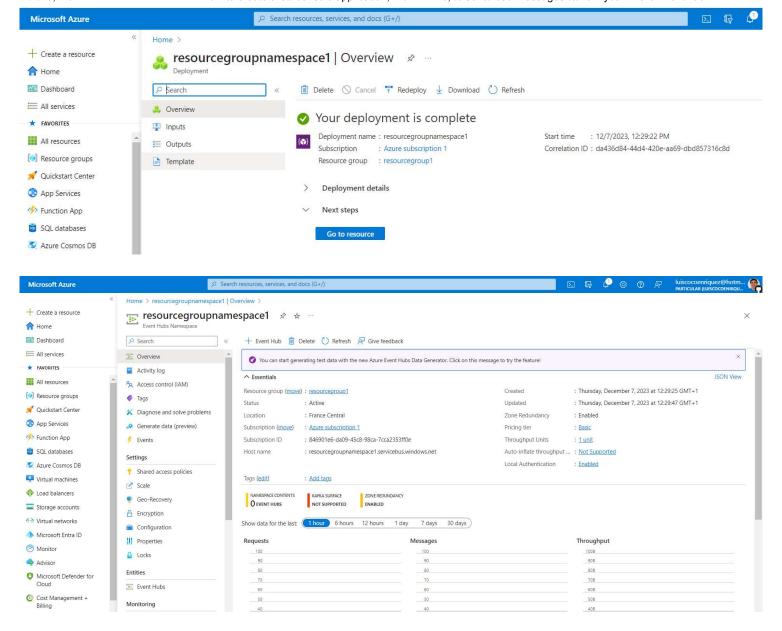


Then we press the "Create" button:

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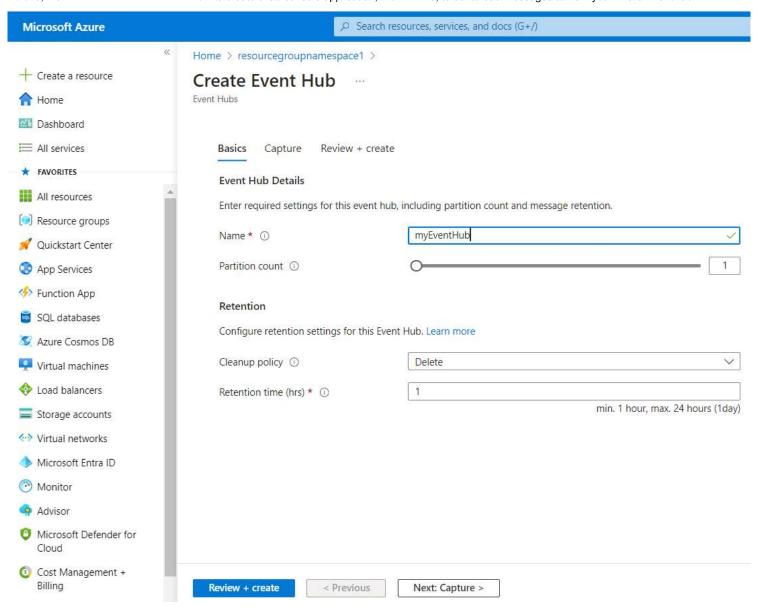


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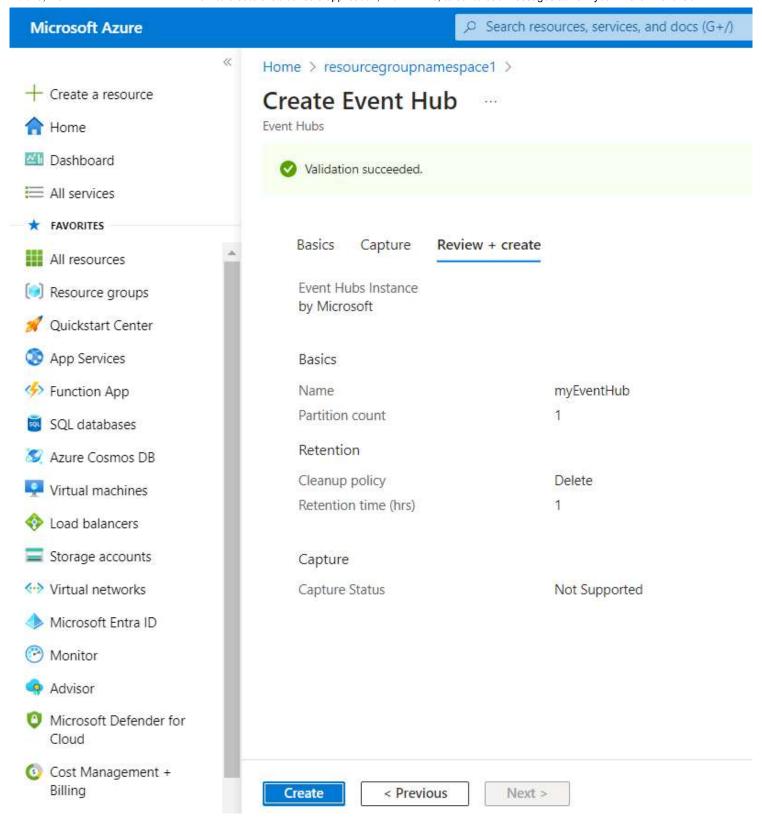


Now we create an Event Hub

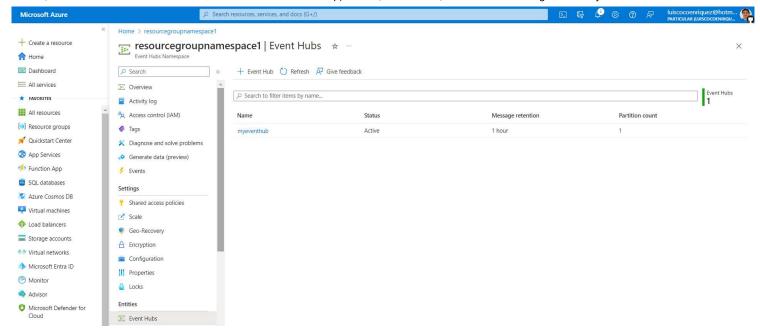
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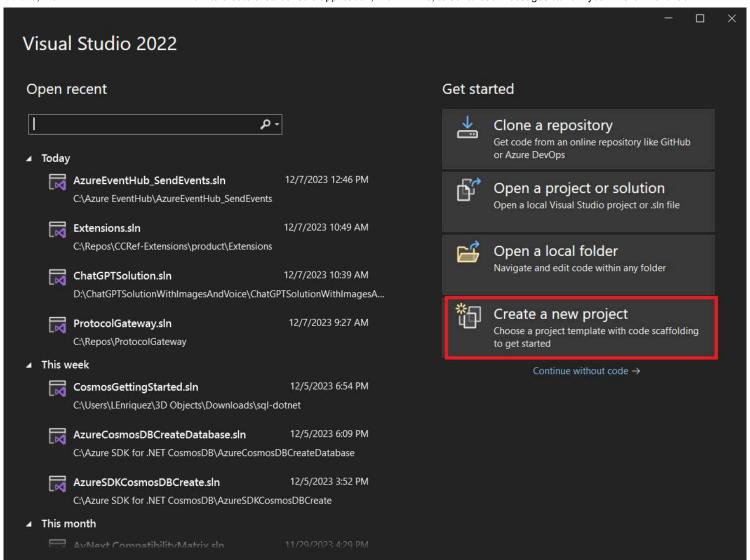


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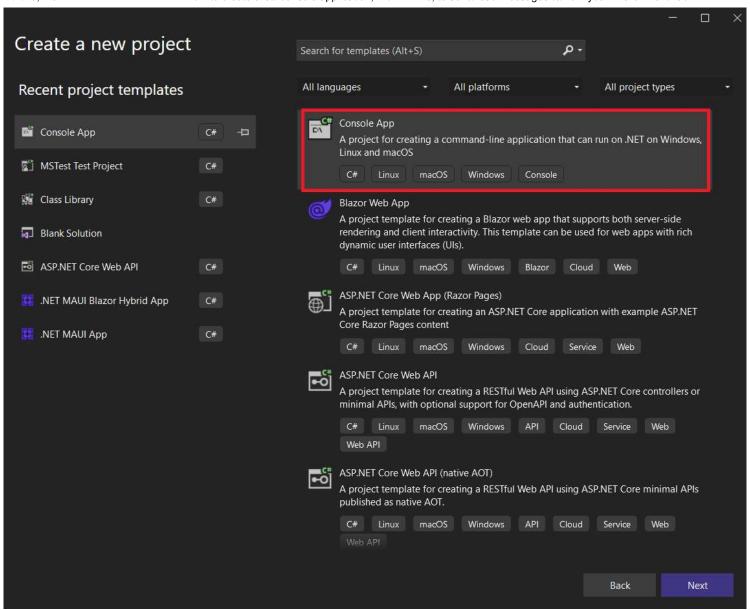


2. Create a C# console application (with .NET 8) in Visual Studio 2022 Community Edition

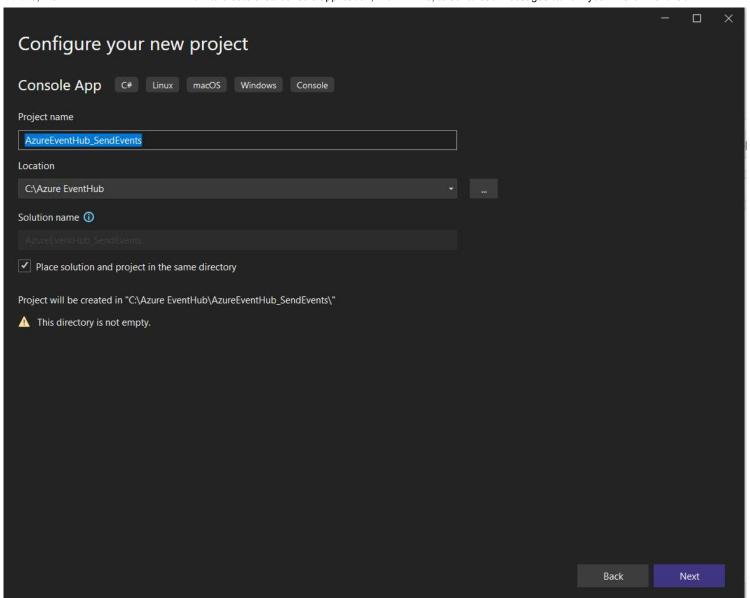
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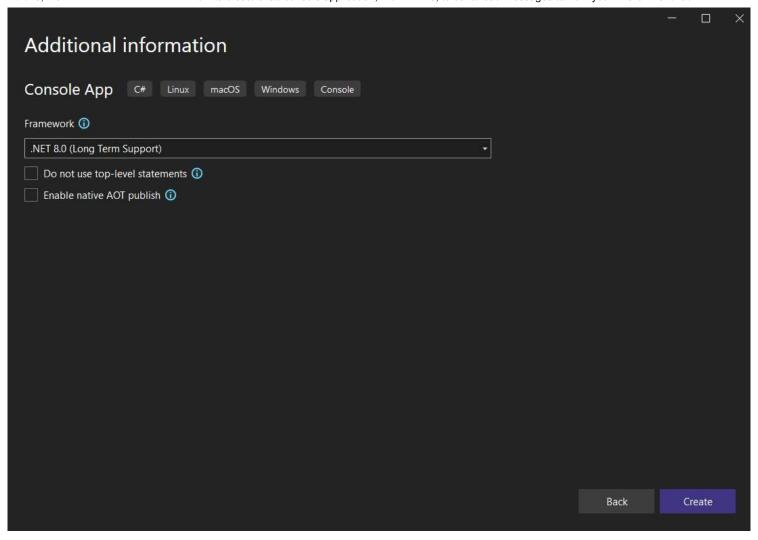
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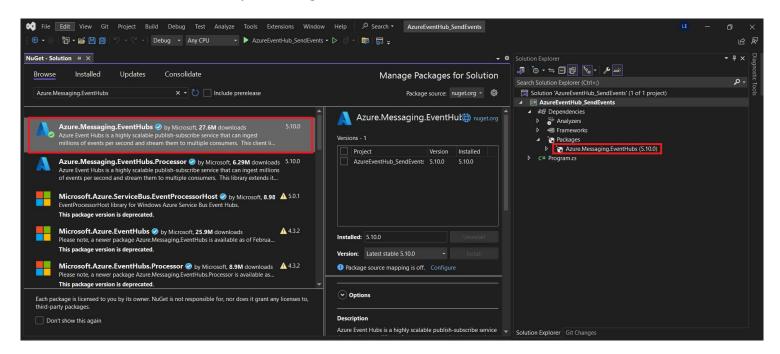
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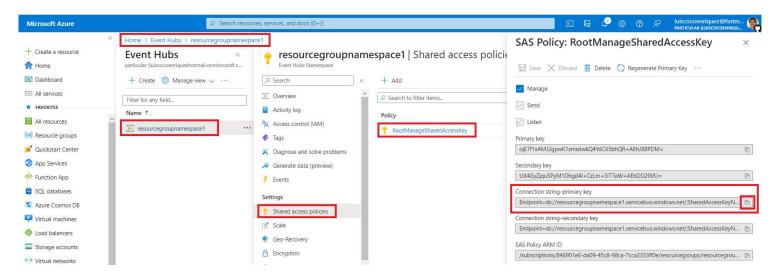
Load the Azure EventHub library with Nuget:



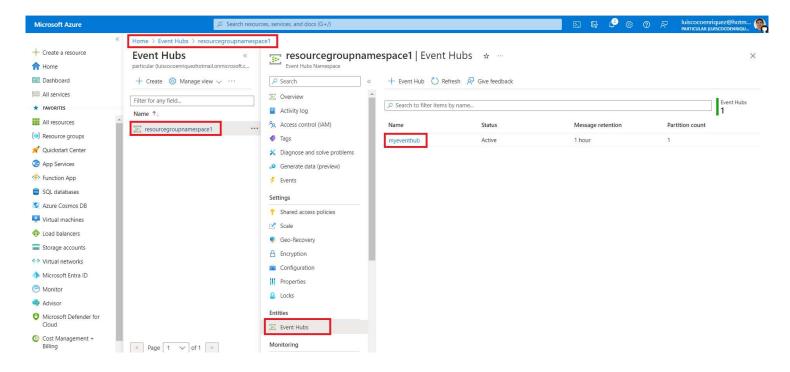
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3. Copy the EventHub Connection String and EventHub Name from Azure Portal

We first copy the EventHub connection string:



Then we copy the EventHub name:



4. Input the application source code for "Sending" and "Receiving" messages to/from the Azure Event Hub

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```
using System;
using System.Collections.Generic;
using System.Text;
using System.Threading.Tasks;
using Azure.Messaging.EventHubs;
using Azure.Messaging.EventHubs.Consumer;
using Azure.Messaging.EventHubs.Producer;
string EventHubConnectionString = "Endpoint=sb://resourcegroupnamespace1.servicebus.windows.net/;
string EventHubName = "myeventhub";
string ConsumerGroup = "$Default";
await SendEventsAsync(5); // Specify the number of events you want to send
await ReceiveEventsAsync();
async Task SendEventsAsync(int numberOfEvents)
{
    await using (var producerClient = new EventHubProducerClient(EventHubConnectionString, EventH
    {
        List<EventData> eventBatch = new List<EventData>();
        for (int i = 0; i < numberOfEvents; i++)</pre>
        {
            try
            {
                string messageBody = $"Message {i}";
                var eventData = new EventData(Encoding.UTF8.GetBytes(messageBody));
                eventBatch.Add(eventData);
                Console.WriteLine($"Event added to batch: {messageBody}");
            }
            catch (Exception ex)
                Console.WriteLine($"Error creating event: {ex.Message}");
            }
        }
        try
        {
            await producerClient.SendAsync(eventBatch);
            Console.WriteLine($"Batch of events sent successfully");
        }
        catch (Exception ex)
        {
            Console.WriteLine($"Error sending batch of events: {ex.Message}");
        }
    }
}
```

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5. Build and run the application in Visual Studio 2022 Community Edition

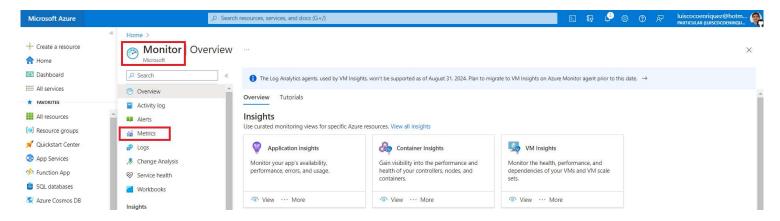
This is the ouput we get after running the application:

```
Event added to batch: Message 0
Event added to batch: Message 1
Event added to batch: Message 2
Event added to batch: Message 2
Event added to batch: Message 3
Event added to batch: Message 4
Batch of events sent successfully
Listening for events...
Received event: Message 0
Received event: Message 1
Received event: Message 2
Received event: Message 3
```

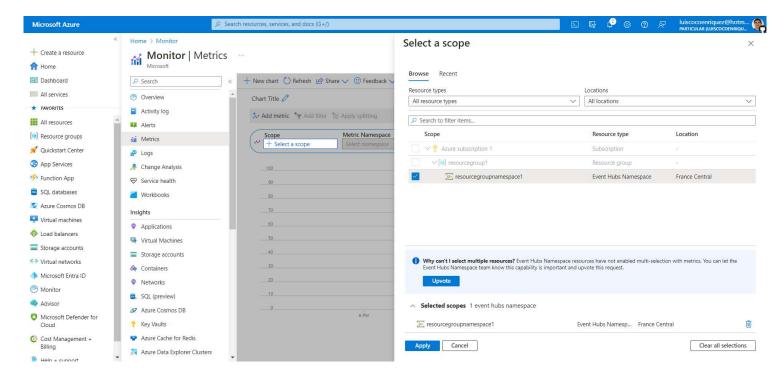
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6. Check in Azure portal we received the messages in the EventHub

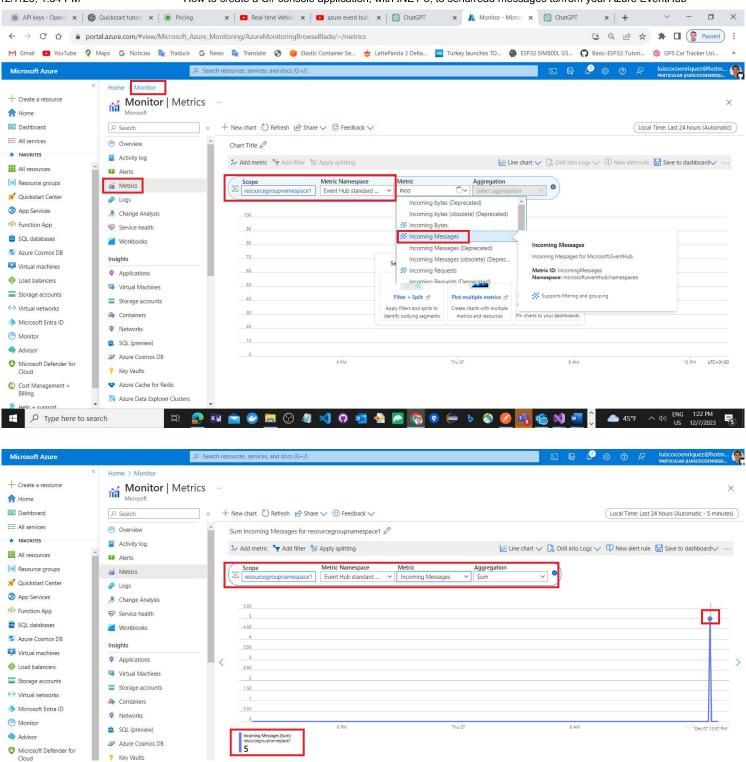
Open Azure portal and navigate to the Monitor service.



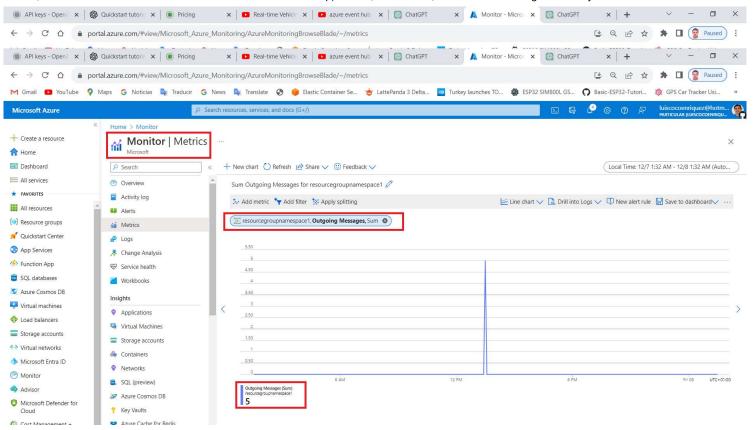
Then select Metrics and the EventHub we would like to monitor



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