Real-Time Event Stream Processing System in Scala

Build Setup (SBT)

```
// build.sbt
ThisBuild / scalaVersion := "2.13.12"
libraryDependencies ++= Seq(
 "org.typelevel" %% "cats-core" % "2.10.0",
 "org.typelevel" %% "cats-effect" % "3.5.2",
 "co.fs2" %% "fs2-core" % "3.9.2",
 "io.circe" %% "circe-core" % "0.14.6",
 "io.circe" %% "circe-generic" % "0.14.6",
 "io.circe" %% "circe-parser" % "0.14.6"
Domain Model (ADTs)
import java.time.Instant
sealed trait EventType
case object Click extends EventType
case object View extends EventType
case object Purchase extends EventType
final case class RawEvent(
 userId: String,
 timestamp: Instant,
 eventType: String,
 metadata: String
final case class EnrichedEvent(
 userId: String,
 timestamp: Instant,
 eventType: EventType,
 sessionId: String,
 geoLocation: Option[String]
```

```
EventParser: Type class to parse raw events
trait EventParser[F[_]] {
 def parse(raw: RawEvent): F[EnrichedEvent]
EventPersister: Abstract over any sink
trait EventPersister[F[_]] {
 def persist(event: EnrichedEvent): F[Unit]
Type Class Instances (using Cats and Circe)
import cats._
import cats.implicits._
import cats.effect._
import io.circe._, io.circe.generic.auto._, io.circe.parser._
class JsonEventParser[F[_]: Sync] extends EventParser[F] {
 override def parse(raw: RawEvent): F[EnrichedEvent] = Sync[F].delay {
  val eventType = raw.eventType match {
   case "click" => Click
   case "view"
                 => View
   case "purchase" => Purchase
   case _ => throw new Exception("Unknown event type")
  val sessionId = java.util.UUID.randomUUID().toString
  val geo = if (raw.metadata.contains("geo")) Some("USA") else None
  EnrichedEvent(
   userId = raw.userId.
   timestamp = raw.timestamp,
   eventType = eventType,
   sessionId = sessionId,
   geoLocation = geo
  )
Concrete Persister (Console logger for simplicity)
class ConsoleEventPersister[F[_]: Sync] extends EventPersister[F] {
 override def persist(event: EnrichedEvent): F[Unit] =
```

```
Sync[F].delay(println(s"[Persisted] $event"))
}
Streaming Pipeline (Using FS2)
import fs2.
import scala.concurrent.duration.
object EventStreamProcessor {
 def stream[F[_]: Temporal](
  parser: EventParser[F],
  persister: EventPersister[F]
 ): Stream[F, Unit] = {
  val simulatedKafka: Stream[F, RawEvent] = Stream.awakeEvery[F](1.second).map {
_ =>
   RawEvent(
    userId = java.util.UUID.randomUUID().toString,
    timestamp = Instant.now,
    eventType = "click",
    metadata = "geo:US"
   )
  }
  simulatedKafka
   .evalMap(parser.parse)
   .evalTap(e => Sync[F].delay(println(s"[Parsed] $e")))
   .evalMap(persister.persist)
 }
}
Tagless Final Program Entry Point
object MainApp extends IOApp {
 override def run(args: List[String]): IO[ExitCode] = {
  val parser = new JsonEventParser[IO]
  val persister = new ConsoleEventPersister[IO]
  EventStreamProcessor
   .stream[IO](parser, persister)
   .compile
```

```
.drain
    .as(ExitCode.Success)
}
```