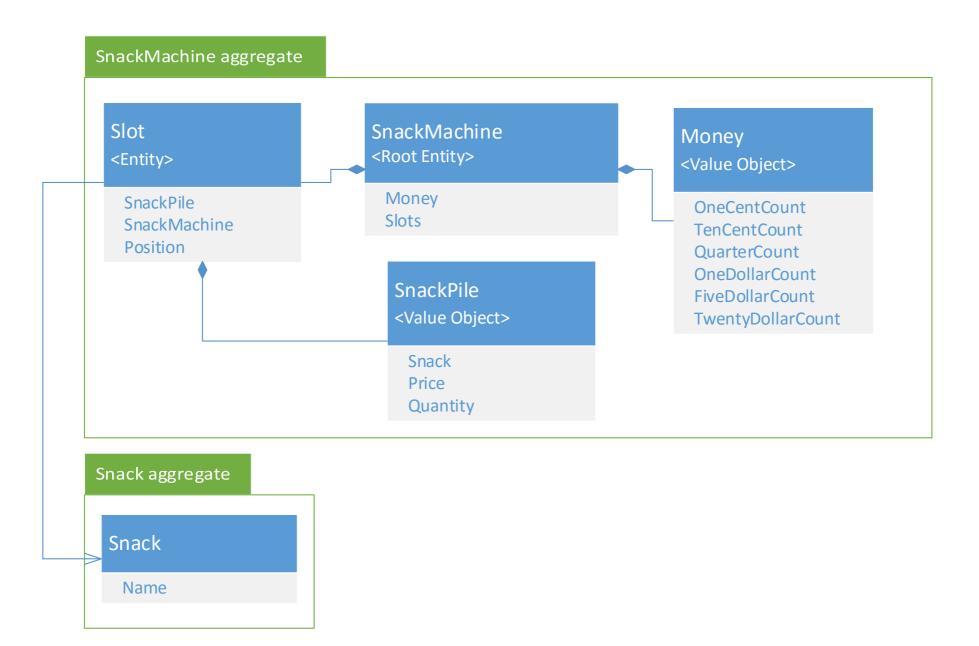
# Introducing Repositories



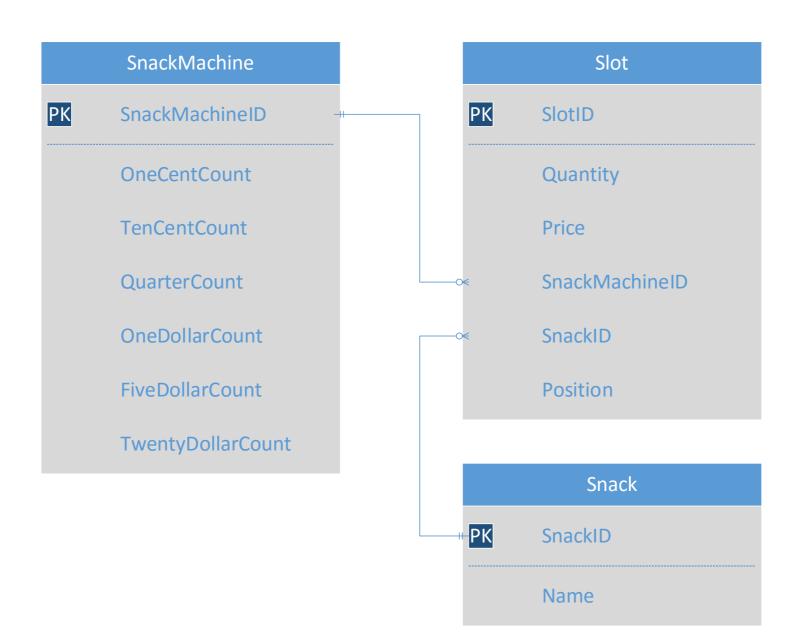
Vladimir Khorikov

@vkhorikov | www.enterprisecraftsmanship.com

# Adjusting the Database for the New Entities



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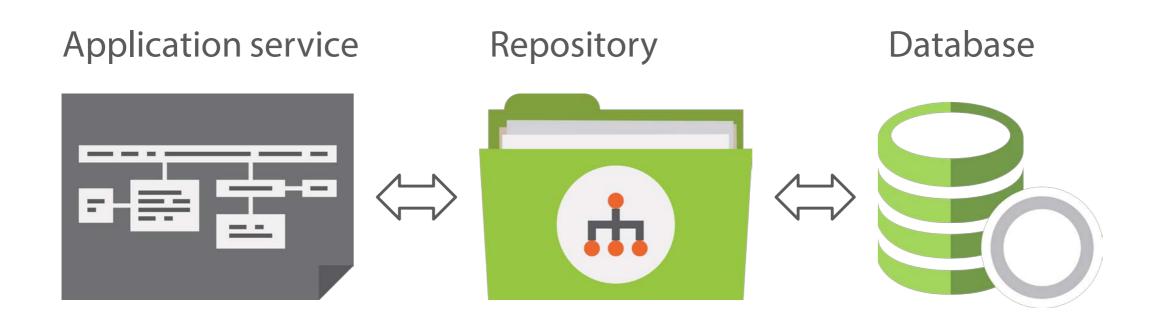
# Adjusting the Database for the New Entities

Ids table:

	EntityName	NextHigh
<b>)</b>	Slot	1
	Snack	1
	SnackMachine	1
*	NULL	NULL

Snack table:

	SnackID	Name
<b>&gt;</b>	1	Chocolate
	2	Soda
	3	Gum
*	NULL	NULL



```
var repository = new SnackMachineRepository();
SnackMachine snackMachine = repository.GetById(1);
```

Aggregate



Repository

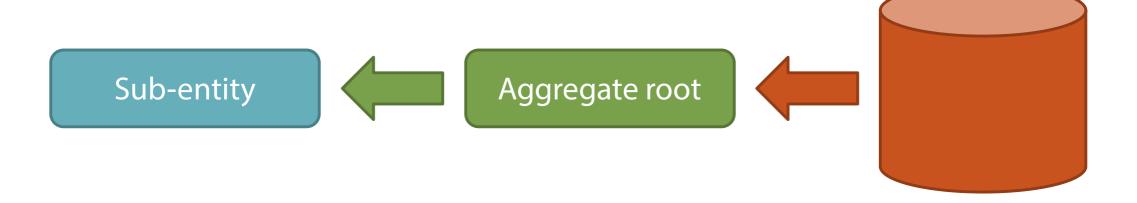
Accepts aggregate roots only

SnackMachineRepository

- Snack machine
- Slot

SnackRepository

### How to get a sub-entity?



```
var repository = new SnackMachineRepository();
SnackMachine snackMachine = repository.GetBySlotId(slotId);
```

#### Repository

- ☐ Uses an ORM
- Works with the database directly

# Repository Base Class

```
public abstract class Repository<T>
    where T : AggregateRoot
    public T GetById(long id)
       using (ISession session = SessionFactory.OpenSession())
            return session.Get<T>(id);
    public void Save(T aggregateRoot)
       using (ISession session = SessionFactory.OpenSession())
        using (ITransaction transaction = session.BeginTransaction())
            session.SaveOrUpdate(aggregateRoot);
            transaction.Commit();
```

# Repository Base Class

```
public class SnackMachineRepository : Repository < SnackMachine >
   public IReadOnlyList<SnackMachine> GetAllWithSnack(Snack snack)
      /* ··· */
    public IReadOnlyList<SnackMachine> GetAllWithMoneyInside(Money money)
       /* ··· */
```

```
public class SnackMachineSqlRepository
{
}
```

# Summary



- Repositories encapsulate all communication with the external storage
  - Single repository per each aggregate
  - Public API works with aggregate roots only
  - Perform persistence of sub-entities behind the scenes
- Define reference data in your domain model explicitly

### In the Next Module

#### **Bounded contexts**

