

micro-plumberd

Micro library for EventStore, CQRS and EventSourcing Just eXtreamly simple.

Getting started

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```

If you'd like to use direct dotnet-dotnet communication to execute command-handlers install MicroPlumberd.DirectConnect

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Configure plumber

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/// change to your connection-string.
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tls=false&tlsVerifyCert=false";
var settings = EventStoreClientSettings.Create(connectionString);
var plumber = Plumber.Create(settings);
```

Aggregates

1. Write an aggregate.

```
[Aggregate]
public partial class FooAggregate(Guid id) : AggregateBase<FooAggregate.FooState>(id)
{
    internal new FooState State => base.State;
    public record FooState { public string Name { get; set; } };
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    public void Open(string msg) => AppendPendingChange(new FooCreated() { Name = msg });
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- [Aggregate] attribute is used by SourceGenerator that will generate dispatching code and handy metadata.

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If you want to create a new aggregate and save it to EventStoreDB:

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FooAggregate aggregate = FooAggregate.New(Guid.NewGuid());
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await plumber.SaveNew(aggregate);
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If you want to load aggregate from EventStoreDB, change it and save back to EventStoreDB

```
var aggregate = await plumber.Get<FooAggregate>("YOUR_ID");
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Write a read-model/processor

1. Read-Models

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[EventHandler]
public partial class FooModel
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        // your code
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- ReadModels have private async Given methods. Since they are async, you can invoke SQL here, or other APIs to store your model.
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var fooModel = new FooModel();
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With **SubscribeModel** you can subscribe from start, from certain moment or from the end of the stream.

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Implementing a processor is technically the same as implementing a read-model, but inside the Given method you would typically invoke a command or execute an aggregate.

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- SteamNameConvention - from aggregate type, and aggregate id
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- EventIdConvention - from aggregate instance and event instance
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[AggregateBase<TState>](#)

[EventHandlerAttribute](#)

[EventStoreProjectionManagementClientExtensions](#)

[InvocationContext](#)

[InvocationScope](#)

[MetadataExtensions](#)

[OutputStreamAttribute](#)

[Plumber](#)

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[IAggregate<TSelf>](#)

[IConventions](#)

[IObjectSerializer](#)

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[IReadModel](#)

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[ISubscriptionSet](#)

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[MetadataConvention](#)

[OutputStreamModelConvention](#)

[SteamNameConvention](#)

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service.AddClientDirectConnect().AddCommandInvokers();  
  
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