

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 = new Plumber(settings) as IPlumber;
```

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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FooAggregate aggregate = FooAggregate.New(Guid.NewGuid());
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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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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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[AggregateBase<TState>](#)

[EventHandlerAttribute](#)

[EventStoreProjectionManagementClientExtensions](#)

[InvocationContext](#)

[InvocationScope](#)

[MetadataExtensions](#)

[OutputStreamAttribute](#)

[Plumber](#)

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[MetadataConvention](#)

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[SteamNameConvention](#)

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