Order Reconciliation System Architecture Overview

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Operational considerations, technological limits, and functional workflows

Solution Map (Projects & Boundaries)

- API & Edge: OrderProcessingSystem.API
- • Auth/Security: OrderProcessingSystem.Authentication
- Domain/Core: OrderProcessingSystem.Core
- Contracts/DTOs: OrderProcessingSystem.Contracts
- Data/Persistence: OrderProcessingSystem.Data,
 OrderDatabase
- Caching: OrderProcessingSystem.Cache
- Events/Integration: OrderProcessingSystem.Events
- Infra/Cross-cutting:
 OrderProcessingSystem.Infrastructure,
 OrderProcessingSystem.Utilities
- UI: OrderProcessingSystem.UI
- Quality: OrderProcessingSystem.Tests
- Storage Samples: BlobStorageSimulation/_Sample
- Dev Convenience: Scripts-MacOS, Scripts-Windows

End-to-End Flow



• ORDER CAPTURE (UI → API): CUSTOMER SUBMITS AN ORDER



 VALIDATION & MAPPING:
 API VALIDATES AND MAPS DTOS TO DOMAIN



 BUSINESS RULES: TOTALS, INVENTORY/ELIGIBILITY IN CORE



• PERSISTENCE: TRANSACTIONAL COMMIT (ORDER, ORDERITEMS)



• CACHE WARM-UP: PRECOMPUTE HOT READ VIEWS



• INTEGRATION EVENTS: PUBLISH ORDERCREATED, ETC.



 USER FEEDBACK: UI SEES STATUS TRANSITIONS

API Layer (Edge)

- Responsibilities: input validation, versioned endpoints, problem details
 - Orchestration: invoke domain services, repositories, cache
 - Security hooks: authentication/authorization middleware

• Observability: consistent logs and correlation IDs

Authentication & Authorization







 Auth module encapsulates token validation/issuance Role/Policy checks at controllers/endpoints Secrets/keys via configuration; domain stays pure

Data & Persistence



• REPOSITORY
ABSTRACTIONS + DB
CONTEXT CONFIGURATION



 ORDERDATABASE SCRIPTS FOR SCHEMA AND LOCAL BOOTSTRAPPING

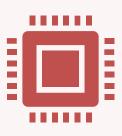


 AGGREGATE-ORIENTED UPDATES AND TRANSACTION BOUNDARIES



 MIGRATIONS READINESS FOR ITERATIVE SCHEMA EVOLUTION

Caching Strategy







- ICache abstractions allowing in-memory/Redis plug-in
- Use cases: order summaries, idempotency tokens, lookups
- Consistency: write-through + targeted invalidation on events

Events & Integration (Async)







- EVENT CONTRACTS: ORDERCREATED, PAYMENTCAPTURED, ORDERFULFILLED
- DECOUPLING: RETRIES, AUDITABILITY, EVENTUAL CONSISTENCY
- OUTBOX-FRIENDLY: PUBLISH AFTER
 SUCCESSFUL COMMIT

Background Processing

- IHostedService-style workers for outbox relays and retries
- Blob workflows via BlobStorageSimulation (e.g., invoices)
- Reliability: exponential backoff,
 poison-message parking, idempotent handlers

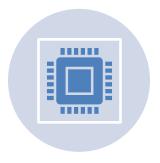
UI, Testing & Dev Experience



 UI consumes API for capture and tracking views



 Tests: unit + integration for domain and API contracts



 Dev scripts: macOS/Windows one-liners for setup/run



 Next steps: real message bus, distributed cache, CI/CD, full observability