**OldHouse Event System**

# 1. Event Type

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| EventType | When | Description | Where |
| StartFollowingEvent | One user start following another user | subject: the followee profile id sender: the follower profile id | FollowService.cs->Follow() |
| StopFollowingEvent | One user stop following another user | subject: the followee profile id sender: the follower profile id | FollowService.cs->UnFollow() |
| LikeEvent | 用户Like House或者CheckIn | Subject: house或者checkIn的id Sender: 用户id | LikeRateService.cs->ToggleLike() |
| UnlikeEvent | 用户Unlike House或者CheckIn | Subject: house或者checkIn的id Sender: 用户id | LikeRateService.cs->ToggleLike() |
| NewHouseEvent | 新建house | Subject: house的id Sender: house创建者的id | HouseController.cs->AddOrModifyHouse () |
| NewCheckInEvent | 新建CheckIn | Subject: checkIn的id Sender: checkIn创建者的id | HouseCheckinService.cs->CheckInHouse() |
| ViewAHouseEvent | 用户浏览一个house | Subject: house的id Sender: user的id（如未登录，则为empty） | HouseController.cs->HouseDetail() |
| GrantHouseAuthenticationEvent | 管理员认证老房子 | Subject: house的id Sender: system | HouseService.cs-> ToggoleHouseAuthentication() |
| CancelHouseAuthenticationEvent | 管理员取消认证老房子 | Subject: house的id Sender: system | HouseService.cs-> ToggoleHouseAuthentication() |
| GrantCheckInEssenceEvent | 管理员对check in加精华 | Subject: check in的id Sender: system | HouseCheckinService.cs-> ToggoleCheckInEssence() |
| CancelCheckInEssenceEvent | 管理员对check in取消加精华 | Subject: check in的id Sender: system | HouseCheckinService.cs-> ToggoleCheckInEssence() |
| PointIncreaseEvent | 用户得分增加 | Subject: 该用户userProfile的id Sender: system | OldHouseUserProfile.cs->AddPoint() |
| PointDecreaseEvent | 用户得分减少 | Subject: 该用户userProfile的id Sender: system | OldHouseUserProfile.cs-> MinusPoint () |
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2.Subscriber

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| Name | TriggerEventTypes | HandlerNames | TriggerSender |
| NewFollowerSubscriber | StartFollowingEvent | NewFollowerHandler | null |
| StopFollowSubscriber | StopFollowEvent | StopFollowHandler | null |
| TheEntityIsLikedByOtherSubscriber | LikeEvent | TheEntityIsLikedByOtherHandler | null |
| UnlikeSubscriber | UnlikeEvent | UnlikeHandler | null |
| NewHouseSubscriber | NewHouseEvent | NewHouseHandler | null |
| NewCheckInSubscriber | NewCheckInEvent | NewCheckInHandler | null |
| GrantCheckInEssenceSubscriber | GrantCheckInEssenceEvent | GrantCheckInEssenceHandler | null |
| GrantHouseAuthenticationSubscriber | GrantHouseAuthenticationEvent | GrantHouseAuthenticationHandler | null |
| PointIncreaseSubscriber | PointIncreaseEvent | PointIncreaseHandler | null |
|  |  |  | null |
|  |  |  | null |
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# 3.Badge

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| --- | --- | --- | --- | --- | --- |
| BadgeName | badge描述 | SubscriberName | TriggerEventTypes | HandlerNames | TriggerSender |
| I Volunteer | 用户注册后获得 | UserRegisterBadgeSubscriber | UserRegisterEvent | UserRegisterBadgeHandler | null |
| 分享达人 | 邀请10位用户注册并验证邮箱获得 | Invite10VolunteersRegisterSubscriber | InvitedVolunteerVerifyEmailEvent | Invite10VolunteersRegisterBadgeHandler | null |
| @\_@ | 验证邮箱后获得 | VerifyEmailBadgeSubscriber | VerifyEmailEvent | VerifyEmailBadgeHandler | null |
| BigBrother | 验证手机后获得 | VerifyPhoneNumberBadgeSubscriber | VerifyPhoneNumberEvent | VerifyPhoneNumberBadgeHandler | null |
| First Blood! | volunteer checkout一个活动且在活动中状态为complete时获得 | FinishOneActivityBadgeSubscriber | VolunteerCheckOutEvent | FinishOneActivityBadgeHandler | null |
| 相见恨晚 | 有一个好友后获得（无论是别人向你申请还是你向别人申请） | AddOneFriendBadgeSubscriber | AcceptFriendApplicationEvent | AddOneFriendBadgeHandler | null |
| 尽在掌握 | 用户登陆手机客户端后获得 | AppLogInBadgeSubscriber | AppLoginEvent | AppLogInBadgeHandler | null |
| 有真相 | 上传自定义头像后获得 | ChangeAvatarBadgeSubscriber | ChangeAvatarEvent | ChangeAvatarBadgeHandler | null |
|  |  |  |  |  | null |
|  |  |  |  |  | null |
|  |  |  |  |  | null |