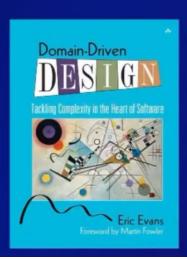
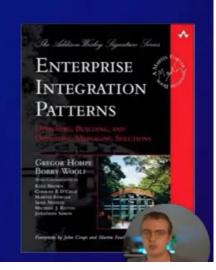
Why Do We Need Patterns?

A pattern is a regularity in the world, in human-made design, or in abstract ideas. As such, the elements of a pattern repeat in a predictable manner.

The What Of Serverless Integration

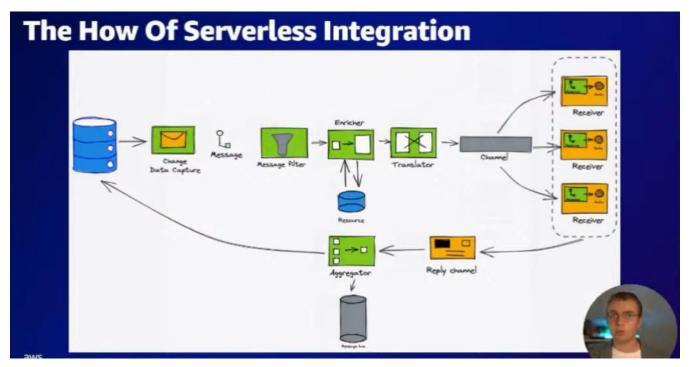


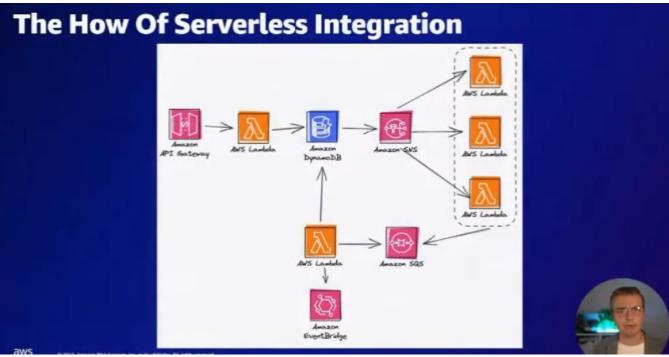




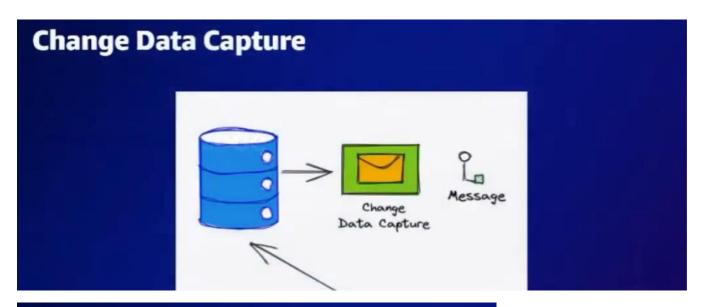
Integration Patterns are the language that enable architects to explain their intent for a system. The underlying services are implementation details.

Patterns in Architecture





Patterns in Code



Change Data Capture

```
var sourceTable = new Table(this, "SourceTable",
    new TableProps()
{
    BillingMode = BillingMode.PAY_PER_REQUEST,
    PartitionKey = new Attribute()
    {
        Name = "PK",
        Type = AttributeType.STRING
    },
    SortKey = new Attribute()
    {
        Name = "SK",
        Type = AttributeType.STRING
    },
        Stream = StreamViewType.NEW_AND_OLD_IMAGES
    });
```

Change Data Capture

```
var sourceTable = new Table(this, "SourceTable",
    new TableProps()
{
    BillingMode = BillingMode.PAY_PER_REQUEST,
    PartitionKey = new Attribute()
    {
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    {
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        Type = AttributeType.STRING
    },
    Stream = StreamViewType.NEW_AND_OLD_IMAGES
});
```

Message Channel Filter/Enrich Aessage Riter Resource Message Channel Channel Channel

Message Channel Filter/Enrich

Message Channel Filter/Enrich

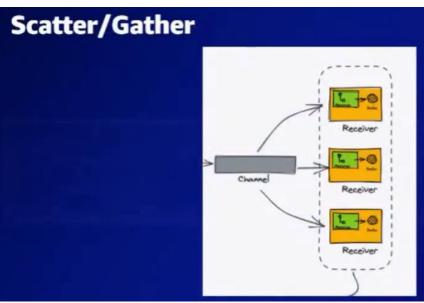


Message Channel Filter/Enrich

Message Channel Filter/Enrich

Message Channel Filter/Enrich





Scatter/Gather

```
var recipientList = new[] { supplierOneFunction, supplierTwoFunction, supplierThreeFunction };
new ScatterGather(this, "PricingCollector")
    .BroadcastUn(new SnsTopicSource(orderPricingTopic))
    .WithRecipientList(recipientList)
    .Build();
```

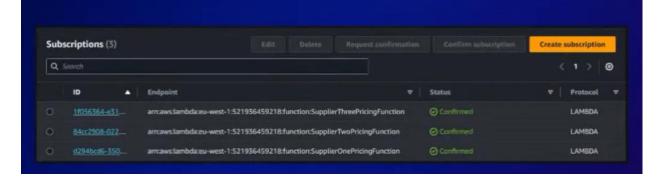
Scatter/Gather

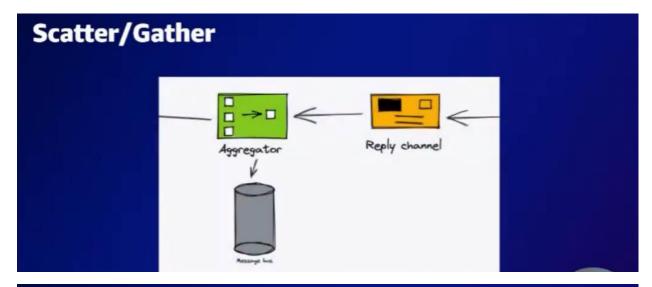
```
var recipientList = new[] { supplierOneFunction, supplierTwoFunction, supplierThreeFunction };
new ScatterGather(this. "PricingCollector")
    .BroadcastOn(new SnsTopicSource(orderPricingTopic))
    .WithRecipientList(recipientList)
    .Build();
```

Scatter/Gather

```
var recipientList = new[] { supplierOneFunction, supplierTwoFunction, supplierThreeFunction };
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Scatter/Gather





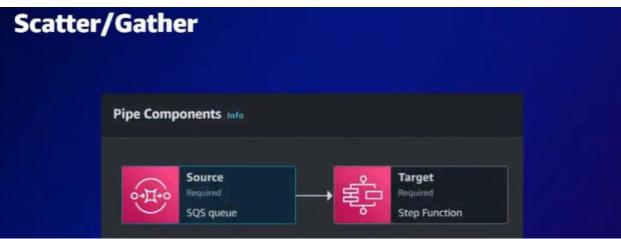
Scatter/Gather

Scatter/Gather

Scatter/Gather

Scatter/Gather

Scatter/Gather



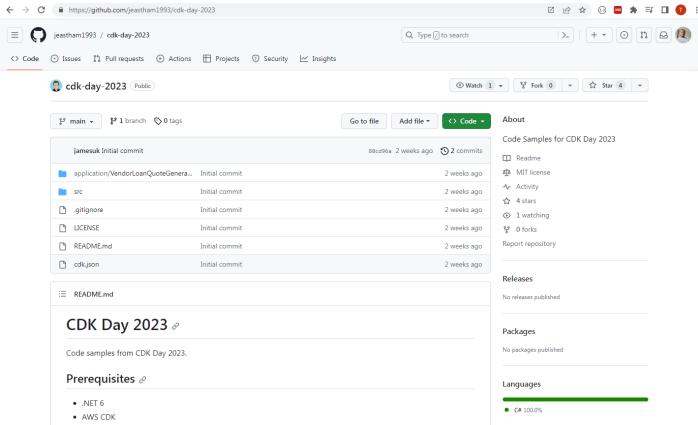


A common language at all layers of your application. From architecture, through to application code itself.

Codified best practices

Simplified developer experience





https://github.com/jeastham1993/cdk-day-2023