

# Going Distributed With NServiceBus

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// TODO: PUT SOMETHING HERE



# Justin Self

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- Principal Solution Architect @ Clear Measure
- Theater Major
- Terrible Wood Worker
- Austin
- Family
- [WesternDevs.com](http://WesternDevs.com)
- [Justinself.com](http://Justinself.com)

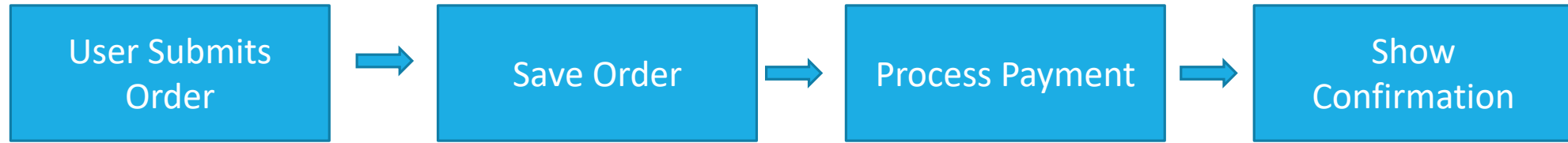
# Expectations

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- Live coding
- Interactive
- Compiler errors
- Links to slides and code
- Demonstration

# A Common Scenario

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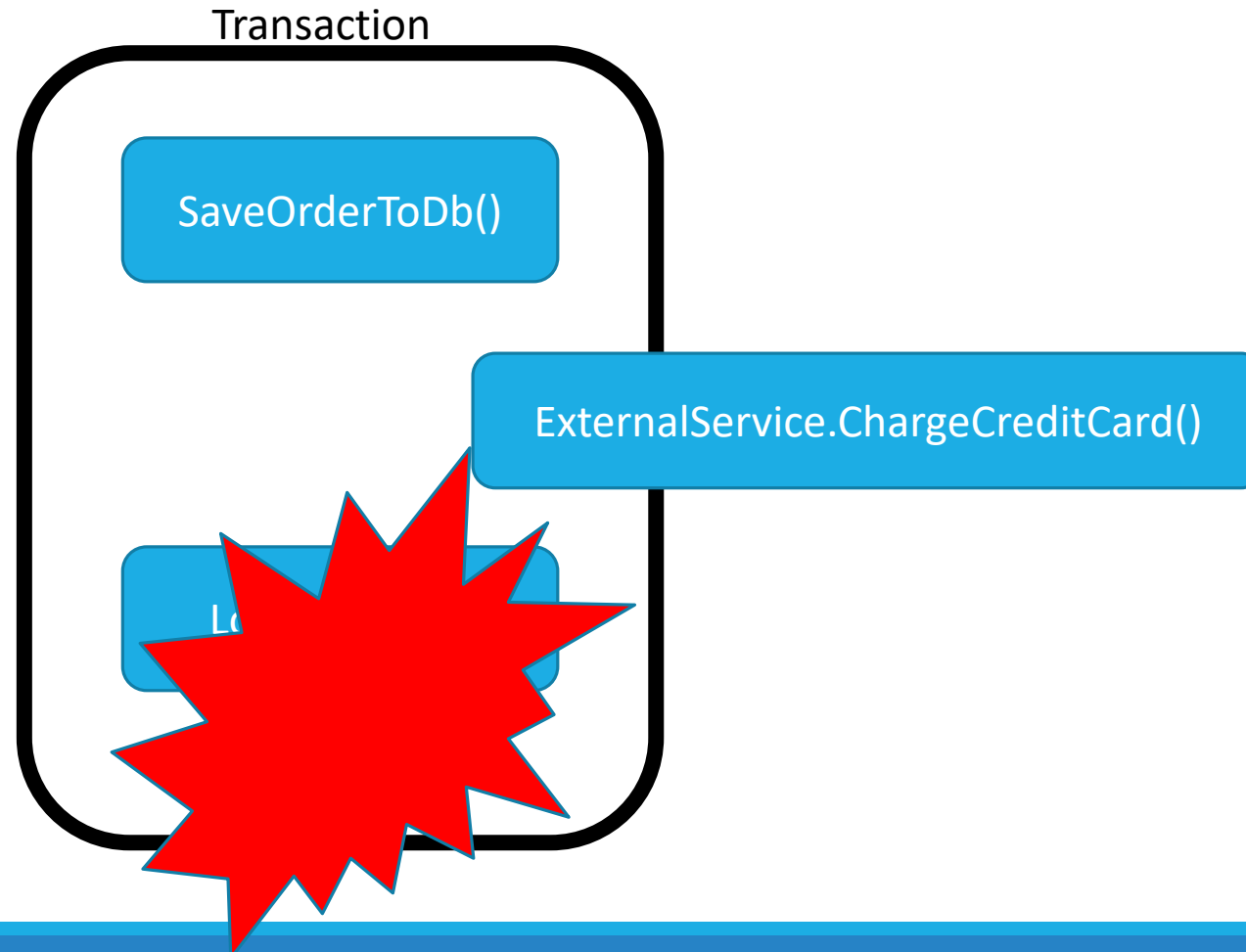
# A Common Problem

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```
using (var scope = new TransactionScope())
{
    SaveOrderToDb();
    ExternalService.ChargeCreditCard();
    LogPaymentProcess();
    scope.Complete();
}
```

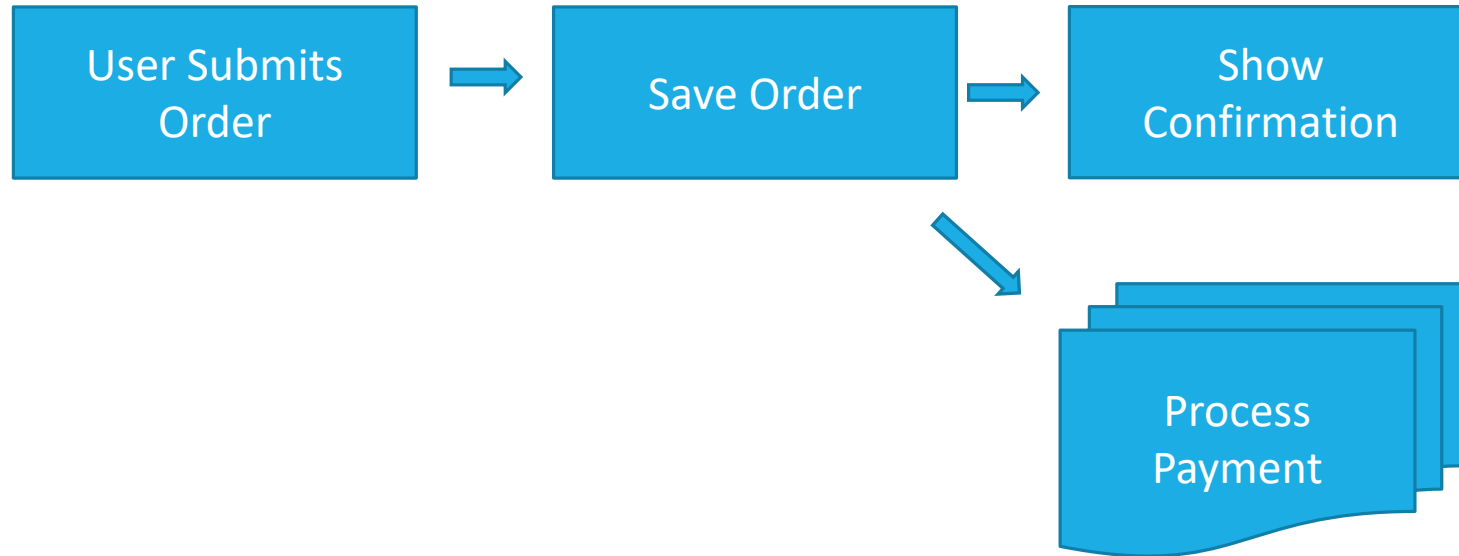
# A Common Problem: Now with shapes!

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# A Common Solution

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# A Common Solution: But With Questions

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- How to handle failure?
- How to re-queue?
- How to reprocess?
- How to poll queue?
- How to host process?
- What happens if queue is offline?
- What happens if the application crashes when processing?
- What happens if network fails during polling?



# NServiceBus

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- What is NServiceBus?
- Why is there an 'N' in NServiceBus?
- What's with this logo?

# What is NServiceBus?

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A light weight messaging framework that focuses on 'bilities' in your distributed systems:

- Durability
- Reliability
- Scalability
- Extensibility
- Performance-bility
- Make me look good when things go wrong-bility
- Take care of things so I don't need to write them myself and can focus on my custom software-bility

# What is a Bus?

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It's a reliable way of moving messages from one process to another.

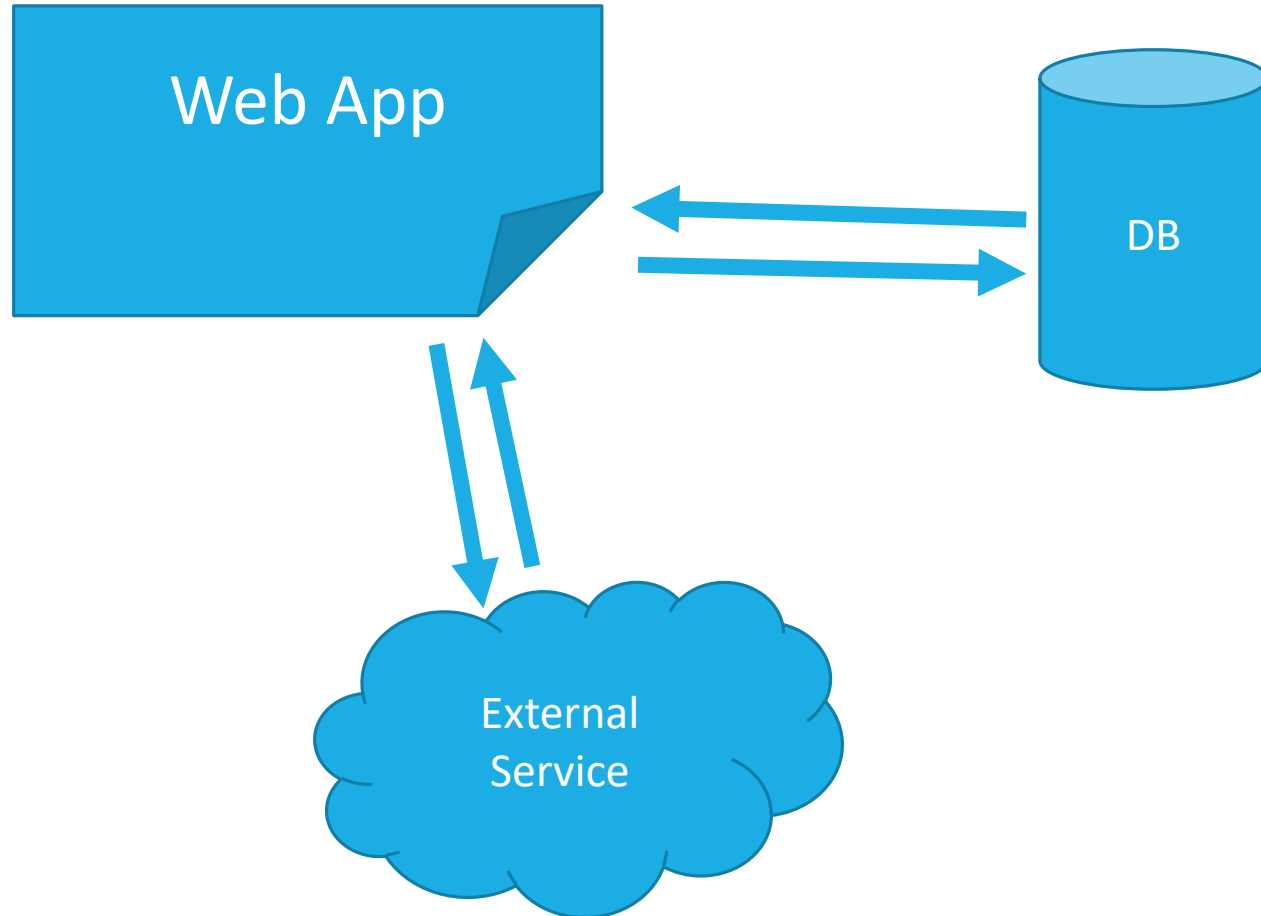
# What is a Bus?

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It's not a broker.

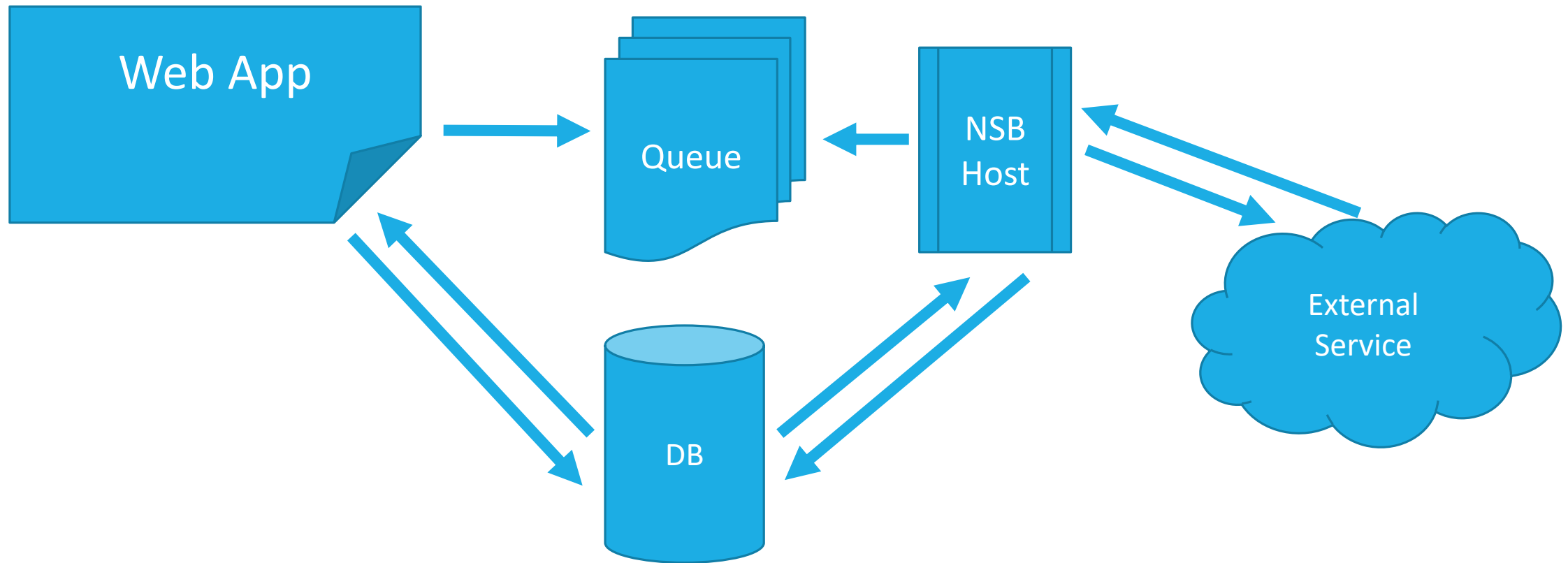
# Example Architecture

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# Example Architecture

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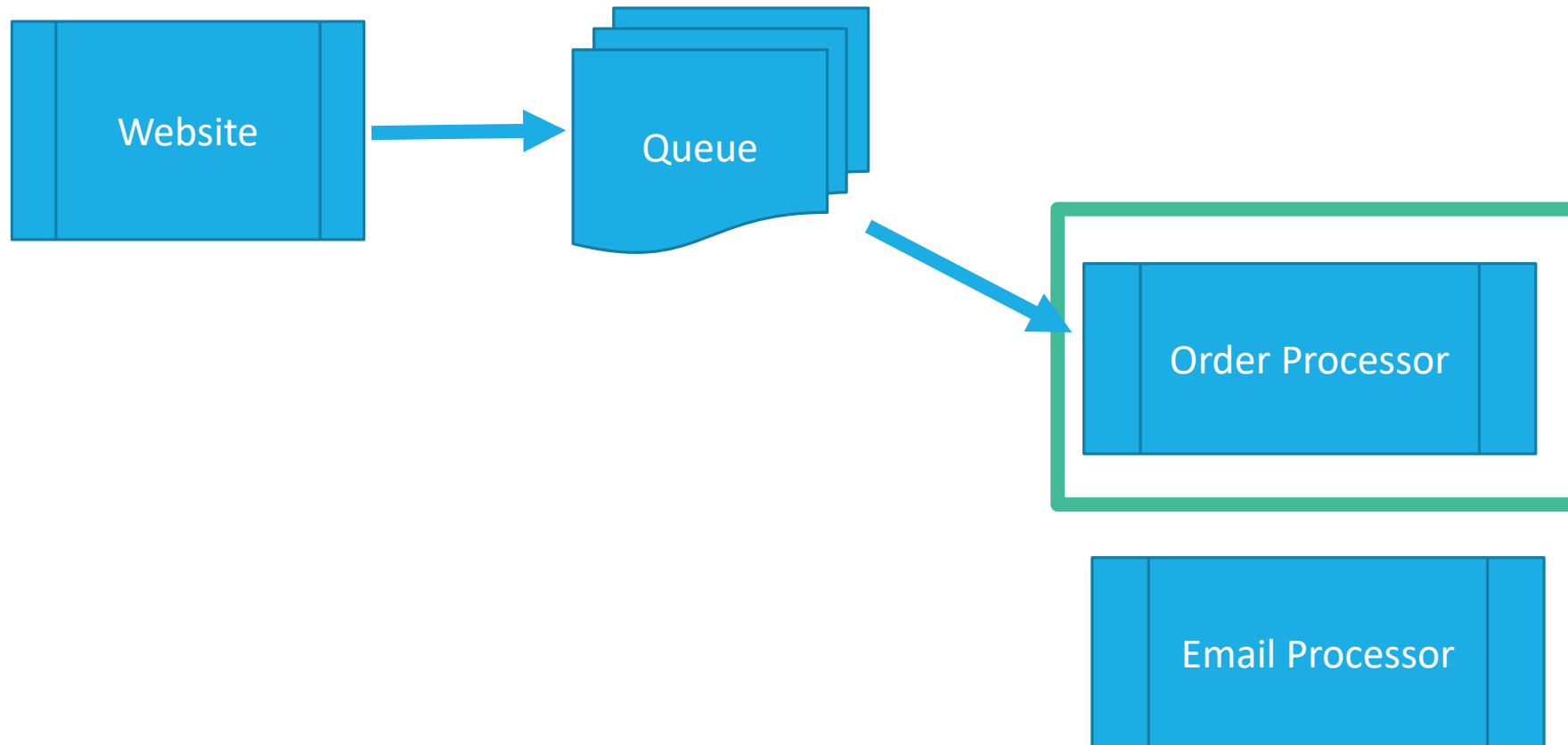
# Commands

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- Action Oriented, Imperative and Specific (From your Ubiquitous Language)
  - DeleteProfile
  - PlaceOrder
  - UnsubscribeEmail
  - SubmitRefund
- Typically implements ICommand
- Processed by exactly one logical endpoint
- Sent by n logical endpoints

# Commands

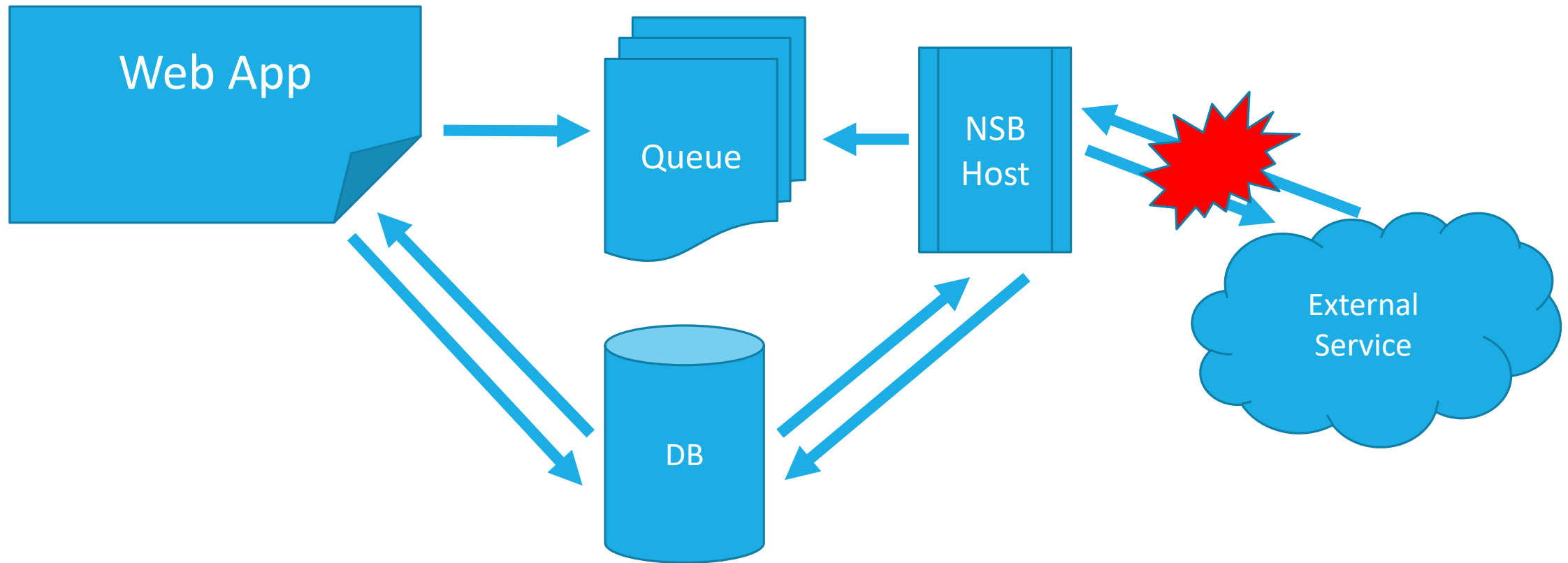
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# Example Architecture

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# Basic Steps

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1. NServiceBus Creates Transaction
2. Pulls message from Queue
3. Find associated Handler for Message
4. Handler calls 3<sup>rd</sup> party service
5. Call fails, exception thrown
6. Transaction rolls back
7. Message put back on Queue

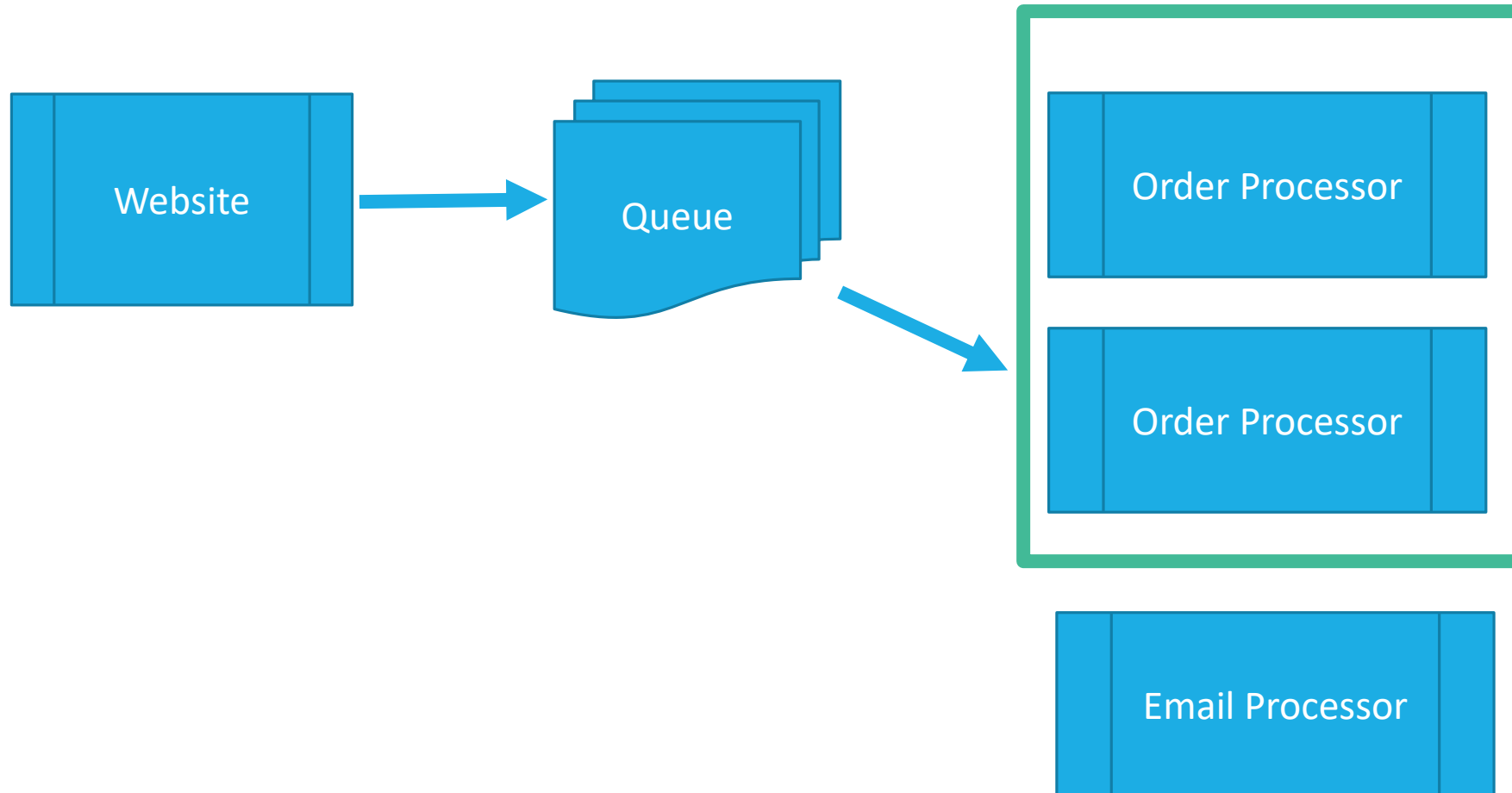
# Failure

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1. First Level Retry (FLR)
2. Second Level Retry (SLR)
3. Error Queue

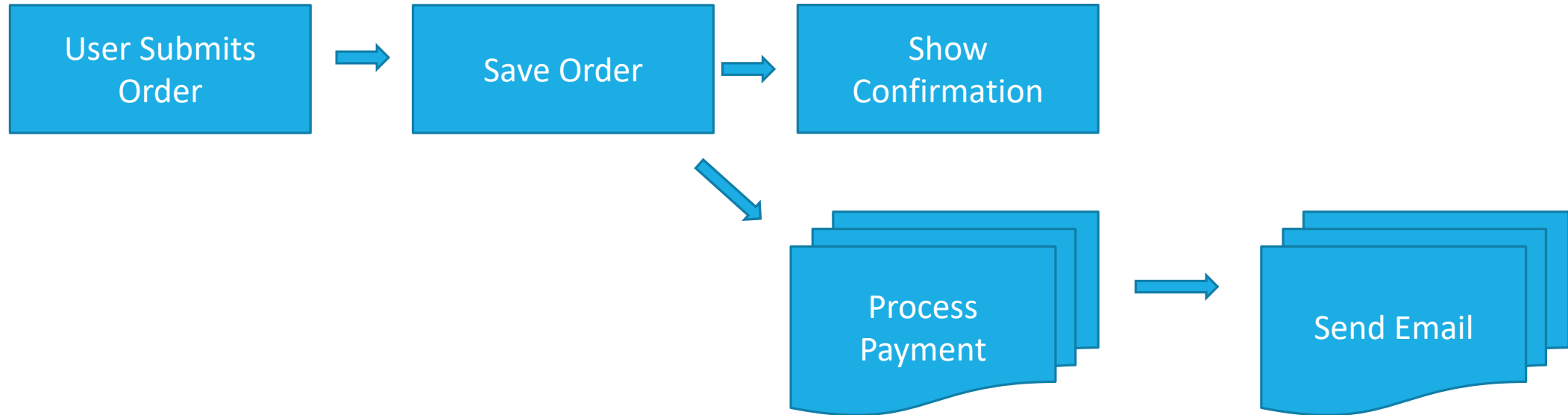
# Scaling

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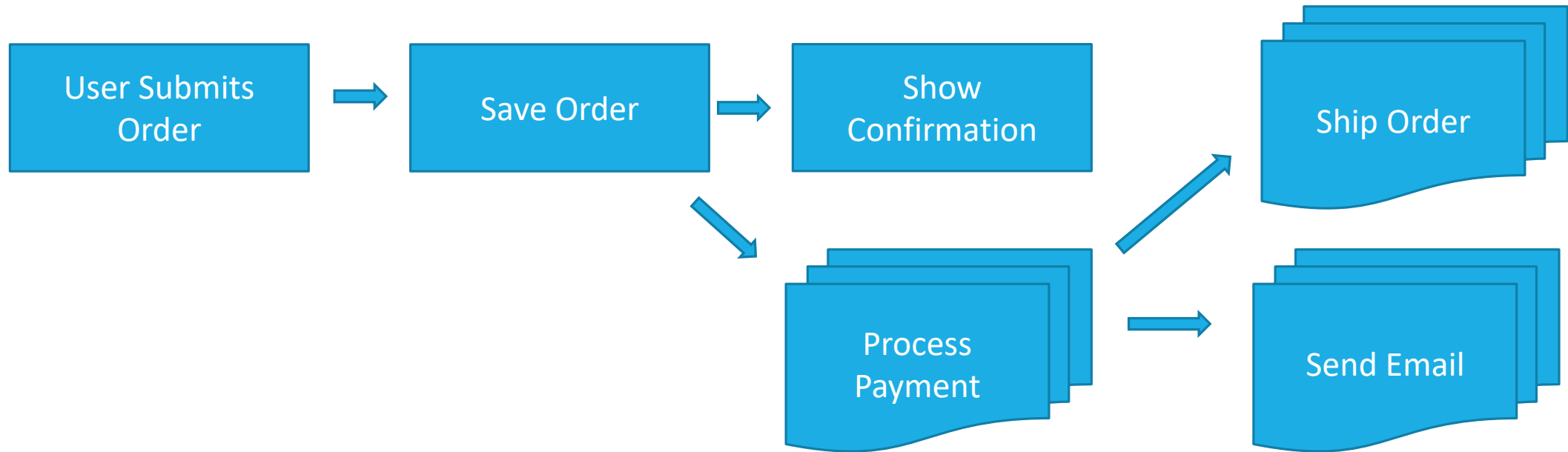
# Adding Extensibility

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# Adding Extensibility

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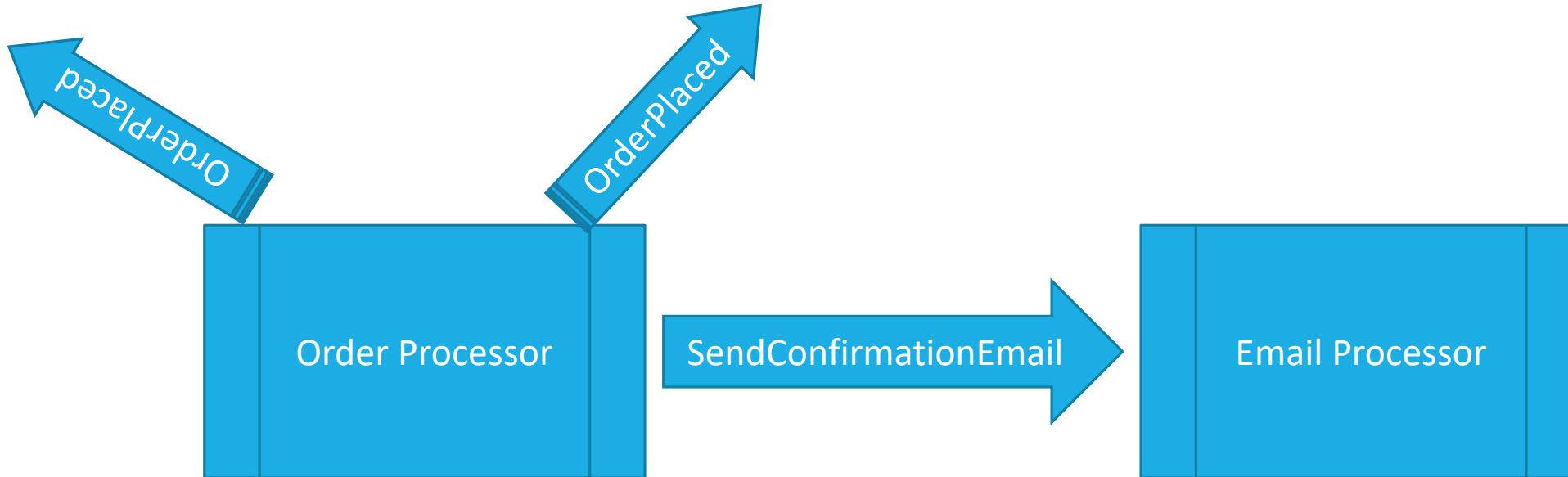
# Events

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- Past Tense – These have already happened
  - ProfileDeleted
  - OrderPlaced
  - EmailUnsubscribed
  - RefundSubmitted
- Sent by exactly one logical endpoint
- Processed by 0-n logical endpoints
- Typically implements IEvent

# DeCoupling with Events

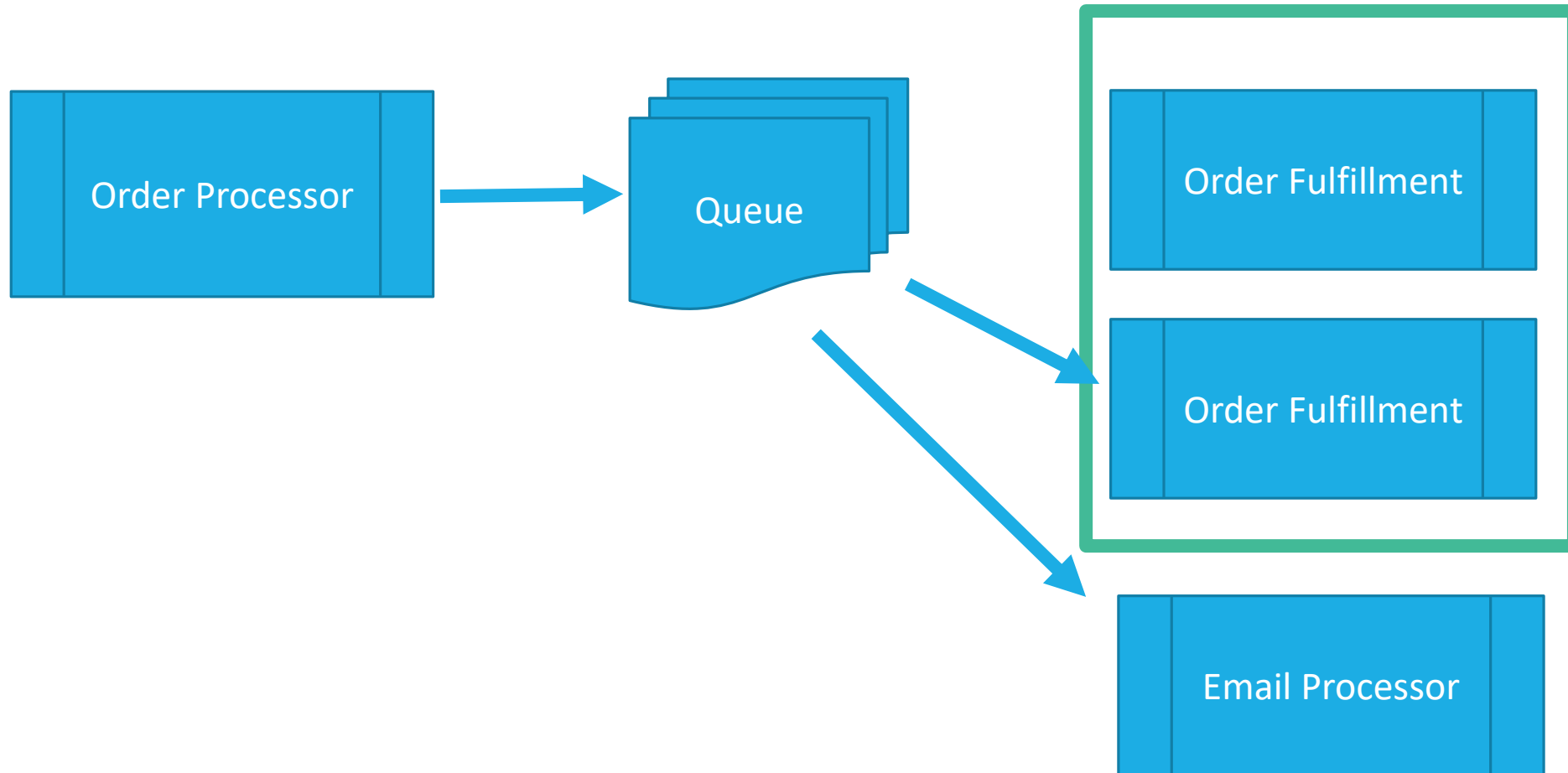
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# Events

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# Persistence

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1. InMemory
2. RavenDB
3. Nhibernate
4. MSMQ
5. Azure Tables

# Transports (Queueing Infrastructure)

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1. MSMQ – Default
2. RabbitMQ
3. SqlServer
4. Azure (Queues, ServiceBus)

# Error Handling

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1. Don't do it.

# Resources

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1. [Particular.net](#)
2. [StackOverflow](#)
3. [Learning NServiceBus Second Edition by David Boike](#)
4. [Jimmy Bogard on Lostechies.com/jimmybogard](#)

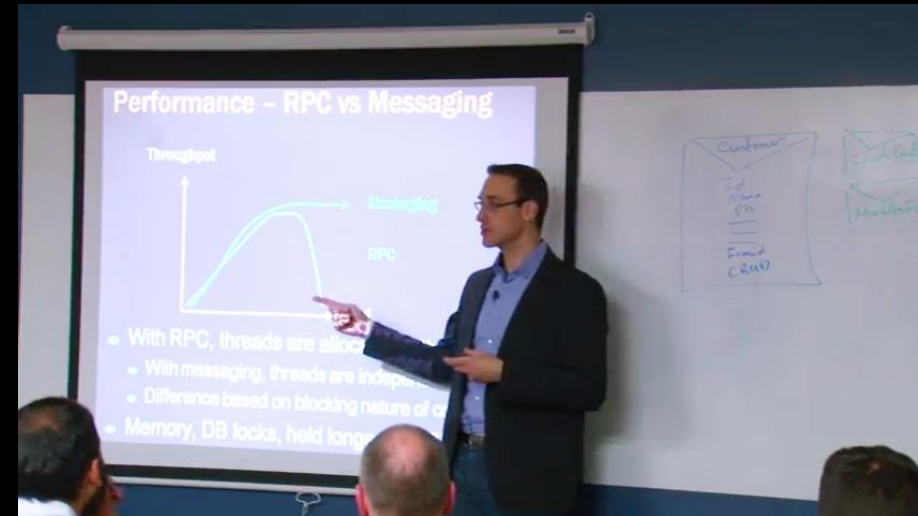
# Want more?

Get access to 2 full days of video  
from Udi Dahan's 5 days SOA course.

<http://go.particular.net/TXUG>

Access code : SELF

Expiration date: September 5th



# Contact Info

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clear-measure.com

[github.com/justinSelf/nsbSample](https://github.com/justinSelf/nsbSample)