

All events are testable!

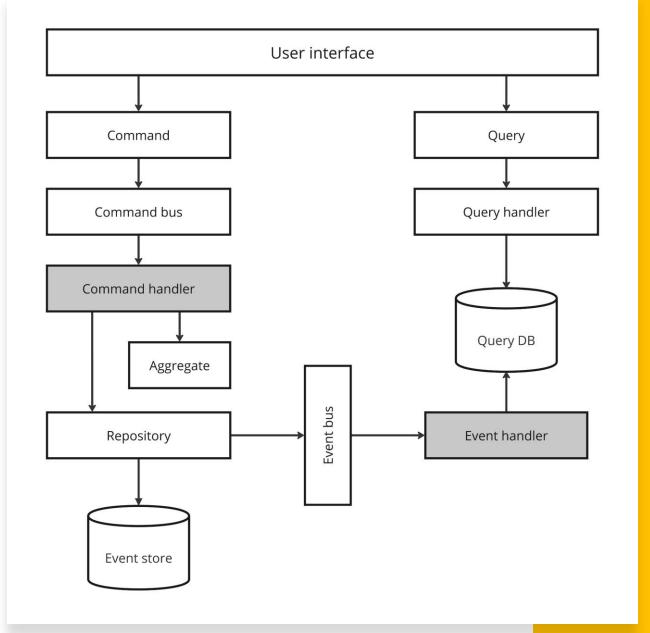
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Repository

https://github.com/BrewUp/KanD DDinsky_2025



CQRS + ES fast recap



What is BrewUp

- A demo ERP to handle a brewery's processes
- We purchase beers from neighboor breweries
- We make our own line of beers
- As you can imagine there is a lot to do (and drink!) in this domain

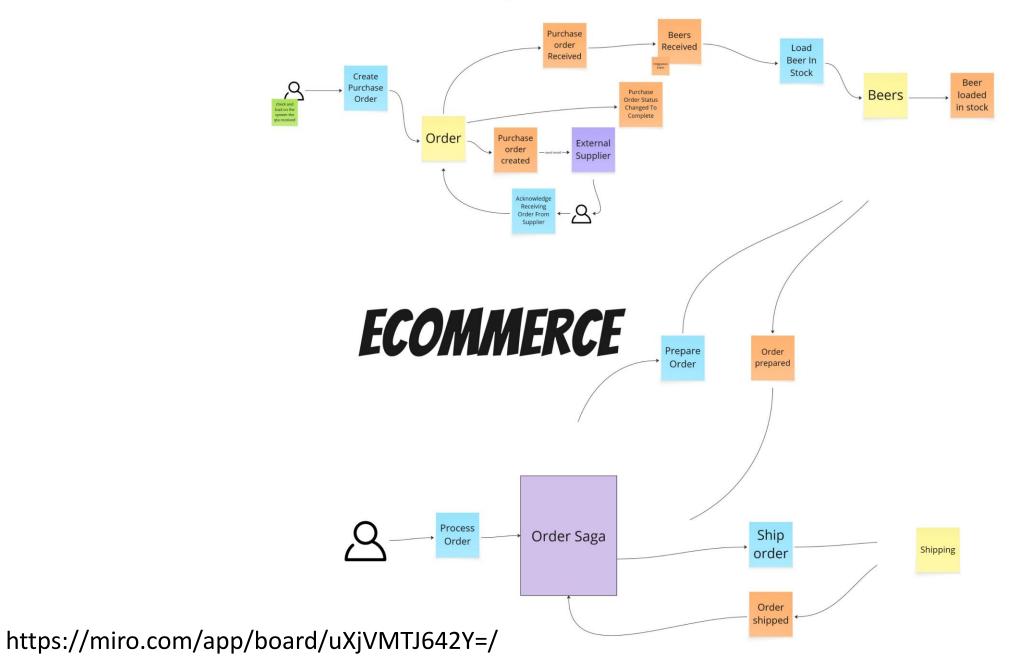


Scenario for today

- We must handle a customer order made of beers that we do not make
- We must check availabilities in our warehouse
- In case, create an order to the external supplier
- Handle the receiving of the ordered beers
- Ship the order to the customer



MANAGEMENT



Let's look at the code

How we test it?

- Only with unit tests?
- Would we not limit ourselves to the single function, properties or simple state testing?
- Are these sufficient to represent the complexities of the domain?
- Isn't it better to test the behaviour?



Once upon a time...there was an attempt...

```
[Test]
public void HandleChangeUserPassword()
{
   var handler = GetHandler();
   var dateRef = DateTime.Now;
   var command = new ChangeUserPassword(guid, "newpwd", dateRef);
   handler.Handle(command);
   Assert.AreEqual(guid, user.Id);
   Assert.AreEqual(guid, user.Id);
   Assert.AreEqual("newpwd", user.Password);
   Assert.AreEqual(dateRef, user.LastPasswordChangedDate);
   repository.Verify(x => x.Save(user, It.IsAny<Guid>(), It.IsAny<Action<IDictionary<string, object>>>()), Times.Once());
}
```

```
[Test]
public void HandleLockUser()
{
    var handler = GetHandler();
    var dateRef = DateTime.Now;
    var command = new LockUser(guid, dateRef);
    handler.Handle(command);
    Assert.AreEqual(guid, user.Id);
    Assert.AreEqual(dateRef, user.LastLockedOutDate);
    Assert.IsTrue(user.IsLockedOut);
    repository.Verify(x => x.Save(user, It.IsAny<Guid>(), It.IsAny<Action<IDictionary<string, object>>>()), Times.Once());
}
```

Let's try with specification testing

- Tests should be able to represent any complex behaviour with simplicity
- They must be comprehensible to everyone
- They represent the thinking behind the design of the aggregate
- "Given, When, Then" with events, commands and command handlers



Given, When, Then

- The idea is to separate a scenario into three sections:
- **Given**: describes the state of the aggregate before sending the command. A kind of prerequisite for the test.
- **When**: represents the command to be sent to the aggregate.
- Then/Expect: describes the state changes expected as a result of the command.





Let's do the first test together

Exercises

Write tests and events to handle:

CreatePurchaseOrder -> PurchaseOrderCreated

- UpdatePurchaseOrderState -> PurchaseOrderReceived
- PurchaseOrderReceived -> BeersReceived
- LoadBeerInStock -> BeerLoadedInStock





Exercises

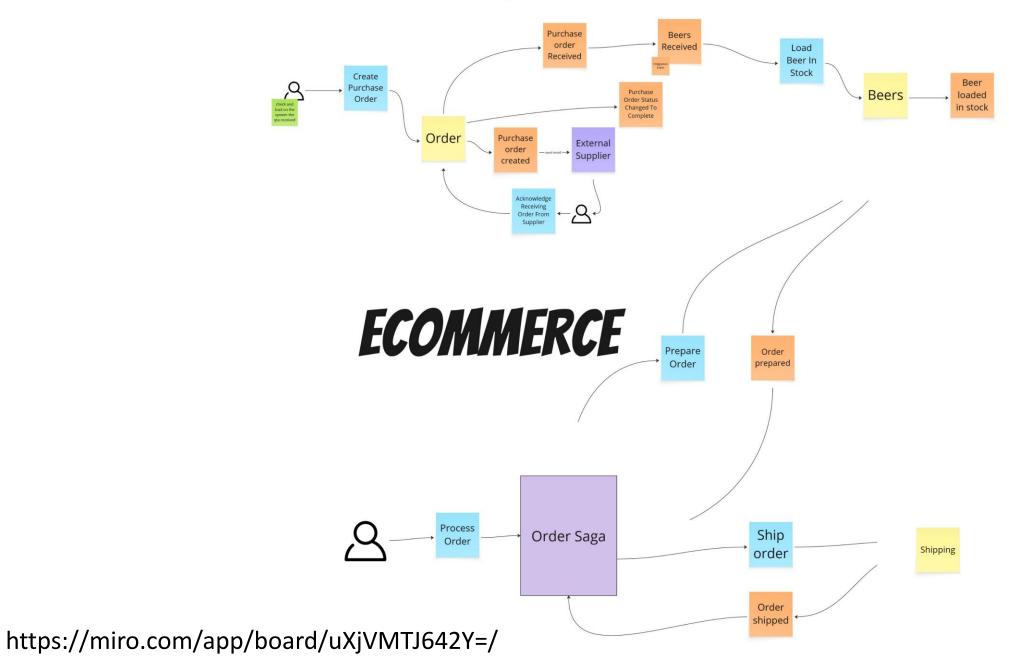
Write tests and events to handle:

CreatePurchaseOrder -> PurchaseOrderCreated

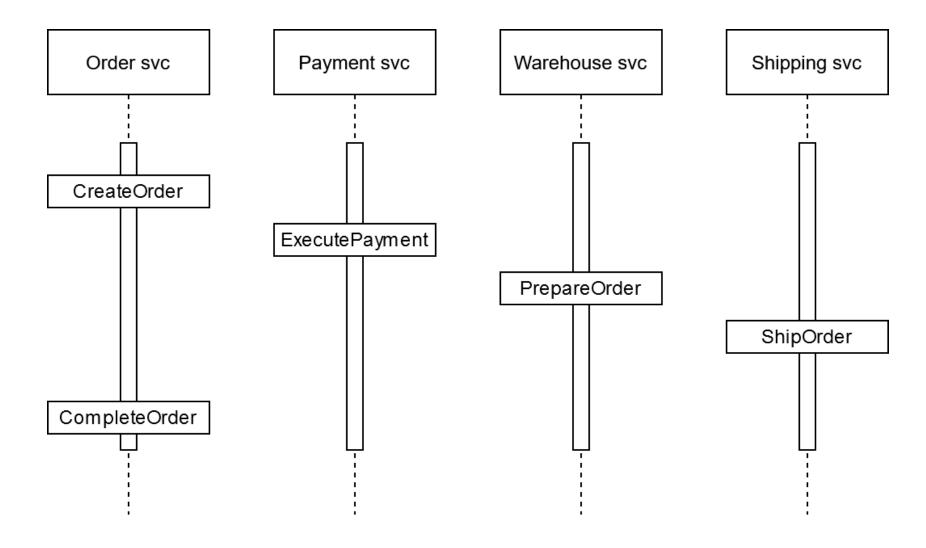
- SendPurchaseOrderToSupplier-> PurchaseOrderSentToSupplier
- ReceivePurchaseOrderFromSupplier -> PurchaseOrderStatusChangedToComplete
- LoadBeerInStock -> BeerLoadedInStock



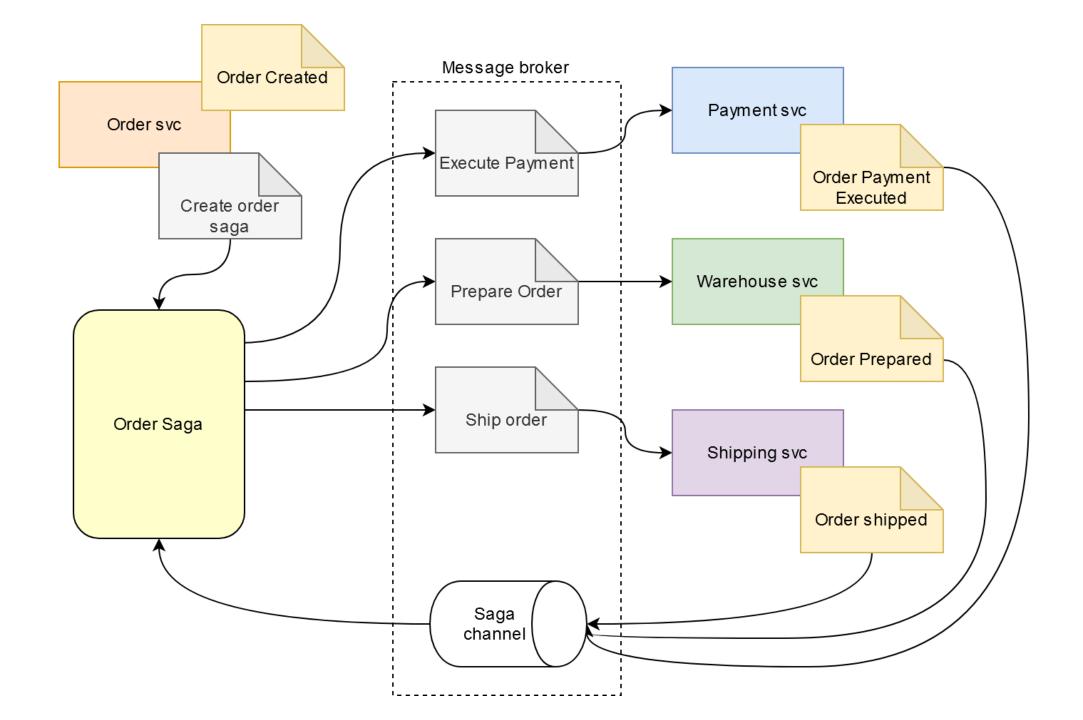
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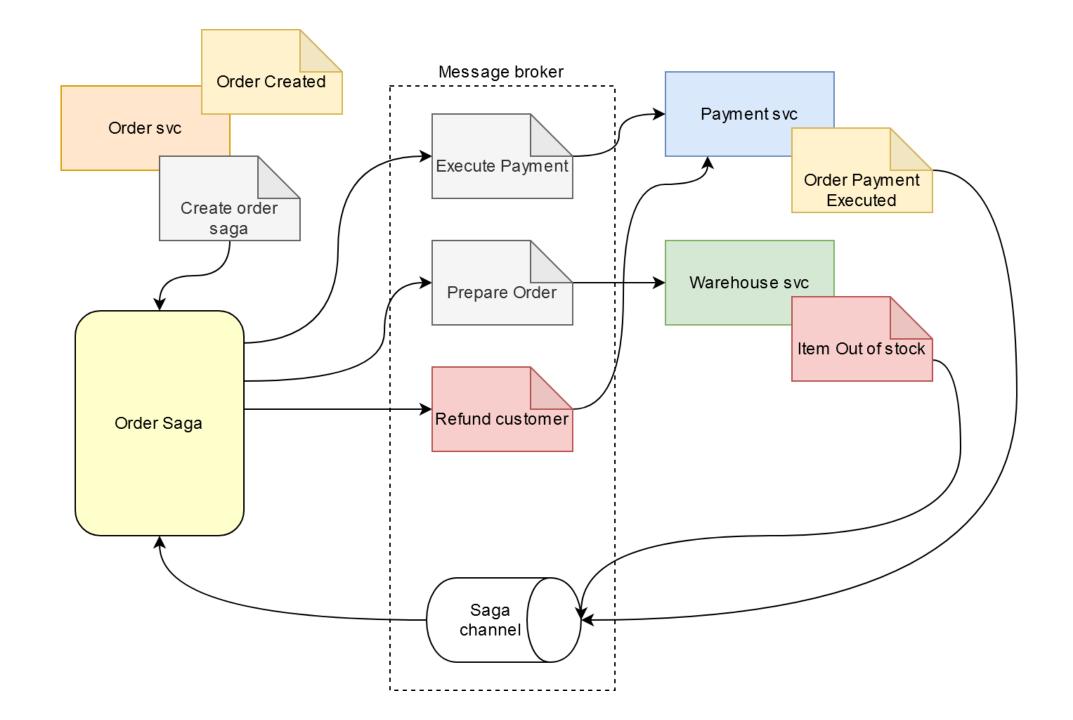
Scenario



Choreography (Events) Orchestration (Command)



What if there is no product in stock?



Recap

Bibliografy

 Domain-Driven Design: Tackling Complexity in the Heart of Software (E. Evans)

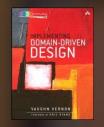
https://www.amazon.it/Domain-Driven-Design-Tackling-Complexity-Software-ebook/dp/B00794TAUG

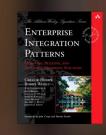
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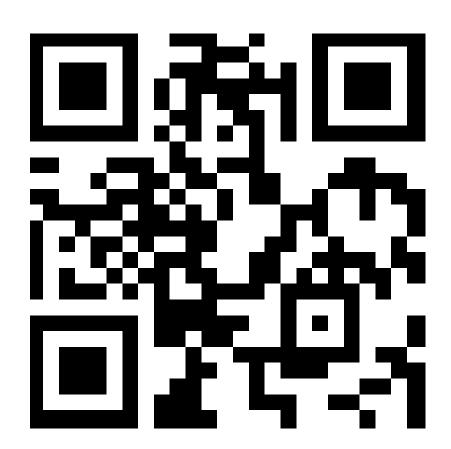






This workshop was based on some concepts explained in our recently released book

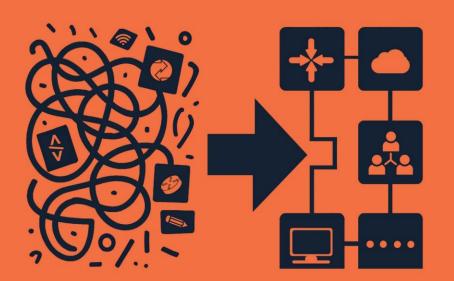
Use **DDD20** for a 20% discount during the conference days



(packt)

Domain-Driven Refactoring

A hands-on DDD guide to transforming monoliths into modular systems and microservices



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Foreward by Xin Yao, Independent DDD Consultant & Sociotechnical Architect

THANKS!

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