

**Ted M. Young**

Java Trainer, Coach, & Live Coder

# Event-Sourcing from Scratch

*How Should We Persist Data?*

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**Ted M. Young**  
**ted@tedmyoung.com**

**I Can Help Your Team...**

Write more Testable code  
with more Effective tests

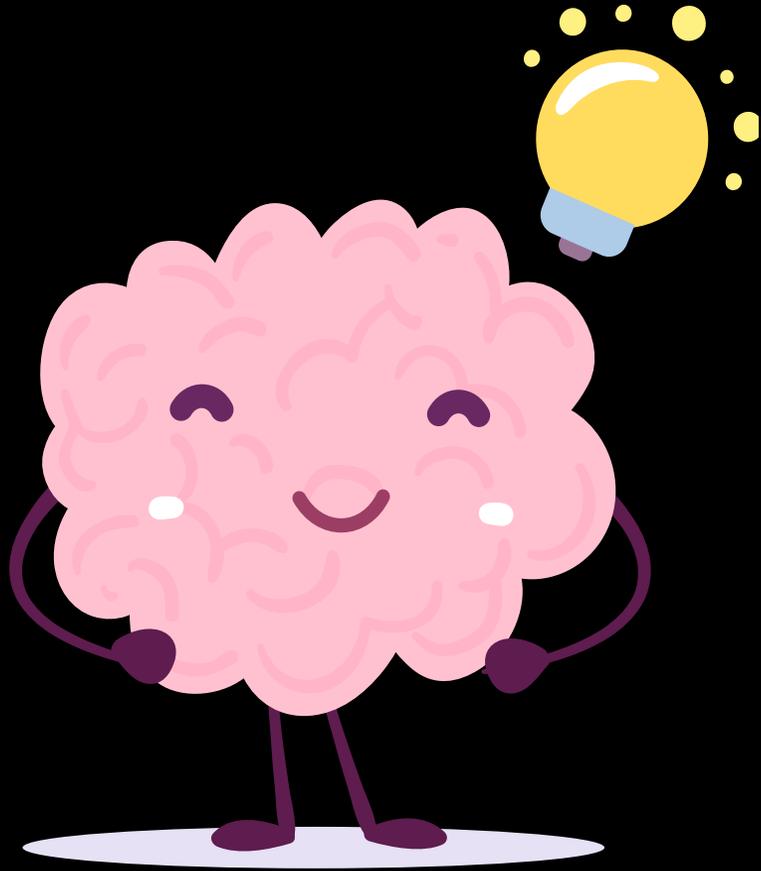
Be more productive in  
**Java & Spring**

Effectively use  
**TDD**

**Refactor  
Messy  
Code**



# Ask Questions As You Need



I may defer the  
answer if I'm going  
to cover it later!



# Event Sourcing Frameworks/Libraries

**Java:**  
**AxonIQ**

**.NET:**  
**Marten**

**PHP:**  
**EventSauce**





# What's in this TED Talk...

1. How do we persist data?
2. Define terms, clear up misconceptions
3. JitterTix: Concert Event Ticketing domain
4. Dig into code (warning: generics!) & **tests**
5. Related topics to explore on your own:
  - CQRS, Event Modeling, Event Storming
  - Versioning & Schema Migration
  - Performance & Snapshotting
  - Dynamic Consistency Boundary & Decider & GDPR



# How do we Persist Data?

Often: Map Objects to Database Tables (ORM)

# Mapping Objects from/to Database



r/ExperiencedDevs  
u/Fuzzy\_World427 · 10h

## DDD: How do you map DTOs when entities have private setters?

Hey all,

I'm running into trouble mapping DTOs into aggregates. My entities all have **private setters** (to protect invariants), but this makes mapping tricky.

I've seen different approaches:

- Passing the whole DTO into the aggregate root constructor (but then the domain knows about DTOs).
- Using mapper/extension classes (cleaner, but can't touch private setters).
- Factory methods (same issue).
- Even AutoMapper struggles with private setters without ugly hacks.

So how do you usually handle mapping DTOs to aggregates when private setters are involved?

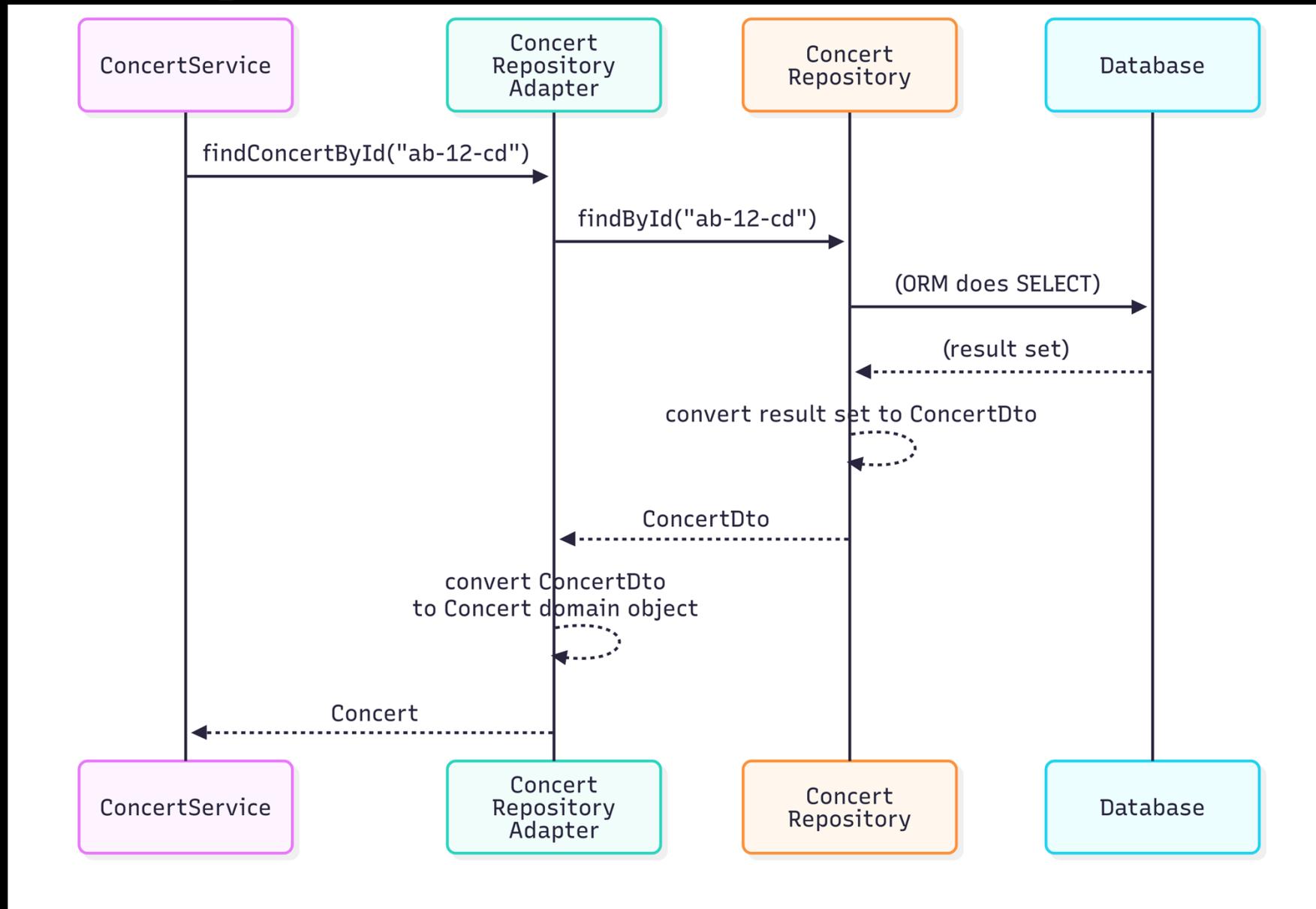
↑ 24



○ 51

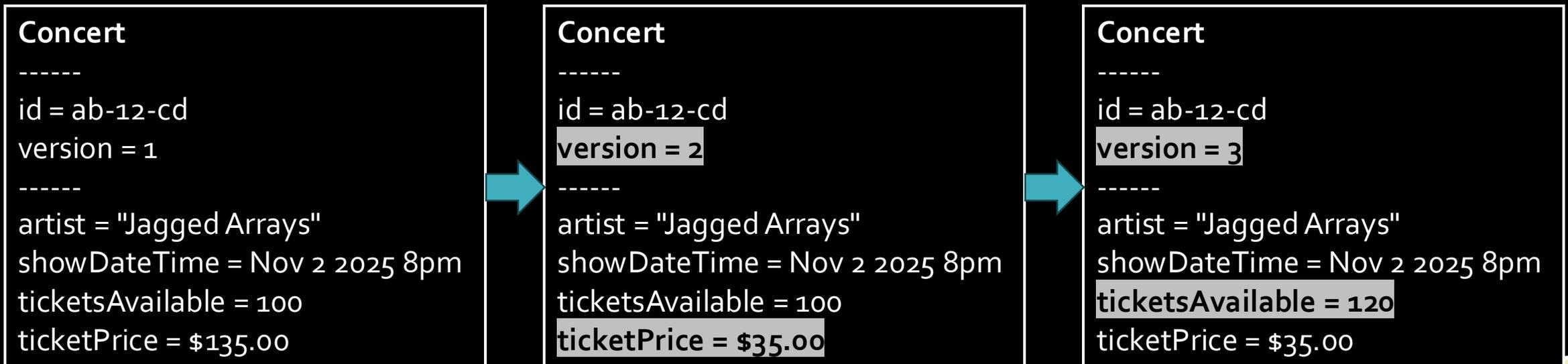


# Adapter-Driven Persistence



# Storing Data as "CRUD" or "State"

- "State-Sourced" / "CRUD-Sourced"
- No history, throws away old information
- No knowledge of how/why state changed



# Fundamentals

**Past**

Event

**Present**

State

**Future**

Command



# Definitions: EVENT (the past)

*a fact, something that happened*

CustomerRegistered

ConcertScheduled

TicketPurchased

TicketTransferred



# Definition: STATE (now)

Data model needed by the application.

## Concert

-----

id = ab-12-cd

version = 1

-----

artist = "Jagged Arrays"

showDateTime = Nov 2 2025 8pm

ticketsAvailable = 100

ticketPrice = \$135.00



# Definition: COMMAND (future)

*Request to change state*

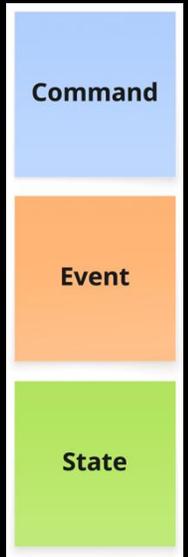
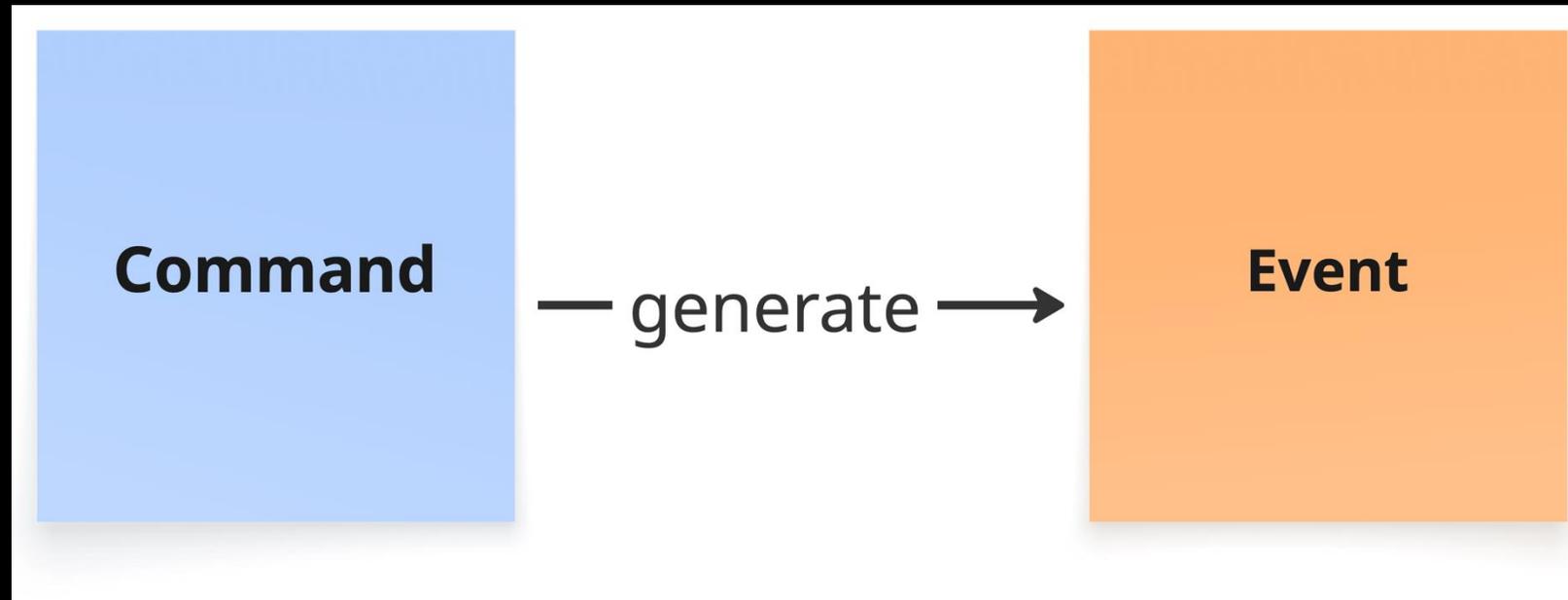
schedule

reschedule

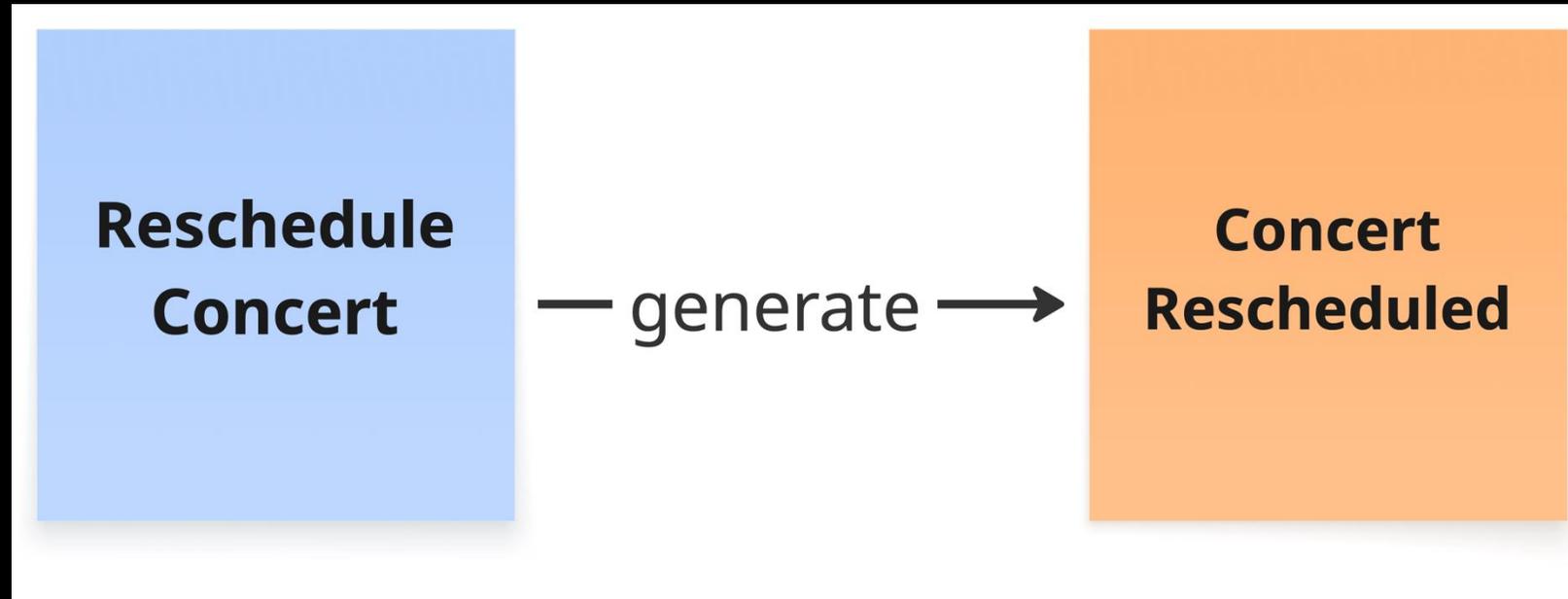
purchaseTickets



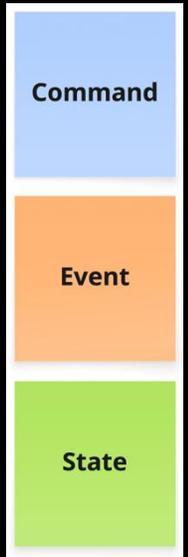
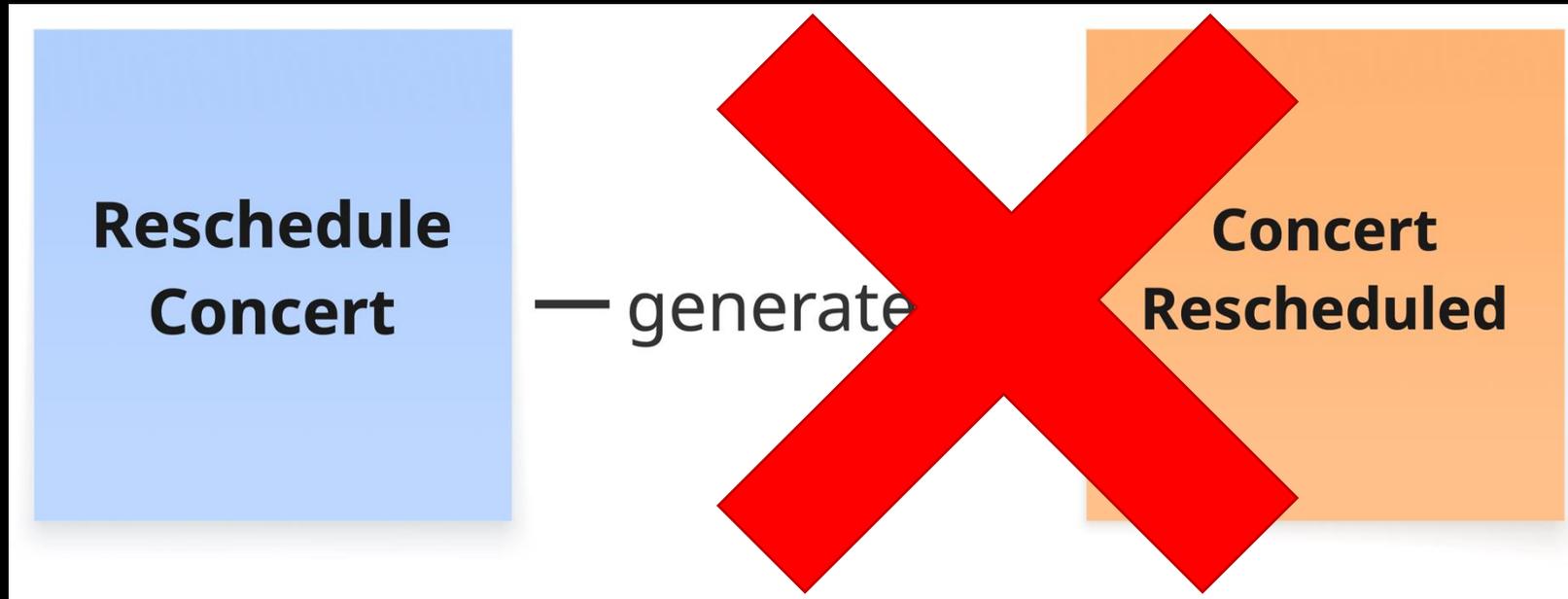
# Commands Generate Events



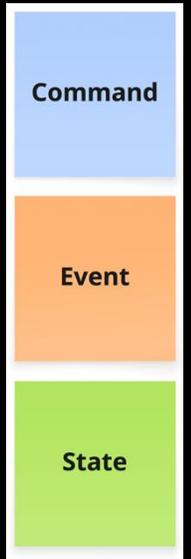
# Commands Generate Events



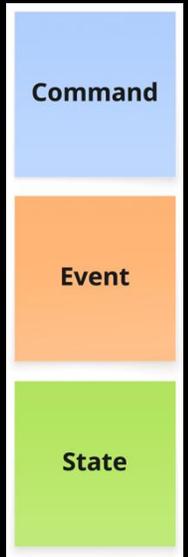
# ...unless It's Not Allowed



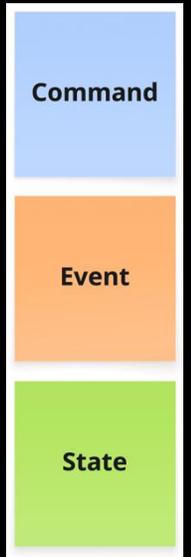
# Events Update State



# Events Update State (always!)



# Events *Project to State*



# Event-Sourcing PROJECTION

A function that constructs a *data model* by sequentially *replaying events* from the *event store*.



# Event Store

An append-only "database" that records all events generated by the application.



# Benefits of Event-Sourcing

# Ask Questions You Didn't Know You Had

How many customers transfer tickets?

# Immutable Events

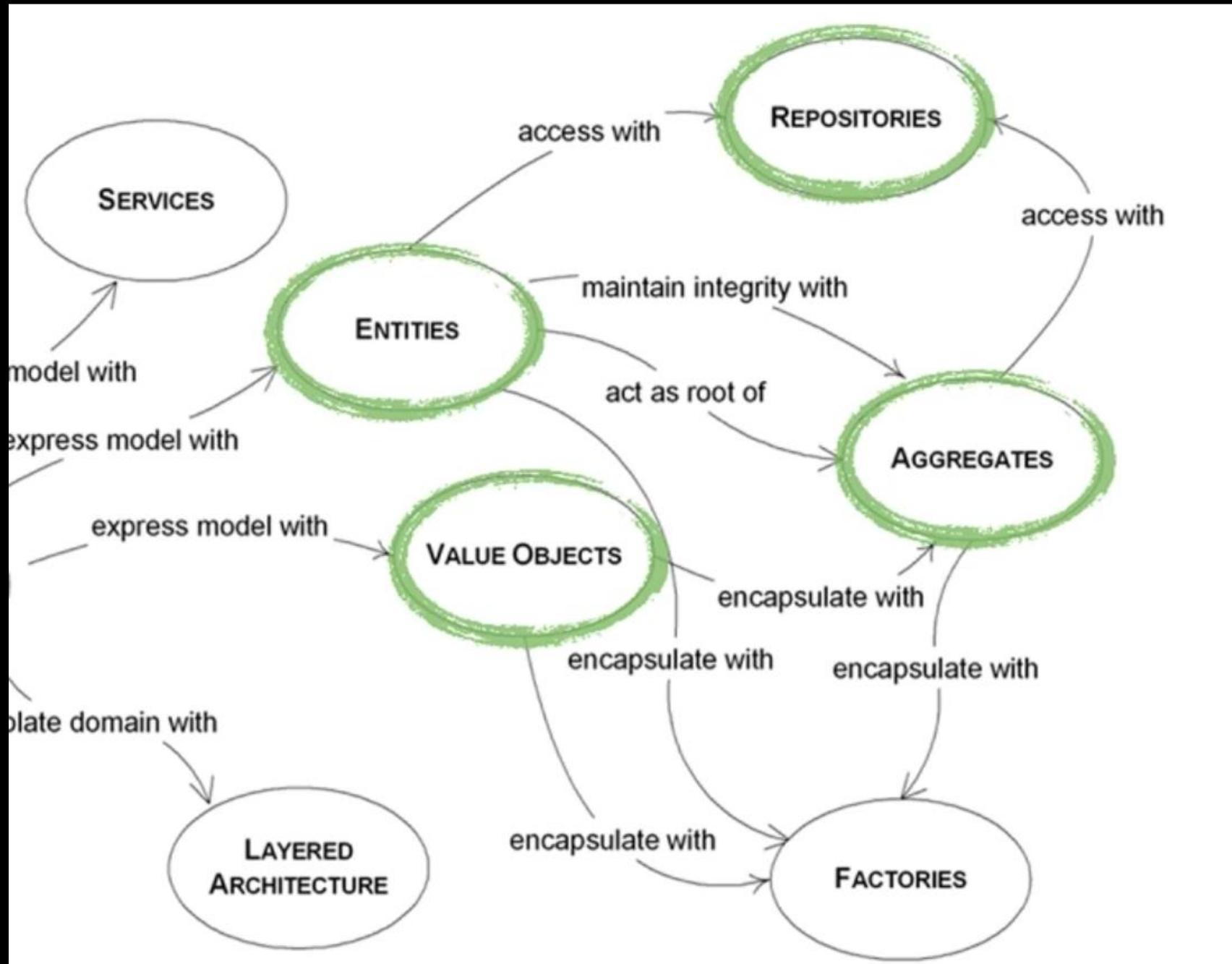
Never lose information: there is no DELETE

# Replayability

Time Travel: see state of system in the past

# Domain-Driven Design

Tactical Patterns



# Entity

Unique (Has Identity), History, and Attributes

# Value Object

Identified Only by its Attributes (immutable)

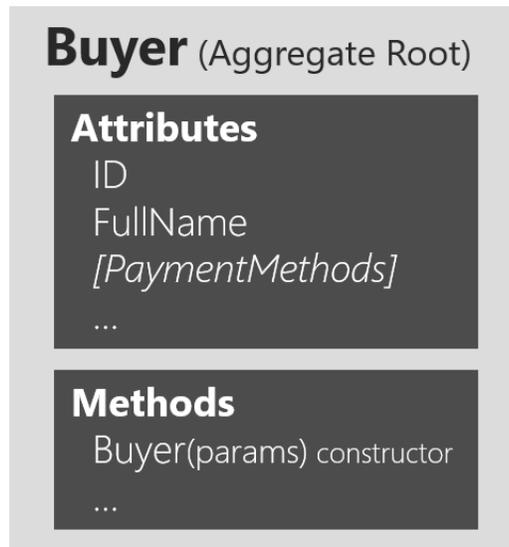
Quantify, describe, and measure

# Aggregate

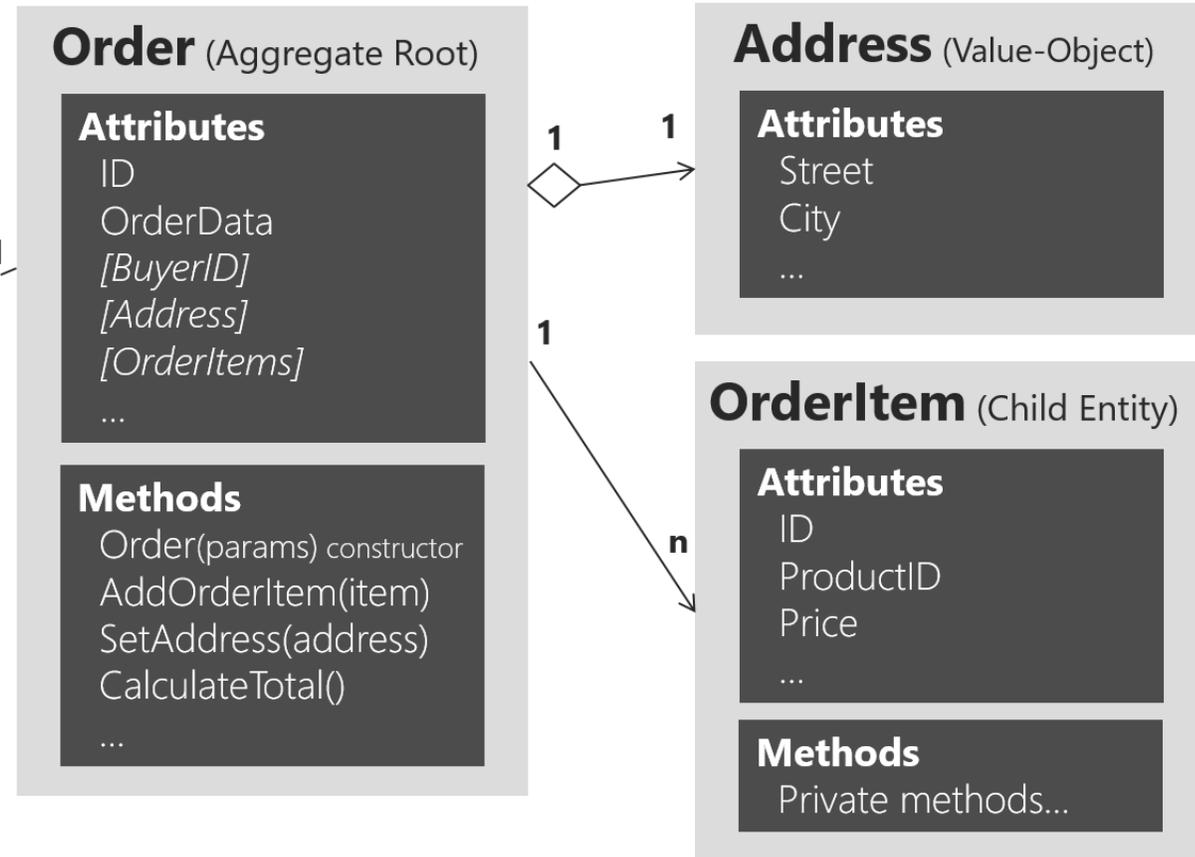
Consistency [transactional] Boundary  
(Enforced by "Aggregate Root" Entity)

# Aggregate Pattern

## Buyer Aggregate (One entity)

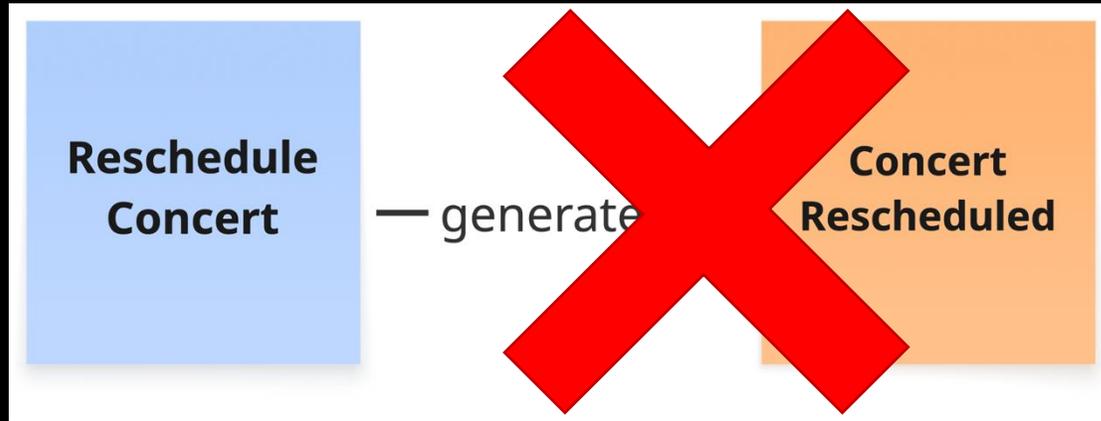


## Order Aggregate (Multiple entities and Value-Object)



# Repository

Used for Storing and Retrieving Aggregates



# Aggregate & Projections

Aggregates in Event-Sourcing is a *Projection*  
and the *Decider*

# Misconceptions

# Event-Driven Architecture

Different Kinds of Events

# CQRS

Command-Query Responsibility Segregation

Does Not Require Event-Sourcing!

# JitterTix Concert Ticketing

The Event-Sourced Ticketing System

Explore Concert Tickets

Event Viewer

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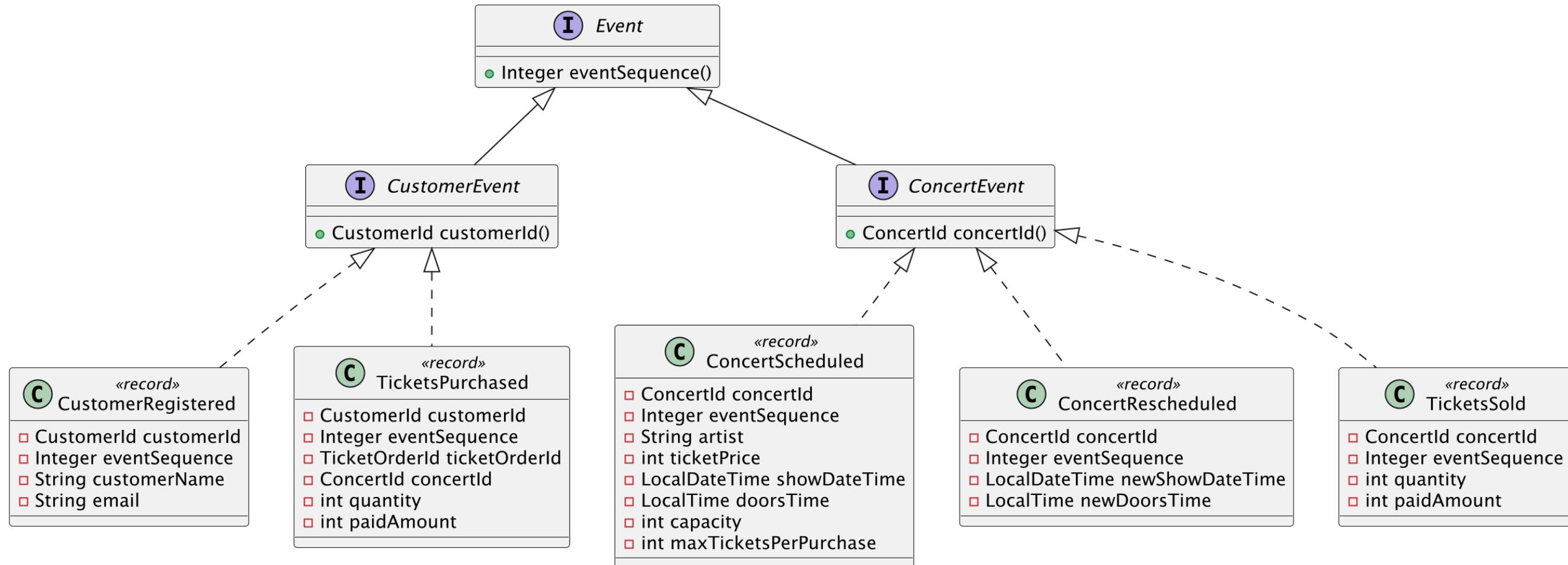
# JitterTicket Design

tldraw

JitterTix: Concert Ticketing System

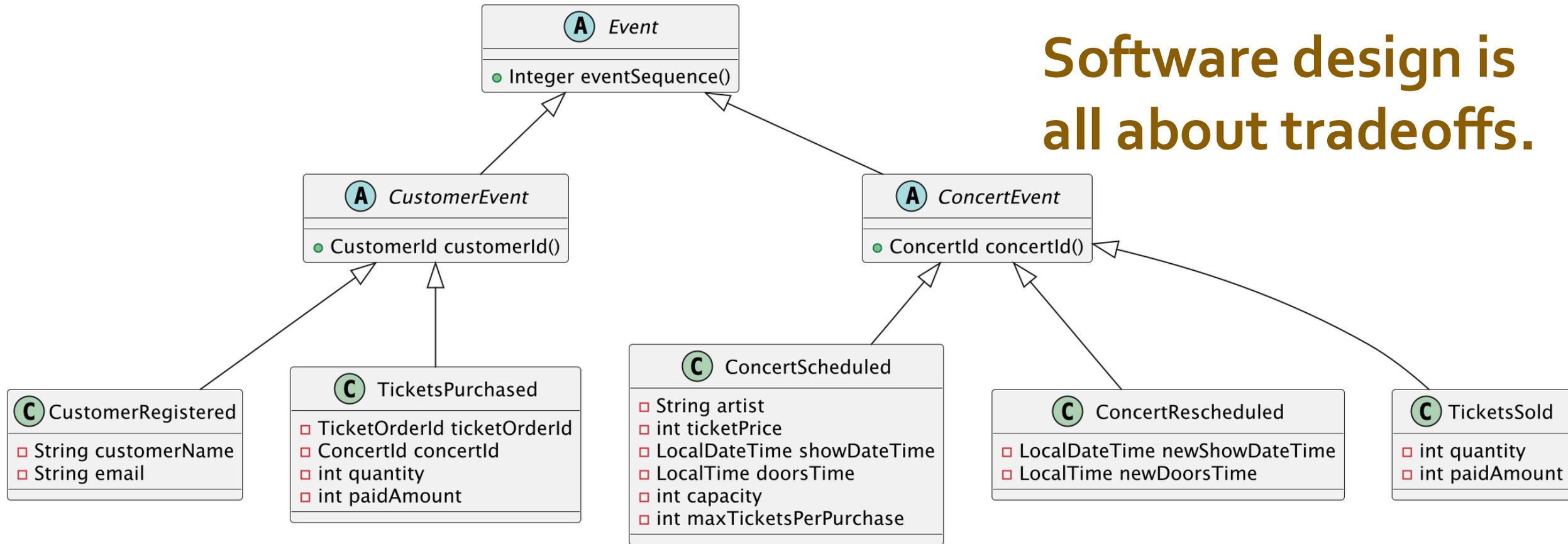
# Diving Into the Code

# Events as Java Records



# Events as Java Classes

Software design is all about tradeoffs.



# Code Walkthrough

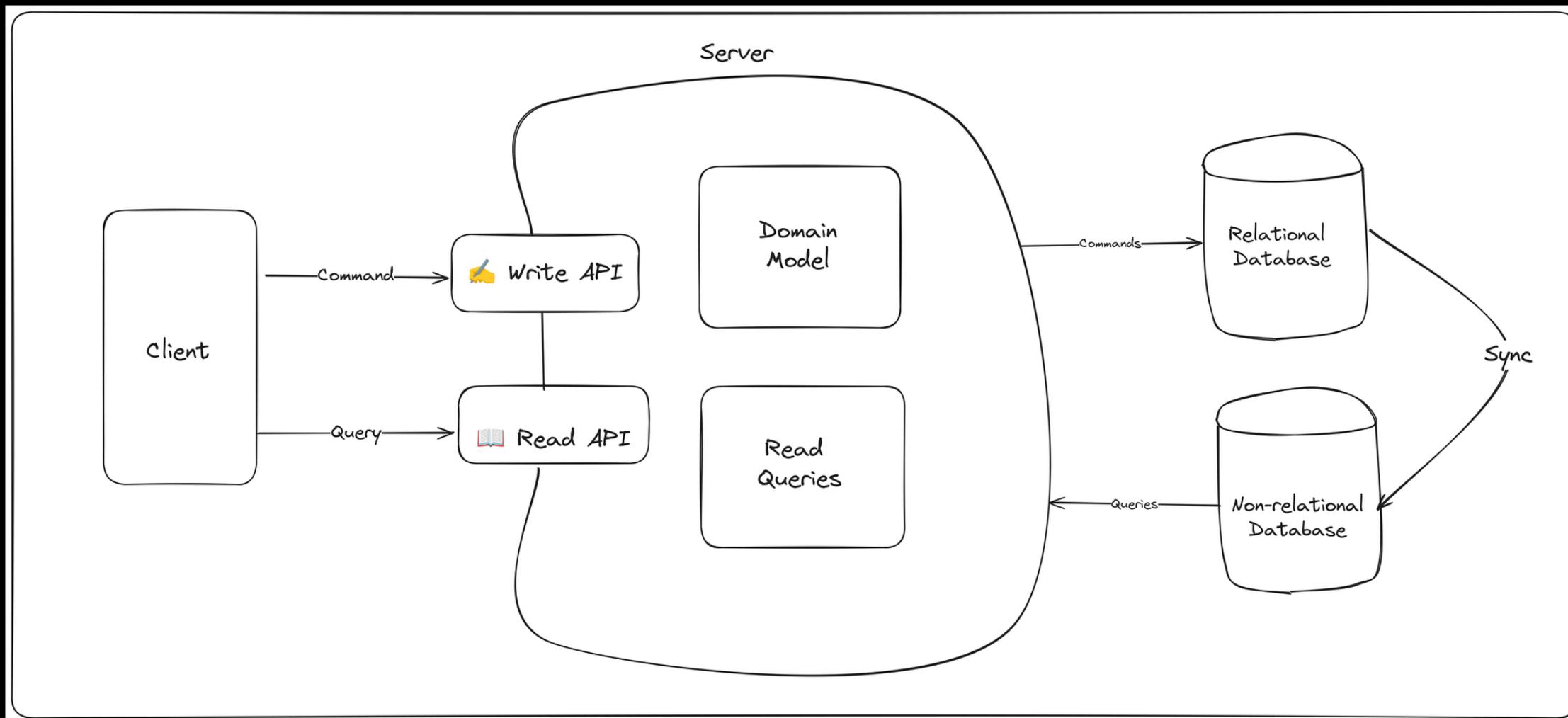
# Versioning Event Logs (Streams)

(see Greg Young's Versioning in an Event-Sourced System)

- **Copy-Replace**
- **Split-Stream**
- **Join-Stream**
- **Copy-Transform**



# CQRS – Separated Data Models

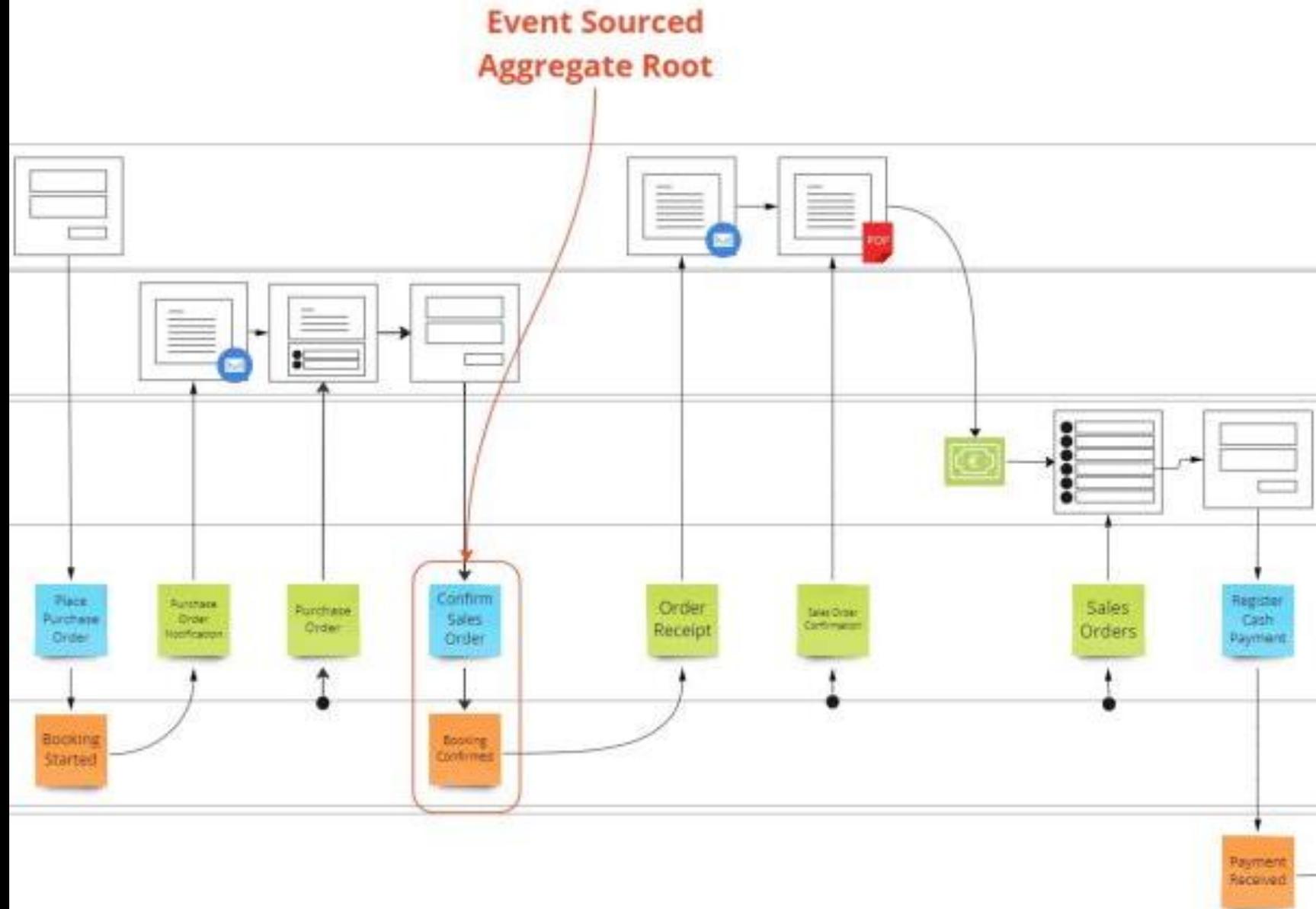


# Event Modeling

Command

Event

State





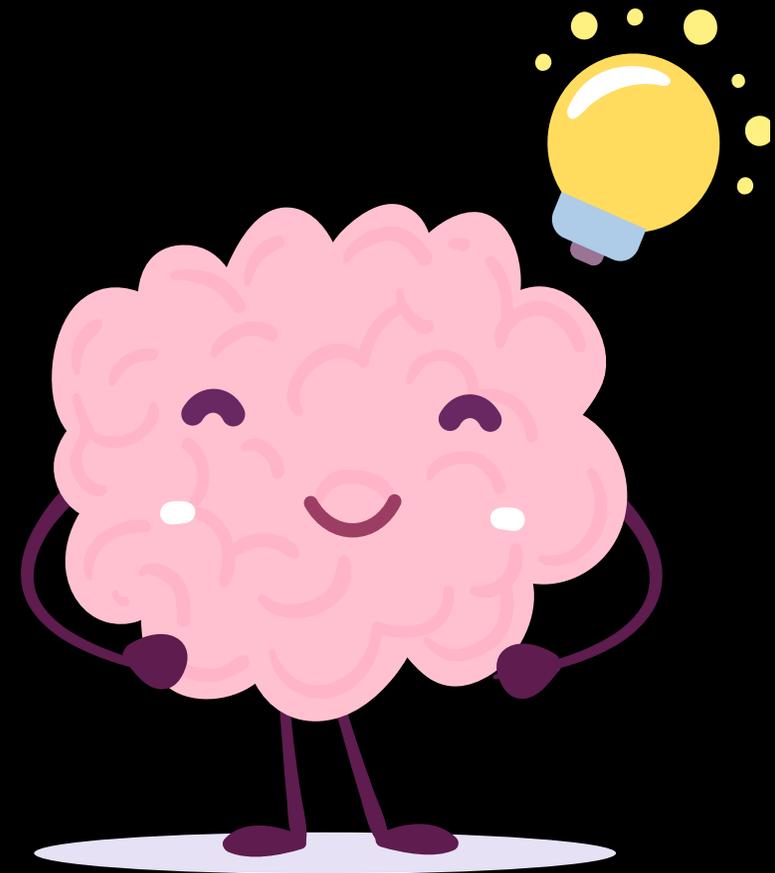
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# What other questions do you have?



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# Thank You...

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