





@tpierrain

## LA JOURNÉE DU DOMAIN-DRIVEN DESIGN ( AVEC UNE POINTE DE BDD )

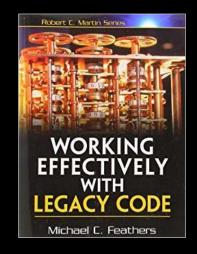
FEBRUARY 19 2018 AXA - WASQUEHAL

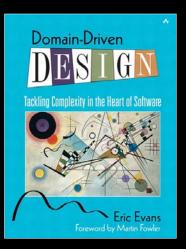
#### WELCOME CAN YOU PLEASE SIGN THE FORM;—)

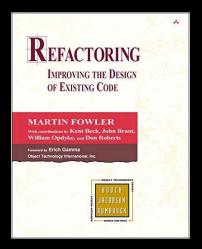
#### QUESTION

# WHAT ARE YOUR EXPECTATIONS FOR TODAY?

## WE HAVE SOME GIFTS FOR YOU









## - MENU -

WELCOME

EXAMPLE MAPPING (WORKSHOP)

PAUSE

TEST HARNESS (LIVE CODING)

PAUSE

DDD ALL THE WAY (LIVE CODING)

PAUSE

HEXAGONAL ARCHITECTURE FTW! (LIVE CODING)

WRAP-UP AND GIFTS

#### PREAMBLE:

## EXAMPLE MAPPING

## WHAT'S BDD?

BDD PRACTITIONERS EXPLORE, DISCOVER, DEFINE THEN DRIVE OUT THE DESIRED BEHAVIOUR OF SOFTWARE USING CONVERSATION, CONCRETE EXAMPLES AND AUTOMATED TESTS

MATT WYWNE, THE CUCUMBER BOOK

#### BEHAVIOUR DRIVEN DEVELOPMENT DEFINED

Discovery

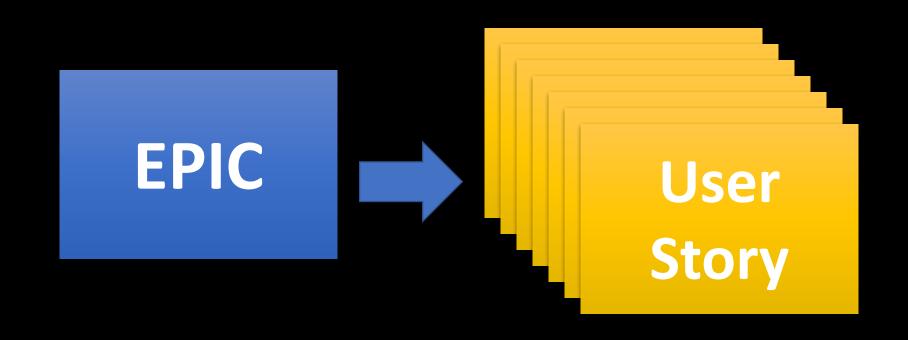
Formulation

Automation

#### Discovery

## ONE MINUTE, PLEASE! BACK TO BASICS

#### HOW WE CRUNCH EPIC IN USER STORIES?



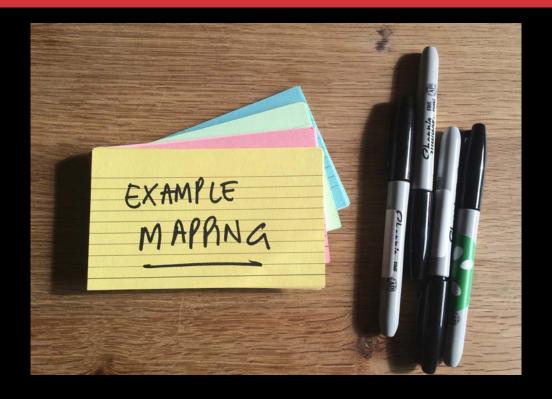
#### ARE YOU INVEST?

- | ndependent
- N egotiable
- V aluable
- **E** stimable
- S mall (Sized appropriately)
- **T** estable

http://agileforall.com/wp-content/uploads/2012/01/Story-Splitting-Flowchart.pdf

## HOW DO WE CRUNCH A USER STORY?

#### WE USE EXAMPLE MAPPING AS DISCOVERY WORKSHOP

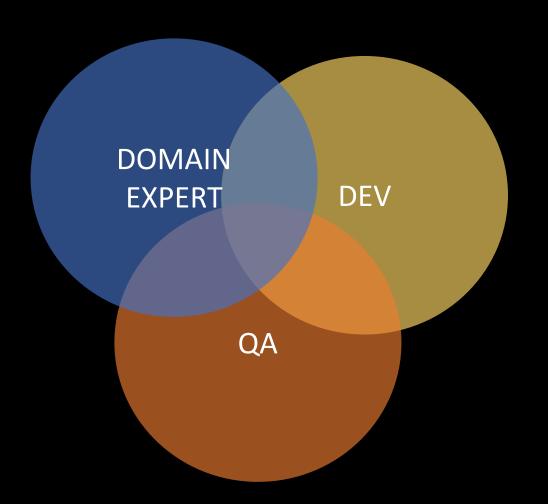


LOW-TECH METHOD - MATT WYNNE

https://cucumber.io/blog/2015/12/08/example-mapping-introduction

## LOW-TECH BUT STRUCTURED

#### ALIGN MENTAL MODELS



#### ONCE UPON A TIME A STORY



DOMAIN EXPERT

#### ONCE UPON A TIME A STORY



#### COLLABORATIVE WORKSHOP







**DOMAIN** 

**EXPERT** 

QA

DEV

**#DDDaxa** 

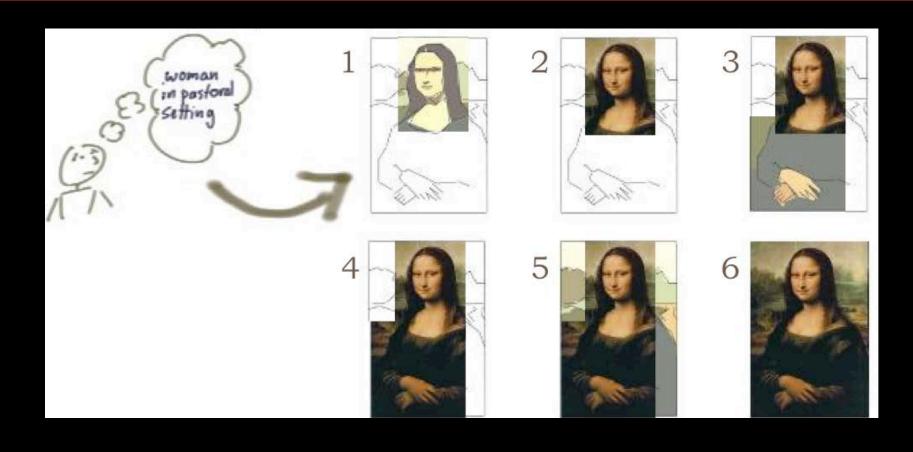
#### STRUCTURED CONVERSATIONS

CAlles pleasel
Concrete examples pleasel
Concrete









## THE WORKSHOP SHOULD ENDING WITH CONSENSUS





## THE WORKSHOP SHOULD ENDING WITH CONSENSUS

DOMAIN EXPERT QA DEV



# WELL ... I WANT AN EXAMPLE PLEASE!





A NEW TWITTER-LIKE SOCIAL MEDIA APP - CALLED SHOUTY.

USERS OF THE APP WILL BE ABLE TO 'SHOUT' — AND WILL BE HEARD BY OTHER USERS WHO ARE WITHIN 1000M OF THE SHOUTER.

THE TARGET PLATFORM IS GPS-ENABLED SMARTPHONES

**Hear Shout** 

In range shout is heard

Give us a concrete example please!

**Hear Shout** 

In range shout is heard

Not hear own shout

- \* Lucy is at [0, 0]
- \* Sean is at [0, 900]
- \* Sean shouts
- => Lucy hears Sean

Give us a concrete example please!

**Hear Shout** 

In range shout is heard

Not hear own shout

- \* Lucy is at [0, 0]
- \* Sean is at [0, 900]
- \* Sean shouts
- => Lucy hears Sean

- \* Lucy is at [0, 0]
- \* Sean is at [800, 800]
- \* Sean shouts
- => Sean hears nothing

**Hear Shout** 

*In range shout is heard* 

Not hear own shout

Out of range shout is not heard

- \* Lucy is at [0, 0]
- \* Sean is at [0, 900]
- \* Sean shouts
- => Lucy hears Sean

- \* Lucy is at [0, 0]
- \* Sean is at [800, 800]
- \* Sean shouts
- => Sean hears nothing

Give us a concrete example please!

**Hear Shout** 

*In range shout is heard* 

Not hear own shout

Out of range shout is not heard

- \* Lucy is at [0, 0]
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- \* Sean shouts
- => Lucy hears Sean

- \* Lucy is at [0, 0]
- \* Sean is at [800, 800]
- \* Sean shouts
- => Sean hears nothing

- \* Lucy is at [0, 0]
- \* Sean is at [0, 1000]
- \* Sean shouts
- => Lucy hears nothing

#DDDaxa

#### EXAMPLE MAPPING

**Hear Shout** 

Shout a message > 2000 characters

In range shout is heard

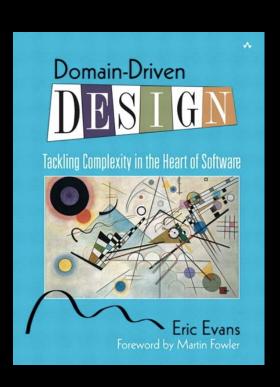
Not hear own shout

Out of range shout is not heard

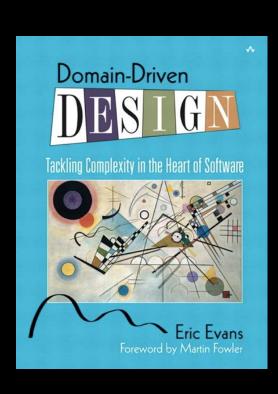
- \* Lucy is at [0, 0]
- \* Sean is at [0, 900]
- \* Sean shouts
- => Lucy hears Sean

- \* Lucy is at [0, 0]
- \* Sean is at [800, 800]
- \* Sean shouts
- => Sean hears nothing

- \* Lucy is at [0, 0]
- \* Sean is at [0, 1000]
- \* Sean shouts
- => Lucy hears nothing

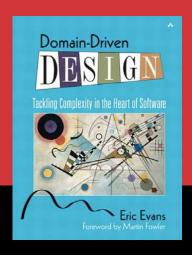






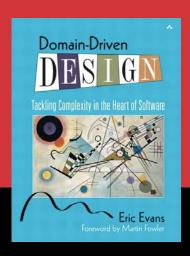
### AN APPROACH

A TOOLBOX



#### AN APPROACH

FOCUS ON BUSINESS VALUE LANGUAGE AND CONTEXTS ARE KEY MAKE THE IMPLICIT, EXPLICIT



## A TOOLBOX

TACTICAL PATTERNS

STRATEGICAL PATTERNS

# OUR DOMAIN FOR TODAY



# THE CONTEXT

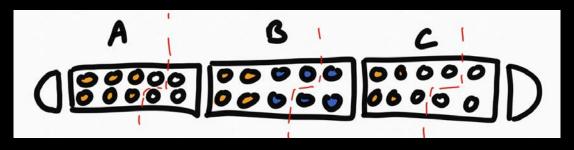
US: TRAIN-TRAIN, THE STARTUP IN FRONT OF:
HASSAN-CEHEF, THE
TRAIN OPERATOR

# OUR DOMAIN FOR TODAY



# OUR DOMAIN FOR TODAY





# THE CREW

## THE DOMAIN GUY



# THE TECHIES



# CHALLENGES

- TRAIN FILLING OPTIMIZATIONS

- INTEGRATION WITH 2 HASSAN CEHEF BACKENDS

# BIZ RULES(\*)

- FOR A TRAIN OVERALL, NO MORE THAN 70 PERCENT SEATS MAY BE RESERVED IN ADVANCE
- YOU MUST PUT ALL THE SEATS FOR ONE RESERVATION IN THE SAME COACH

# SITUATION TODAY

- A V1 HAS BEEN RELEASED FEW MONTH AGO
- NEW RULE TO BE IMPLEMENTED
- EVOLUTION COST HAS RISEN
- PECURRENT PENALTIES FROM THE OPERATOR

# EXAMPLE MAPPING THIS!

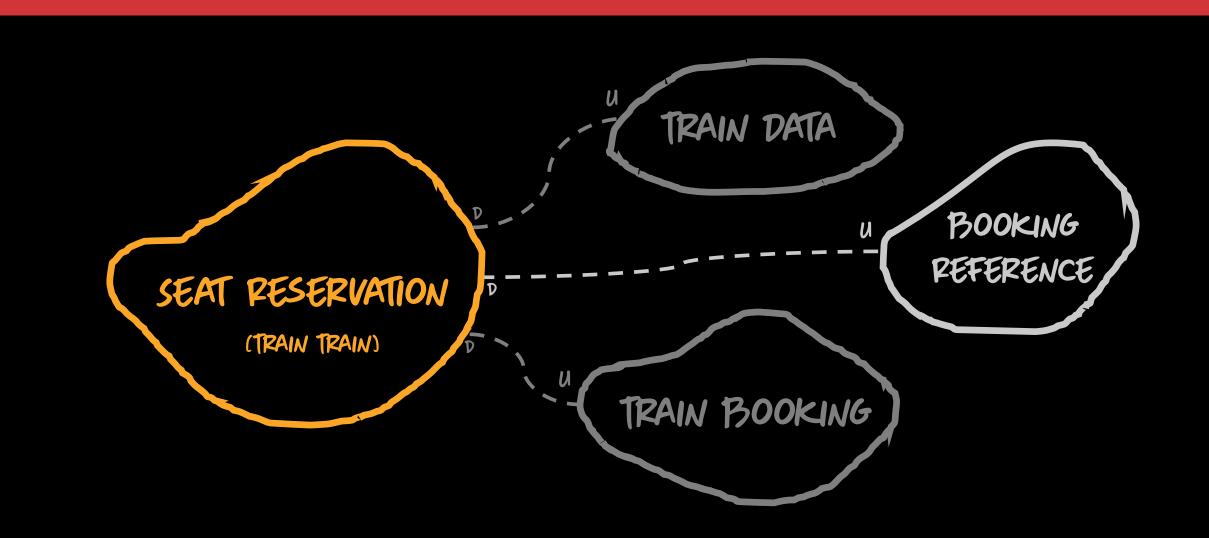
I WANT TO RESERVE 2 SEATS

## SOME WORDS FROM OUR DOMAIN EXPERT

- TRAIN
- TRAIN ID
- SEATS
- COACHES
- RESERVATION ATTEMPT
- FULFILLED

- TO BOOK
- BOOKING PEFERENCE
- RESERVATION
- PESERVATION FAILURE
- -

## MANY BOUNDED CONTEXTS ...

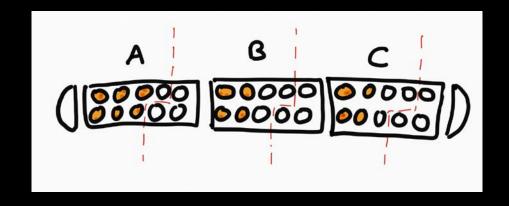


DEMO!

#### OUR MISSION

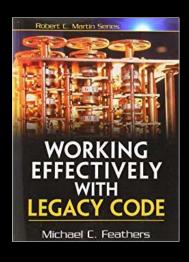
# NEW RULE!

"IDEALLY, NO INDIVIDUAL COACH SHOULD HAVE NO MORE THAN 70 PERCENT RESERVED SEATS EITHER"



## EPISODE1:

# WE NEED A TEST HARNESS!





# OUR SYSTEM IS REQUESTED LIKE...

#### I WANT 3 SEATS FOR TRAIN 9...

{"train\_id": "9043-2017-04-07", "number\_of\_seats": 3}

# OUR SYSTEM ANSWERS LIKE...

## WHEN RESERVATION SUCCEED

```
{"train_id": "1434-2017-06-07", "booking_reference": "75bcd15", "seats": ["1A", "1B"]}
```

### WHEN RESERVATION FAIL

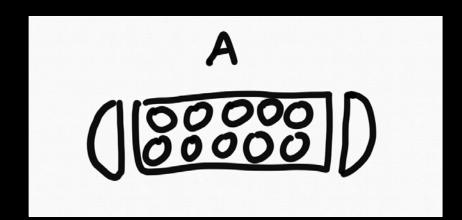
```
{"train_id": "1434-2017-06-07", "booking_reference": ("), "seats": ([])
```

# TIME TO ADD OUR FIRST ACCEPTANCE TESTS

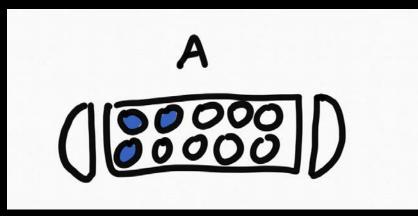
TEST #1

SIMPLE RESERVATION

## TEST #1 - SIMPLE RESERVATION





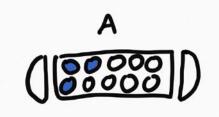


I WANT 3 SEATS

## TEST #1 - SIMPLE RESERVATION

#### EXPECTED RESULT

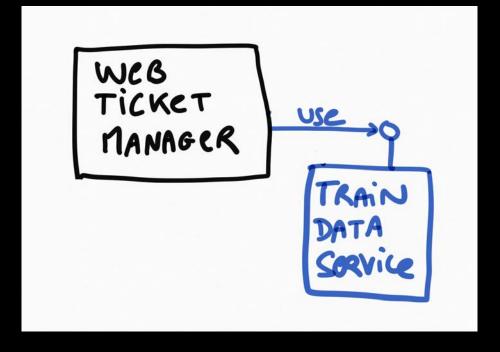
```
{"train_id": "9043-2017-06-07", "booking_reference": "75bcd15", "seats": ["1A", "2A", "3A"]}
```



## WE NEED SOMETHING TO BE STUBBED!







## HOW HASSAN-CEHEF PROVIDES TRAIN TOPOLOGIES

```
{"seats": {"1A": {"booking_reference": "", "seat_number": "1", "coach": "A"}, "2A": {"booking_reference": "", "seat_number": "2", "coach": "A"}}}
```

# HOW HASSAN-CEHEF PROVIDES BOOKING PEFERENCES

You can use this service to get a unique booking reference. Make a GET request to:

http://localhost:8082/booking\_reference

This will return a string that looks a bit like this:

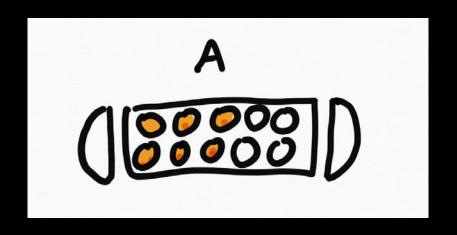
75bcd15



TEST #2

THIS TRAIN IS FULL...

# TEST #2 - THIS TRAIN IS FULL





CAN'T EXCEED

70 PERCENT OF TRAIN

CAPACITY!

I WANT 2 SEATS

# TEST #2 - THIS TRAIN IS FULL

CAN'T EXCEED

70 PERCENT OF TRAIN

CAPACITY!

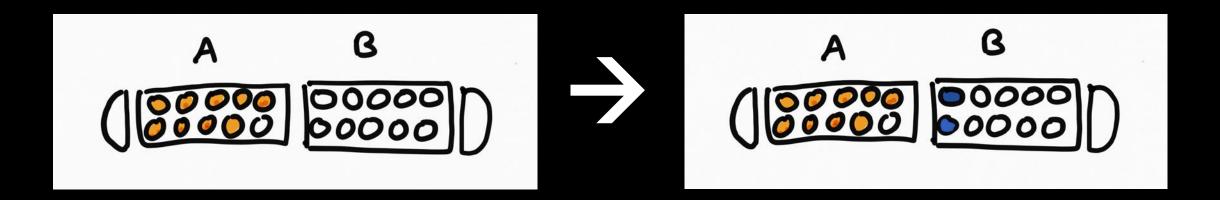
{"train\_id": "1434-2017-06-07", "booking\_reference": ("), "seats": ([))



TEST #3

# ALL SEATS IN THE SAME COACH PLEASE!

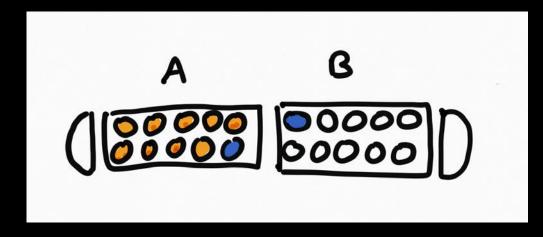
## TEST #3 - SAME COACH PLEASE!

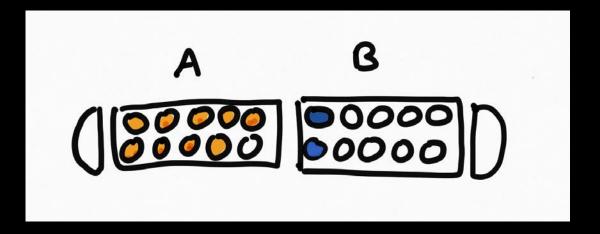


I WANT 2 SEATS

HOUSTON?

## TEST #3 - SAME COACH PLEASE!



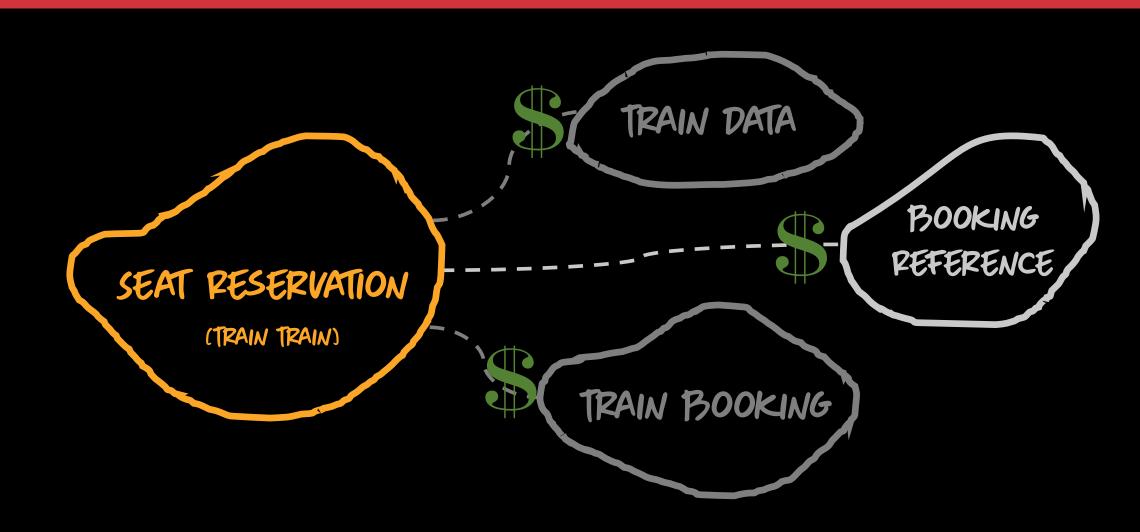


WHAT WE HAVE ...

WHAT WE SHOULD HAVE

#### EXTRA FEES? THAT MAKES SENSE...

#### EXTRA FEES? THAT MAKES SENSE ...



# FIX THAT BUG?

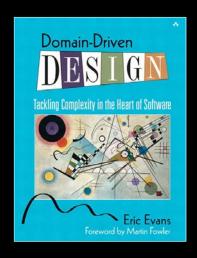
OR

ADD THE FEATURE?

# 15 MINUTES PAUSE NEXT: DDD

### EPISODE2:

# WHERE IS THE DOMAIN?!?



# PEMEMBER THE BUG?



### CLASS A CLASS B

	•••••
••••	
••	

CLASS A		CLASS F
	EXTRACT CODE	

•••••

• • • • • • • • •

#### CLASS B CLASS A

 METHOD EXTRACTED	

•••••

### CLASS A

•••••	
	••••••

### CLASS B

••	
	•••••

MOVE METHOD

### CLASS A

# ....

### CLASS B

•	•	•	•	•	•	
•	•	•	•	•	•	
•	•	•	•	•	•	
•	•		•	•	•	
•	•			•	•	
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METHOD MOVED

CLASS A	CLASS B
••	

### LET'S ZOOM 1 SECOND

ENTTY
OR
VALUE TYPE?

# ENTITY

HAVE IDENTITY AND LIFECYCLE
MUTABLE
IDENTIFIER EQUALITY

# VALUE TYPE

NO IDENTITY
IMMUTABLE
EQUALITY BY PROPERTIES

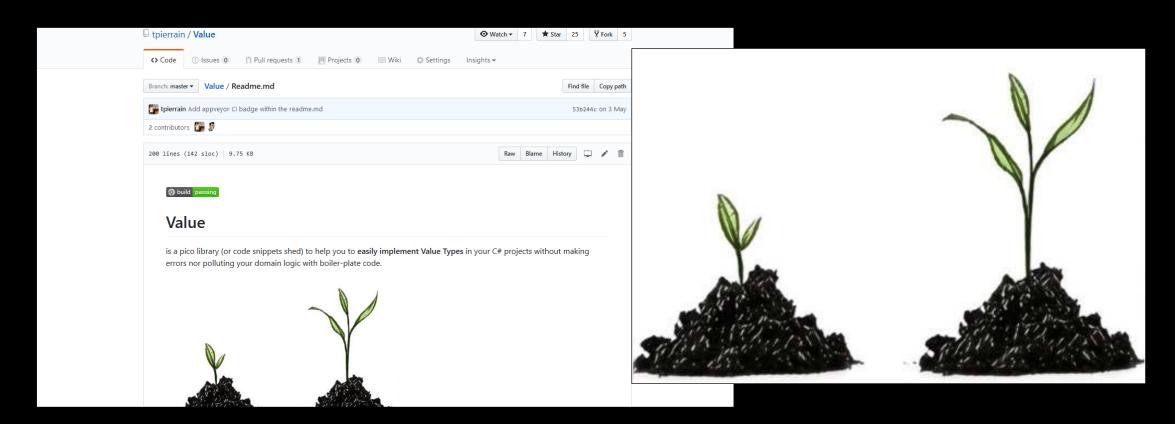
ENTITY

HAVE IDENTITY AND LIFECYCLE
MUTABLE
IDENTIFIER EQUALITY

VALUE TYPE

NO IDENTITY
IMMUTABLE
EQUALITY BY PROPERTIES

### VALUE TYPES POWERED BY "VALUE"



# CLOSURE OF OPERATION

AN OPERATION WHOSE RETURN TYPE IS THE SAME AS THE TYPE OF ITS IMPLEMENTER

E.g.: Coach otherCoach = coach.AddSeat(seat);

# CLOSURE OF OPERATION

DO YOU SEE THE BENEFITS?

### CLOSURE OF OPERATION

FOSTER IMMUTABILITY

PEDUCE COUPLING

( EASIER TO "MOVE" CODE )

Here, the Coach type stands by itself

# AGGREGATE

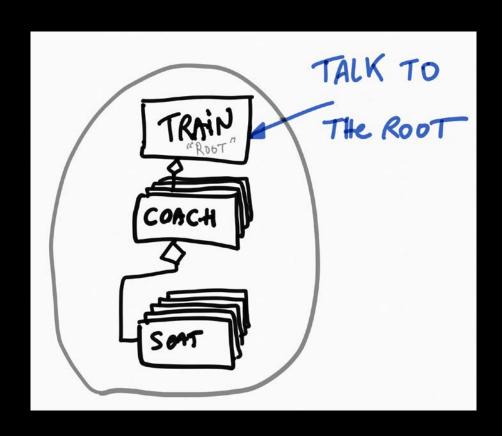
COLLECTION OF ENTITIES AND VALUE TYPES
TREATED AS A CONCEPTUAL WHOLE

# AGGREGATES IN HERE?

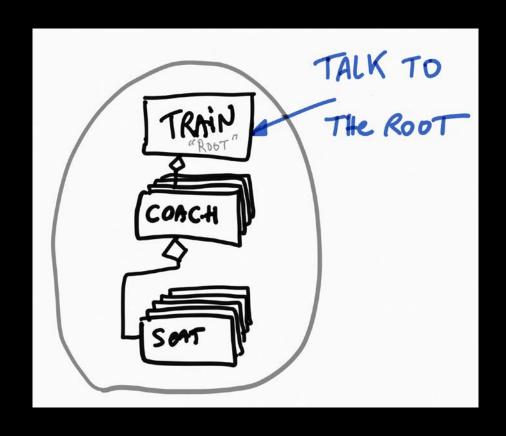
IS COACH AN AGGREGATE?

NO. NOT YET!

AGGREGATES NEEDS INVARIANTS

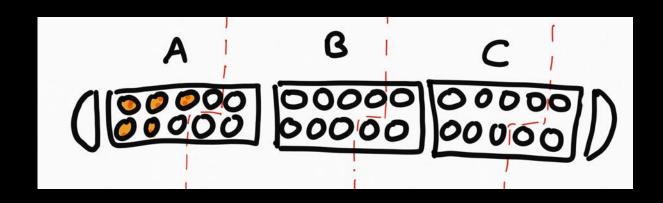


THINK ABOUT IT:
TRAIN, COACH AND SEAT
MAY ALL BE VALUE TYPES
HERE ( IMMUTABLE )



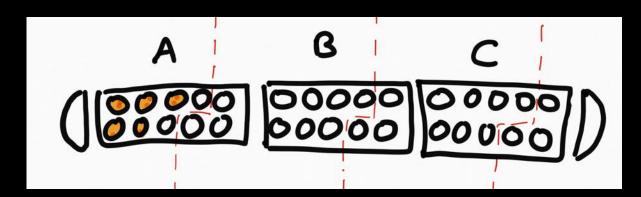


### TEST #4 - IDEALLY, NO MORE THAN 70% OF COACH

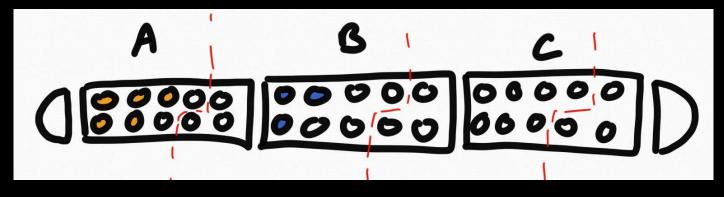


I WANT 3 SEATS

### TEST #4 - IDEALLY, NO MORE THAN 70% OF COACH

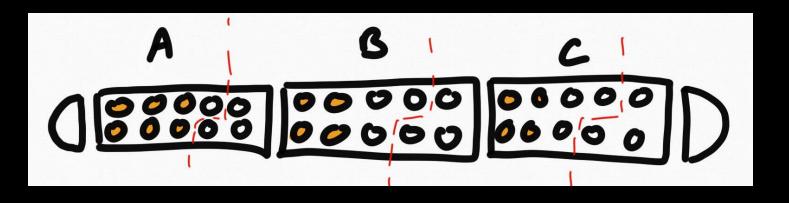


I WANT 3 SEATS



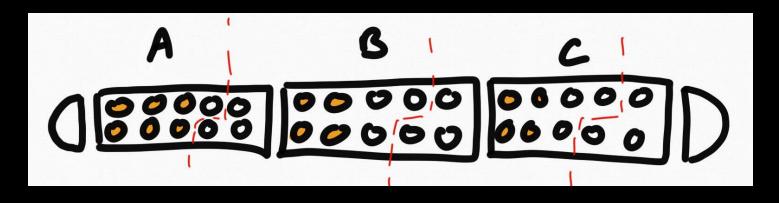


### TEST #5 -NON IDEAL CASE



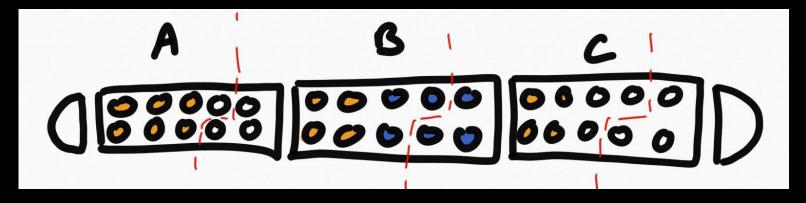
I WANT 6 SEATS

### TEST #5 -NON IDEAL CASE



I WANT 6 SEATS





# MISSION ACCOMPLISHED; -)

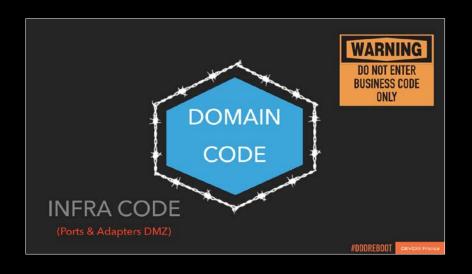
#### TRAIN-TRAIN

## 15 MINUTES PAUSE NEXT: HEXAGONAL ARCHITECTURE

#### TRAIN-TRAIN

#### EPISODE3:

## HEXAGONAL ARCHITECTURE FTW!



## HEXAGONAL ARCHITECTURE?

## ALISTAIR COCKBURN



#### MANY BENEFITS

## HEXAGONAL ARCHITECTURE

EMBRACE CHANGE PROTECT YOUR DOMAIN CODE ENFORCE TESTABILITY

#### MANY BENEFITS

## HEXAGONAL ARCHITECTURE

TODAY >>> PROTECT YOUR DOMAIN CODE « TODAY ENFORCE TESTABILITY

HOW?





(HTTP, Db, MoM,...)



DO NOT ENTER
BUSINESS CODE
ONLY

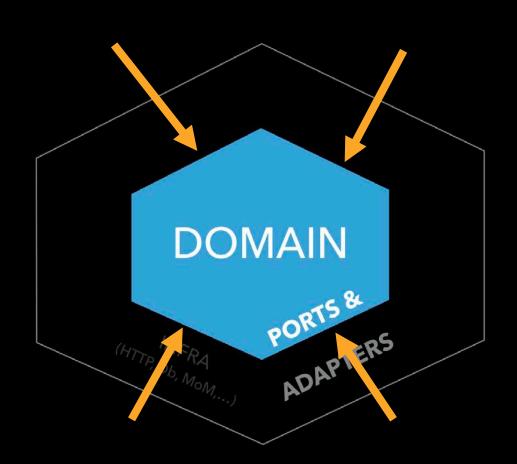
(Adapters DMZ)



DO NOT ENTER
BUSINESS CODE
ONLY

>> playground <<

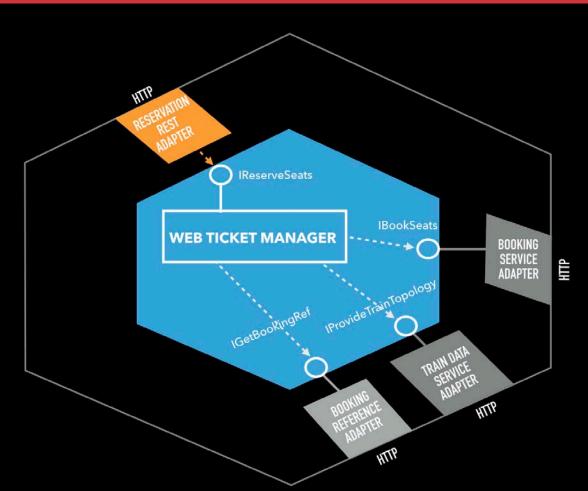
DEPENDENCIES ALWAYS TOWARD THE INSIDE



DIP PRINCIPLE

"CONFIGURABLE DEPENDENCIES"







# PORTS AND ADAPTERS TO GO IN TO GO OUT

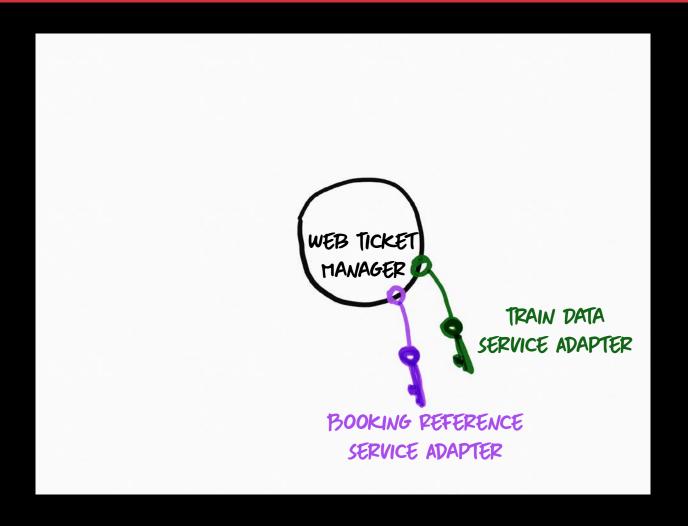
### A 3 STEPS INITIALIZATION

THE "KEY RING" METAPHOR

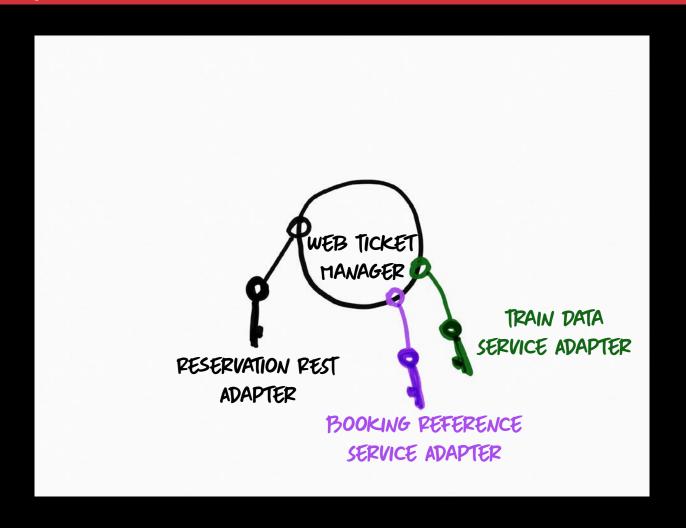
1. INSTANTIATE THE
"I NEED TO GO
OUT" ADAPTERS



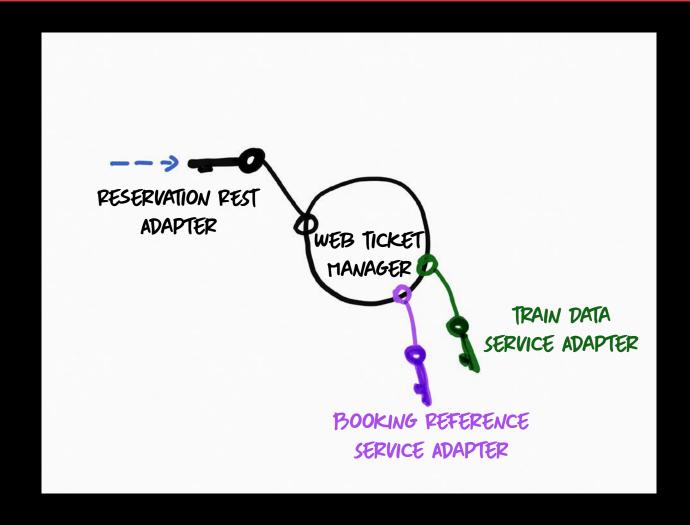
2. INSTANTIATE THE HEXAGON



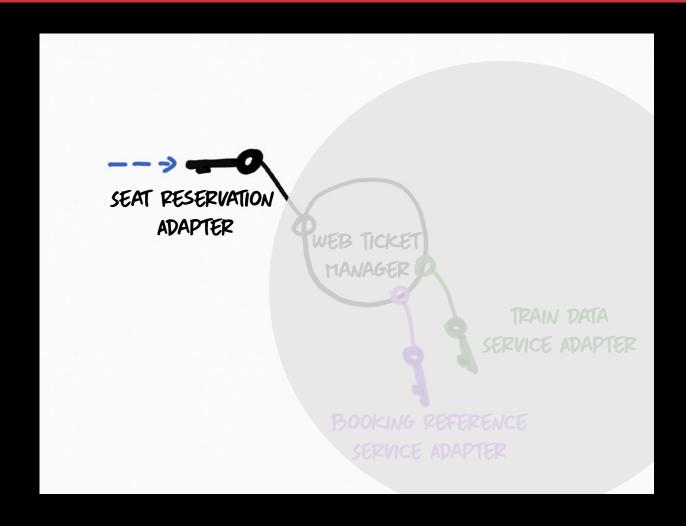
3. INSTANTIATE THE
"I NEED TO ENTER"
ADAPTERS



ALL YOU KEEP IN "YOUR HAND"



ALL YOU KEEP IN "YOUR HAND"



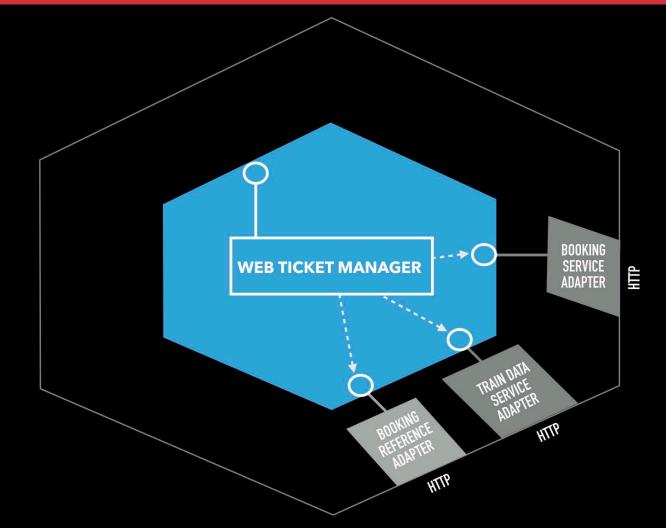
## TO PUT IT DIFFERENTLY...

#### A 3 STEPS INITIALIZATION

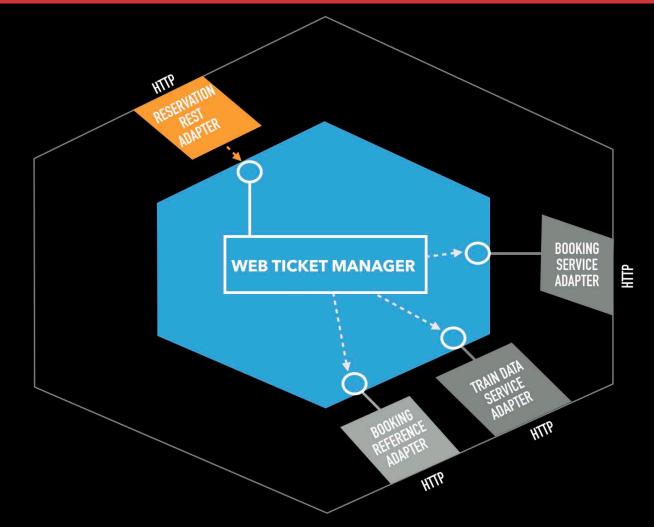
1. INSTANTIATE THE
"I NEED TO GO
OUT" ADAPTERS



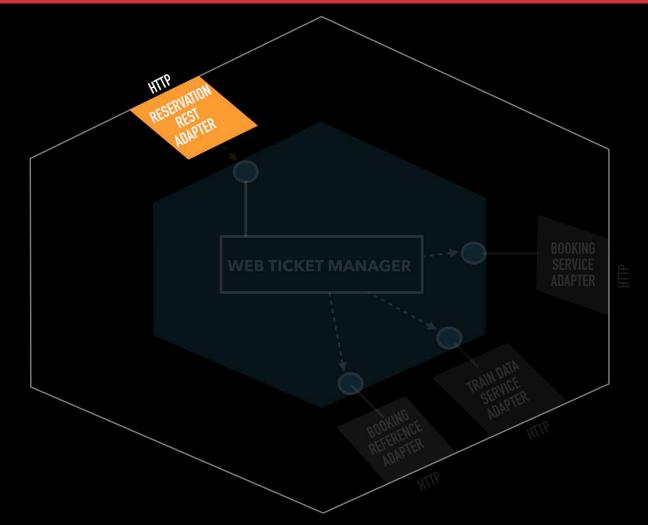
#### 2. INSTANTIATE THE HEXAGON



3. INSTANTIATE THE
"I NEED TO ENTER"
ADAPTERS



ALL YOU KEEP IN "YOUR HAND"



LET'S DO IT!

## WRAP-UP

#### FROM WEB TICKET MANAGER TO SEAT PESERVATION SERVICE

```
    Total Control Control
    Total Control
```





#### FROM WEB TICKET MANAGER TO SEAT PESERVATION SERVICE

```
public async Task<Reservation> Reserve(string trainId, int seatsRequestedCount)
    Train train = await _trainDataService.GetTrain(trainId);
    if (train.DoesNotExceedTrainCapacityLimit(seatsRequestedCount))
        ReservationAttempt reservationAttempt = train.BuildReservationAttempt(trainId, seatsRequestedCount);
        if (reservationAttempt.IsFulfilled)
            var bookingRef = await bookingReferenceService.GetBookingReference();
            reservationAttempt.AssignBookingReference(bookingRef);
            await _trainDataService.BookSeats(reservationAttempt);
            Reservation reservation = reservationAttempt.Confirm();
            return reservation;
    return new ReservationFailed(trainId, seatsRequestedCount);
```



#### UBIQUITOUS LANGUAGE IN DA HOUSE

```
public async Task Reservation: Reserve(string trainId, int seatsRequestedCount)
    Train train = await trainDataService.GetTrain(trainId);
    if (train.DoesNotExceedTrainCapacityLimit(seatsRequestedCount))
        ReservationAttempt reservationAttempt = train.BuildReservationAttempt(trainId, seatsRequestedCount);
        if (reservationAttempt.IsFulfilled
            var bookingRef = await bookingReferenceService.GetBookingReference();
            reservationAttempt AssignBookingReference(bookingRef);
            await _trainDataService BookSeats(reservationAttempt);
            Reservation reservation = reservationAttempt Confirm();
            return reservation;
    return new ReservationFailed(trainId, seatsRequestedCount);
```

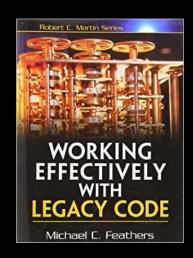
#### UBIQUITOUS LANGUAGE IN DA HOUSE

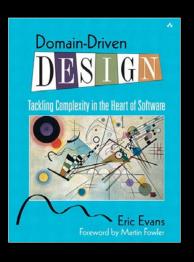
```
public async Task
Reserve(string trainId, int seatsRequestedCount)
    Train train = await trainDataService.GetTrain(trainId);
      (train.DoesNotExceedTrainCapacityLimit(seatsRequestedCount))
       ReservationAttempt reservationAttempt = train.BuildReservationAttempt(trainId, seatsRequestedCount);
       if (reservationAttempt.IsFulfilled
           var bookingRef = await bookingReferenceService.GetBookingReference();
           reservationAttempt AssignBookingReference(bookingRef);
           await _trainDataService BookSeats(reservationAttempt);
                                                                                        ndepend
           Reservation reservation = reservationAttempt Confirm();
           return reservation;
                                                                                         SOON!
   return new ReservationFailed(trainId, seatsRequestedCount);
```

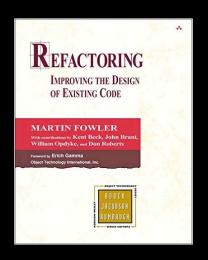
## FINAL WRAP-UP

# FOCUS ON, HIGHLIGHT AND PROTECT THE BUSINESS VALUE IN YOUR CODE!

#### AND THE WINNERS ARE ...













LET'S CONTINUE TO CHAT ON TWITTER

## THAT'S ALL FOLKS, THANKS!