

Domain Events and Anti-Corruption Layers

Decoupling the Domain Model's Communications

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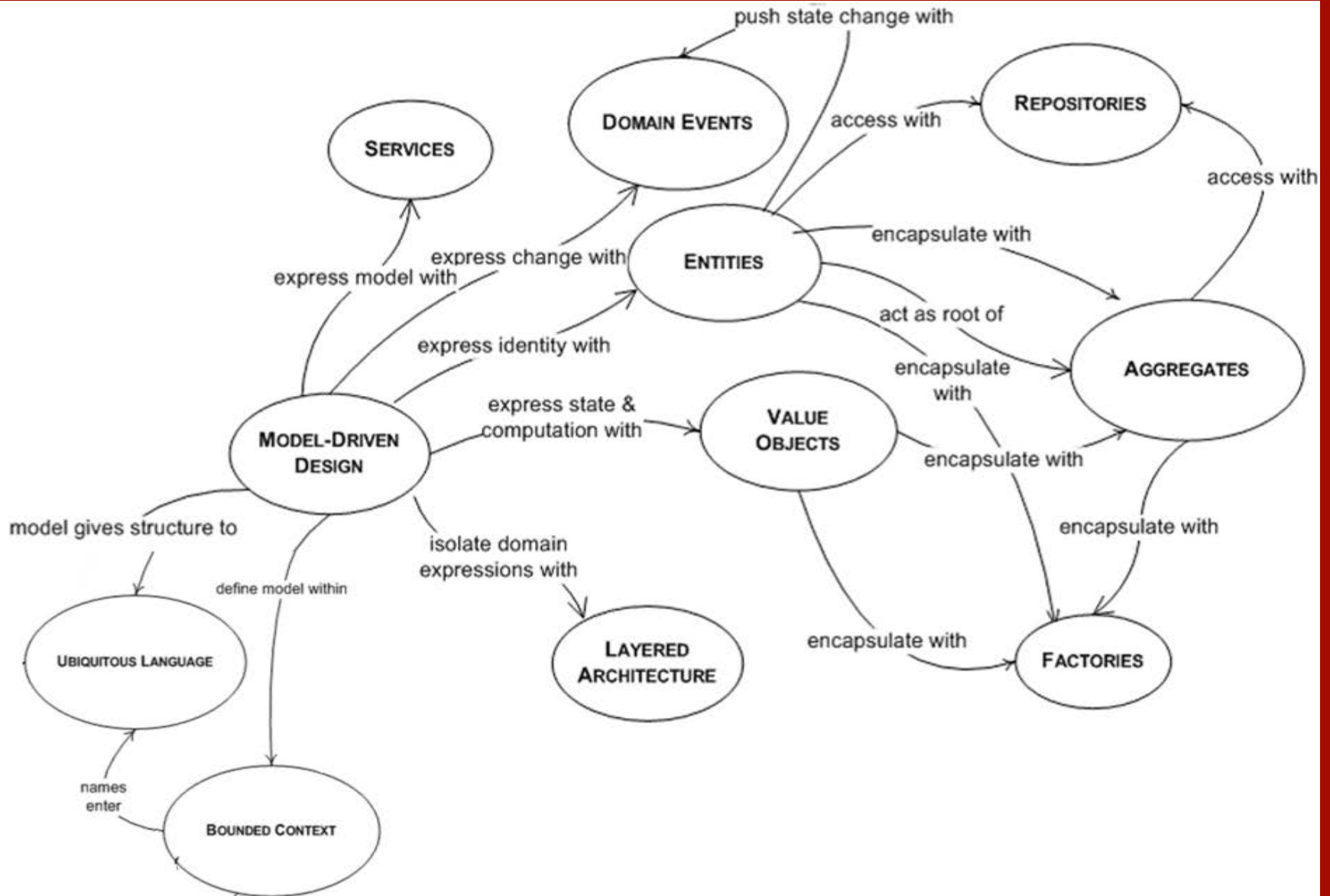
In This Module

- **Domain Events**
- **Anti-Corruption Layers**

Domain Events

**BREAKING
NEWS ALERT**

Domain Events



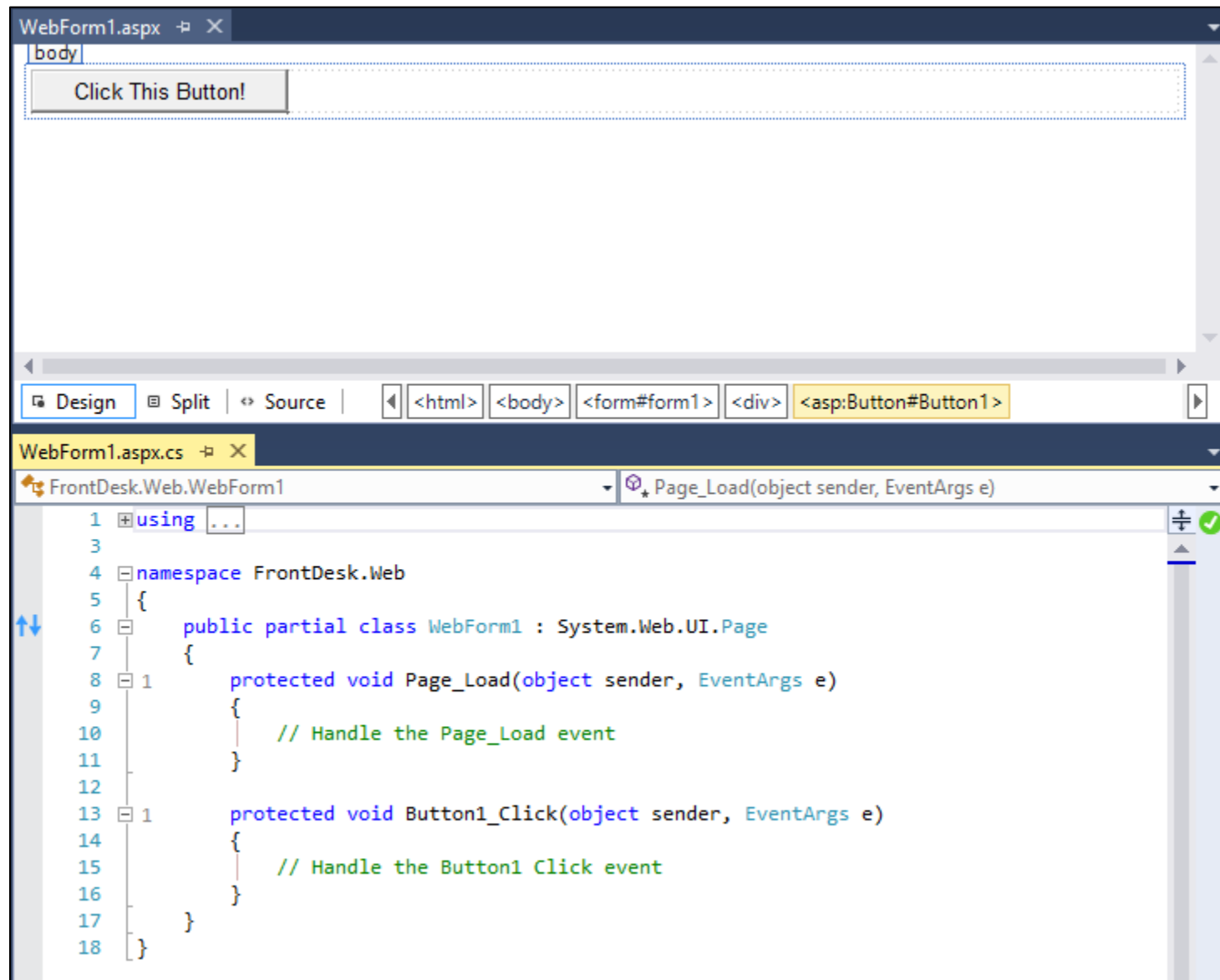
“

Use a **Domain Event** to capture an occurrence of something that happened in the domain.

”

— Vaughn Vernon
Implementing Domain-Driven Design

Familiar Events



Domain Event **Pointers**

- “**When** this happens, **then** something else should happen.”
 - Also listen for:
 - “If that happens...”
 - “Notify the user when...” or “Inform the user if...”
- Domain events represent the **past**
- Typically they are **immutable**

Domain Event Examples



User
Authenticated



Appointment
Confirmed



Payment
Received

Designing Domain Events

- Each event is its own class
- Include when the event took place

```
public interface IDomainEvent
{
    DateTime DateTimeOccurred {get;}
}
```

- Capture event-specific details
 - What would you need to know to trigger this event again?
 - Consider including the identities of any aggregates involved in the event
- Event fields are initialized in constructor
- No behavior or side effects

Domain Events: First Look

Demo

Domain Events in our Application

Domain Event **Boundaries**

```
public class RelayAppointmentScheduledService : IHandle<AppointmentScheduledEvent>
{
    public void Handle(AppointmentScheduledEvent domainEvent)
    {
        dynamic newEvent = new
        {
            Start = domainEvent.AppointmentScheduled.TimeRange.Start,
            End = domainEvent.AppointmentScheduled.TimeRange.End,
            Client = "",
            Patient = "",
            AppointmentType = "",
            Doctor = ""
        };

        Fetch the Client name, Patient name, Appointment Type, and Doctor information

        Publish the newEvent to a message bus for other systems to consume
    }
}
```

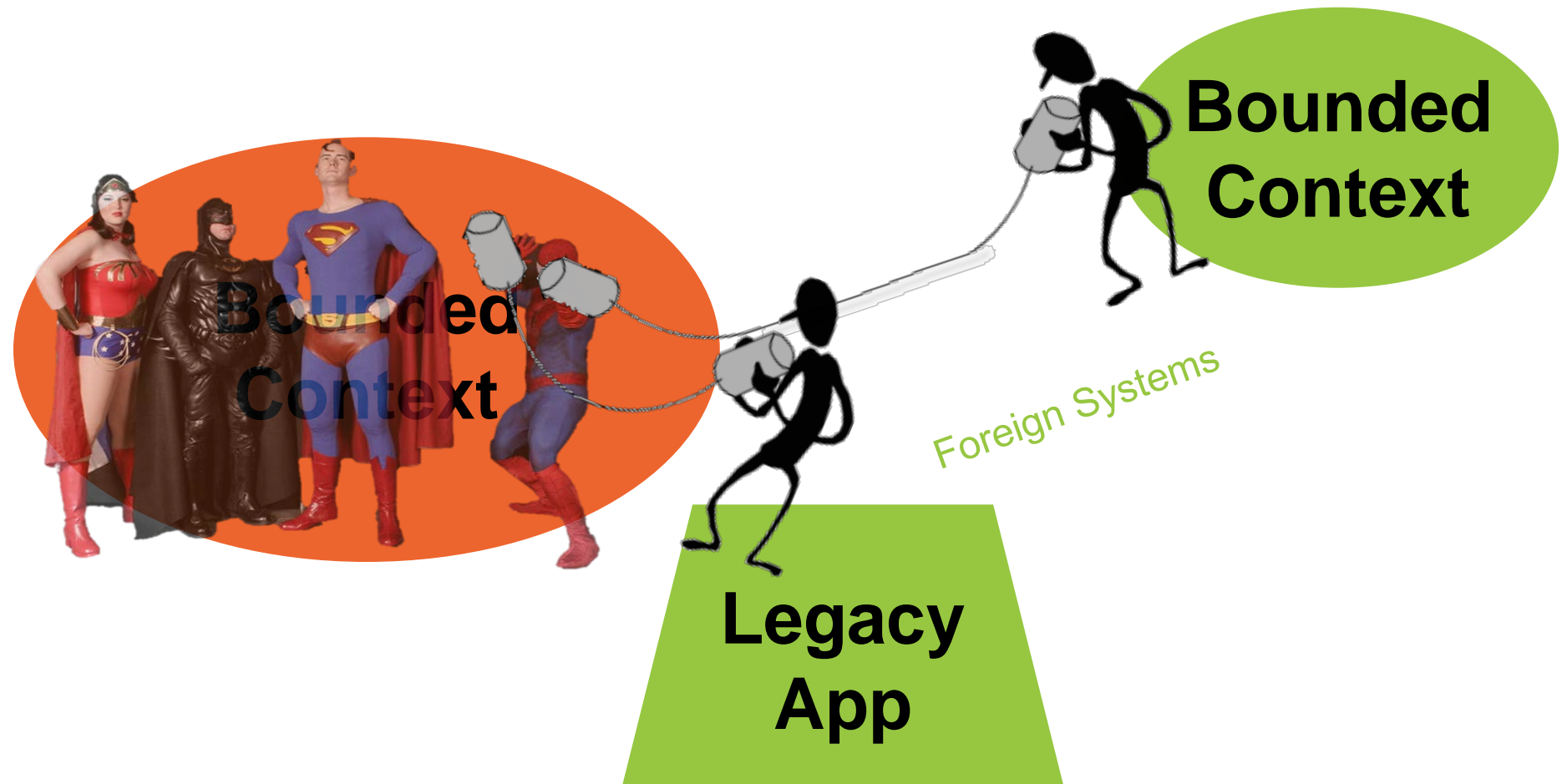
Anti-Corruption Layers





Anti-Corruption Layers

Insulate Bounded Contexts



Translate
between
foreign systems' models & our own

using

Design patterns, e.g. : Façade, Adapter
or **custom translation** classes or services

“

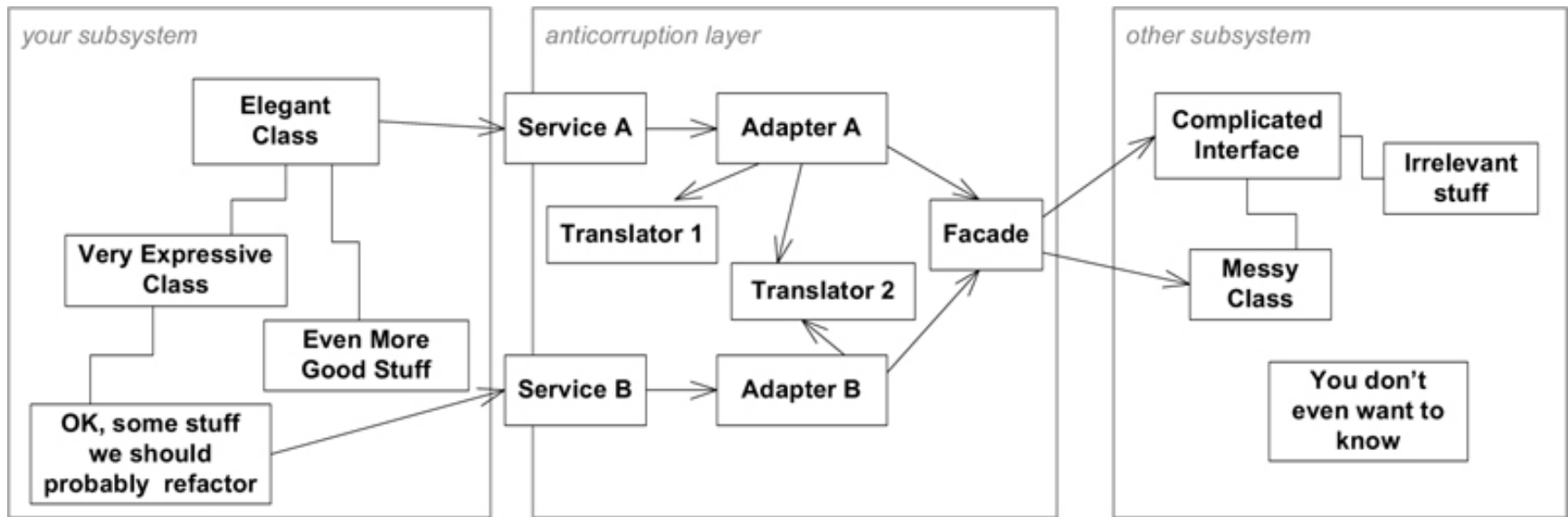
Even when the other system is well designed, it is not based on the *same* model as the client.

And often the other system is **not** well designed.

”

— Eric Evans
Domain-Driven Design

The structure of an Anti-Corruption Layer



Glossary of **Terms** from this Module

Domain Event

A class that captures the occurrence of an event in a domain object

Hollywood Principle

“Don’t call us, we’ll call you”

Inversion of Control (IOC)

A pattern for loosely coupling a dependent object with an object it will need at runtime

Anti-Corruption Layer

Functionality that insulates a bounded context and handles interaction with foreign systems or contexts

References

Books

Domain-Driven Design <http://amzn.to/1kstiRg>

Implementing Domain-Driven Design <http://amzn.to/1dgYRY3>

Web

“Getting Started with DDD when Surrounded by Legacy Systems II”

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Udi Dahan’s Domain Events: bit.ly/DomainEventsSalvation

On Pluralsight:

Entity Framework in the Enterprise – bit.ly/PS-EFEnterprise

SOLID Principles of OO Design - bit.ly/solid-smith

Introducing SignalR - bit.ly/IntroSignalR

Design Patterns Library - bit.ly/DesignPatternsLibrary (Façade, Adapter)

Inversion of Control - bit.ly/PluralsightIOC

Thanks!

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