



EXPLORE DDD
CONFERENCE

Bounded context is not enough!

github.com/BrewUp/DDD-Explore-2024



Disclaimer

The "Bounded context" is needed, but in our opinion is not just a business transactional boundary anymore. We must keep in consideration its evolution and the static coupling with the infrastructure.

Awful monolith

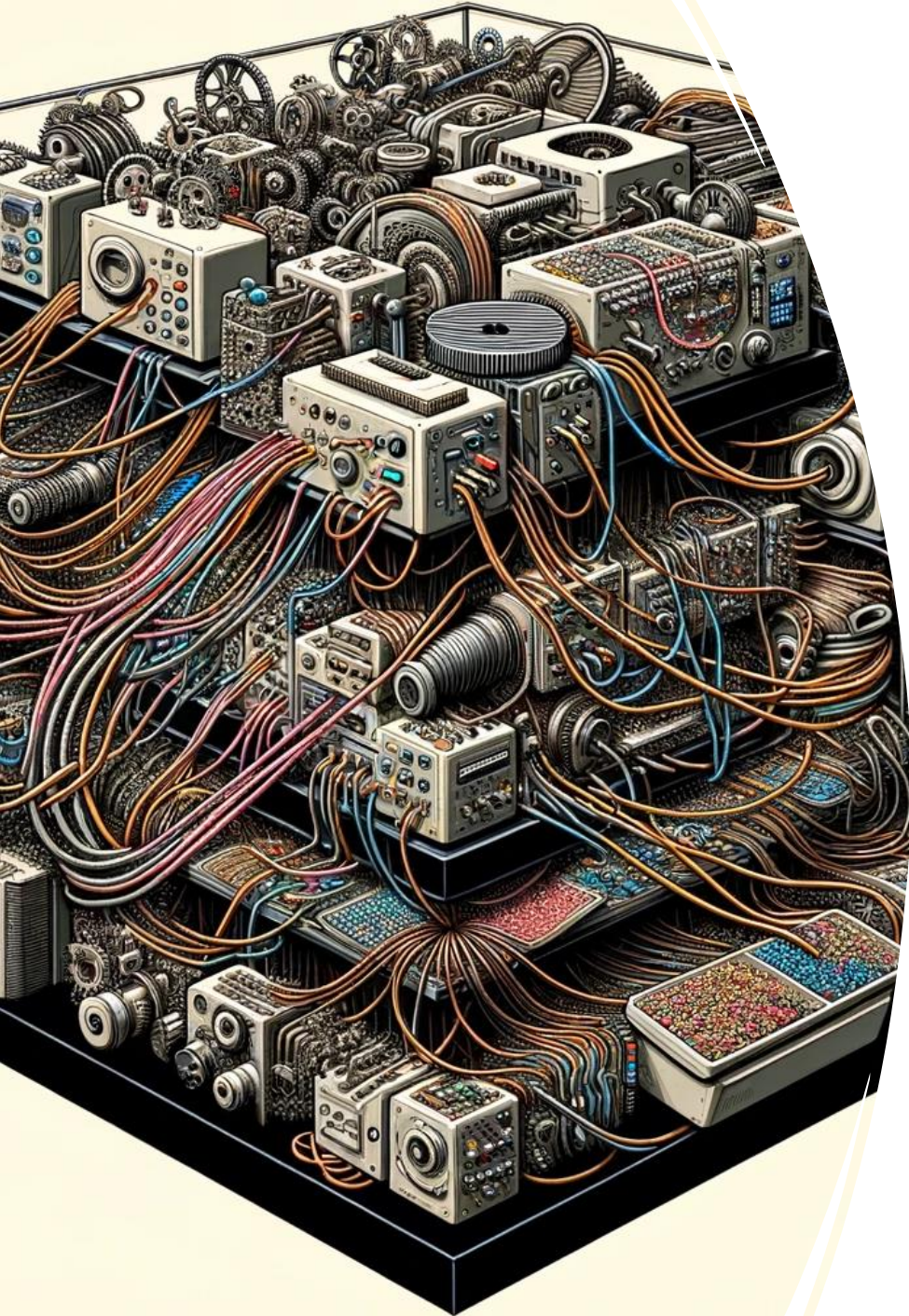
Show me the code





Big ball of mud

Lack of a clear architecture, leading to a system that is haphazardly structured and difficult to understand or modify.

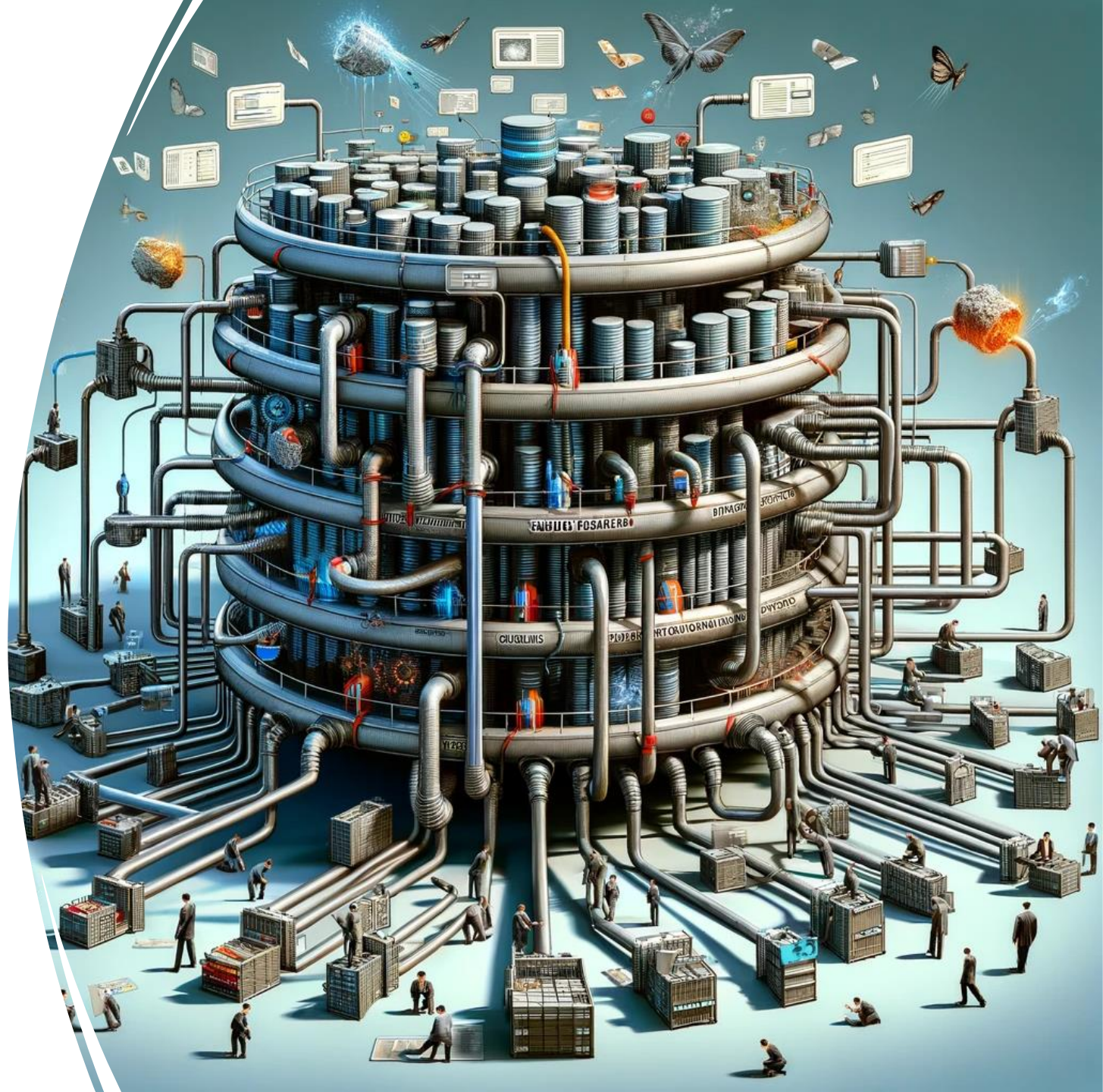


Lack of modularity

Failure to properly encapsulate different functionalities, leading to a system where changes in one module ripple through others.

Shared data model

Different modules or functionalities directly accessing and modifying a shared data model, leading to high risk of data corruption and conflicts.

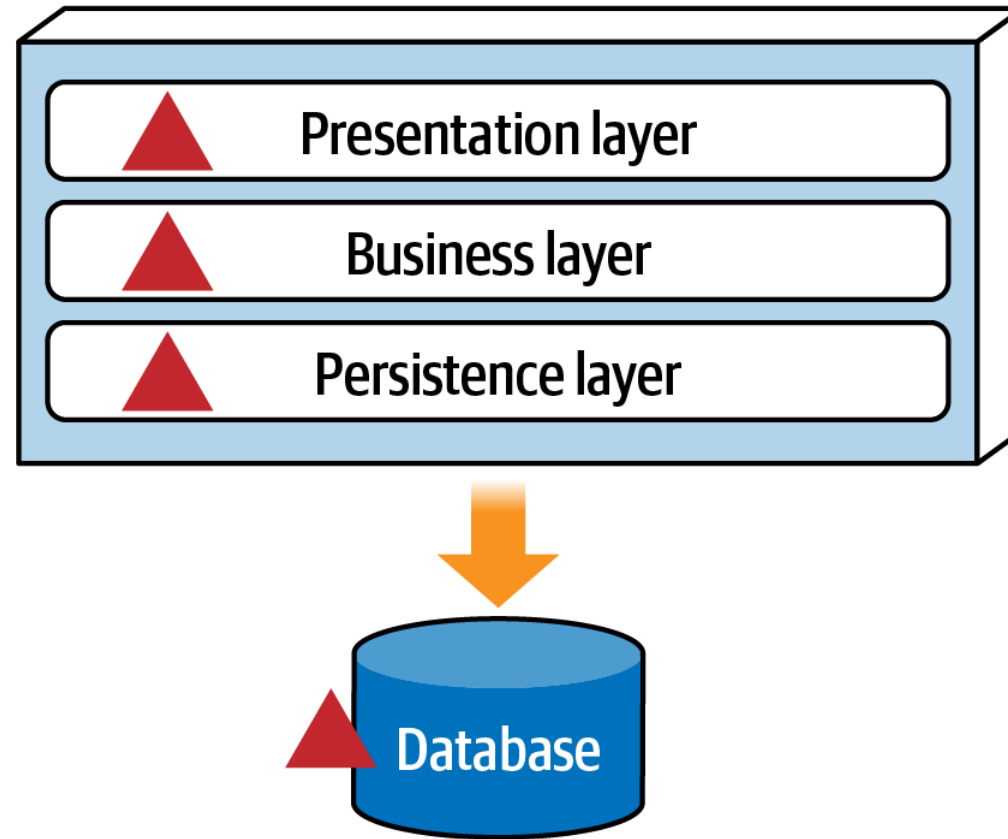




Monolithic database design

A single database for all application needs, creating a bottleneck and complicating any attempt to scale or separate concerns.

What is the impact of changes?



Application-level change scope
(Triangle represents where change occurs)

A photograph of a workspace. On the left, a brown mesh pen holder contains several pens and pencils. In the background, a laptop screen displays code in a dark-themed editor. The code includes comments in Italian and JavaScript/TypeScript logic for a rating prompt timer. The word 'Exercise' is overlaid in large white text on the screen.

Exercise

How can we evolve it?

“Developers are drawn to complexity, like moths to a flame, often with the same outcome” - Neal Ford



Architecture decisions

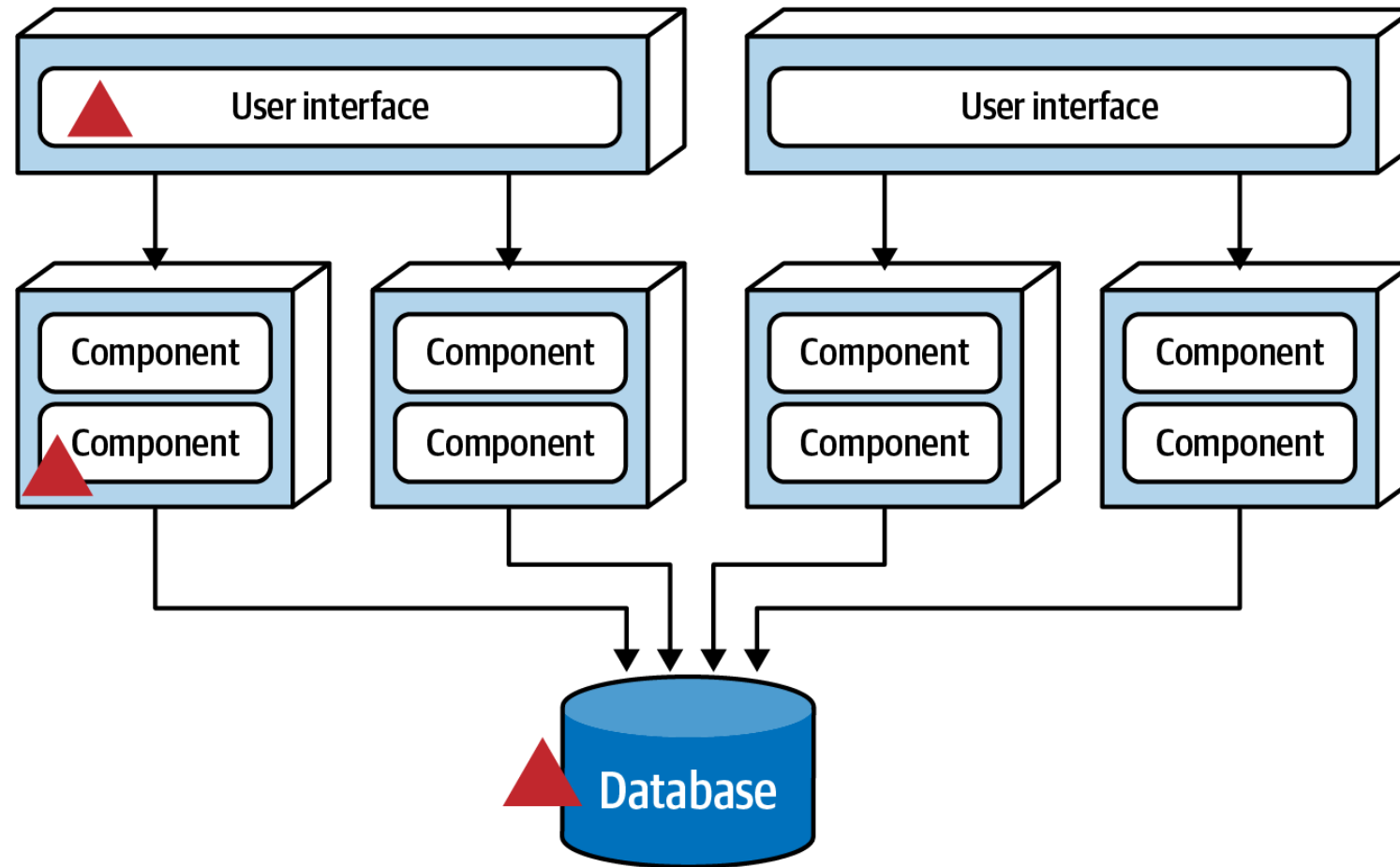
We must understand the principles/key concepts to make effective decisions

- **Service:** a cohesive collection of functionality deployed as an independent executable
- **Coupling:** a change in one service might require a change in another to maintain proper functionality
- **Component:** building block of the application that does some sort of business or infrastructure function (e.g.: namespace or package). For example, the component Order History might be implemented through a set of class files located in the namespace
- **Synchronous communication:** the caller wait for the response before proceeding
- **Asynchronous communication:** the caller does not wait for the response
- **Orchestrated coordination:** it includes a service that coordinate the workflow
- **Choreographed coordination:** it lacks an orchestrator
- **Atomicity:** A workflow is atomic if all parts maintain a consistent state at all times (the opposite is eventual consistency)
- **Contract:** the interface between two software parts

Modular (good) monolith

Show me the code

What is the impact of changes?

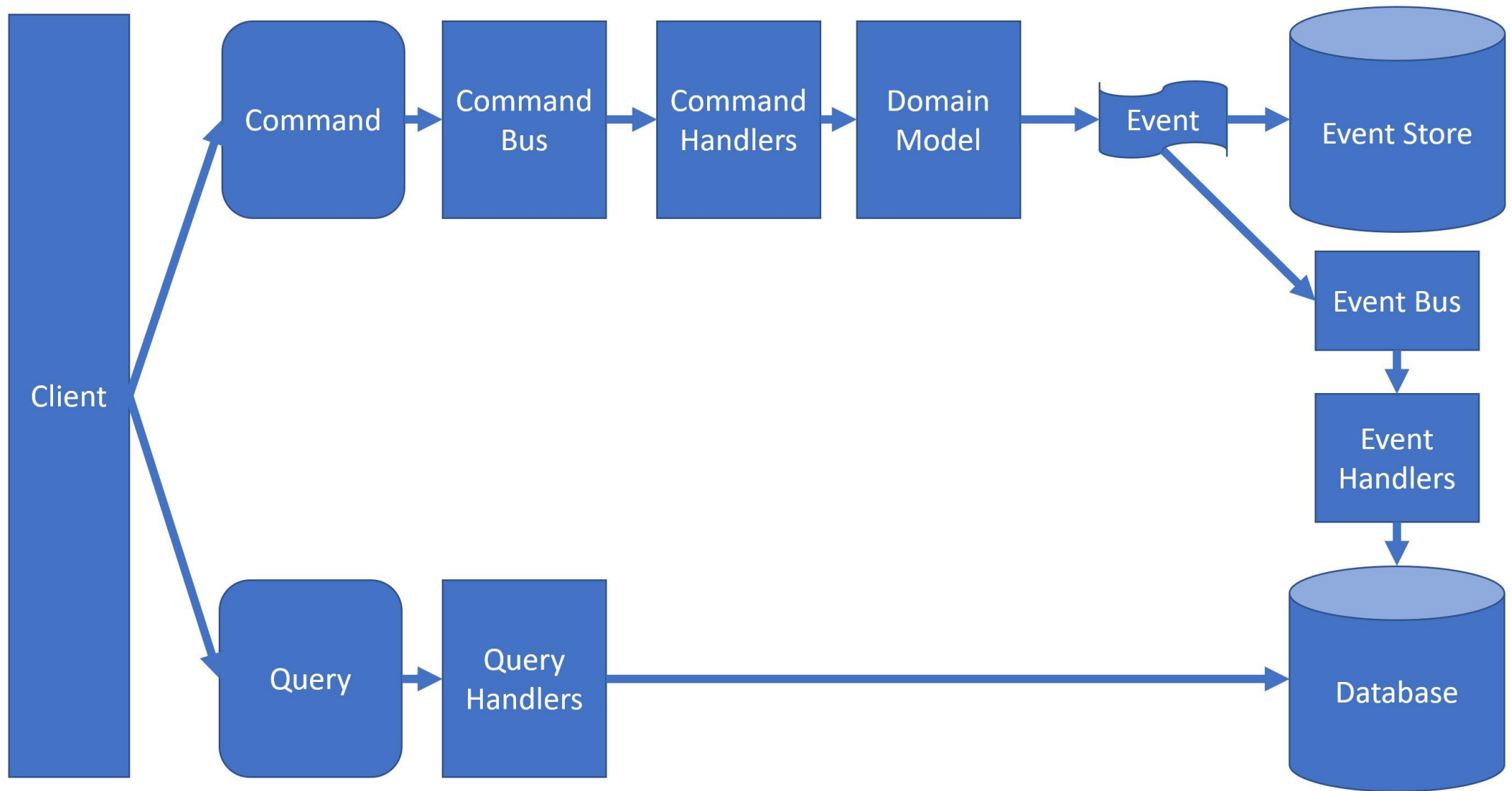


Domain-level change scope
(Triangle represents where change occurs)

What we are missing?

What we can add to make modules fully independent?

CQRS+ES



A close-up, slightly blurred photograph of a workspace. On the left, a brown mesh pen holder is filled with several pens and pencils. In the background, a laptop screen displays a code editor with syntax-highlighted code. The code appears to be in JavaScript or a similar language, featuring comments and function calls like 'ratingPromptCheck()' and 'displayRatingPrompt()'. The overall lighting is dim, creating a focused, professional atmosphere.

Exercise

Let's work together with some live coding

Modular monolith with events

Show me the code

Fitness functions

The book «Building Evolutionary Architectures» defined the concept of an architectural fitness function

“any mechanism that performs an objective integrity assessment of some architecture characteristics or combination of architecture characteristics.”

Given, When, Then

- The essential idea is to divide a scenario into three sections:
- **Given**: describes the state of the aggregate before sending the command. A kind of prerequisite of 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.

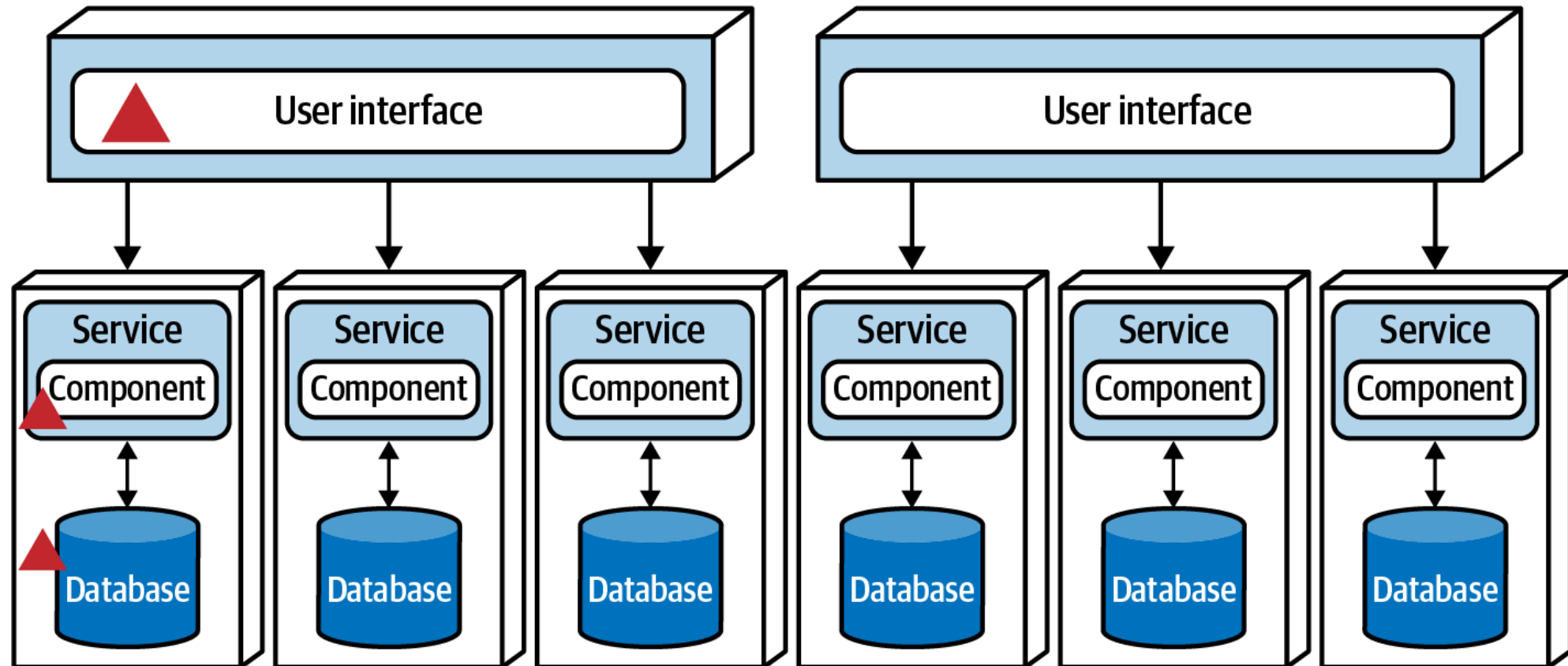


The background of the slide is a photograph of three vertical banners hanging across a street. Each banner has the text 'NOTHING CAN SEPARATE US' in a stylized, blocky font. The banners are colored in shades of blue, red, and yellow. The text is white and blue. The banners are hanging from a wire. The background is a clear blue sky. The banners are the central focus of the image.

Microservices

Show me the code

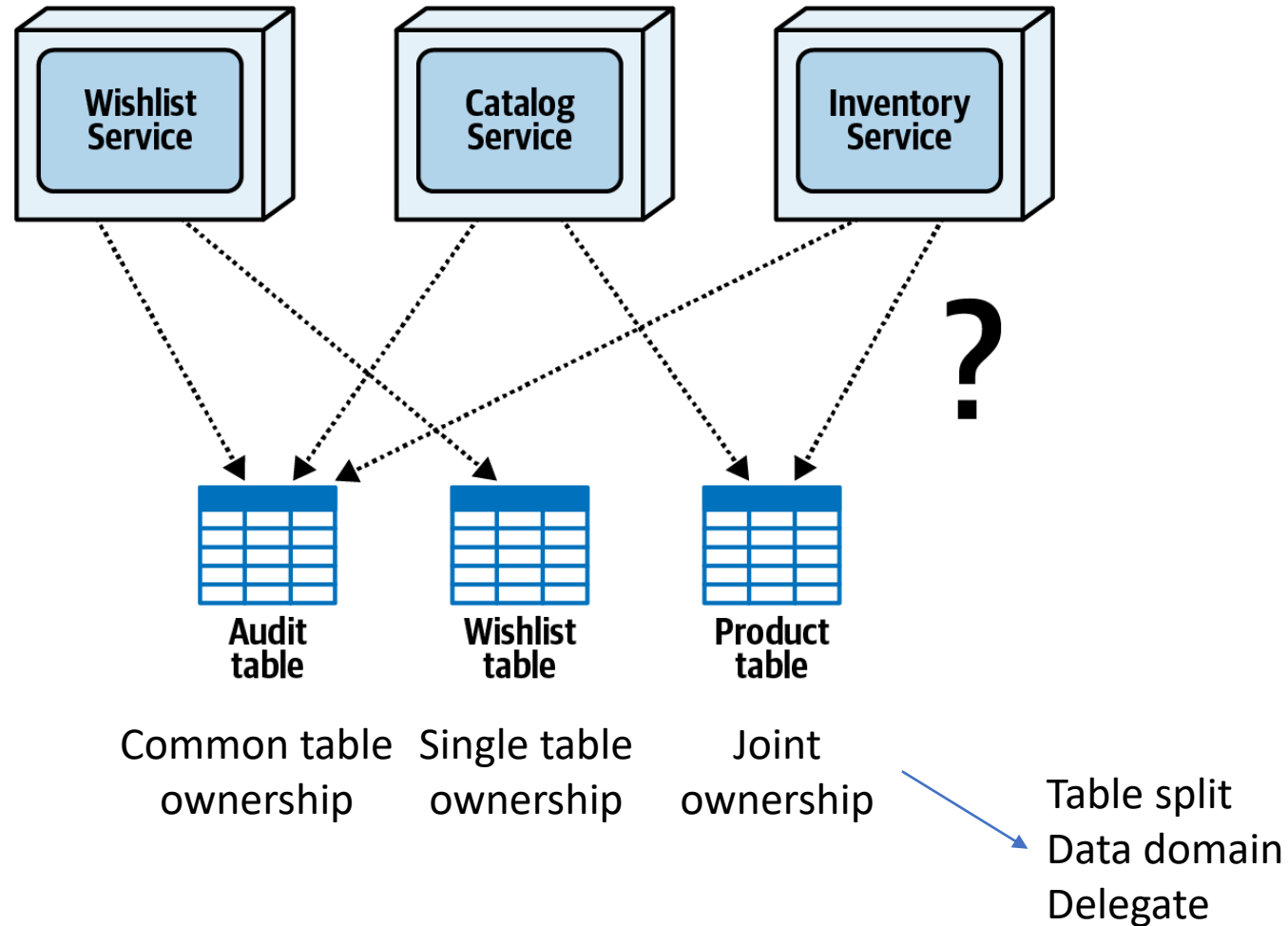
What is the impact of changes?



Function-level change scope

(Triangle represents where change occurs)

Well...How do I split my monolithic DB?



“Software architecture it's abstract by nature and we must ground it with some implementation details to make it concrete”

Architecture quantum | quanta

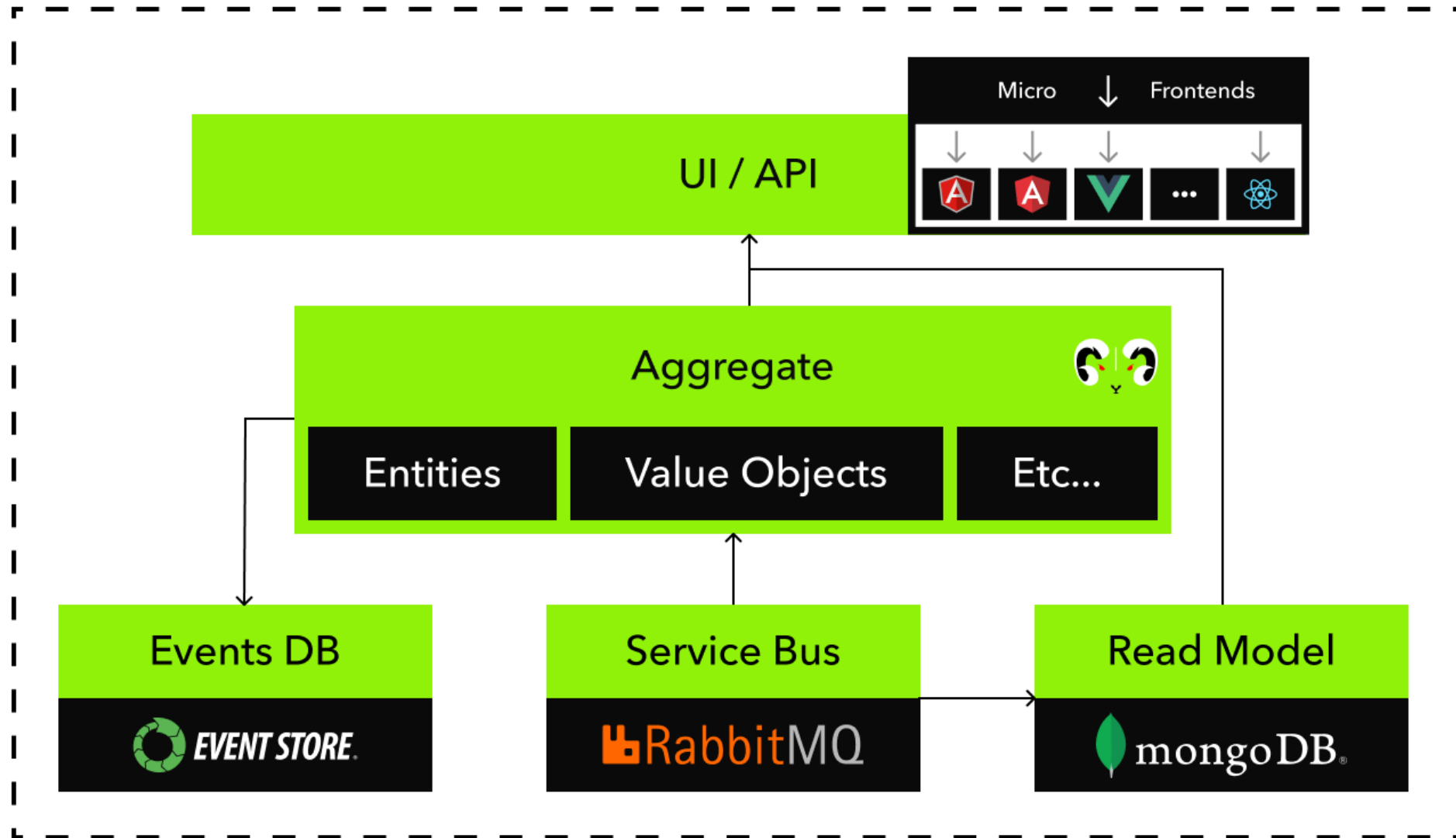
An architecture quantum measures several aspects of both topology and behavior in software architecture related to how parts connect and communicate with one another.

It is an independently deployable artifact with high functional cohesion, high static coupling, and synchronous dynamic coupling.

Bounded context is not enough

- Transactional boundary is not enough as a concept.
- We have to keep in consideration static and dynamic coupling of our components (e.g. DB, service bus, event store, etc.).
- We like to see it as «components cohesion» like the concept of functional cohesion

Components Cohesion / Quantum Arch.



Last responsibility moment

«Delay decisions as long as you can, but not longer. Maximize the information you have. Minimize technical debt from complexity.»

Postel's law or Robustness principle

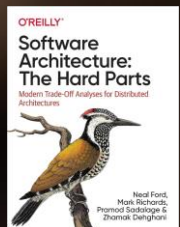
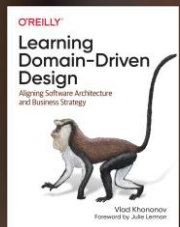
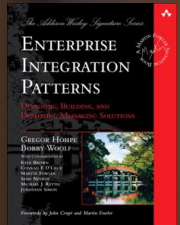
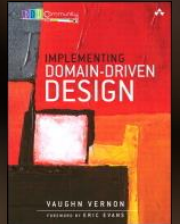
*“Be conservative in what you do, be liberal in what you accept from others”
Only validate what you need*

Trade-off everywhere

*«Don't try to find the best design in software architecture.
Instead, strive for the least worst combination of trade-offs»*

Bibliography

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Thank
You

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