

Building Rich Domain Models with DDD and TDD

Ivan Paulovich

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Ivan Paulovich

Developer



30+ Microsoft Certifications

paulovich.net

@ivanpaulovich 

Betsson Wallet Team

- Seniors Developers
 - Agile Team
 - Business Oriented
 - .NET – SQL Server – Angular
-
- Stockholm Office
 - We are hiring!



How to shoot yourself in the foot:

1. Design your application starting from the data model.
2. Create your domain model by reverse engineering.
3. Pretend that you're doing TDD and start testing your domain classes.
 - Particularly getters and setters.
4. Now start testing the logic with Integration Tests and get stuck by test data and related issues.
5. Declare that TDD provides no benefit and only slows you down.
6. Comment tests in your Continuous Integration proccess.
7. Keep on whining.

Alberto Brandolini

DDD

Tiny Domain Objects

Explorating Code

Frequent Rewriting

Quick Feedback

Self Explanatory Coding

TDD

Focus on Unit Tests

Frequent Short Cycles

Freedom to Change

A Customer Entity with Primitive Obsession...

```
public class Customer : IEntity
{
    public int Id { get; set; }
    public string FirstName { get; set; }
    public string LastName { get; set; }
    public string Personnummer { get; set; }
    public string Email { get; set; }
    public string MobilePhoneNumber { get; set; }
}
```

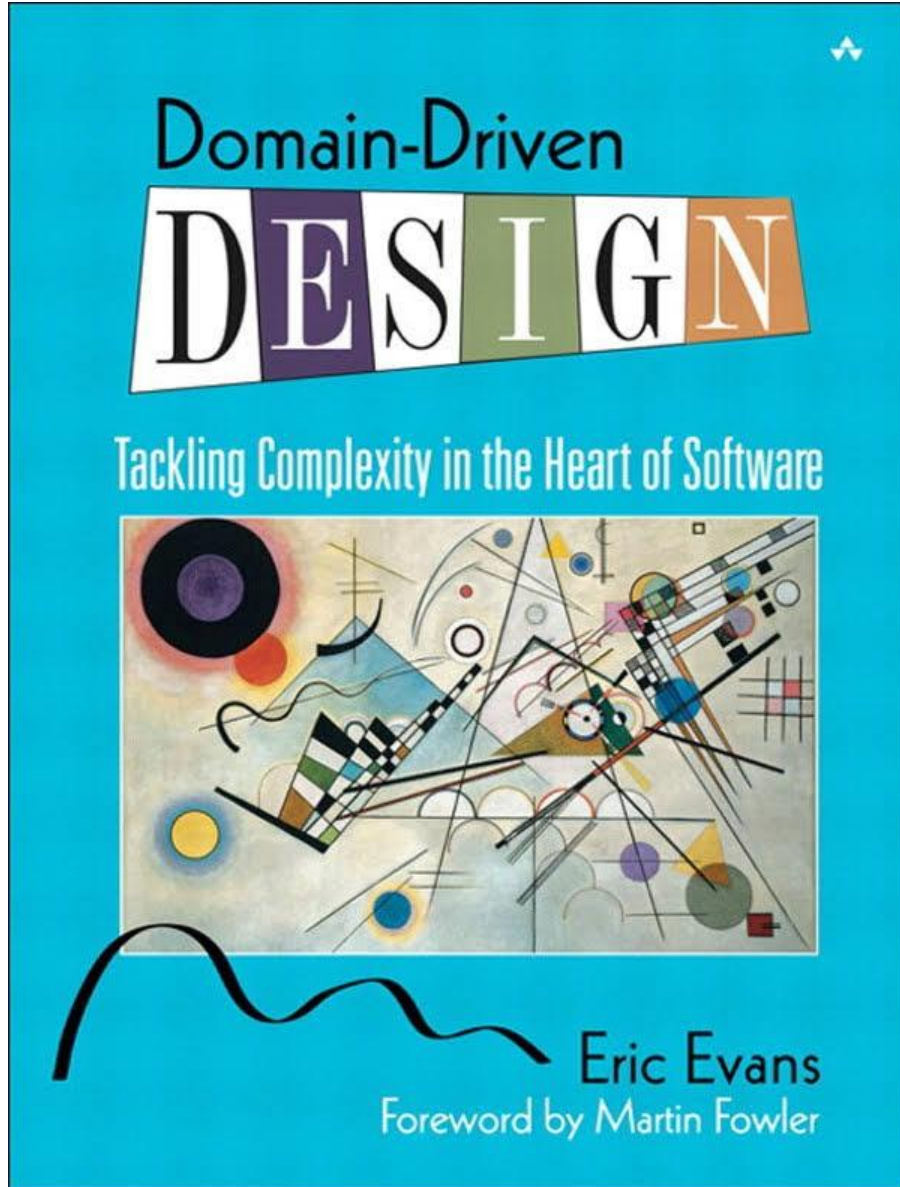

Leads to Services Like..

```
public class RegisterCustomerUseCase
{
    public RegisterOutput Execute(
        string firstName,
        string lastName,
        string personnummer,
        string email,
        string mobilePhoneNumber)
    { ... }
}
```

Leads to Services Like..

```
public class RegisterCustomerUseCase
{
    public RegisterOutput Execute(
        string firstName,
        string lastName,
        string personnummer,
        string email,
        string
        { ... }
    )
}
```


- Needs to verify for required parameters
- Needs to verify for Data Format
- Needs to verify for Data Range
- Services are Big and Fat
- Easy to confuse one parameter with the another.



- Not a technology.
- Not a methodology.
- Set of principles and patterns for focusing the design effort where it matters most.

An Customer Entity Using Value Objects..

```
public class Customer : IEntity
{
    public int Id { get; set; }
    public FirstName FirstName { get; set; }
    public LastName LastName { get; set; }
    public Personnummer Personnummer { get; set; }
    public Email Email { get; set; }
    public MobilePhoneNumber MobilePhoneNumber { get; set; }
}
```



Business Rules Enforced Through Value Objects

```
public class RegisterCustomerUseCase
{
    public RegisterOutput Execute(
        FirstName firstName,
        LastName lastName,
        Personnummer personnummer,
        Email email,
        MobilePhoneNumber mobilePhoneNumber)
    { ... }
}
```

Business Rules Enforced Through Value Objects

```
public class RegisterCustomerUseCase
{
    public RegisterOutput Execute(
        FirstName firstName,
        LastName lastName,
        Personnummer personnummer,
        Email email,
        MobilePhoneNumber mobilePhoneNumber)
```

- The simple existence of a Value Object means that it is valid.
- No need to verify for the data format on every method.
- **Services are thinner when using Value Objects.**

DDD express the Model with
Value Objects, Entities and Services.

DDD express the Model with
Value Objects, Entities and Services.

Some Entities act as root of Aggregates.

An Example with Some Use Cases

- A customer can register a new account using its personal details.
- Allow a customer to deposit funds into an existing account.
- Allow to withdraw from an existing account.
- Do not allow to withdraw more than the existing funds.

Customer 5557-8

Account Number 4444-6

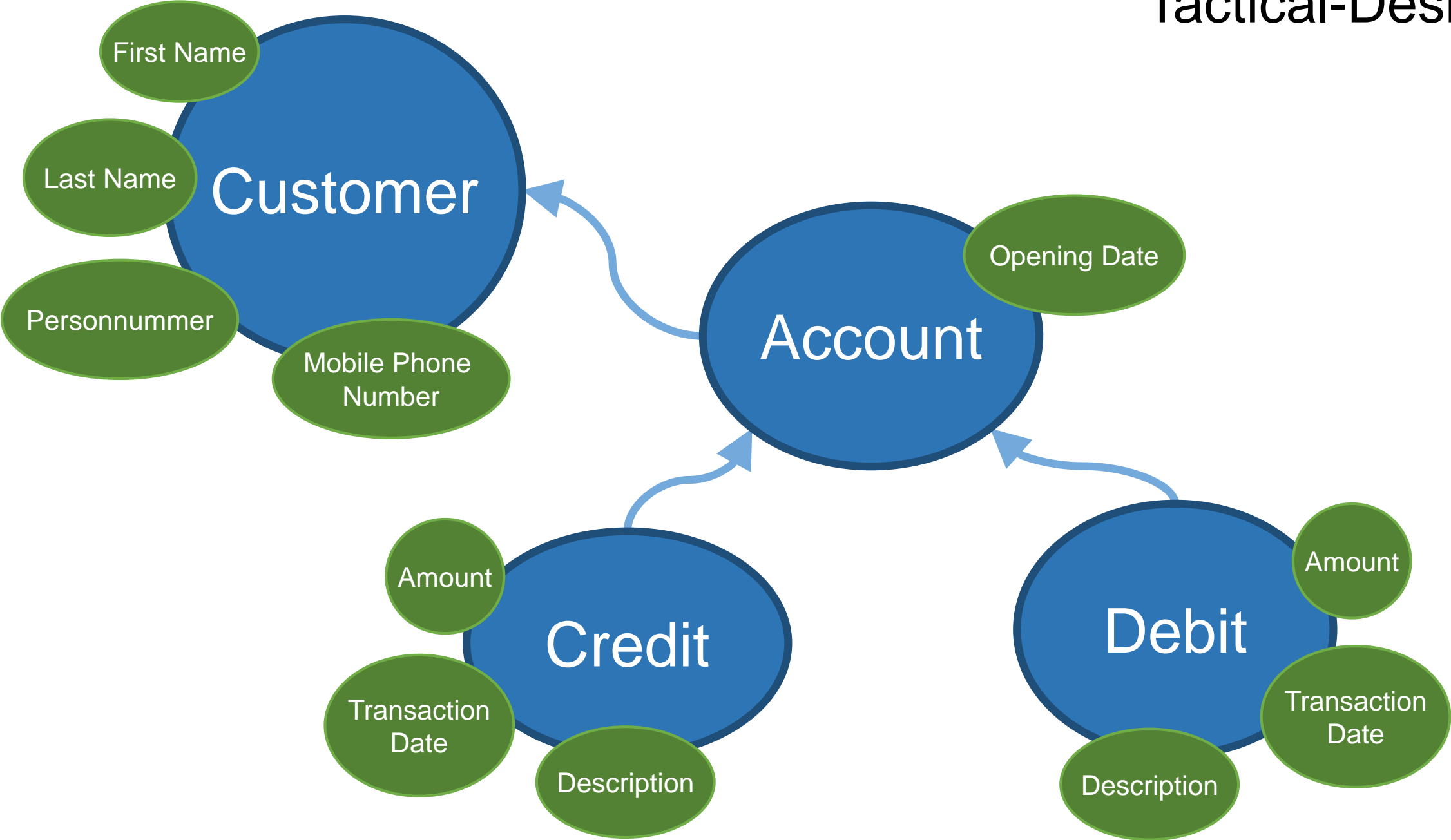
Date	Description	Debit (SEK)	Credit (SEK)	Balance (SEK)
08-01-2018	Initial Balance			50,000
08-03-2018	Withdrawal	10,000		40,000
08-06-2018	Withdrawal	5,000		35,000
08-17-2018	Deposited		7,000	42,000

Account Number 7777-0

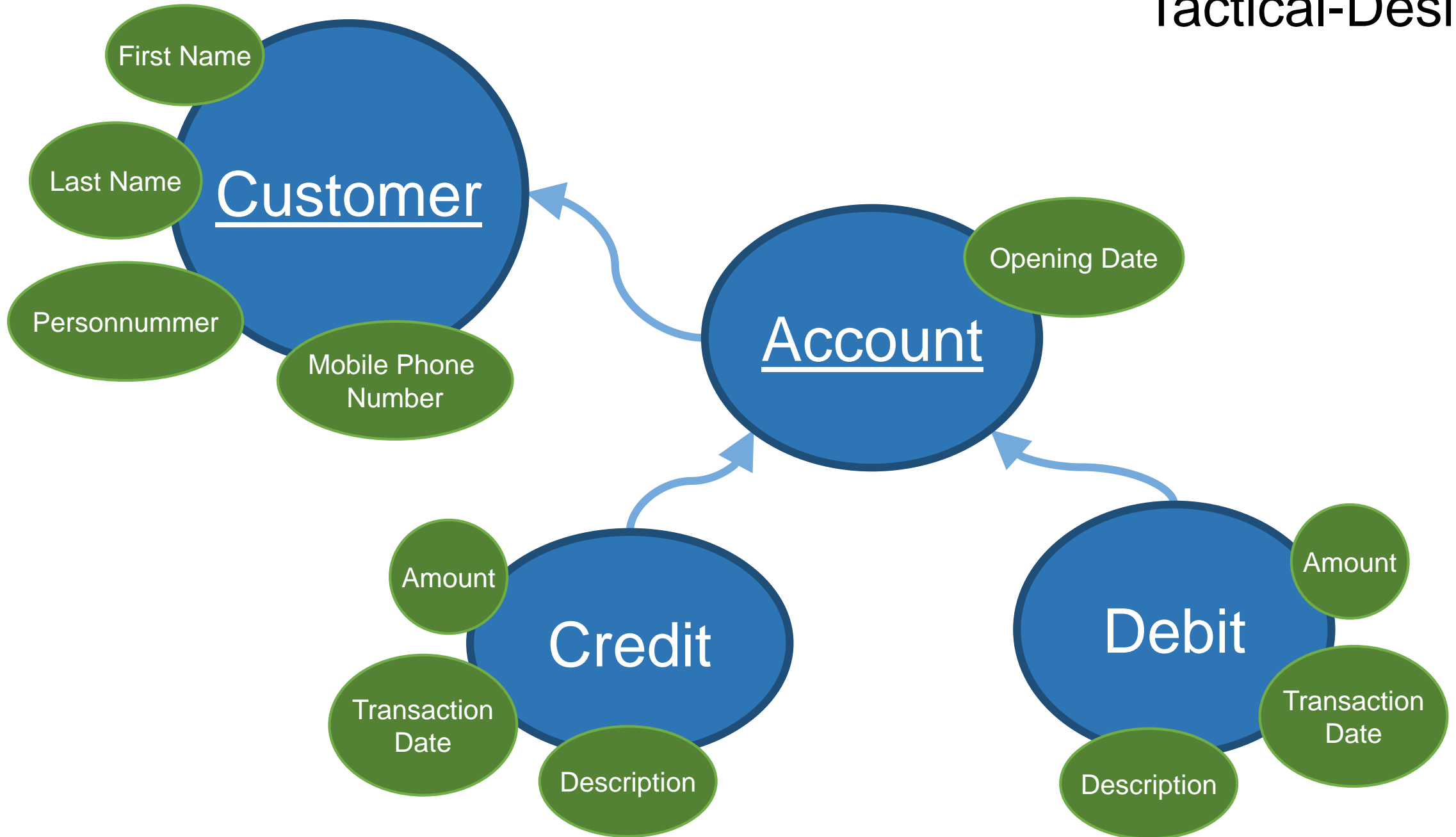
Date	Description	Debit (SEK)	Credit (SEK)	Balance (SEK)
08-01-2018	Initial Balance			10,000

An Example with Some Use Cases

- A **customer** can **register** a new account using its personal details.
- Allow a **customer** to **deposit** funds into an existing account.
- Allow to **withdraw** from an existing **account**.
- Do not allow to **withdraw** more than the existing funds.



Tactical-Design



Tactical-Design

Personal Expenses Bounded Context

Customer

First Name

Last Name

Personnummer

Mobile Phone
Number

Account

Opening Date

Credit

Amount

Transaction
Date

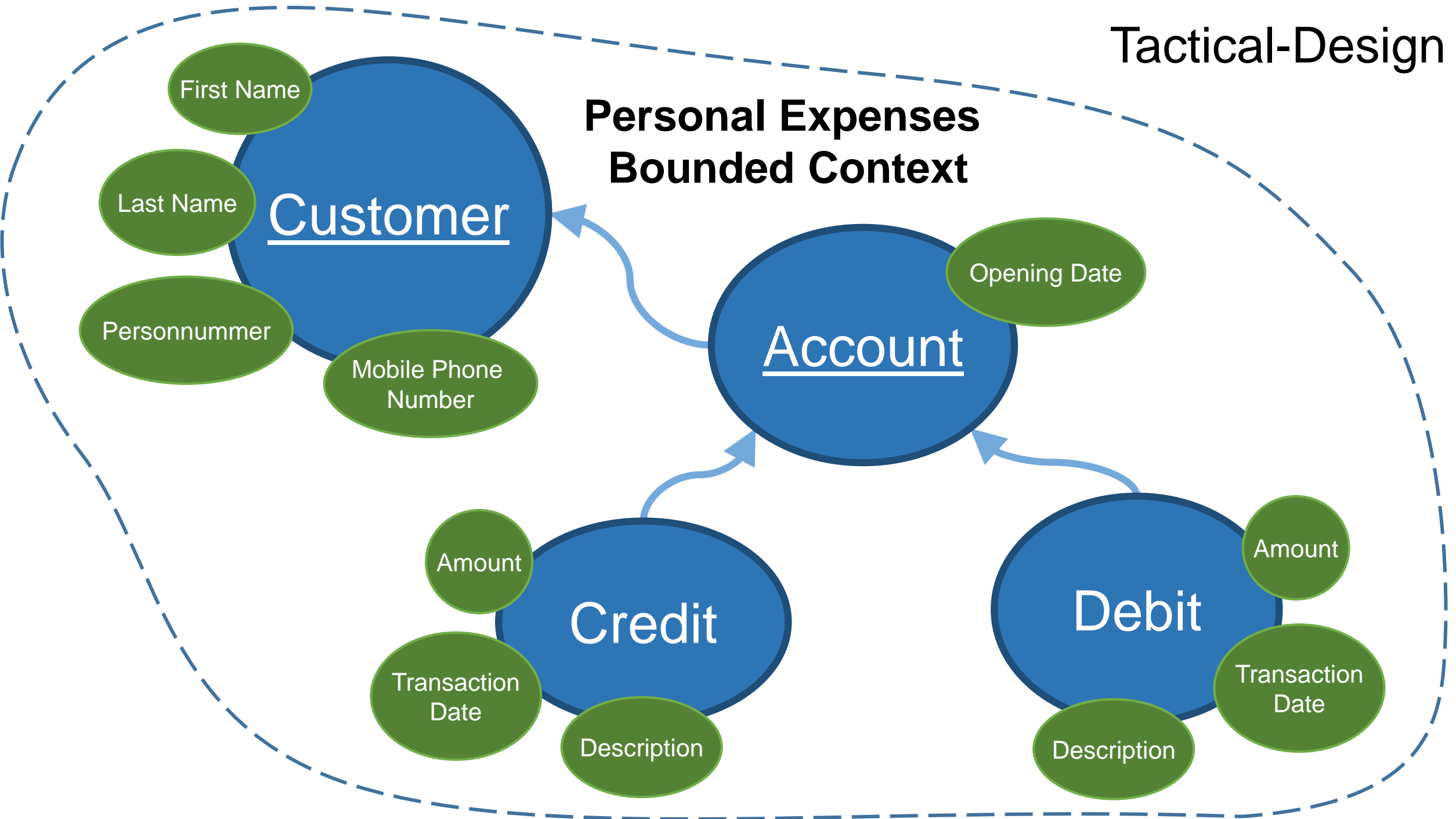
Description

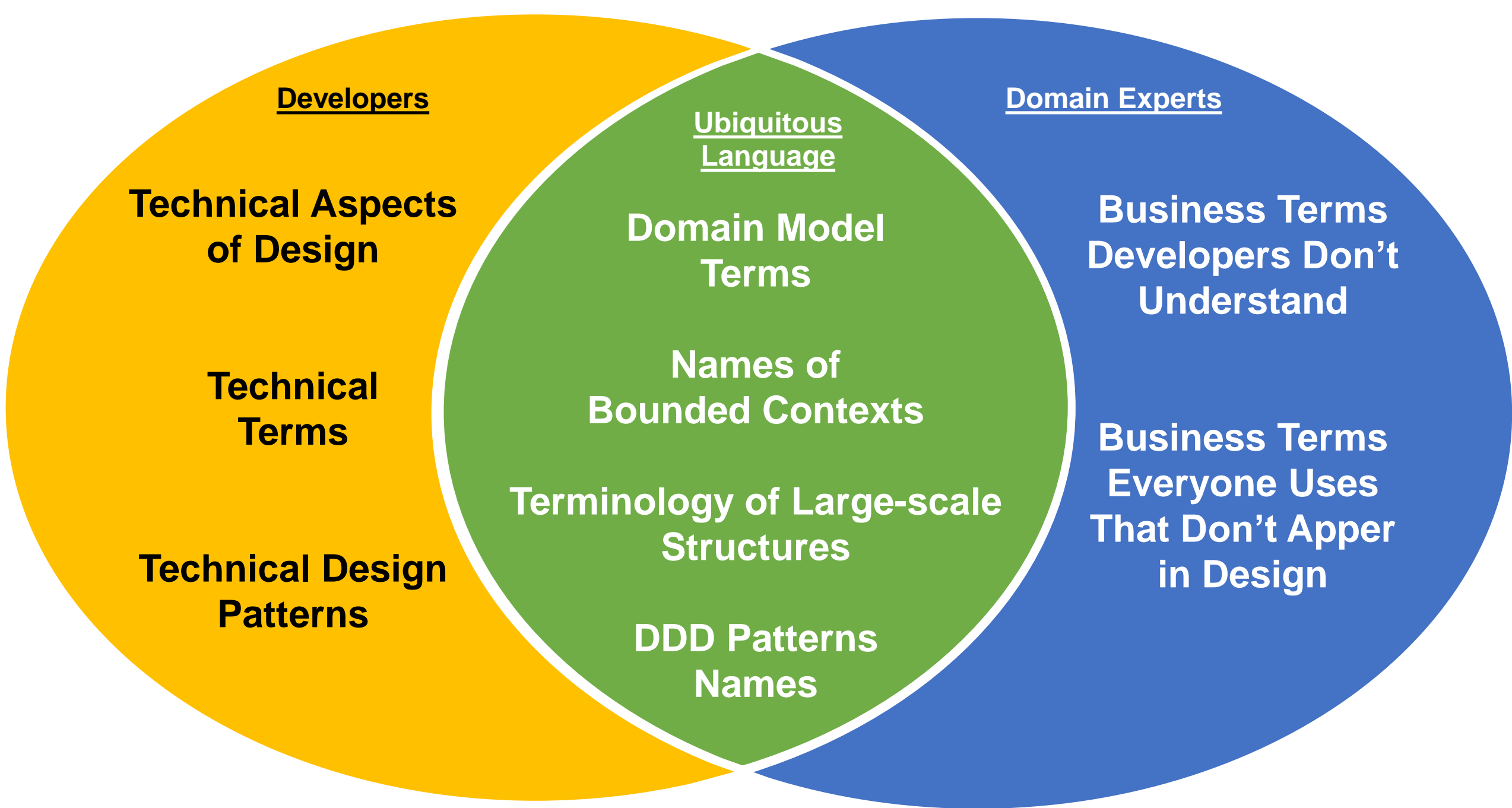
Debit

Amount

Transaction
Date

Description





Developers

Domain Experts

**Technical Aspects
of Design**

**Technical
Terms**

**Technical Design
Patterns**

Ubiquitous
Language

**Domain Model
Terms**

**Names of
Bounded Contexts**

**Terminology of Large-scale
Structures**

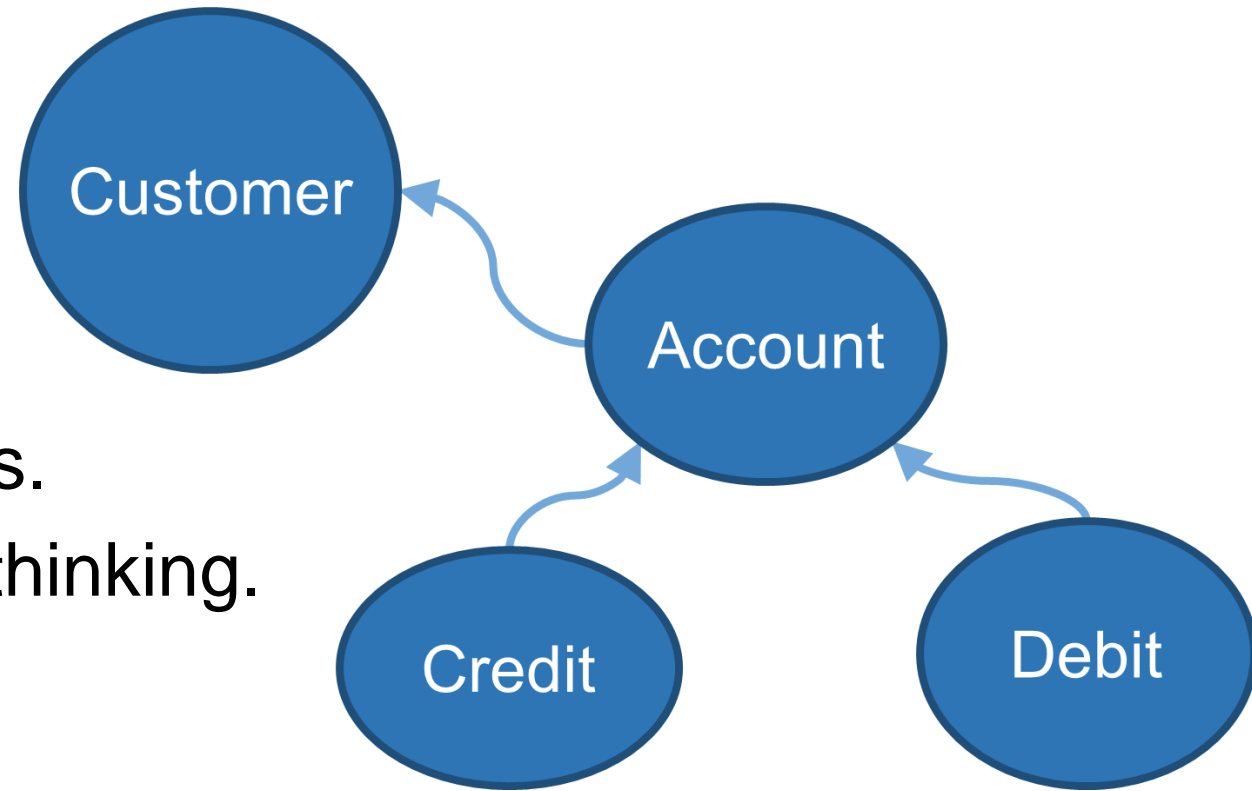
**DDD Patterns
Names**

**Business Terms
Developers Don't
Understand**

**Business Terms
Everyone Uses
That Don't Apper
in Design**

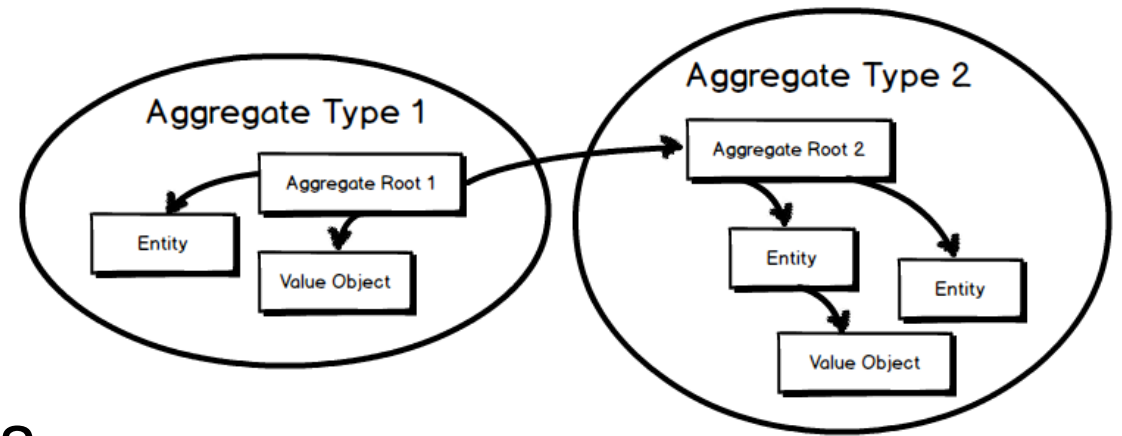
Entities

- Have a unique identity.
- Are mutable or not.
- Refer others entities by their IDs.
- Don't get trapped by datastore thinking.



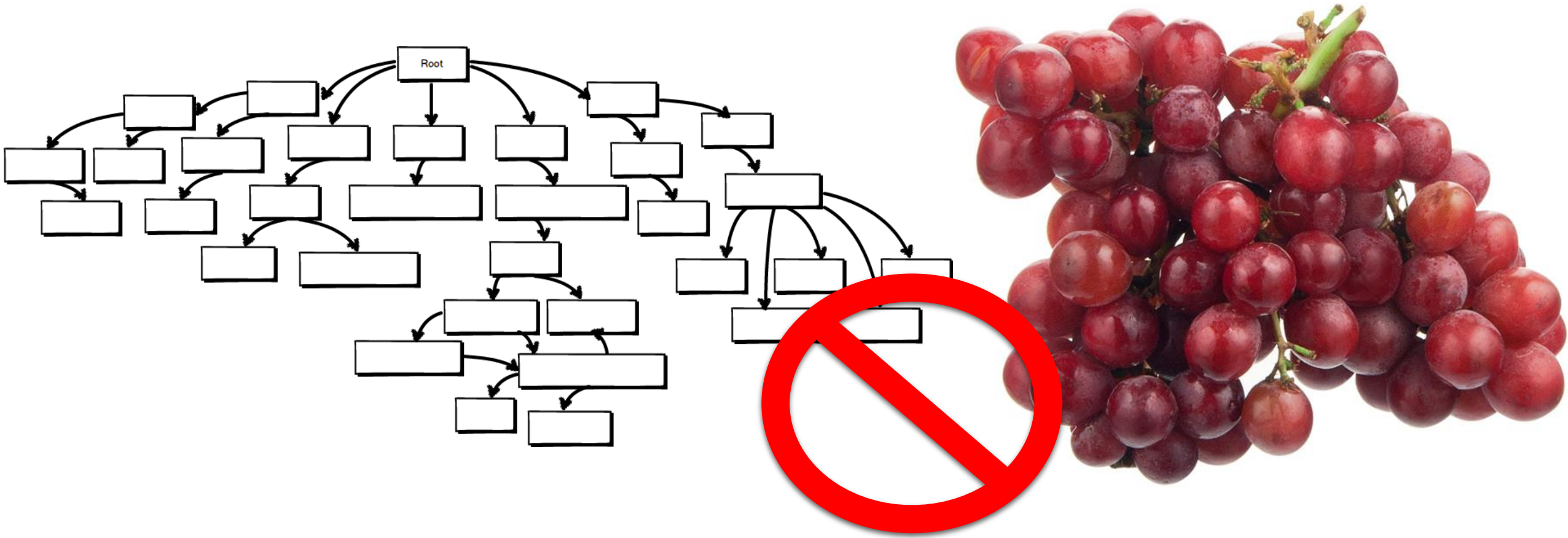
Aggregate Roots (Are Entities)

- Refer other aggregates by identity only.
- Scope of consistency inside the aggregate boundaries and update other aggregates through eventual consistency.
- Aggregates **are small**.



- Aggregates implement behaviors.
- One Aggregate Root for every Entity is a Code Smell.

An Aggregate Root is not your Entire Model



An Aggregate Root



Account Aggregate Root

```
public sealed class Account : IEntity, IAggregateRoot
{
    public Guid Id { get; private set; }
    public Guid CustomerId { get; private set; }
    public TransactionCollection Transactions { get; private set; }

    public Account(Guid customerId)
    {
        Id = Guid.NewGuid();
        CustomerId = customerId;
        Transactions = new TransactionCollection();
    }

    public void Deposit(Amount amount) { ... }
    public void Withdraw(Amount amount) { ... }
    public void Close() { ... }
    public Amount GetCurrentBalance() { ... }
    public ITransaction GetLastTransaction() { ... }

    private Account() { }

    public static Account LoadFromDetails(Guid id, Guid customerId, TransactionCollection transactions) { ... }
}
```

Account Aggregate Root

```
public sealed class Account : IEntity, IAggregateRoot
```

```
{
```

```
    public Guid Id { get; private set; }
```

```
    public Guid CustomerId { get; private set; }
```

```
    public TransactionCollection Transactions { get; private set; }
```

```
    public Account(Guid customerId)
```

```
    {
```

```
        Id = Guid.NewGuid();
```

```
        CustomerId = customerId;
```

```
        Transactions = new TransactionCollection();
```

```
    }
```

```
    public void Deposit(Amount amount) { ... }
```

```
    public void Withdraw(Amount amount) { ... }
```

```
    public void Close() { ... }
```

```
    public Amount GetCurrentBalance() { ... }
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```
    public ITransaction GetLastTransaction() { ... }
```

```
    private Account() { }
```

```
    public static Account LoadFromDetails(Guid id, Guid customerId, TransactionCollection transactions) { ... }
```

```
}
```

It is an Entity

Account Aggregate Root

```
public sealed class Account : IEntity, IAggregateRoot
```

```
{
```

```
    public Guid Id { get; private set; }
```

```
    public Guid CustomerId { get; private set; }
```

```
    public TransactionCollection Transactions { get; private set; }
```

```
    public Account(Guid customerId)
```

```
    {
```

```
        Id = Guid.NewGuid();
```

```
        CustomerId = customerId;
```

```
        Transactions = new TransactionCollection();
```

```
    }
```

```
    public void Deposit(Amount amount) { ... }
```

```
    public void Withdraw(Amount amount) { ... }
```

```
    public void Close() { ... }
```

```
    public Amount GetCurrentBalance() { ... }
```

```
    public ITransaction GetLastTransaction() { ... }
```

```
    private Account() { }
```

```
    public static Account LoadFromDetails(Guid id, Guid customerId, TransactionCollection transactions) { ... }
```

```
}
```

It is an Entity

Only mandatory fields are
required in the constructor

Account Aggregate Root

```
public sealed class Account : IEntity, IAggregateRoot
```

```
{
```

```
    public Guid Id { get; private set; }
```

```
    public Guid CustomerId { get; private set; }
```

```
    public TransactionCollection Transactions { get; private set; }
```

```
    public Account(Guid customerId)
```

```
    {
```

```
        Id = Guid.NewGuid();
```

```
        CustomerId = customerId;
```

```
        Transactions = new TransactionCollection();
```

```
    }
```

```
    public void Deposit(Amount amount) { ... }
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```
    public void Withdraw(Amount amount) { ... }
```

```
    public void Close() { ... }
```

```
    public Amount GetCurrentBalance() { ... }
```

```
    public ITransaction GetLastTransaction() { ... }
```

```
    private Account() { }
```

```
    public static Account LoadFromDetails(Guid id, Guid customerId, TransactionCollection transactions) { ... }
```

```
}
```

It is an Entity

Only mandatory fields are required in the constructor

Implements behaviors which maintain the state consistent.

Account Aggregate Root

```
public sealed class Account : IEntity, IAggregateRoot
{
    public Guid Id { get; private set; }
    public Guid CustomerId { get; private set; }
    public TransactionCollection Transactions { get; private set; }

    public Account(Guid customerId)
    {
        Id = Guid.NewGuid();
        CustomerId = customerId;
        Transactions = new TransactionCollection();
    }

    public void Deposit(Amount amount) { ... }
    public void Withdraw(Amount amount) { ... }
    public void Close() { ... }
    public Amount GetCurrentBalance() { ... }
    public ITransaction GetLastTransaction() { ... }

    private Account() { }

    public static Account LoadFromDetails(Guid id, Guid customerId, TransactionCollection transactions) { ... }
}
```

It is an Entity

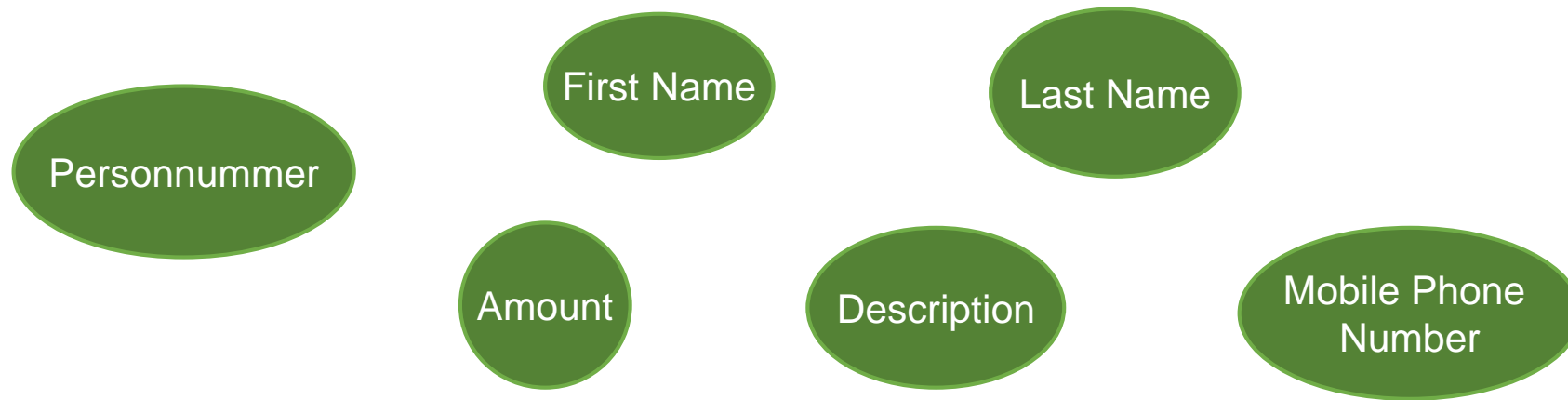
Only mandatory fields are required in the constructor

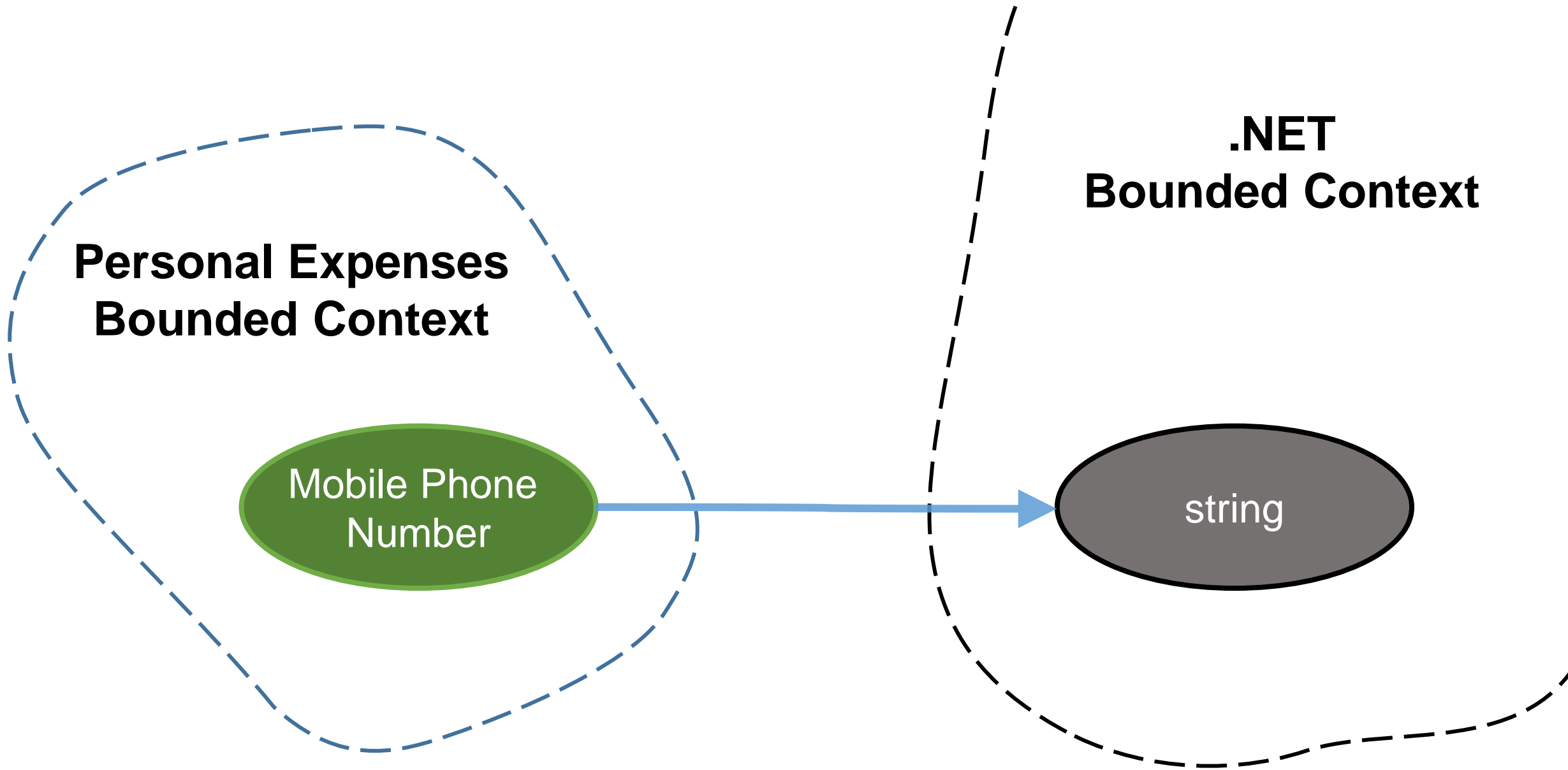
Implements behaviors which maintain the state consistent.

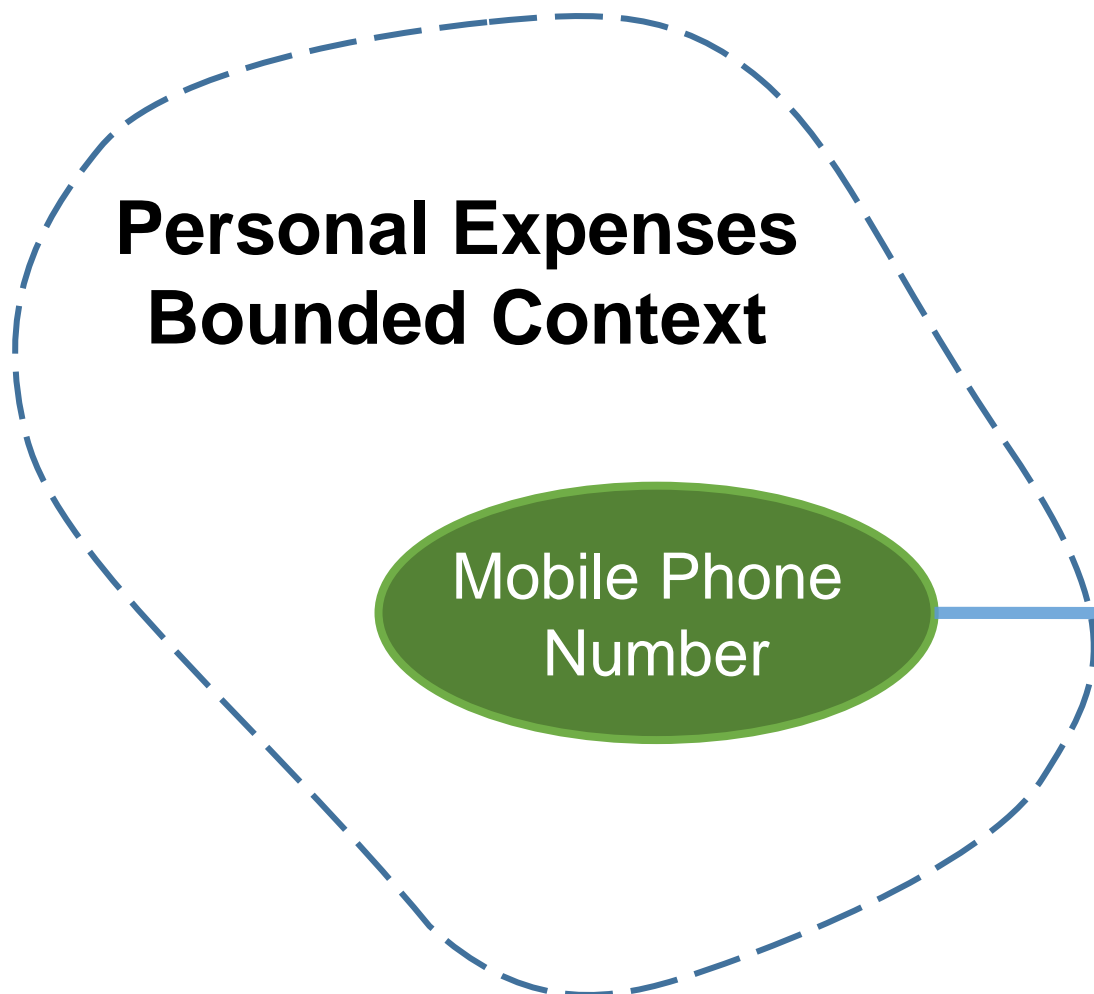
Factory method to restore state.

Value Objects

- Immutable.
- Have no explicit identity.
- Unique by the comparison of the attributes.
- Used to describe, measure or quantify an Entity.







.NET Bounded Context

Clone	IndexOfAny	StartsWith
Compare	Insert	Substring
CompareOrdinal	Intern	ToCharArray
CompareTo	IsInterned	ToLower
Concat	IsNormalized	ToLowerInvariant
Contains	IsNullOrEmpty	ToString
Copy	IsNullOrWhiteSpace	ToUpper
CopyTo	Join	ToUpperInvariant
Create	LastIndexOf	Trim
EndsWith	LastIndexOfAny	TrimEnd
Equals	Normalize	TrimStart
Format	PadLeft	
GetEnumerator	PadRight	
GetHashCode	Remove	
GetTypeCode	Replace	
IndexOf	Split	

Personal Expenses Bounded Context

Mobile Phone
Number

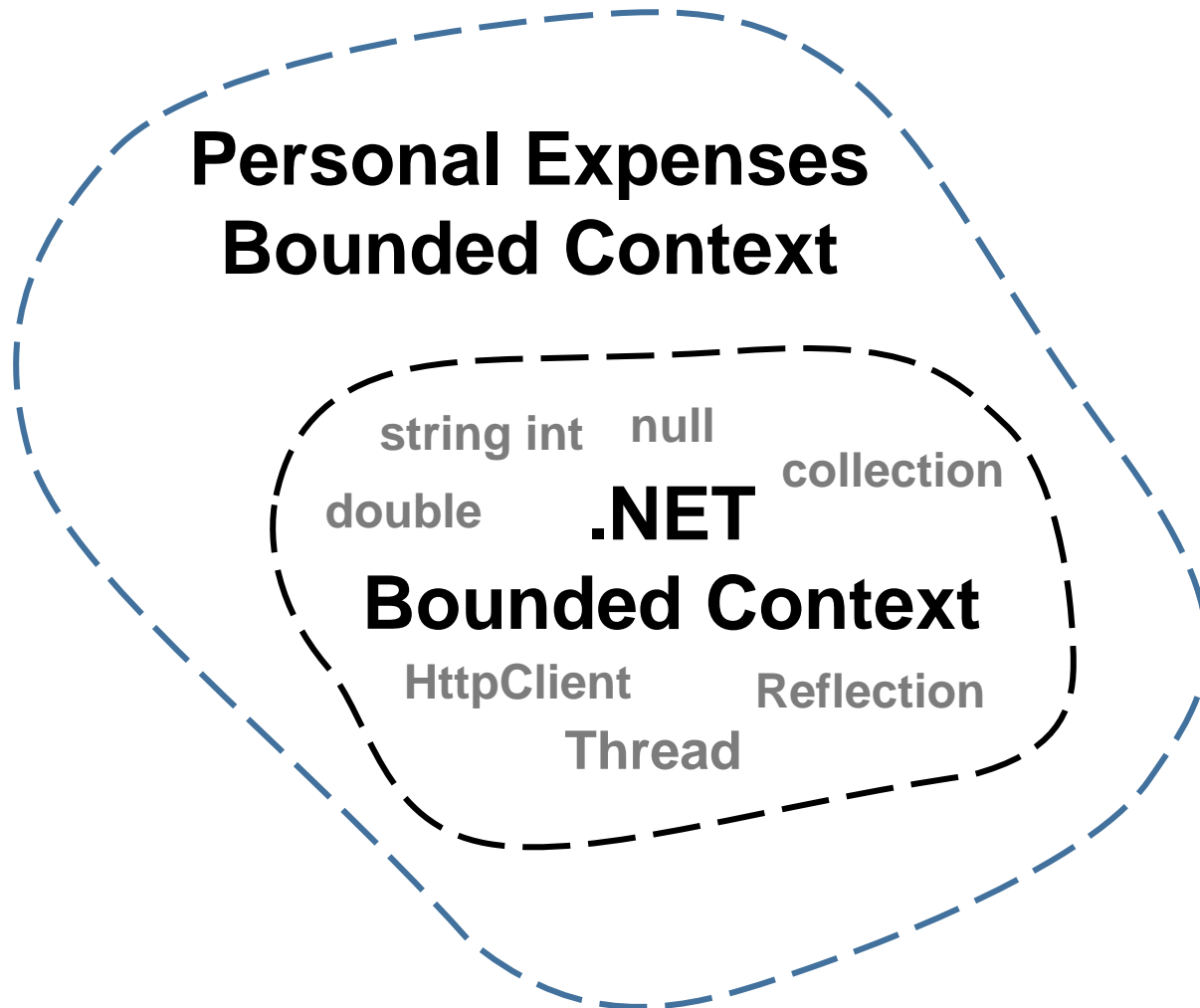
Create
GetAreaCode
GetLastFourDigits
ToString

.NET Bounded Context

Clone	IndexOfAny	StartsWith
Compare	Insert	Substring
CompareOrdinal	Intern	ToCharArray
CompareTo	IsInterned	ToLower
Concat	IsNormalized	ToLowerInvariant
Contains	IsNullOrEmpty	ToString
Copy	IsNullOrWhiteSpace	ToUpper
CopyTo	Join	ToUpperInvariant
Create	LastIndexOf	Trim
EndsWith	LastIndexOfAny	TrimEnd
Equals	Normalize	TrimStart
Format	PadLeft	
GetEnumerator	PadRight	
GetHashCode	Remove	
GetTypeCode	Replace	
IndexOf	Split	

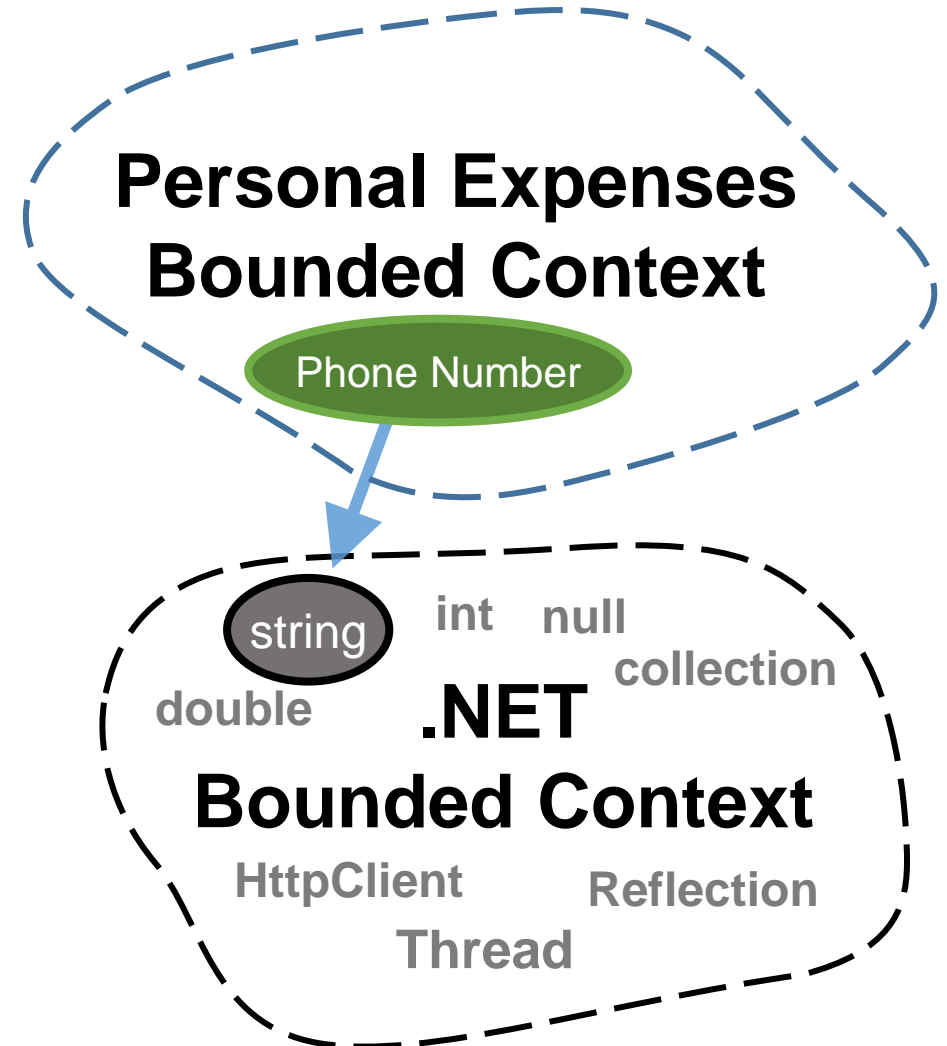
Without Value Objects

We bring the .NET Framework Complexity into our Bounded Context.



With Value Objects

We only pay for the complexity we really use



Personnummer Value Object

```
public sealed class Personnummer
{
    private string _text;
    const string RegexForValidation = @"^\d{6,8}[-|(\s)]{0,1}\d{4}$";

    public Personnummer(string text)
    {
        if (string.IsNullOrEmpty(text))
            throw new SSNShouldNotBeEmptyException("The 'Personnummer' field is required");

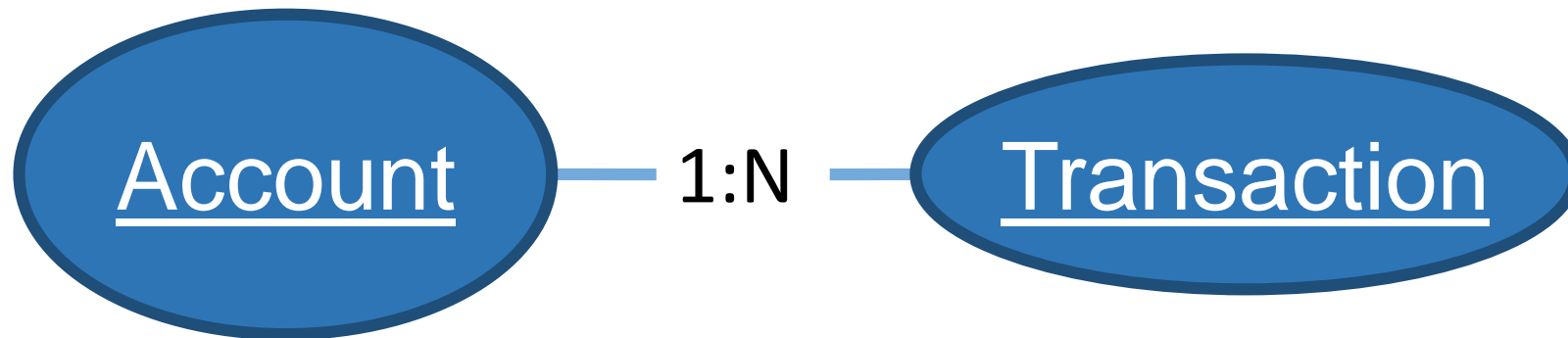
        Regex regex = new Regex(RegexForValidation);
        Match match = regex.Match(text);

        if (!match.Success)
            throw new InvalidSSNException("Invalid Personnummer format. Use YYMMDDNNNN.");

        _text = text;
    }
}
```


First-Class Collections

- Each collection should be wrapped in its own class¹.
- Classes that contains collections do not contains any other variable.
- Behaviors have a home.
- When necessary return immutable collection copies.



¹The ThoughtWorks Anthology: Essays on Software Technology and Innovation (Pragmatic Programmers), 2008

First-Class TransactionCollection

```
public sealed class TransactionCollection
{
    private readonly IList<ITransaction> _transactions;

    public TransactionCollection()
    {
        _transactions = new List<ITransaction>();
    }

    public void Add(ITransaction transaction) { ... }
    public void Add(IEnumerable<ITransaction> transactions) { ... }
    public Amount GetBalance() { ... }

    public IReadOnlyCollection<ITransaction> ToReadOnlyCollection() { ... }
    public ITransaction CopyOfLastTransaction() { ... }
}
```

First-Class TransactionCollection

```
public sealed class TransactionCollection
{
    private readonly IList<ITransaction> _transactions;

    public TransactionCollection()
    {
        _transactions = new List<ITransaction>();
    }

    public void Add(ITransaction transaction) { ... }
    public void Add(IEnumerable<ITransaction> transactions) { ... }

    public IReadOnlyCollection<ITransaction> ToReadOnlyCollection() { ... }
    public ITransaction CopyOfLastTransaction() { ... }
}
```

Copy collections and mutable objects when passing them between objects.¹

¹Growing Object-Oriented Software Guided by Tests, 2010

How to Use the TransactionCollection Class

```
public sealed class Account : IEntity, IAggregateRoot
{
    public Guid Id { get; private set; }
    public Guid CustomerId { get; private set; }
    public TransactionCollection Transactions { get; private set; }

    public Account(Guid customerId) { ... }

    public void Withdraw(Amount amount)
    {
        Amount balance = Transactions.GetBalance();

        if (balance < amount)
            throw new InsufficientFundsException(
                $"The account {Id} does not have enough funds to withdraw {amount}. Current Balance {balance}.");

        Debit debit = new Debit(Id, amount);
        Transactions.Add(debit);
    }

    public void Deposit(Amount amount) { ... }
}
```

How to Use the TransactionCollection Class

```
public sealed class Account : IEntity, IAggregateRoot
{
    public Guid Id { get; private set; }
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    public TransactionCollection Transactions { get; private set; }

    public Account(Guid customerId) { ... }

    public void Withdraw(Amount amount)
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        Debit debit = new Debit(Id, amount);
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    public void Deposit(Amount amount) { ... }
}
```

The GetBalance() implementation belongs to the TransactionCollection class.

How to Use the TransactionCollection Class

```
public sealed class Account : IEntity, IAggregateRoot
{
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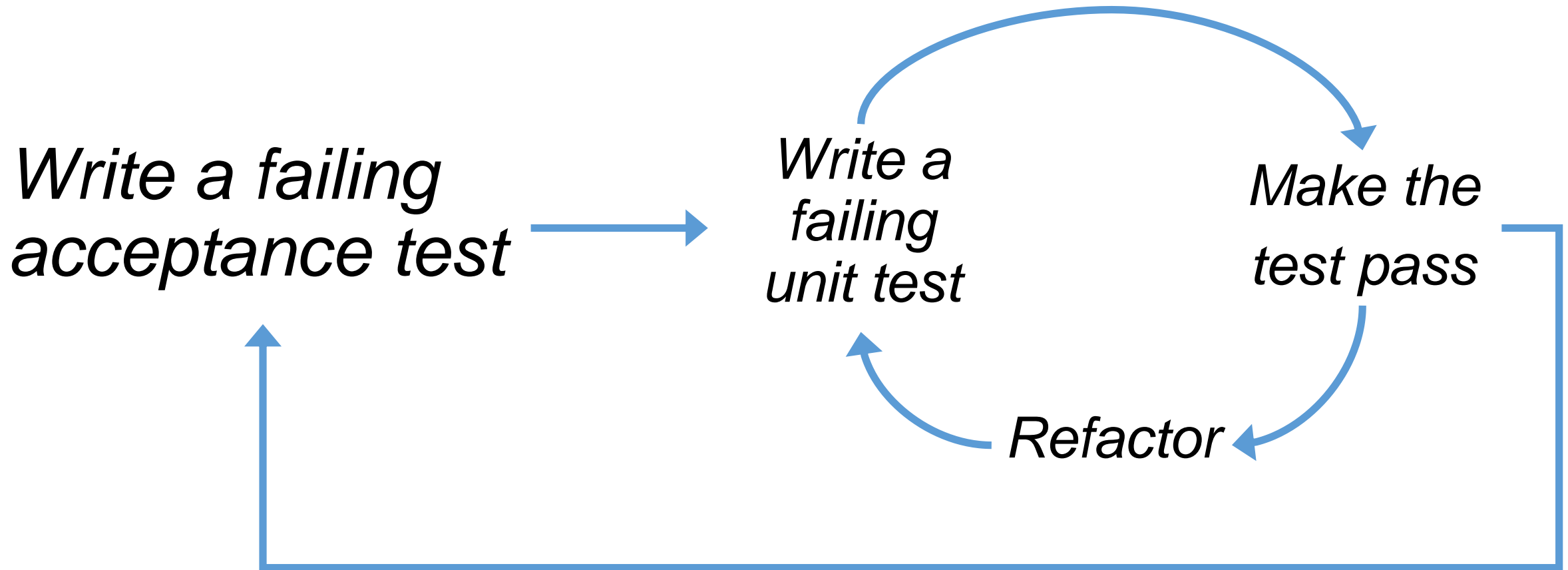
        Debit debit = new Debit(Id, amount);
        Transactions.Add(debit);
    }

    public void Deposit(Amount amount) { ... }
}
```

Composite simpler than
the sum of its parts

The GetBalance() implementation belongs to
the TransactionCollection class.

Inner and outer feedback loops in TDD



[Fact]

```
public void Deposit_Should_Change_Balance_When_Account_Is_New()
```

```
{
```

```
    //
```

```
    // Arrange
```

```
    Guid expectedCustomerId = Guid.Parse("ac608347-74ac-4607-abc2-7b95cdc8a122");
```

```
    Amount expectedAmount = new Amount(400m);
```

```
    //
```

```
    // Act
```

```
    Account sut = new Account(expectedCustomerId);
```

```
    sut.Deposit(expectedAmount);
```

```
    Amount balance = sut.GetCurrentBalance();
```

```
    //
```

```
    // Assert
```

```
    Assert.Equal(expectedCustomerId, sut.CustomerId);
```

```
    Assert.Equal(expectedAmount, balance);
```

```
    Assert.Single(sut.Transactions.ReadOnlyCollection());
```

```
}
```

**Write a failing
acceptance test**

Write a
failing
unit test

Make the
test pass

Refactor

[Fact]

```
public void Deposit_Should_Change_Balance_Equivalent_Amount()
```

```
{
```

```
    //
```

```
    // Arrange
```

```
    Guid expectedCustomerId = Guid.Parse("ac608347-74ac-4607-abc2-7b95cdc8a122");
```

```
    Amount expectedAmount = new Amount(400m);
```

```
    //
```

```
    // Act
```

```
    Account sut = new Account(expectedCustomerId);
```

```
    sut.Deposit(expectedAmount);
```

```
    Amount balance = sut.GetCurrentBalance();
```

```
    //
```

```
    // Assert
```

```
    Assert.Equal(expectedAmount, balance);
```

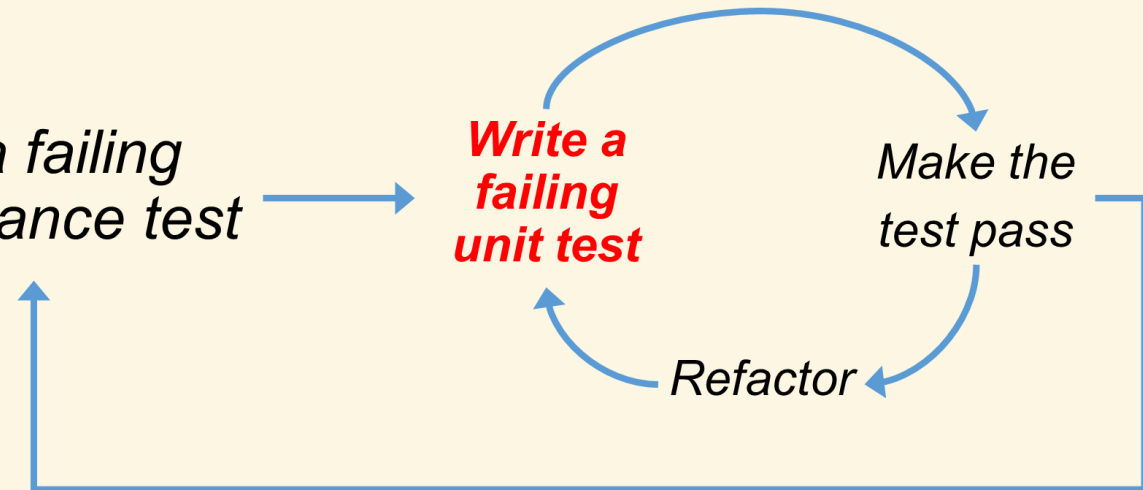
```
}
```

*Write a failing
acceptance test*

***Write a
failing
unit test***

*Make the
test pass*

Refactor



```
public sealed class Account : IEntity, IAggregateRoot
{
    public Account(Guid customerId) { }

    private Amount balance;

    public void Deposit(Amount amount) {
        balance = amount;
    }

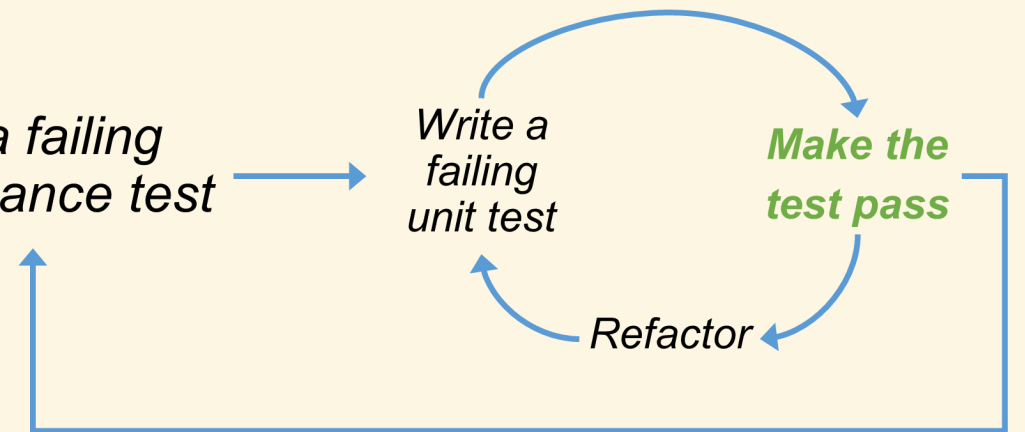
    public Amount GetCurrentBalance() {
        return balance;
    }
}
```

*Write a failing
acceptance test*

*Write a
failing
unit test*

***Make the
test pass***

Refactor



[Fact]

```
public void Deposit_Should_Add_Single_Transaction()
```

```
{
```

```
//
```

```
// Arrange
```

```
Guid expectedCustomerId = Guid.Parse("ac608347-74ac-4607-abc2-7b95cdc8a122");
```

```
Amount expectedAmount = new Amount(400m);
```

```
//
```

```
// Act
```

```
Account sut = new Account(expectedCustomerId);
```

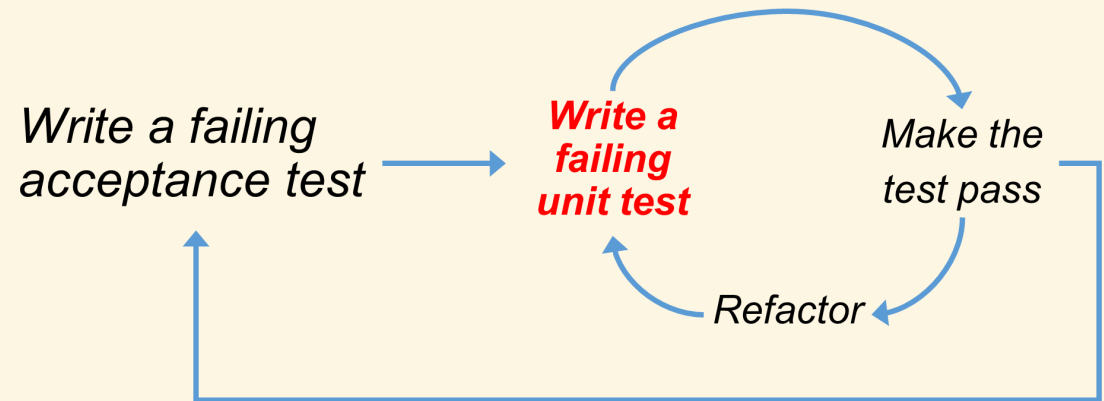
```
sut.Deposit(expectedAmount);
```

```
//
```

```
// Assert
```

```
Assert.Single(sut.Transactions.ToReadOnlyCollection());
```

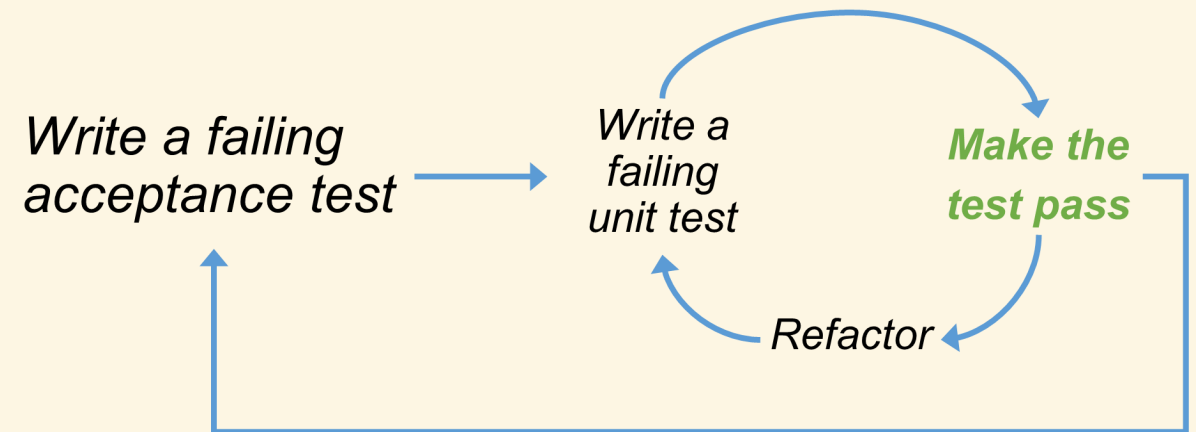
```
}
```



```
public sealed class Account : IEntity, IAggregateRoot
{
    public Account(Guid customerId) { }

    public void Deposit(Amount amount) {
        Credit credit = new Credit(Id, amount);
        Transactions.Add(credit);
    }

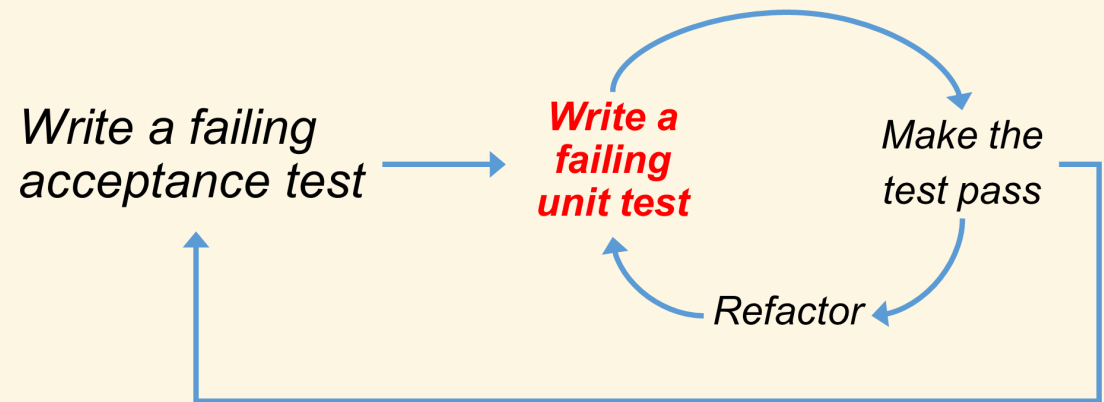
    public Amount GetCurrentBalance() {
        Amount balance = Transactions.GetBalance();
        return balance;
    }
}
```



```
[Fact]
public void NewAccount_Should_Return_The_Correct_CustomerId()
{
    //
    // Arrange
    Guid expectedCustomerId = Guid.Parse("ac608347-74ac-4607-abc2-7b95cdc8a122");
    Amount expectedAmount = new Amount(400m);

    //
    // Act
    Account sut = new Account(expectedCustomerId);

    //
    // Assert
    Assert.Equal(expectedCustomerId, sut.CustomerId);
}
```



```
public sealed class Account : IEntity, IAggregateRoot
{
    public Guid Id { get; private set; }
    public Guid CustomerId { get; private set; }
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    public Account(Guid customerId) {
        Id = Guid.NewGuid();
        CustomerId = customerId;
        Transactions = new TransactionCollection();
    }

    public void Deposit(Amount amount) {
        Credit credit = new Credit(Id, amount);
        Transactions.Add(credit);
    }

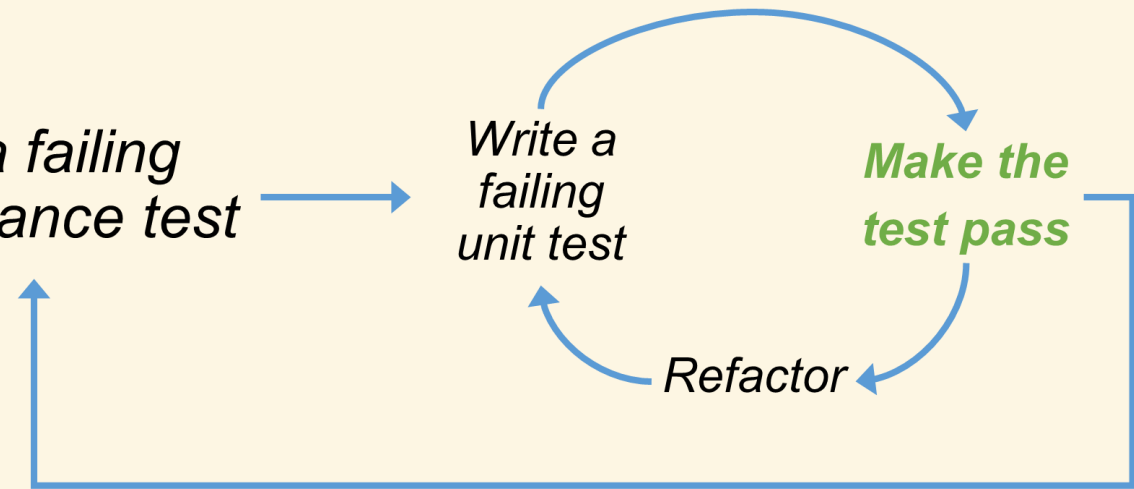
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        Amount balance = Transactions.GetBalance();
        return balance;
    }
}
```

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test pass*

Refactor

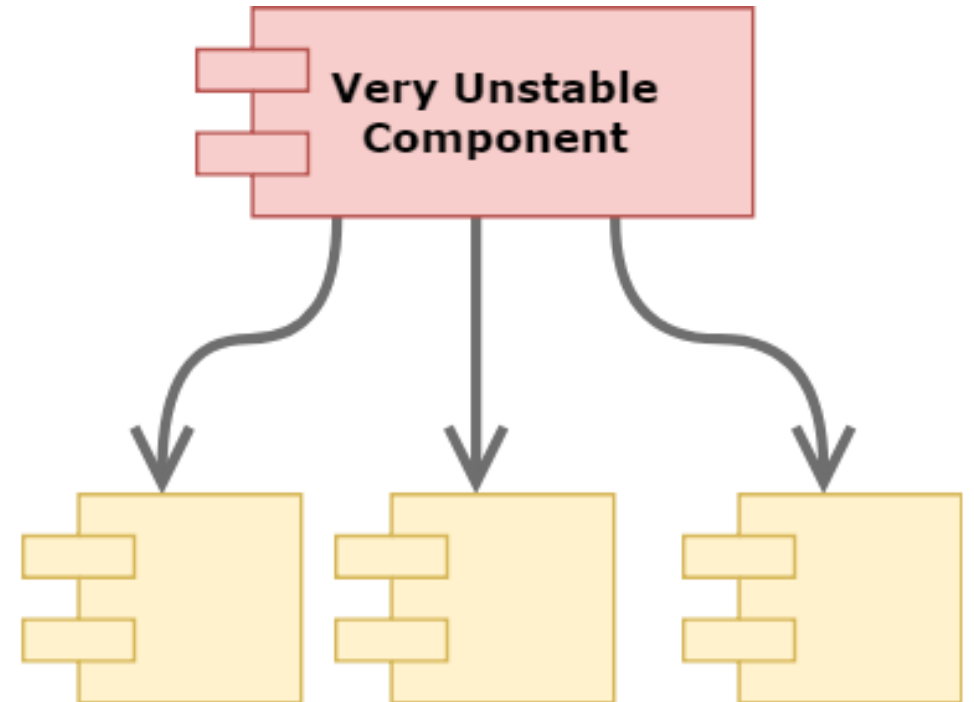
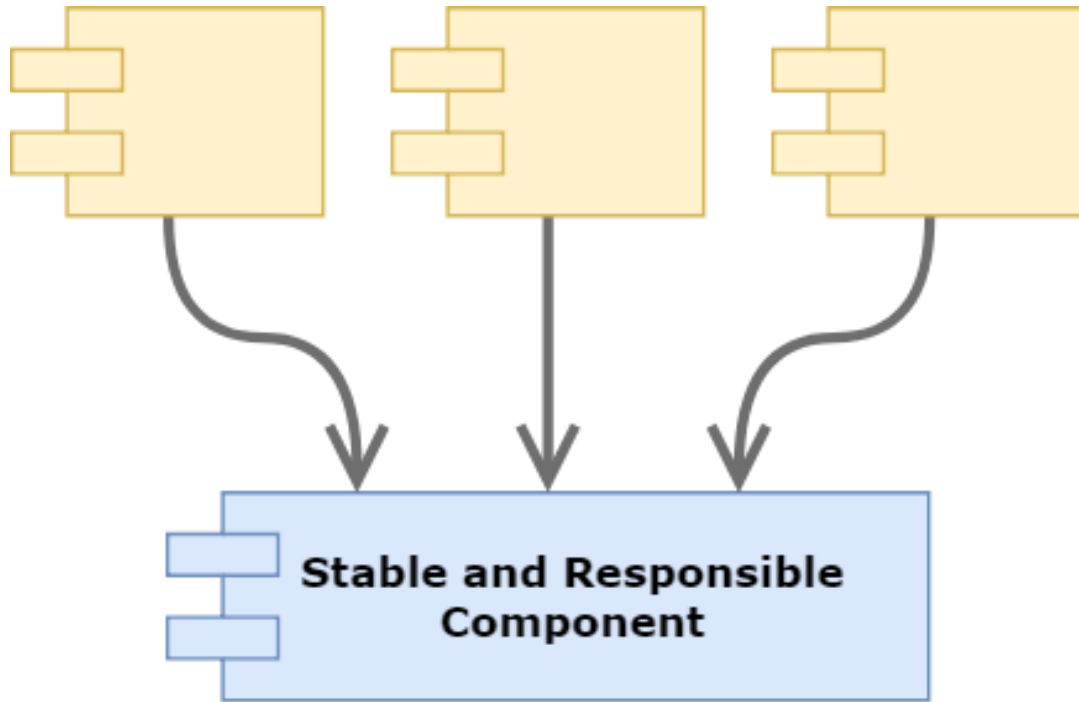


Opinionated DDD/TDD

- Sometimes I implement too much of the Domain Model. Then return to covering it with unit tests.
 - By knowing the DDD patterns I underestimate the TDD value then I'm slapped in the face.
- My goal is to maintain a high test coverage on the Domain Model.
- If testing is hard. It is an architectural issue!

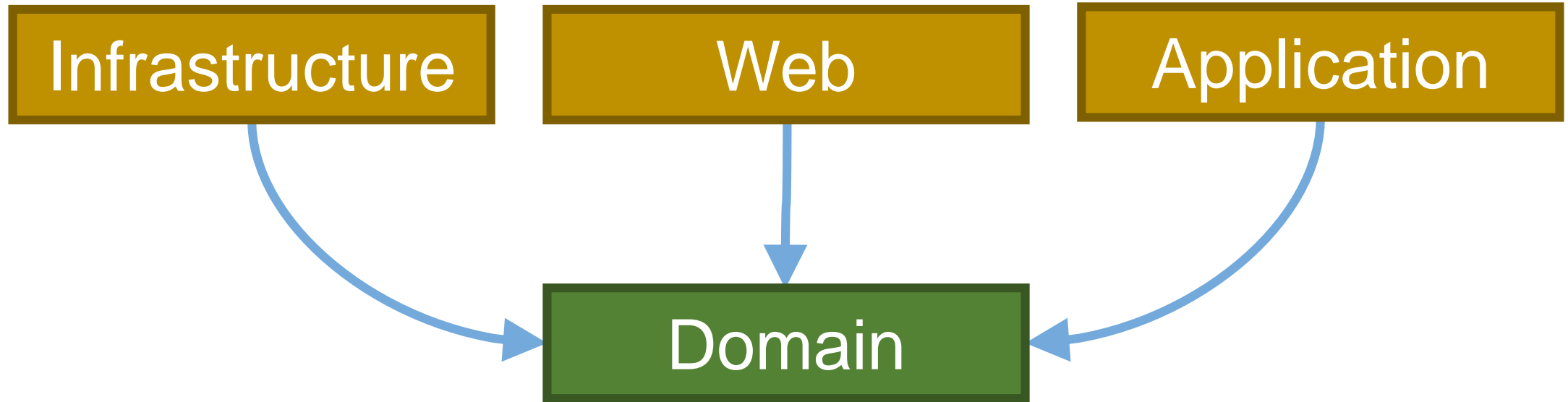
*I won't reverse engineer my
data model to create a
domain model.*

The Stable Dependencies Principle¹

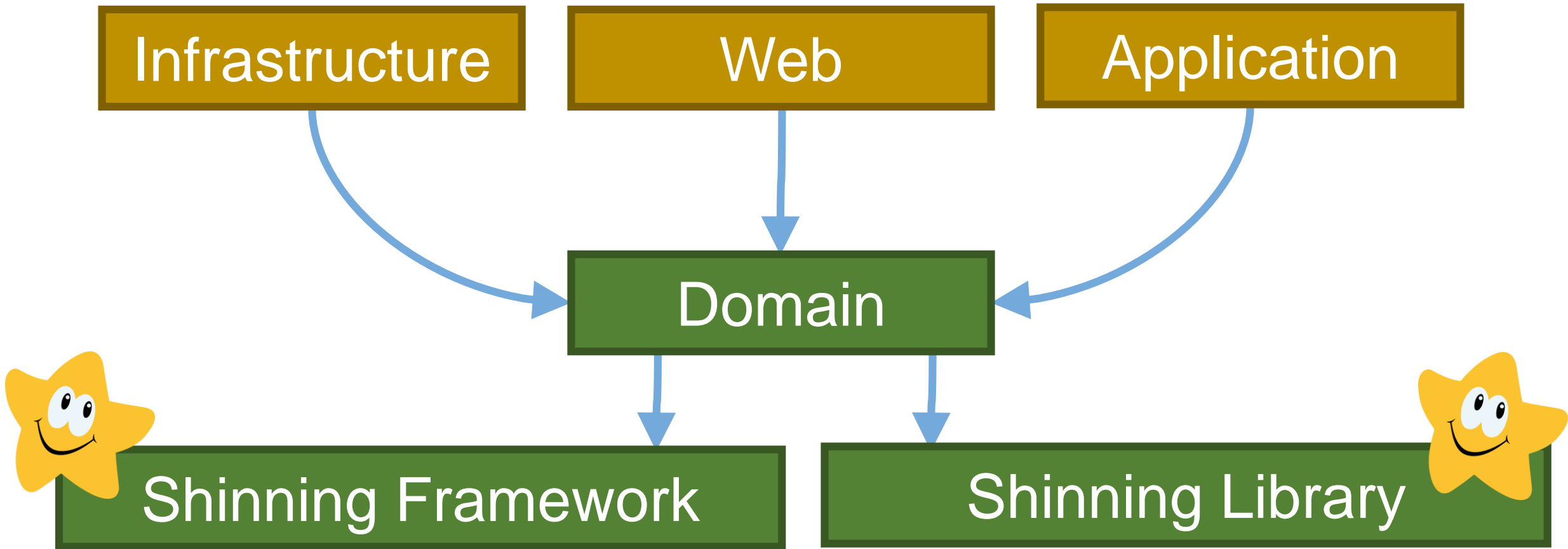


¹Clean Architecture, Robert C. Martin, 2017

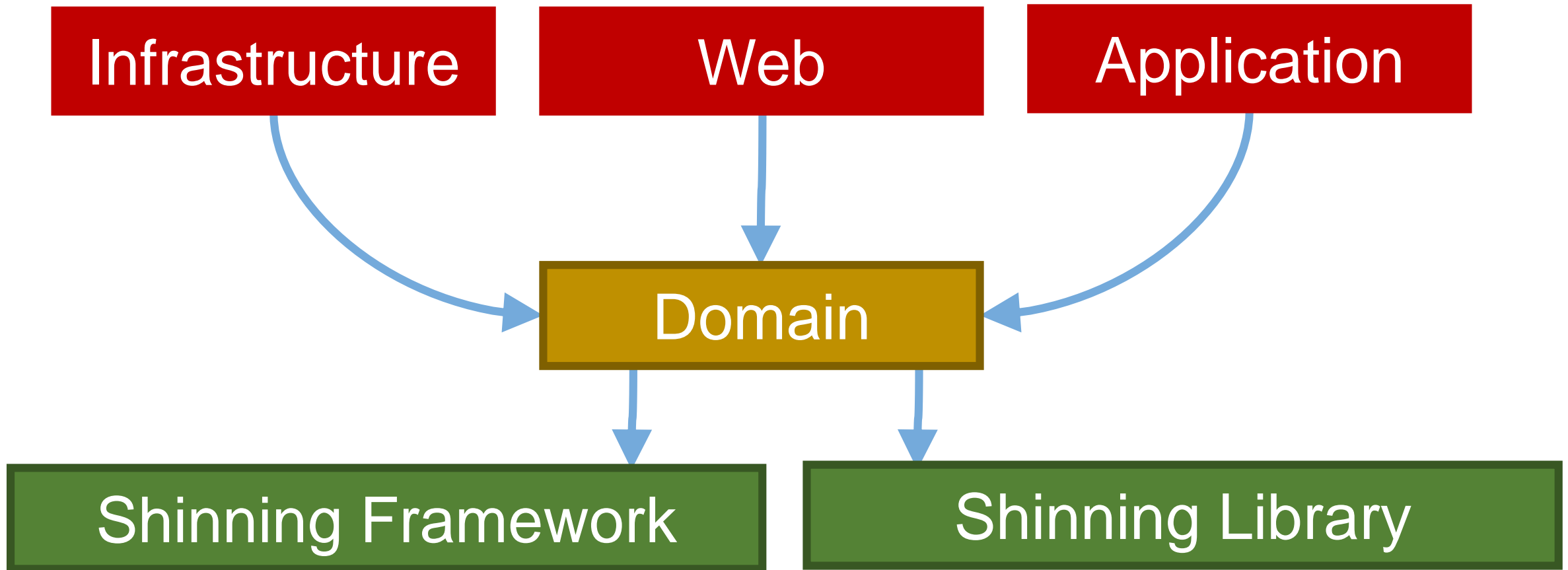
The Stable Dependencies Principle



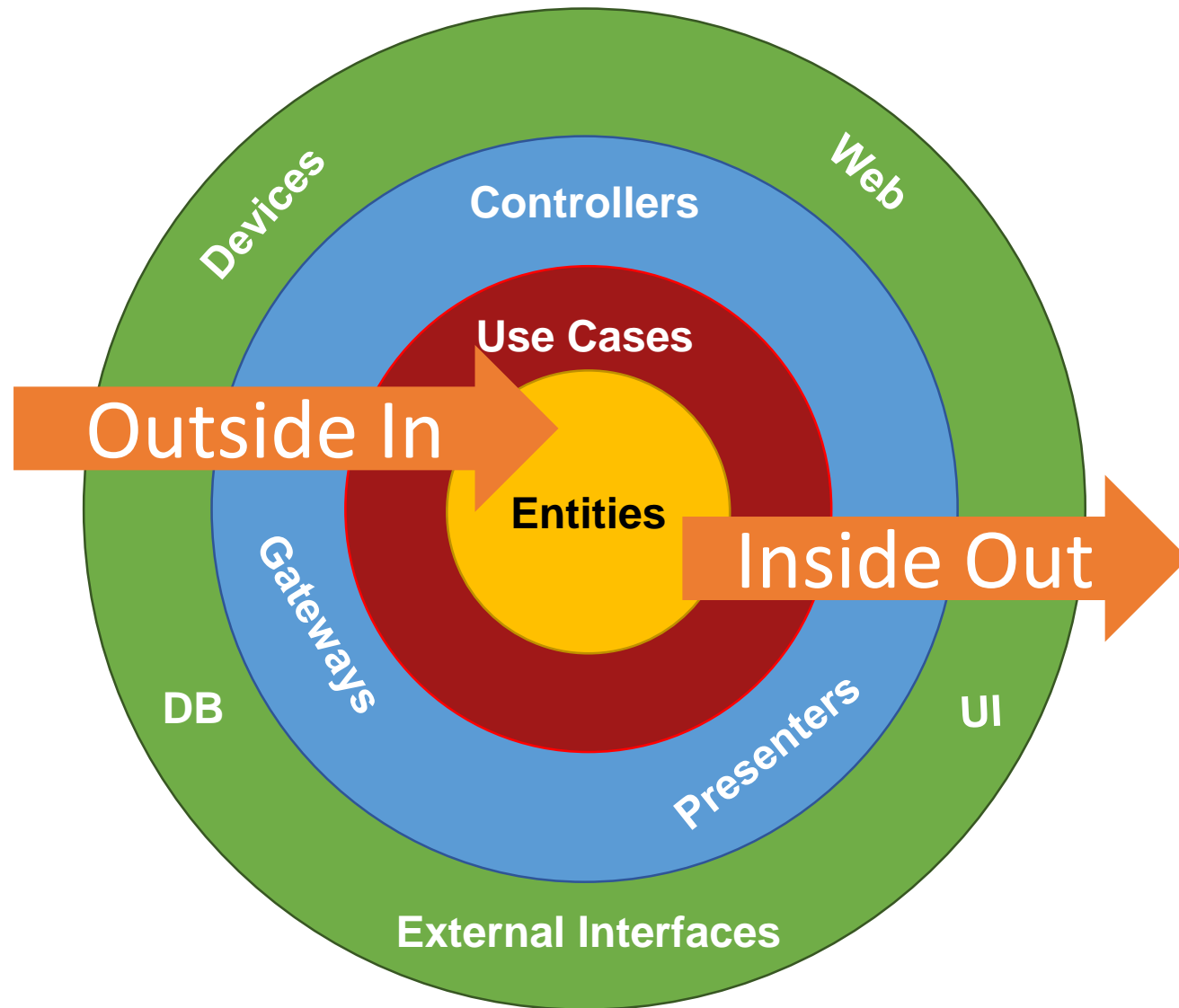
The Stable Dependencies Principle



The Stable Dependencies Principle

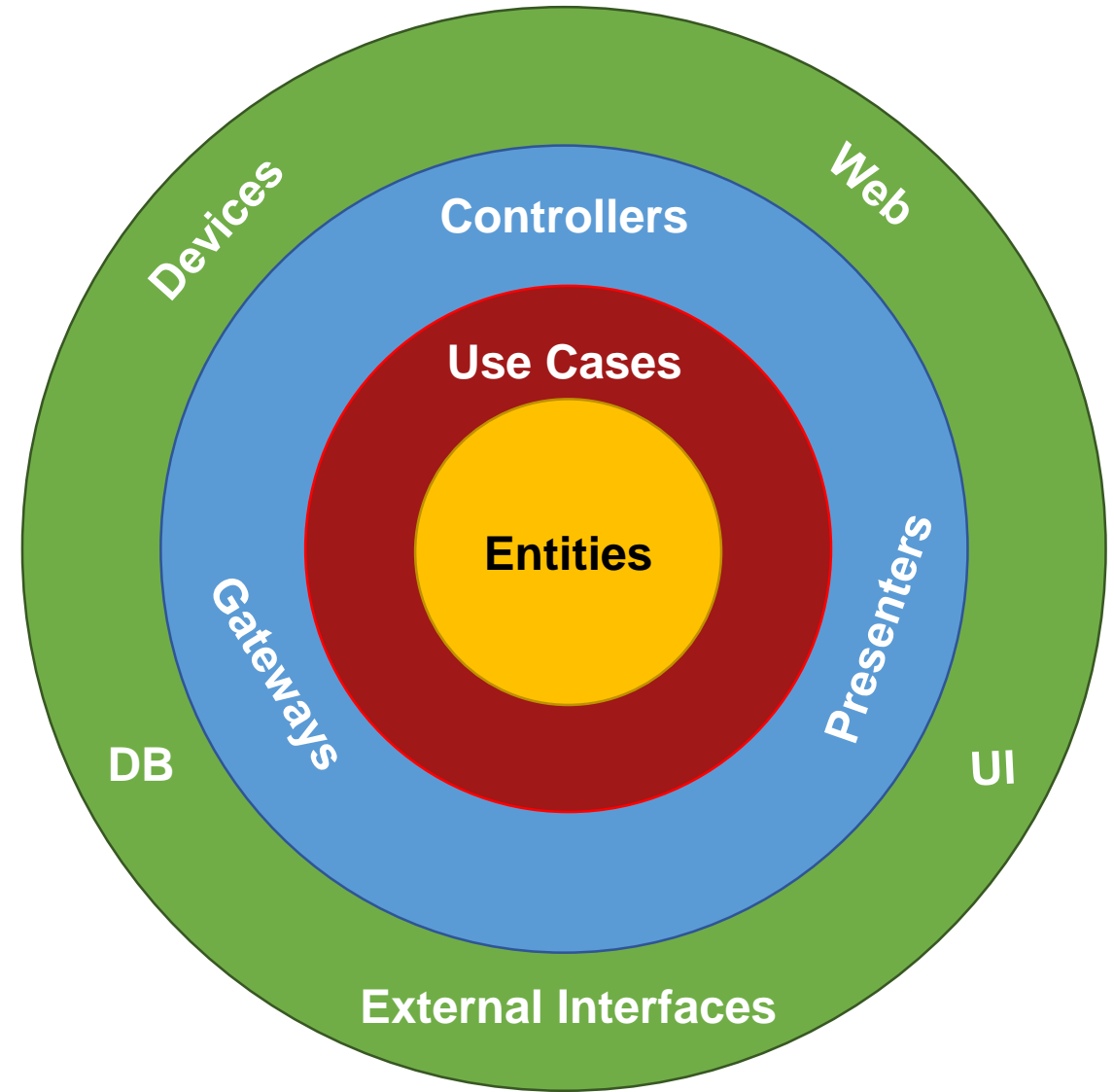


Isolate the Domain with a Layered Architecture

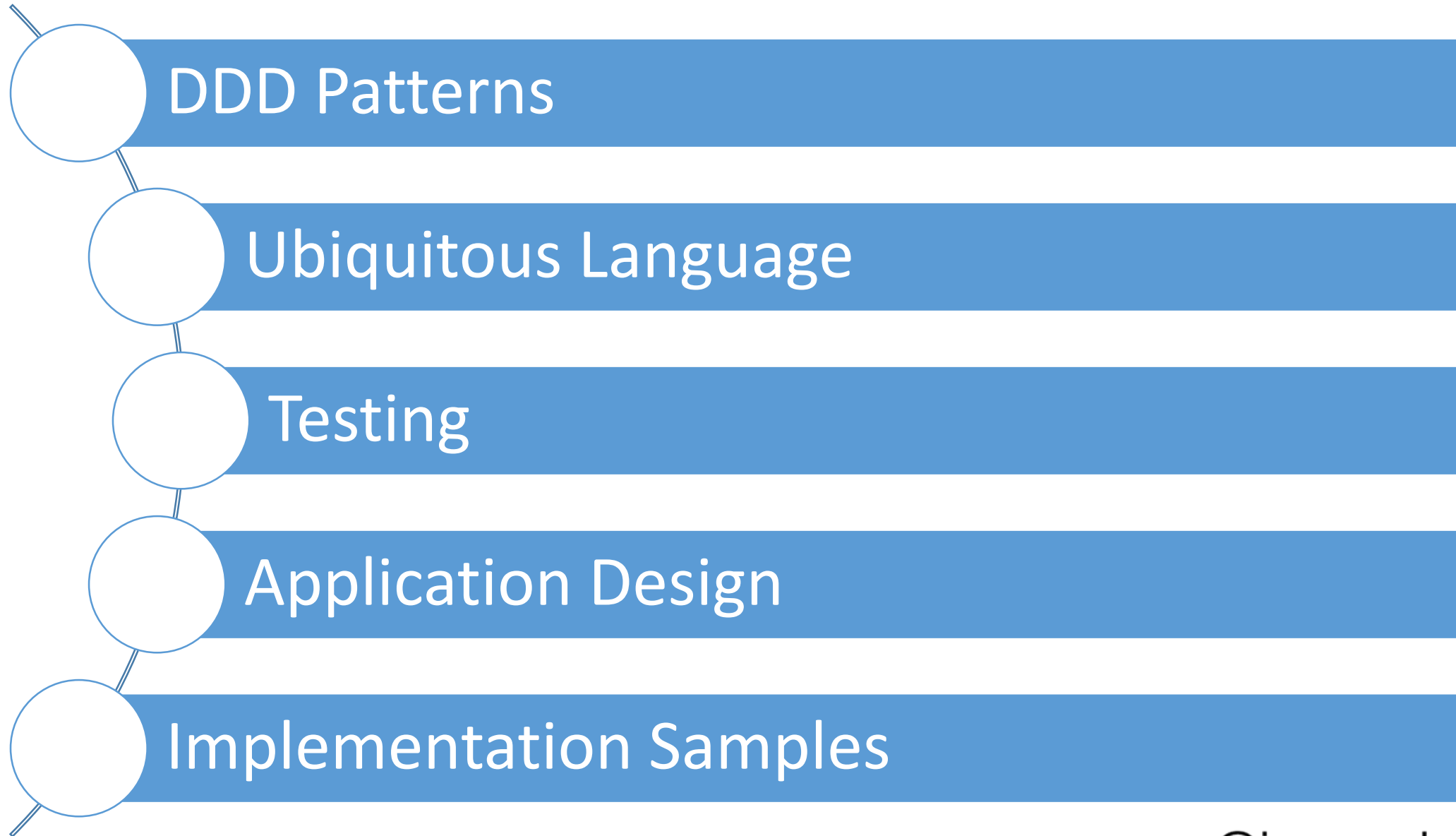


Isolate the Domain with a Layered Architecture

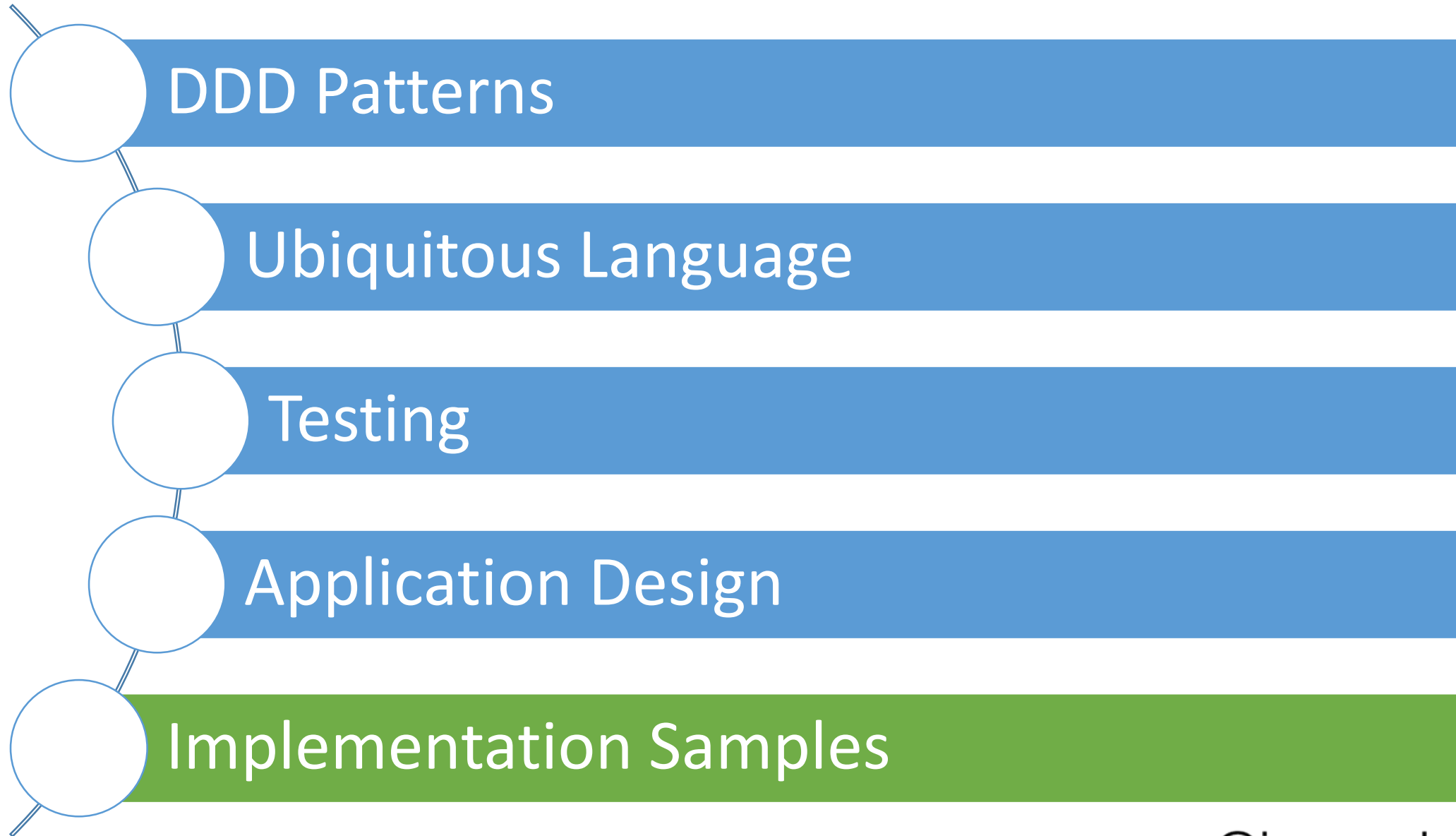
- Testability
- Hexagonability
- Use Cases as First-Class
- Decoupled



Quick Review

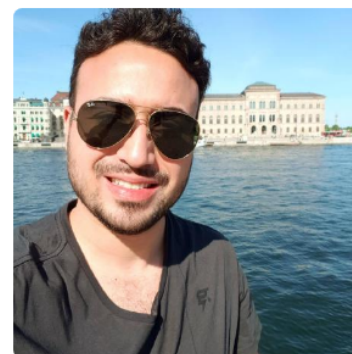


Quick Review



Implementation Samples

- Clean Architecture
- Hexagonal Architecture
- Event Sourcing
- DDD
- TDD
- Microservices



Ivan Paulovich
ivanpaulovich

Humble Software Craftman, DDD, SOLID, TDD, Hexagonal and Clean Architectures, CQRS, Event Sourcing, Docker, Microservice, Angular, MVP 12-14

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👤 Betsson Group
📍 Stockholm, Sweden
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≡ [dotnet-new-caju](#)

This dotnet-new template for .NET Back-ends increases productivity on building applications with the Hexagonal, Clean or Event Sourcing architectures styles. This tool generates a .NET back-end wit...

● C# ★ 50 🍴 7

≡ [clean-architecture-manga](#)

Clean Architecture service template for your Microservice with DDD, TDD and SOLID using .NET Core 2.0. The components are independent and testable, the architecture is evolutionary in multiple dime...

● C# ★ 130 🍴 35

≡ [hexagonal-architecture-acerola](#)

An Hexagonal Architecture service template with DDD, CQRS, TDD and SOLID using .NET Core 2.0. All small features are testable and could be mocked. Adapters could be mocked or exchanged.

● C# ★ 65 🍴 21

≡ [event-sourcing-castanha](#)

An Event Sourcing service template with DDD, TDD and SOLID. It has High Cohesion and Loose Coupling, it's a good start for your next Microservice application.

● C# ★ 25 🍴 3

≡ [event-sourcing-jambo](#)

An Hexagonal Architecture with DDD + Aggregates + Event Sourcing using .NET Core, Kafka e MongoDB (Blog Engine)

● C# ★ 84 🍴 37

≡ [ddd-tdd-rich-domain-model-dojo-kata](#)

Rich Domain with DDD patterns and TDD (.NET Core / Standard)

● C# ★ 12

@ivanpaulovich 

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Resources

- Domain-driven Design, Eric J. Evans, 2003
- The ThoughtWorks Anthology: Essays on Software Technology and Innovation (Pragmatic Programmers), 2008
- Clean Architecture, Robert C. Martin, 2017
- Growing Object-Oriented Software, Guided by Tests, 1st Edition, 2009