

Domain Driven Design



Nikolay Vasilev

Domain Driven Design



- Status Quo of building Enterprise Applications (EA)
- What is DDD?
- Strategic DDD
- Tactical DDD (a.k.a. DDD-Lite)
- Code / Example
- Questions
- Resources

Status Quo of building Enterprise Applications (EA)

Status Quo of building EA



- How would you build an EA?

Status Quo of building EA

- How would you build an EA?
 - Layered Architecture

Presentation

Domain

Persistence

Status Quo of building EA

- How would you build an EA?
 - Layered Architecture
- Domain Layer: How to organize it?

Presentation

Domain

Persistence

Status Quo of building EA

- How would you build an EA?
 - Layered Architecture
- Domain Layer: How to organize it?
- Three Standard Patterns

Presentation

Domain

Persistence

Status Quo of building EA

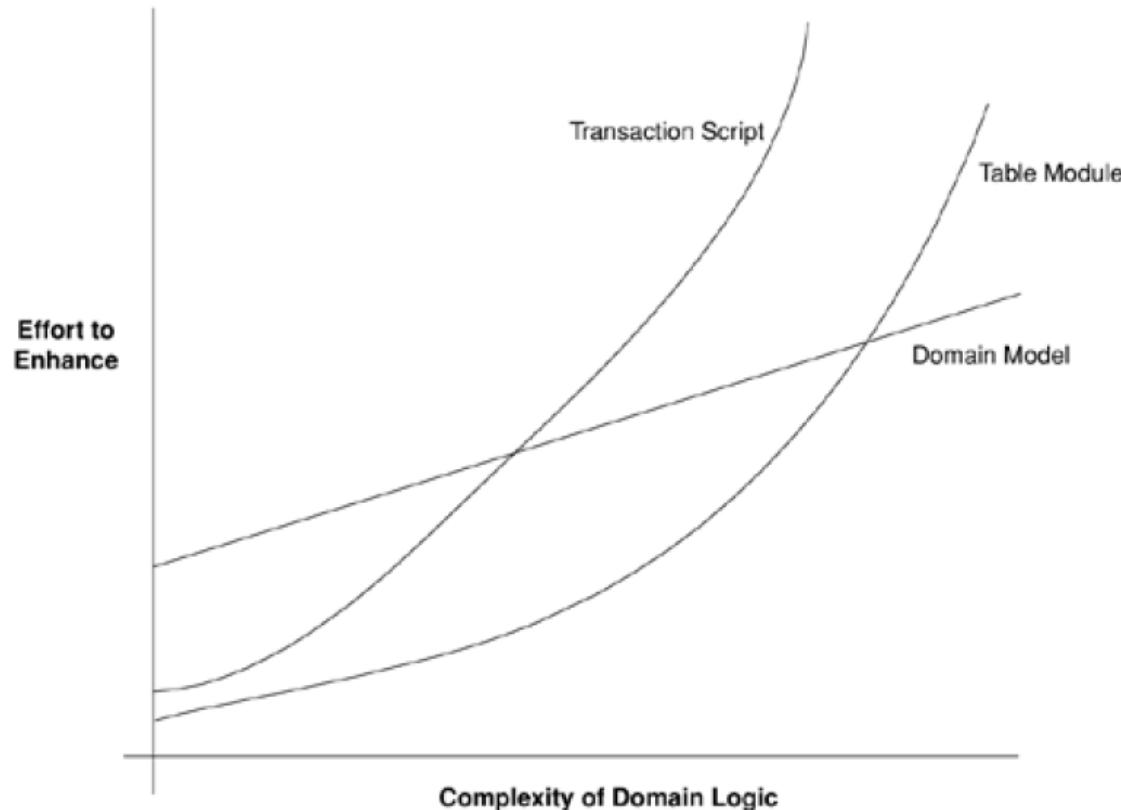
- Transaction Script
 - Express business logic via **procedures**
 - Easy to grasp and to avoid performance problems
- Domain Model
 - **Object model** of domain, having both – behaviour and data
 - Expressive but elaborated
- Table Module
 - middle ground between the two above
 - one class per db table with **procedures** over the data

Presentation

Domain

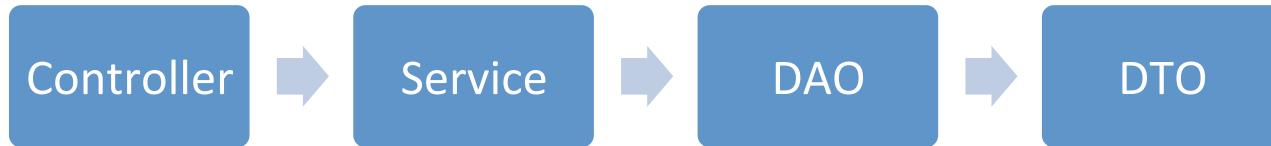
Persistence

Status Quo of building EA



Status Quo of building EA

- How Spring MVC does the work?



- The result:
 - Thinking in technical terms, not domain's one
 - Anemic Domain Model (POJO's with no behaviour)
 - Boilerplate Services layer with too many responsibilities
 - No separation of (domain) concerns
- Accept it my friend, it's pure Transaction Script in action!
 - i.e. Procedural Programming disguised as OOP

What is DDD?

What is DDD?

- What is DDD?
 - Not a Technology or Methodology
 - Set of principles and patterns for focusing the design effort where it matters most

What is DDD?

- What is DDD?
 - Not a Technology or Methodology
 - Set of principles and patterns for focusing the design effort where it matters most
- It's all about...
 - Understanding of the domain (subject area) where the software will be applied



HOW DOES IT WORK?

What is DDD?

- What is DDD?
 - Not a Technology or Methodology
 - Set of principles and patterns for focusing the design effort where it matters most
- It's all about...
 - Understanding of the **domain** (subject area) where the software will be applied
 - Create highly expressive **model** of that domain



HOW DOES IT WORK?



BUILD A MODEL

What is DDD?

- What is DDD?
 - Not a Technology or Methodology
 - Set of principles and patterns for focusing the design effort where it matters most
- It's all about...
 - Understanding of the **domain** (subject area) where the software will be applied
 - Create highly expressive **model** of that domain
 - Distil **Ubiquitous Language**



HOW DOES IT WORK?



BUILD A MODEL



GROW A LANGUAGE

What is a Model?

- What is a Model?

What is a Model?

- What is a Model?
 - Simplification of reality



What is a Model?

- What is a Model?
 - Simplification of reality
 - Shows some aspect of reality...



What is a Model?

- What is a Model?
 - Simplification of reality
 - Shows some aspect of reality...
 - ... or an idea that is of interest



What is a Model?

- How do you represent your Model?



(UML) DIAGRAMS?

What is a Model?

- How do you represent your Model?

Ingest engineer manages brands

As an ingest engineer

I want to ingest brands, series and episodes

So that users could browse them

TEXT?

Scenario 1: Episodes Ingestion

Given a brand with one series

When I ingest an episode

Then its gets ready for to be seen

Scenario 2: Episodes are seen

Given a brand with 1 series and an episode

When an user request episode content

Then she is able to see it

What is a Model?

- How do you represent your Model?

```
@Test
public void shouldValidateEpisodeAvailability() {
    AvailabilityWindow availabilityWindow =
        new AvailabilityWindow(yesterday, tomorrow);
    Episode episode = new Episode();
    episode.withAvailabilityWindow(availabilityWindow);
    assertTrue("Episode is not available.", episode.isAvailable(today));
}
```

AUTOMATED TESTS?

What is a Model?

- How do you represent your Model?

```
class Episode {  
    private AvailabilityWindow availabilityWindow;  
    // ...  
    public void withAvailabilityWindow(AvailabilityWindow availabilityWindow) {  
        this.availabilityWindow = availabilityWindow;  
    }  
    public boolean isAvailable(DateTime date) {  
        return availabilityWindow.isWithin(date);  
    }  
}  
  
class AvailabilityWindow {  
    private DateTime startDate;  
    private DateTime endDate;  
  
    public AvailabilityWindow(DateTime startDate, DateTime endDate) {  
        this.startDate = startDate; this.endDate = endDate;  
    }  
    public boolean isWithin(DateTime date) {  
        return startDate.isBefore(date) && endDate.isAfter(date);  
    }  
}
```

CODE?

What is a Model?

- The model is...



- Everything else is...



Elaborate the Model

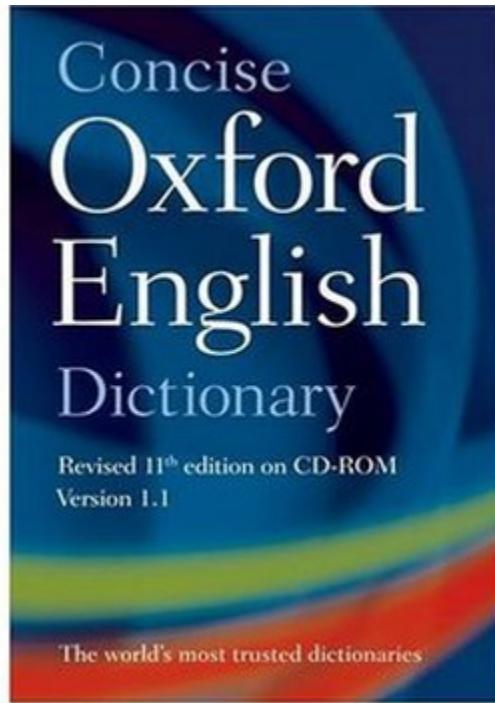


A COLLABORATIVE EXERCISE

Elaborate the Model



BASED ON A COMMON LANGUAGE



Elaborate the Model



Ingest engineer manages brands
 As an ingest engineer
 I want to ingest brands, series and episodes

```

@Test
public void shouldValidateEpisodeAvailability() {
    AvailabilityWindow availabilityWindow =
        new AvailabilityWindow(yesterday, tomorrow);
    Episode episode = new Episode();
    episode.withAvailabilityWindow(avail
    assertTrue("Episode is not availabil
}
  
```

```

class Episode {
    private AvailabilityWindow availabilityWindow;
    // ...
    public void withAvailabilityWindow(AvailabilityWindow availabilityWindow) {
        this.availabilityWindow = availabilityWindow;
    }
    public boolean isAvailable(DateTime date) {
        return availabilityWindow.isWithin(date);
    }
}
  
```

EXPRESSED AT ALL LEVELS

Elaborate the Model



EVOLUTIONARY PROCESS

Elaborate the Model



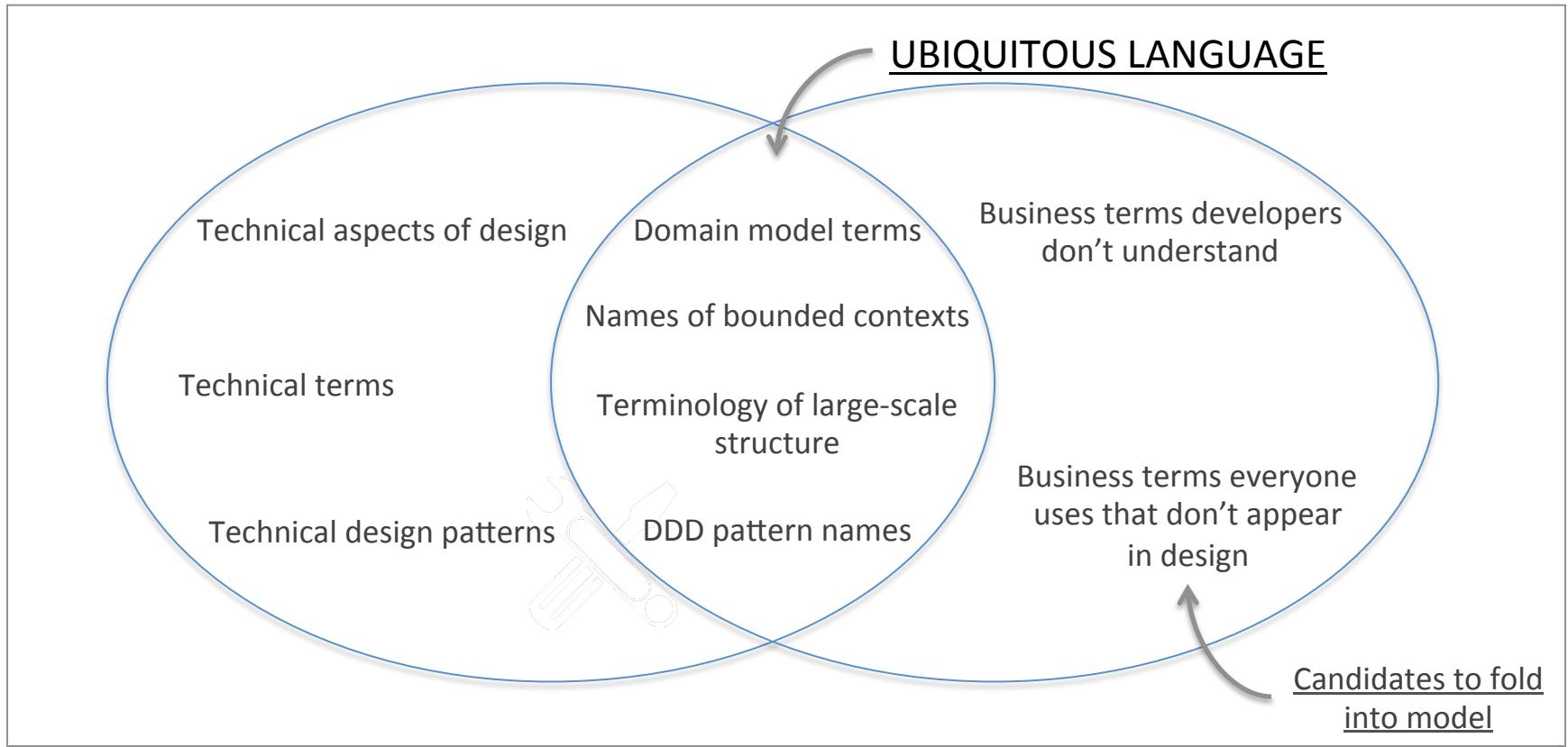
EXPERIMENTING IS ESSENTIAL

Elaborate the Model

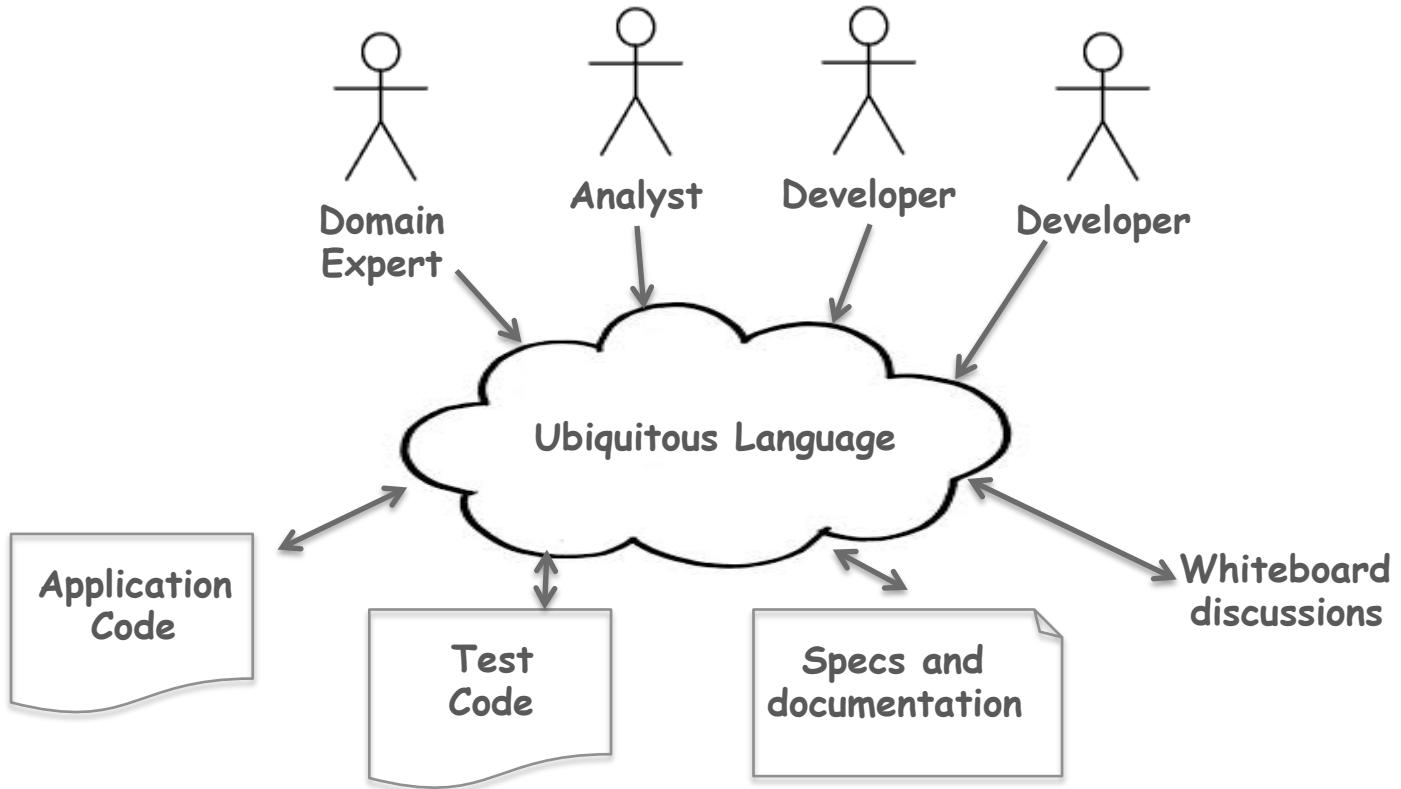


SO DO AUTOMATED TESTING

Ubiquitous Language



Ubiquitous Language



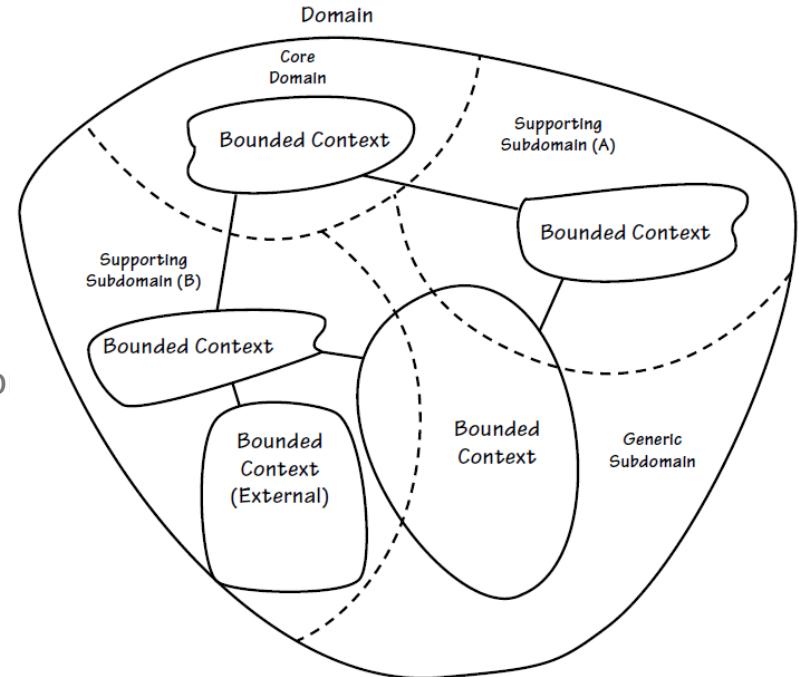
Strategic DDD

Domain Modelling

- Typical system today
 - Consist of a few subsystems, responsible for multiple functions
 - Software/Domain concerns are not clearly separated
- Which functions make business successful?
 - Think about each of them separately
 - Do **NOT** create one model of the whole domain
 - Otherwise everything will be connected to and depend on everything else

Domain Modelling – Basic Terms

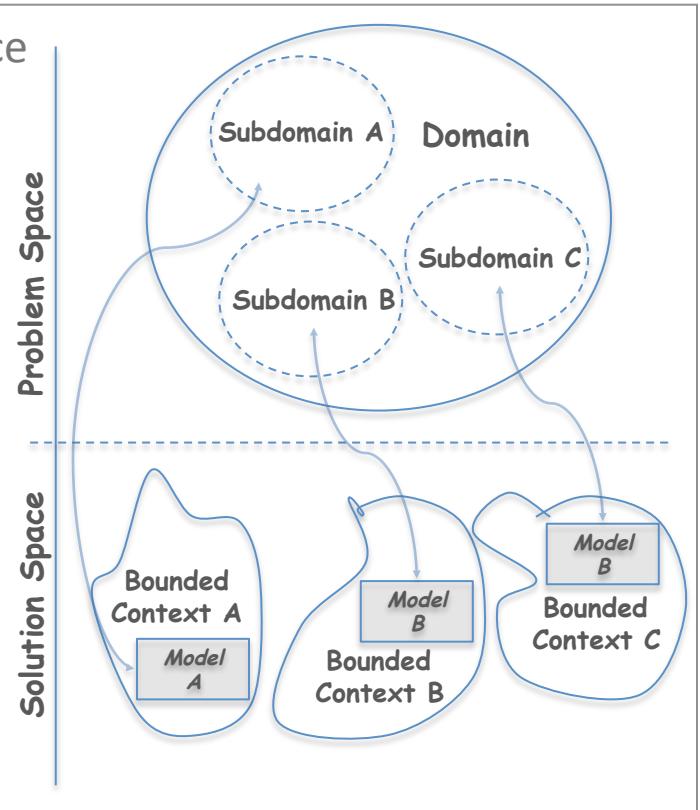
- Domain
 - Subject area where the software will be applied
 - Example: VOD Domain
- Subdomain
 - Logically separated part of the Domain
 - Example: Ingestion, Streaming, Geo Location
- Domain Model
 - Software model for solution of a domain problem
- Bounded Context
 - Explicit boundary where Domain Model lives



Source: [Vernon, DDD]

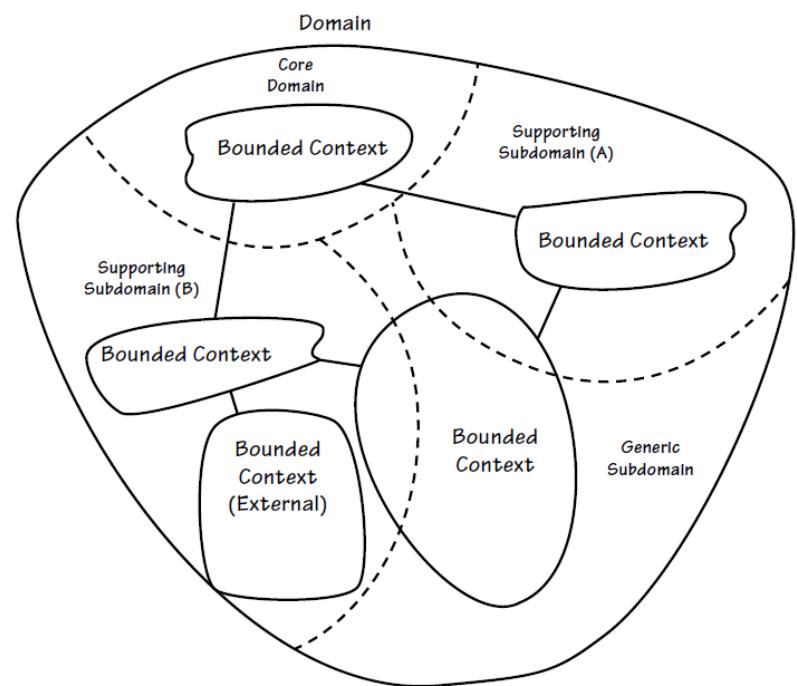
Problem-Solution Perspective

- Domains have problems space and solution space
- Problem Space
 - Strategic business challenge to be solved
 - Separate it into Subdomains
- Solution Space
 - Implementation of the software to solve the business problem
 - Bounded Context is a specific solution
 - The model lives in the boundaries of Bounded Context
- When you have good understanding of the problem space, turn it into solution space



Subdomains

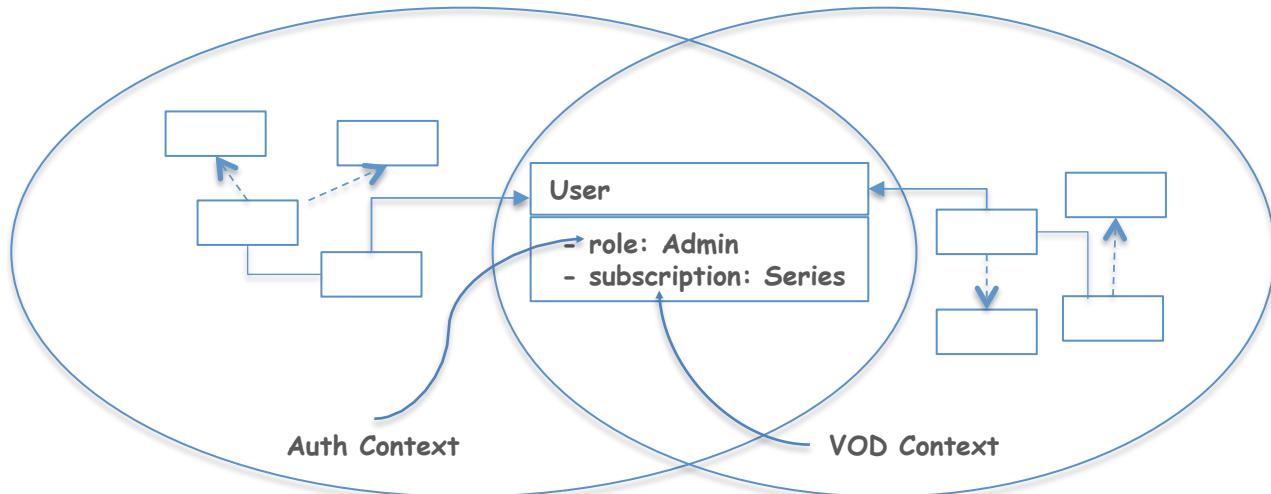
- Core Domain
 - part of the business that is of primary importance
 - Example: Asset Metadata Delivery
- Supporting Domain
 - models some aspect of the business that is essential, yet not Core
 - Example: Asset Streaming Info
- Generic Domain
 - captures nothing special to the business, yet is required
 - Example: GeoLocation



Source: [Vernon, DDD]

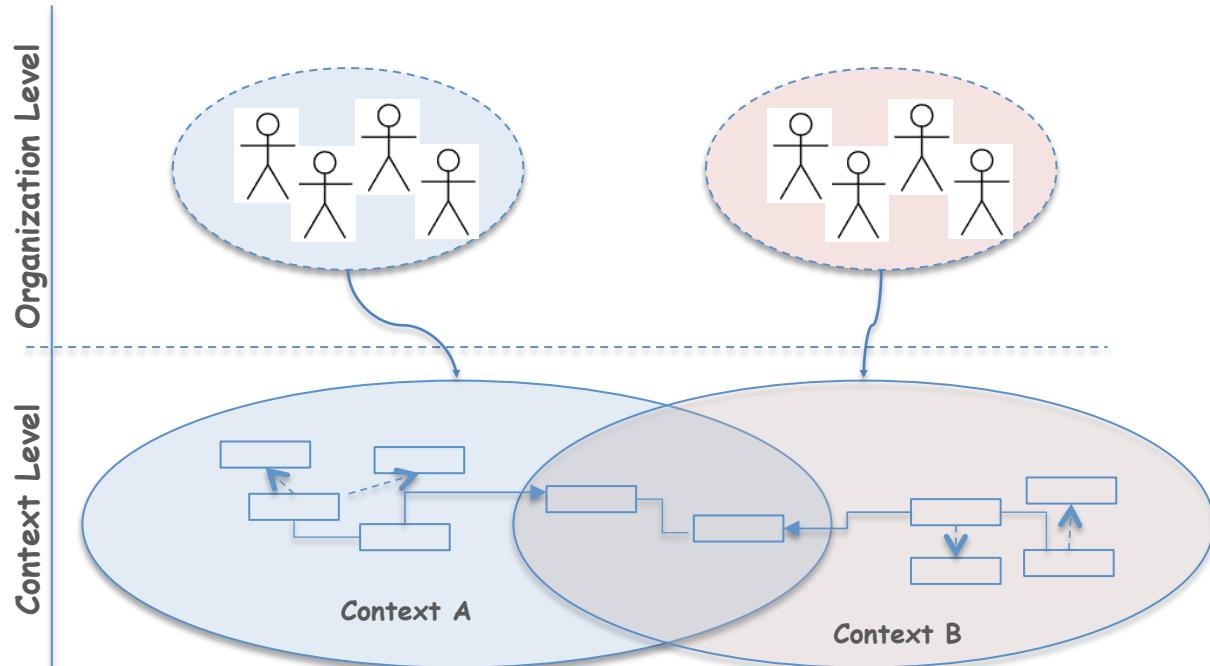
Bounded Contexts

- Models are developed in Bounded Contexts
- Linguistic boundary in which the model exists
 - Mark off where the meaning of every term used by the domain model is well understood
 - Example: User (Auth Context: Role) and User (VOD Context: Content Customer)



Bounded Contexts

- Attempt to align subdomains one-to-one with Bounded Contexts
- Could influence how teams are organized

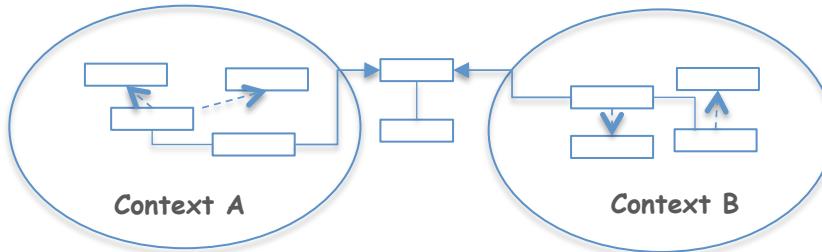


Context Mapping

- Mapping the contact points and translations between Bounded Contexts
- Context Mapping Patterns

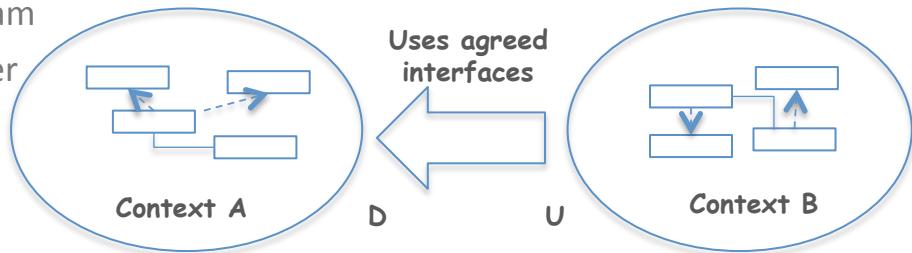
- Shared Kernel

- Shared Subset of Domain
- Example: Money



- Customer/Supplier

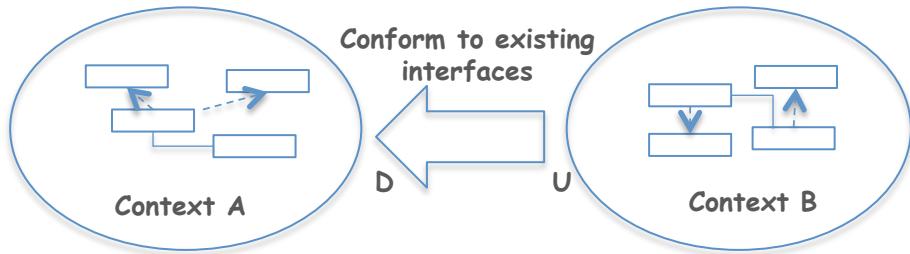
- Upstream Project – Supplier Team
- Downstream Project – Consumer Team
- Acceptance test at Upstream context



Context Mapping

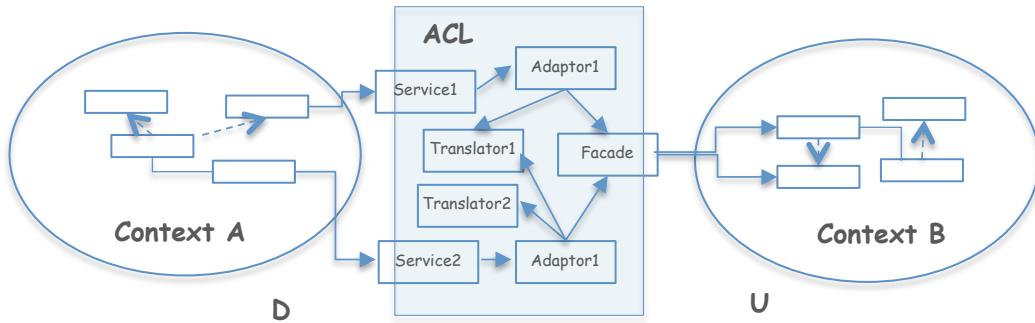
- Context Mapping Patterns

- Conformist



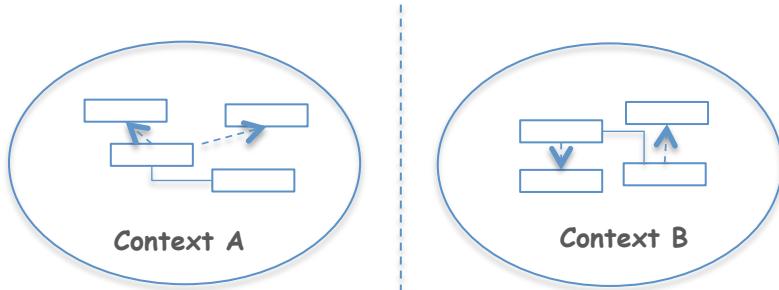
- Anti-Corruption Layer (ACL)

- Isolating Layer



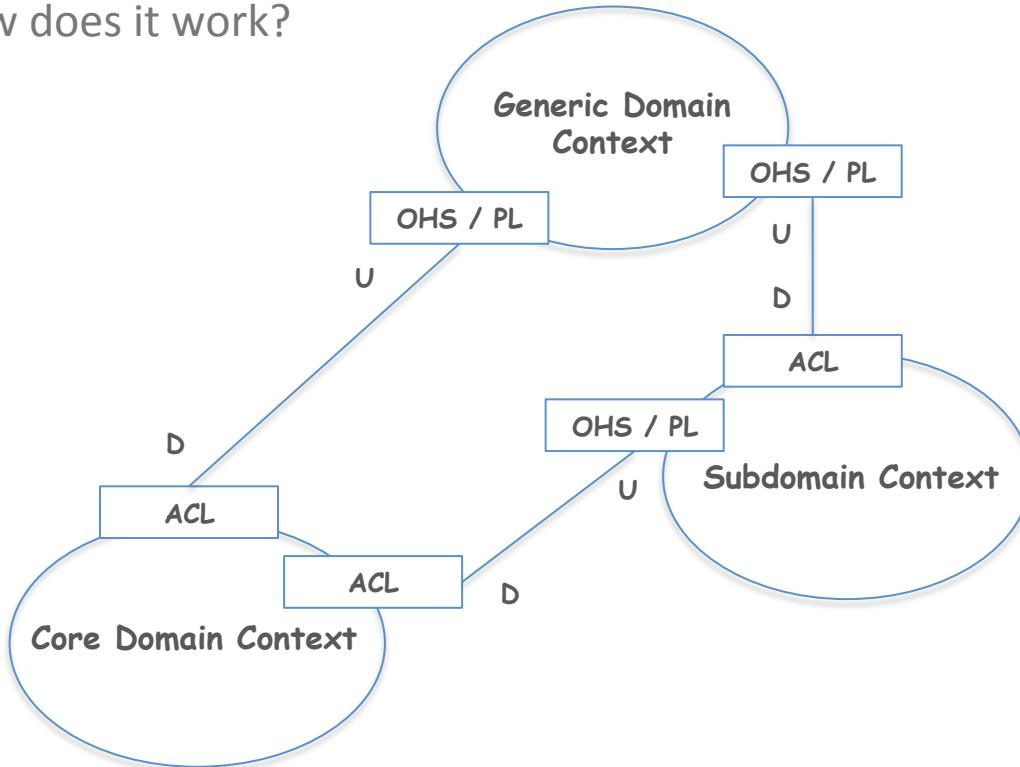
Context Mapping

- Context Mapping Patterns
 - Separate Ways
 - Open Host Service (OHS)
 - a.k.a. “Remote Façade”
 - Example: REST interface
 - Published Language (PL)
 - Example: XML, JSON
 - Big Ball of Mud



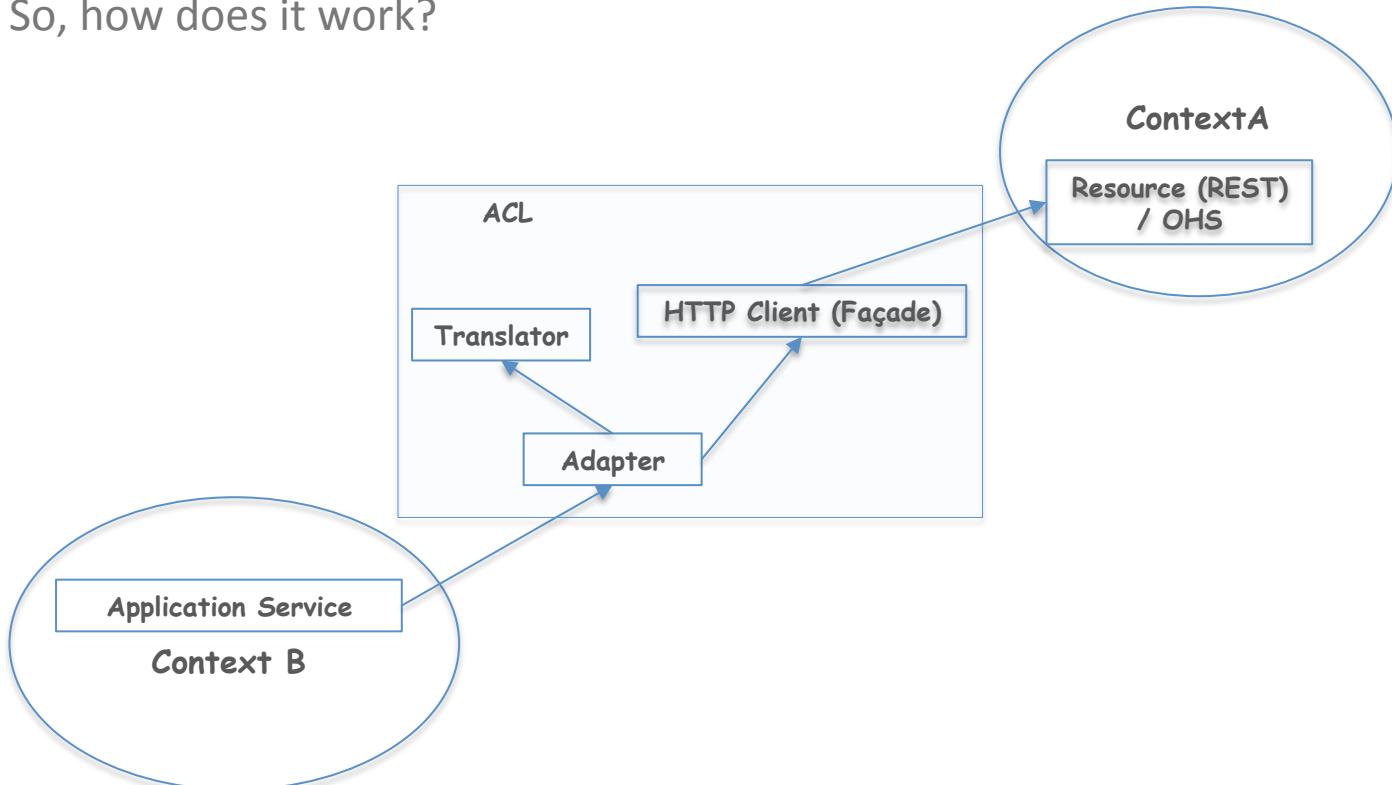
Context Mapping

- So, how does it work?



Context Mapping

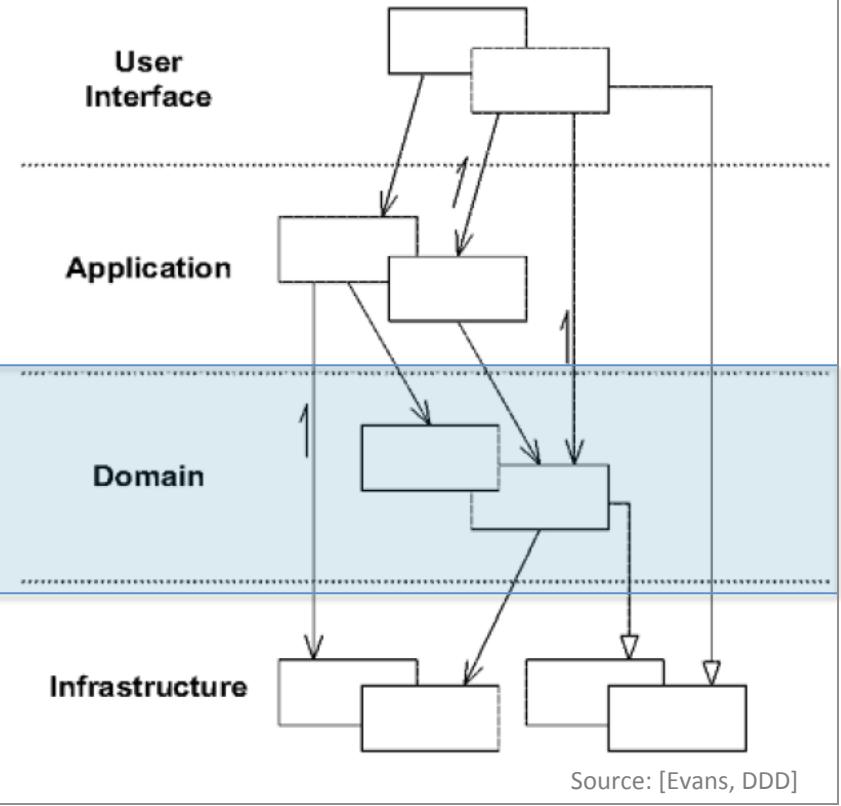
- So, how does it work?



Tactical DDD (DDD-Lite)

Layered Architecture

The DDD-Lite is applied in Domain Layer



Entity

- A.k.a. “Reference Object”
- Has Identity and State
- May have multiple representations
 - Example: book through a publishing process
- Not defined primarily by their attributes



Value Object

- Have no identity
- Defined by its attributes
- Used to describe the state of Entity
 - as its attribute
- Immutable
 - Replacement rather than modification
- Could be implemented as Flyweight [GoF]
- Example: Colours, Money, Time



Services

- Operation which does not conceptually belongs to an Entity or Value Object
- Fine-grained domain operation over domain objects
 - Usage: Calculation, transformation etc.
- Domain level – no application, infrastructure etc.
- Stateless
- Usually Singletons [GoF]
- Example:
 - Triggers Entity consistency validation



Domain Event

- Event is something that happened in the domain
- Purpose: to makes a change of state explicit
- Immutable (it happened in the past)
- Data holding structure (POJO)
- Class naming – command happened in the past
 - Example: BrandRenamed
- Publish-Subscribe (a.k.a. Observer [GoF])

Module

- A.k.a. packages
- Divide code by concepts (not by technical criteria)
- There is limit to how many things a person can think about at once (low coupling)
- Choose Modules that tell the story of the system
- Example:

```
[tld].[bounded-context-name].domain.[model | service|...].[conceptname]
```

```
com.piksel.vod.domain.model  
com.piksel.auth.domain.model
```

```
com.piksel.vod.domain.model.assets
```

```
com.piksel.vod.domain.service
```

```
com.piksel.vod.resources.view
```

Aggregate

- A cluster of associated objects (Entities and Value Objects usually) treated as a unit for the purpose of data changes
- Root (Entity)
- Boundary (what is inside the Aggregate)
- Enforces invariants (business rules which should be always consistent)
- Only Aggregate's root could be referenced from outside objects
- Domain Events emission
 - On change for the Aggregate
- Aggregate Stores
 - NoSQL Key-Value/Document Stores



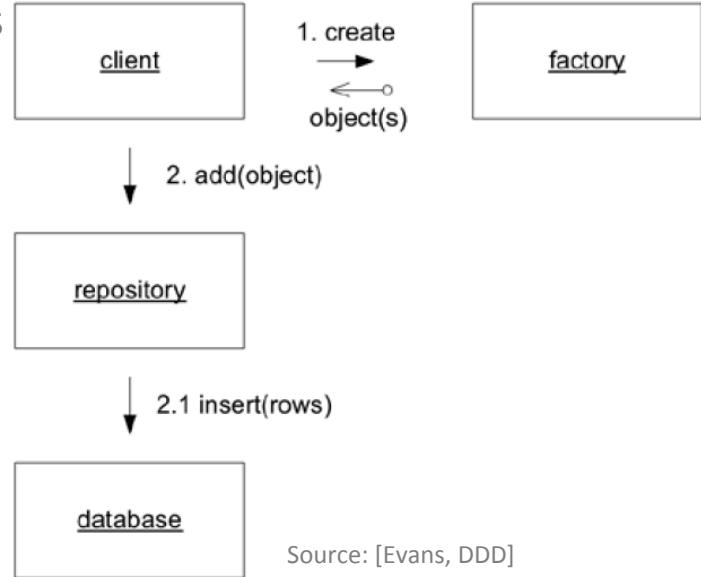
Factory

- Constructors - “primitive level of instance creation... for the programming language”, Evans
 - use only for very simple objects - straightforward construction!
- Creation of complex Entities/Value Objects
- Implementation - various creational (GoF) patterns
 - Factory Method
 - Abstract Factory
 - Builder



Repository

- A contract between application and data storage, that speaks UL
- Repository per Aggregate
- Pretends to be a collection of Aggregate Roots
- Isolates Domain Layer from persistence details
- Uses Factory when storing new object



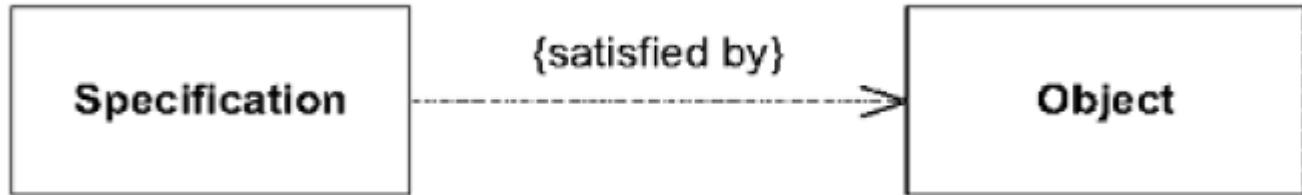
Repository

- Uses Factory when reconstitutes preexisting object



Source: [Evans, DDD]

Specification



Source: [Evans, DDD]

- Makes implicit business rules explicit
- It's a predicate
- Allows creation of Compound Specifications (using NOT, AND, OR, etc.)
- Used for:
 - Validation
 - Selection / Queries (by Repository)
 - Building (Generation)

Code / Example

Code / Example

- Example project
 - DDD-CQRS Sample, (v.02)
 - HLA: <http://prezi.com/akrfq7jyau8w/ddd-cqrs-leaven-v20/>
 - Code base: <https://github.com/BottegalT/ddd-leaven-v2>
 - User Group: <https://groups.google.com/forum/#!forum/ddd-cqrs-sample>
- More projects on official CQRS site
 - <http://cqrs.wordpress.com/examples/>

Questions?

Thank you for your attention!

Resources

Resources

- [Evans, DDD] "Domain-Driven Design: Tackling Complexity in the Heart of Software", Eric Evans, Addison Wesley, 20/08/2003, ISBN: 0-321-12521-5
- [Vernon, DDD], "Implementing Domain-Driven Design", Vaughn Vernon, 2013, ISBN-10: 0-321-83457-7, ISBN-13: 978-0-321-83457-7
- [Fowler, PoEAA] "Patterns of Enterprise Application Architecture", Martin Fowler, Dave Rice, Matthew Foemmel, Edward Hieatt, Robert Mee, Randy Stafford), 05/11/2002, ISBN: 0-321-12742-0
- [Fowler, NoSQL] "NoSQL Distilled", Martin Fowler, 08/11/2012, ISBN-10: 0-321-82662-0, ISBN-13: 978-0-321-82662-6
- [GoF, DP] "Design Patterns: Elements of Reusable Object-Oriented Software", Erich Gamma , Richard Helm , Ralph Johnson , John Vlissides, 10/11/1994, ISBN-10: 0201633612, ISBN-13: 078-5342633610
- [Fowler, NoSQL talk] "NoSQL matters Cologne 2013 - Key Note: NoSQL Distilled to an hour - Martin Fowler", Martin Fowler, 2013, <http://vimeo.com/66052102>

Resources

- [Khan, DDD] "Getting Started with Domain-Driven Design", Aslam Khan, <http://refcardz.dzone.com/refcardz/getting-started-domain-driven>
- [Brandolini, DDD ContextMapping] "Strategic Domain Driven Design with Context Mapping", Alberto Brandolini, 25/11/2009, <http://www.infoq.com/articles/ddd-contextmapping>
- [Riley, DDD], "Domain Driven Design", Ryan Riley, 22/10/2009, <http://www.slideshare.net/panesofglass/domain-driven-design>
- [Ferguson , DDD], "Domain Driven Design", John Ferguson Smart, 24/08/2011, <http://www.slideshare.net/wakaleo/introduction-toddd>
- [Sizovs, DDD] "Introduction to DDD", Eduards Sizovs, 25/10/2012, <http://www.slideshare.net/eduardsi/introduction-to-ddd>
- Domain Driven Design Website, <http://domaindrivendesign.org/>
- DDD User Group, <http://tech.groups.yahoo.com/group/domaindrivendesign/>
- DDD Community, <http://dddcommunity.org/>

