РАЗВОЈ СОФТВЕРА 2

Слојевита архитектура. Апликативни слој.



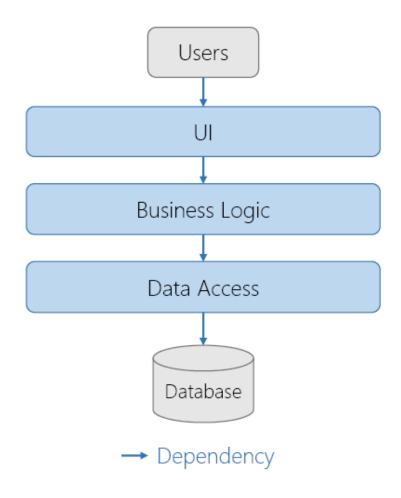
What Are Layers?

Levels of abstraction
Single-Responsibility Principle
Developer roles / skills
Multiple implementations
Varying rates of change



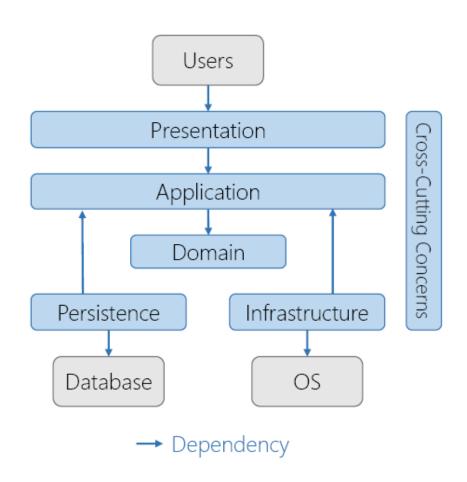


Classic 3-Layer Architecture





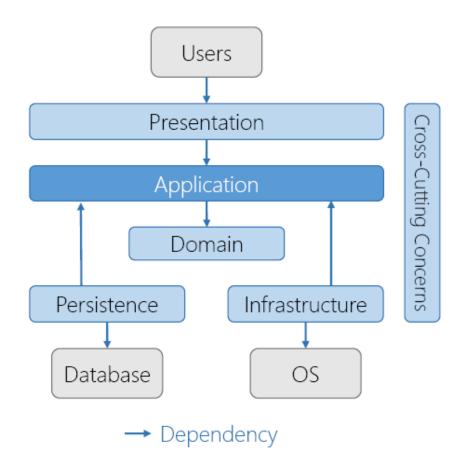
Modern 4-Layer Architecture





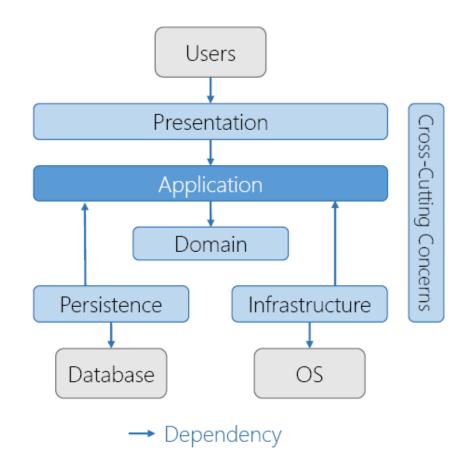
О АПЛИКАТИВНИ СЛОЈ

Implements use cases



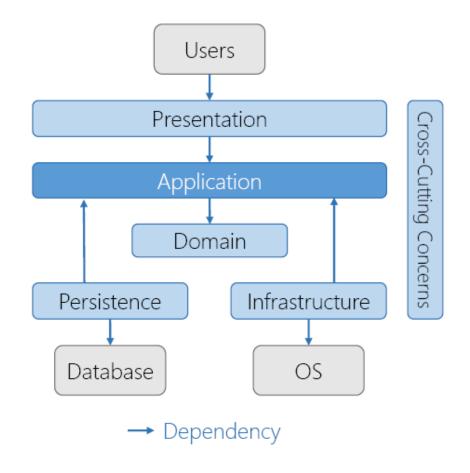


Implements use cases
High-level application logic



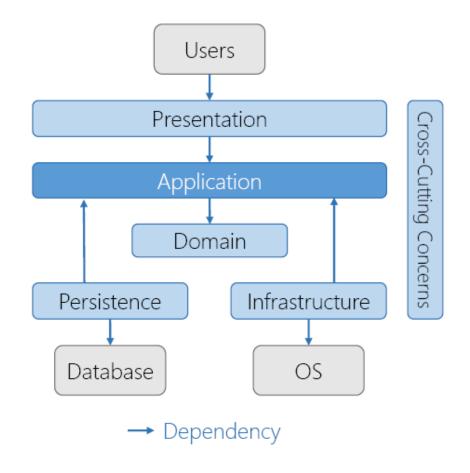


Implements use cases
High-level application logic
Knows about domain



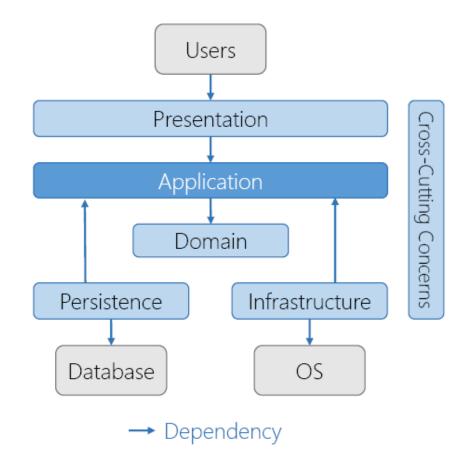


Implements use cases
High-level application logic
Knows about domain
No knowledge of other layers





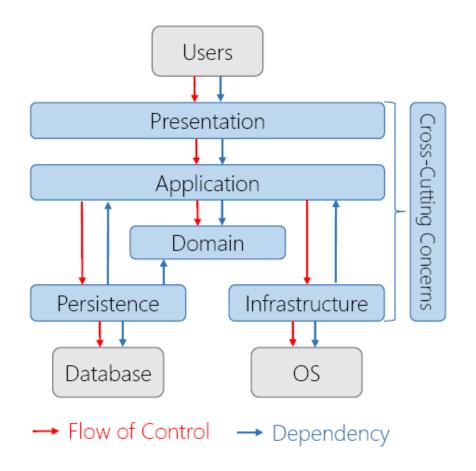
Implements use cases
High-level application logic
Knows about domain
No knowledge of other layers
Contains interfaces for details





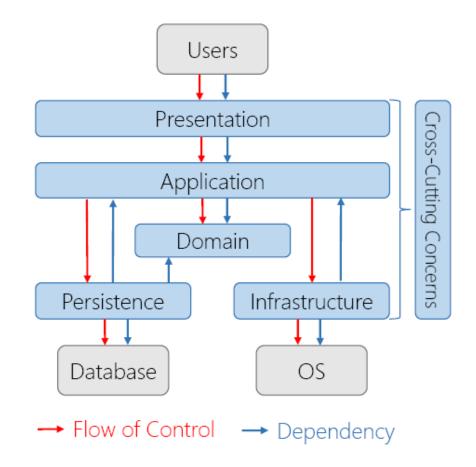
Э ЗАВИСНОСТИ ИЗМЕЂУ СЛОЈЕВА

Dependency inversion



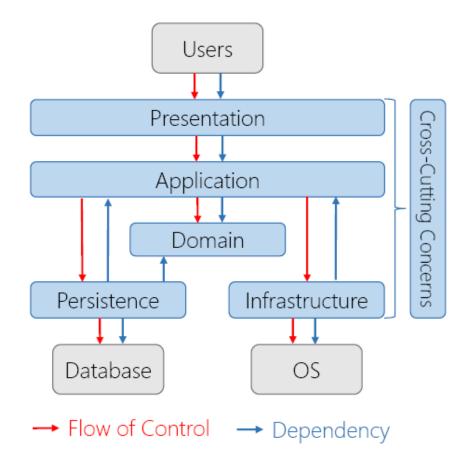


Dependency inversion Inversion of control



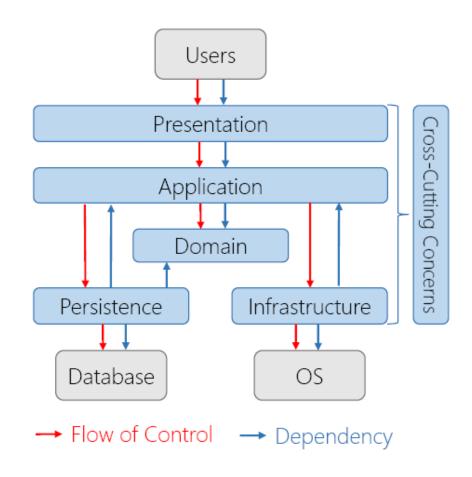


Dependency inversion
Inversion of control
Independent deployability

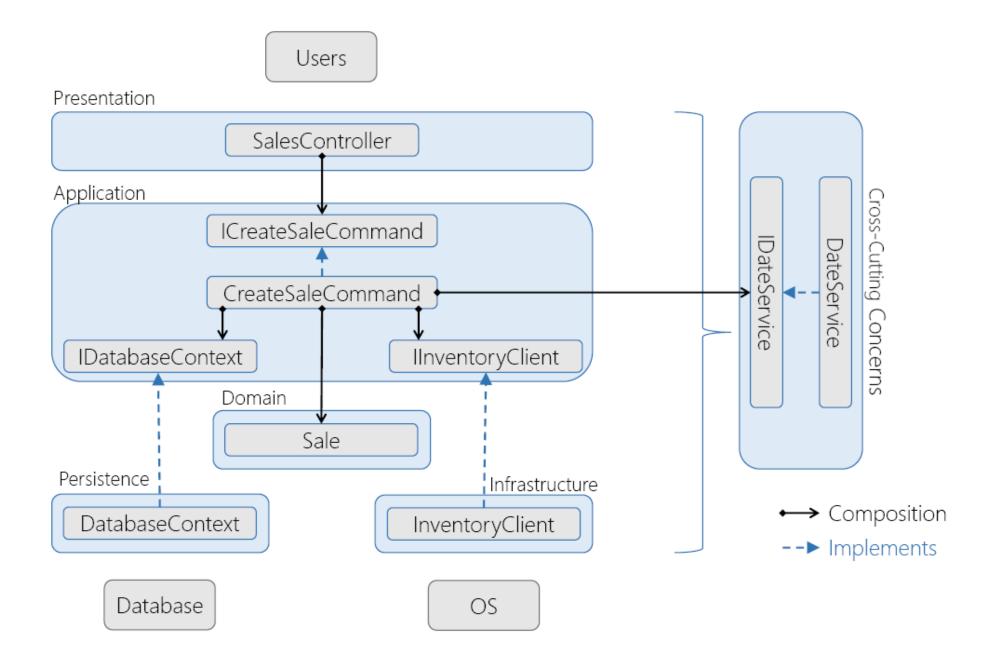




Dependency inversion
Inversion of control
Independent deployability
Flexibility and maintainability











Why Use an Application Layer?

Pros

Focus is on use cases

Easy to understand

Follows DIP



Why Use an Application Layer?

Pros

Focus is on use cases

Easy to understand

Follows DIP

Cons

Additional cost

Requires extra thought

IoC is counter-intuitive



НАПОМЕНА

Највећи део материјала ове презентације је преузет из презентације **Clean Architecture**, аутора Matthew Renze, која је доступна на адреси: https://matthewrenze.com/wp-content/uploads/presentations/clean-architecture.pdf