

```
<xs:complexType name="CategoryType">
```

```
<xs:sequence>
```

```
<xs:element name="description" type="xs:string" />
```

```
<xs:element name="category" type="CategoryType"  
minOccurs="0" maxOccurs="unbounded"/>
```

```
<xs:element name="books">
```

```
<xs:complexType>
```

```
<xs:sequence>
```

```
<xs:element name="book" type="BookType"  
minOccurs="0" maxOccurs="unbounded" />
```

```
</xs:sequence>
```

```
</xs:complexType>
```

Software System Architectures (NSWI130)

Domain-Driven Architectural Pattern

Martin Nečaský

Faculty of Mathematics and Physics

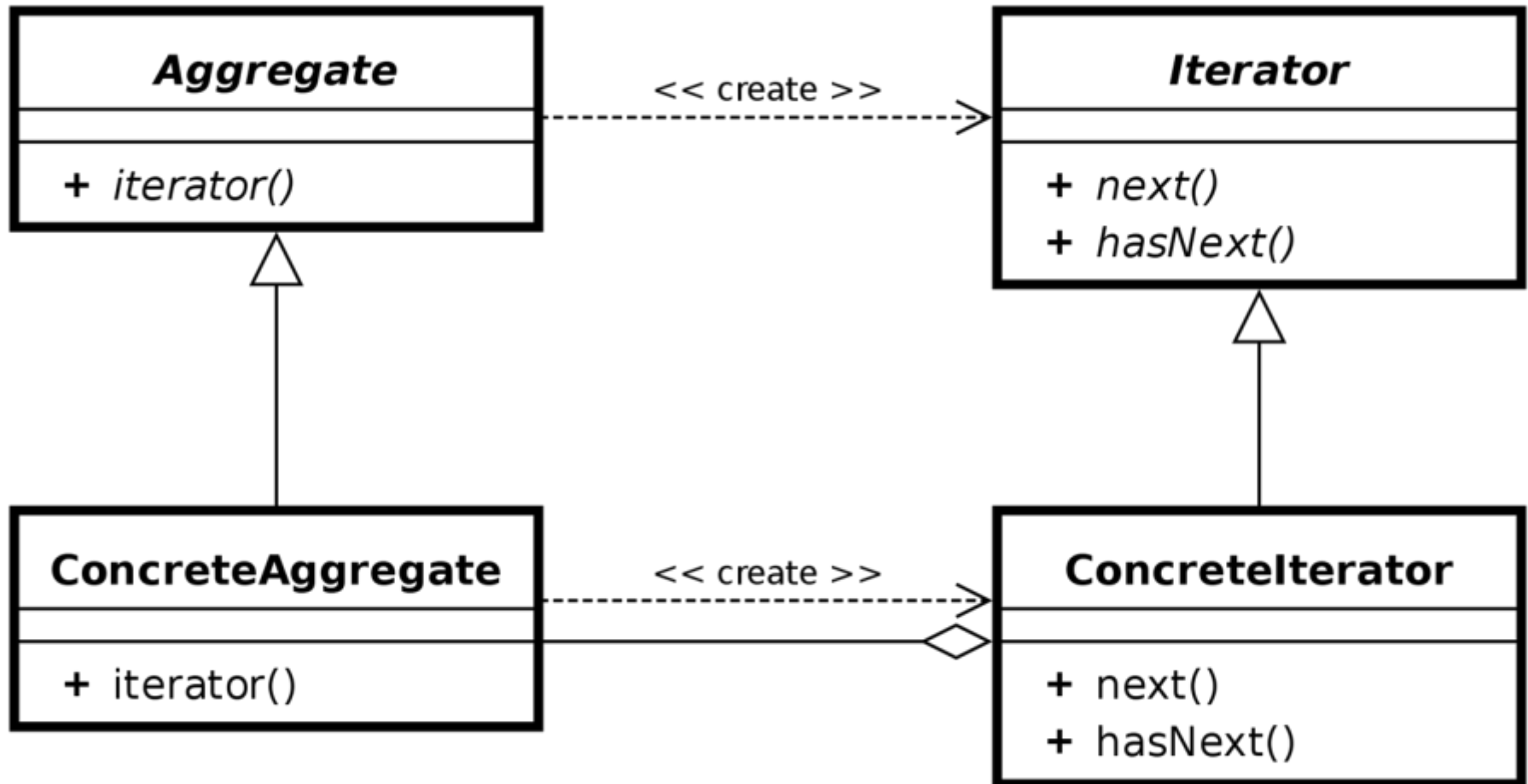
Charles University in Prague



Design Pattern

Recommended coding practice which is a well-known solution to well-known problems caused by a recurring common situation.

Design Pattern



Source:

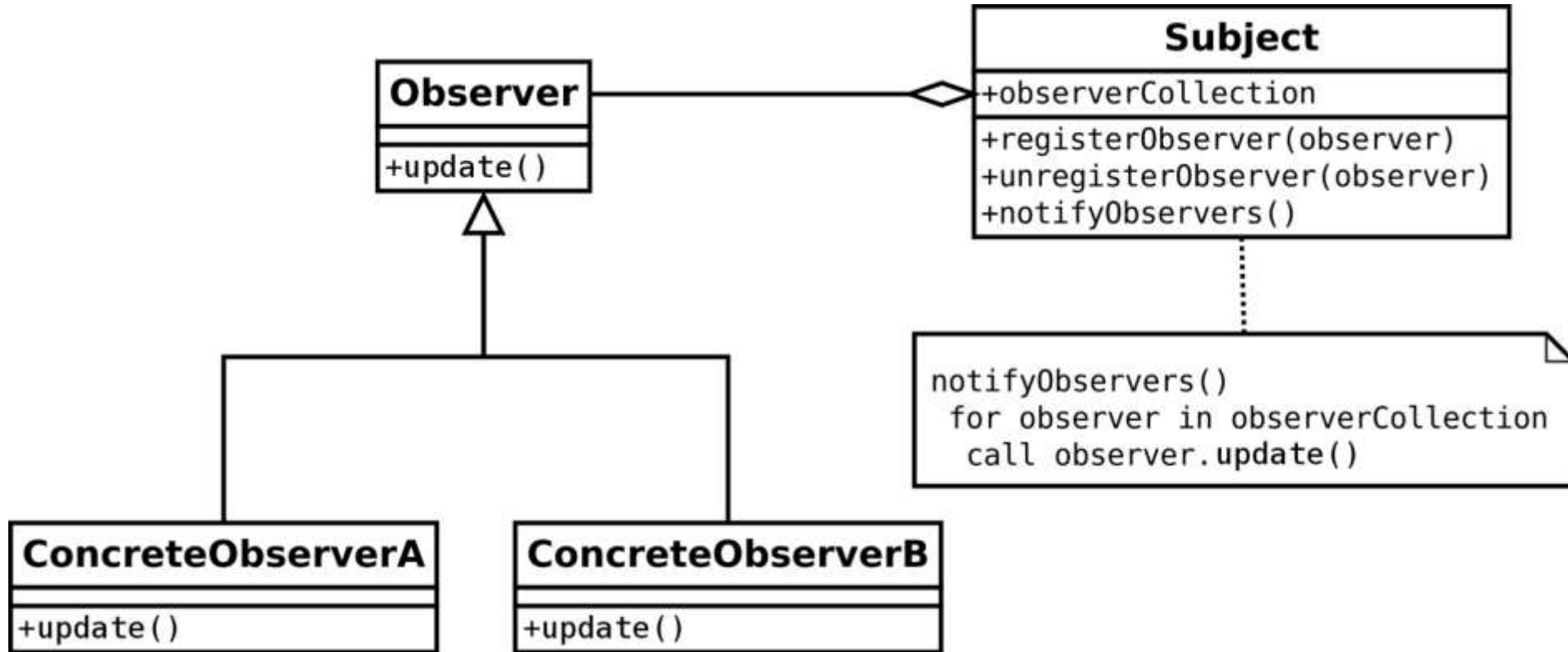
https://en.wikipedia.org/wiki/Iterator_pattern#/media/File:Iterator_UML_class_diagram.svg

Architectural Pattern

Recommended architectural practice which is a well-known solution to well-known architectural problems caused by a recurring common situation.

Design pattern	Architectural pattern
Fine grained	Coarse grained
Focused on programming problem	Focused on quality attributes
Introduces particular source code structure inside one or more architectural modules	Introduces modules or components/connectors to architectural design

Design vs Architectural Patterns



Source: https://en.wikipedia.org/wiki/Observer_pattern#/media/File:Observer_w_update.svg

Examples of Patterns

- ❑ load balancer
- ❑ router
- ❑ broker
- ❑ application programming interface (API)

Layer Pattern

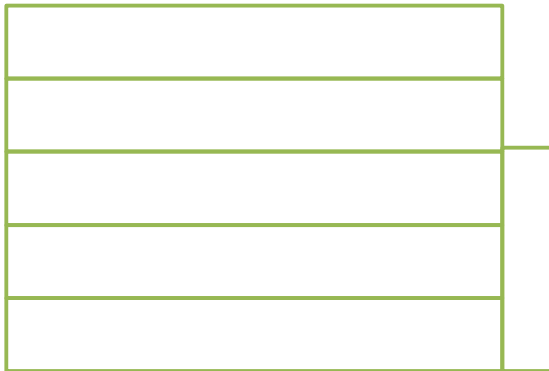
- ❑ situation - complex system where we need to develop and evolve its portions independently
- ❑ problem - dependencies between parts
- ❑ solution - layers

Layer Pattern

Presentation	Infrastructure
API	
Application Services	
Domain Model	
Data Sources	

Layer Pattern

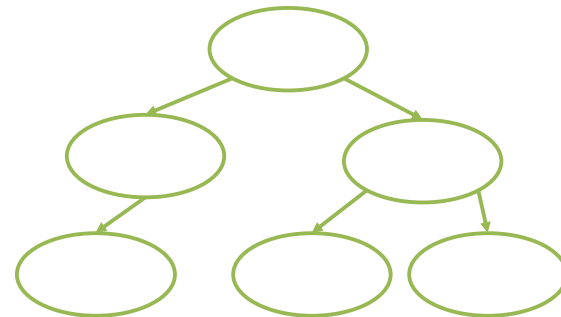
Layered Modules



Monolithic Component

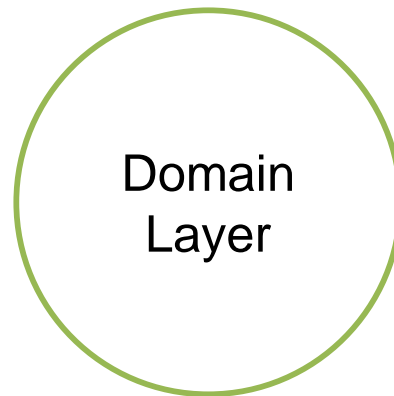


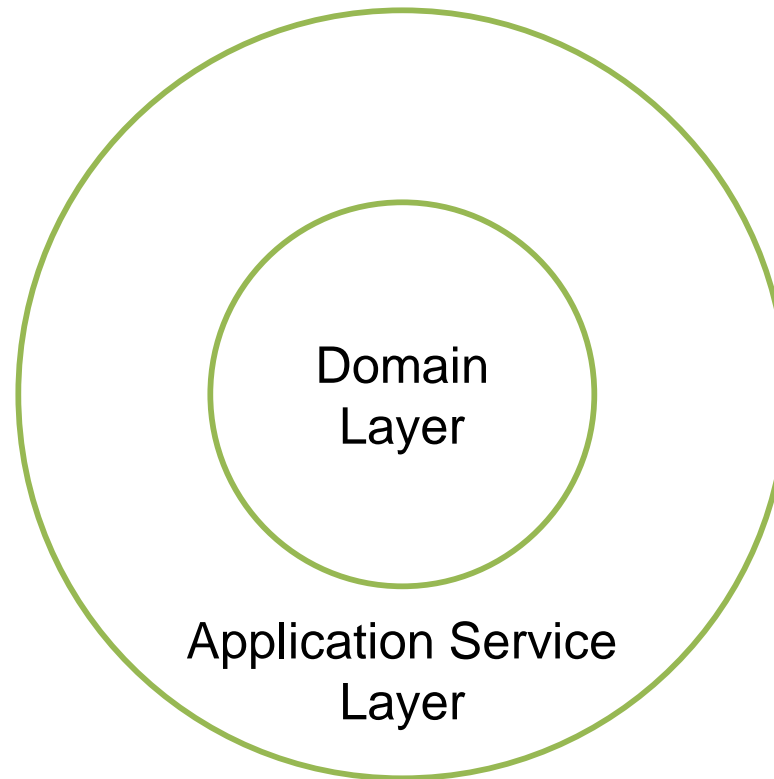
Distributed Network Components

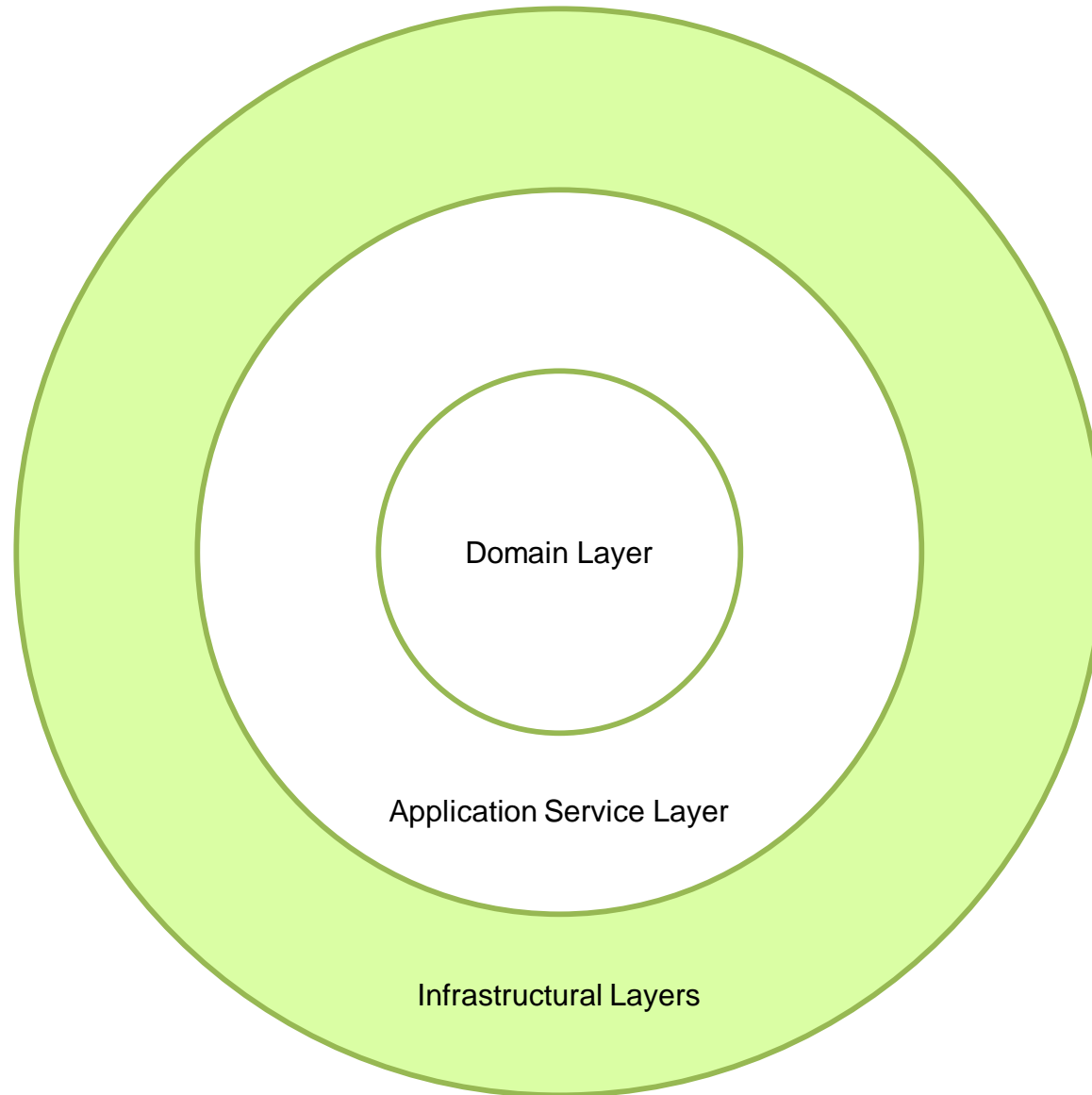


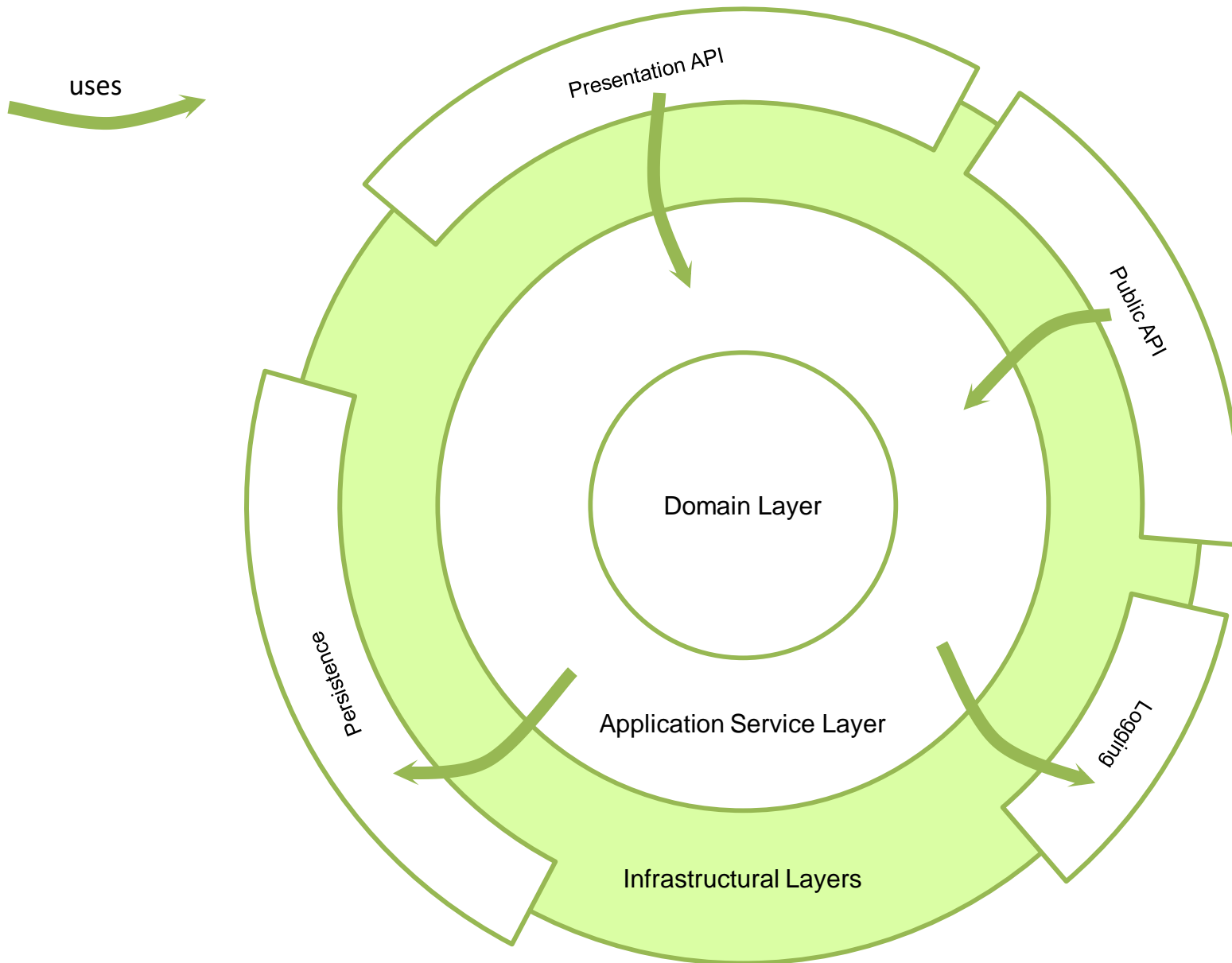
Domain-driven architecture

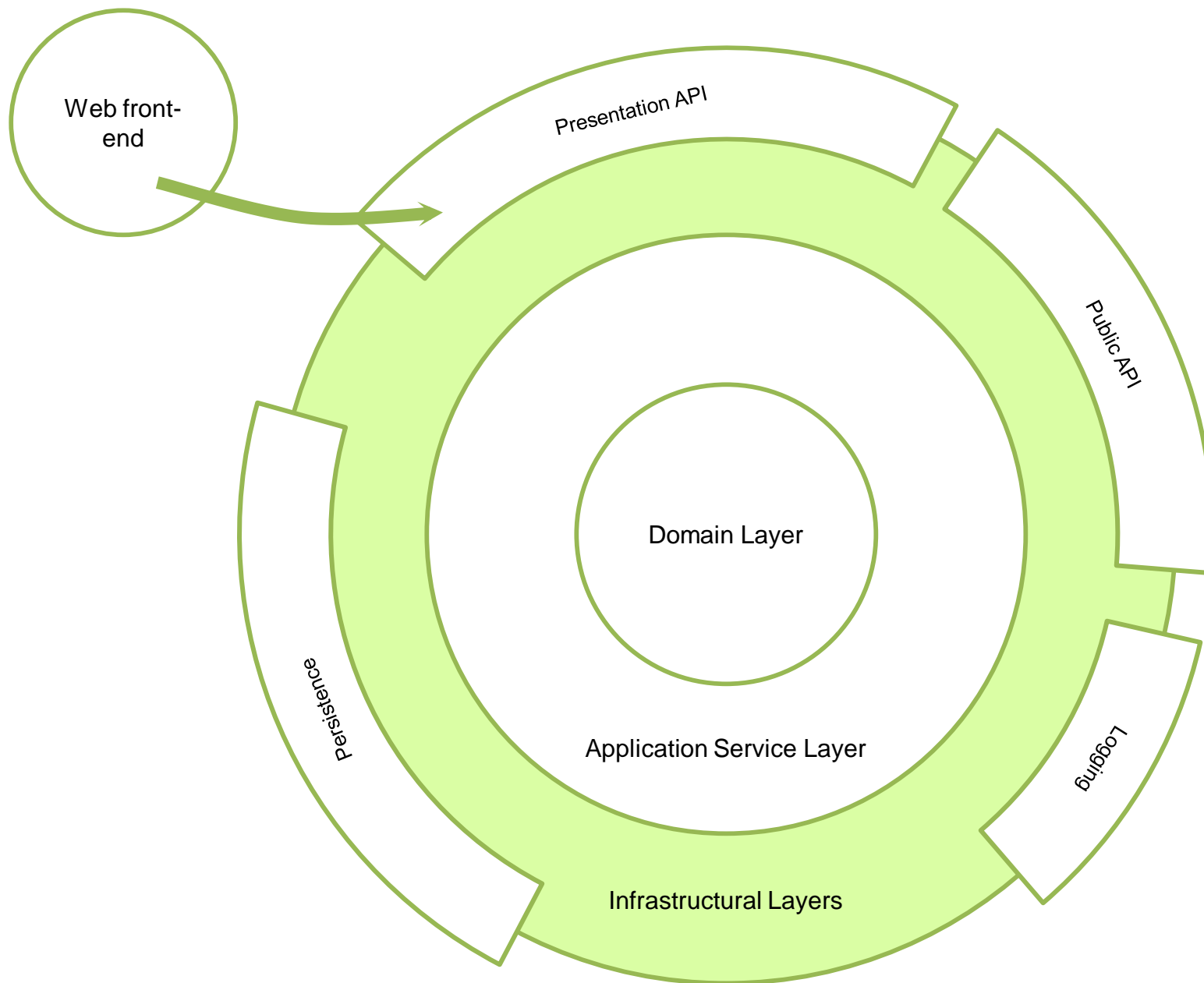
- ❑ based on separation of technical complexities from the complexities of the problem domain
- ❑ helps to change portion of the system without undesired effects
- ❑ assumption – presentation, persistence and domain logic usually change independently

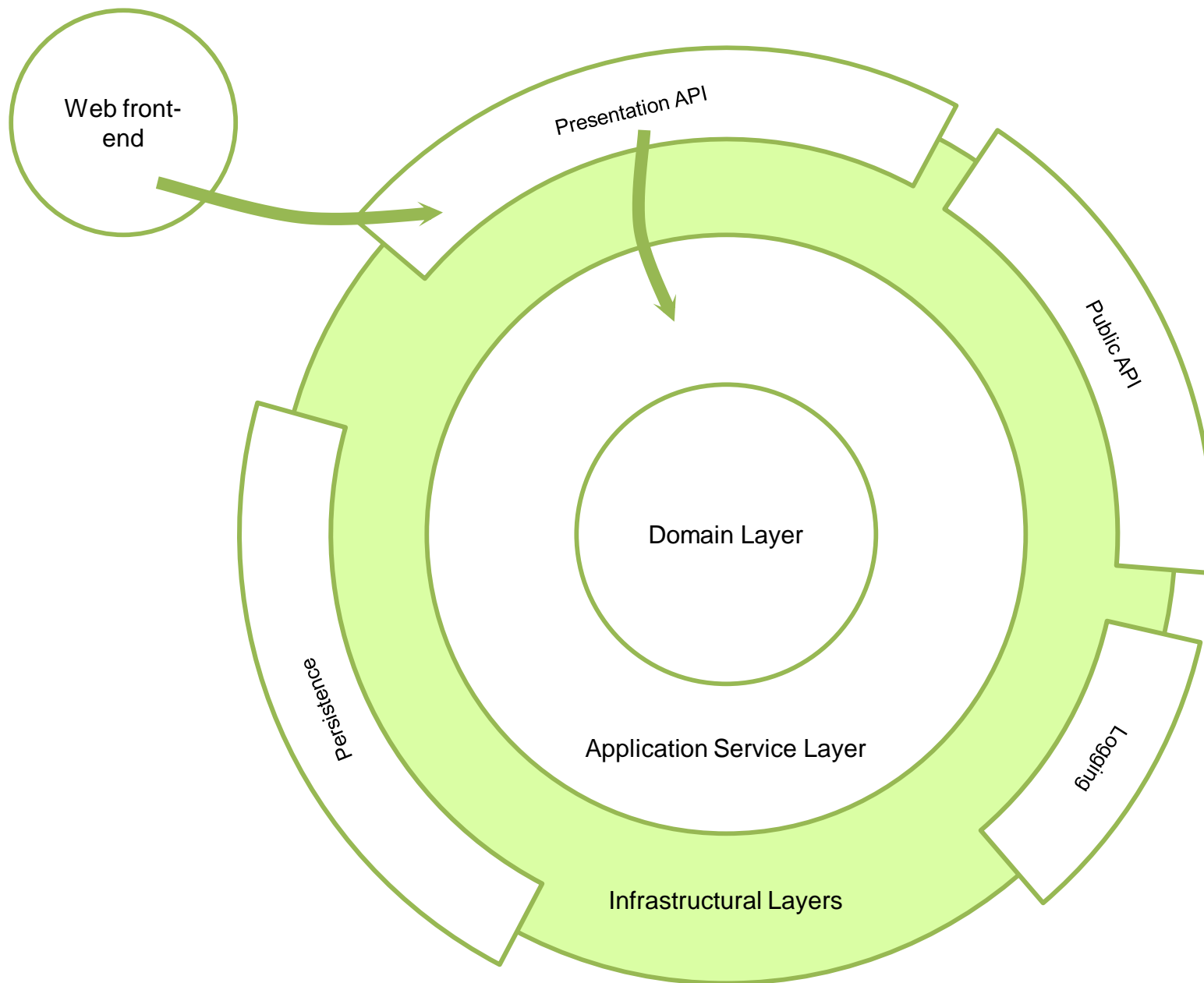


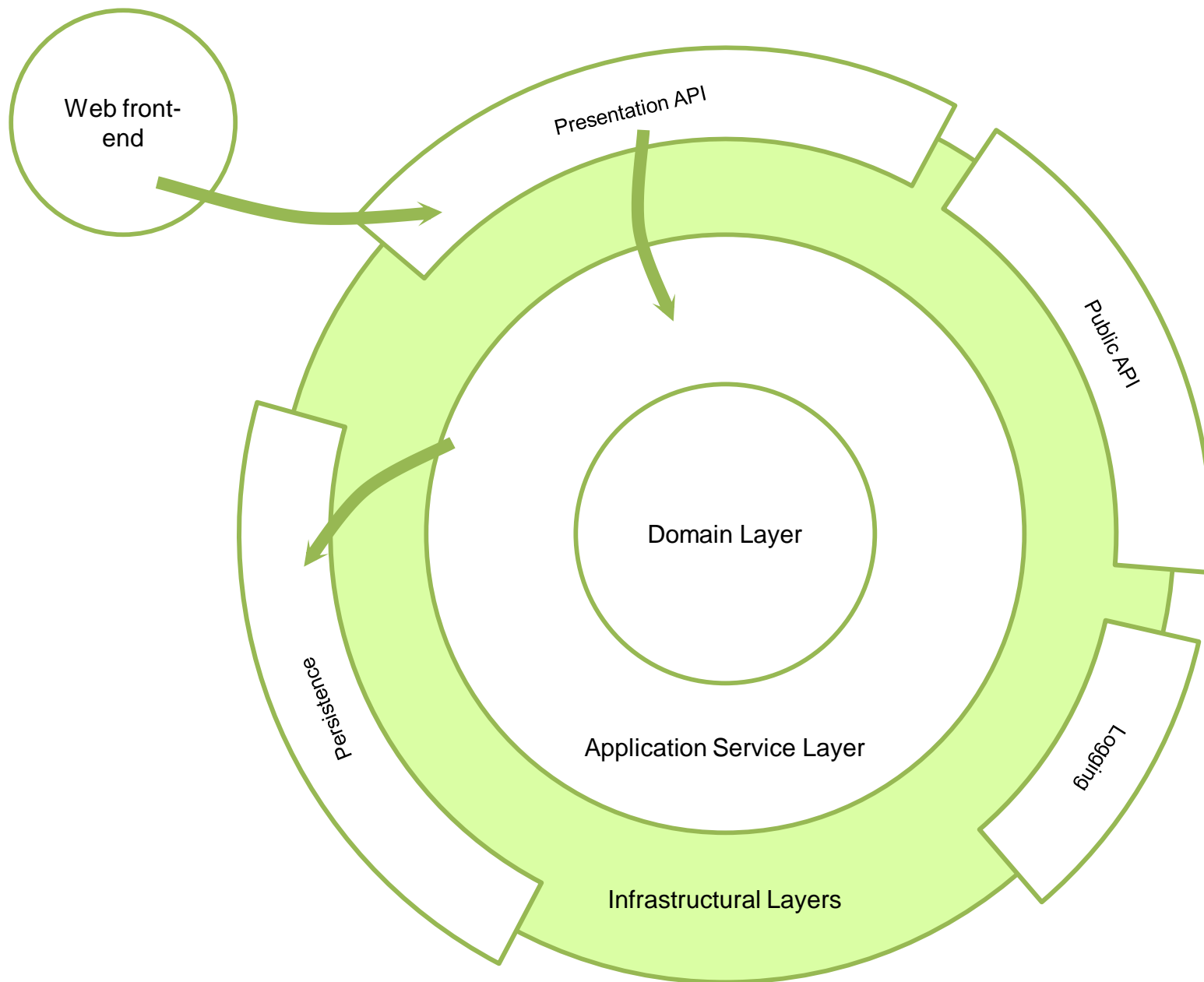


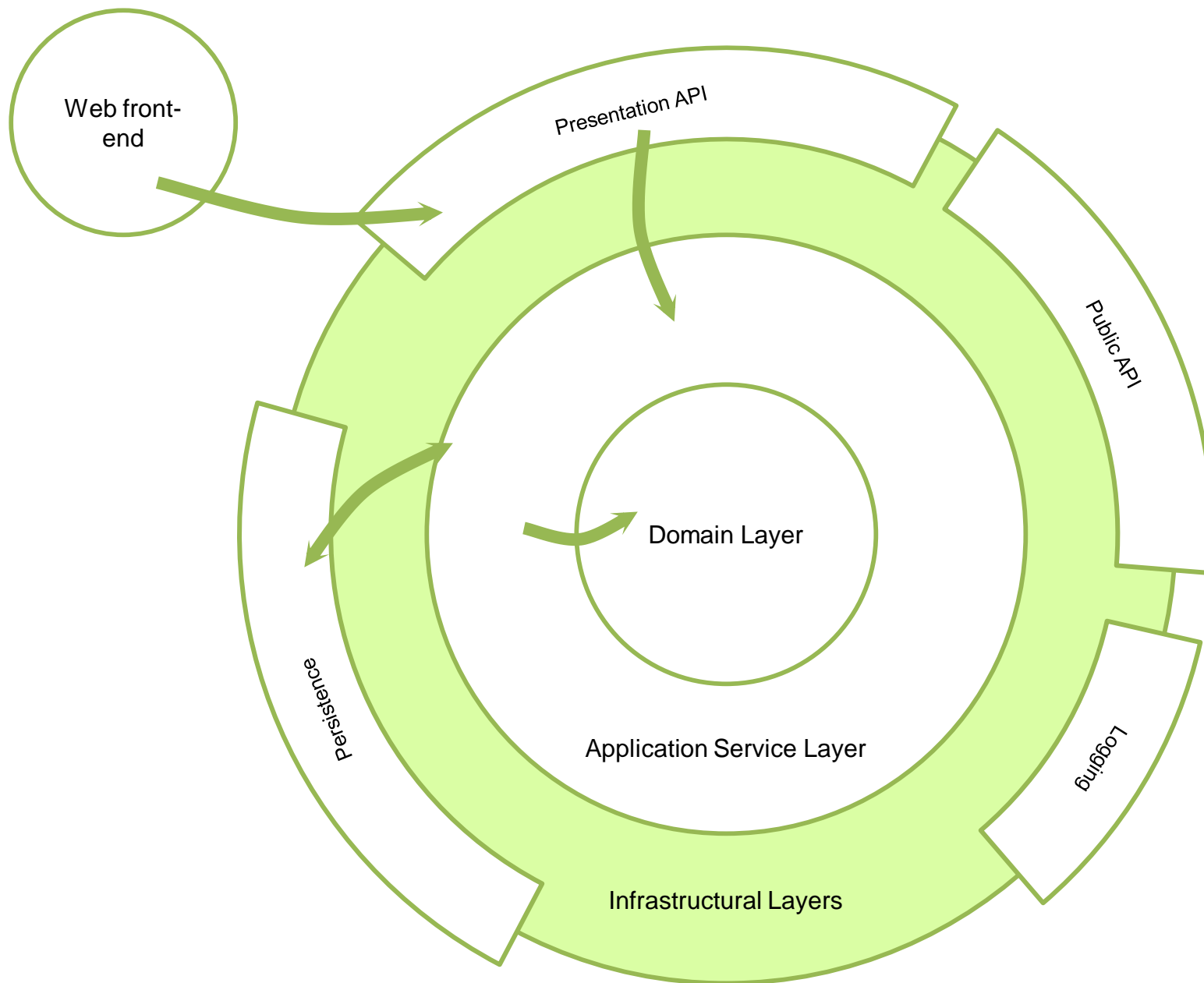


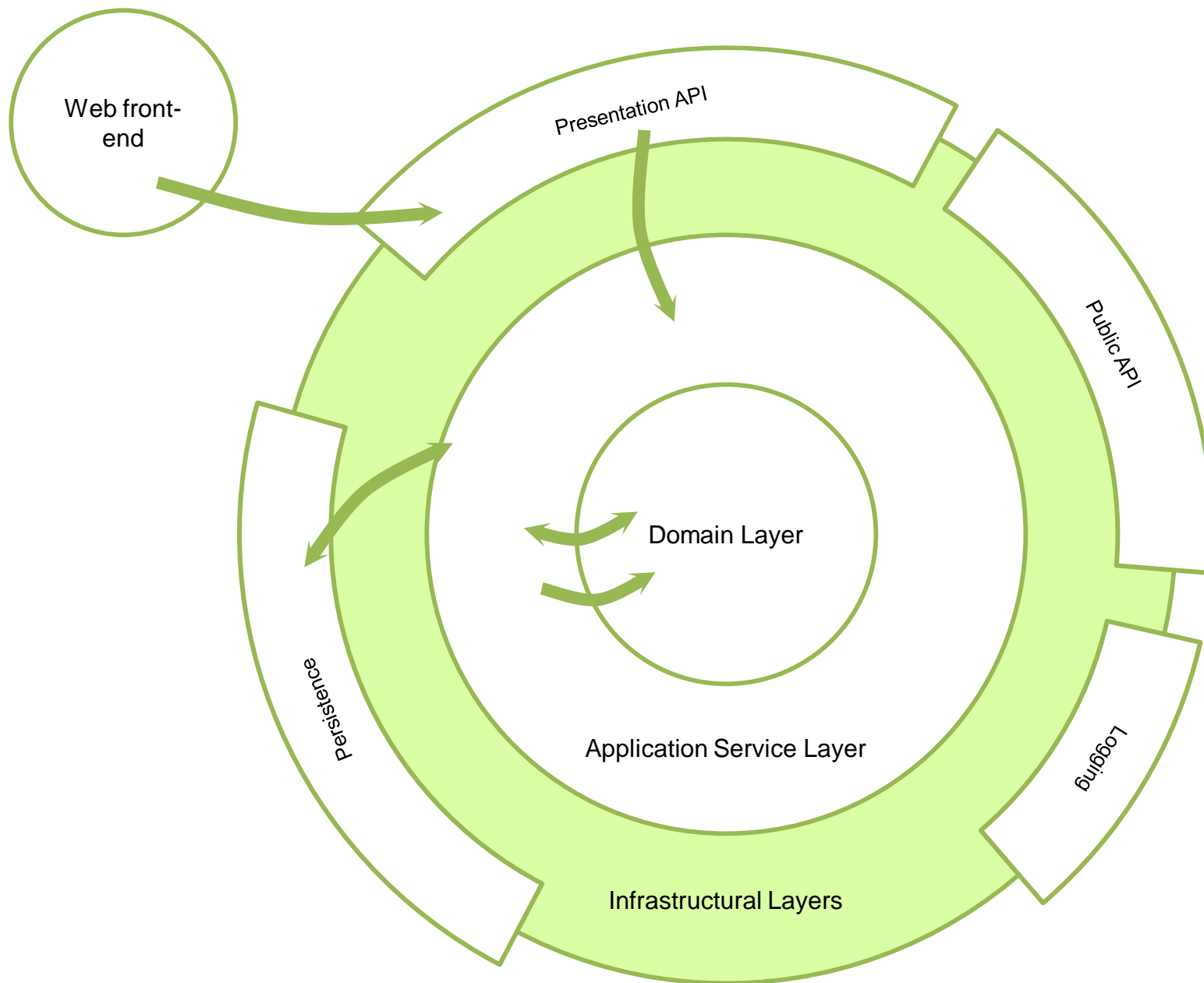


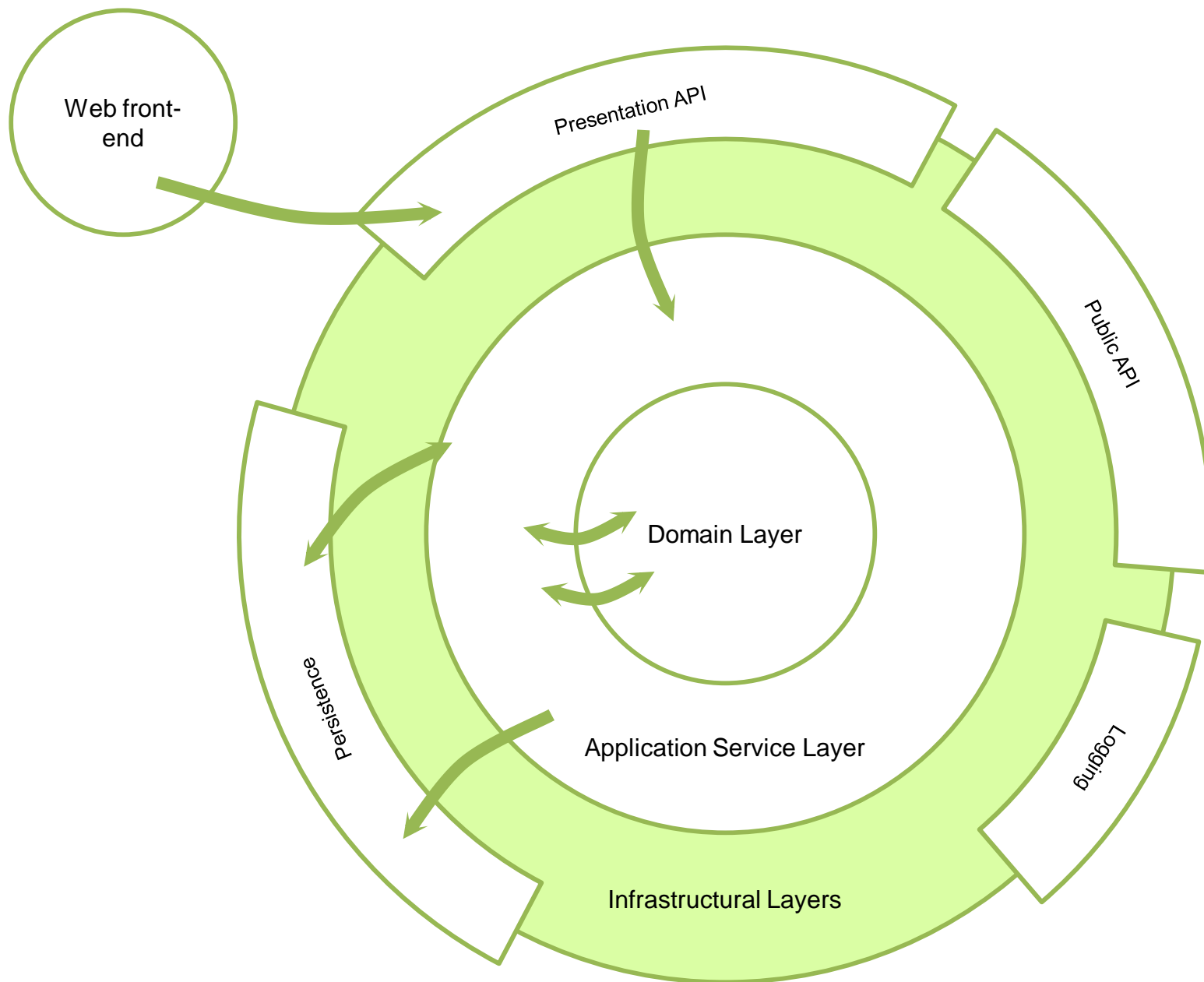


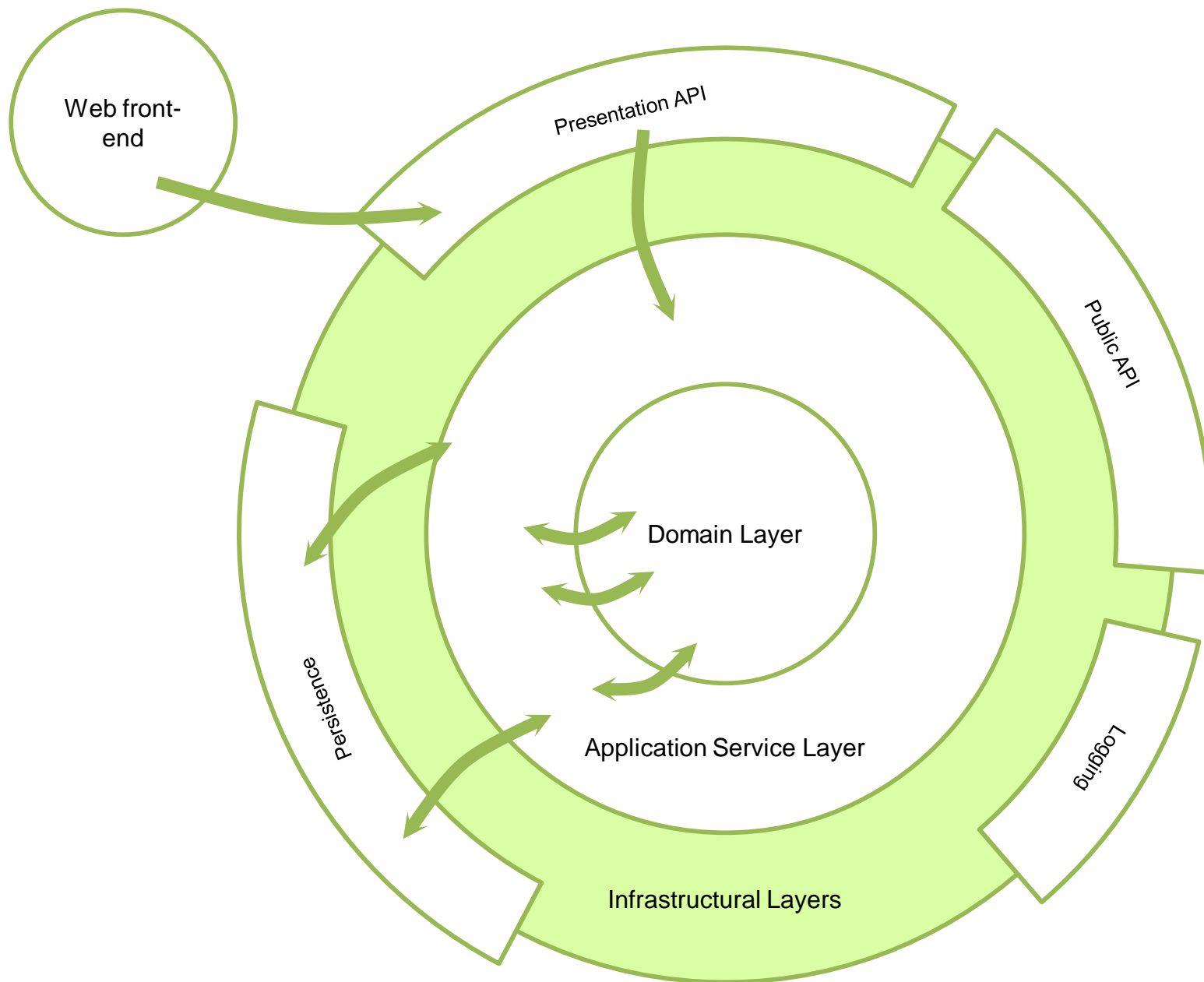


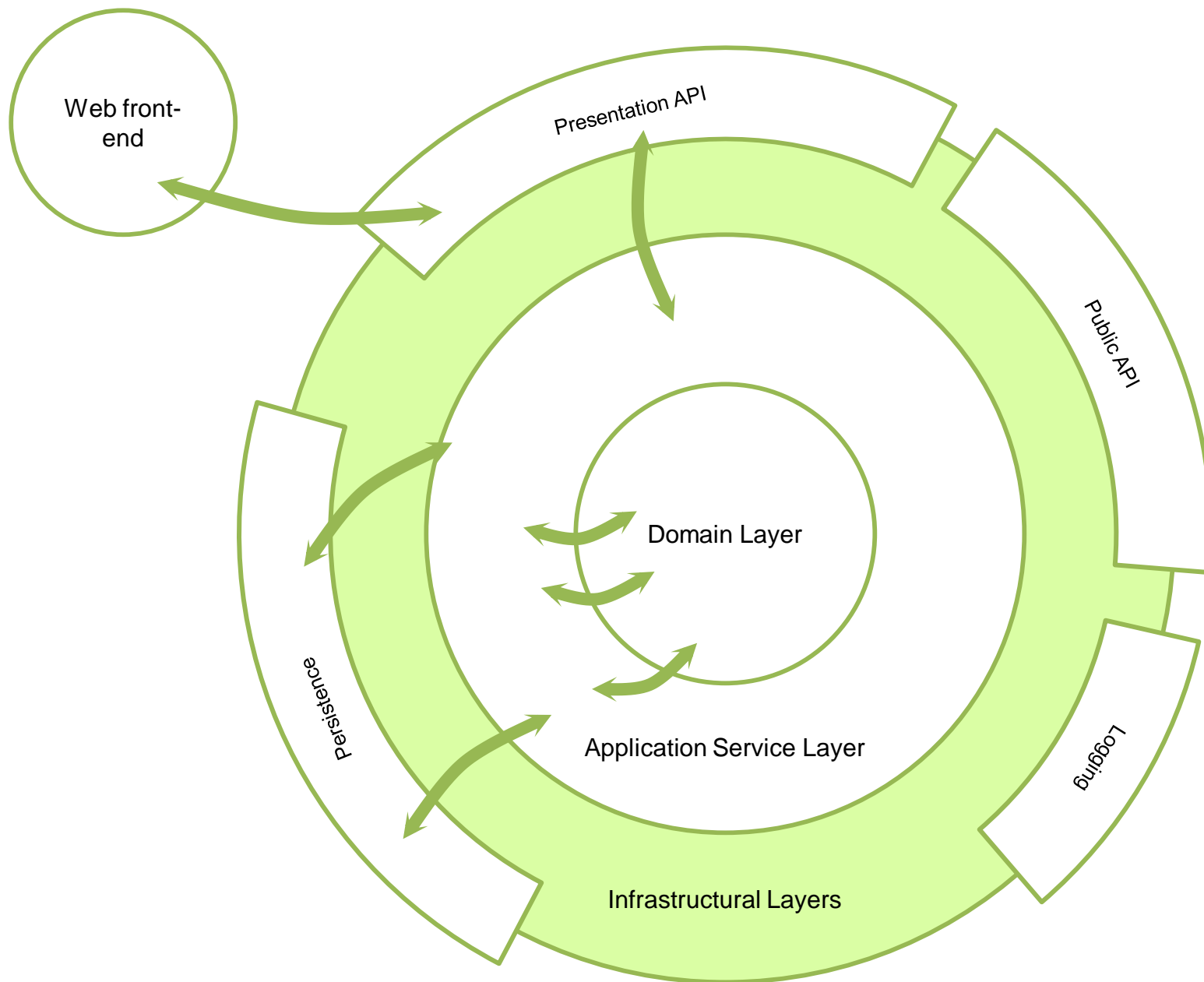


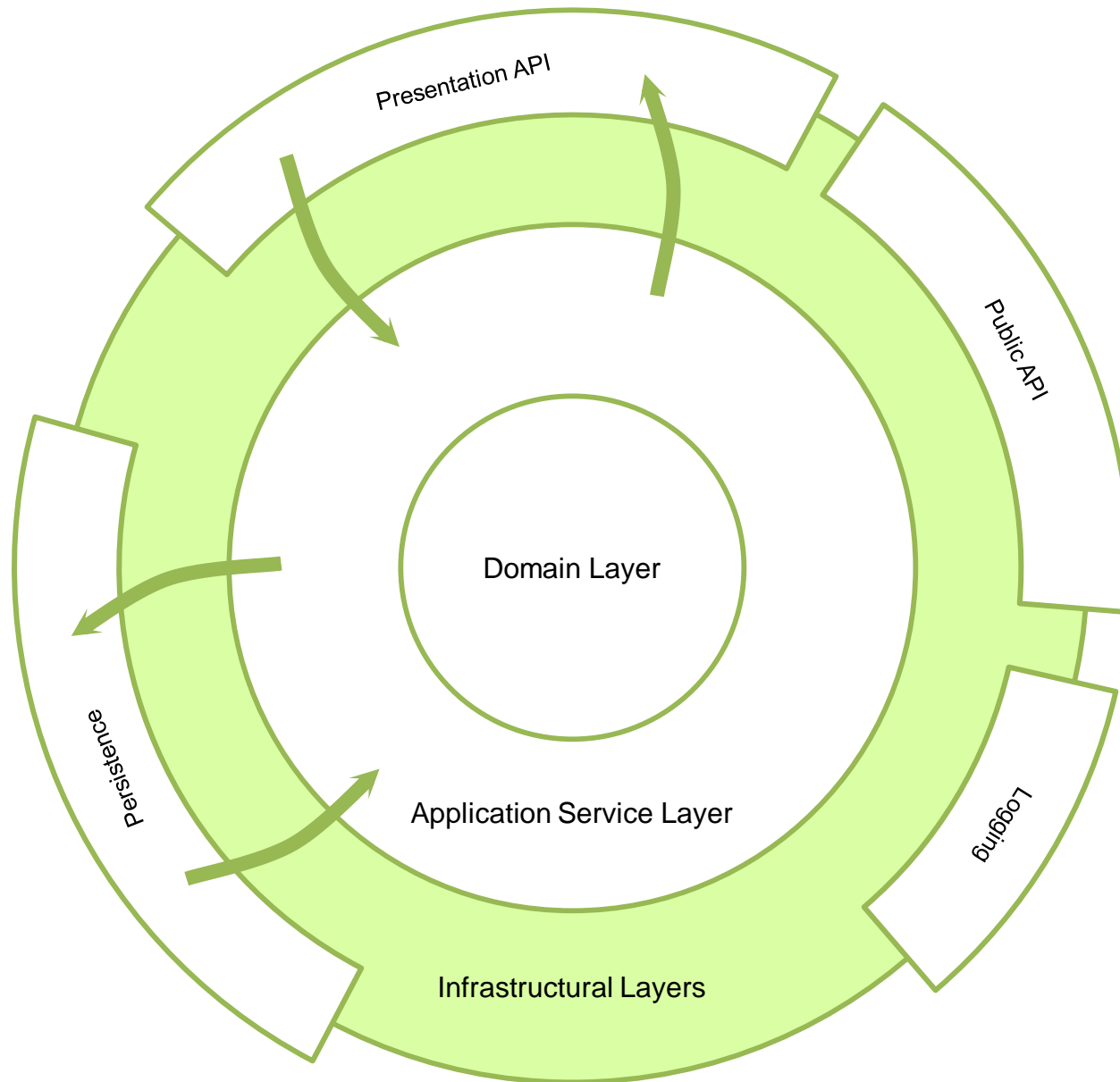


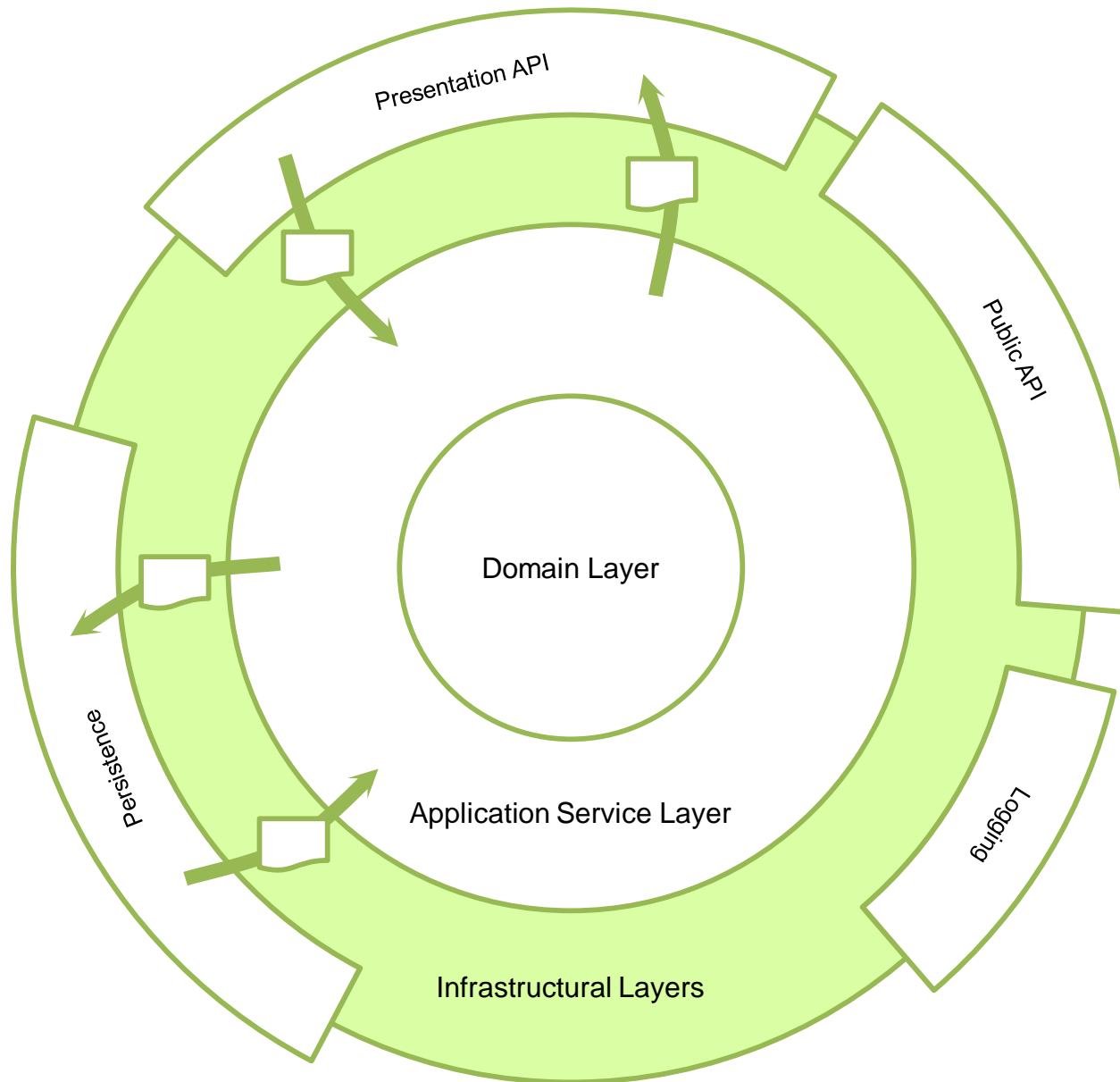












Domain-driven pattern can be applied in any software system.

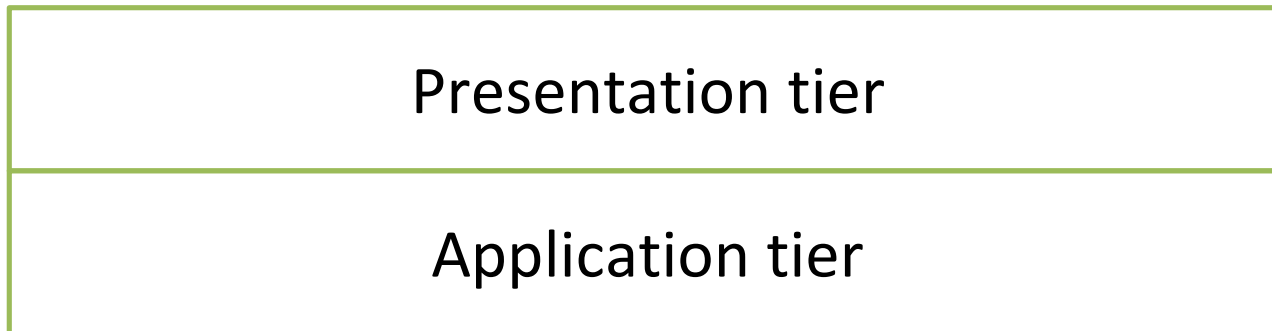
But it cannot be recommended for all cases.

Three-tier Pattern

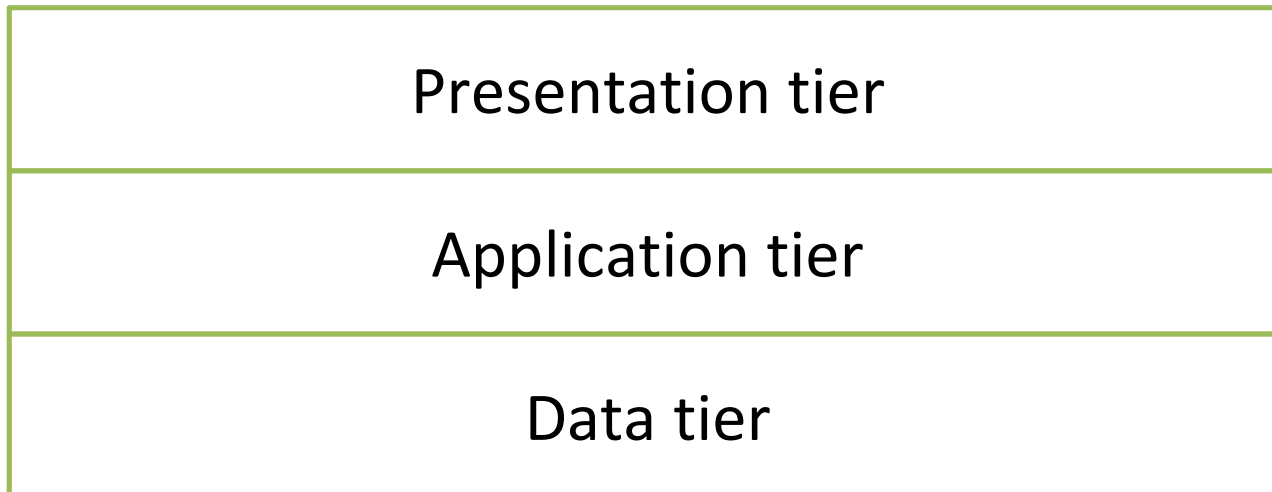
Three-tier Pattern

Presentation tier

Three-tier Pattern



Three-tier Pattern



Three-tier Pattern

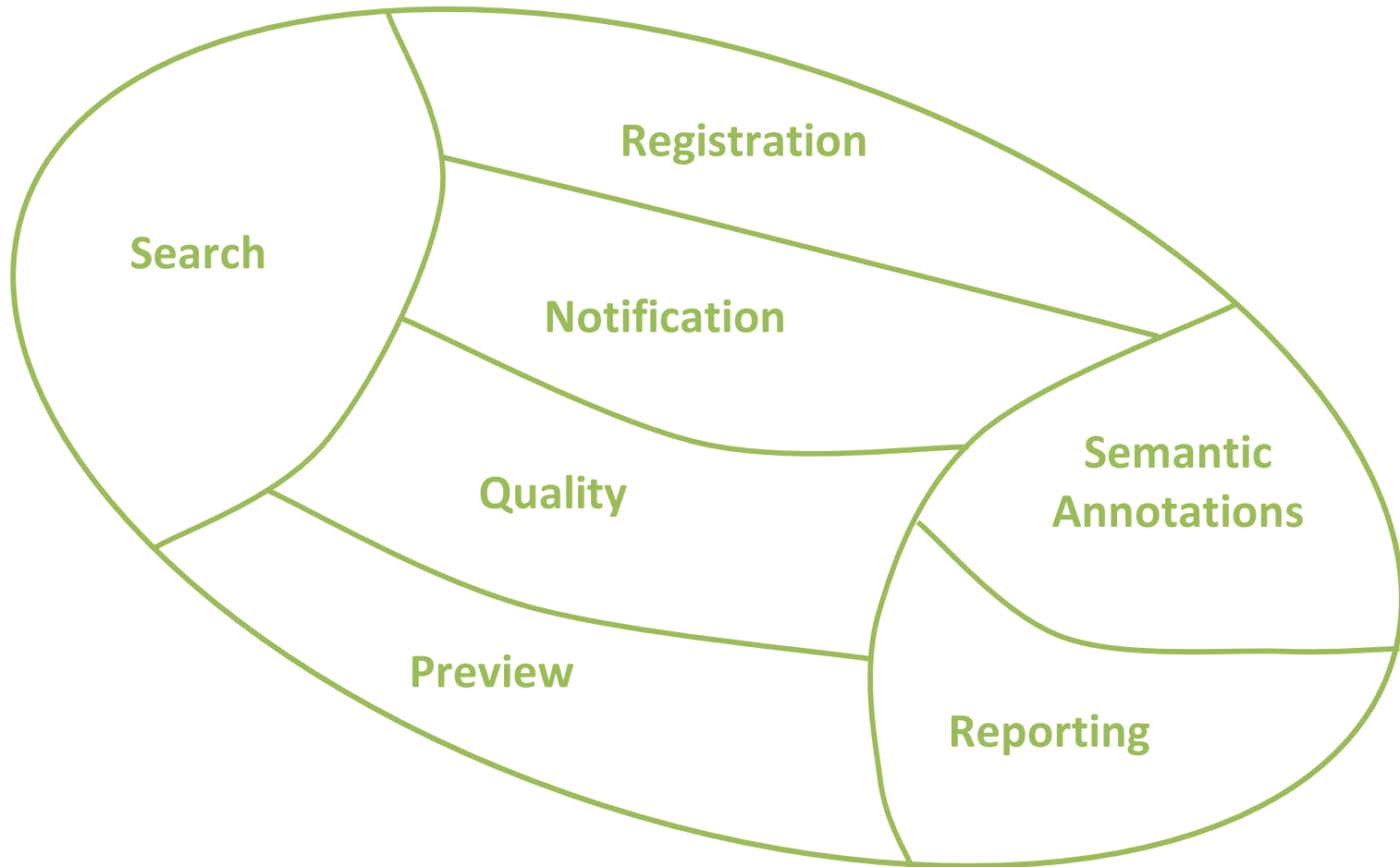
- ❑ Benefits - simplicity
 - separation of teams, platforms, servers
 - faster development
 - improved scalability, availability, security, modifiability and integrability
- ❑ Drawbacks
 - concentration on technical aspects of software lifecycle

Problem Domain Overview

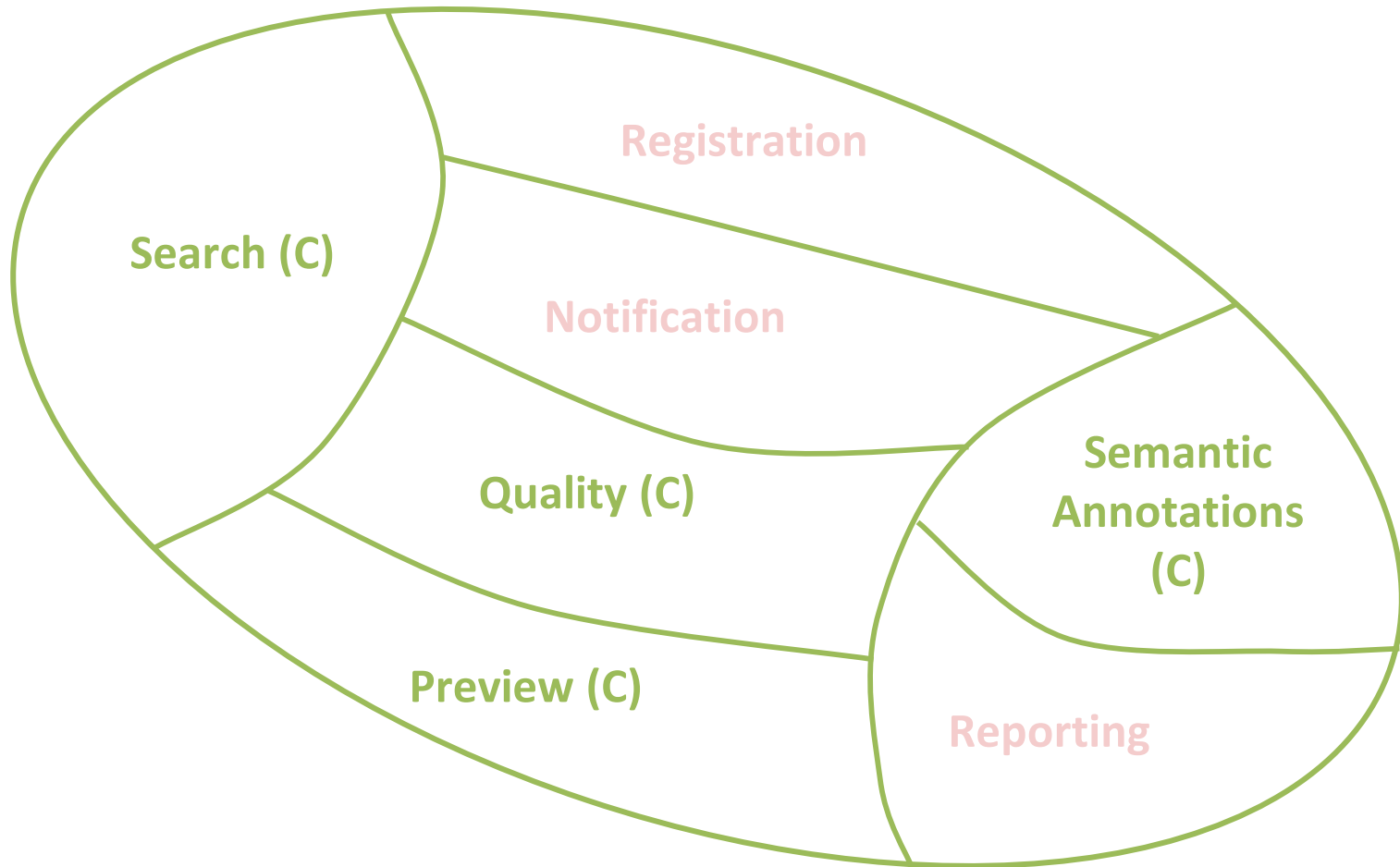


Open Data Catalog

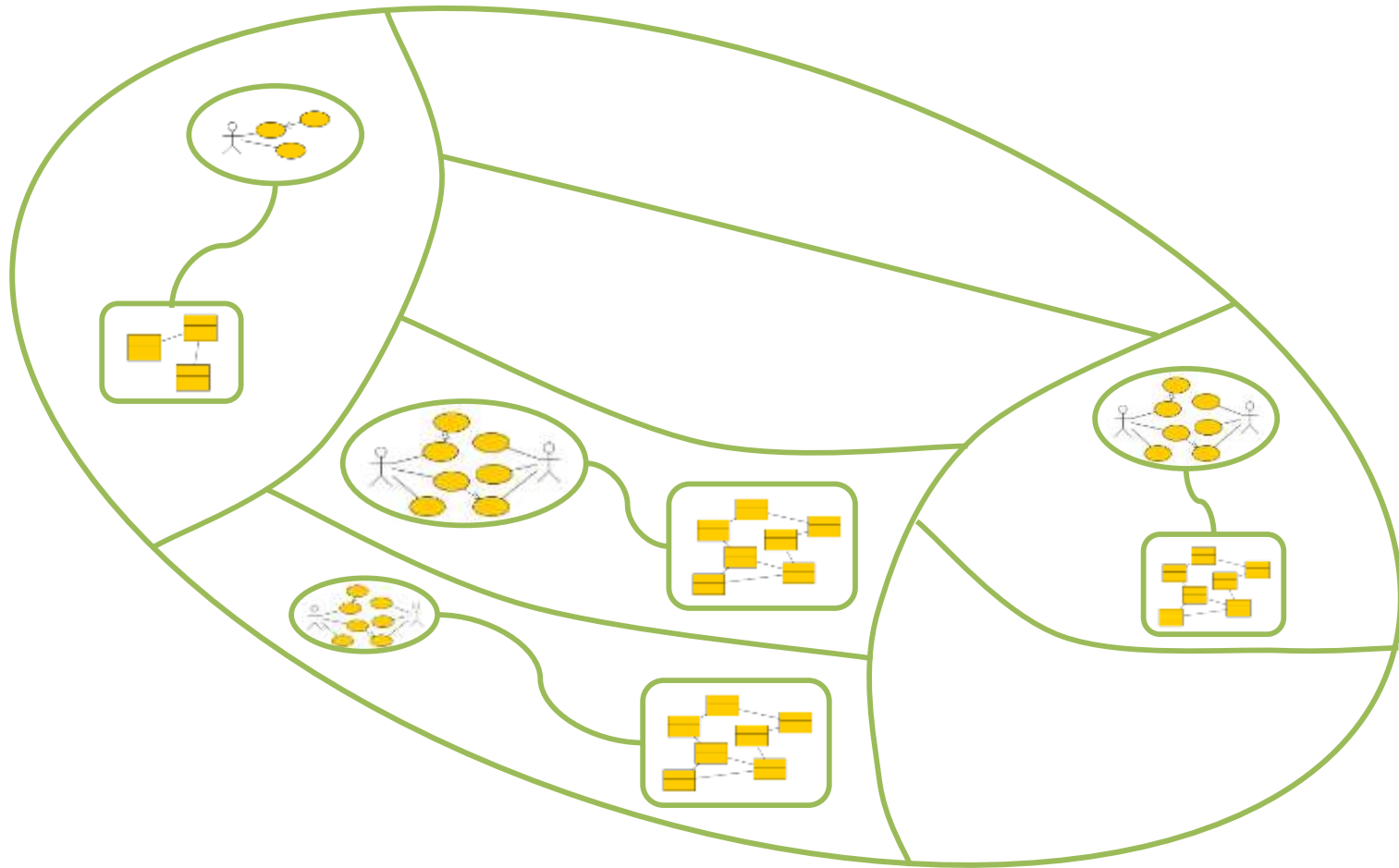
Subdomains



Core Domains

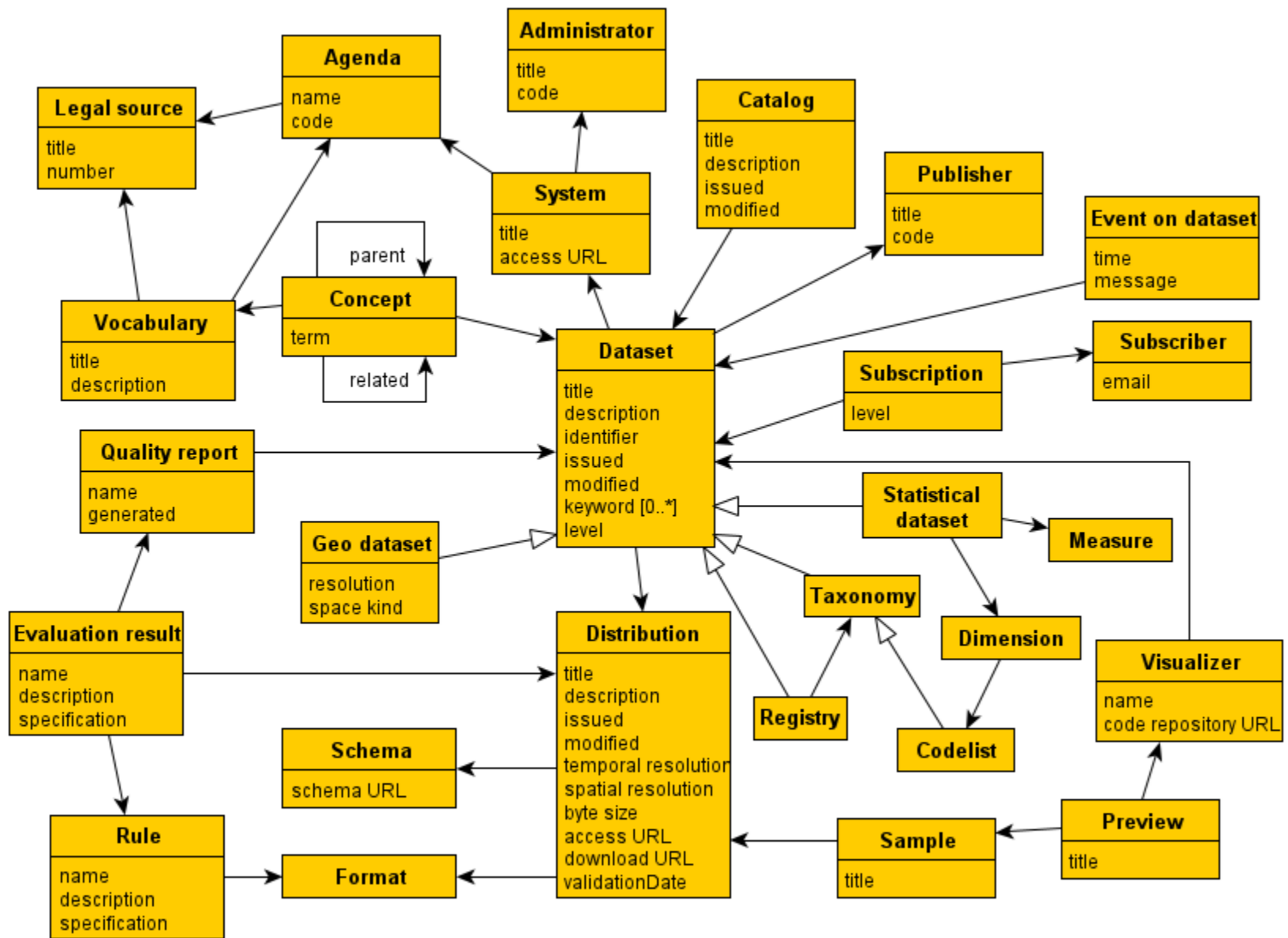


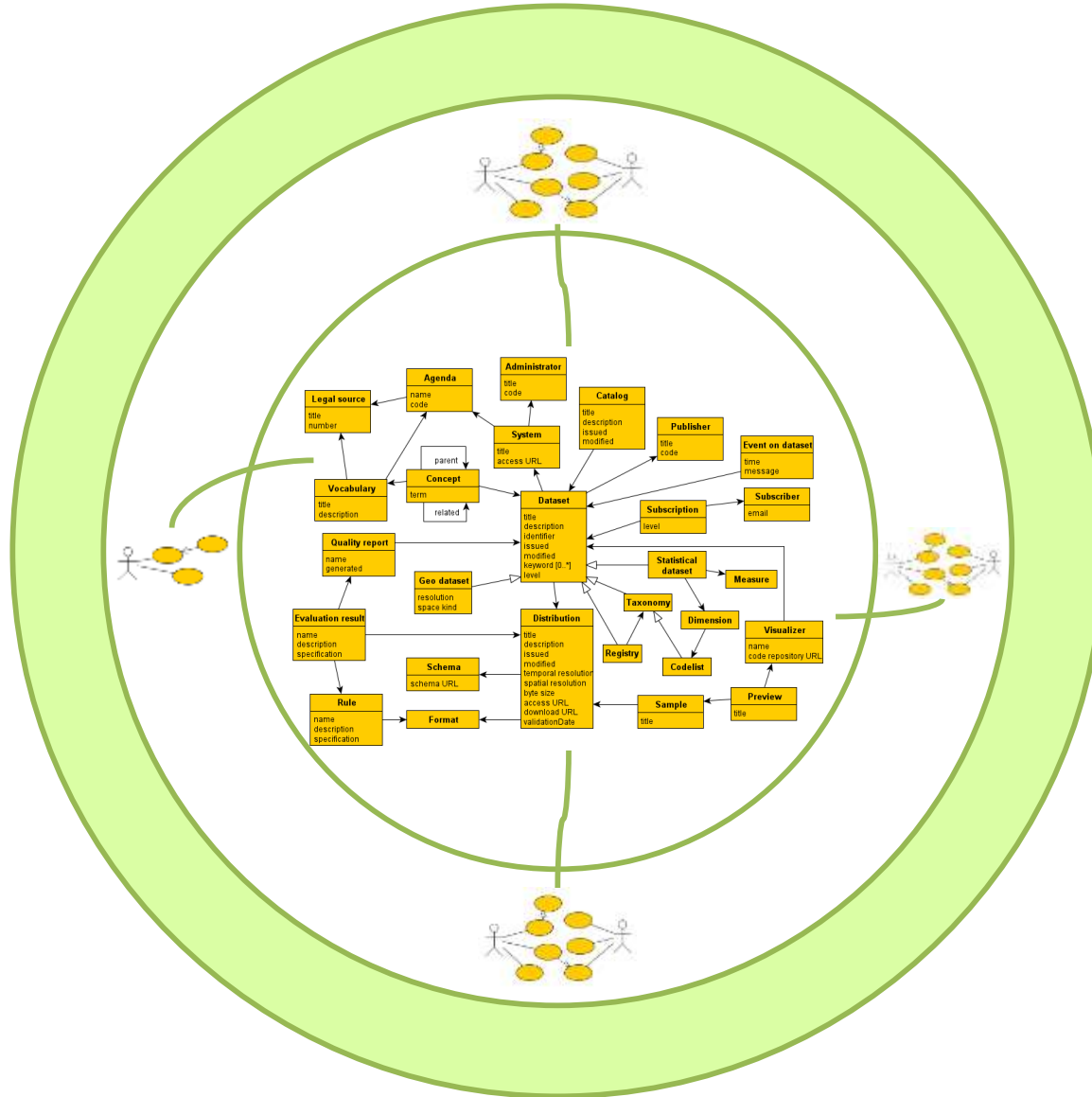
Modeling Problem Domain



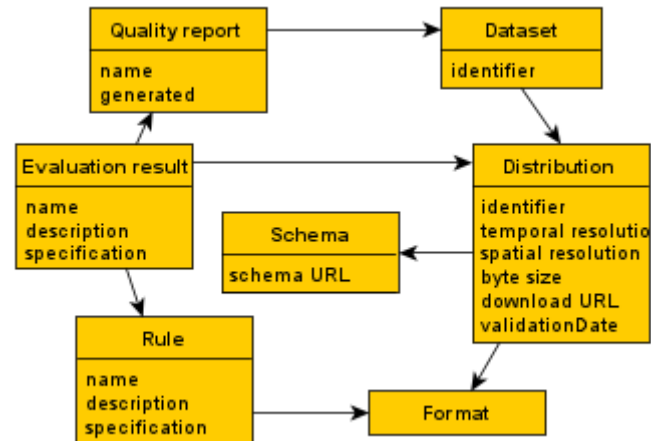
Modeling Problem Domain



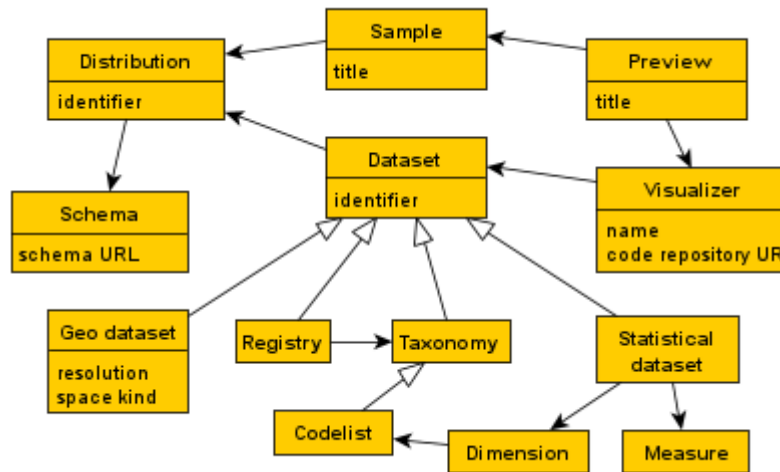




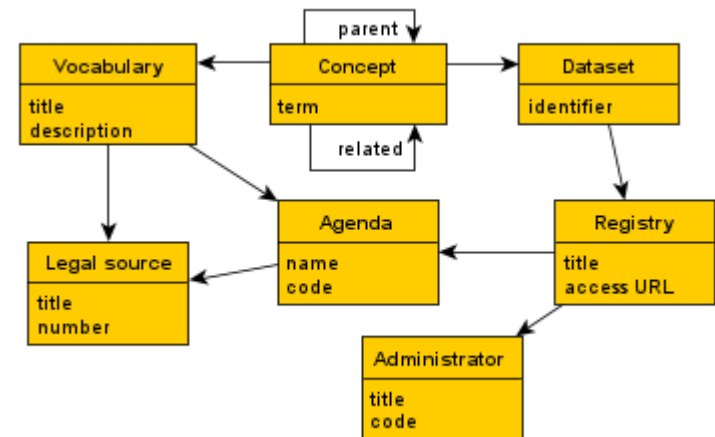
Quality Subdomain (C)

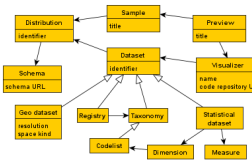
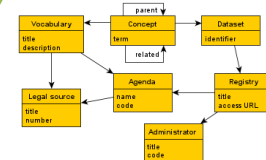
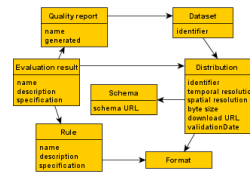


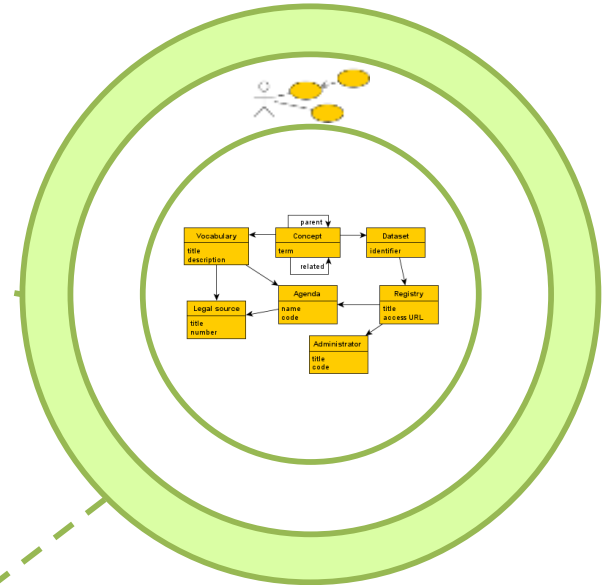
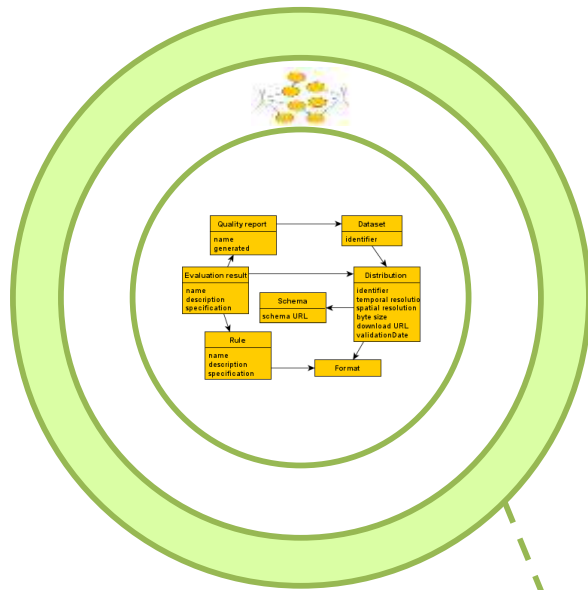
Preview Subdomain (C)



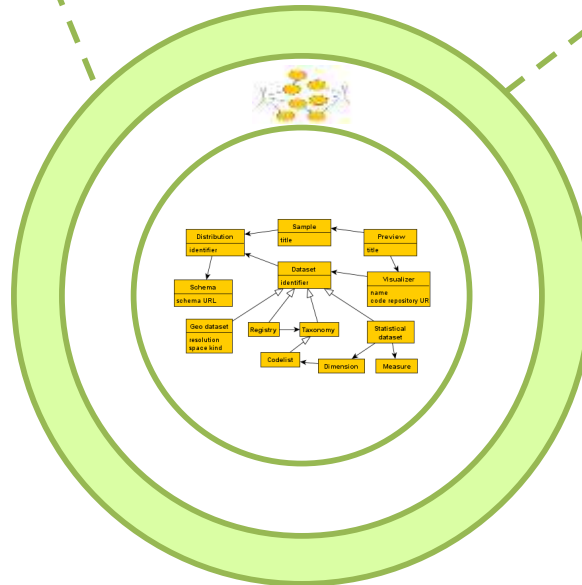
Semantic Annotations Subdomain (C)

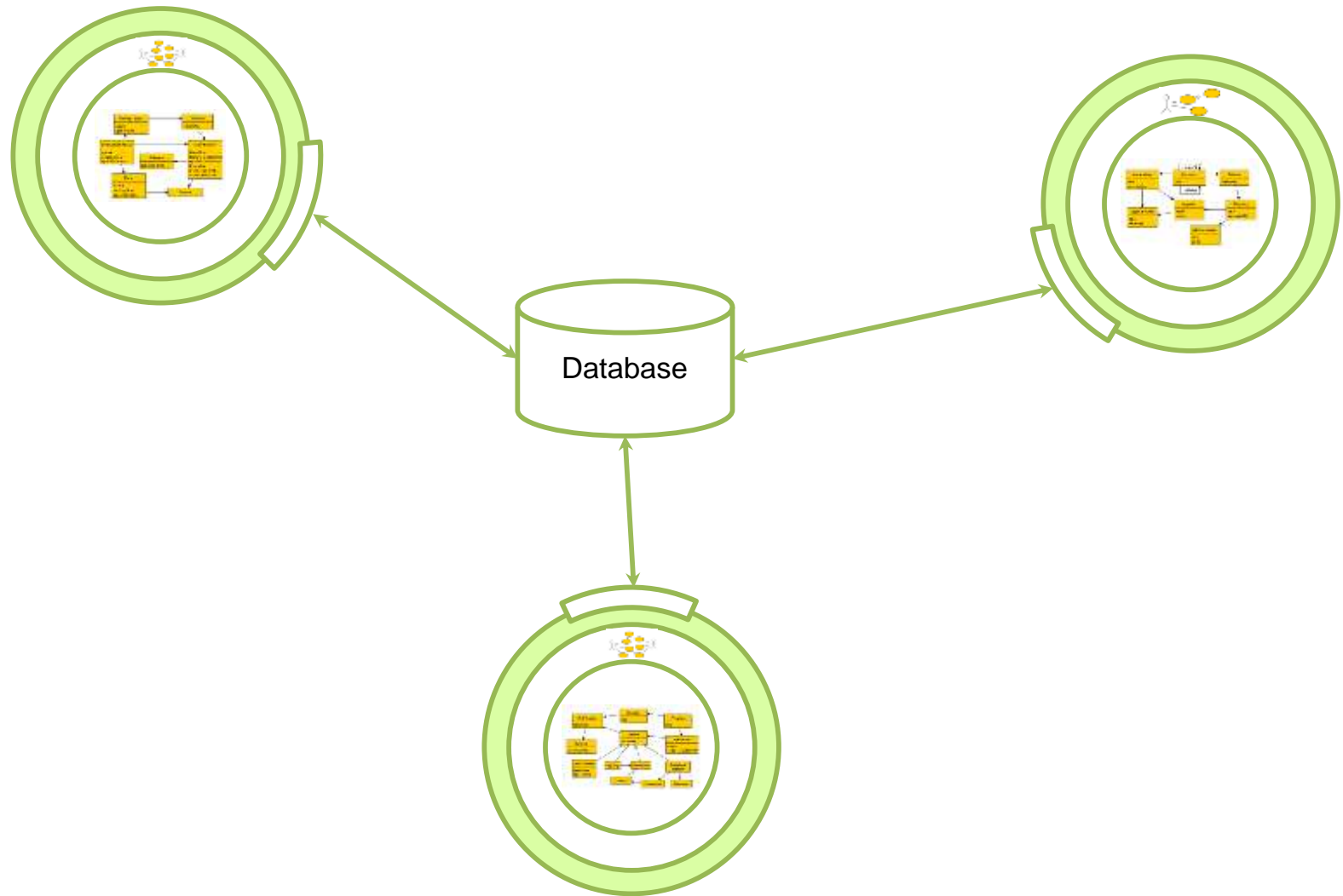


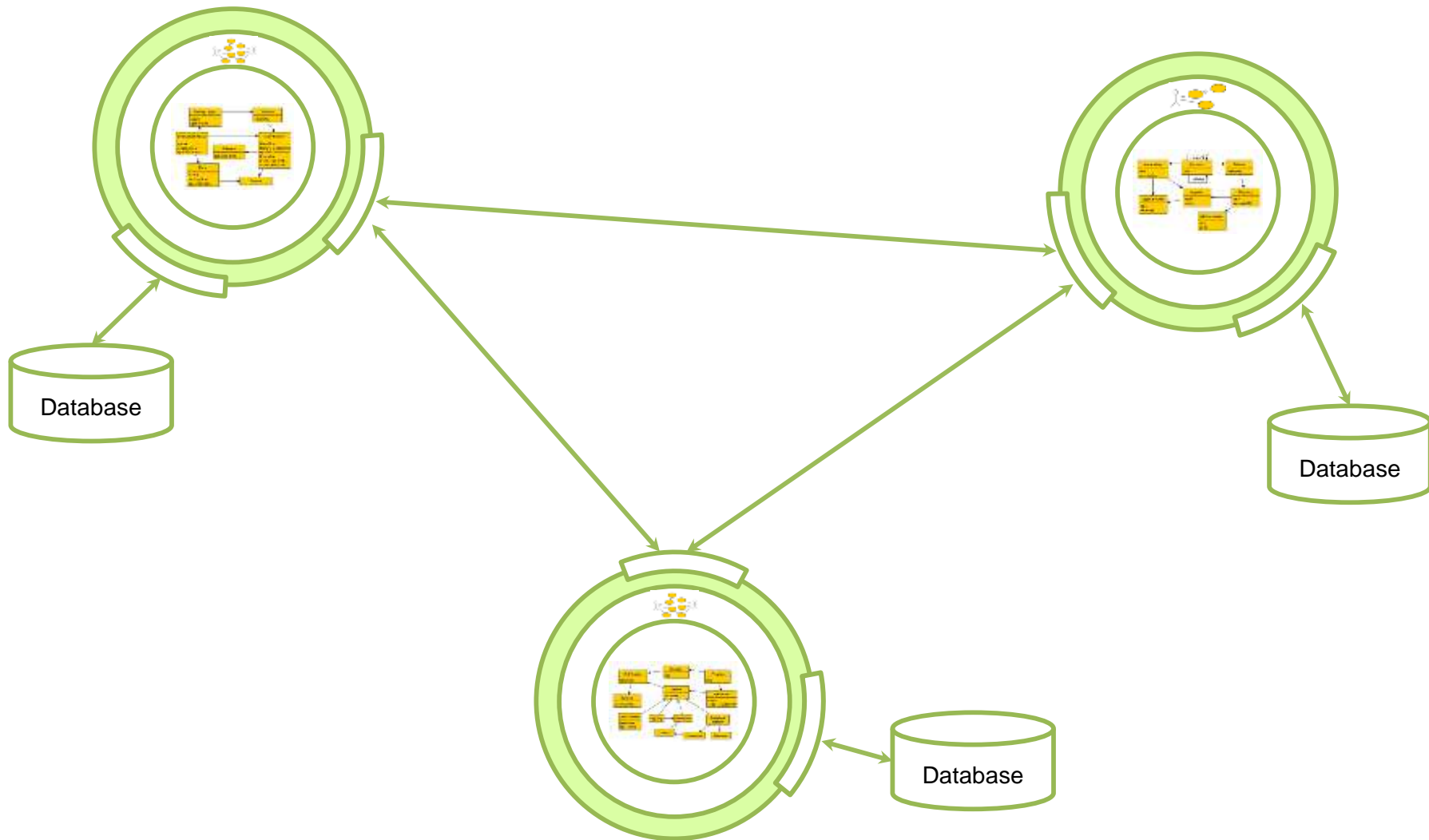


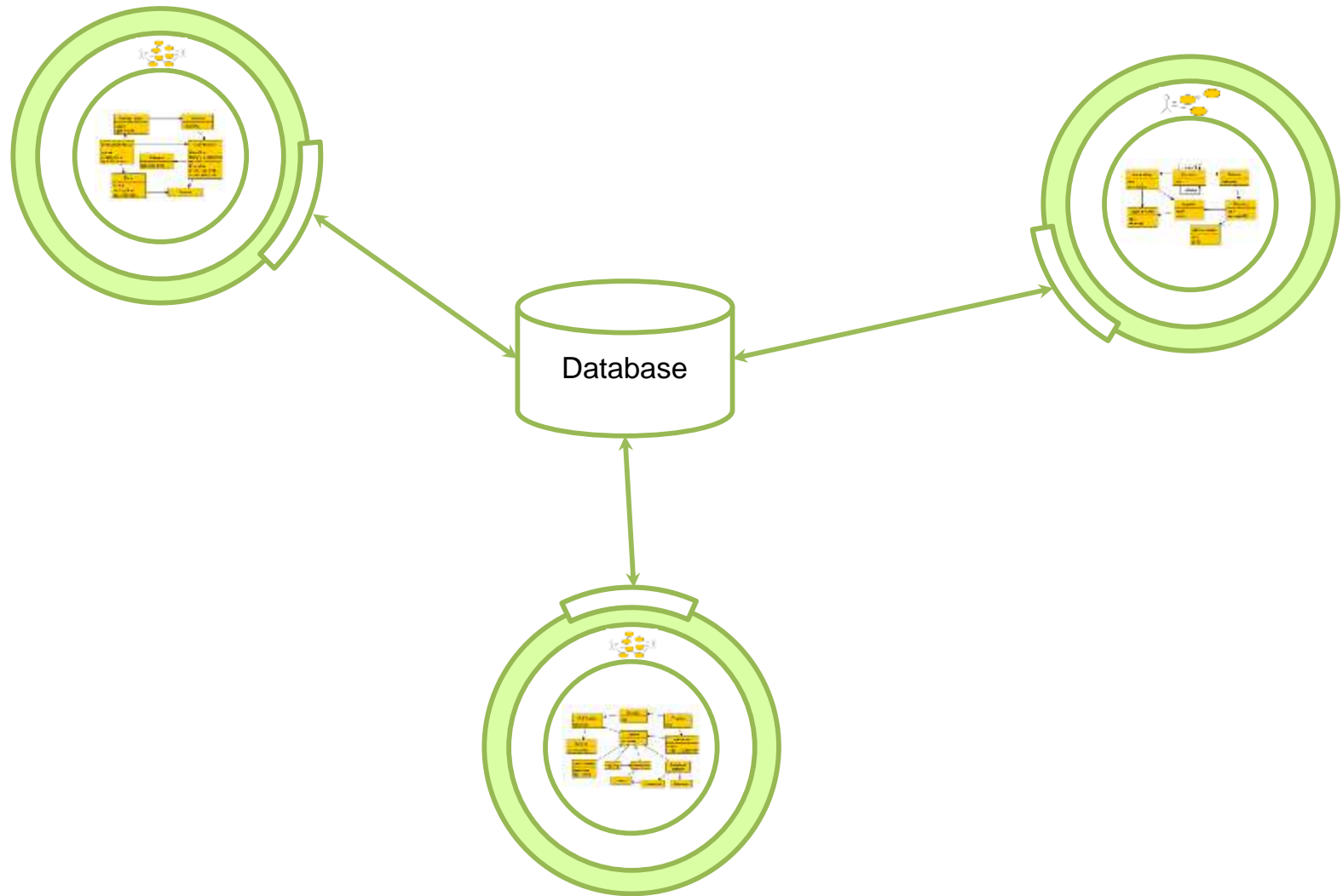


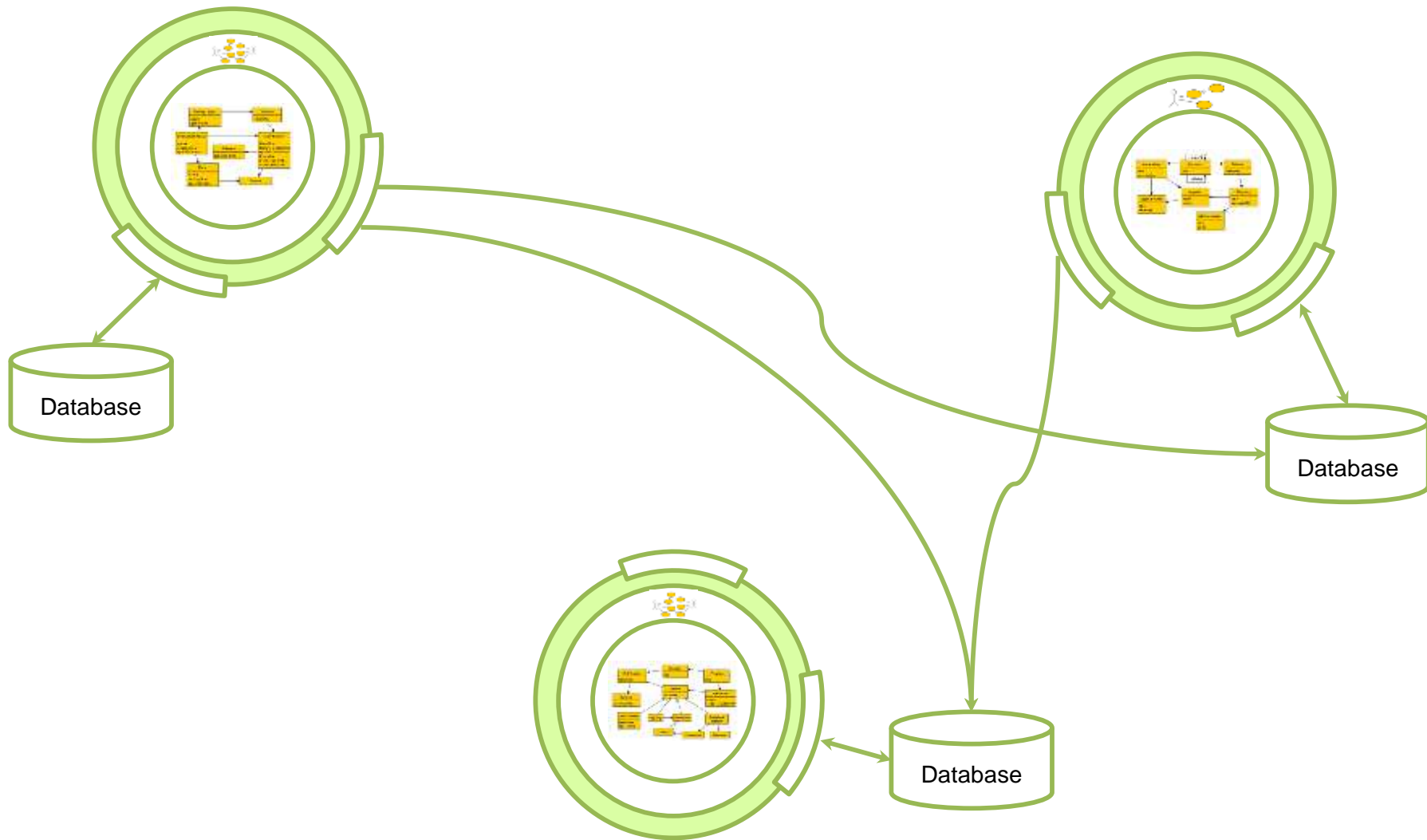
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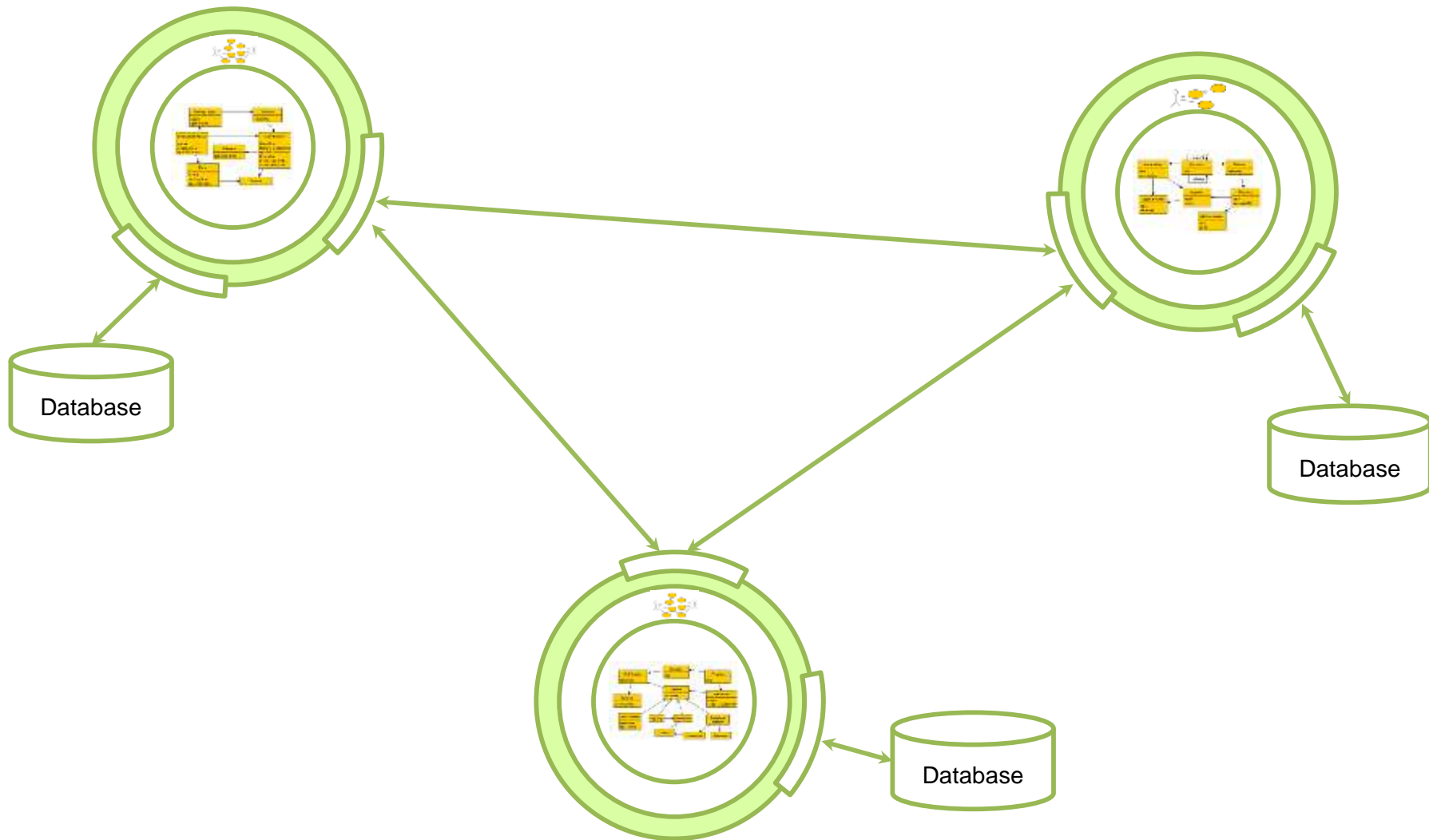












Database integration



Integration through defined contracts



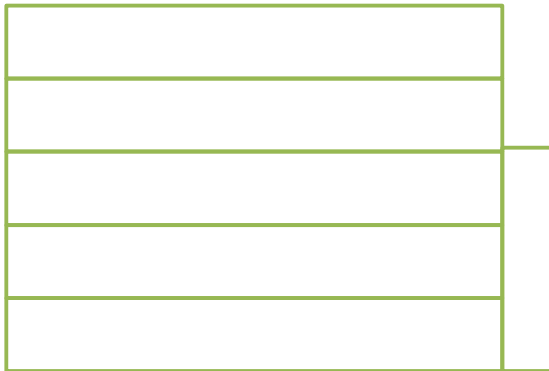
Incorporating anticorruption layers and open
host services



Event-driven pattern

Layer Pattern

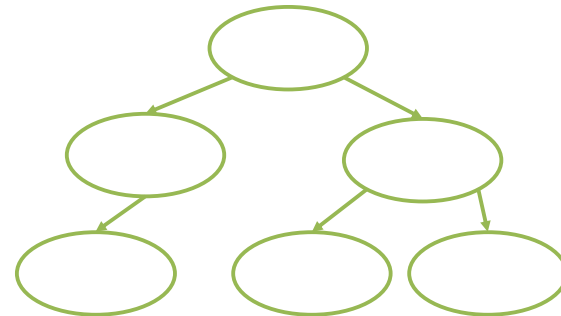
Layered Modules



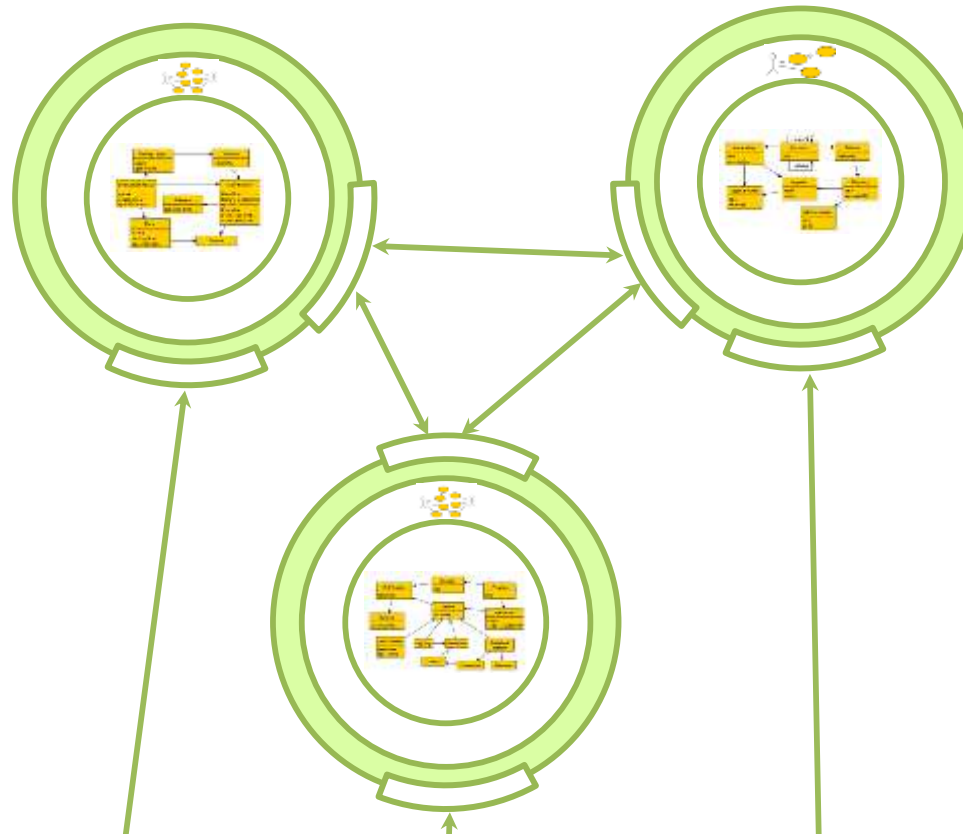
Monolithic Component



Distributed Network Components



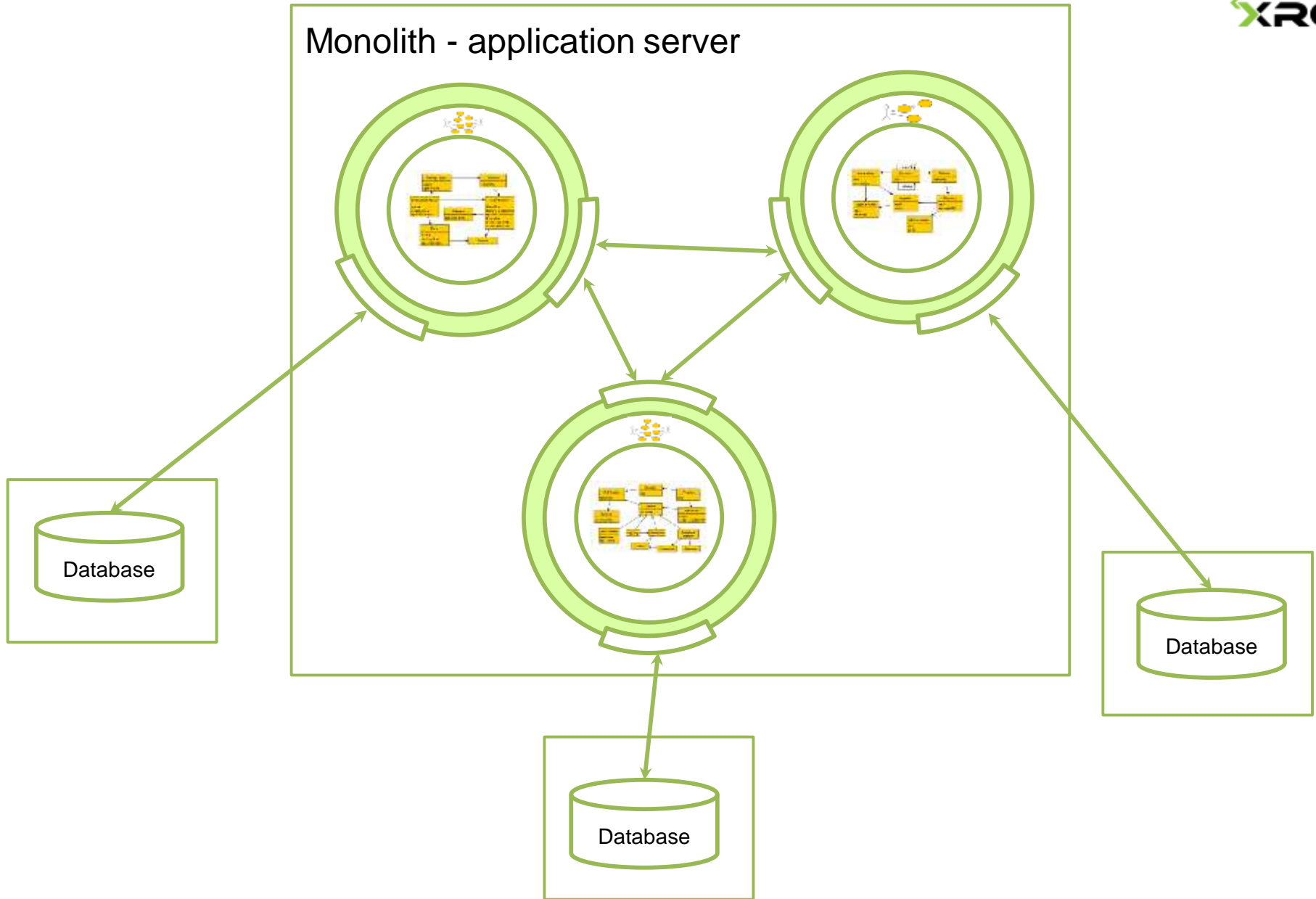
Monolith - application server

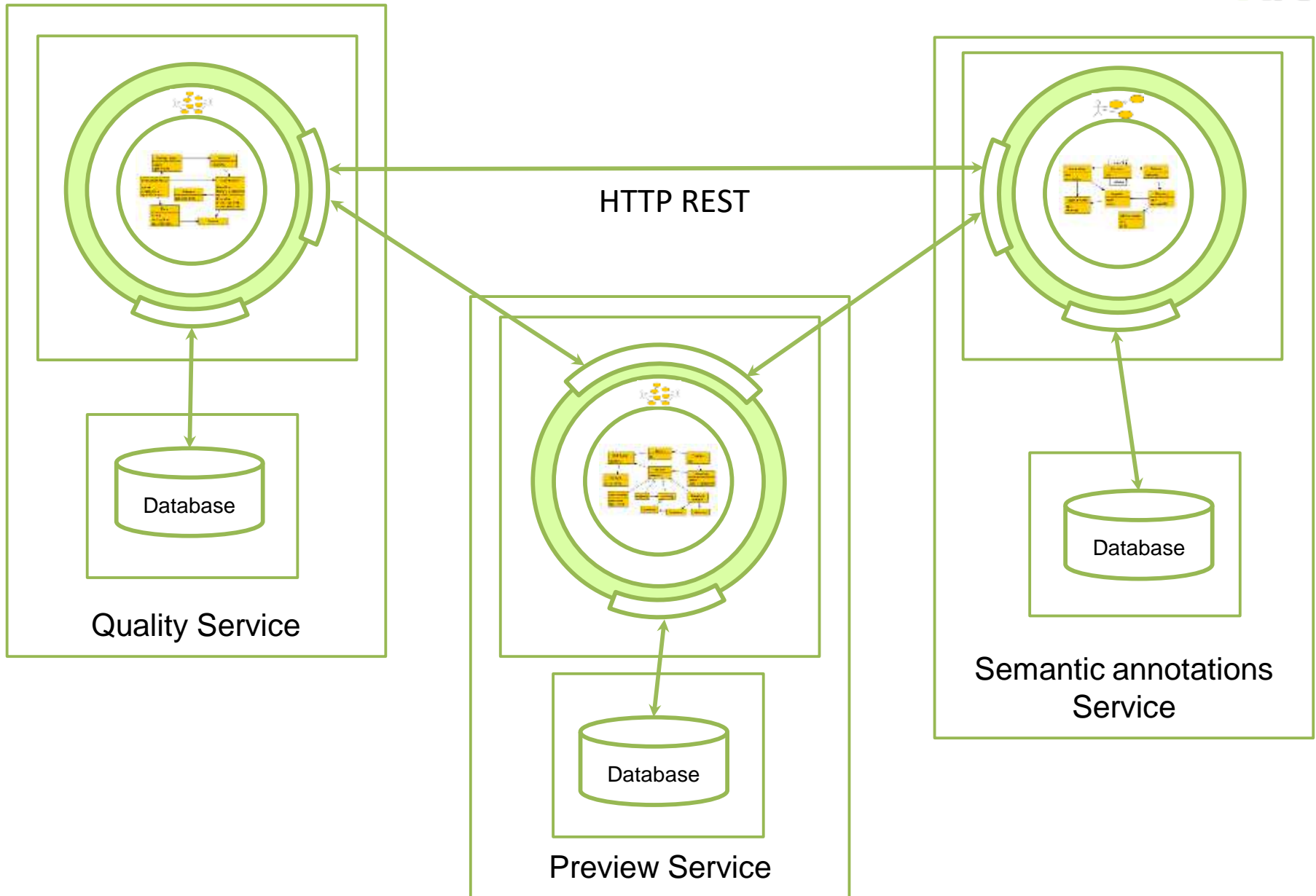


Monolith - database server



Monolith - application server



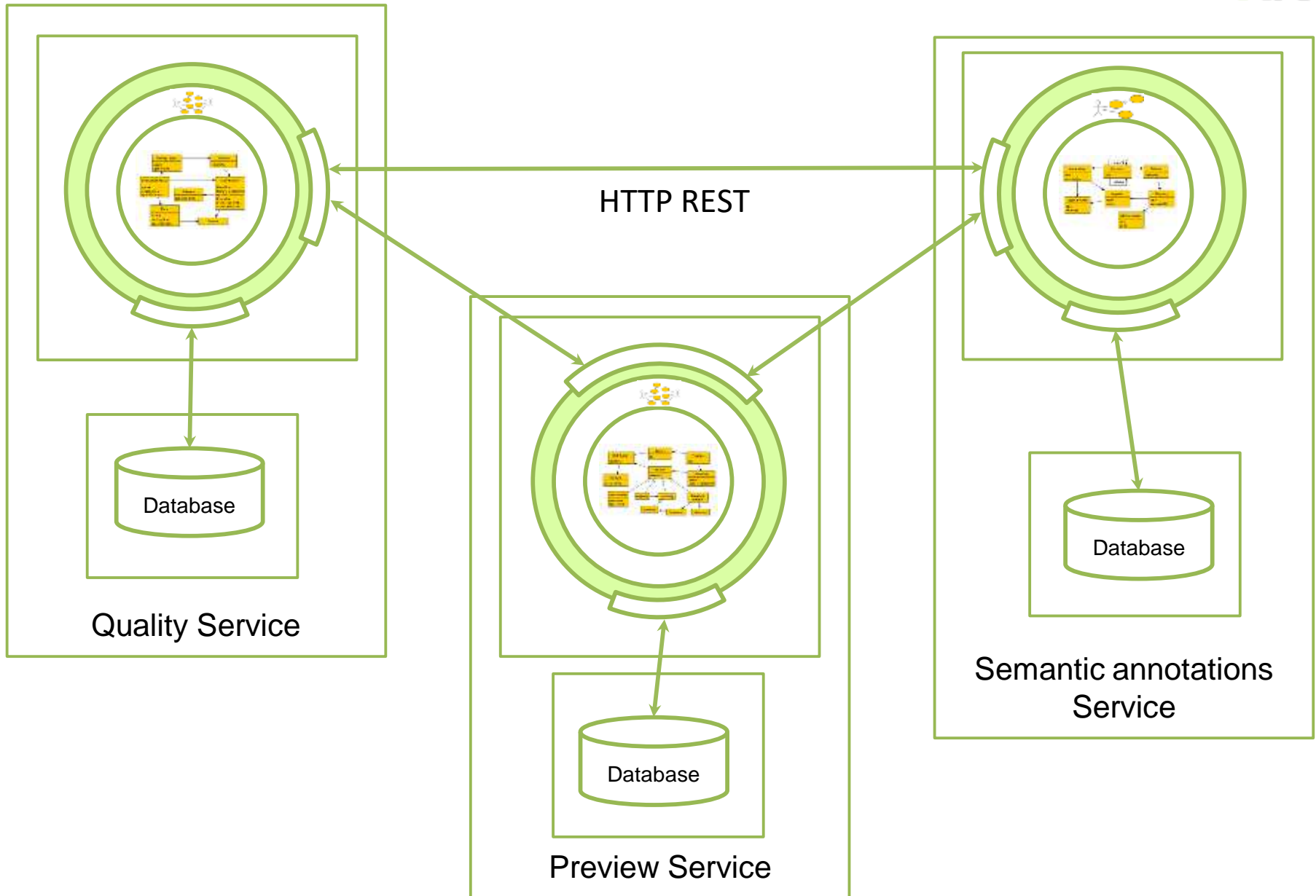


Service-oriented architecture (SOA)

*“Service-oriented architecture (SOA) is an architectural pattern for building software systems by reusing and composing functional components called **services**. A service is independent of its surrounding environment (formed by other services and service clients) and provides a certain functionality which is required by the business.”*

8 key SOA principles

- ❑ standardization
- ❑ loose-coupling
- ❑ abstraction
- ❑ reusability
- ❑ autonomy
- ❑ statelessness
- ❑ discoverability
- ❑ composability



Microservices pattern

- ❑ domain-driven architecture
- ❑ strictly autonomous runtime services
- ❑ small
- ❑ sagas for data consistency