

### 微服务架构下

CDI在领域驱动设计中的精妙应用

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# 日程

- DDD用Java语言的实现设计思路
- 应用CDI规范定义对象
- · DDD开发框架的实现介绍

#### CDI - JavaEE规范之一

- 依赖注入 Dependency Injection
- 松耦合,强类型 Lose couping, strong typing
- 上下文管理 Context management
- 拦截器和装饰器 Interceptors and decorators
- 事件总线 Event bus
- 扩展 Extensions



#### CDI - 发展过程

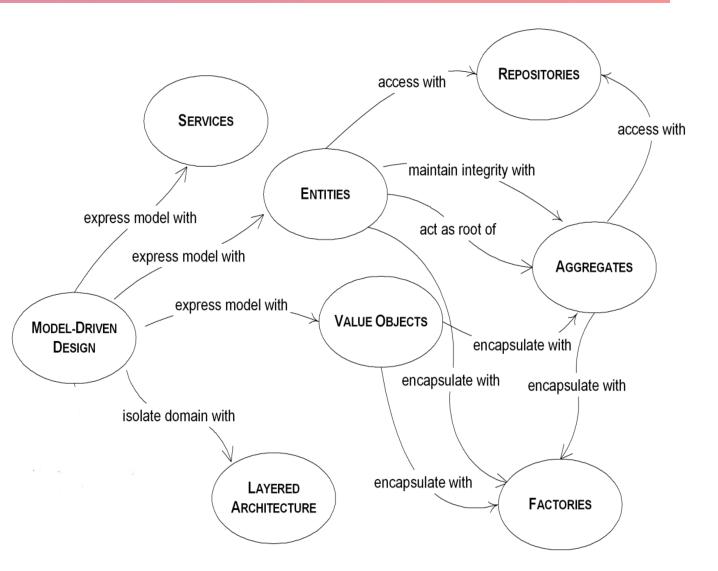
- 源出于 Seam 框架
  - Spring / Guice 灵感
- JSR 299 (Web beans/CDI 1.0, Java EE 6)
- JSR 346 (CDI 1.1, Java EE 7)
  - Weld (参考实现)
  - Apache DeltaSpike
- JSR 365 (CDI 2.0, Java EE 8)

## CDI代码范例

```
public class WeldTeam extends OpenSourceCommunity {
      @Inject
      @AwesomeNews
      Event<String> event;
     public void release() {
        // Fire asynchronously so that we don't need to wait for observer notification b
efore we start celebrating!
        event.fireAsync("CDI 1.2 is dead, long live CDI 2.0!");
        celebrate();
```

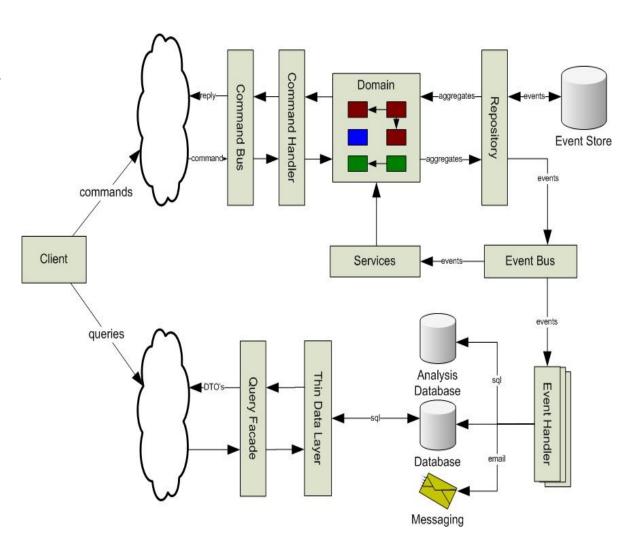
### DDD组成

- 领域概念
- 理论性强
- 如何落地?



### CQRS架构

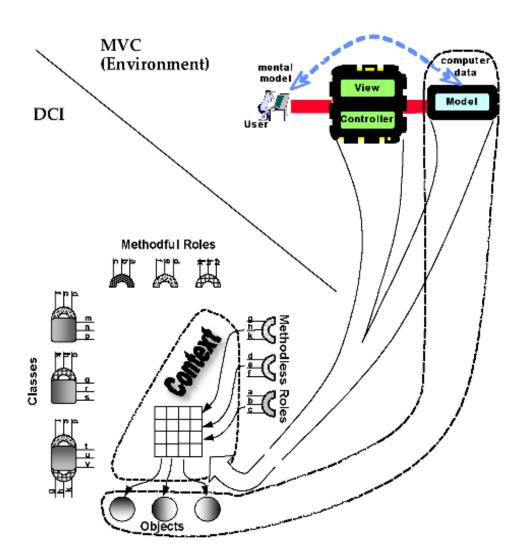
- Command Query Responsibility Segregation
- 读写分离
- 事件机制解偶
- 适用于复杂应用
- 分布式系统





## DCI上下文模型

- Data, Interactions, Context
- 数据在不同的上下文中有不同的行为方式
- 语言和框架的设计 Mixin,Trait





#### CDI规范技术说明一

- Inject and Qualifiers
- 注入和限定

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• 组织成一张 对象网络

```
public class BookBean implements Serializable {
   @Inject @ThirteenDigits
   private NumberGenerator numberGenerator;
   @Inject
   private ItemService itemService;
```

### CDI规范技术说明二

- Scope
- 范围
- ApplicationScoped, SessionScoped, RequestScoped
- ConversationScoped

```
@Named
@ConversationScoped
@Transactional
public class BookBean implements Serializable {
  @Inject
   private Conversation conversation;
   public void update() {
      conversation.begin();
   public void delete() {
      conversation.end();
```

### CDI规范技术说明三

- Event
- 事件
- 对象之间解偶
- 统一编程模型

```
public class BookBean implements Serializable {
    @Inject @Paper
    private Event<Book> boughtEvent;

    public void update() {
        boughtEvent.fire(book);
    }
}
```

```
public class InventoryService {
    private void observeBooks (@Observes @Paper Book book) {
        logger.info("Book recevied " + book.getTitle());
    }
}
```

#### CDI规范技术说明四

- BeanManager
- Bean管理器
- Extension
- 扩展

```
public class SecurityManagerExtension implements Extension {
    void afterBeanDiscovery(@Observes AfterBeanDiscovery abd, BeanManager bm) {
        //use this to read annotations of the class
        AnnotatedType<SecurityManager> at = bm.createAnnotatedType(SecurityManager.class);
        //use this to instantiate the class and inject dependencies
        final InjectionTarget<SecurityManager> it = bm.createInjectionTarget(at);
        abd.addBean( new Bean<SecurityManager>() {
           @Override
            public Class<?> getBeanClass() {
                return SecurityManager.class;
           @Override
            public Set<InjectionPoint> getInjectionPoints() {
                return it.getInjectionPoints();
```

## 实体/值对象 Entity / Value Object

- Entity
- 有id定义的实体类
- 可以用JPA中 @Entity 来定义
- Value Object
- 和实体对比:没有id,不可变的类,存在多个值对象
- 使用Annotation进行描述

## 领域服务 Service

- 接口提供服务
- 不同的实现提供不同类 别的服务
  - Alternative
- Stereotypes 多个 Annotation 叠加

```
@RequestScoped
@Transactional(requiresNew=true)
@Secure
@Named
@Stereotype
@Retention(RUNTIME)
@Target(TYPE)
public @interface Action {}
```

#### 领域事件 Domain Event

- Event事件
- 解偶,线程和对象生命 期由容器控制
- 可以进行事件的筛选

```
import javax.enterprise.event.Event;
@Stateless
public class ProductManager {
    @PersistenceContext EntityManager em;
    @Inject @Any Event<Product> productEvent;

public void delete(Product product) {
    em.delete(product);
    productEvent.select(new AnnotationLiteral<Deleted>(){}).fire(product);
}

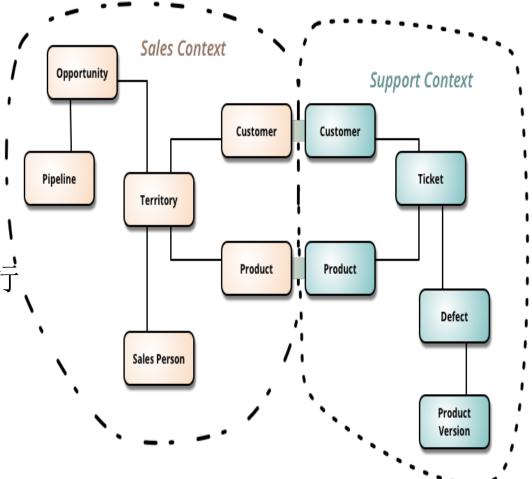
public void persist(Product product) {
    em.persist(product);
    productEvent.select(new AnnotationLiteral<Created>(){}).fire(product);
}
...
}
```

```
import javax.ejb.Singleton;
@ApplicationScoped @Singleton
public class Catalog {
    ...
    void addProduct(@Observes(during = AFTER_SUCCESS) @Created Product product) {
        products.add(product);
    }
    void removeProduct(@Observes(during = AFTER_SUCCESS) @Deleted Product product) {
        products.remove(product);
    }
}
```



#### 聚合 Aggregate / 边界上下文 Bounded Context

- Aggregate 聚合根
- 微服务的边界
- 粒度再小,则没有必要, 性能也会有较大损失
- 跨越上下文边界的再进行 数据复制



### 工厂 Factory

Factory 工厂类(设计模式)

- Producer
- 由容器负责对象的创 建和生命期管理

```
import javax.enterprise.inject.Produces;
@SessionScoped
public class Preferences implements Serializable {
  private PaymentStrategyType paymentStrategy;
  @Produces @Preferred
  public PaymentStrategy getPaymentStrategy() {
       switch (paymentStrategy) {
           case CREDIT CARD: return new CreditCardPaymentStrategy();
           case CHECK: return new CheckPaymentStrategy();
           case PAYPAL: return new PayPalPaymentStrategy();
           default: return null;
```

## 仓库Repository

- 数据存储
- 多种实现方式, 比如
  - JPA Persistent
  - Spring Data
  - Apache
     DeltaSpike Data

```
@Repository
public interface PersonRepository extends EntityRepository<Person, Long>
    List<Person> findByAgeBetweenAndGender(int minAge, int maxAge, Gender gender);
    @Query("select p from Person p where p.ssn = ?1")
    Person findBySSN(String ssn);
    @Query(named=Person.BY FULL NAME)
    Person findByFullName(String firstName, String lastName);
```

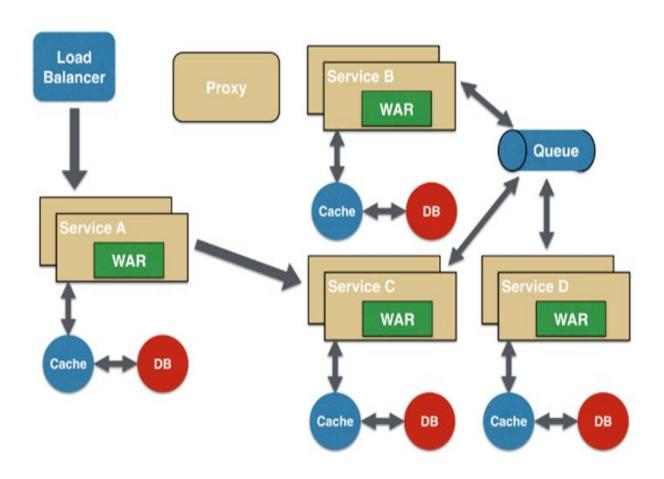
## Side effect 副作用 / Composite 组合

- Intercept 拦截器
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- Decorator装饰器
  - 对象包装,加强功能

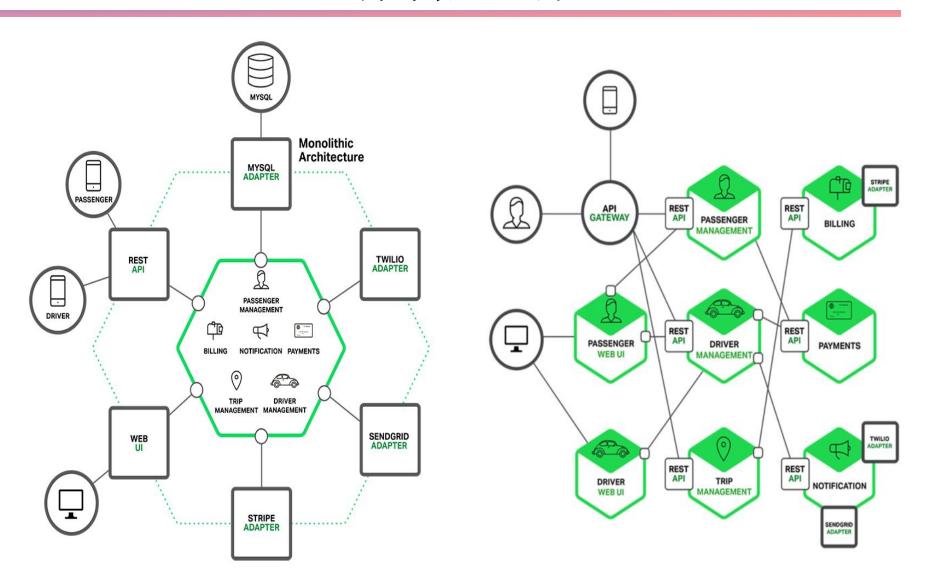
```
@Decorator
public abstract class LargeTransactionDecorator
      implements Account {
  @Inject @Delegate @Any Account account;
  @PersistenceContext EntityManager em;
   public void withdraw(BigDecimal amount) {
      account.withdraw(amount);
      if ( amount.compareTo(LARGE AMOUNT)>0 ) {
         em.persist( new LoggedWithdrawl(amount) );
   }
   public void deposit(BigDecimal amount);
      account.deposit(amount);
      if ( amount.compareTo(LARGE AMOUNT)>0 ) {
         em.persist( new LoggedDeposit(amount) );
      }
```

## 微服务架构

- 采用微服务架 构后的变化
- 利用消息队列,缓存等
- 单个CDI应用 程序进程



## 架构六边形

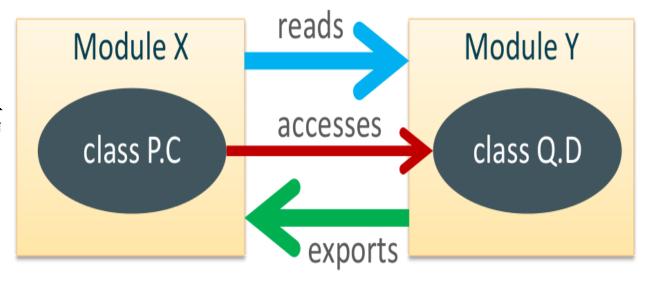


## 对比Spring框架

- Spring Framework (Data, Security) <=> CDI (Weld, Apache DeltaSpike)
- Spring Boot <=> Wildfly Swarm (...)
- 授之于鱼,还是授之于渔
- 对于复杂的应用,以及大中型独立软件公司,维护自己的领域模型很有必要

#### 模块

- Java 9 Module
- 应用于微服务中,更好的隔离上下文边界



```
module X {
    requires Y;
    exports Q;
}
```

## 落地项目

- Wildfly Swarm
- Payara Micro
- KumuluzEE
- Hammock









### Thanks & QA