

The Heart of Domain-Driven Design

Andrew Harmel-Law, Tech Principal, ThoughtWorks

(Now with Microservices!)

@AL94781 #HeartOfDDD

A little about me...

*(check out my course;
“Domain-Driven Design: First Steps”
on O’Reilly)*



Domain-Driven

DESIGN

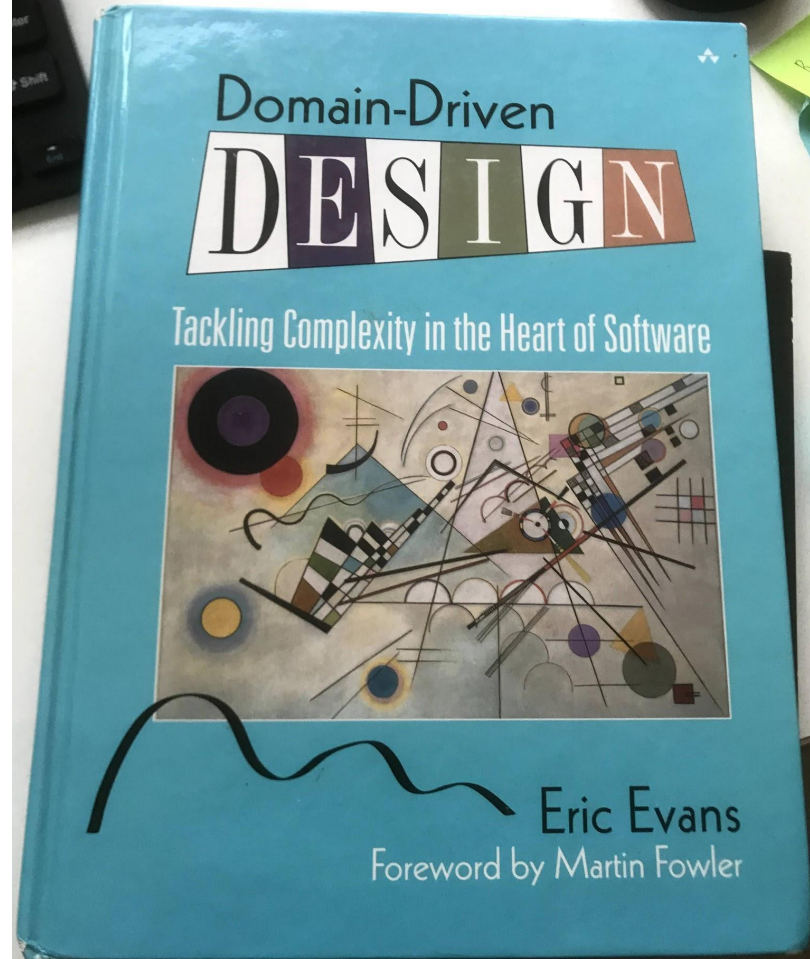
Tackling Complexity in the Heart of Software



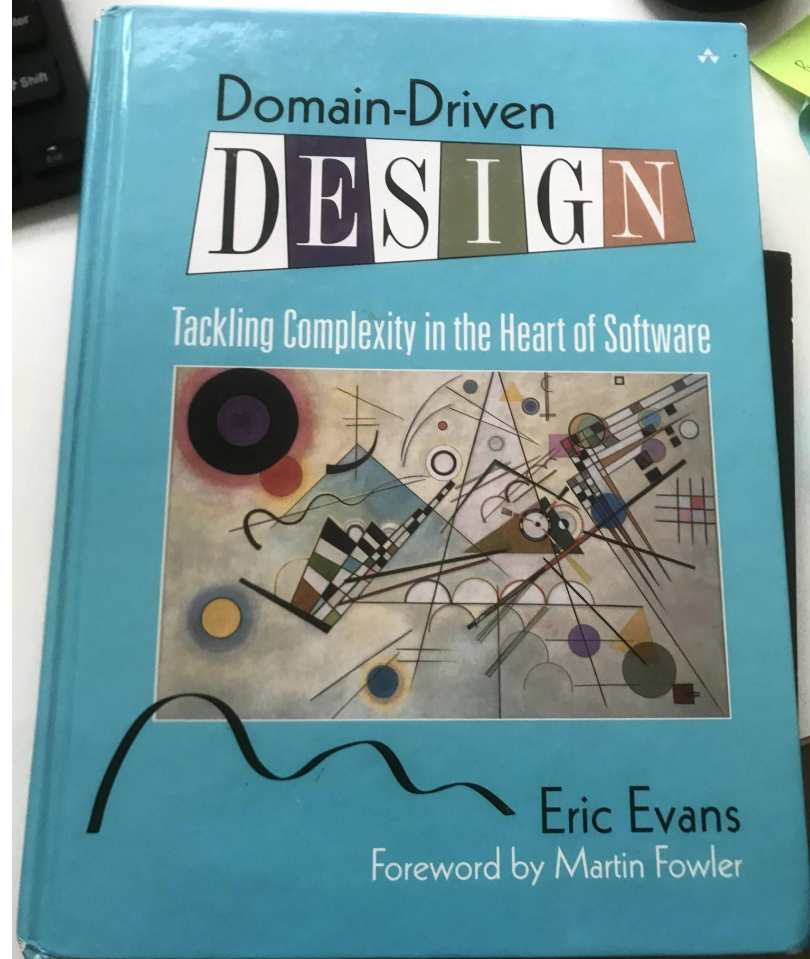
Eric Evans

Foreword by Martin Fowler

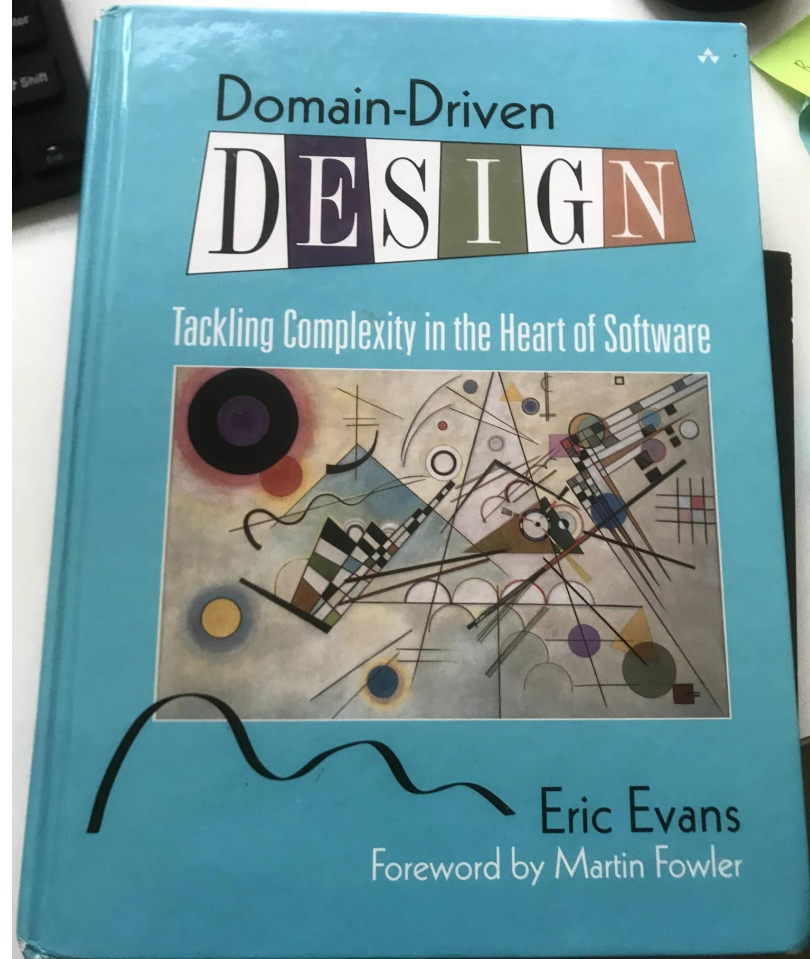
*“Tackling
complexity in
the heart of
software”*

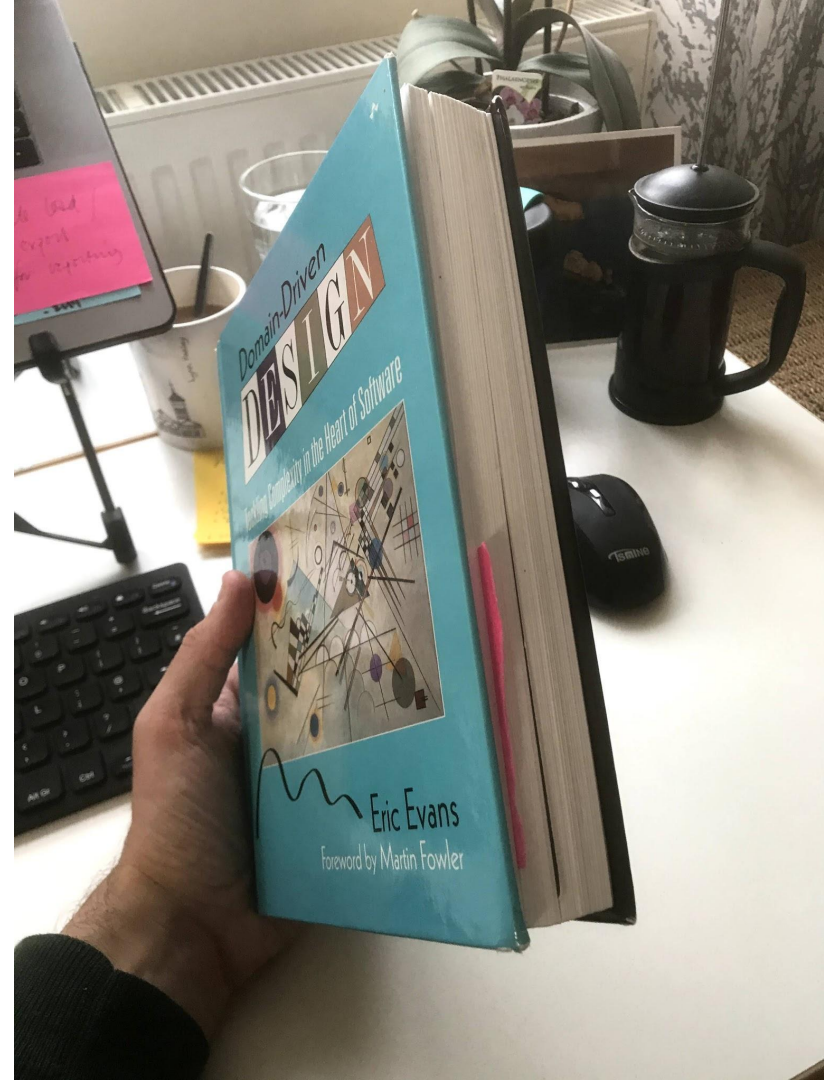


“Tackling
complexity in
the heart of
software”



“Tackling
complexity in
the heart of
software”







@AL94781 #HeartOfDDD

Ubiquitous language



Ubiquitous language

Hands-on modelers



Ubiquitous language
Hands-on modelers
Multiple models



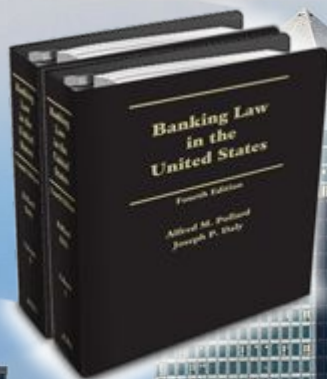
Ubiquitous language
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Multiple models

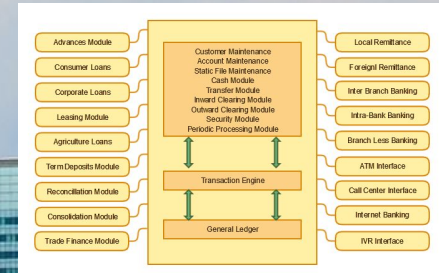
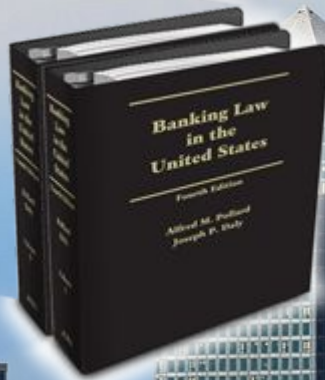


Ubiquitous language

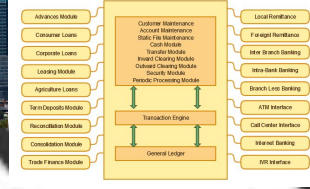














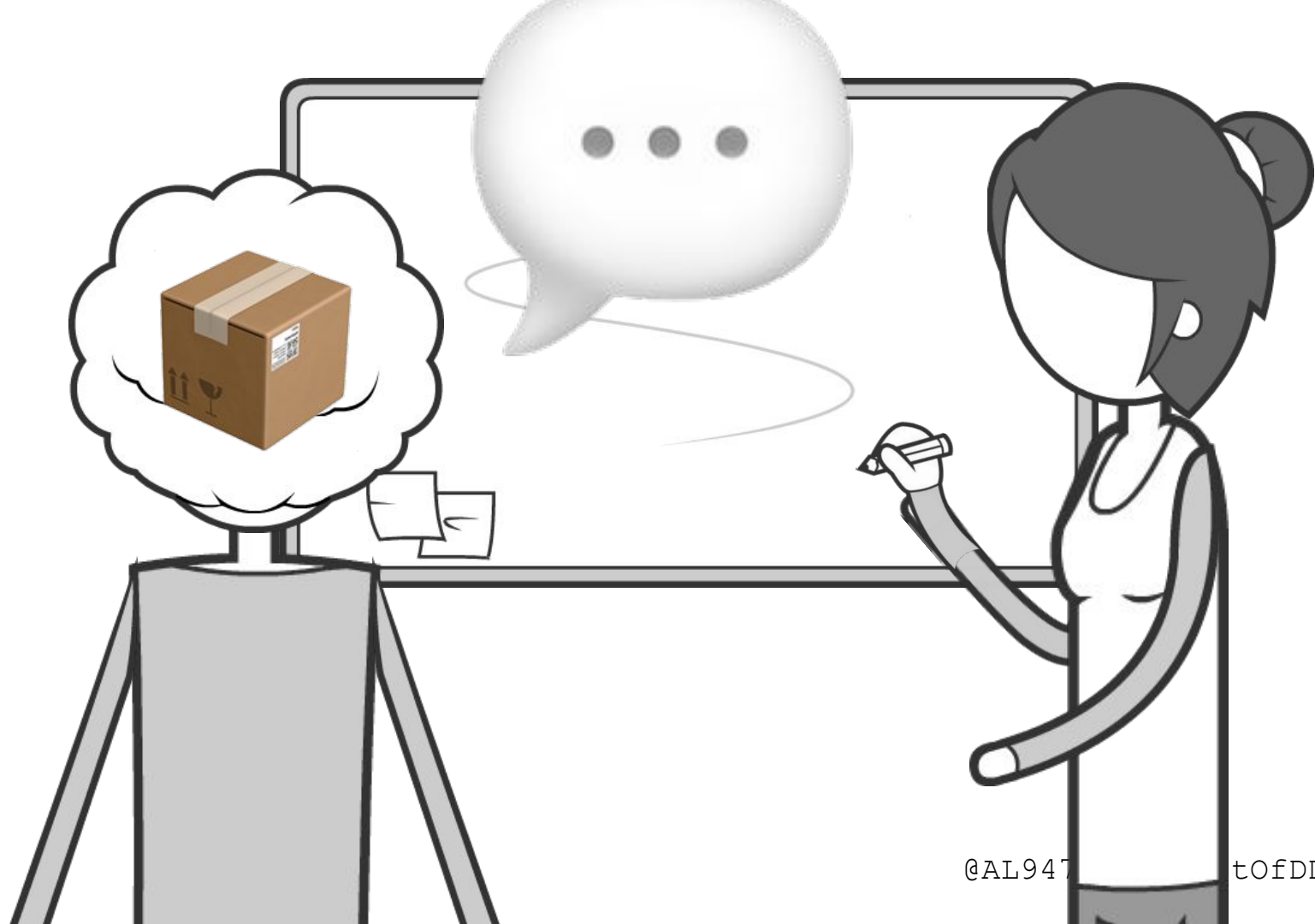


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“A DOMAIN MODEL in
software should be the
distillation of [an]
expert’s knowledge”









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110001101011001010  
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10010010101  
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“Our domain models
[are] ‘rigorously
organised, selective
abstractions’ of these
mental equivalents”

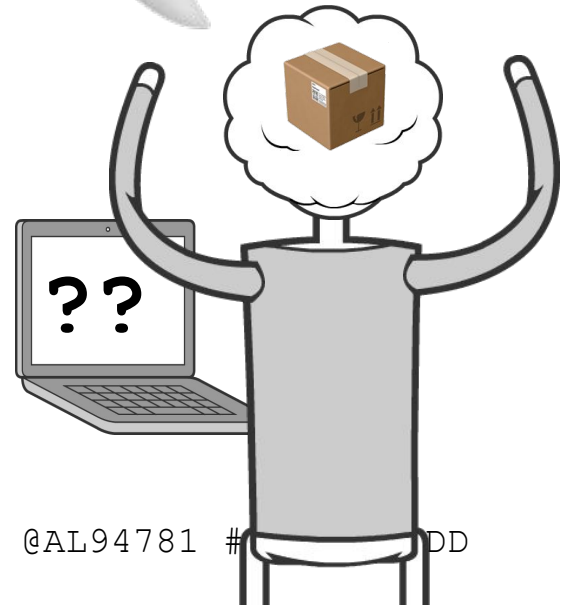
Domain *language*



Domain *language*



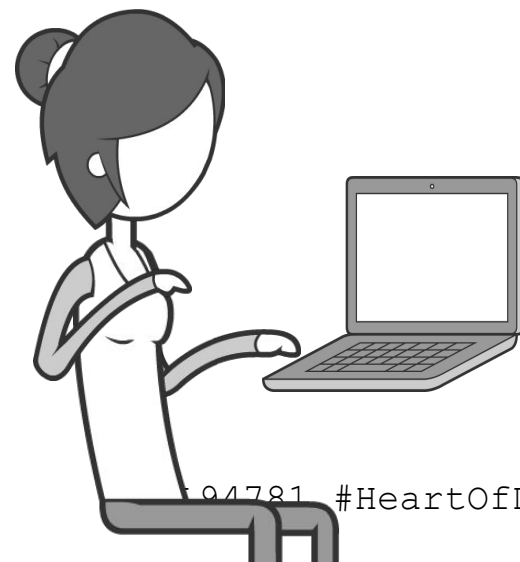
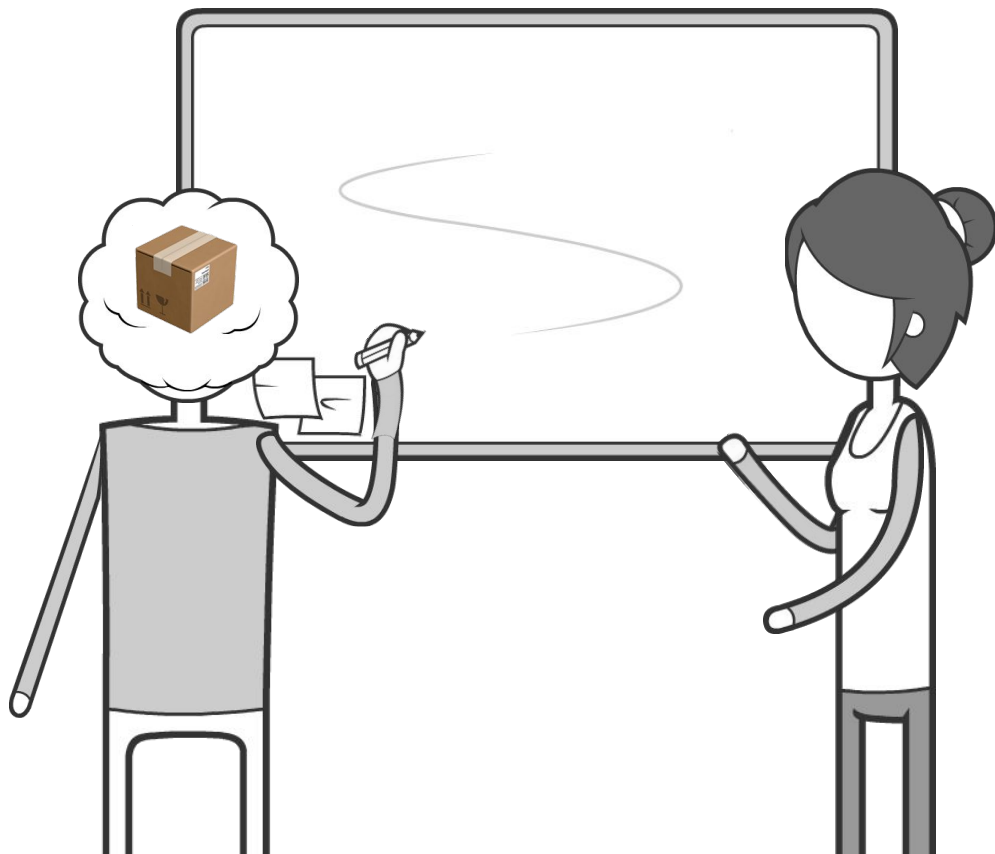
“As we talk to domain experts, we rapidly discover that their mental models go beyond ‘find the nouns’.”

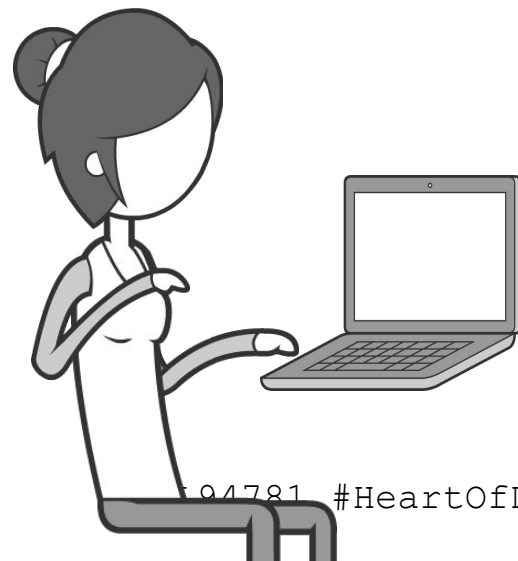
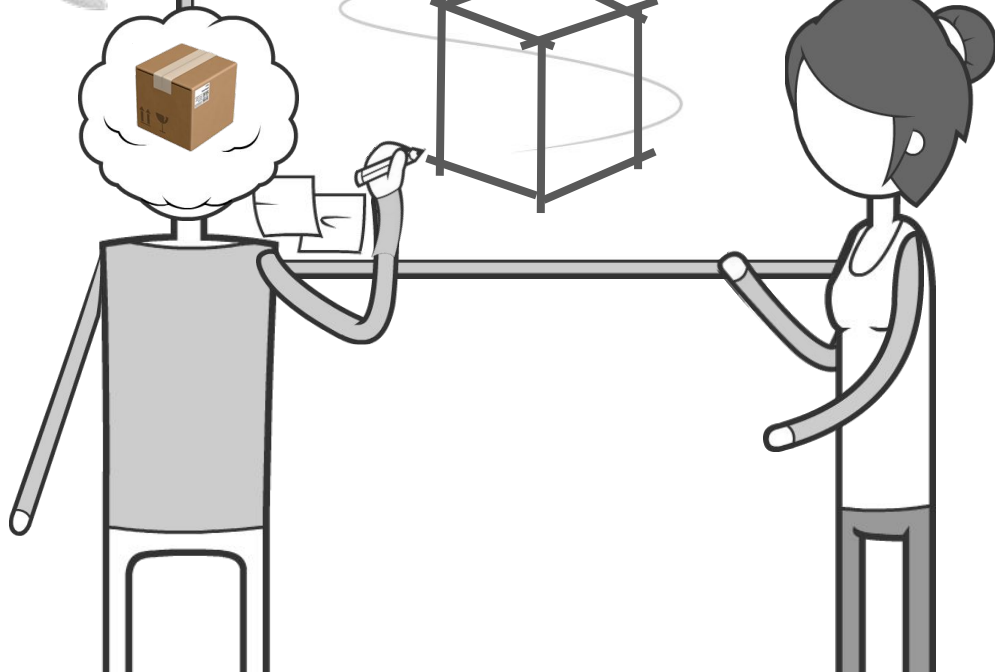


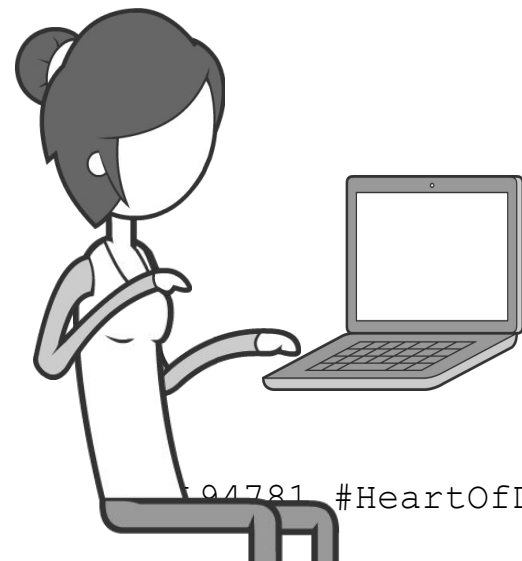
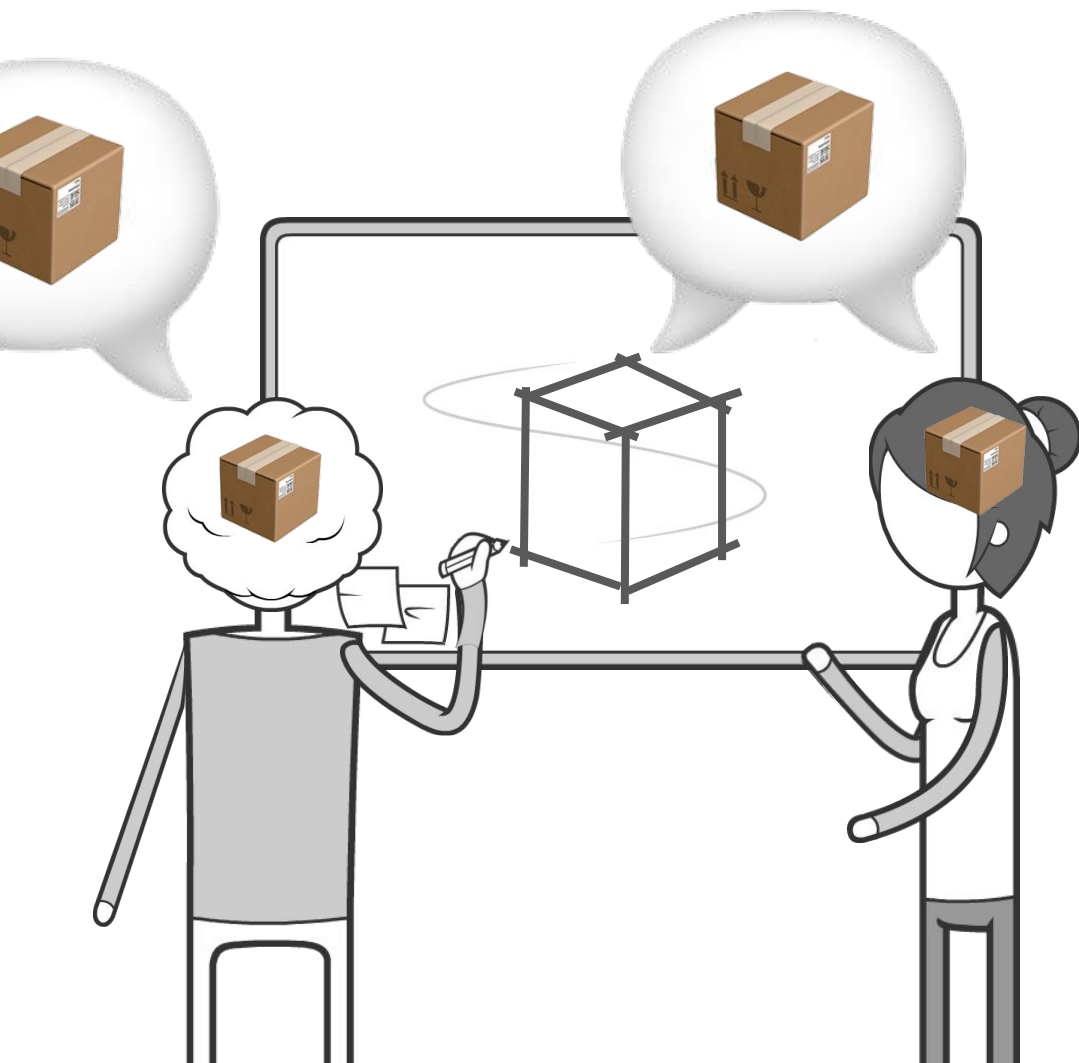
@AL94781 # DD

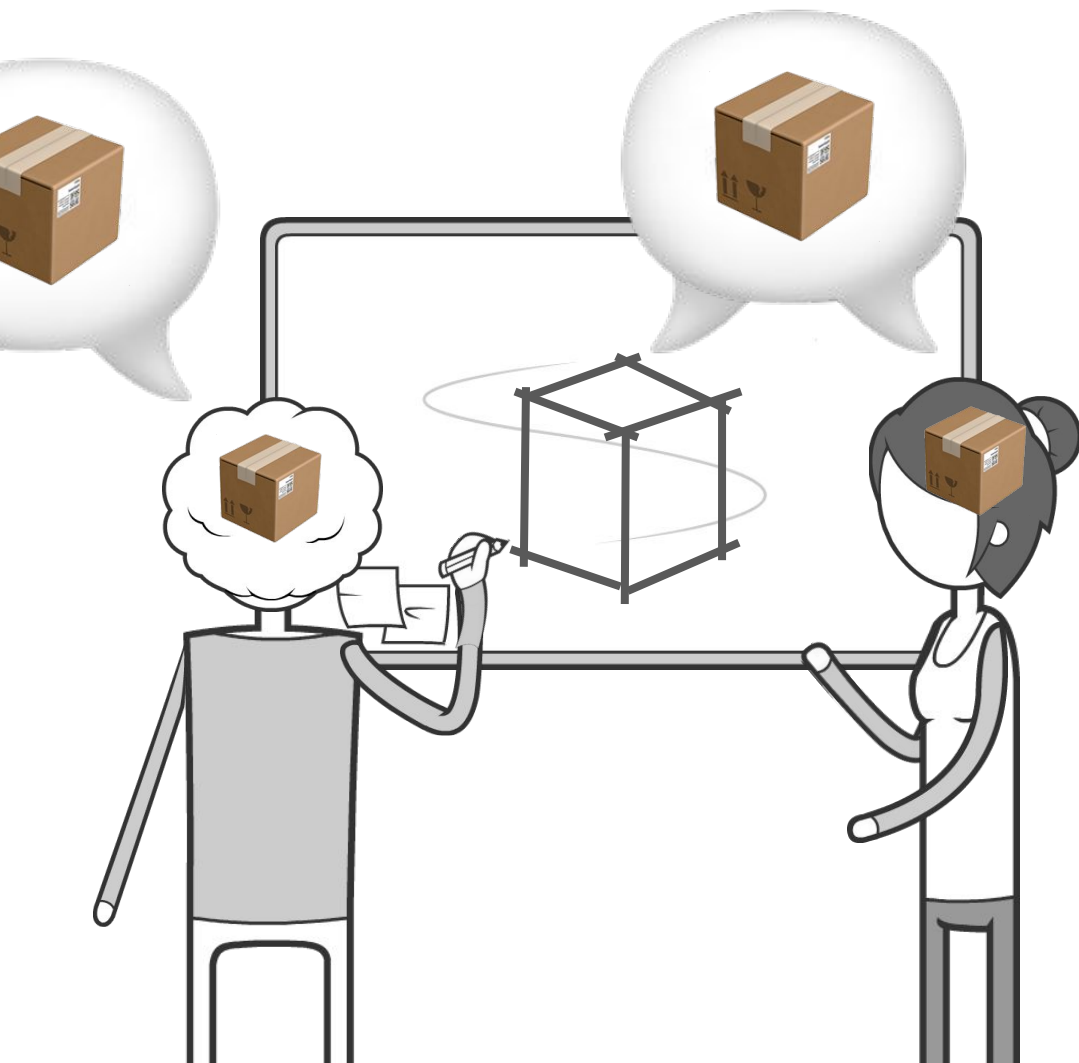


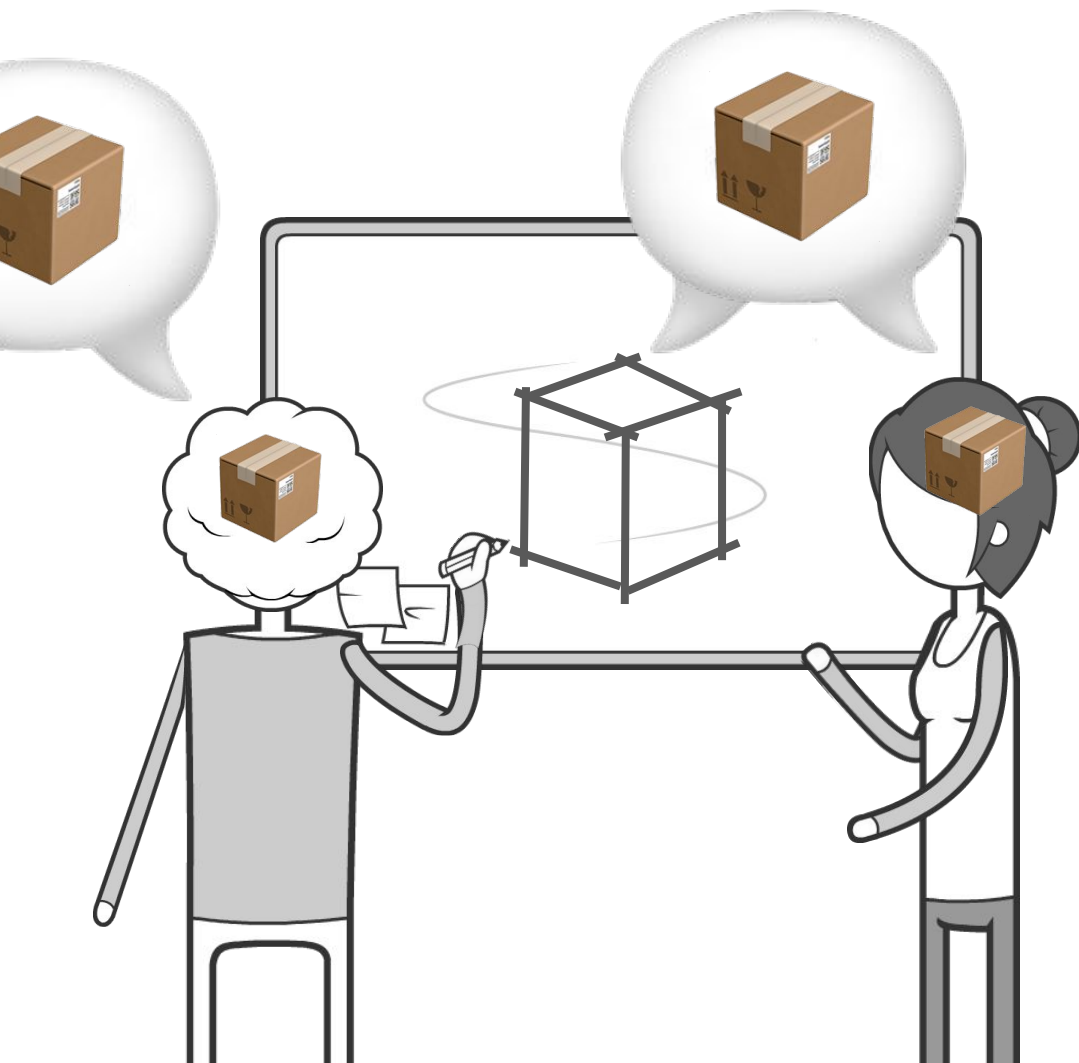
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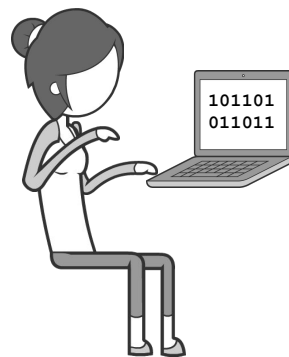
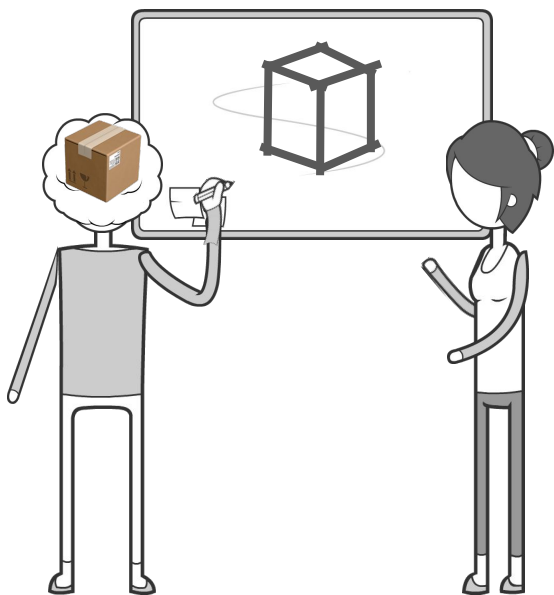




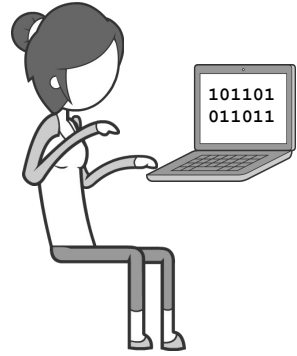
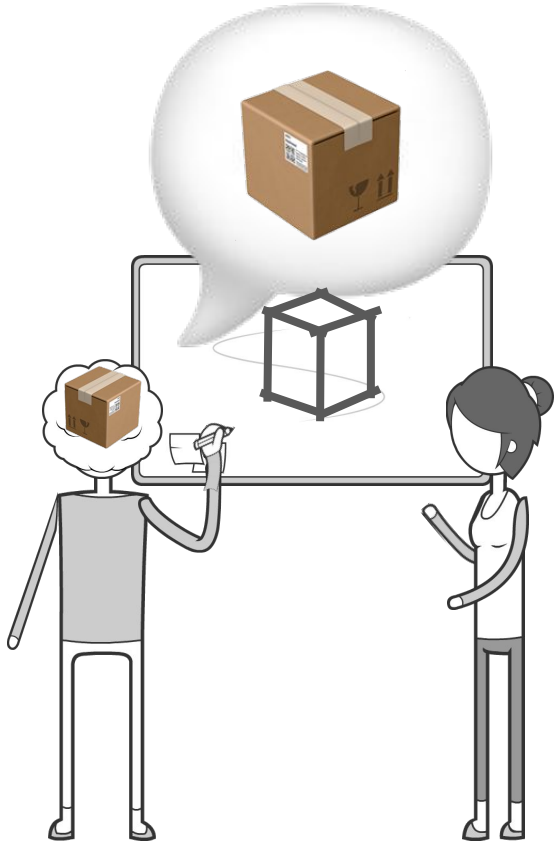




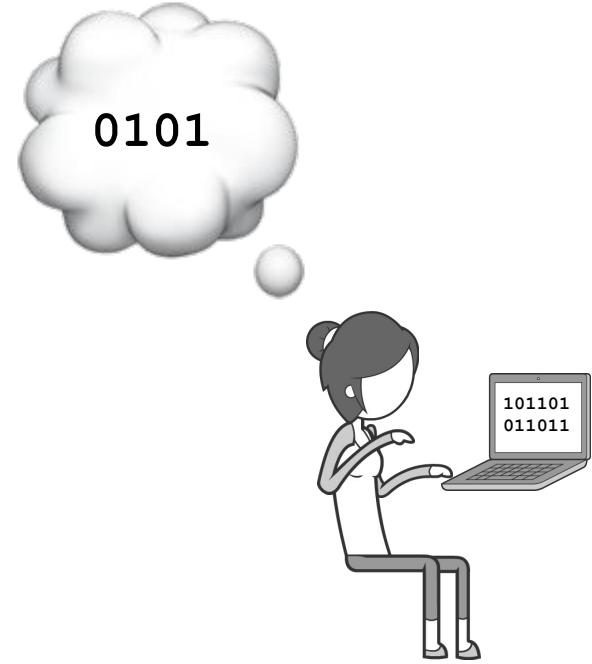
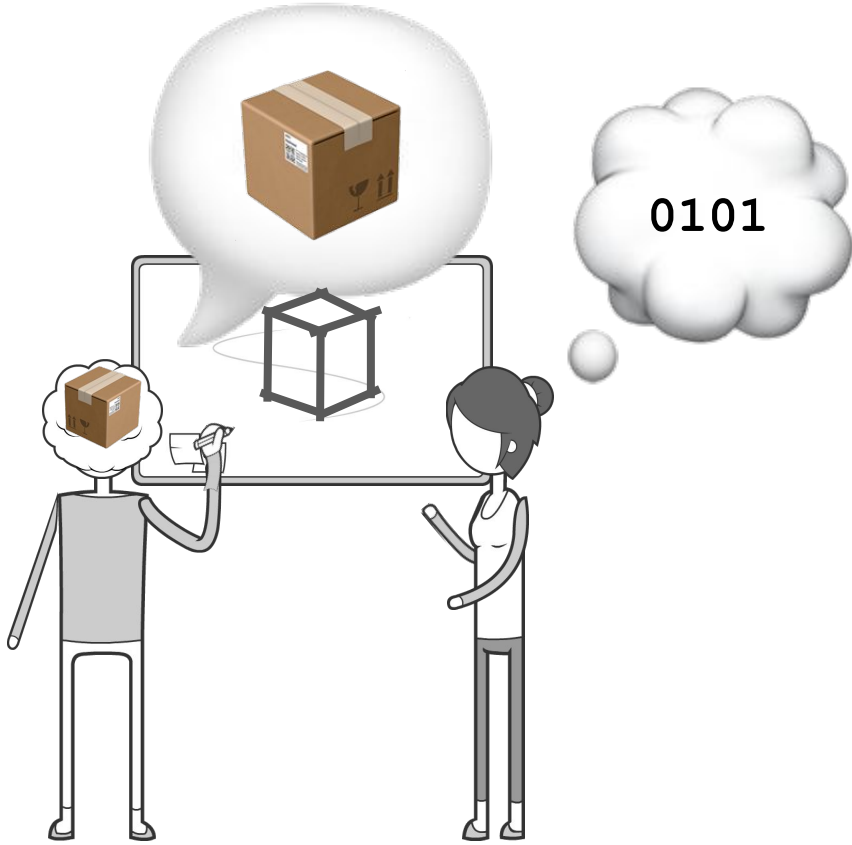




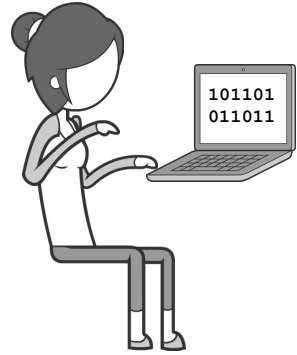
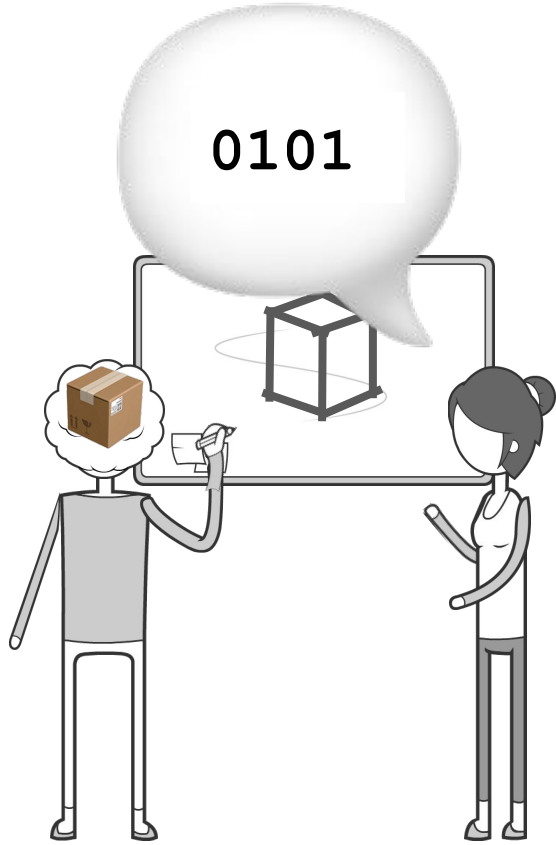
@AL94781 #HeartOfDDD

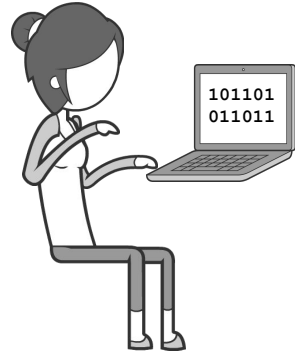
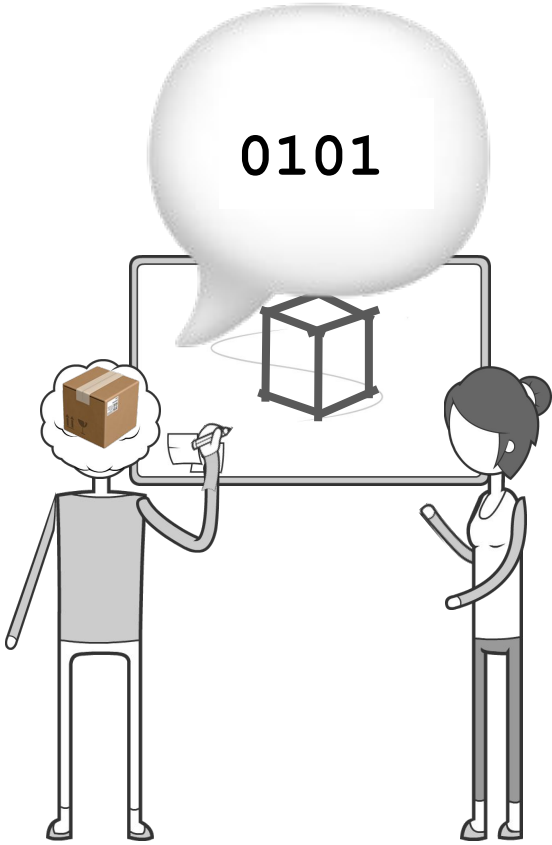


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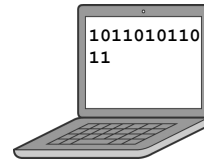


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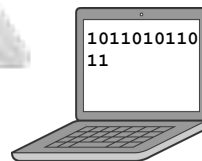


*Credit an
Account*



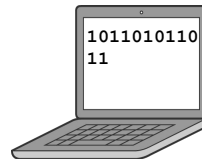


balance++



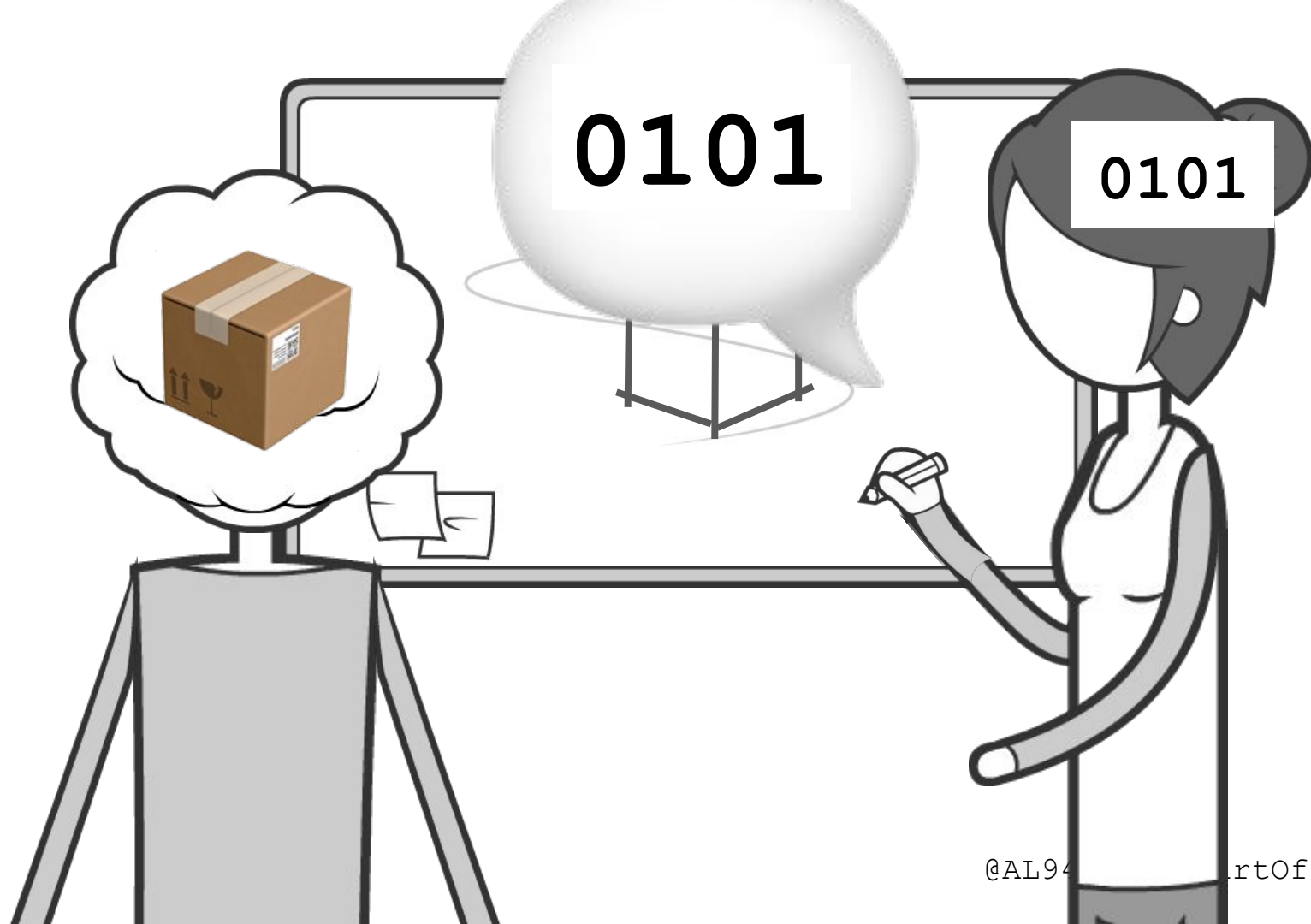
@AL94781 #HeartOfDDD

*Open
a new
Account*

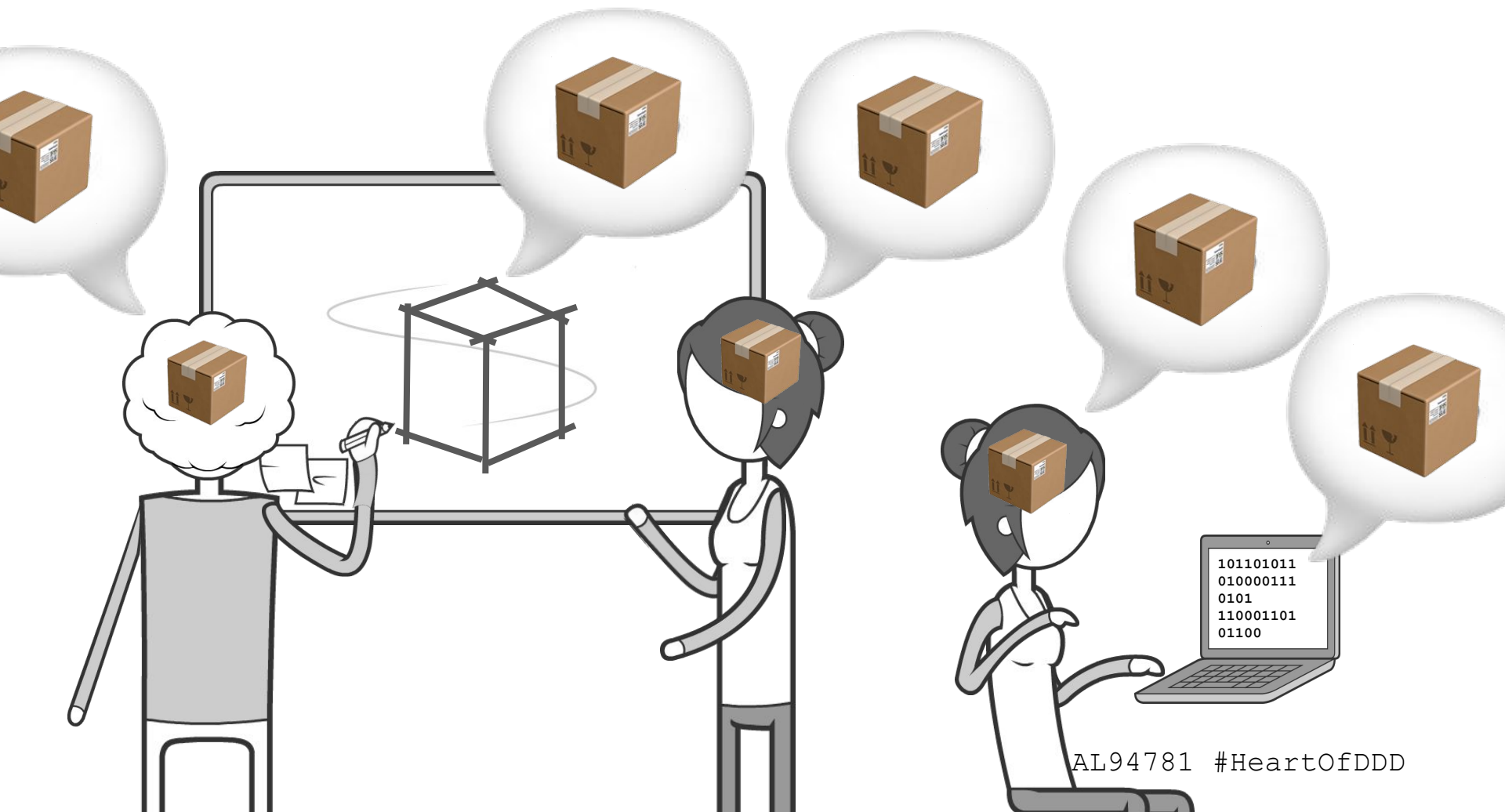


INSERT INTO ACCOUNTS









AL94781 #HeartOfDDD

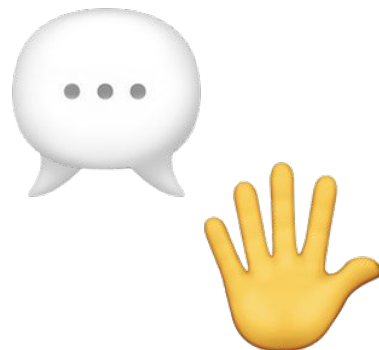
Ubiquitous language



Let's take a break...

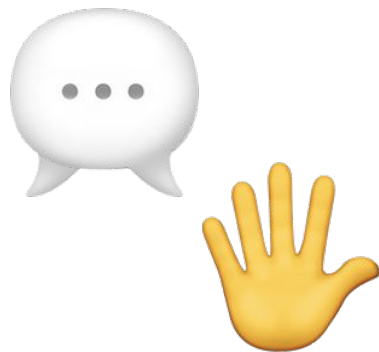
Ubiquitous language

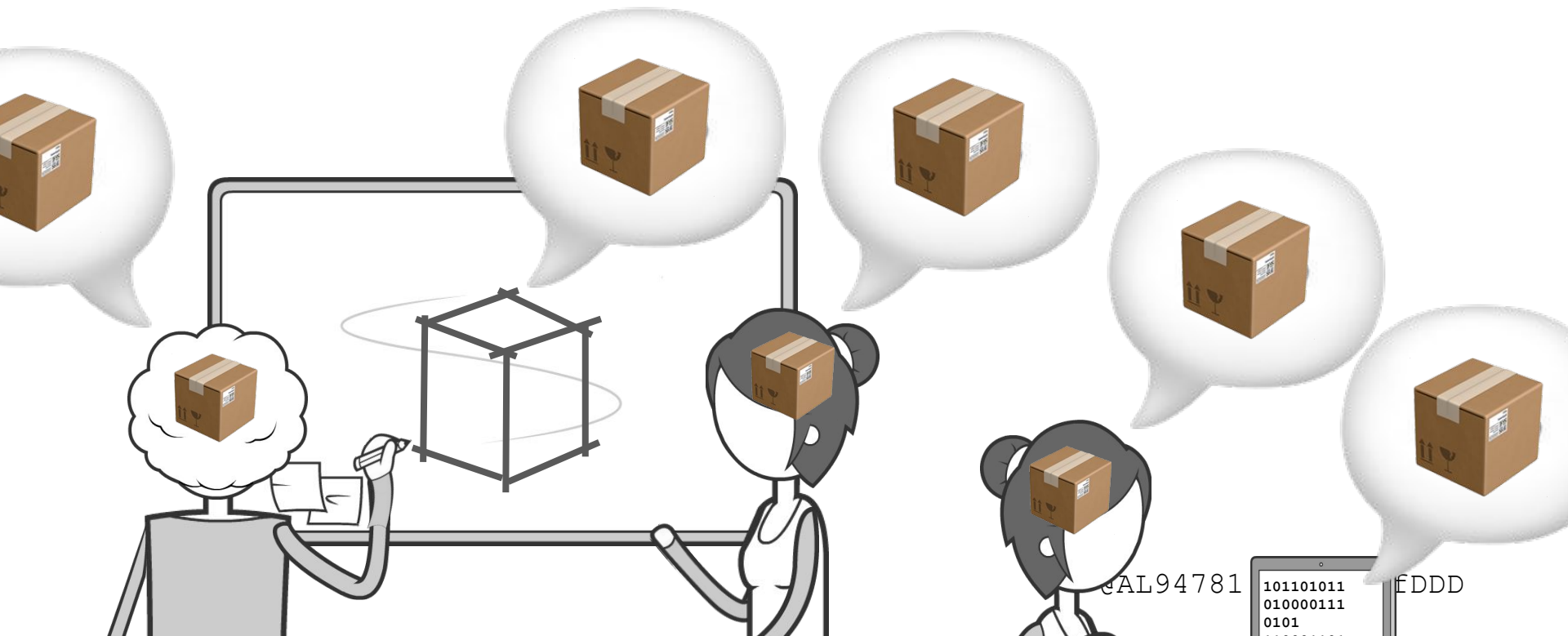
Hands-on modelers

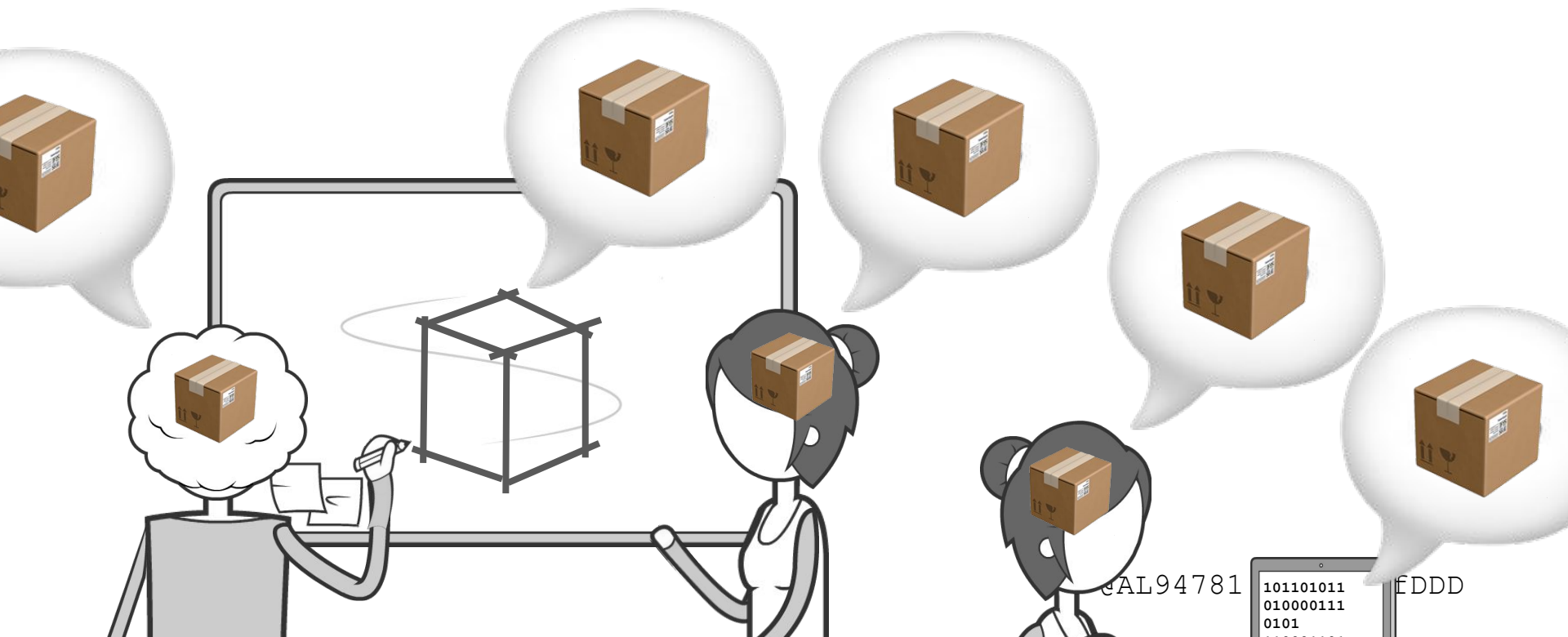


Ubiquitous language

Hands-on modelers



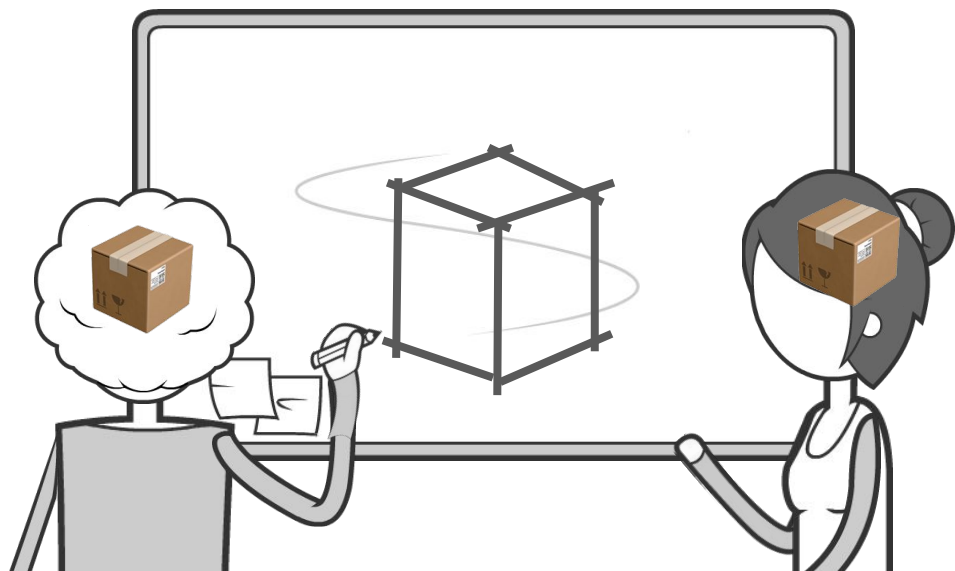


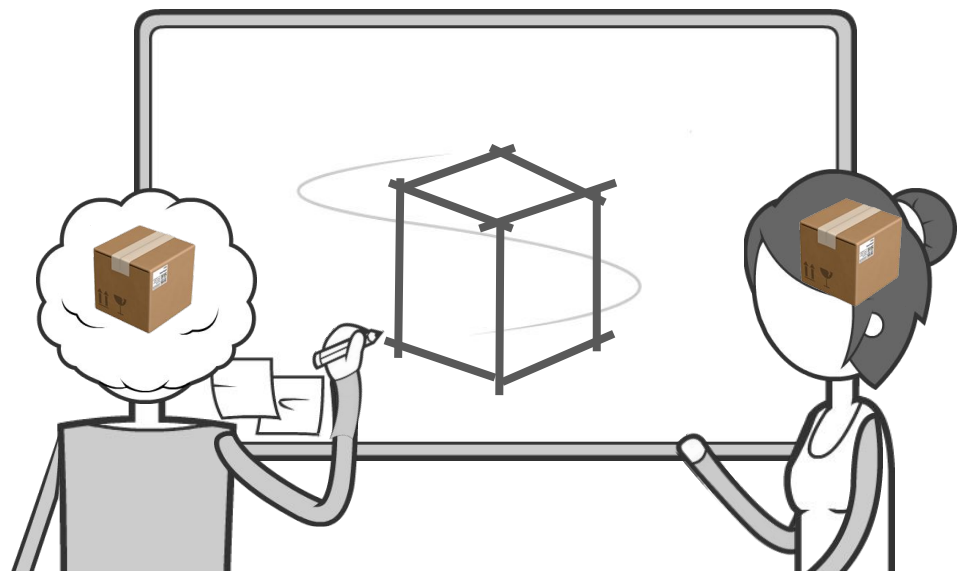


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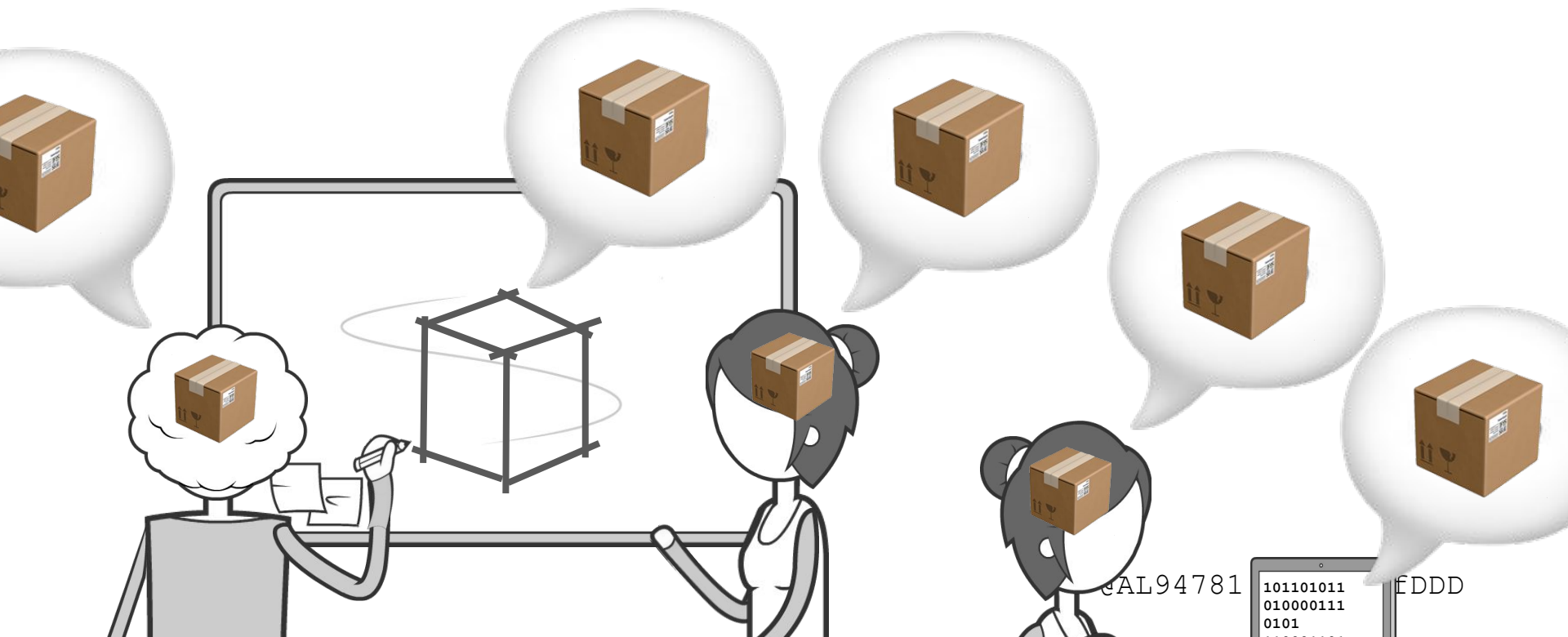


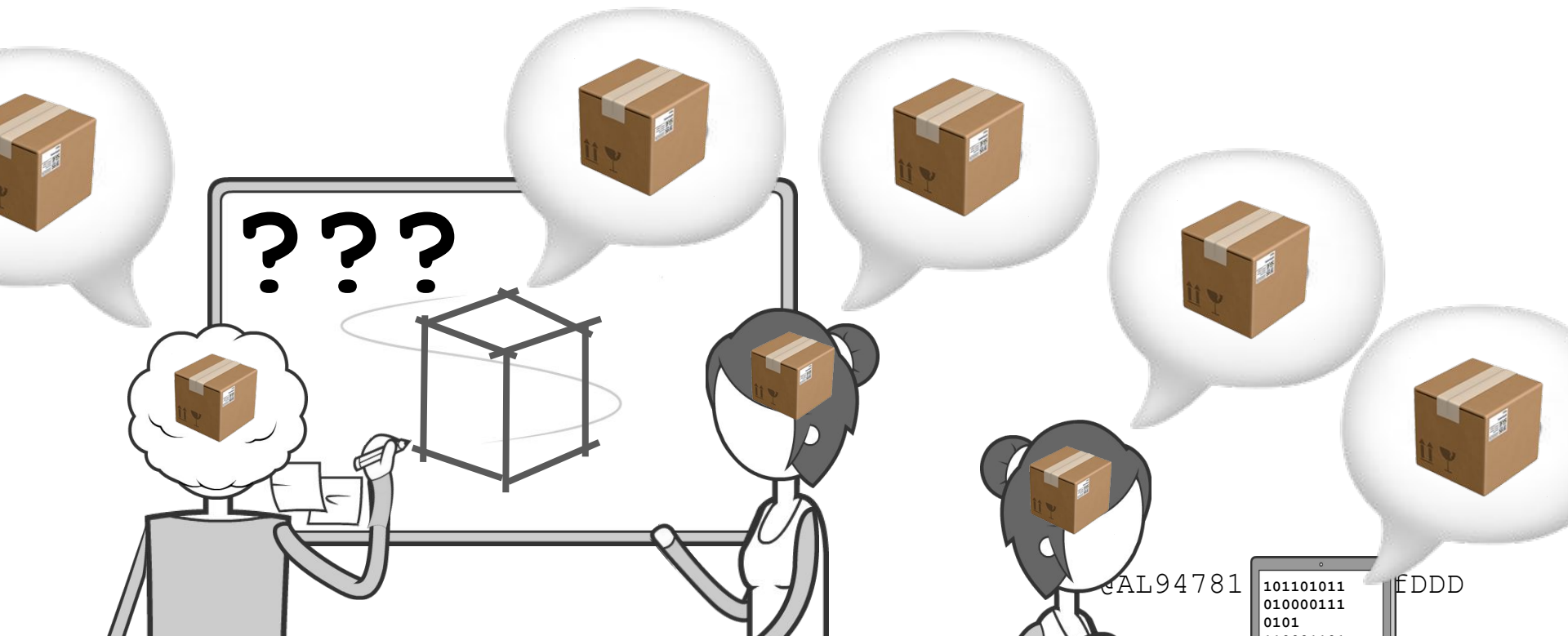


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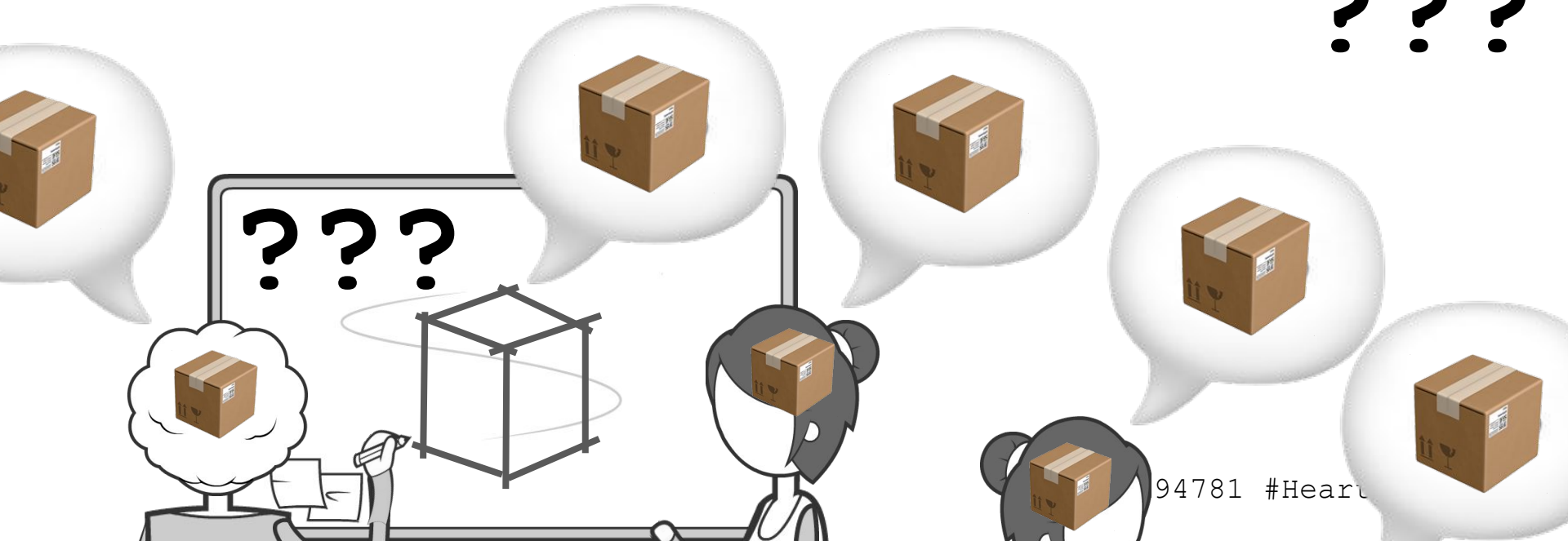
“In having these
conversations you both go
on a journey.

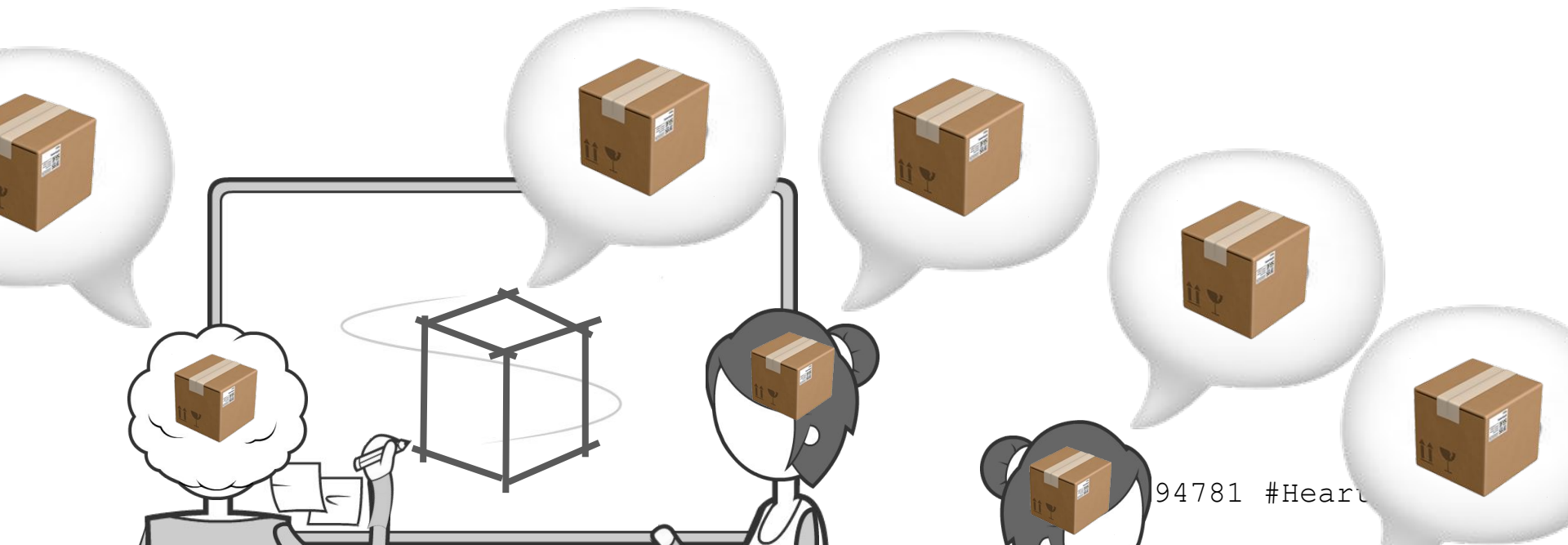
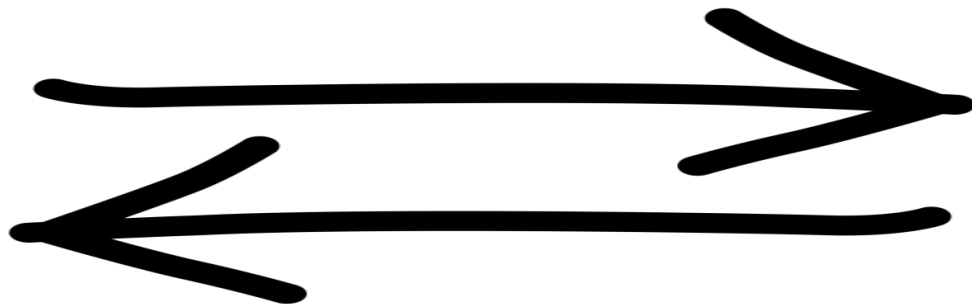
Domain experts are usually
not aware of how complex
their mental processes
are.”



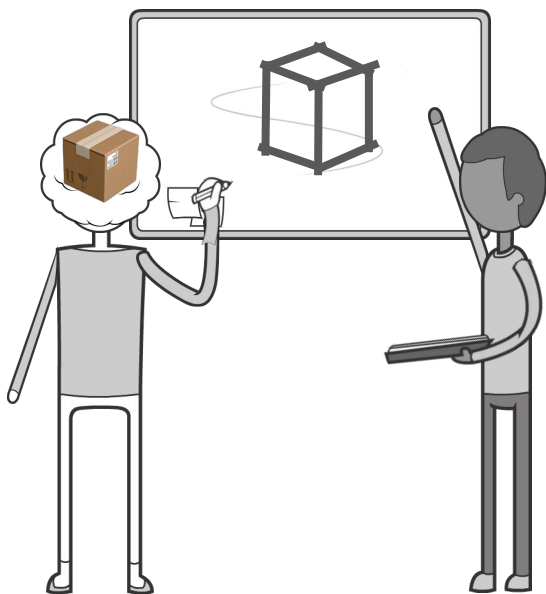
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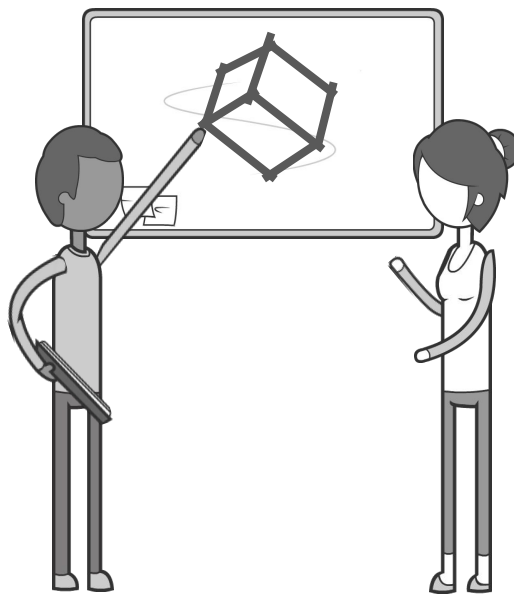
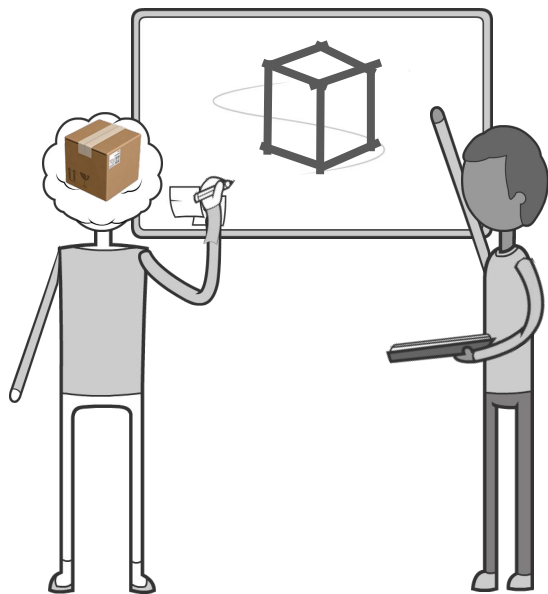
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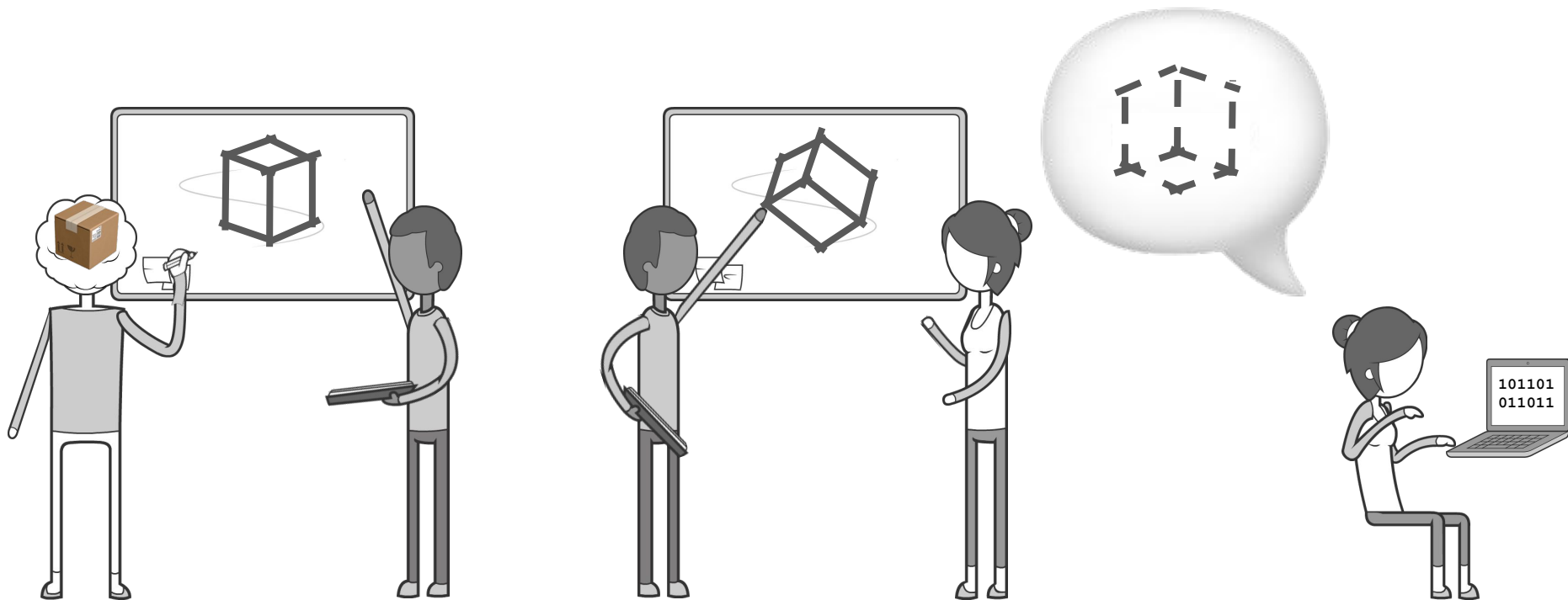




94781 #Heart







@AL94781 #HeartOfDDD

“If those who wrote the
code don't feel responsible
for the model [...] then the model has nothing
to do with the software.”



Hands-on modelers

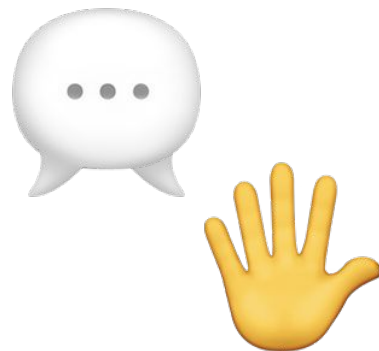


@AL94781 #HeartOfDDD

Let's take another break...

Ubiquitous language

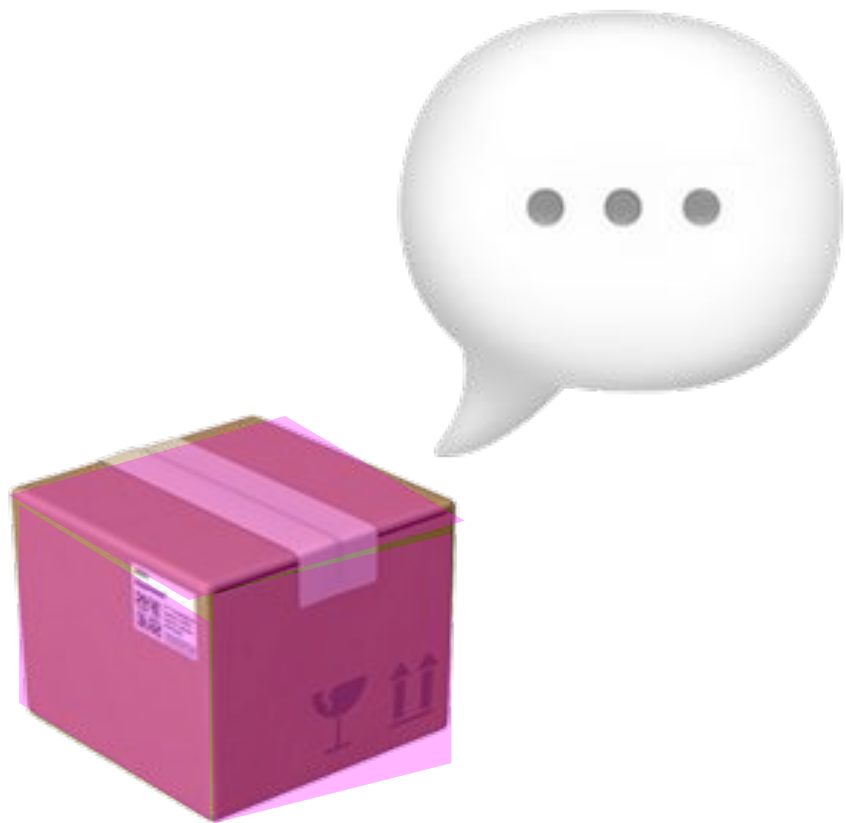
Hands-on modelers

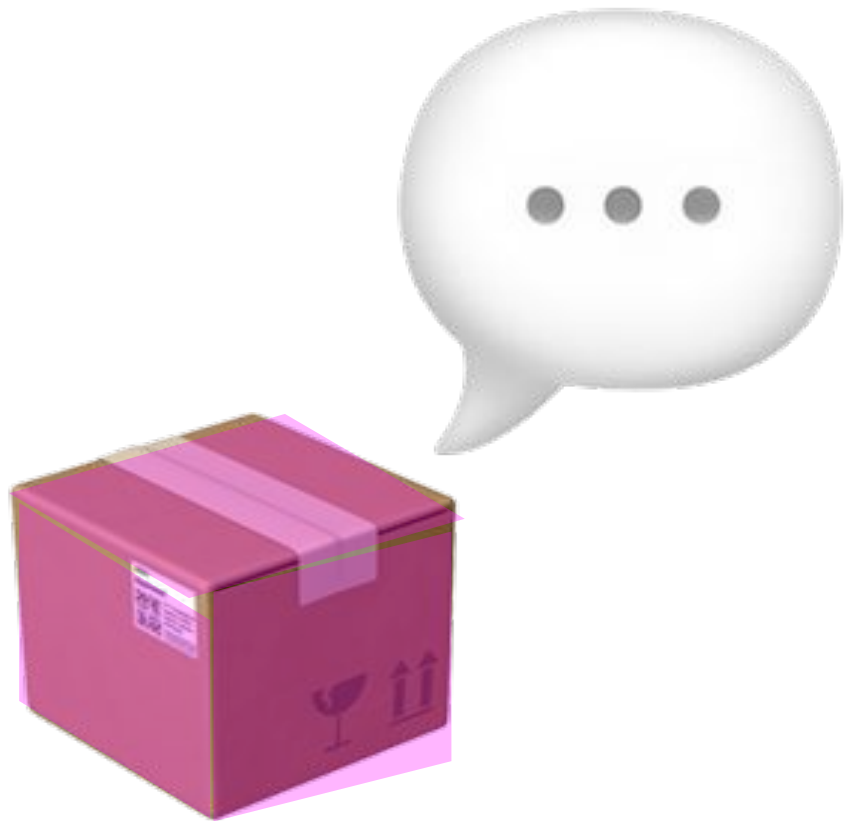


Ubiquitous language
Hands-on modelers
Multiple models

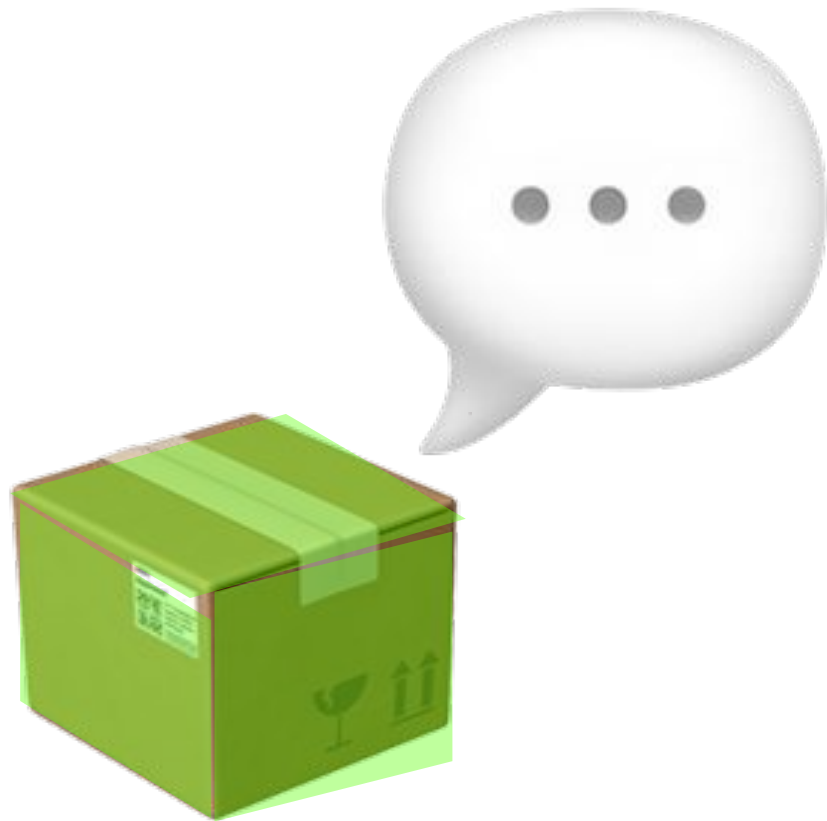
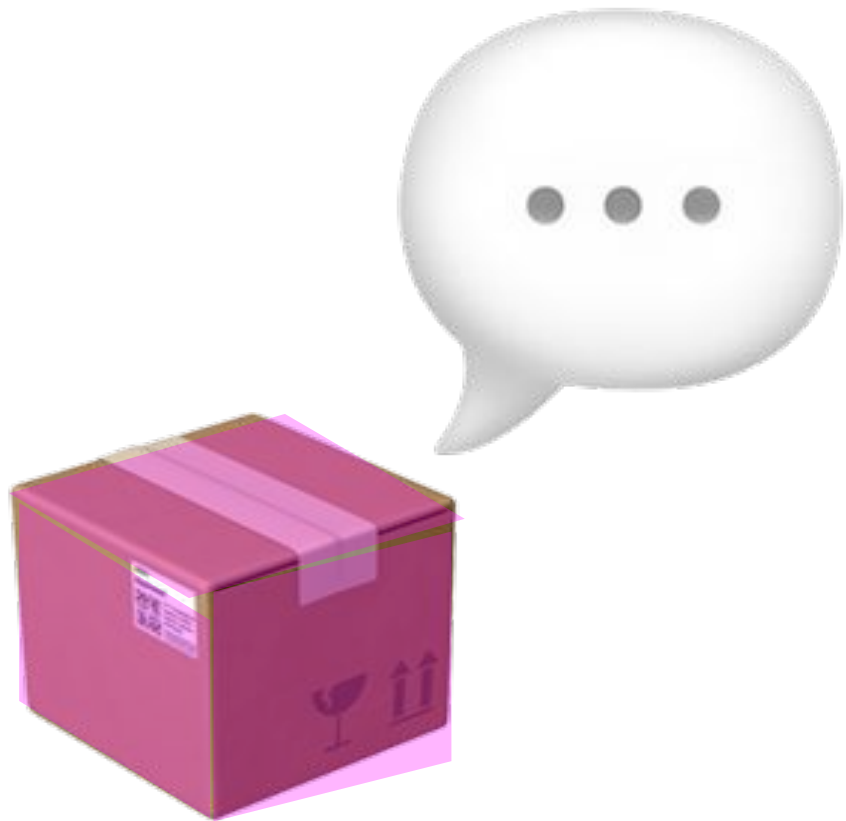




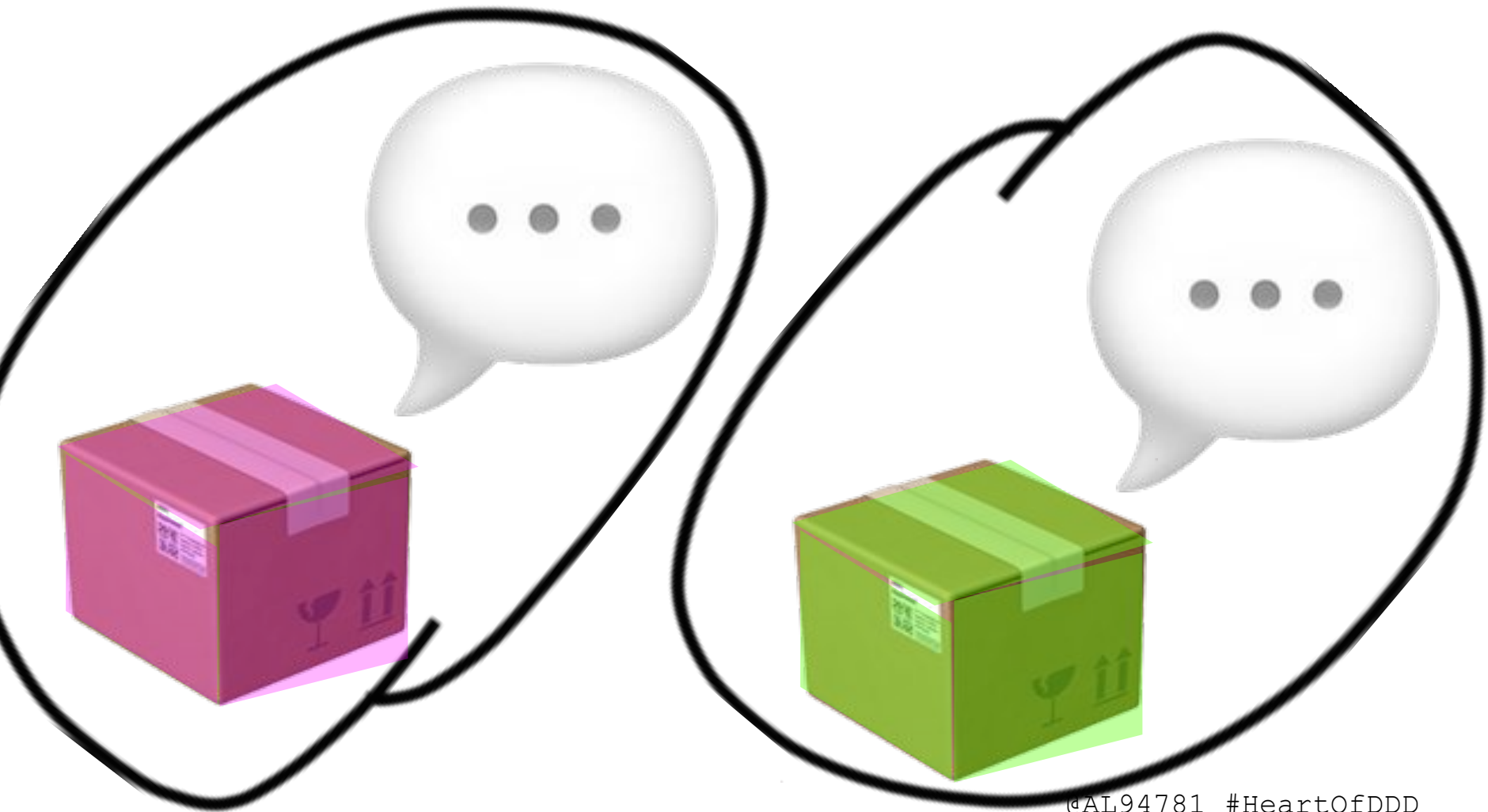




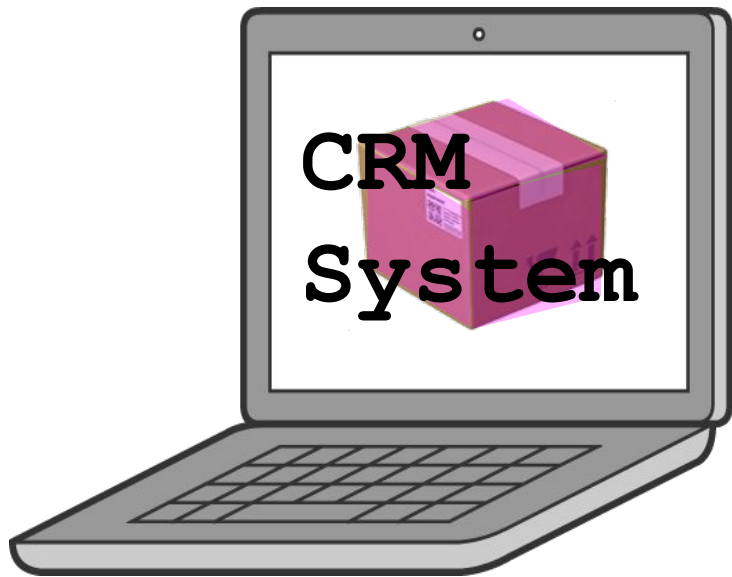
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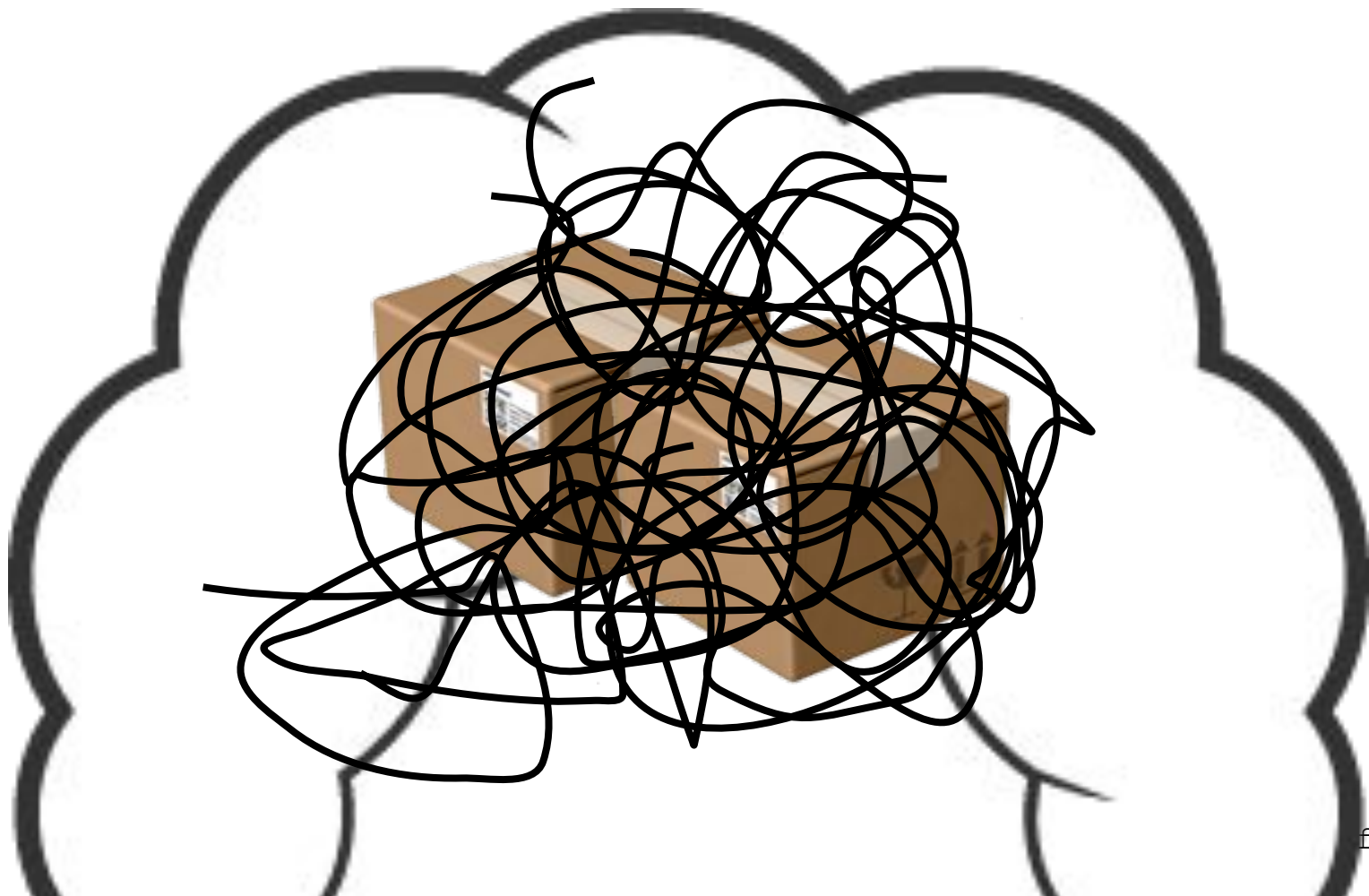
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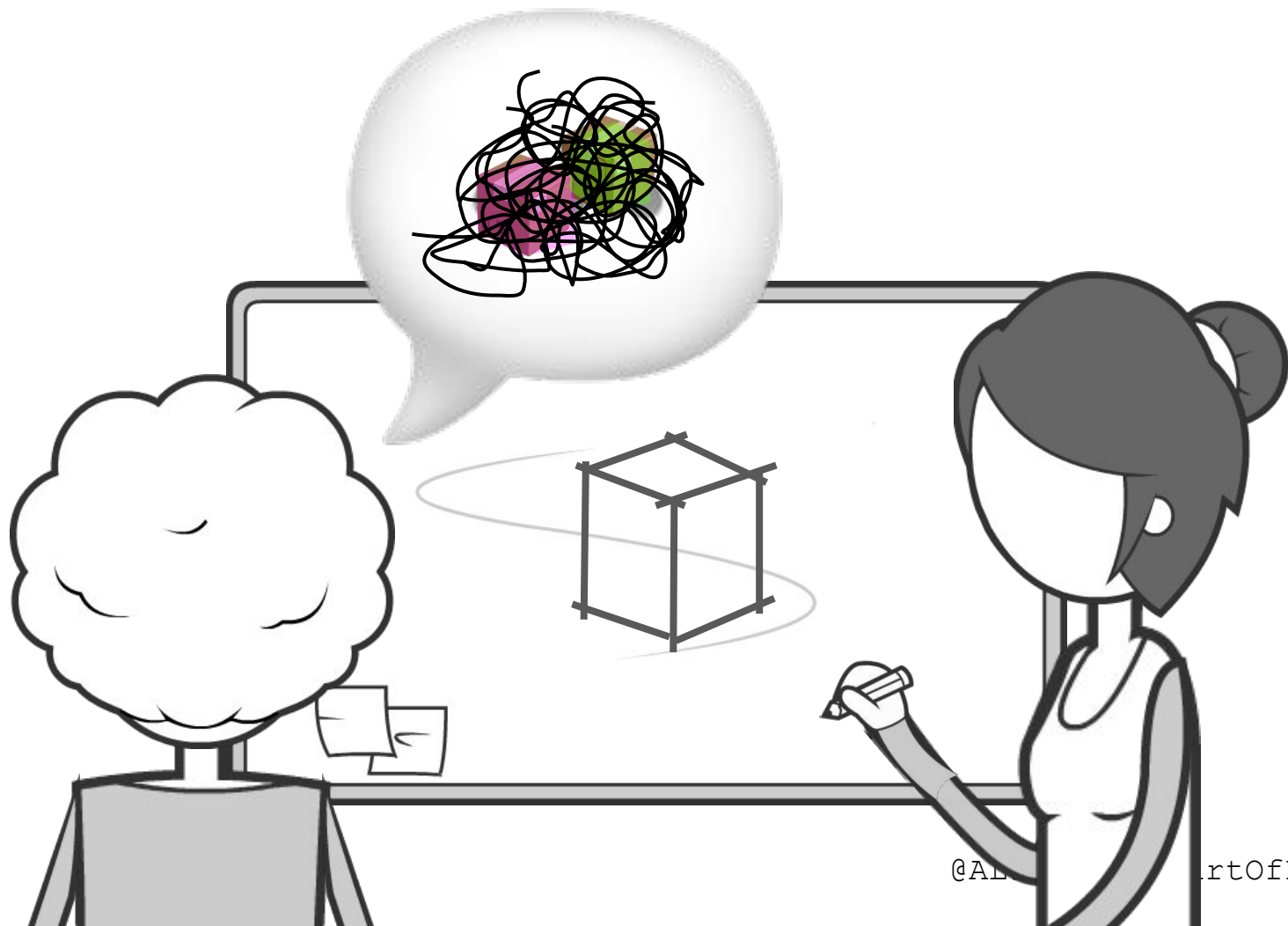


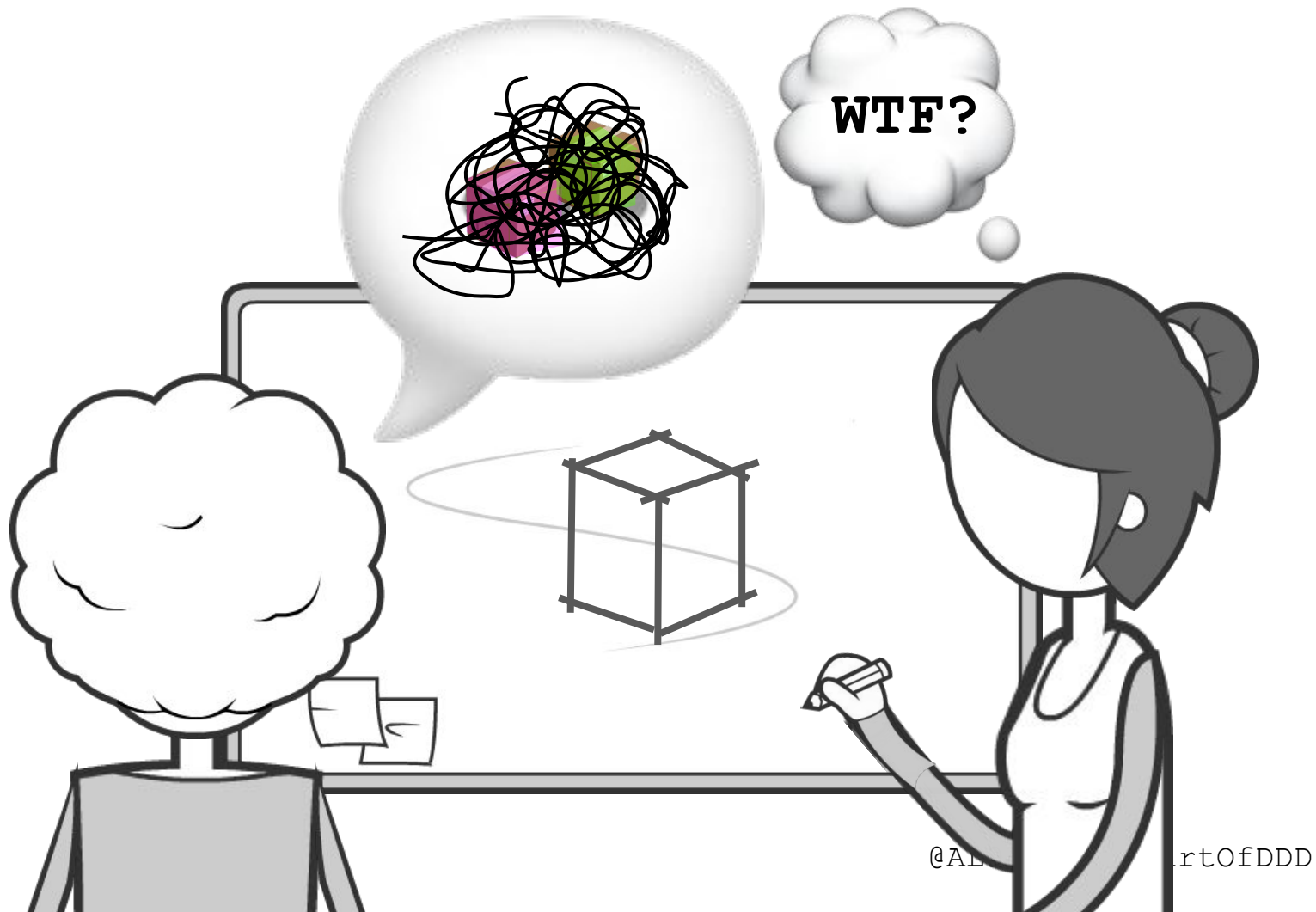
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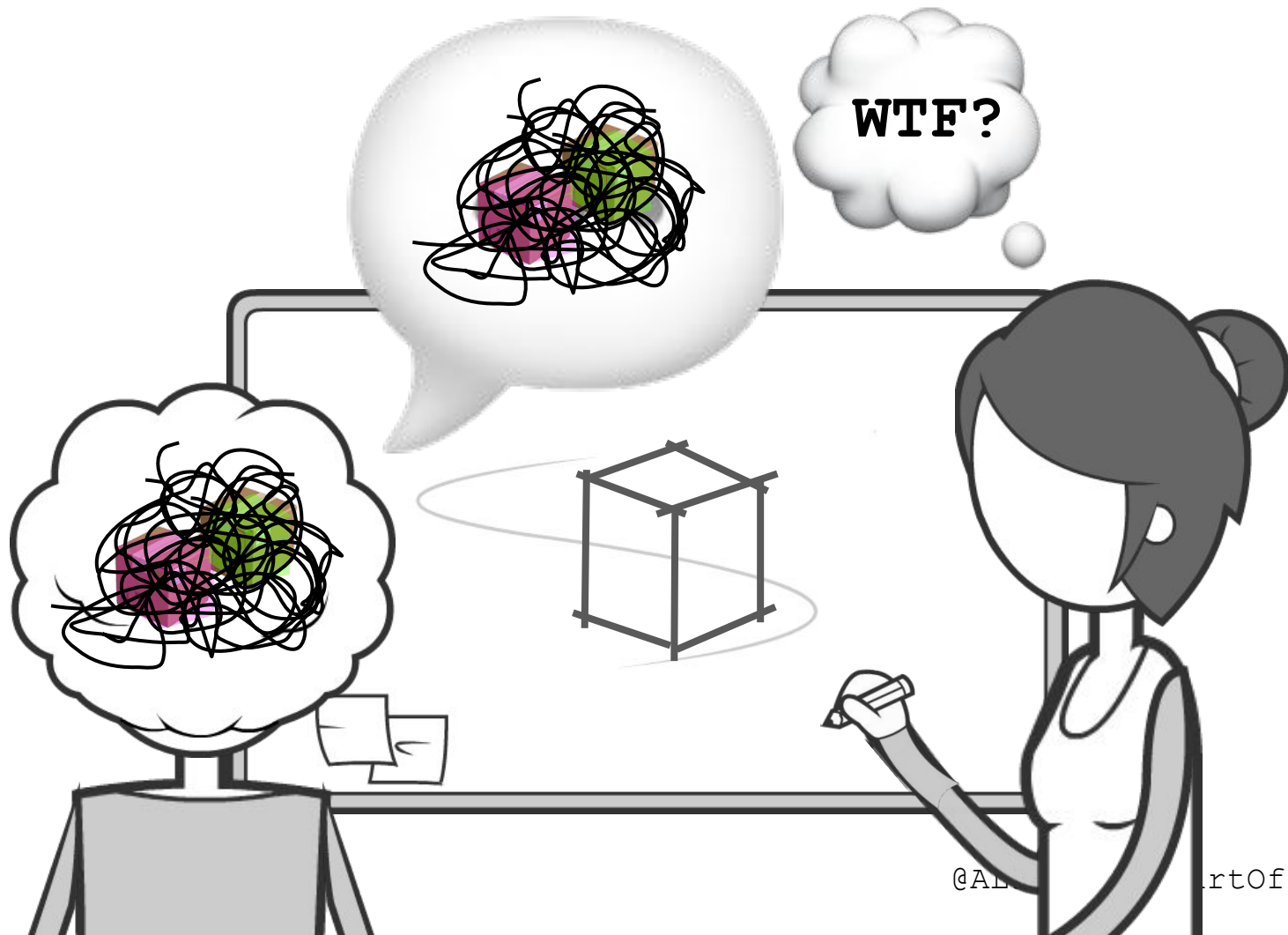


“When the discrepancy is not with an external system, but within the same code base, it is less likely to be recognised.”









Multiple *distinct* models



Ubiquitous language
Hands-on modelers
Multiple models




Experiences,
thoughts &
puzzles...




Ubiquitous language

*Ubiquitous all the way
to the code*




Ubiquitous language

*Ubiquitous all the way
to the code*




*You really do need
domain experts*




Ubiquitous language

*Ubiquitous all the way
to the code*




*You really do need
domain experts*



Ubiquitous language

*Where to find
domain experts?*



*Ubiquitous all the way
to the code*

*You really do need
domain experts*

Ubiquitous language

*Where to find
domain experts?*

Conflicting experts!!!

Hands-on modelers

Hands-on modelers

*What about BAs,
QAs, UX?*



Hands-on modelers

*What about BAs,
QAs, UX?*



DDD <3 TDD

OO & Functional? Yes.

Hands-on modelers

What about BAs,
QAs, UX?

DDD <3 TDD

OO & Functional? Yes.

Hands-on modelers

Procedural &
data-centric? No.

What about BAs,
QAs, UX?

DDD <3 TDD

Hands-on
modelers



Ubiquitous
language



Hands-on
modelers



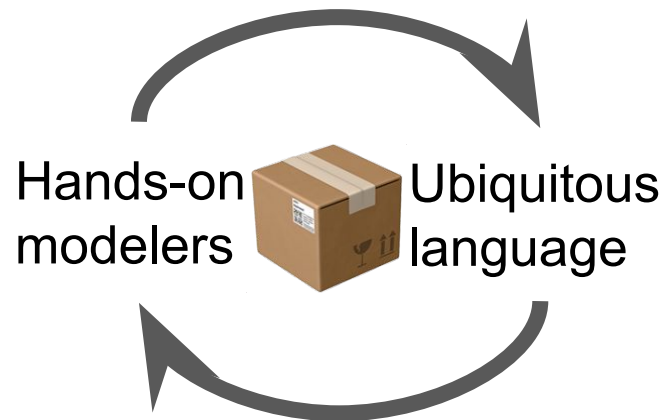
Ubiquitous
language

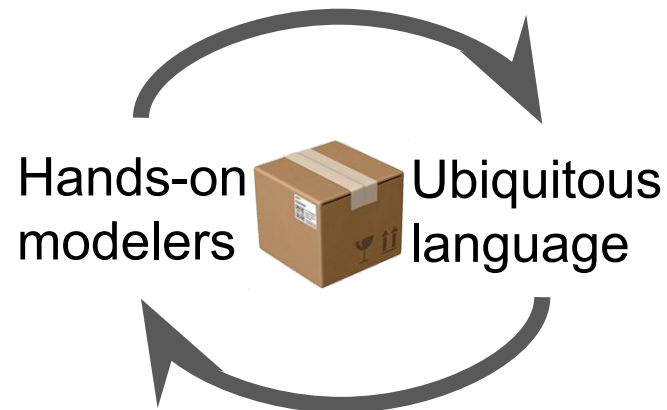
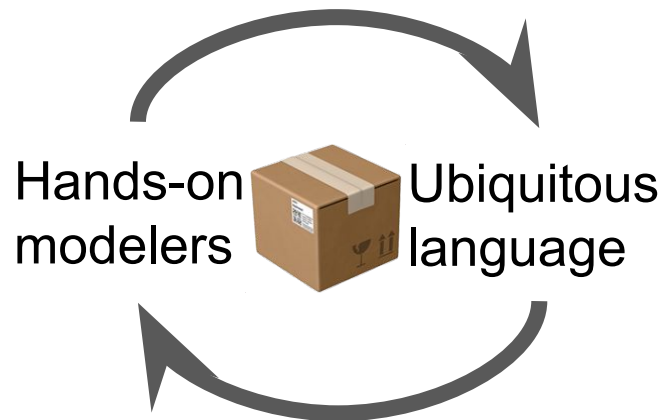
Hands-on
modelers



Ubiquitous
language

*Breakthroughs
happen to this*





Multiple models

Hands-on
modelers



Ubiquitous
language

Hands-on
modelers



Ubiquitous
language

Multiple models

Multiple models


*Unlocks Bounded
Contexts*



BUT what about DRY?

*Unlocks Bounded
Contexts*


Multiple models

A diagram consisting of two curved arrows. One arrow starts near the text 'Unlocks Bounded Contexts' and points towards the text 'Multiple models'. The other arrow starts near the text 'BUT what about DRY?' and points towards the text 'Multiple models'.

BUT what about DRY?




*Unlocks Bounded
Contexts*



Multiple models

*Canonical Data
Models? No.*



BUT what about DRY?



Multiple models

*Canonical Data
Models? No.*

*Unlocks Bounded
Contexts*

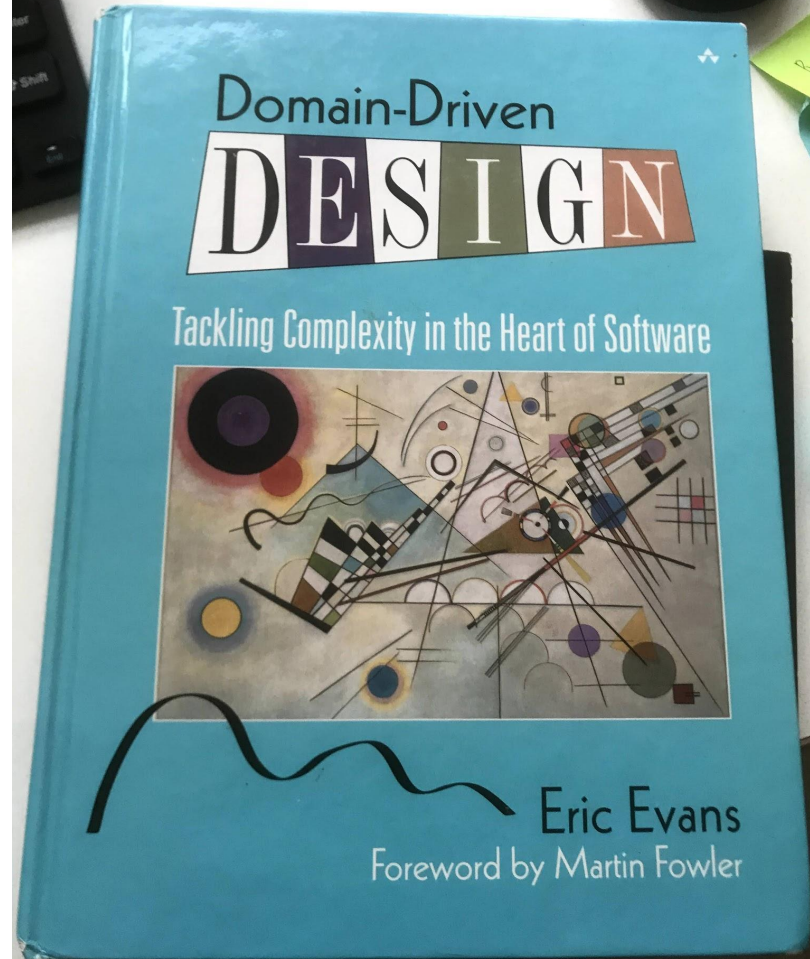
*Nested Bounded
Contexts don't
exist*

The Heart of Domain-Driven Design?



How do we get from here ...
to Microservices?

Back to the book...



Back to the book...

I

Putting the Domain Model to Work

Back to the book...

II

The Building Blocks of a Model-Driven Design

Entities

Warning:
DDD Entities
*& Database Entities are
different!*

The goal of **Entities** *is to*
focus on Identity

Entities *and Identity*

Entities *and Identity:*

An example

Modeling Entities

- *Make identity primary to the definition*
- *Keep class definition simple, focused on life-cycle*
- *Remove behaviour and attributes to other, associated objects*
- *Coordinate the operations of these owned objects*

Phew! That's **Entities**. *Let's
take another break...*

“Beyond identity issues,
Entities tend to fulfil
their responsibilities by
co-ordinating the
operations of objects
they own”

“Beyond identity issues,
Entities tend to fulfil
their responsibilities by
co-ordinating the
operations of objects
they own”

Value Objects

“Treat the Value Object
as **immutable**. Don’t
give it any identity.”

Immutable, identity-free
Value Objects

Using Value Objects

Value Objects:

An Example

Entity *or*
Value Object?

Phew!

Well done us, we're almost
there...

Aggregates

Aggregates *are made up*

Aggregates *vs* *the Real World*

“Minimalist design of associations helps simplify traversal and limit the explosion of relationships ...”

“... but most business domains are so interconnected that we still end up tracing long, deep paths through object references.”

Aggregates *and the problem of changing connected things in our system*

Aggregates *maintain*
invariants between groups of
associated objects

“The primary job of an AGGREGATE is to guarantee the consistency of changes to objects in a model with complex associations.”

Aggregates *vs* *Database transactions?*

Aggregates are made up -
they don't come directly from
the real world

Aggregates are a set of
rules for implementing
transactions

- *An object cluster, treated as a unit for data changes*

Modeling Aggregates

Modeling Aggregates

- *An object cluster, treated as a unit for data changes*
- *Each has a root and a boundary*
- *The root is a single, specific ENTITY*
- *The root is the only part that outside objects are allowed to hold references to*

Congratulations!

Entities *model identity &
own relationships*

Entities *model identity &*
own relationships,
Value Objects *hold*
immutable attributes

Entities *model identity &
own relationships,*

Value Objects *hold
immutable attributes, &*

Aggregates *maintain
invariants across clusters*

Aggregates *are*
Microservices?

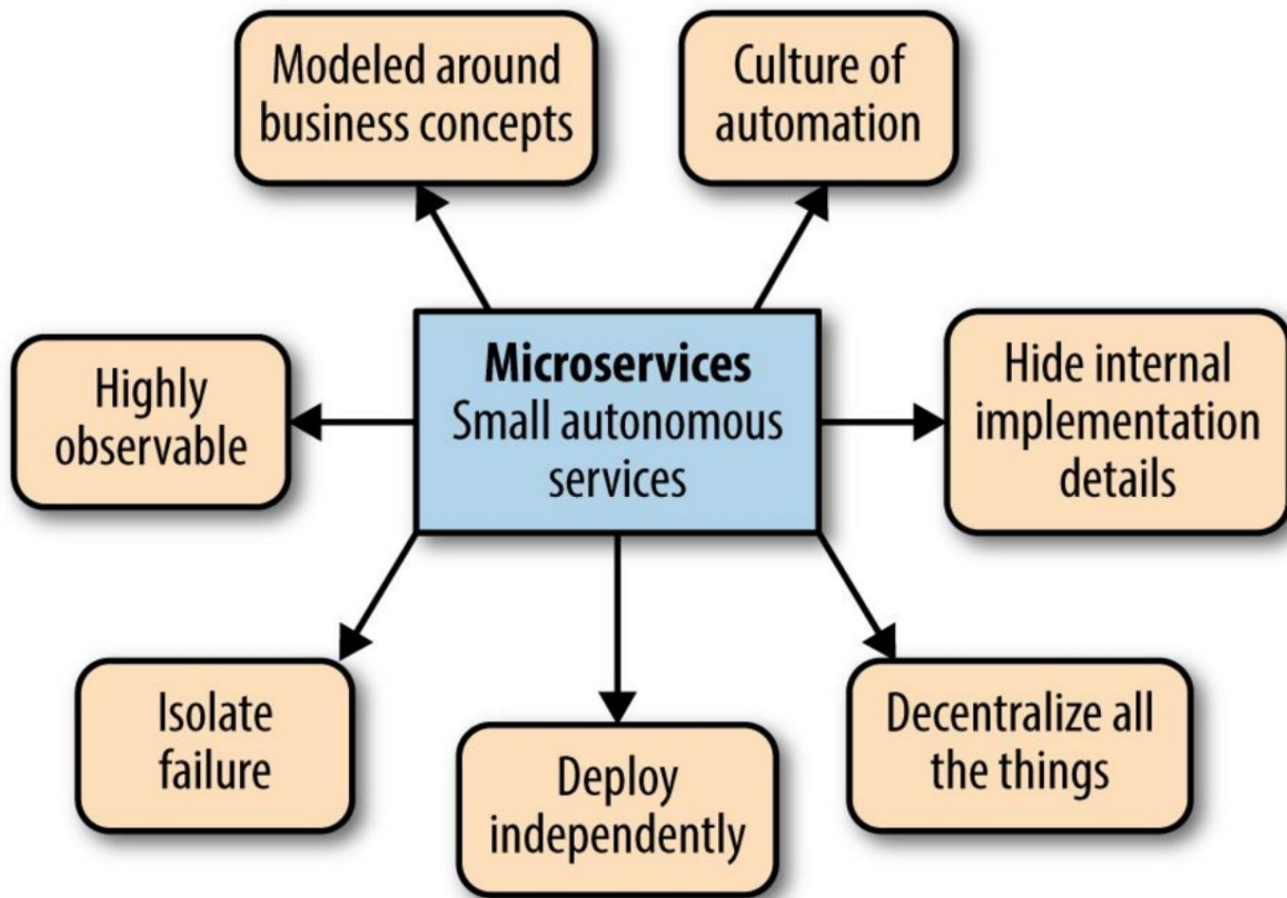


Figure 12-1. Principles of microservices

Modeled around

Culture of

“Use the same aggregate boundaries to govern transactions and distribution.”

future

Deploy
independently

the things

The best of both
worlds: *business-focussed,
& technically operable*

What questions do you have?

(check out my course, "Domain-Driven Design: First Steps" on O'Reilly
and many thanks to @steve_cable's [UX Comics Pattern Library](#))