

# Table of Contents

|   |   |
|---|---|
| The Mechanics of Domain-Driven Design (30 Pages)..... | 1 |
| Understanding the Problem .....                       | 1 |
| Problem Space vs. Solution Space .....                | 1 |
| Dealing with Ambiguity .....                          | 1 |
| Arriving at a Shared Understanding .....              | 1 |
| Breaking Down the Problem .....                       | 1 |
| What is a Domain? .....                               | 1 |
| What is a Sub-Domain? .....                           | 2 |
| The Core Sub-Domain .....                             | 2 |
| Modeling a Solution .....                             | 2 |
| What is a Model? .....                                | 2 |
| Context Maps .....                                    | 2 |
| Bounded Contexts .....                                | 2 |
| Implementing the Solution .....                       | 2 |

## The Mechanics of Domain-Driven Design (30 Pages)

When eating an elephant, take one bite at a time.

— Creighton Abrams

As mentioned in the previous chapter, many things can put a project off course. In this chapter, we look at how DDD gives us a set of tenets and techniques to arrive at a collective understanding of the problem at hand in the face of ambiguity, break it down into manageable chunks and translate it into reliably working software.

### Understanding the Problem

#### Problem Space vs. Solution Space

#### Dealing with Ambiguity

### Arriving at a Shared Understanding

### Breaking Down the Problem

#### What is a Domain?

**What is a Sub-Domain?**

**The Core Sub-Domain**

## **Modeling a Solution**

**What is a Model?**



Anemic domain models

**Context Maps**

**Bounded Contexts**

## **Implementing the Solution**