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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