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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 versus solution space

#### Dealing with ambiguity

# Arriving at a shared understanding

## Modeling a solution

Strategic design

What is a model?

Domain models



Anemic domain models

Context maps

Bounded contexts

## Implementing the solution

Tactical design

Entities

Value objects

Aggregates

Services

Repositories

Factories