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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**