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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**