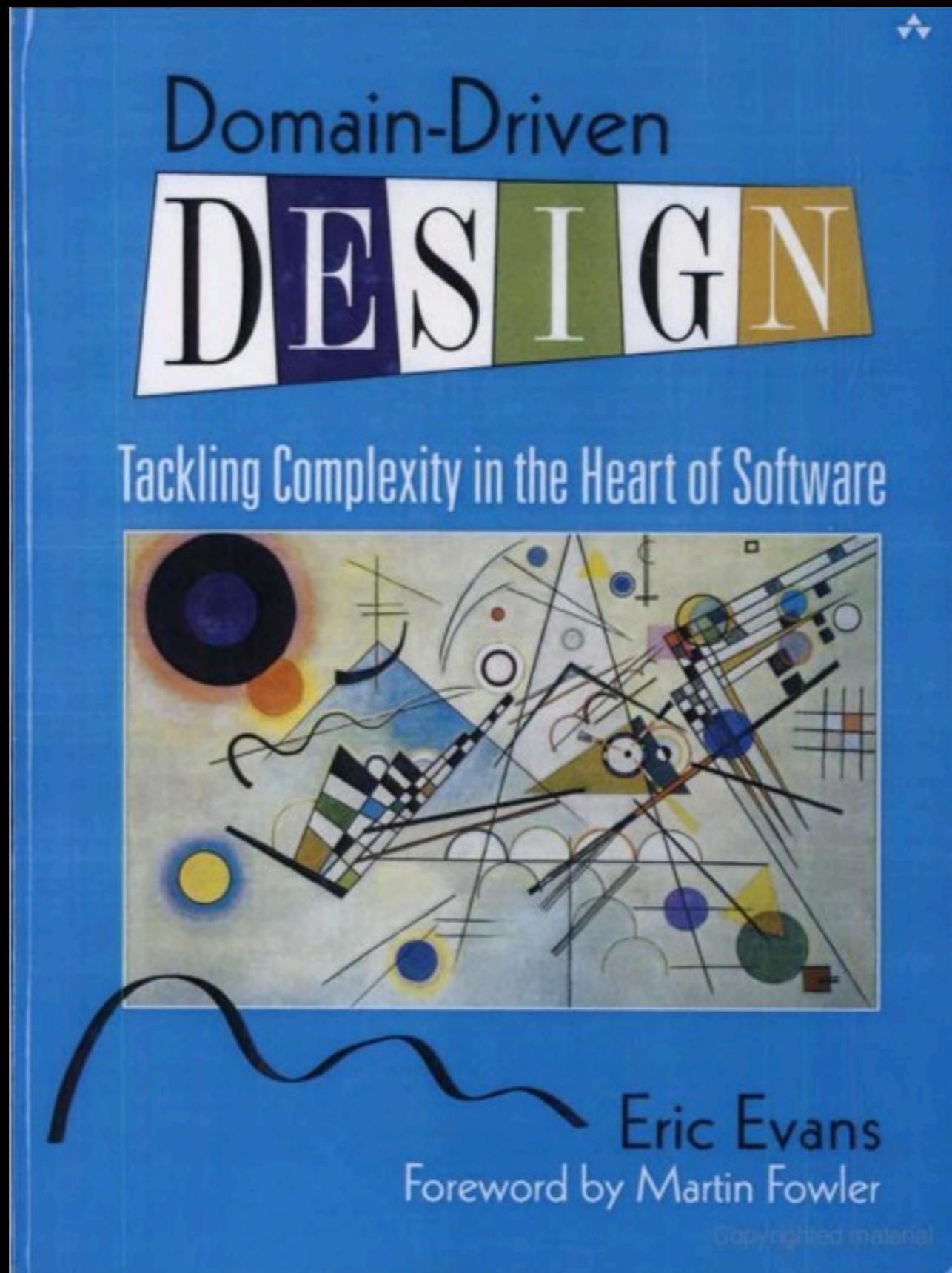


# Domain-Driven Design

## An Introduction



# brief history and context

# Why Bother with Domain Modeling?

focus modeling on  
complexity

software is not the  
complexity

critical complexity is  
the domain itself

or at least it should be

there are exceptions

yours is probably not  
an exception



# Domain

sphere of knowledge,  
influence, or activity

subject to which a  
program applies

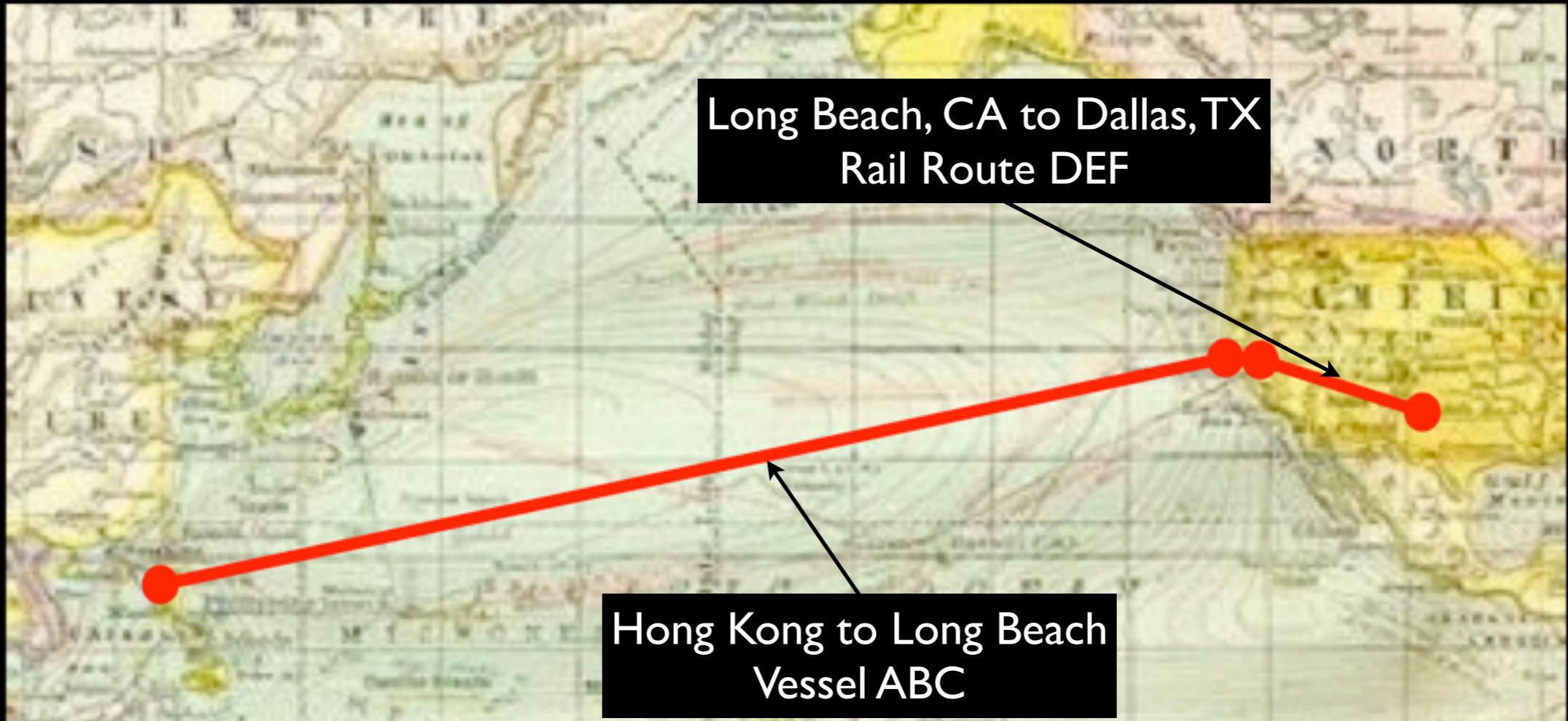


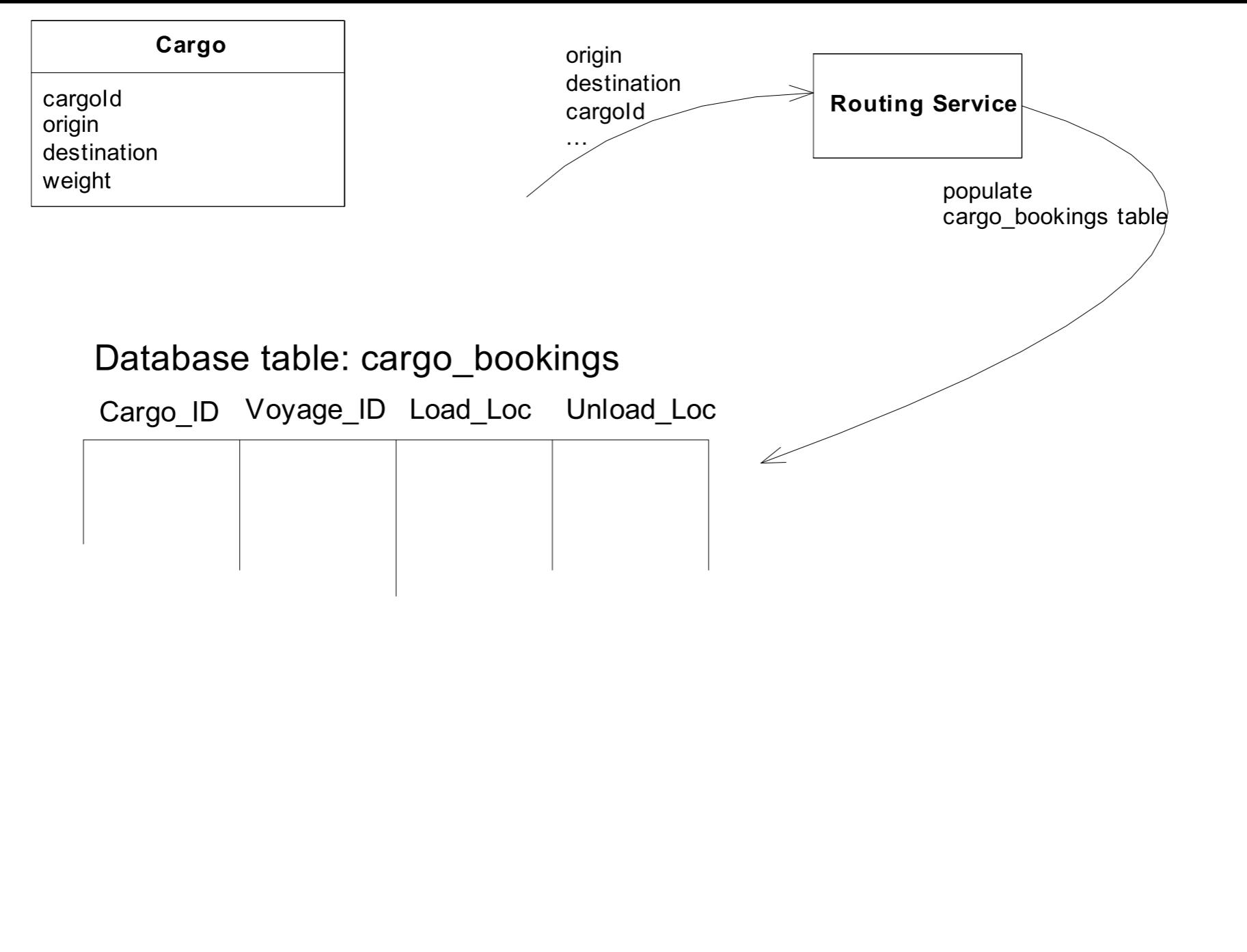


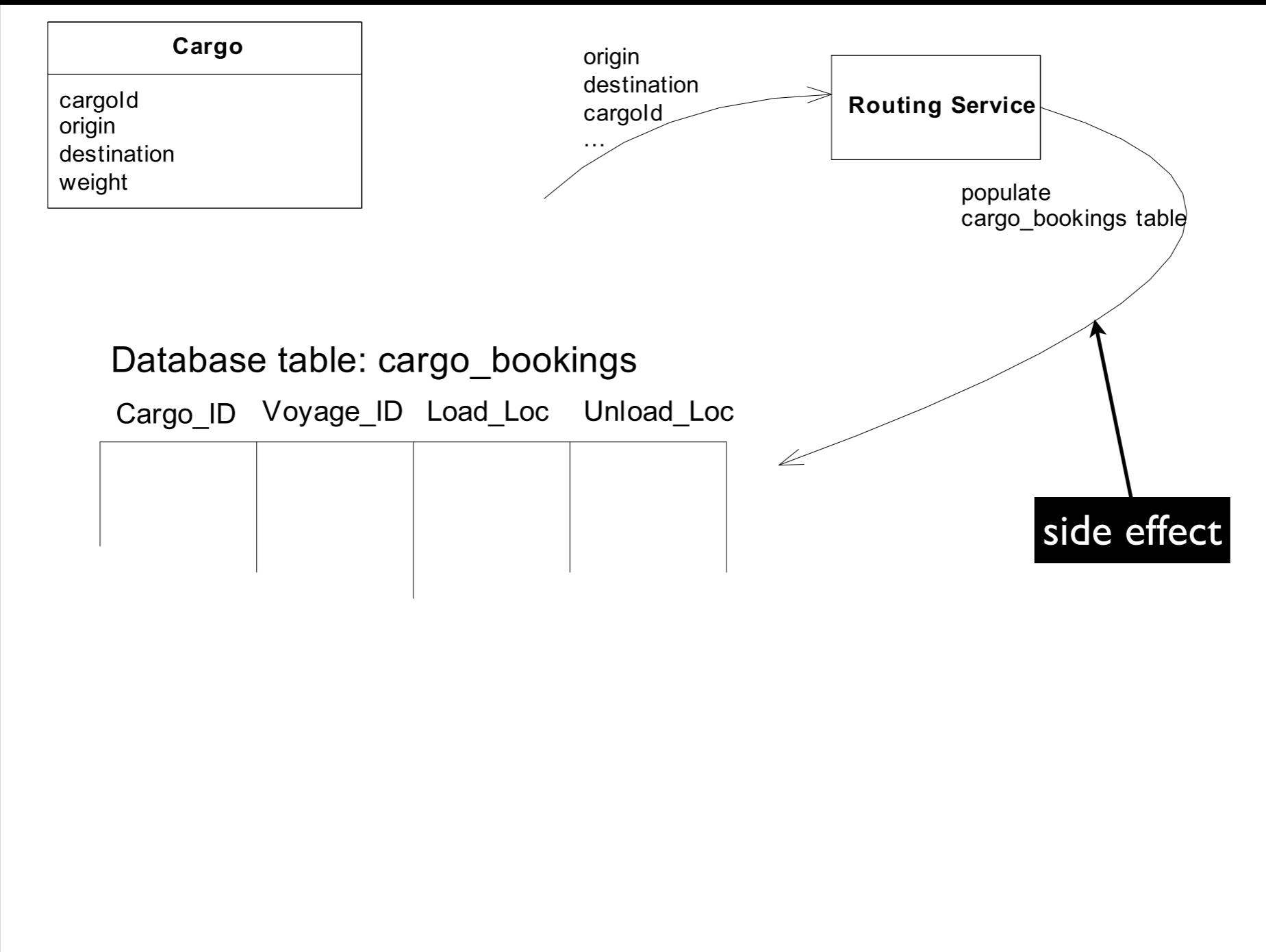


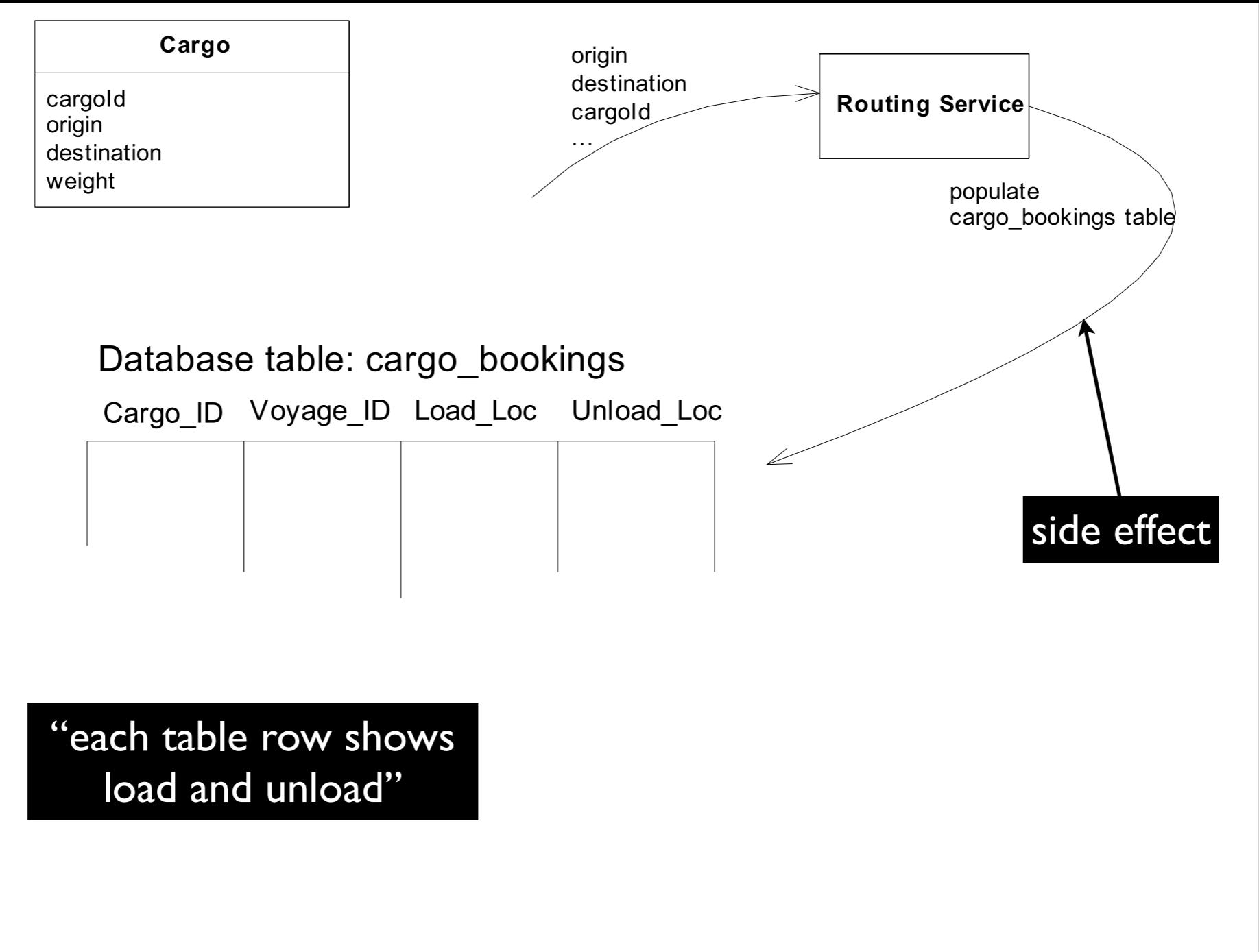


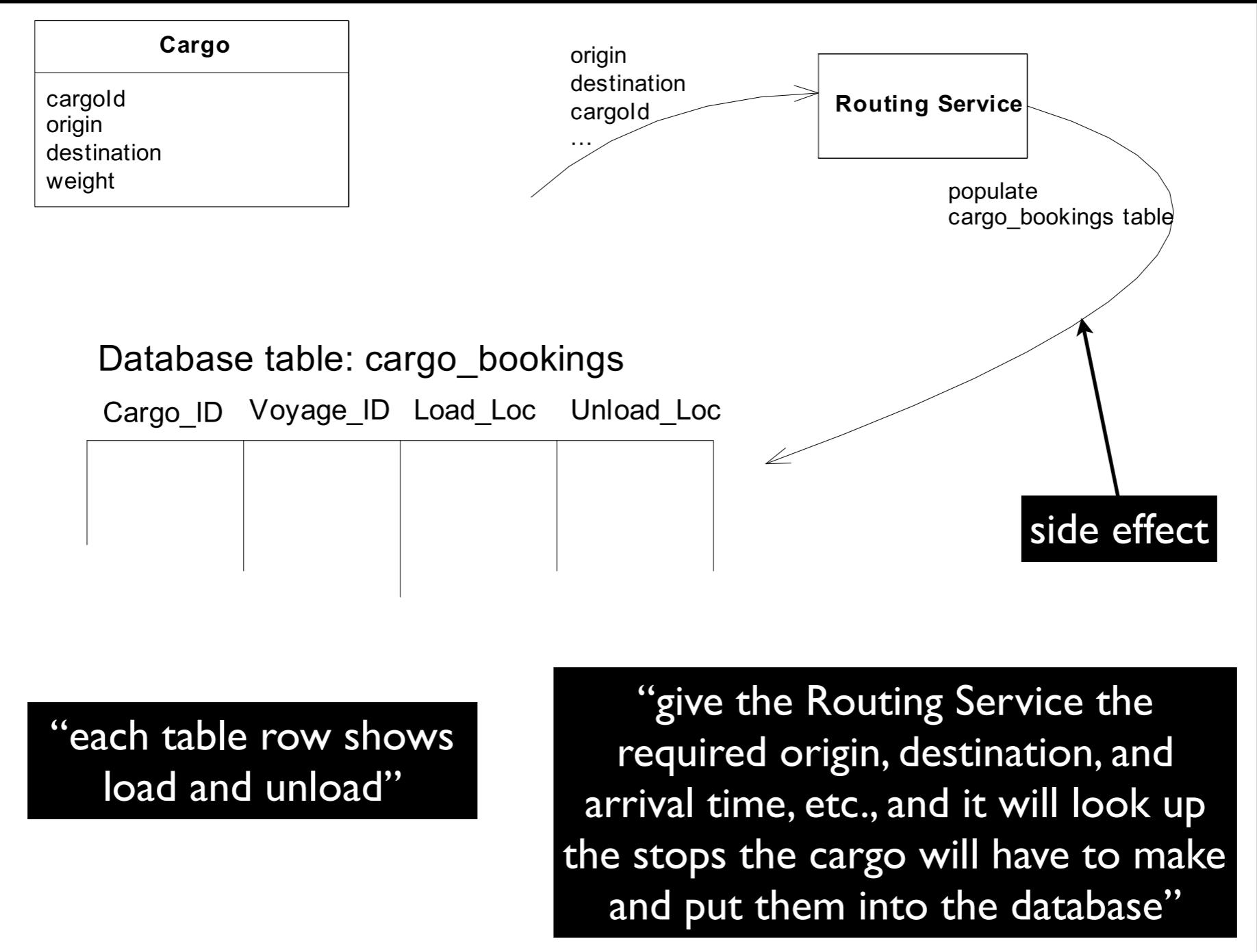




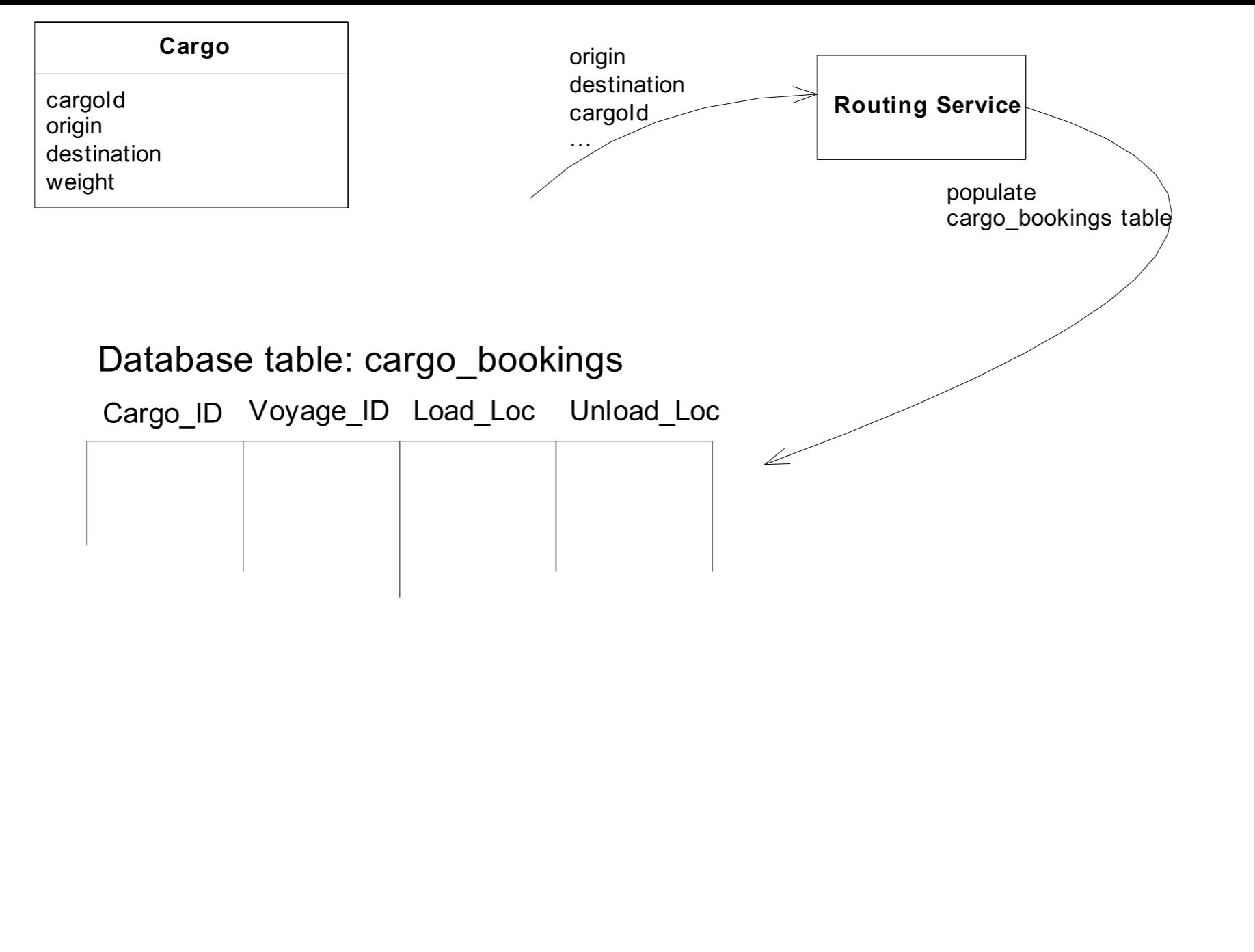








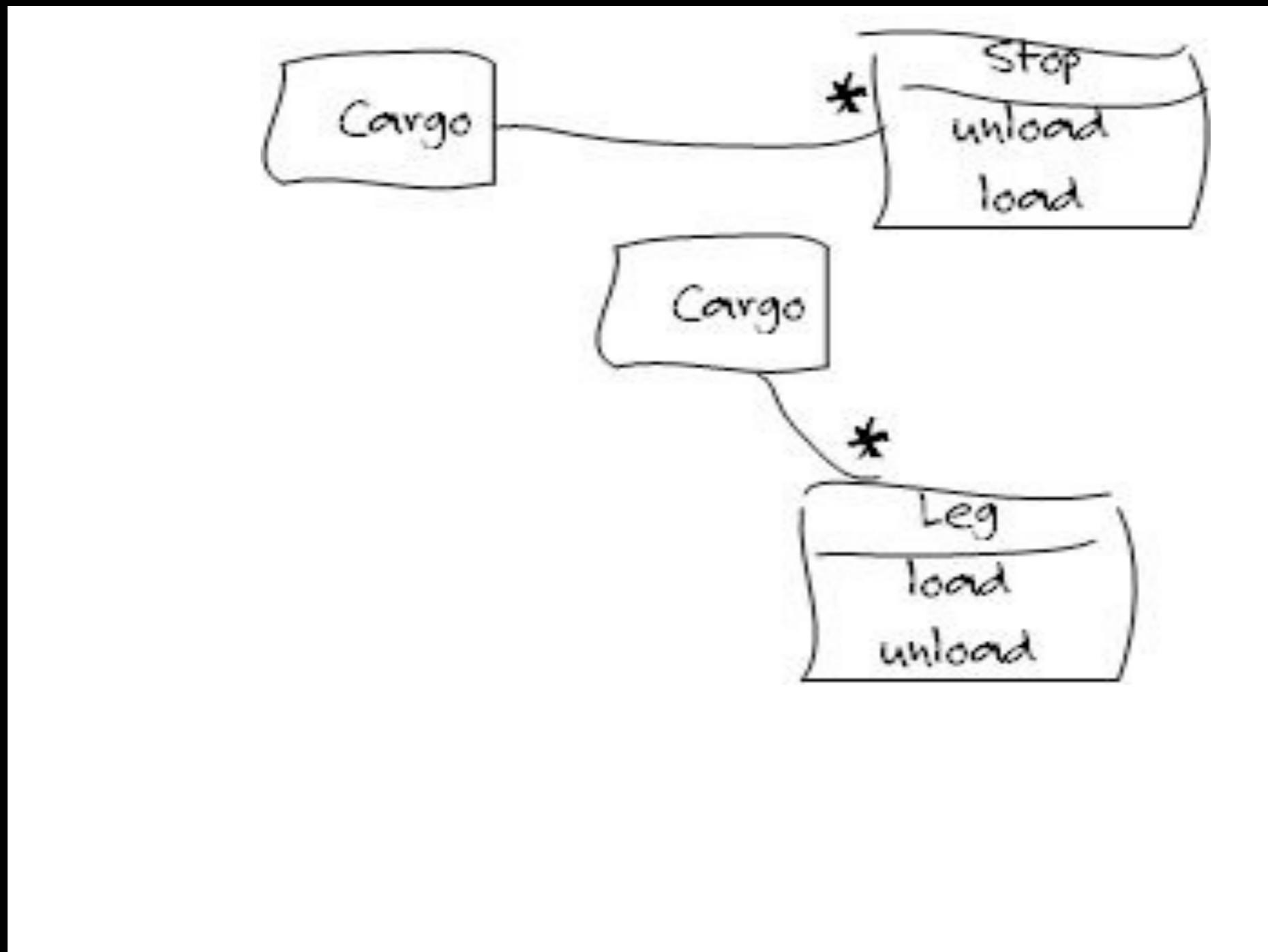
what concepts are  
missing?

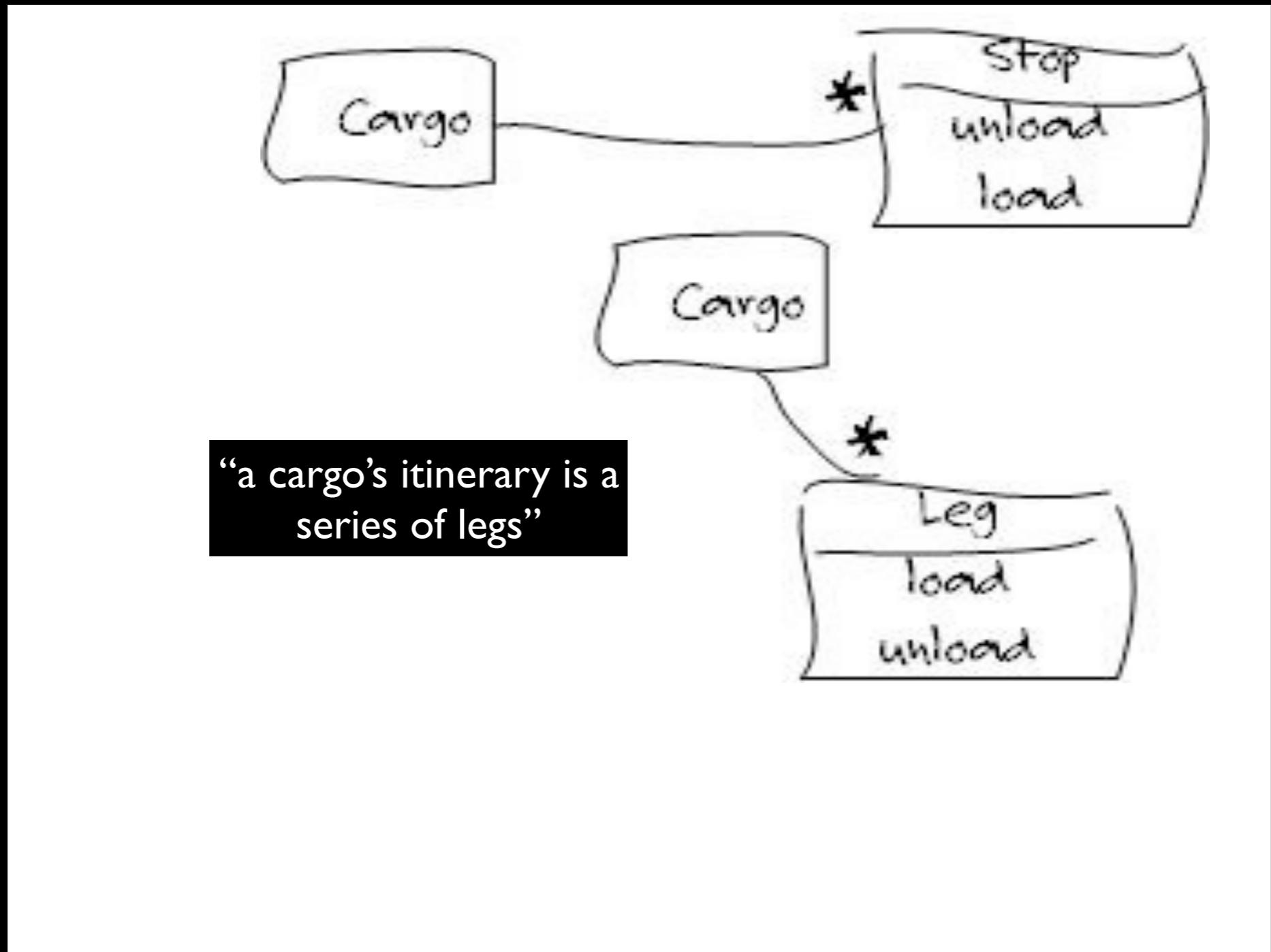


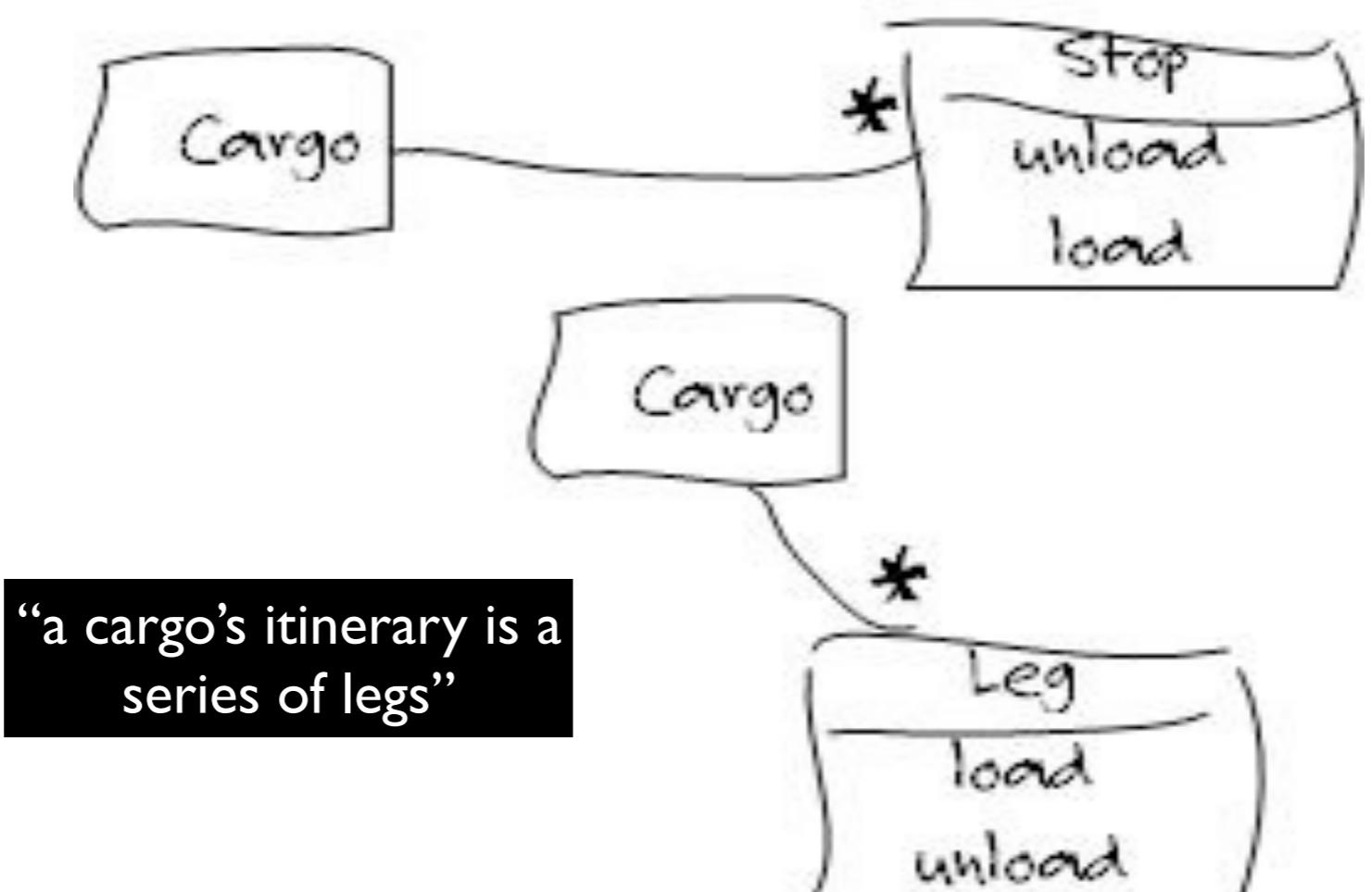




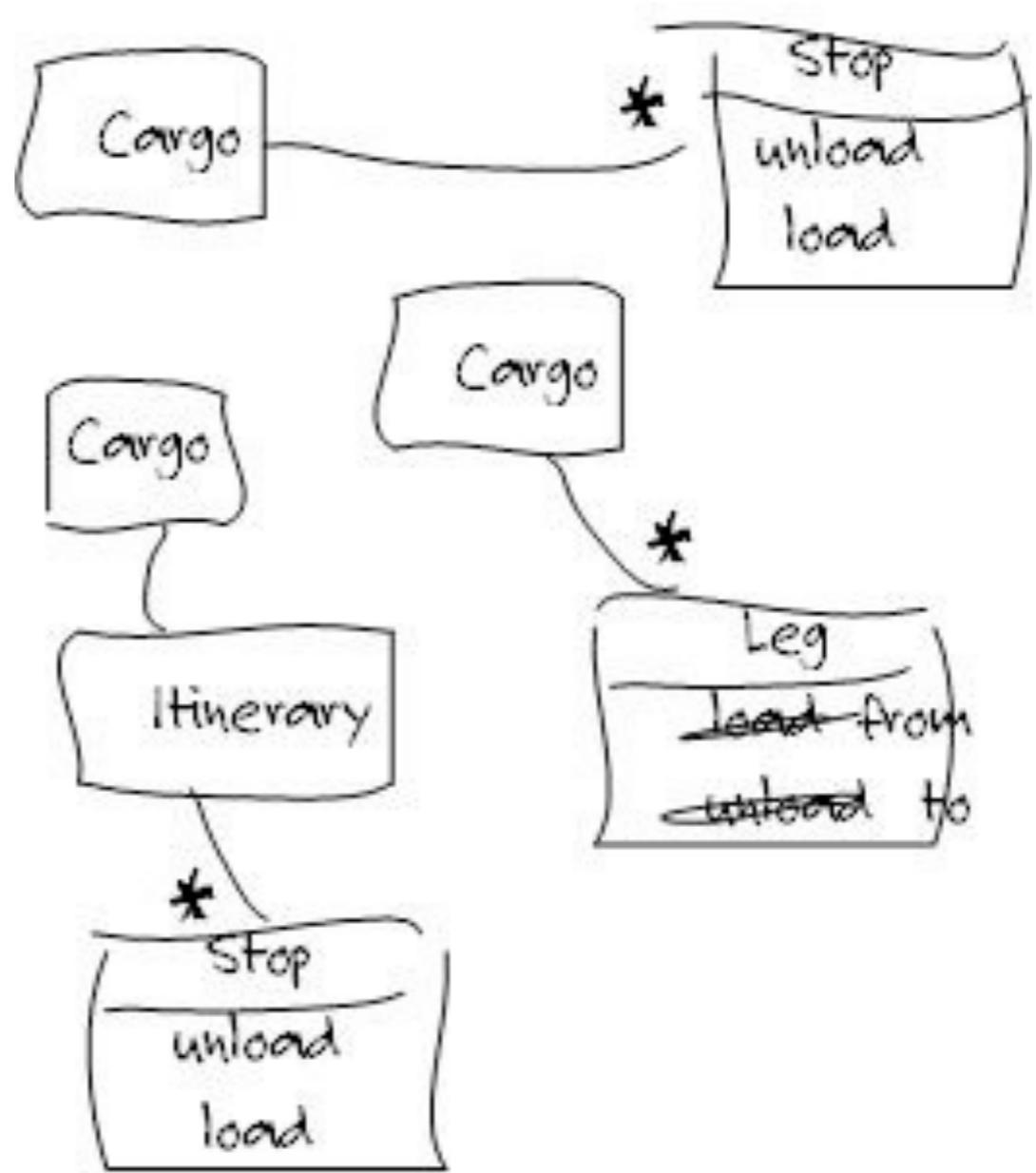
“a cargo makes a series of stops; at each stop it is unloaded from a transport and loaded onto another”



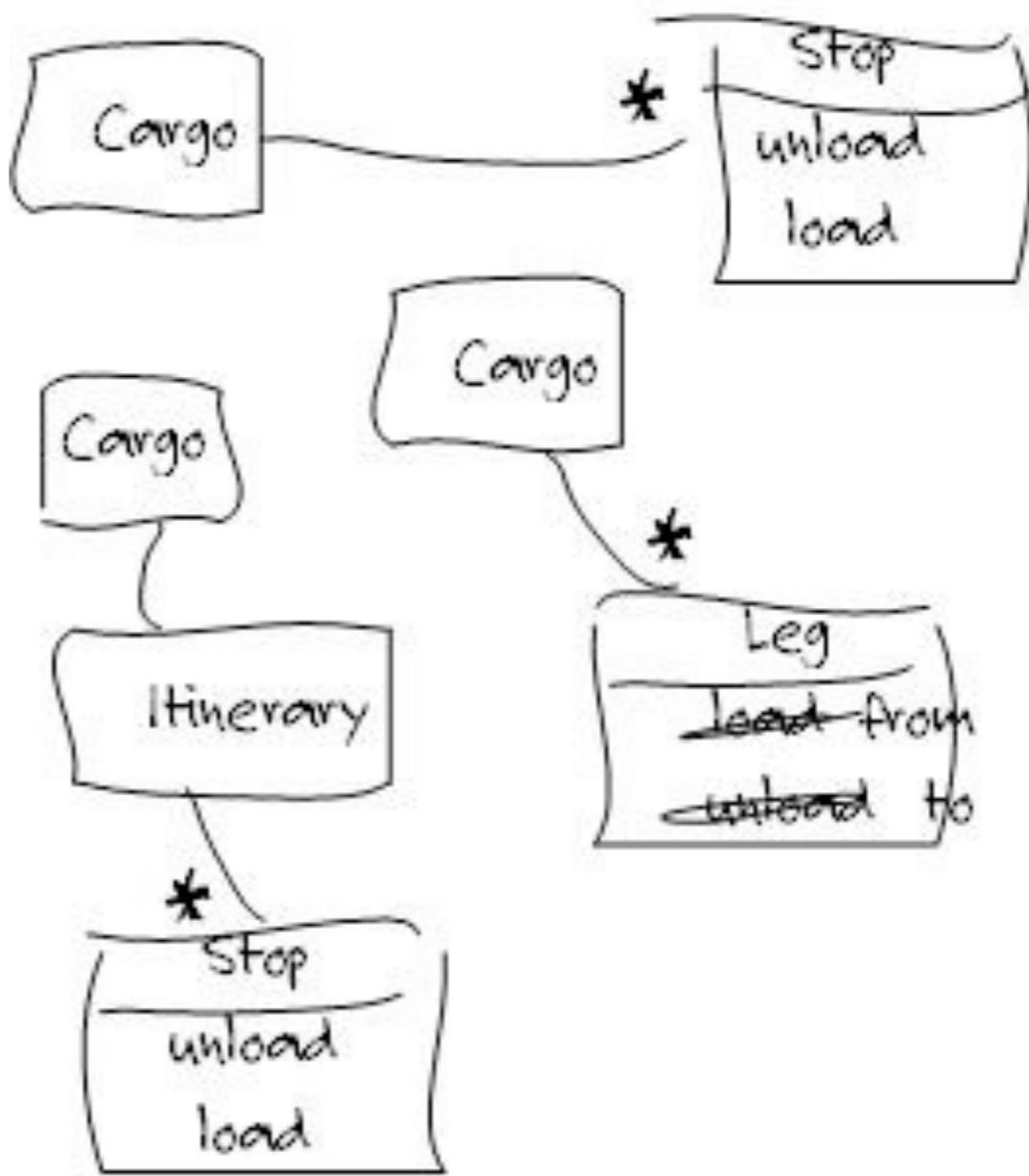




“the cargo is loaded onto a transport at the beginning of a leg and unloaded at the end”



“a cargo’s itinerary gives instructions for each stop, to unload and load onto a different stop”

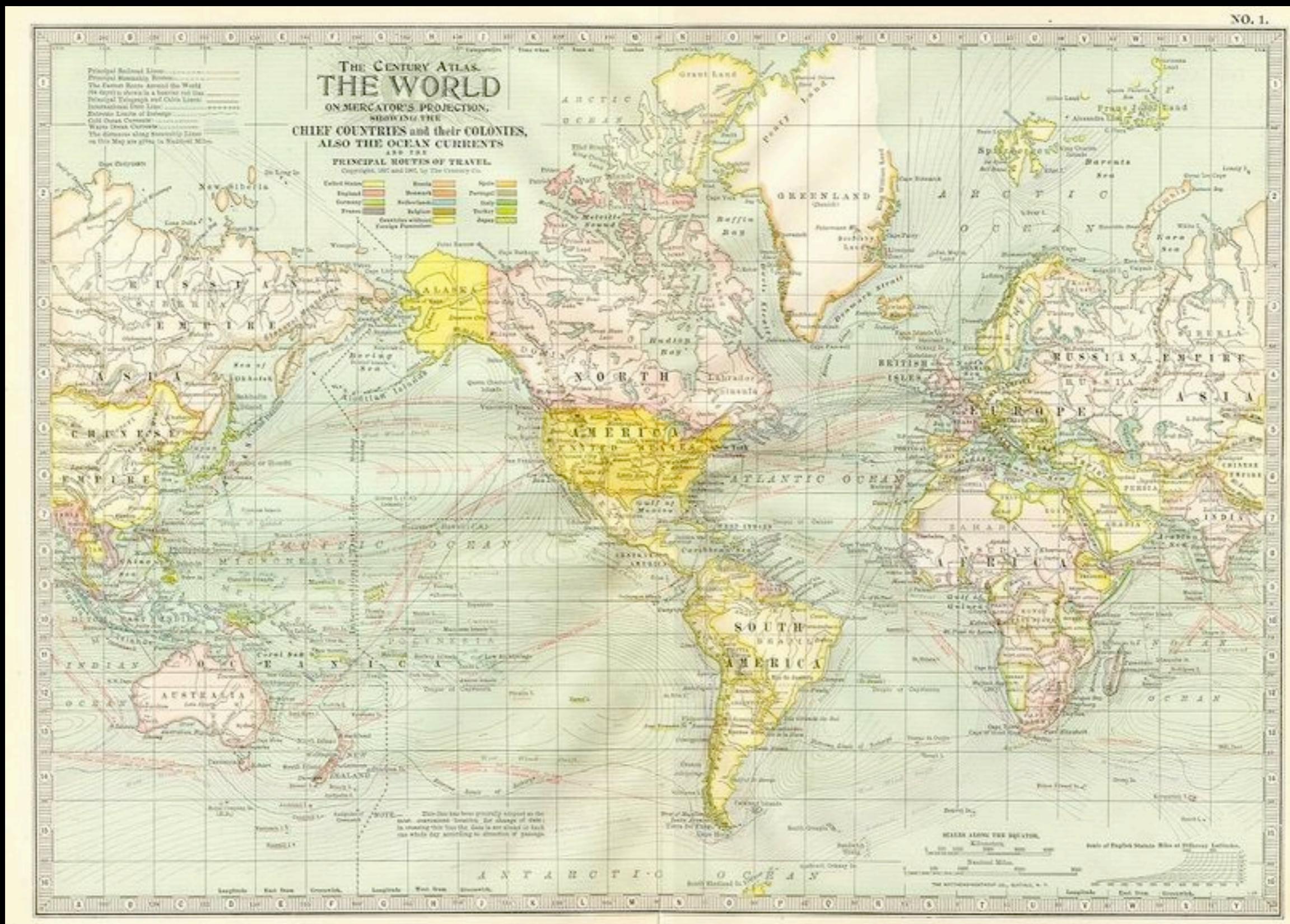


stops or legs?  
which is better?



# What Is A Model?





# Model

# system of abstractions

describes selected  
aspects of a domain

used to solve problems  
in domain



# Domain Model

not a diagram, idea  
diagram conveys

a selective abstraction  
of expert knowledge



a model serves a  
particular use

not “as realistic as  
possible”

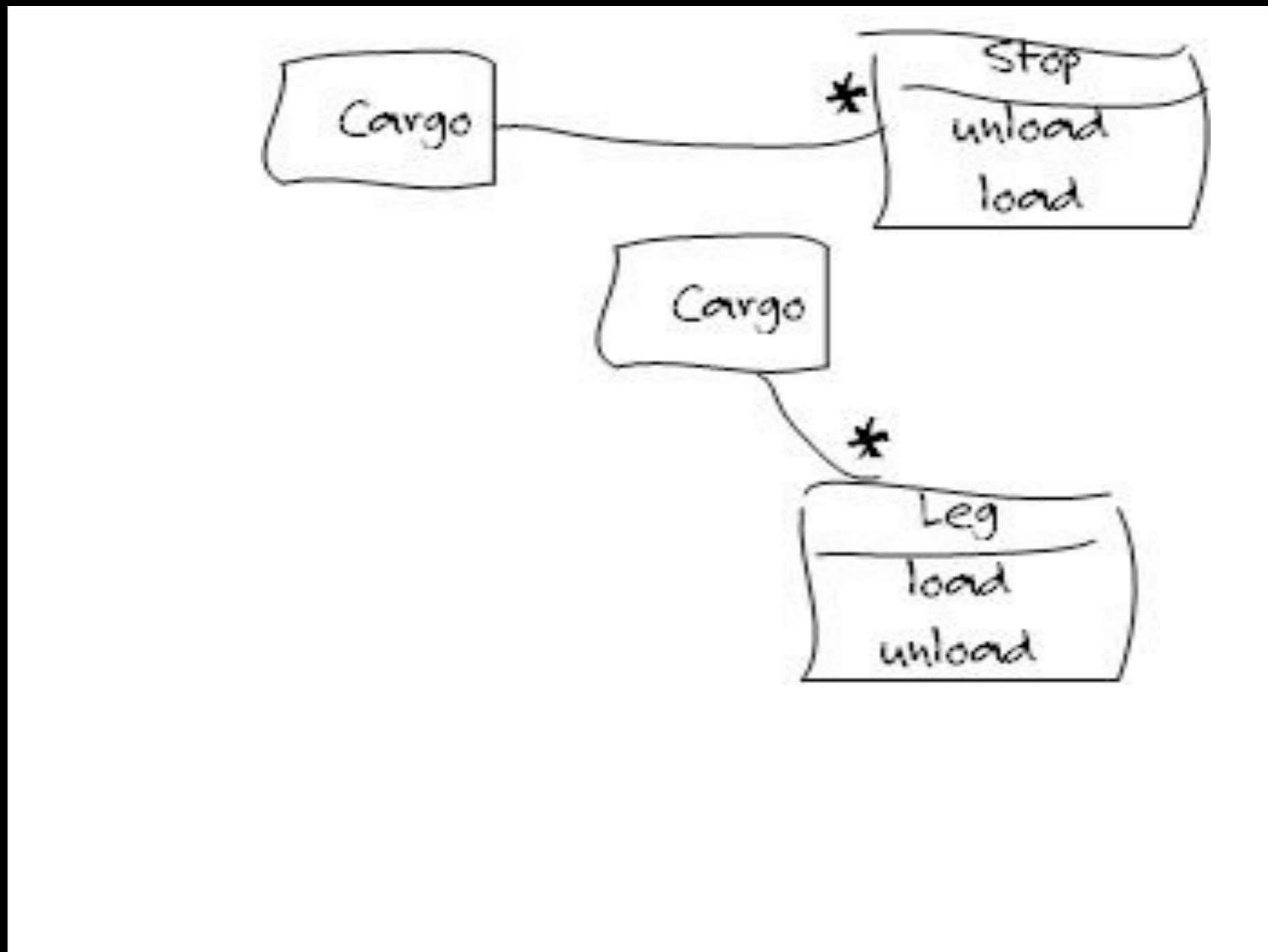
allows software to  
enter the domain

models inexpressible in  
code are irrelevant

stops or legs?  
which is more useful?

stops or legs?  
which is more useful?

useful for *what*?



when modeling, choose  
concrete reference  
scenarios

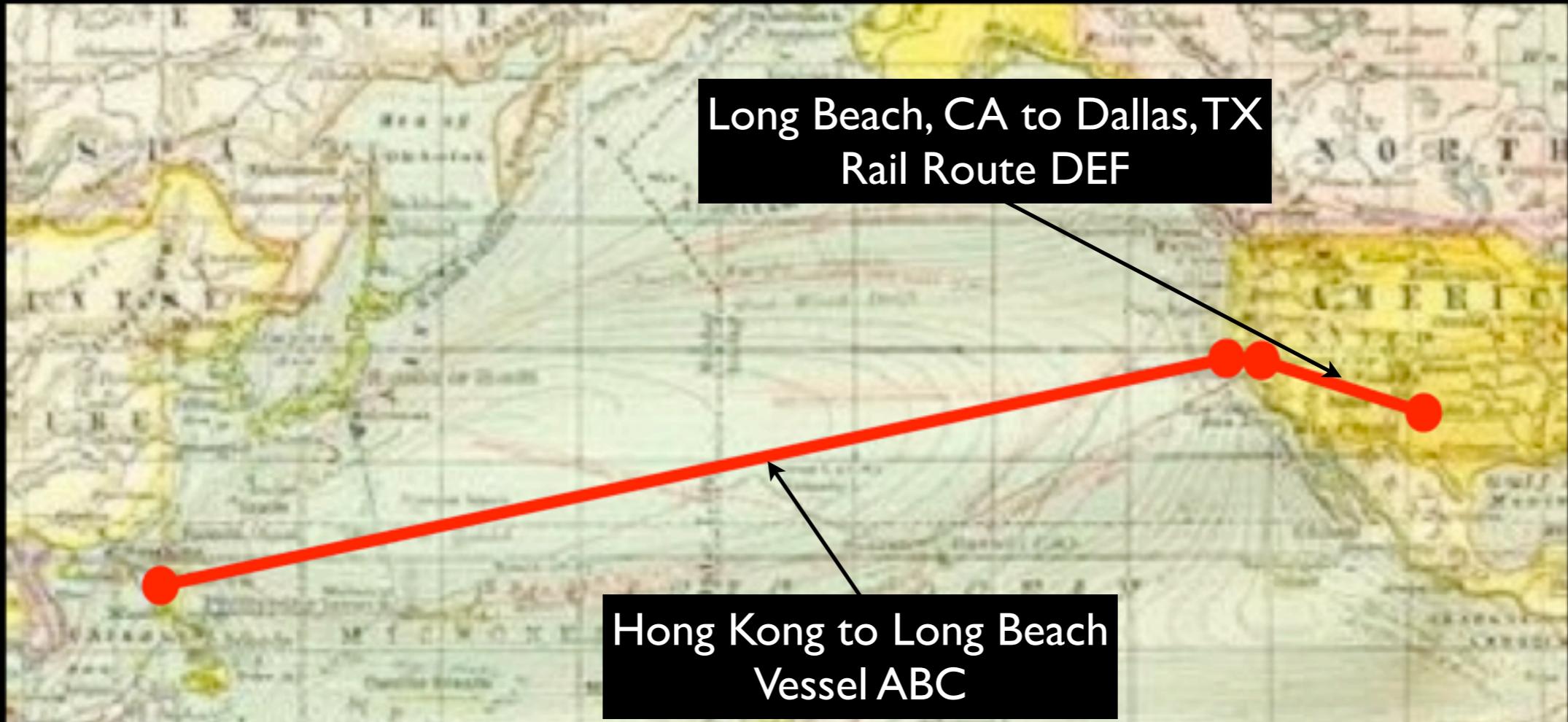
# shipping reference scenarios

# shipping reference scenarios

As a customer, route and book a new shipment

# shipping reference scenarios

As a customer, route and book a new shipment



# shipping reference scenarios

# shipping reference scenarios

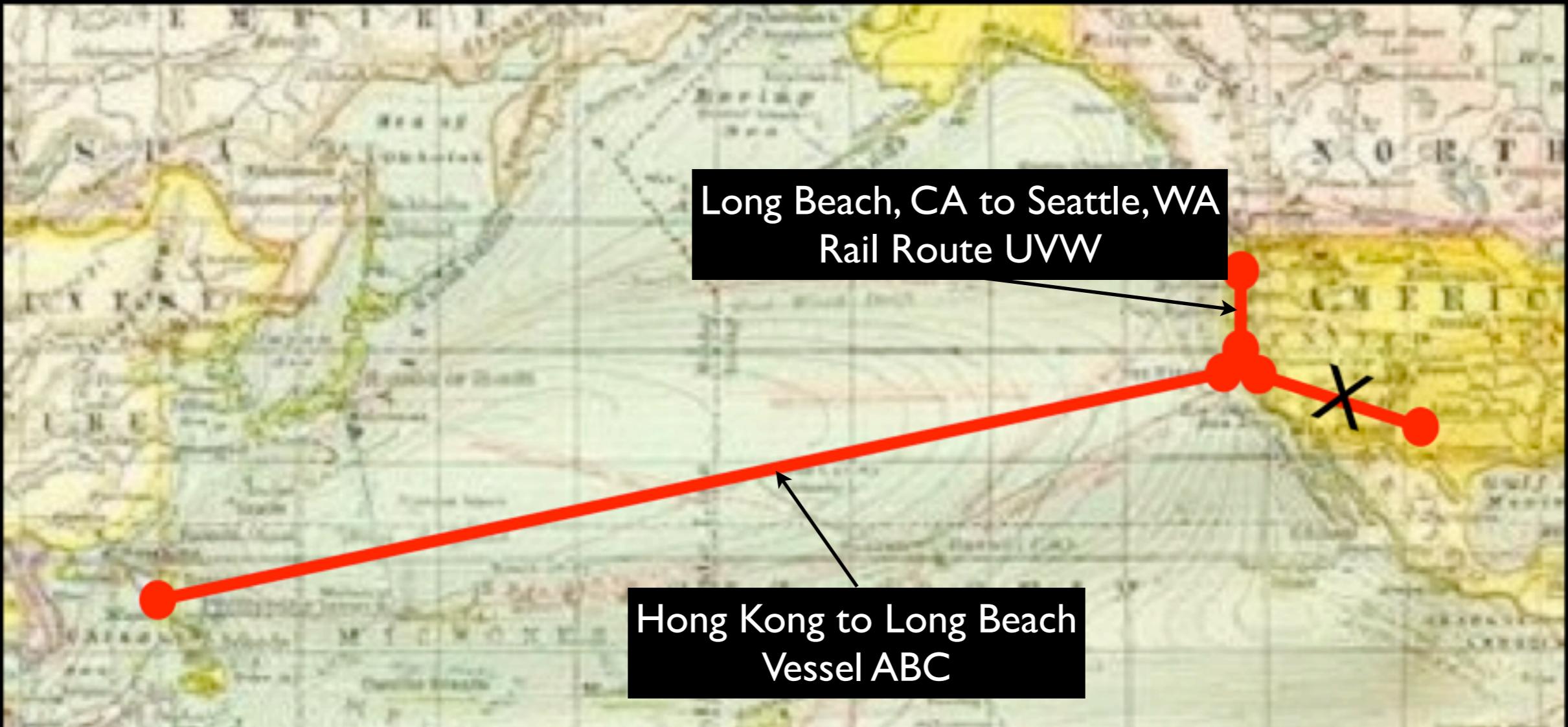
As a customer, route and book a new shipment

# shipping reference scenarios

As a customer, route and book a new shipment

*As a customer, I can reroute my shipment mid-transit*





# stop-based model

*pseudo-code:*

find next Stop.

remove loading portion of next Stop, and all subsequent Stops.

ask RoutingService for itinerary from next Stop location to new destination.

insert loading portion of first Stop into remainder of next Stop

append remaining Stops of new Itinerary to truncated Itinerary

# leg-based model

*pseudo-code:*

find current Leg.

truncate Itinerary after current Leg.

ask RoutingService for itinerary from current Leg end to new destination.

append all Legs of new Itinerary to truncated Itinerary

# shipping reference scenarios

# shipping reference scenarios

As a customer, route and book a new shipment

# shipping reference scenarios

As a customer, route and book a new shipment

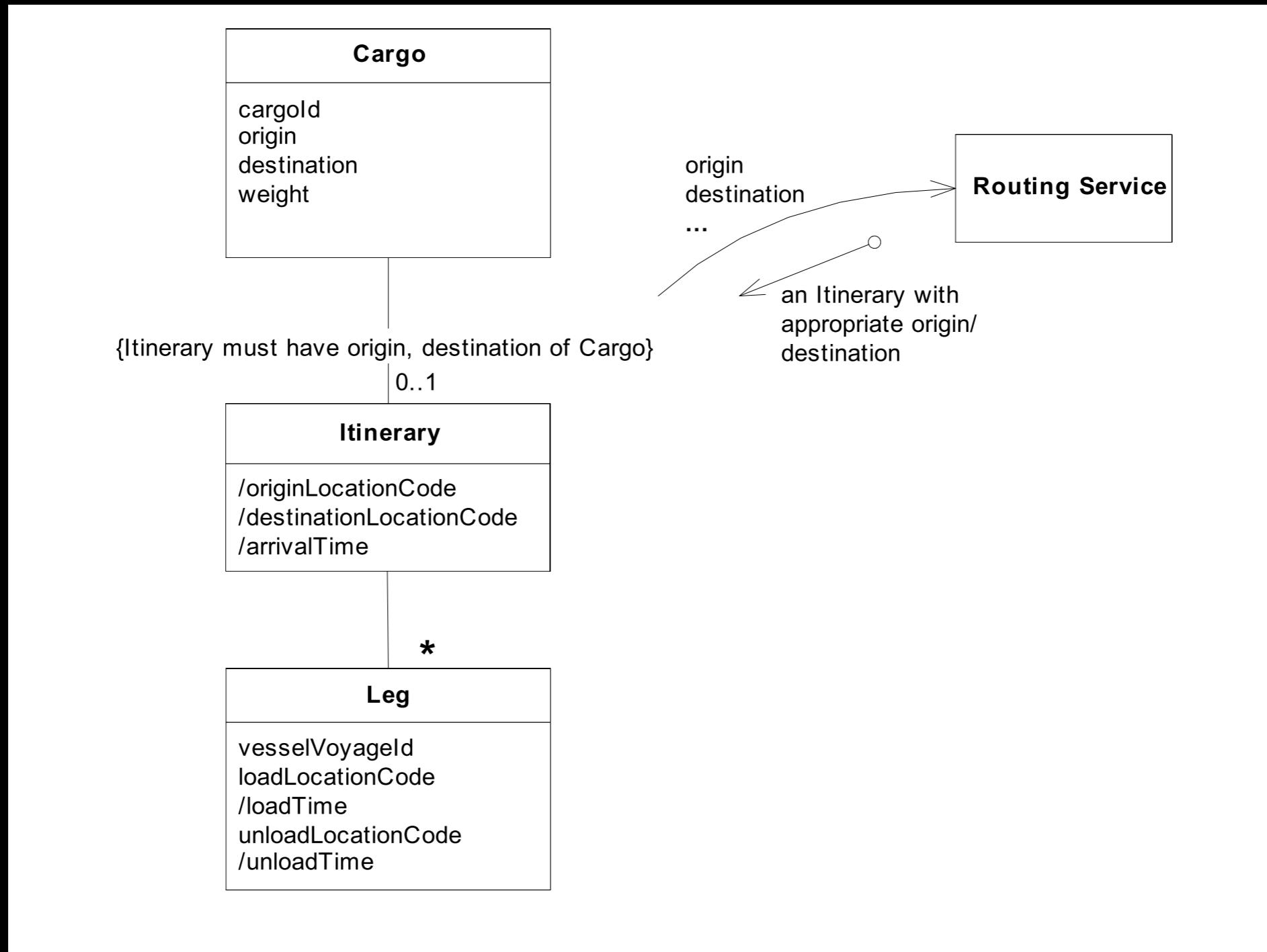
As a customer, I can reroute my shipment mid-transit

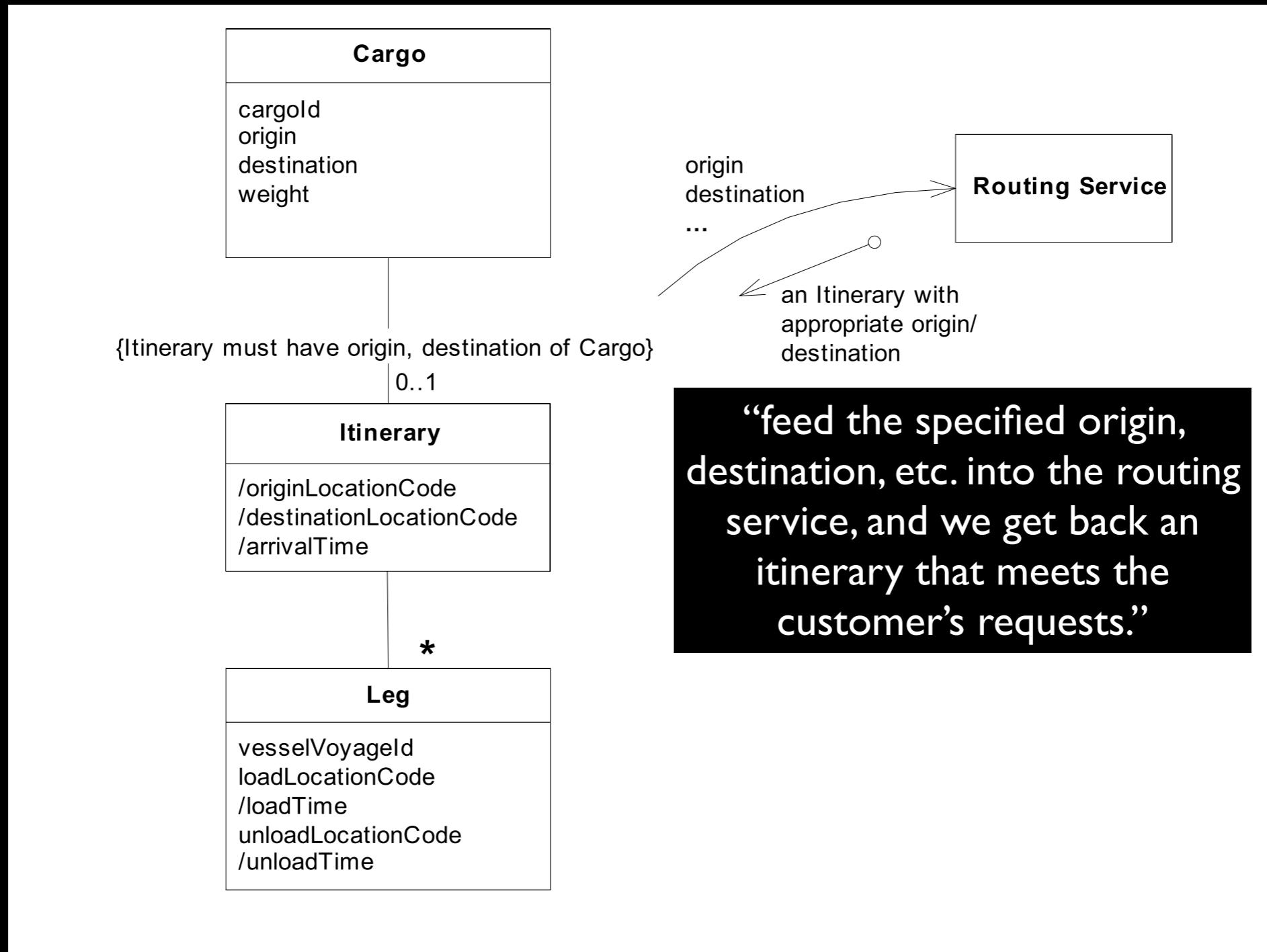
# shipping reference scenarios

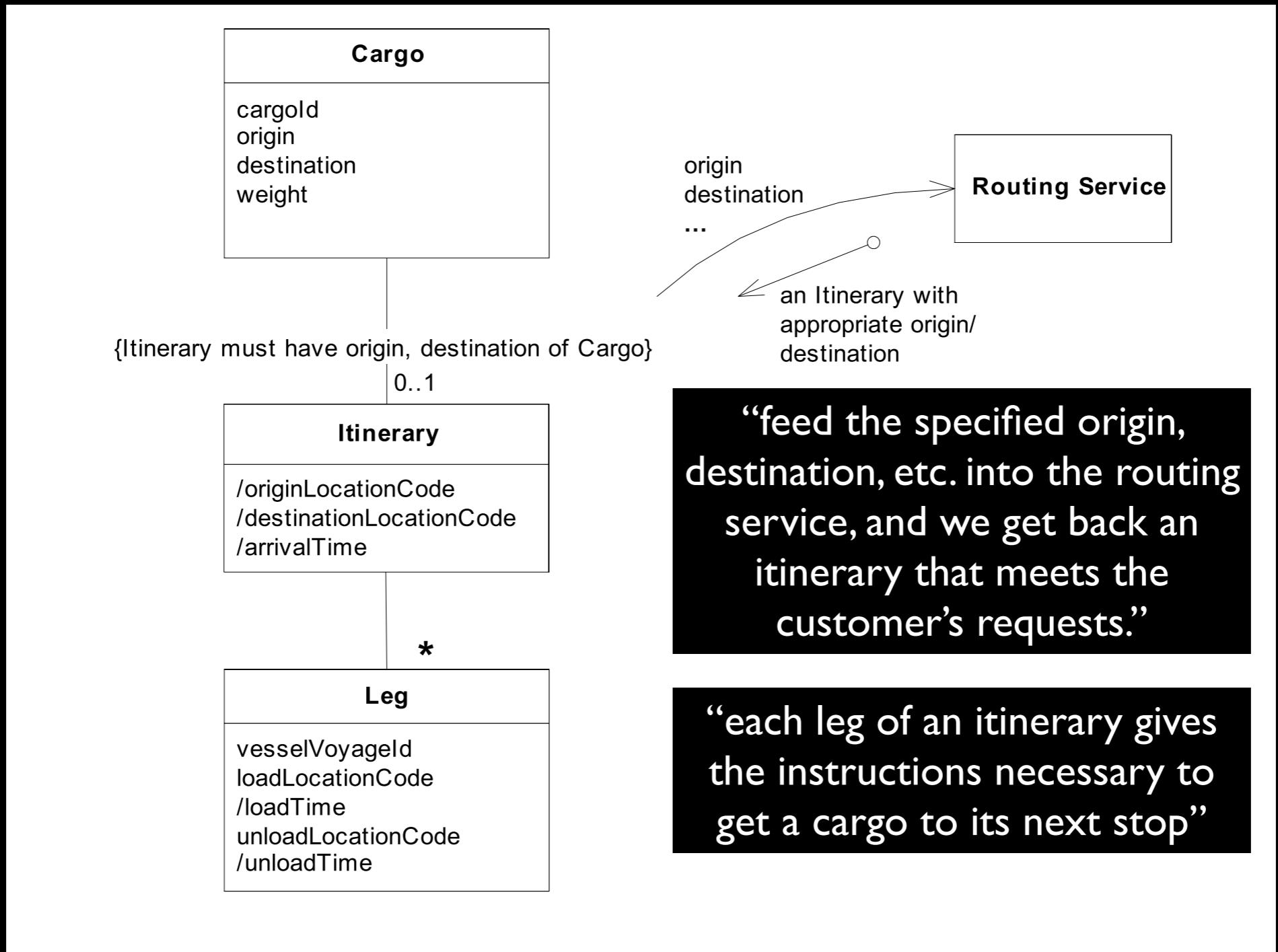
As a customer, route and book a new shipment

As a customer, I can reroute my shipment mid-transit

*As a freight terminal operator, I can issue purchase orders to other vendors in the port before each voyage arrival for unloading, loading, storage, and routing within the terminal*







# Multiple Models

context determines a  
model's usefulness

some models cause  
more implementation  
challenges

separating model and  
implementation causes  
irrelevance



# Ubiquitous Language

language structured  
around the domain  
model

used by all team  
members

connects team activity  
to the software



# Context

setting that determines  
meaning of word



# Key DDD Concepts

# experimentation

interaction with domain  
experts

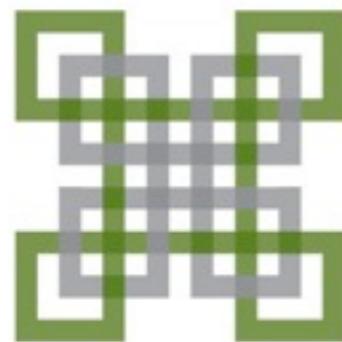
ubiquitous language

# context



parting thought on  
Agile and DDD





all things computed

Barry Hawkins

<http://alltc.com>

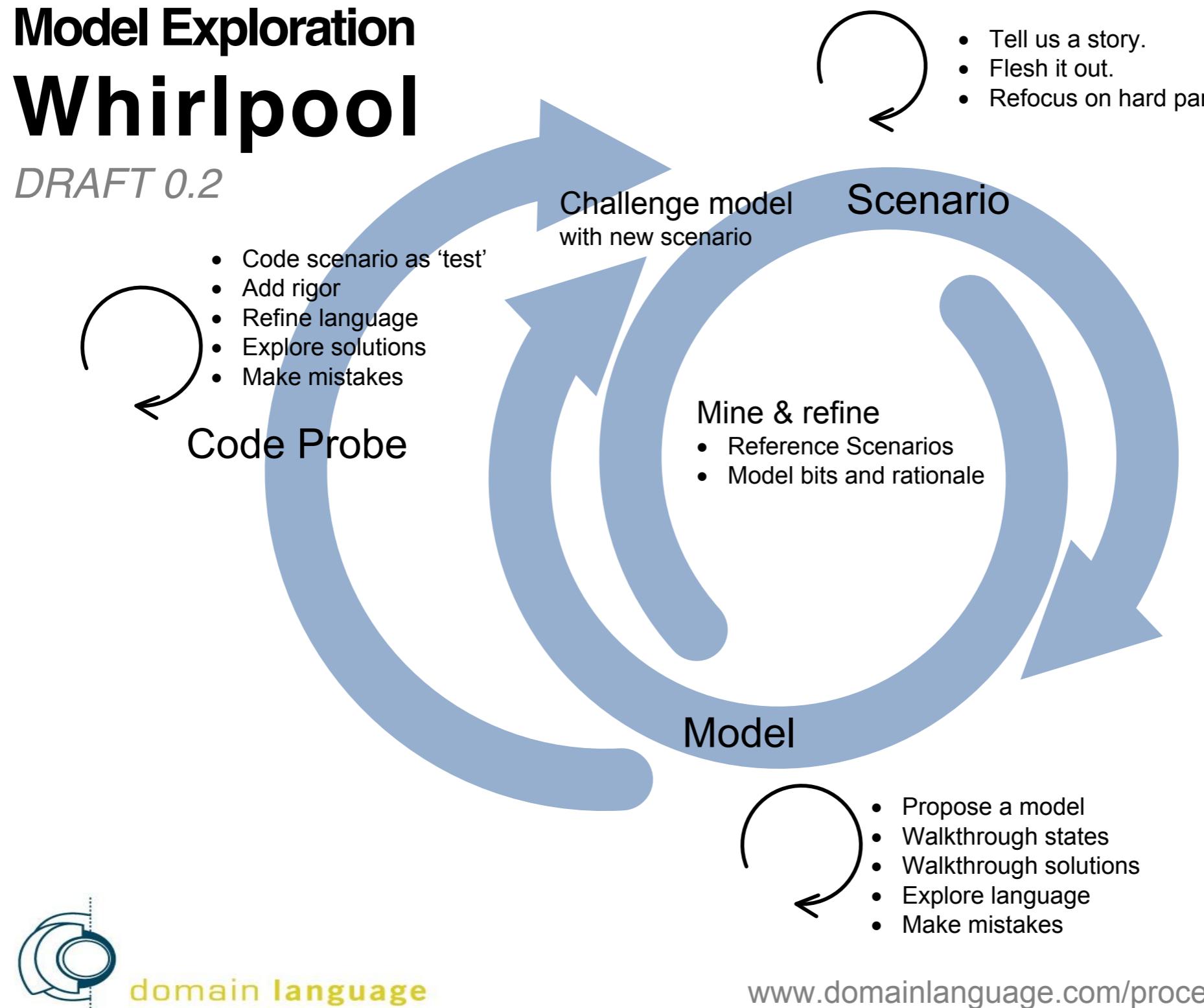
coaching/mentoring

agile software development

domain-driven design

# Model Exploration Whirlpool

DRAFT 0.2



domain language

[www.domainlanguage.com/processdraft](http://www.domainlanguage.com/processdraft)