PROFESSIONAL SOFTWARE ENGINEERING

PSE SWE LE 4 und 5 - Domain Driven Design

Eventstorming (II/II)

Dominik Neumann

EVENTSTORMING (II/II)

BIG PICTURE EVENTSTORMING

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Phasen BigPicture EventStorming:

1. Kick Off
2. Chaotic Exploration: Collect Events
3. Enforcing the Timeline
4. User and Systems
5. Explicit walkthrough
6. Problems and Opportunities
7. Pick your Problem

Phasen Design Level EventStorming:

1. Kick Off (Problem is known)
2. Start with selected Domain Event
3. Identify all other design elements
4. Select next Domain Event (goto 2)


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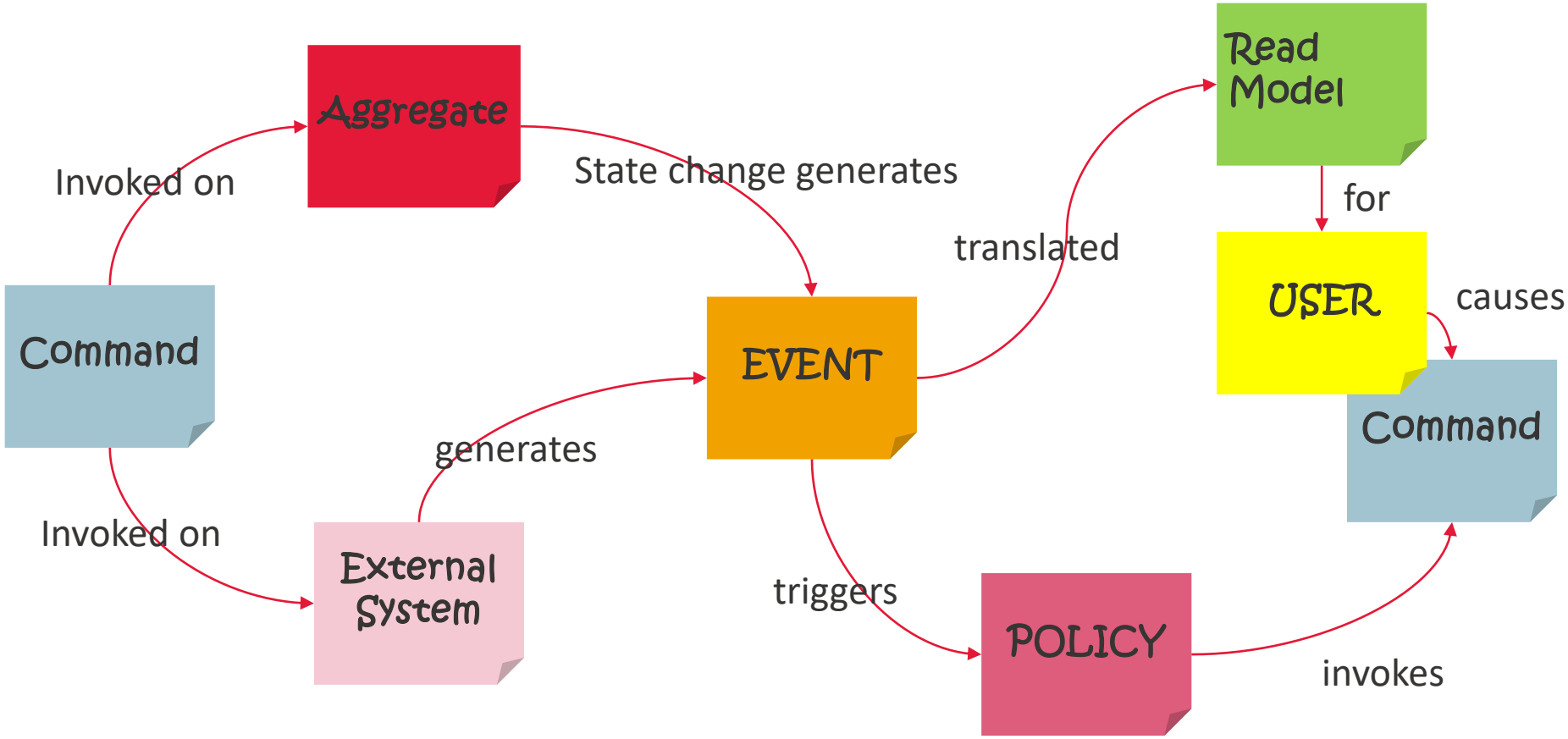
DESIGN-LEVEL
EVENTSTORMING

DESIGN-LEVEL EVENTSTORMING

- The Design Elements

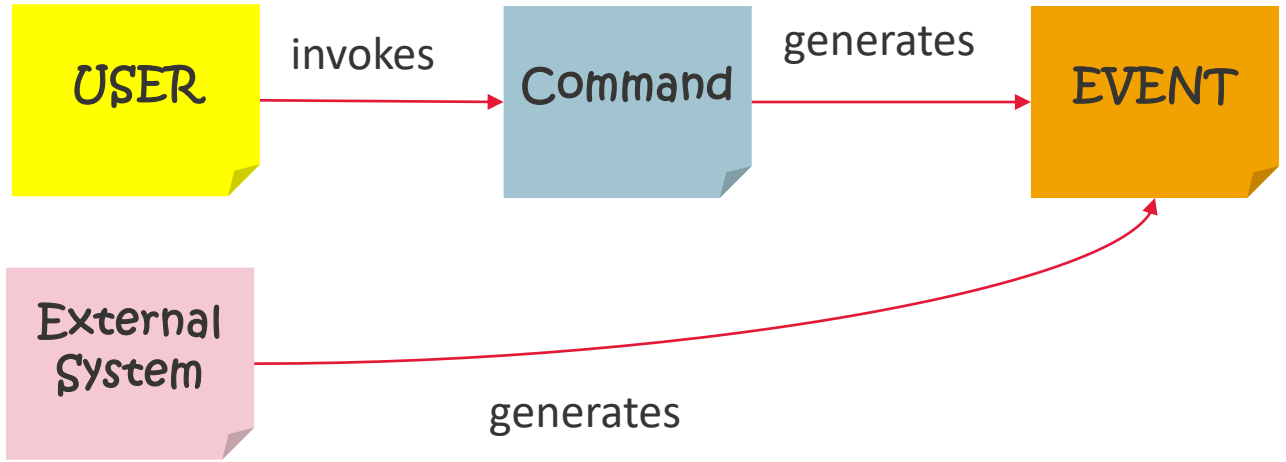


DESIGN-LEVEL EVENTSTORMING

For each Event identify all other design elements:

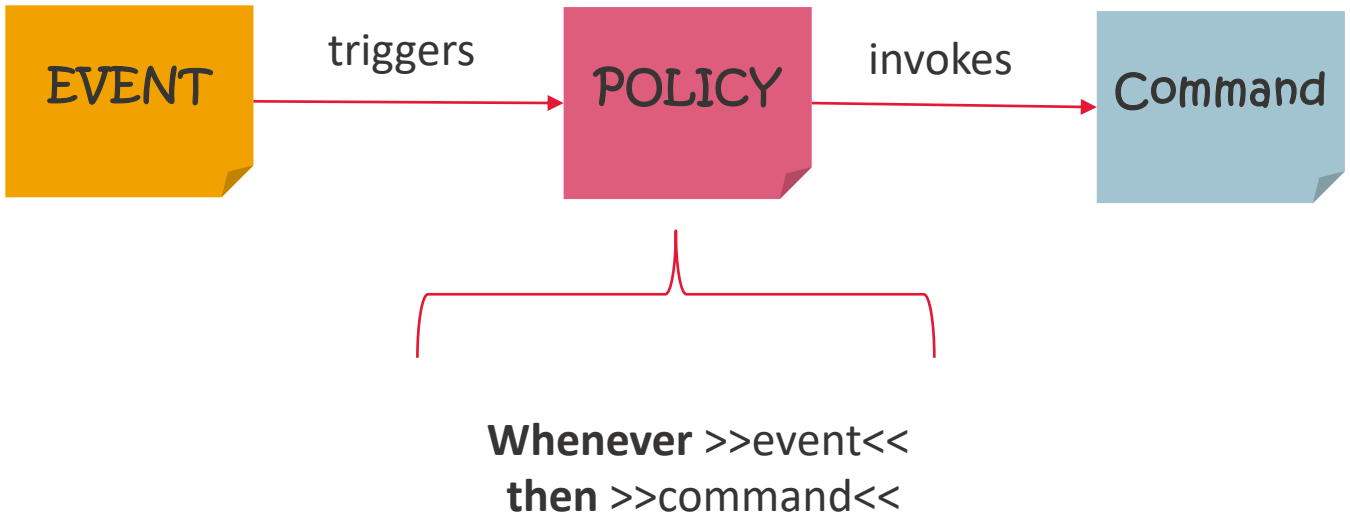
- An event (business / domain event) is a matter of fact the happend in the course of a business process. It can trigger a new business process. In event storming we are lokking for business events. Found an event we are asking about the reasons causing that event. (we are going back in time).

- **What is causing an event**?
  Where are events comming from?
  - User actions
  - External systems
  - Time
  - Other domain events



DESIGN-LEVEL EVENTSTORMING

- Policies are the missing glue between **event and command**



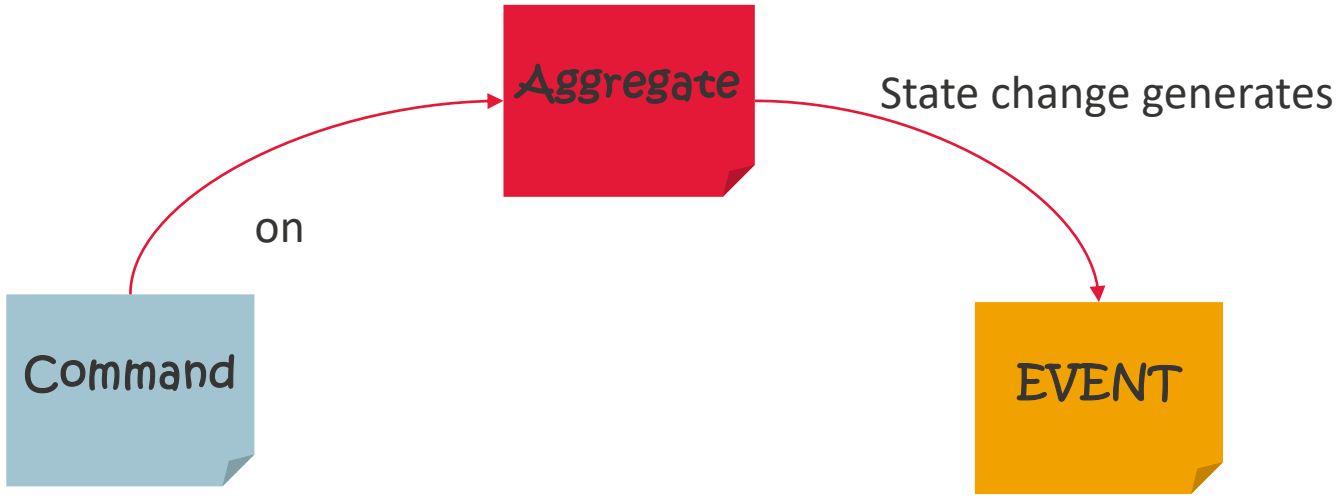
DESIGN-LEVEL EVENTSTORMING

- Every **Command acts on an aggregate and triggers a state change** on the aggregate.

Discussing what Aggregates will do is the key moment of Design-Level Event Storming

Hint: Dont call them aggregates in a workshop with domein experts. Call them Business Rules and ask for:

- Preconditions: what must be true before
- Postconditions: what is valid after
- Invariants: important things that remain true all along

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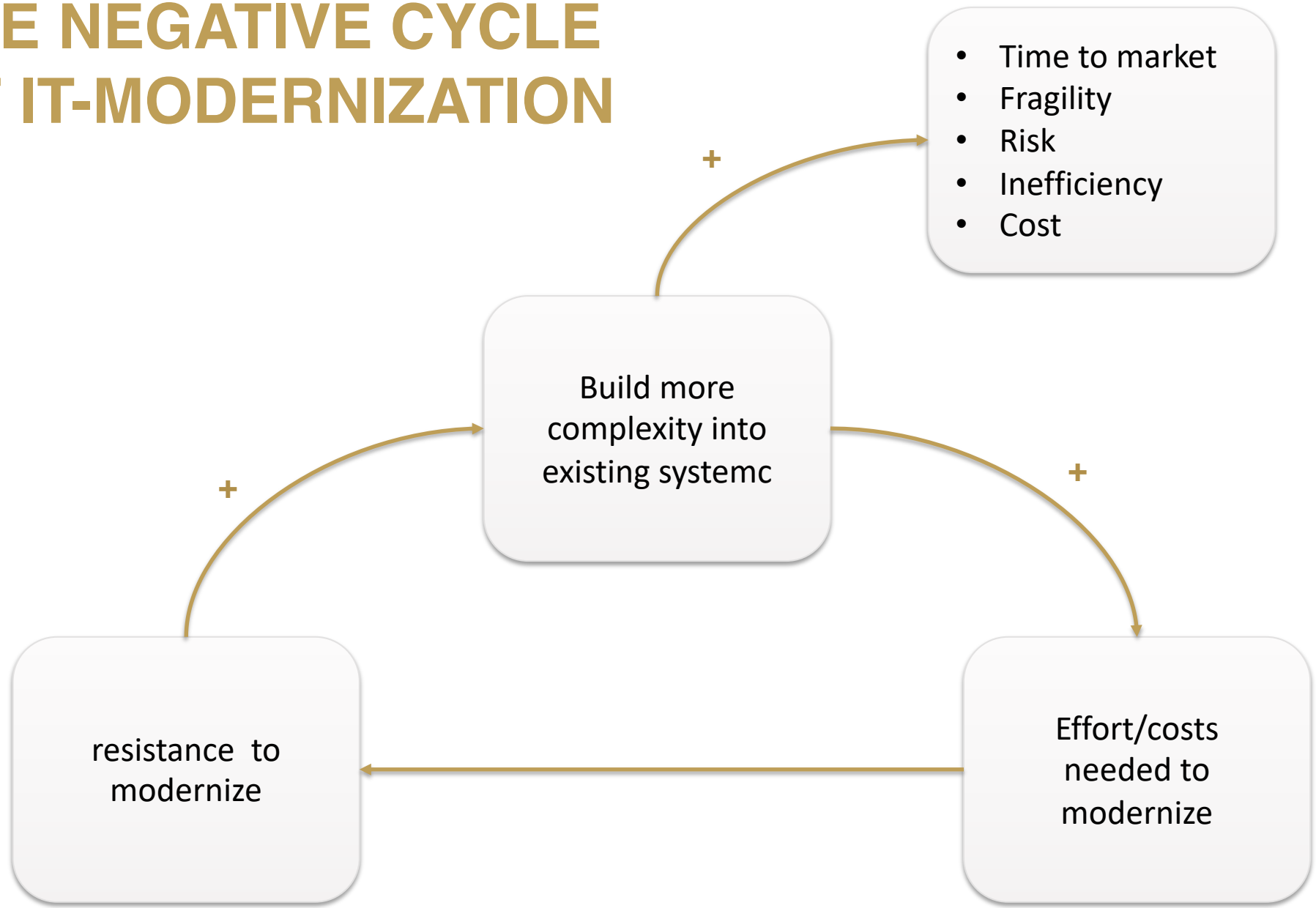
IT-MODERNISIERUNG
MIT EVENTSTORMING

THE NEGATIVE CYCLE OF IT-MODERNIZATION



Source: Architecture Modernization, 2024, Nicholas Tune

BEISPIEL FÜR EINE IT-MODERNISIERUNG

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SCHRITT 1

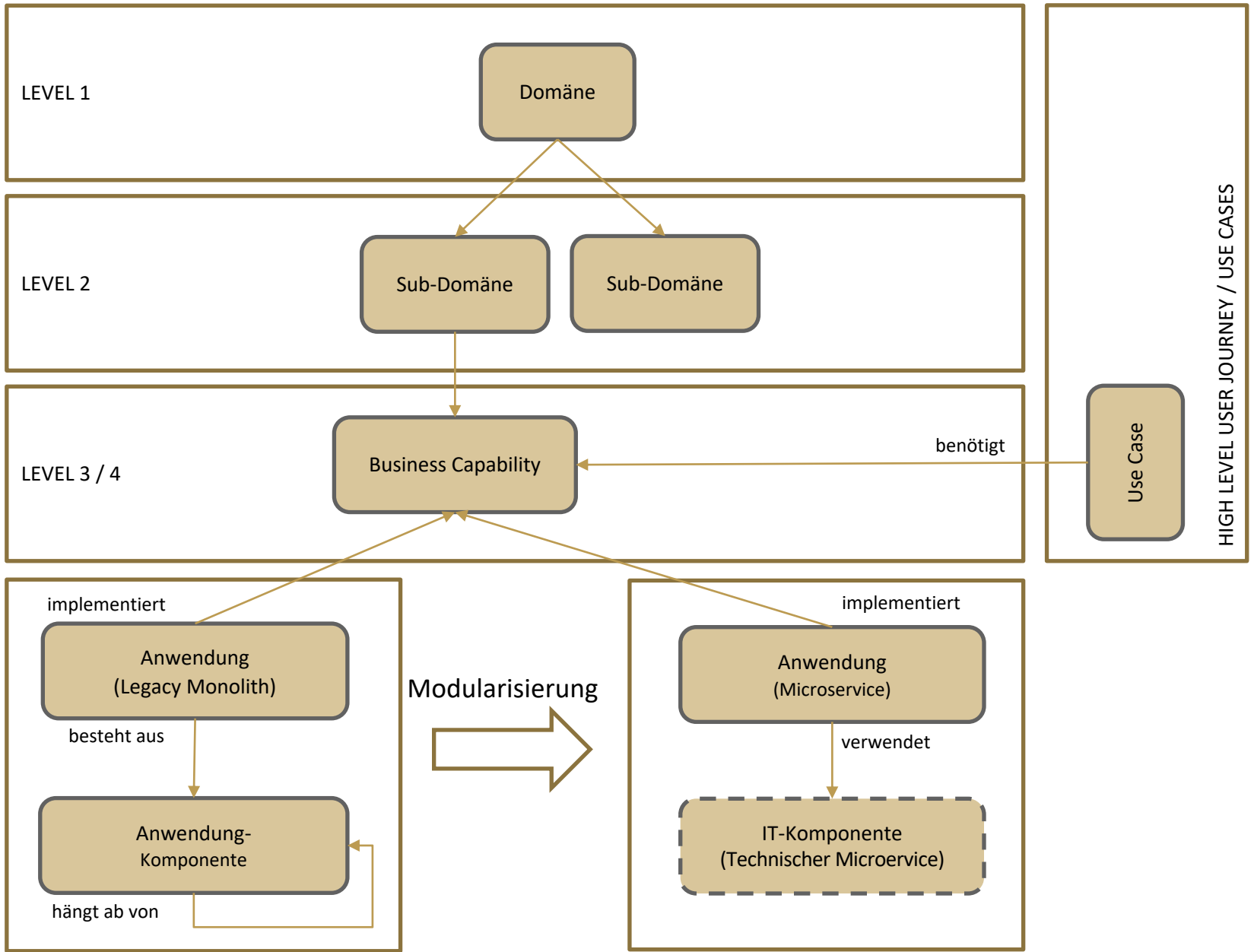
Erarbeite Business Capability Map (BCM) Level 1 und 2

SCHRITT 2

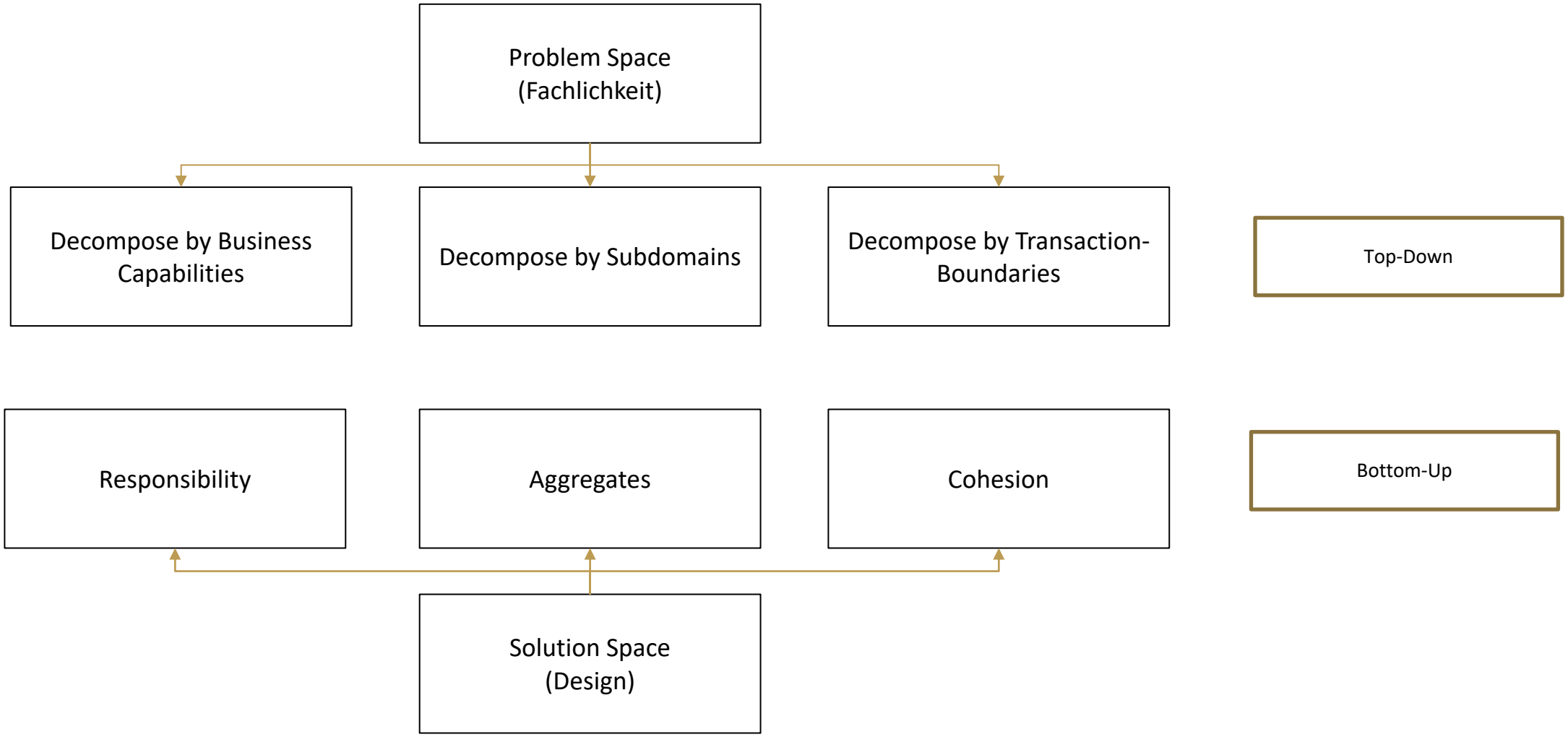
Durchführung Big Picture EventStorming

SCHRITT 3

Durchführen mehrerer Design Level EventStorming



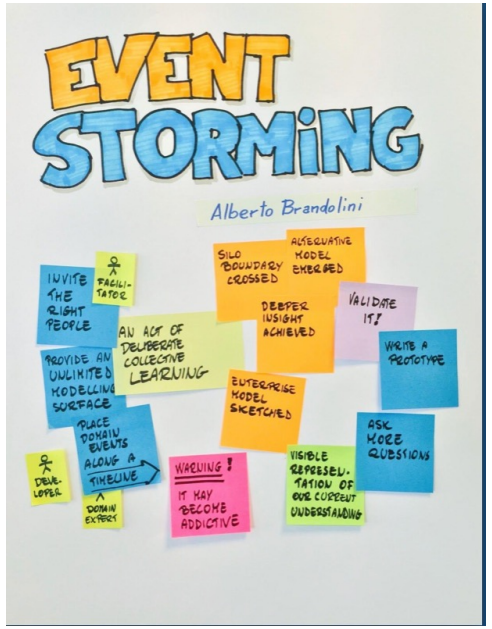
IDENTIFIKATION VON MICROSERVICE KANDIDATEN



FURTHER READING

KNOWLEDGE CRUNCHING LITERATURE

Event Storming



Event Storming
Alberto Brandolini

FURTHER READING

VISIBLE LEGEND

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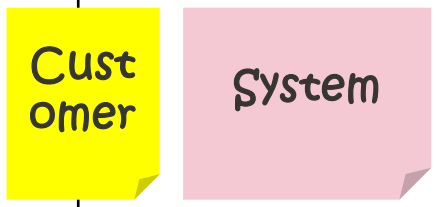
Example	type	explanation
	**Domain Event** or more intuitive **Event**	This is a Domain Event • Orange sticky note • Phrased at **past tense** (verb at past tense). • Relevant for domain experts. Building block of our business-related storytelling
	**Command**	This is a Command • Blue sticky note • action performed by a user (or system)
	**User (or system)**	

VISIBLE LEGEND

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Example	type	explanation
	**Policy**	This is a Policy • Lilac sticky note • Missing glue between an event and a command **Whenever** event **then** command
	**ReadModel**	Data to be displayed to a user in order to make a decission.
	**Aggregate**	Units of transactional consistency State machines (invariants, candidates for resources)
	**View** or **User Interface**	