

# ***Software Architecture***

## ***Exercise – Domain Model***

*BSc*



*Ingo Arnold*

# Exercise Opening

## Overview

In software architecture, a **domain model** is a conceptual model of the domain. It is a system of abstractions that describes selected aspects of a domain. Concepts include subjects, predicates, and objects in the domain.

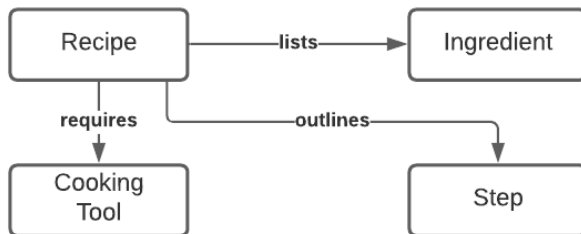
A domain model generally **uses the vocabulary of the domain**, enabling a representation of the model that can be communicated to non-technical stakeholders. It does usually not refer to technical components and avoids terms such as *database*, *directory*, *transaction*, or similar technical lingo (if no technical domain is modelled)

A **domain is an area of interest**. Domains can be defined and delineated in both very formal and totally informal ways. Scientific areas such as *mathematics* or *epistemological philosophy* are examples of highly institutionalized domains, while *practicing a sport* such as *bouldering* is a comparatively informal domain.

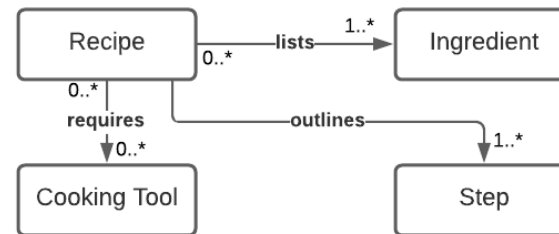
# Exercise Opening Overview

Below you see a **domain model example in the cooking domain**.

**Simple Domain Model**



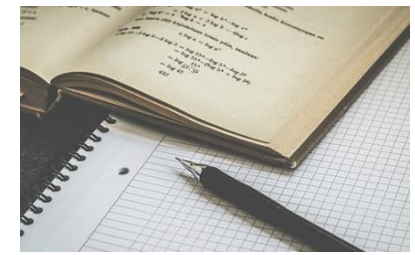
**Domain Model indicating Cardinality**



# Exercise Agenda



## ■ Gaming Platform Domain Model



# Gaming Platform Domain Model

## Domain Model

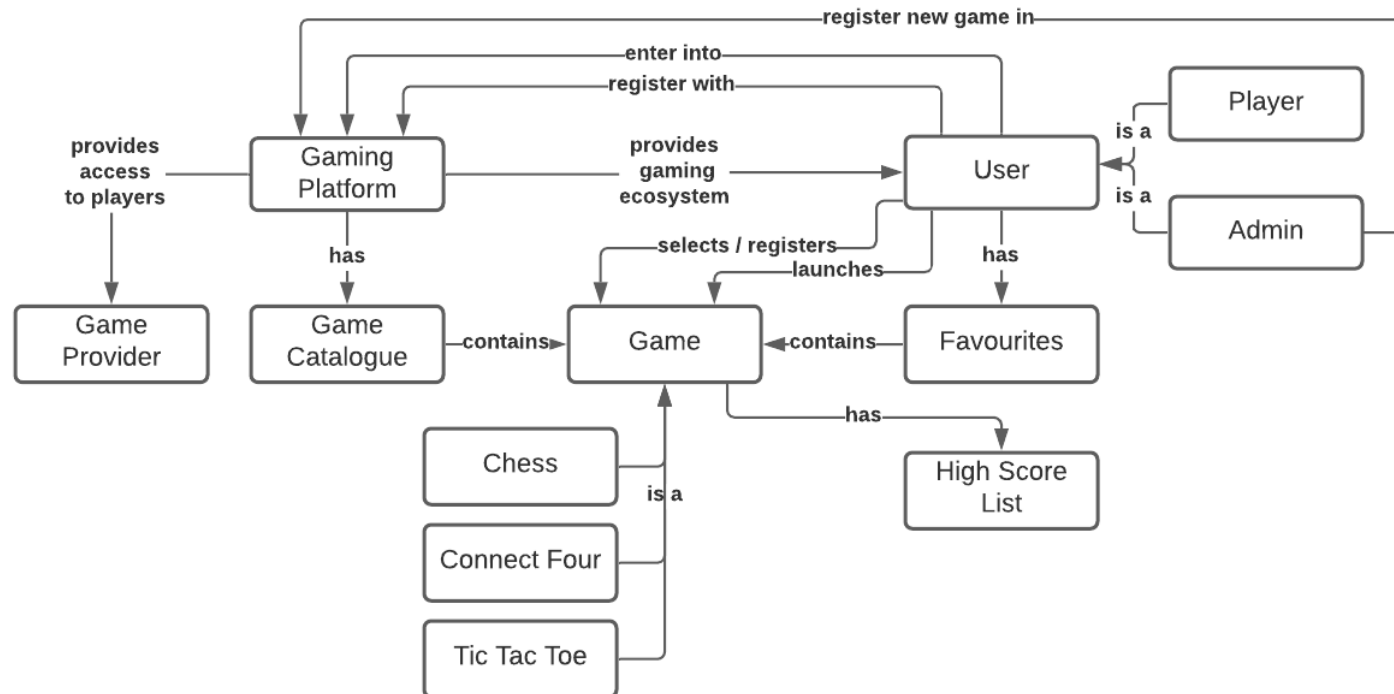
Create a **domain model for the gaming platform** in which you identify promising component candidates and explore their potential relationships to each other.



# Gaming Platform Domain Model

## Domain Model

Create a **domain model** for the **gaming platform** in which you identify promising component candidates and explore their potential relationships to each other.



# Questions

