

@codecentric

# Hexagonal Frontend Architecture

Sophia Cook  
Marco Emrich

# History



The background of the image is a collage of abstract architectural elements. On the left, there's a close-up of a building's facade with a grid of dark, reflective windows. In the upper right, a dark, angular structure with sharp metallic edges is visible. The lower right features a large, curved, and textured surface, possibly a dome or a series of overlapping panels, with a complex geometric pattern of light-colored triangles and lines.

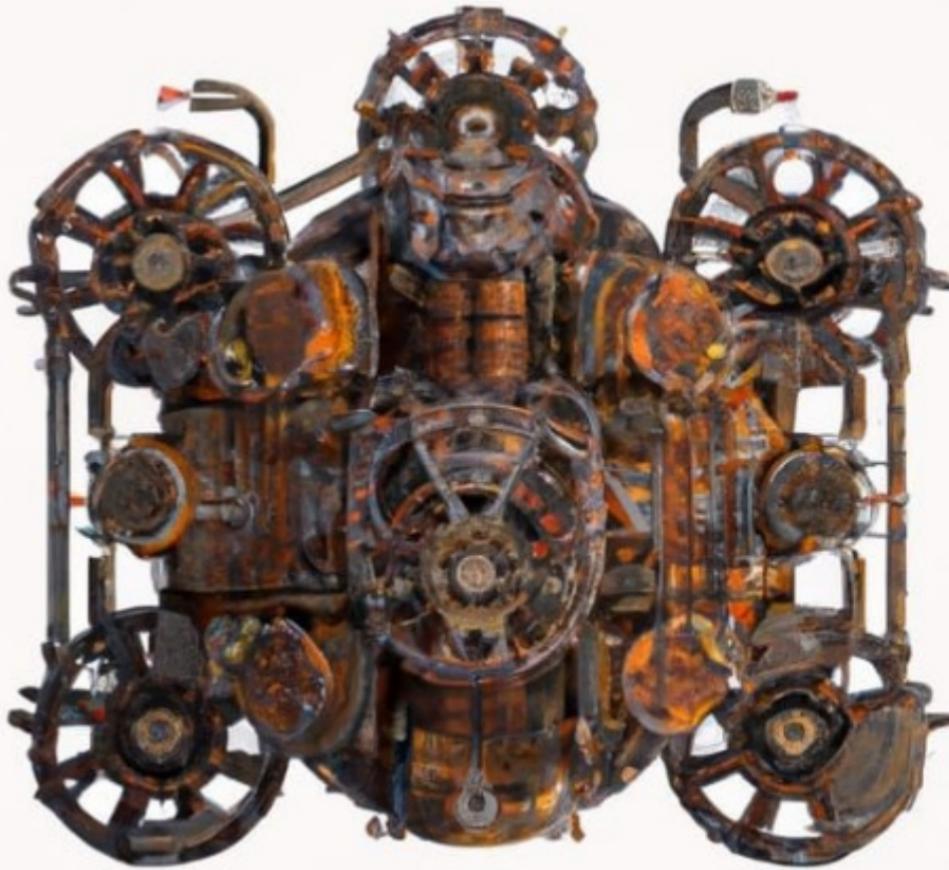
# Architecture & Design



early 90s



# Wild Wild West



# The Problem



# Dependencies



**Testable  
Driveable  
Multi-Env**

**NOT**



# Dependencies

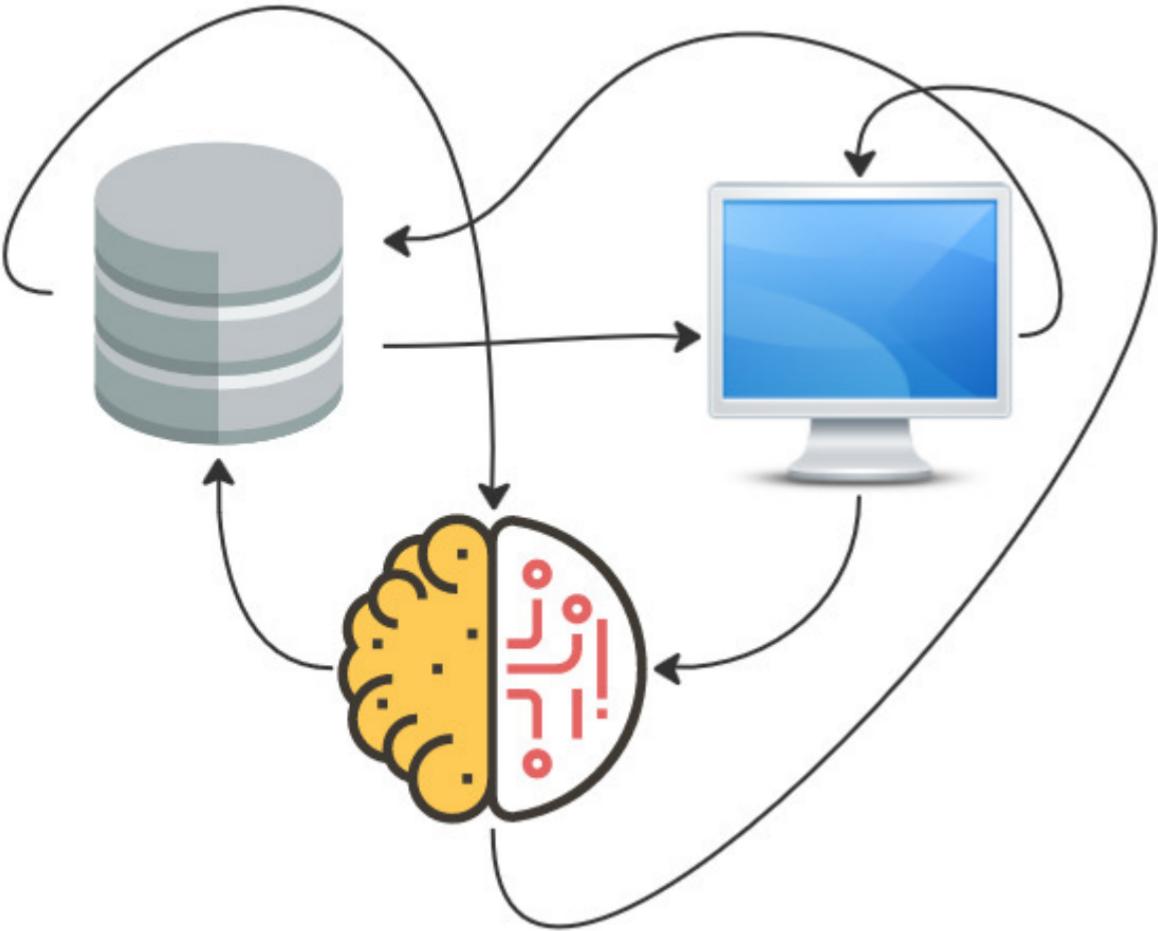
# Worst Architecture?



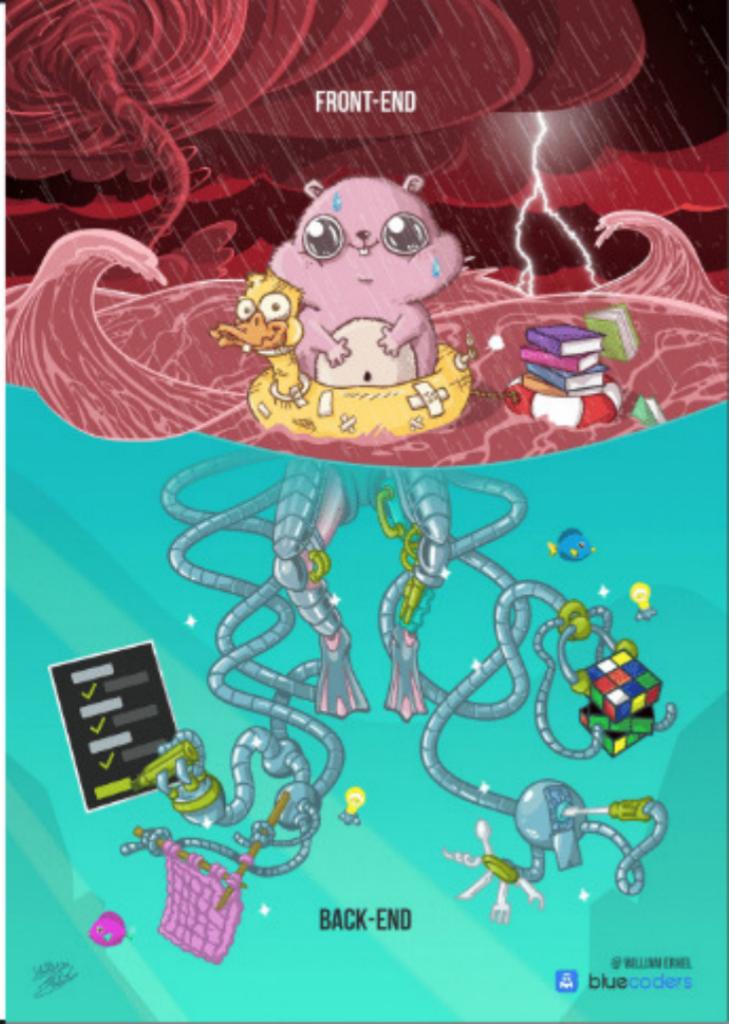
# Big Ball of Mud



# Big Ball of Mud



# Frontend



# PUTTING DOMAIN-LOGIC IN UI-COMPONENTS

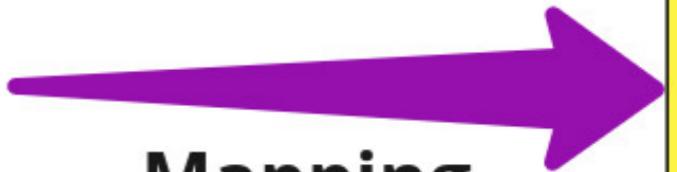


## CALLING IT ARCHITECTURE



# Data Fishing

```
export type ShipInCatalog = {  
    "id": string;  
    "cost": number;  
    "fuelType": string;  
    "image": string;  
    "mileage": ?;  
    "value": number;  
    "width": string;  
};  
export type Location = {  
    "name": string;  
    "station": string;  
    "station_period": string;  
    "orbital_period": string;  
    "diameter": string;  
    "climate": string;  
    "gravity": string;  
    "terrain": string;  
    "surface_water": string;  
    "population": string;  
};  
export type VehicleId = string;  
export type VehicleCondition = string;  
export type ConstructionYear = number;  
};  
export type ShipFromCatalogue = {  
    "id": string;  
    "name": string;  
    "model": string;  
    "image": string;  
    "manufacturer": string;  
    "armaments": {  
        "name": string;  
        "count": number;  
    };  
    "cost_in_credits": string;  
    "length": string;  
    "max_atmosphering_speed": string;  
    "crew": string;  
    "passenger": string;  
    "cargo_capacity": string;  
    "consumables": string;  
    "hyperdrive_rating": string;  
    "MGLT": string;  
    "class": string;  
    "pilot": {  
        "name": string;  
        "height": string;  
        "mass": string;  
        "hair_color": string;  
        "skin_color": string;  
        "eye_color": string;  
        "birth_year": string;  
        "gender": string;  
    };  
    "films": {  
        "title": string;  
        "episode_id": number;  
        "opening_crawl": string;  
        "director": string;  
        "producer": string;  
        "release_date": string;  
    };  
    "created": string;  
    "edited": string;  
};
```



## Mapping

```
SpaceShip = {  
    id: string;  
    name: string;  
    price: number;  
    location: string;  
    image: string;  
    mileage?: MileageInLightYears;  
    speed?: number;  
    constructionYear: number;  
    claps?: number;  
};
```



# The Solution



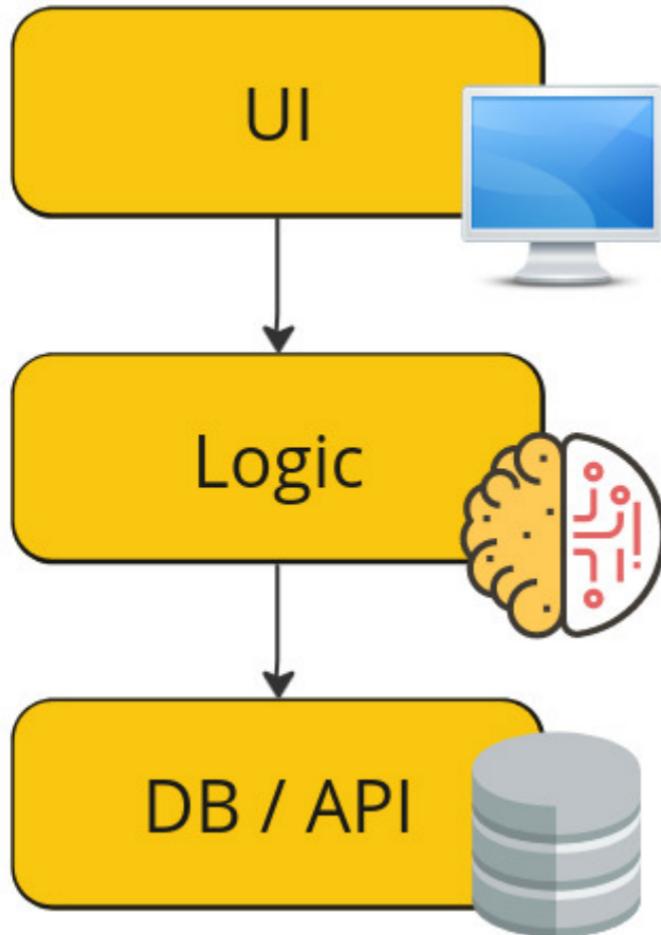
# Divide & Conquer



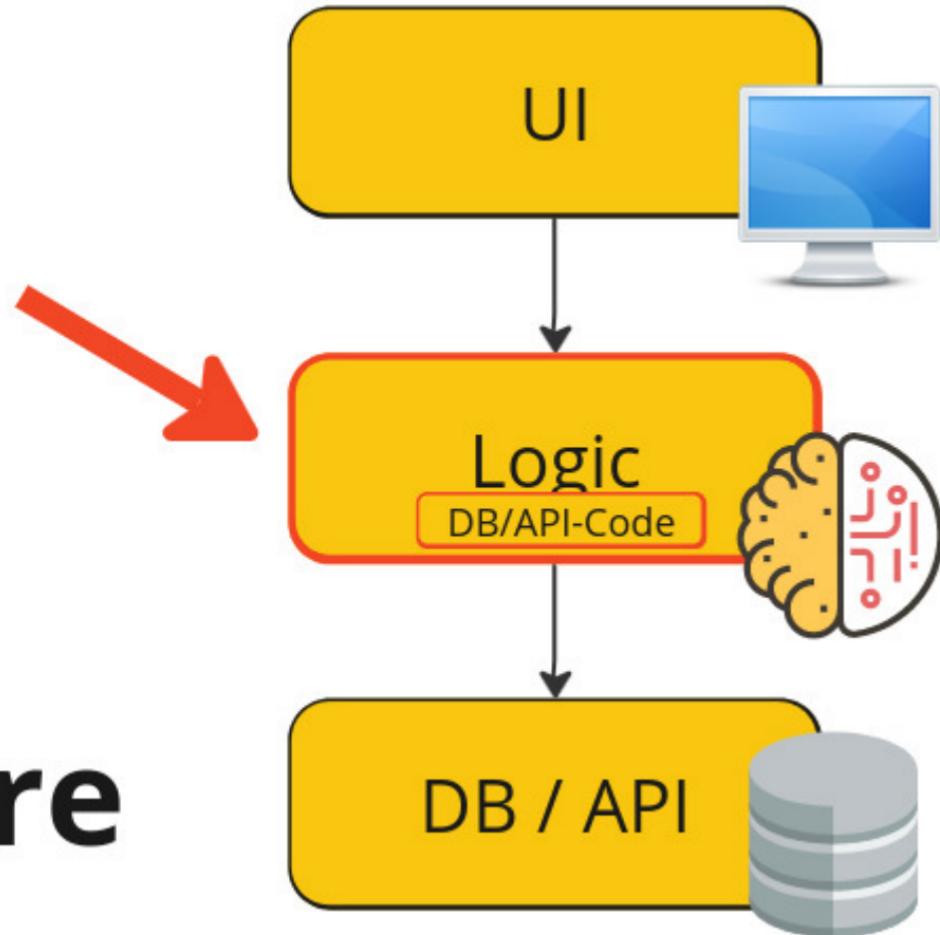
A photograph of a narrow, dirt path winding through a dense forest. The path is surrounded by lush green grass and low-lying plants. In the background, tall trees stand behind a dark, shaded area. The overall scene is peaceful and suggests a choice or divergence.

# Separation of Concerns

# Layered Architecture



# Layered Architecture

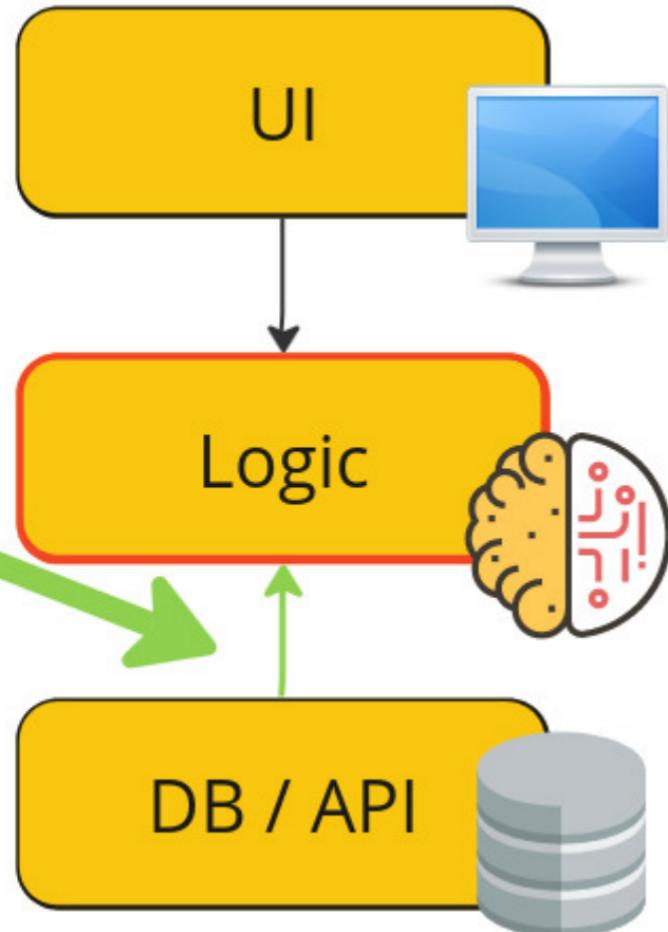


# Alistair Cockburn

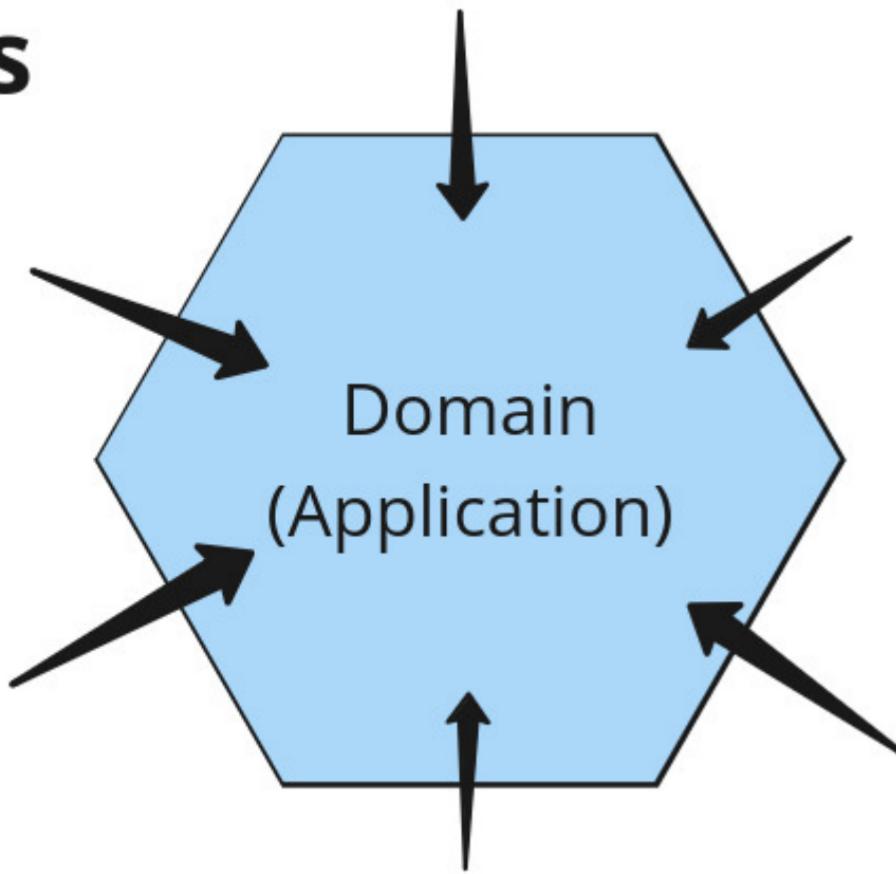
[Original  
Article](#)



**Dependencies  
point  
inwards**



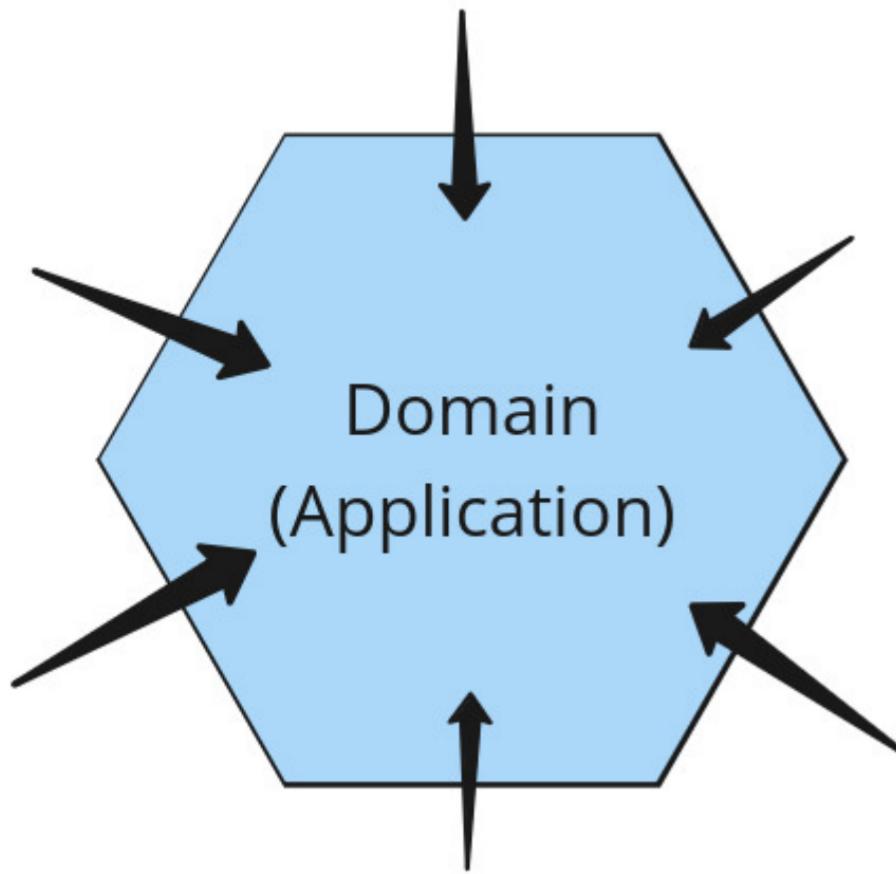
**Dependencies  
point  
inward**



# Hexagonal

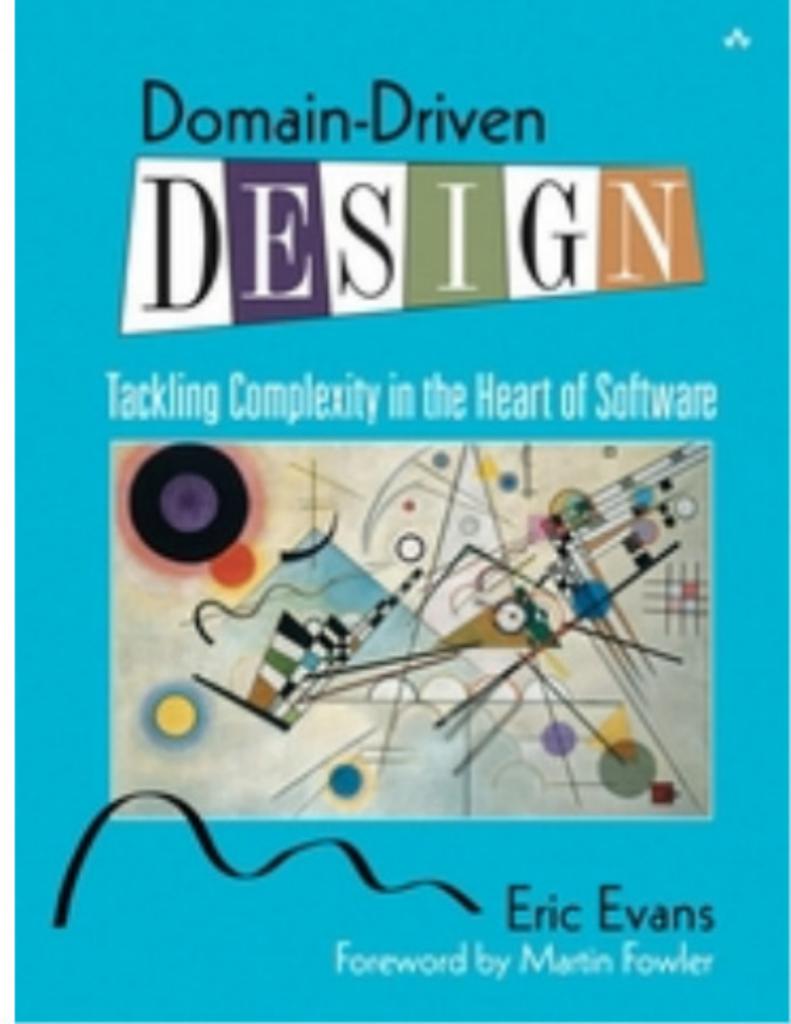
aka

# Ports & Adapters

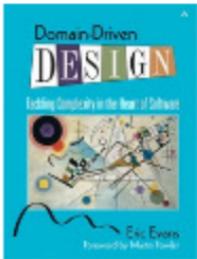
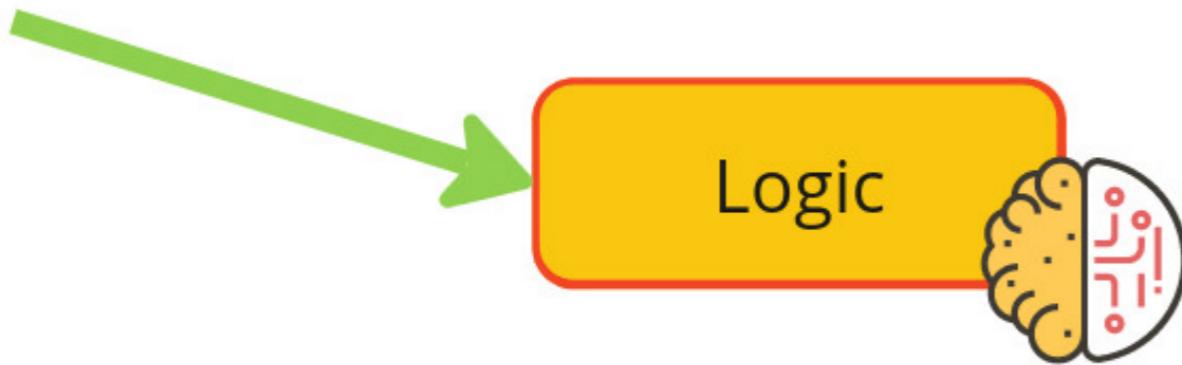


# fits Domain Driven Design

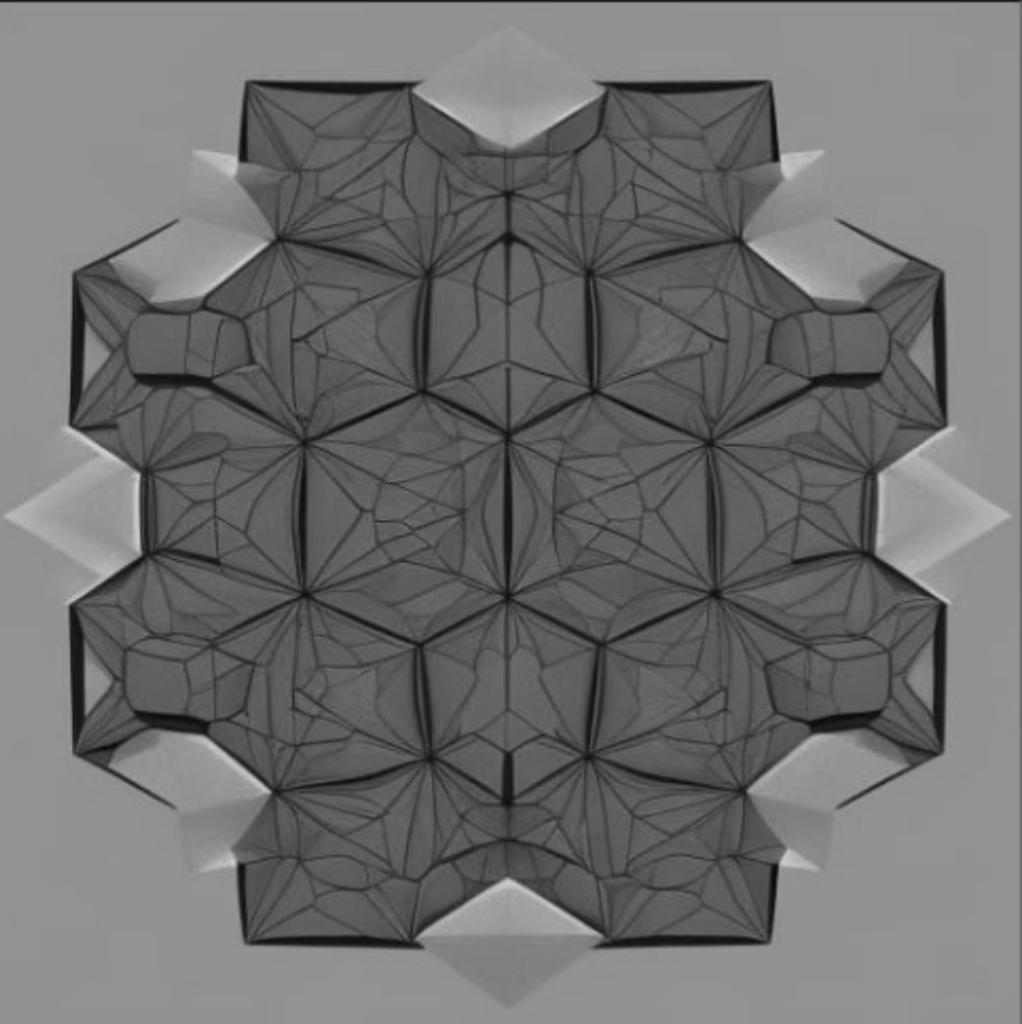
t



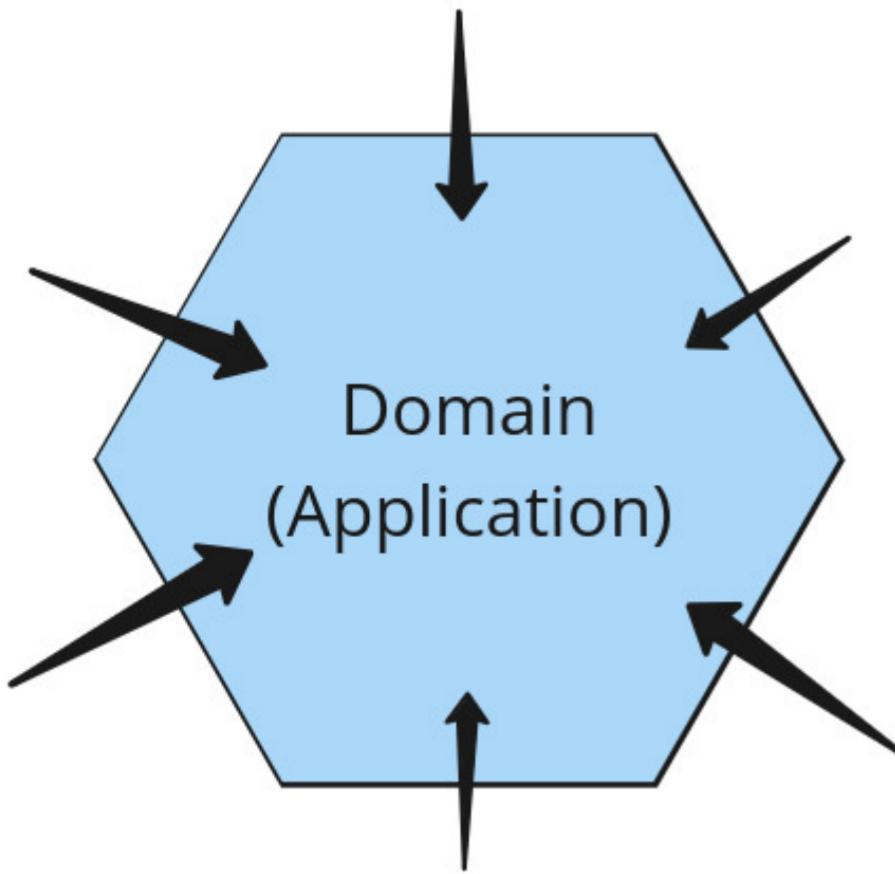
# Domain Model (Pure)

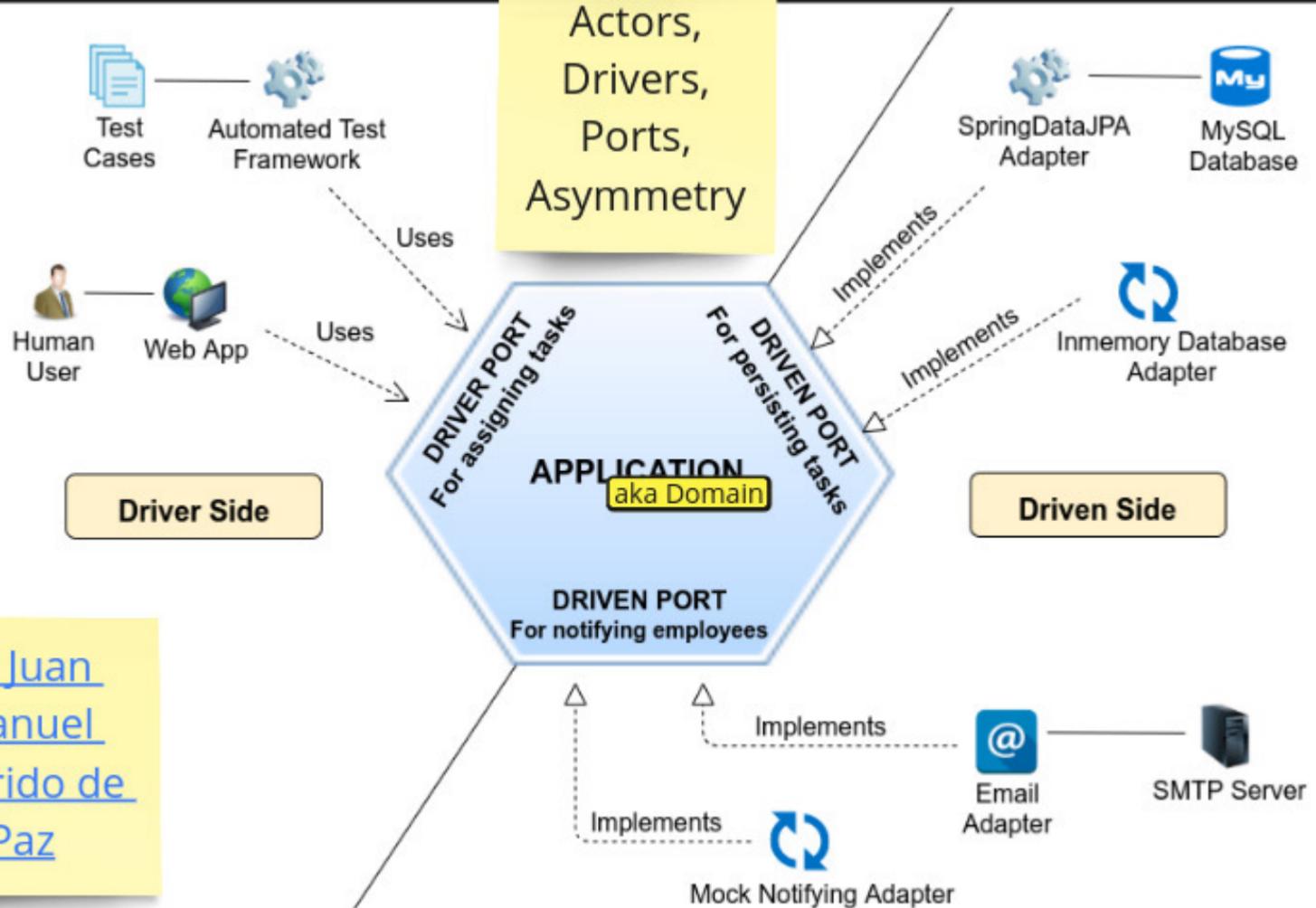


# Symmetry



# Left-Right Asymmetry

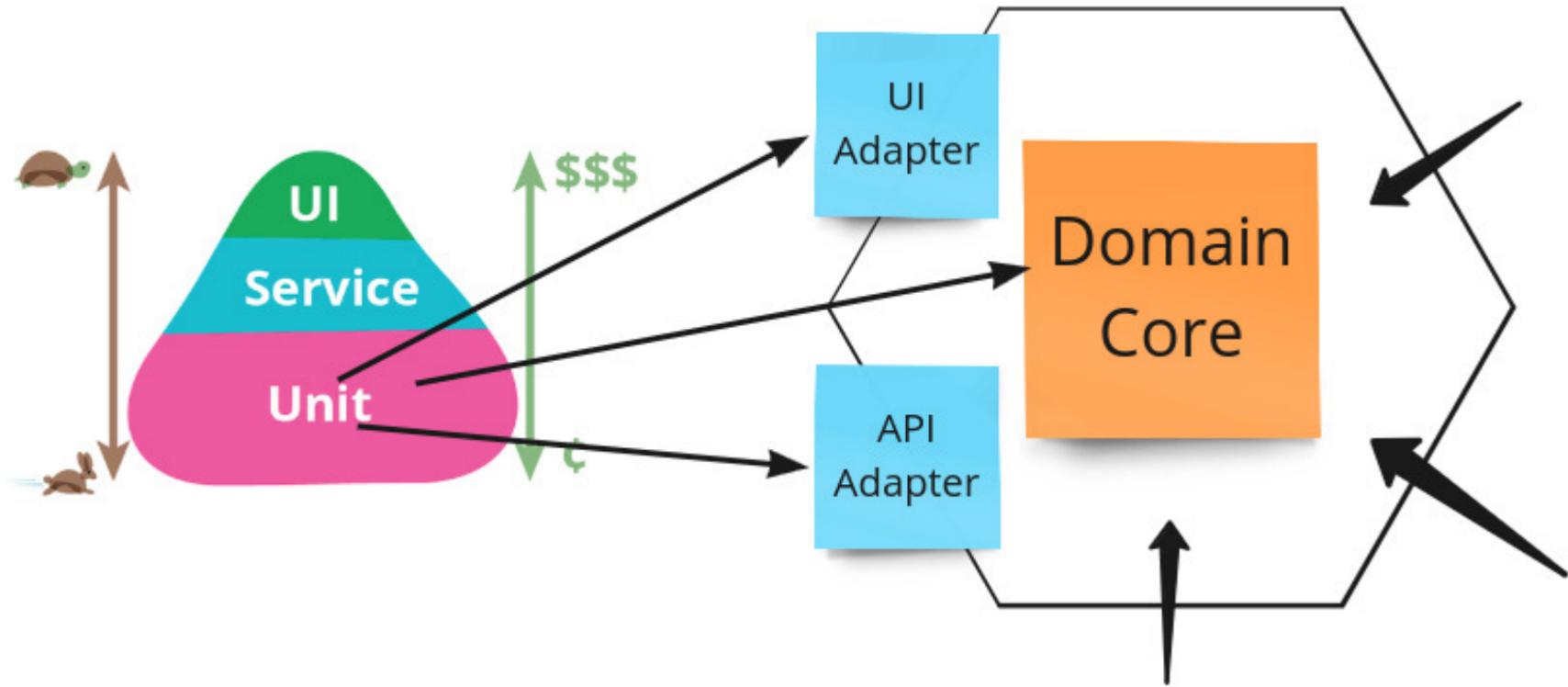




by Juan  
Manuel  
Garrido de  
Paz

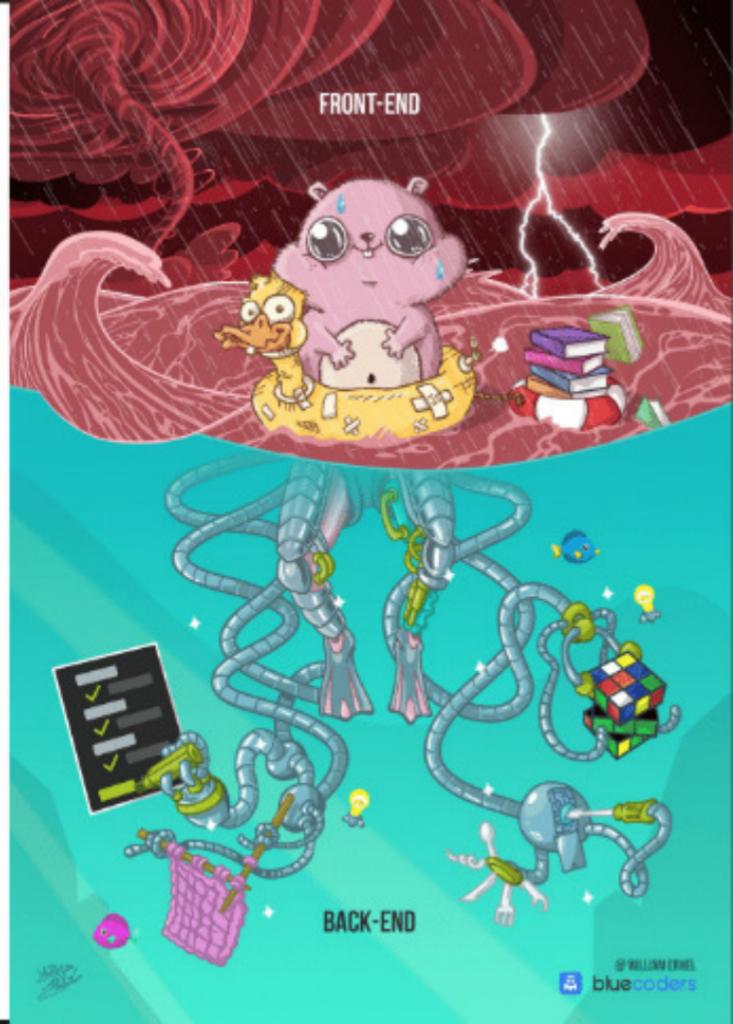
# Testing



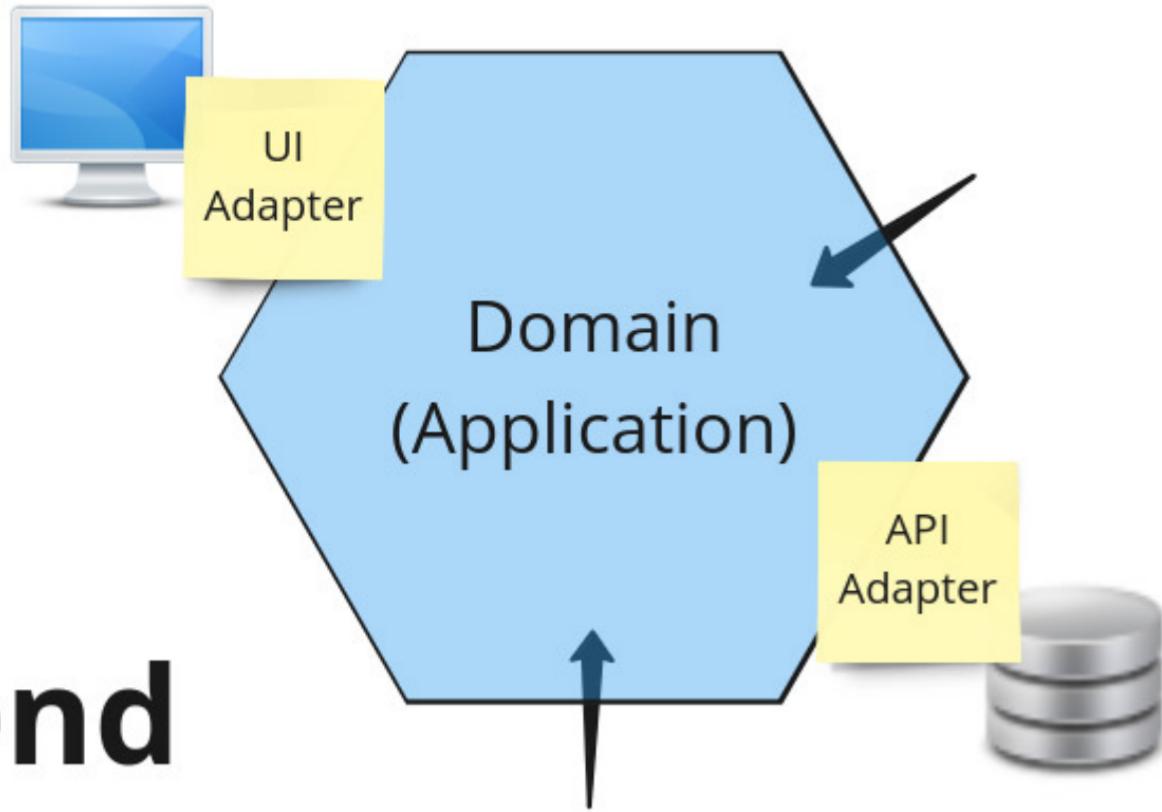


# Frontend

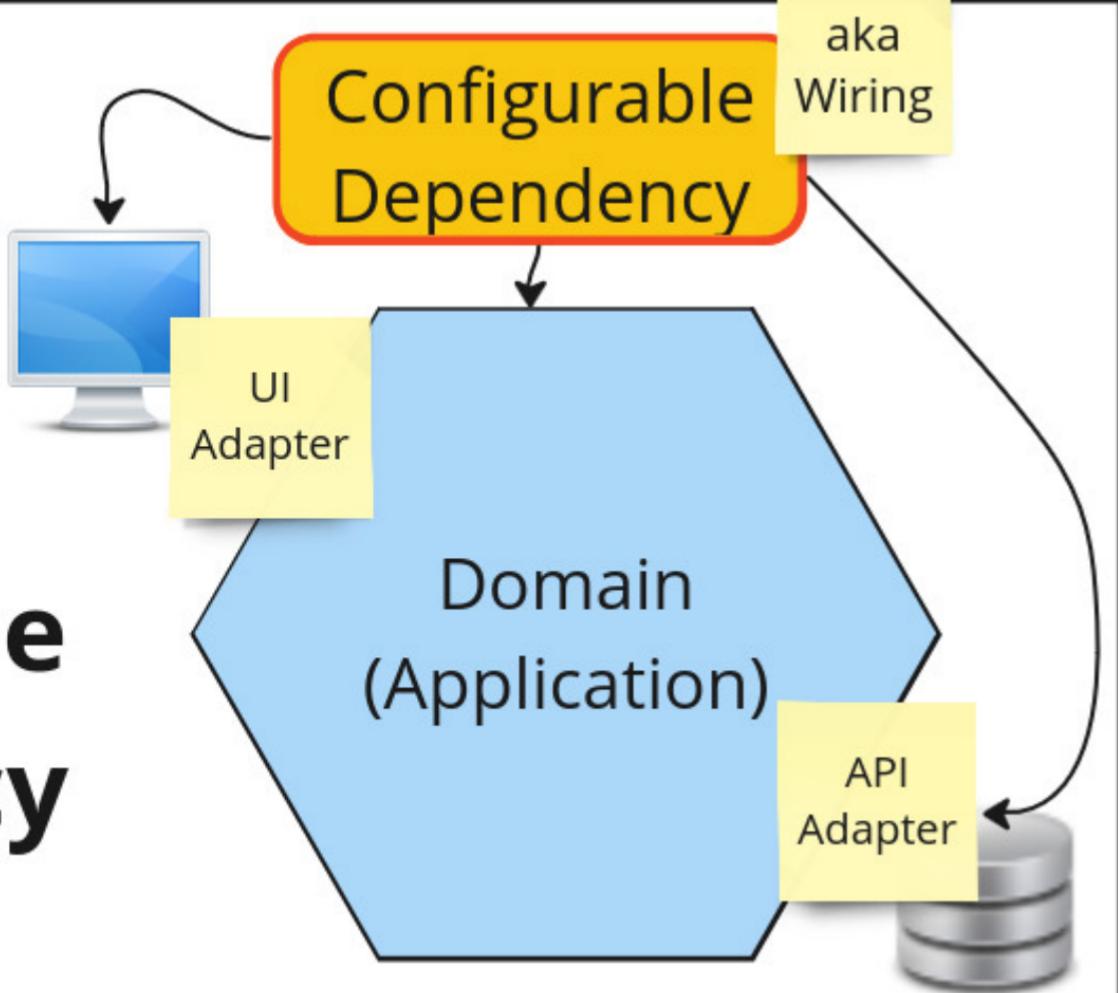
FE should  
not look  
like this



# Frontend



# Configurable Dependency Pattern



# Bounded Context

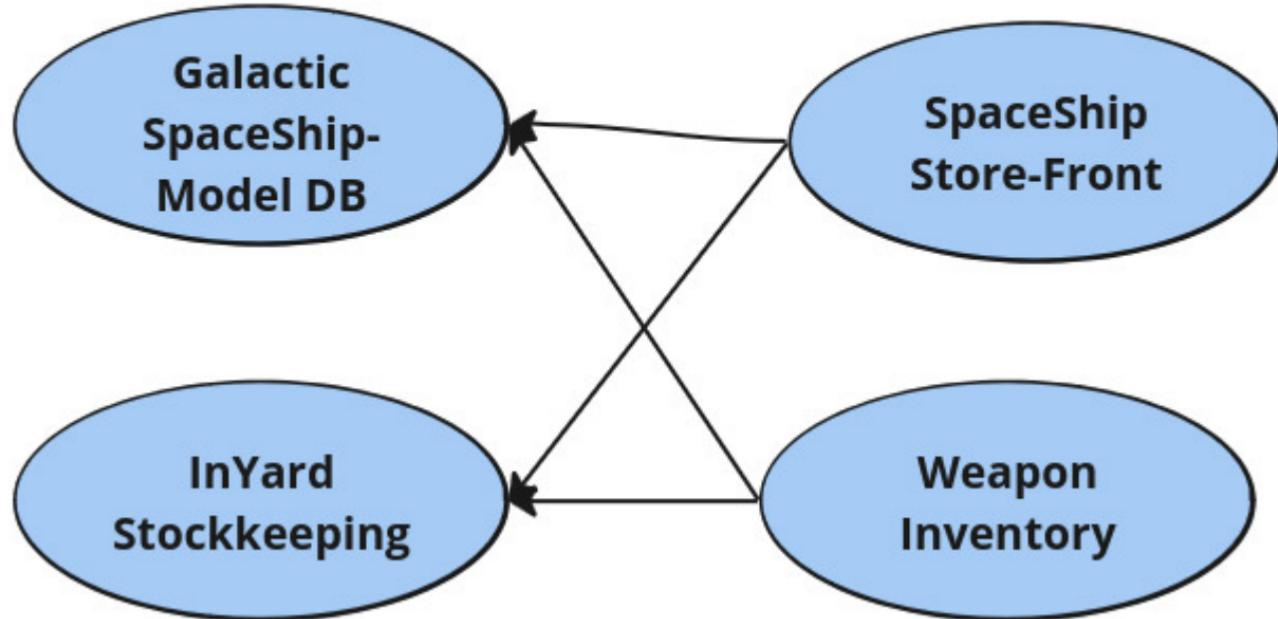


Tackling Complexity in the Heart of Software



Eric Evans  
Foreword by Martin Fowler

# Context Map



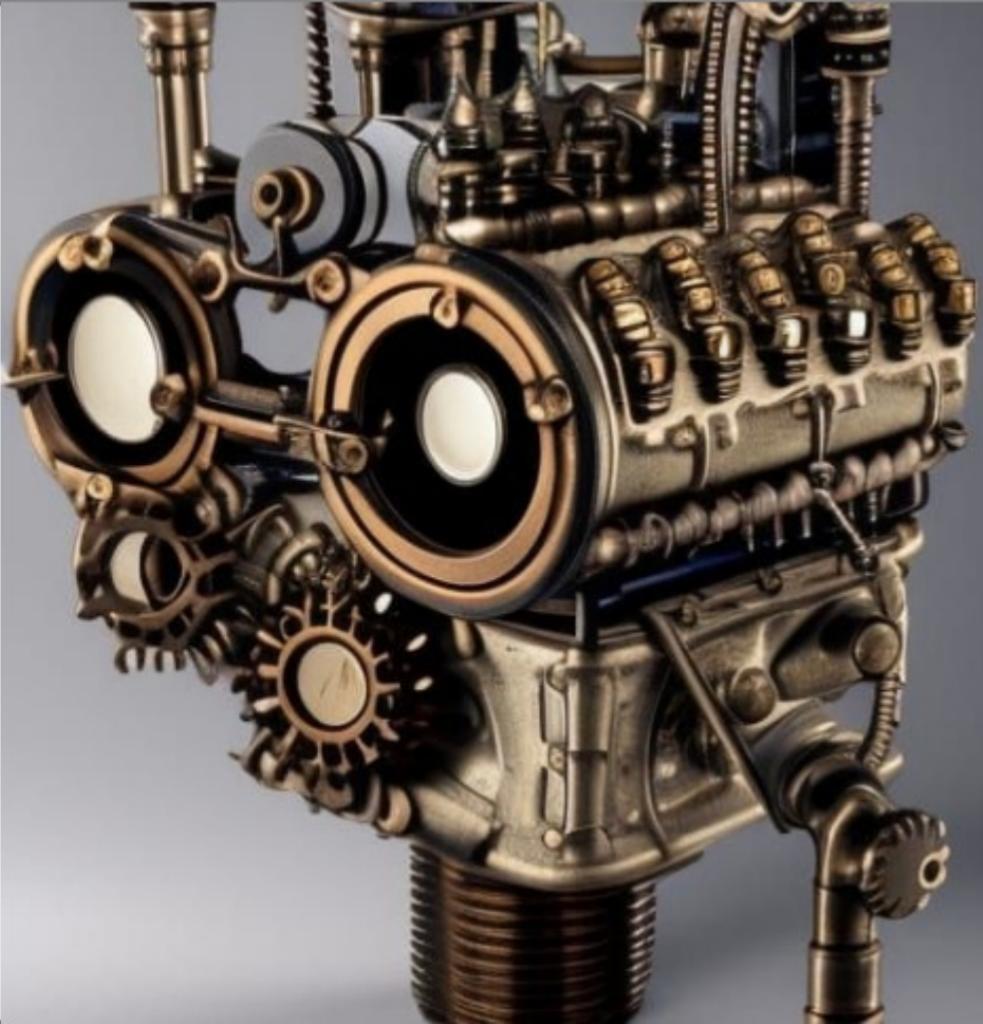
```
SpaceShip = {  
    id: string;  
    name: string;  
    price: number;  
    location: string;  
    image: string;  
    mileage?: MileageInLightYears;  
    speed?: number;  
    constructionYear: number;  
    claps?: number;  
};
```



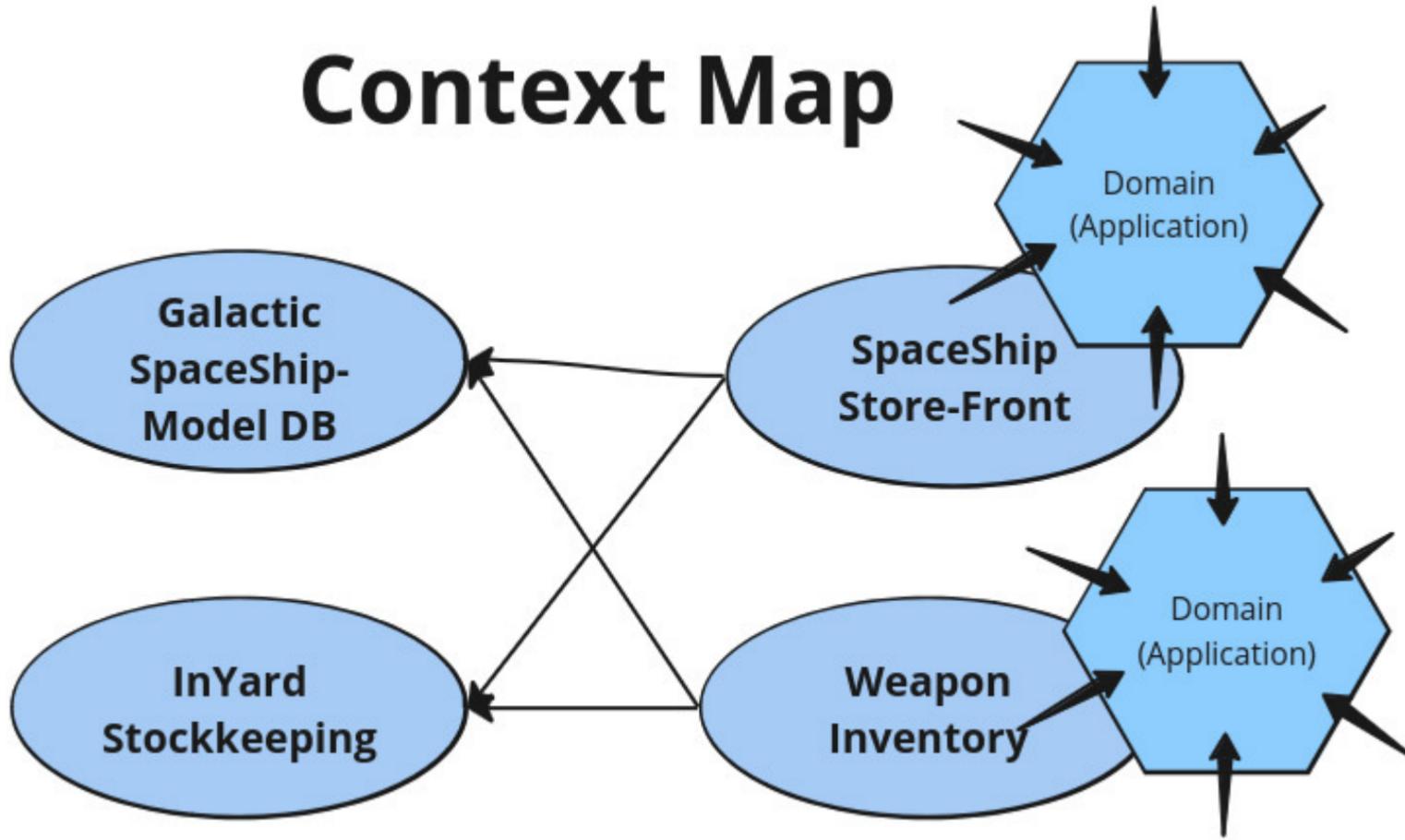
```
SpaceShip = {  
    name: string,  
    image: string,  
    weapons: Weapon[]  
}
```

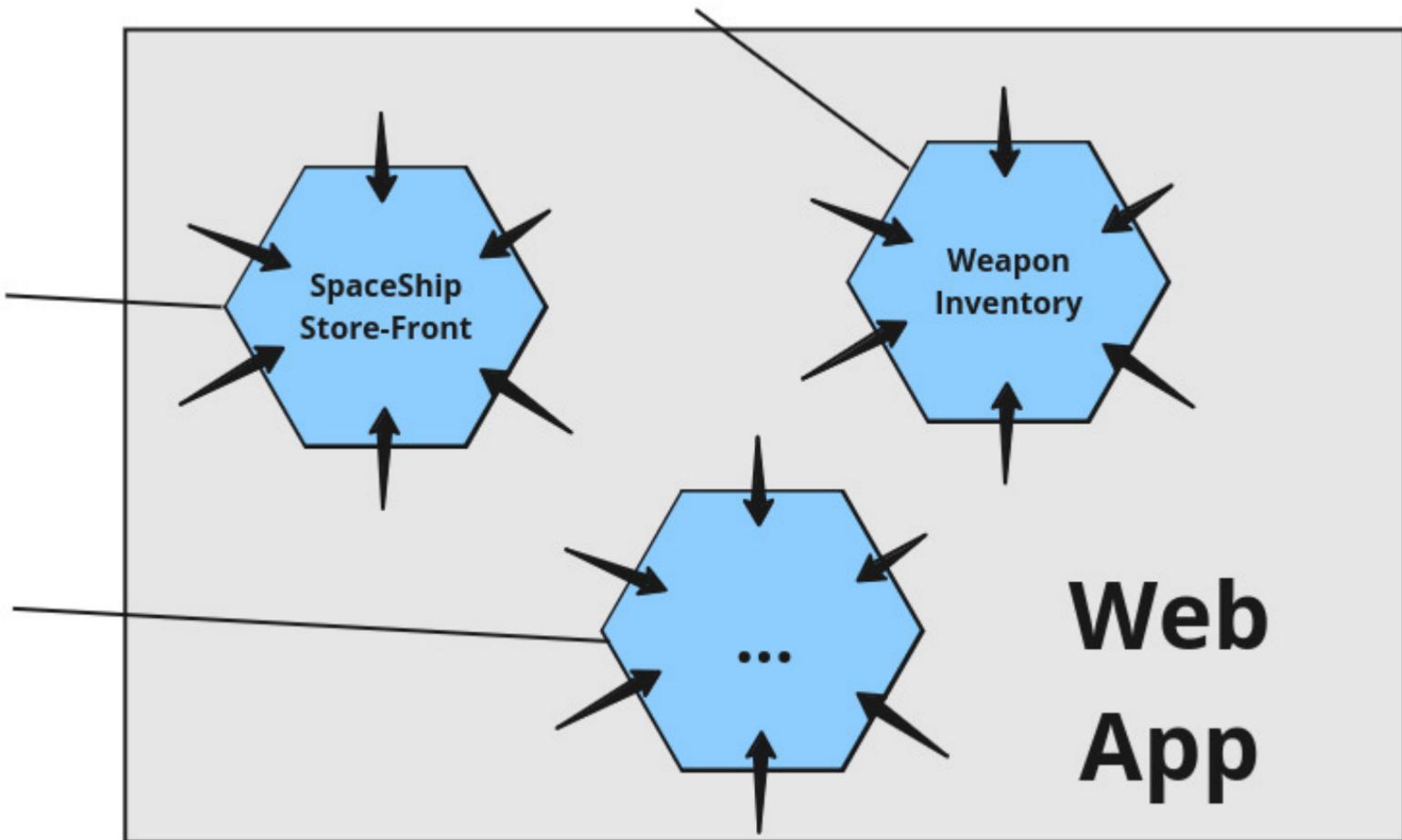
```
SpaceShip = {  
    ...  
}
```

# Reduce Complexity



# Context Map





**Web  
App**

# Bottom Line



# Trade-Offs

- clear separation
- easy to test (less Mocks)
- easy to maintain
- extra code needed

# Does it fit?

App Size



Life Time



business logic in frontend



# Implementation

**X-wing**

Location: Tatooine  
Speed: 1050 LY/sec  
Built: 7700  
Price: 50000

Pay in 12 Rates  
**Monthly Rate:** 4548.61

122

**Death Star**

Location: Alderaan  
Speed: LY/sec  
Built: 7727  
Price: 50000

Pay in 12 Rates  
**Monthly Rate:** 4548.61

49

**Death Star**

Location: Coruscant  
Speed: LY/sec  
Built: 3451  
Price: 50000

Pay in 12 Rates  
**Monthly Rate:** 4548.61

31

**X-wing**

Location: Tatooine  
Speed: 1050 LY/sec  
Built: 3451  
Price: 50000

Pay in 12 Rates  
**Monthly Rate:** 4548.61

23

**Death Star**

Location: Alderaan  
Speed: LY/sec  
Built: 3451  
Price: 50000

Pay in 12 Rates  
**Monthly Rate:** 4548.61

1019