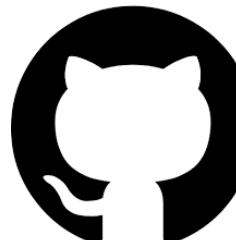


Clean Architecture Live

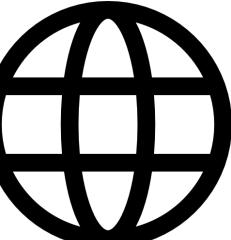
Ivan Paulovich

2PC
August 13th, 2020

@ivanpaulovich



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#CleanArchitectureManga 🍄

Ivan Paulovich

ivanpaulovich

Sponsor

Tech Lead, Software Engineer, 20+ GitHub projects about Clean Architecture, SOLID, DDD and TDD. Speaker/Streamer.

Microsoft rMVP.

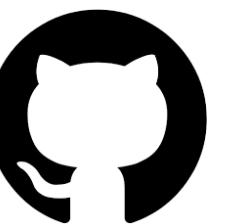
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Stockholm, Sweden

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[CleanArchitectureVSCodeSnippets](#)

Clean Architecture C# Snippets for Visual Studio Code

● TypeScript ⭐ 6

[FluentMediator](#)

FluentMediator is an unobtrusive library that allows developers to build custom pipelines for Commands, Queries and Events.

● C# ⭐ 83 ⚡ 11

[clean-architecture-manga](#)

Template

Clean Architecture with .NET Core 3.1, C# 8 and React+Redux. Use cases as central organizing structure, completely testable, decoupled from frameworks

● C# ⭐ 1.6k ⚡ 304

[todo](#)

Command-Line Task management with storage on your GitHub 🔥

● C# ⭐ 94 ⚡ 16

[dotnet-new-caju](#)

Template

Learn Clean Architecture with .NET Core 3.0 🔥

● C# ⭐ 202 ⚡ 30

[event-sourcing-jambo](#)

An Hexagonal Architecture with DDD + Aggregates + Event Sourcing using .NET Core, Kafka e MongoDB (Blog Engine)

● C# ⭐ 146 ⚡ 62

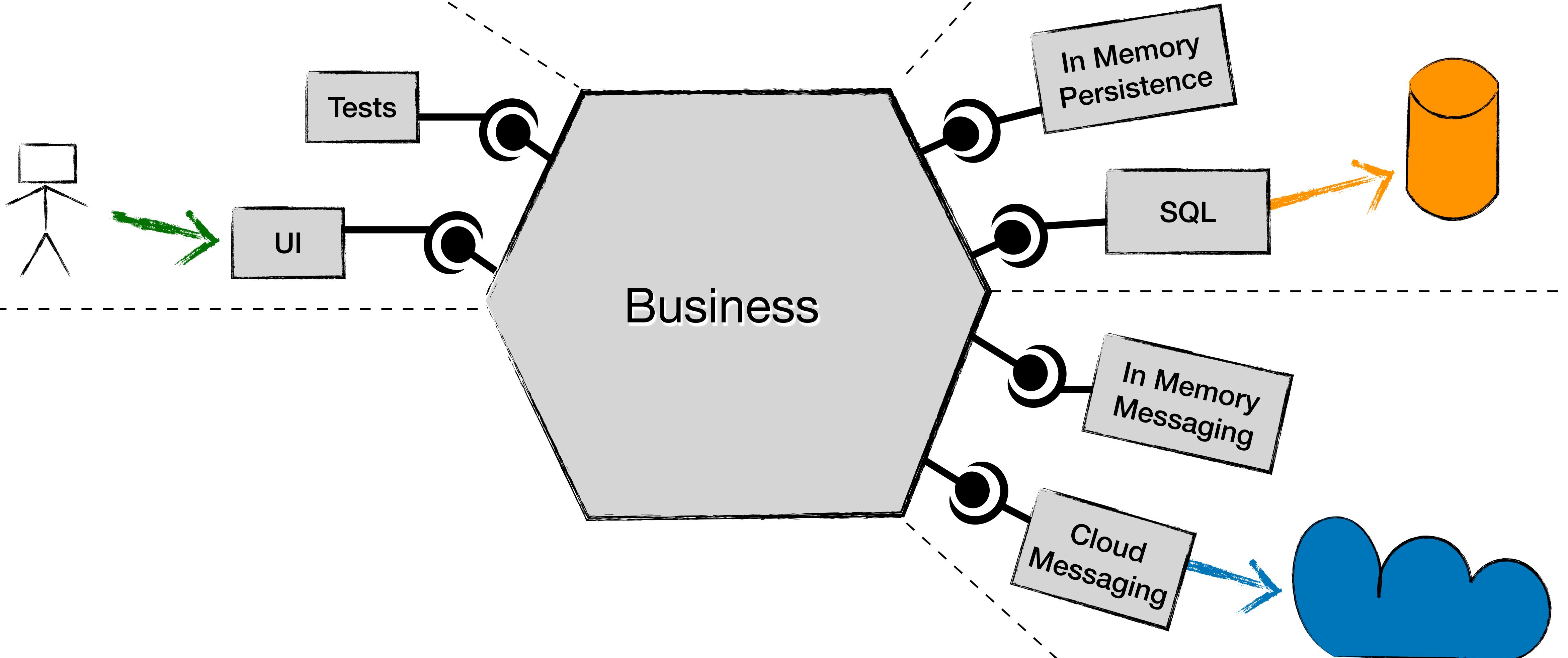
Agenda

- Hexagonal Architecture Style
 - Dependency Inversion Principle
 - Ports and Adapters Pattern
 - Test-Driven Design Development (Practices)
- Clean Architecture Style
 - Principles, Patterns and Practices.
- Round Table

Dependency Inversion Principle (DIP)

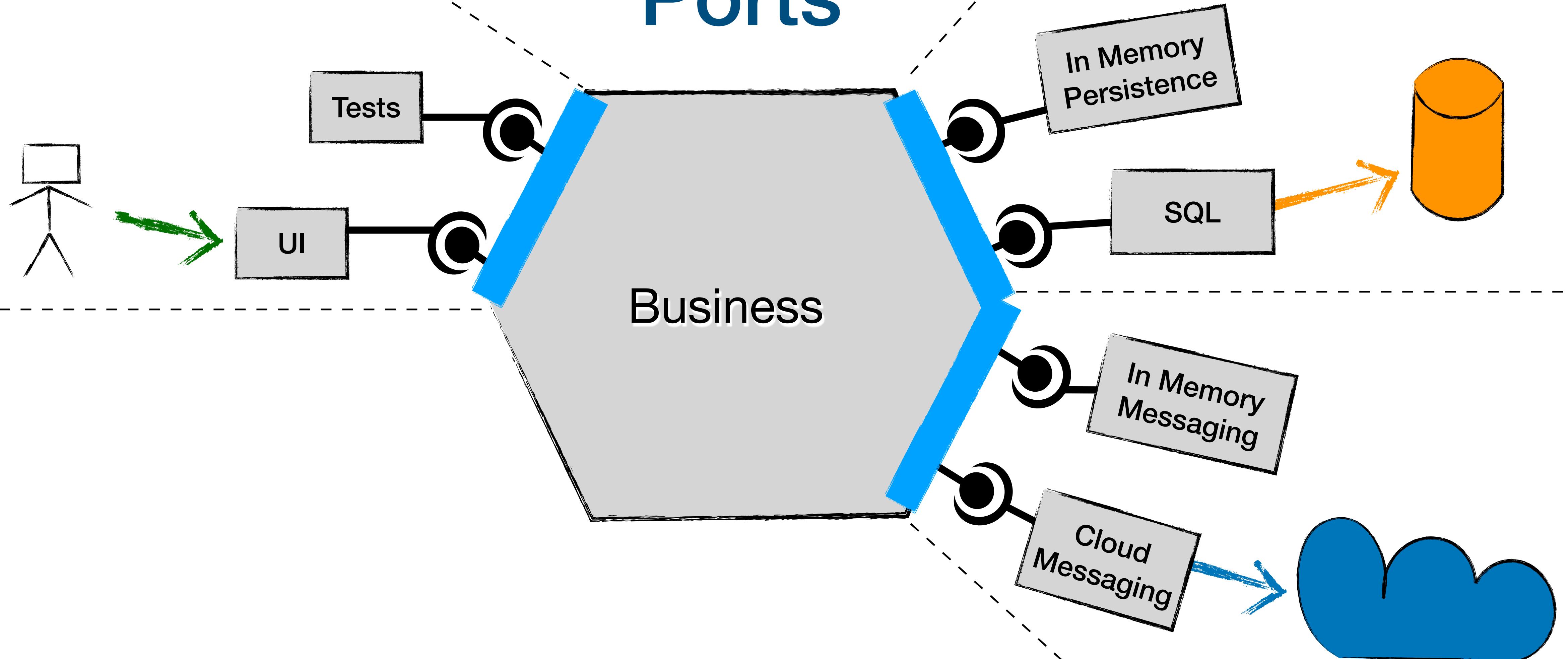
- High-level modules should not depend on low-level modules. Both should depend on abstractions.
- Abstractions should not depend on details.
- Details should depend on abstractions.

Ports and Adapters



Ports and Adapters

Ports

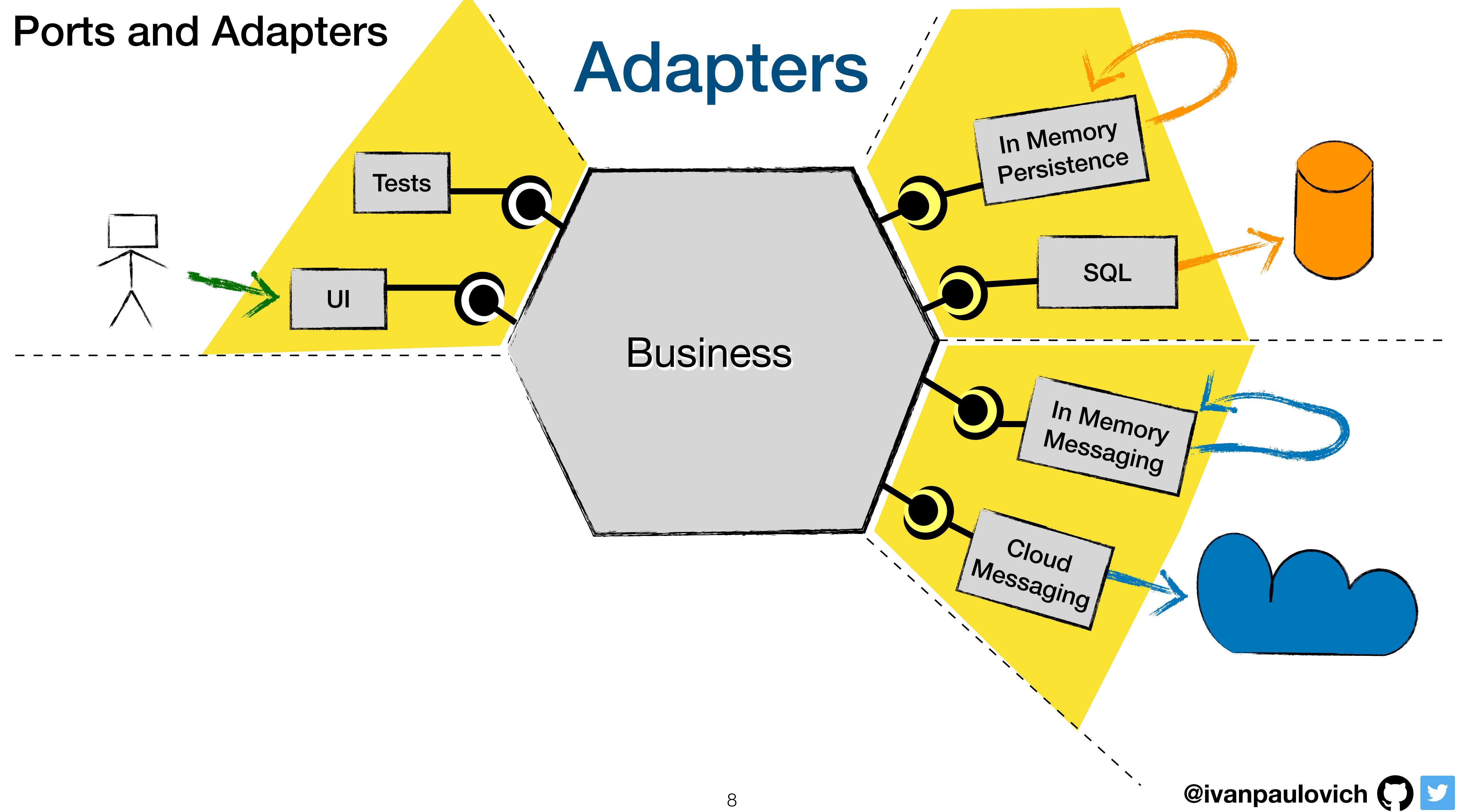


Ports

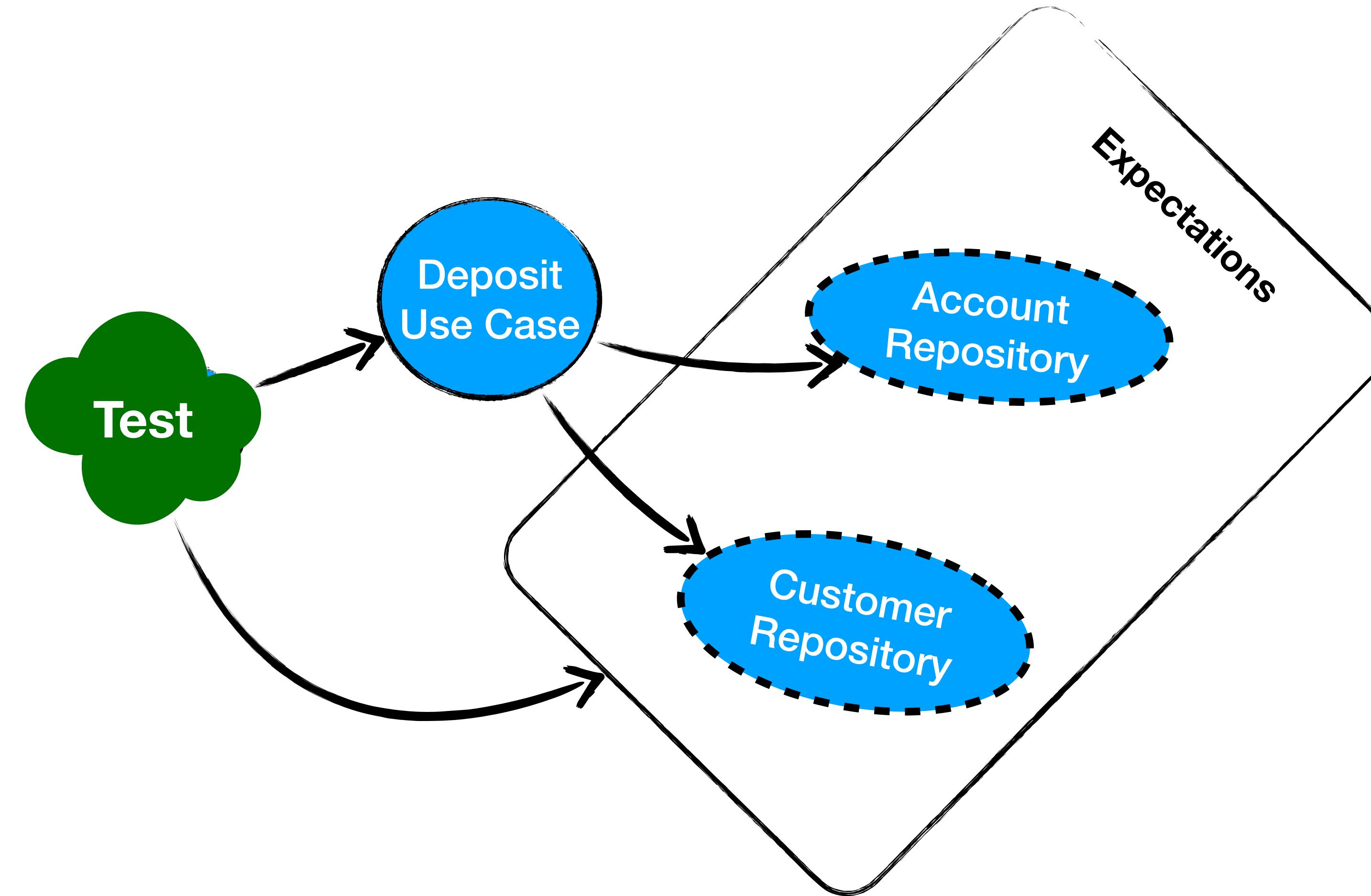
```
public interface IDepositUseCase
{
    Task Execute(DepositInput input);
}
```

```
public interface IDepositOutputPort
{
    void Standard(DepositOutput output);
    void WriteError(string message);
    void NotFound(string message);
}
```

```
public interface IAccountRepository
{
    Task<IAccount> GetAccount(AccountId accountId);
    Task<IList<IAccount>> GetBy(CustomerId customerId);
    Task Add(IAccount account, ICredit credit);
    Task Update(IAccount account, ICredit credit);
    Task Update(IAccount account, IDebit debit);
    Task Delete(IAccount account);
}
```



Test-Driven Development (Practices)



Clean Architecture Style

Object-Oriented Design
Principles

Use Cases as Central
Organizing Structure

Pluggable User Interface

Hexagonal Architecture Style

Ports and Adapters
Pattern

Dependency Inversion
Principle

Test-Driven Development

Principles

- SOLID Principles.
- Package Cohesion Principles:
 - The Release Reuse Equivalency Principle.
 - The Common Closure Principle.
 - The Common Reuse Principle.
- Coupling Packages Principles:
 - The Acyclic Dependencies Principle.
 - The Stable Dependencies Principle.
 - The Stable Abstractions Principle.

Patterns

- Use case as central organizing structure.
- Ports and Adapters Pattern from Hexagonal Architecture.



Practices

- The same TDD from Hexagonal Architecture Style.

Wrapping up Clean Architecture

- Clean Architecture is about usage and the use cases are the central organizing structure.
- Use cases implementation are guided by tests.
- The User Interface and secondary actors are designed to fulfil the core needs.
- Defer decisions by implementing the **simplest component first**.