

# Microservices Architectural Design Patterns Playbook

---

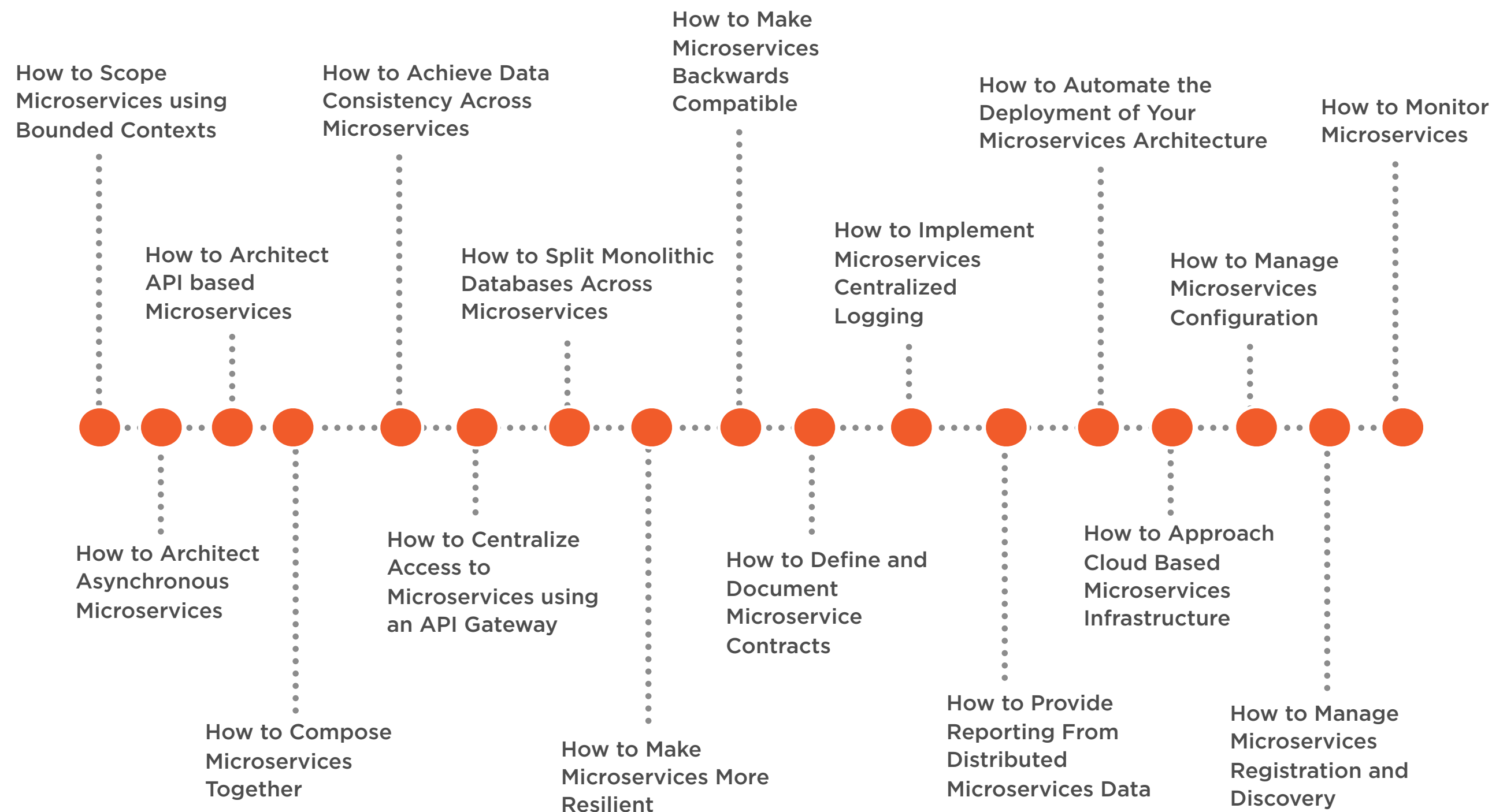
HOW TO SCOPE MICROSERVICES USING BOUNDED  
CONTEXTS



**Rag Dhiman**

@ragdhiman [www.ragcode.com](http://www.ragcode.com)

# Microservices Architectural Design Patterns Playbook



# Microservices Architectural Design Patterns Playbook

## Microservices Architecture

---



**Rag Dhiman**

@ragdhiran [www.ragcode.com](http://www.ragcode.com)

## Microservices Architectural Design Patterns Playbook

---



**Rag Dhiman**

@ragdhiran [www.ragcode.com](http://www.ragcode.com)

# Overview

## **Introduction**

- Bounded Context
- Ubiquitous Language

## **Unbounded Approach to Microservices**

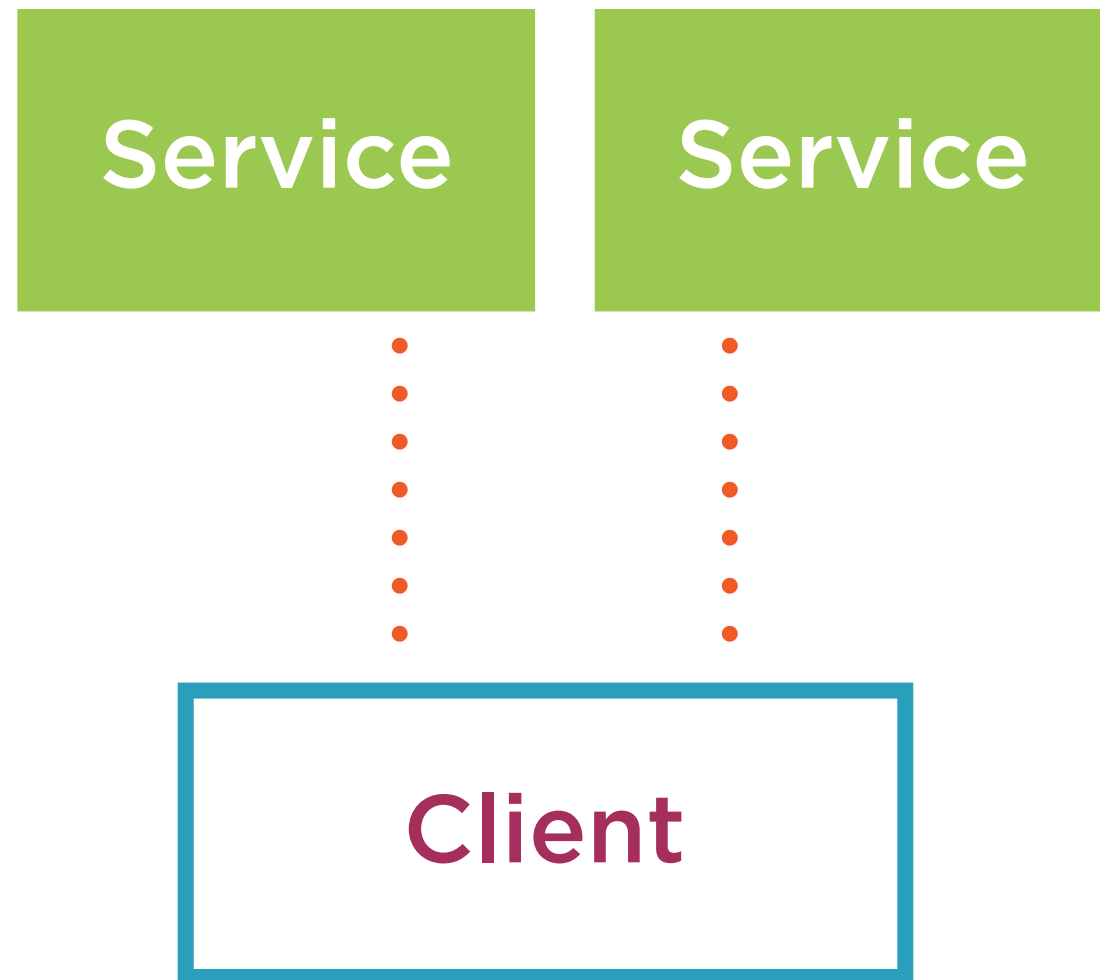
## **Using Bounded Contexts for Microservices**

## **Aggregation**

# Introduction

---

# Introduction



**Competitive software**

**What is micro?**

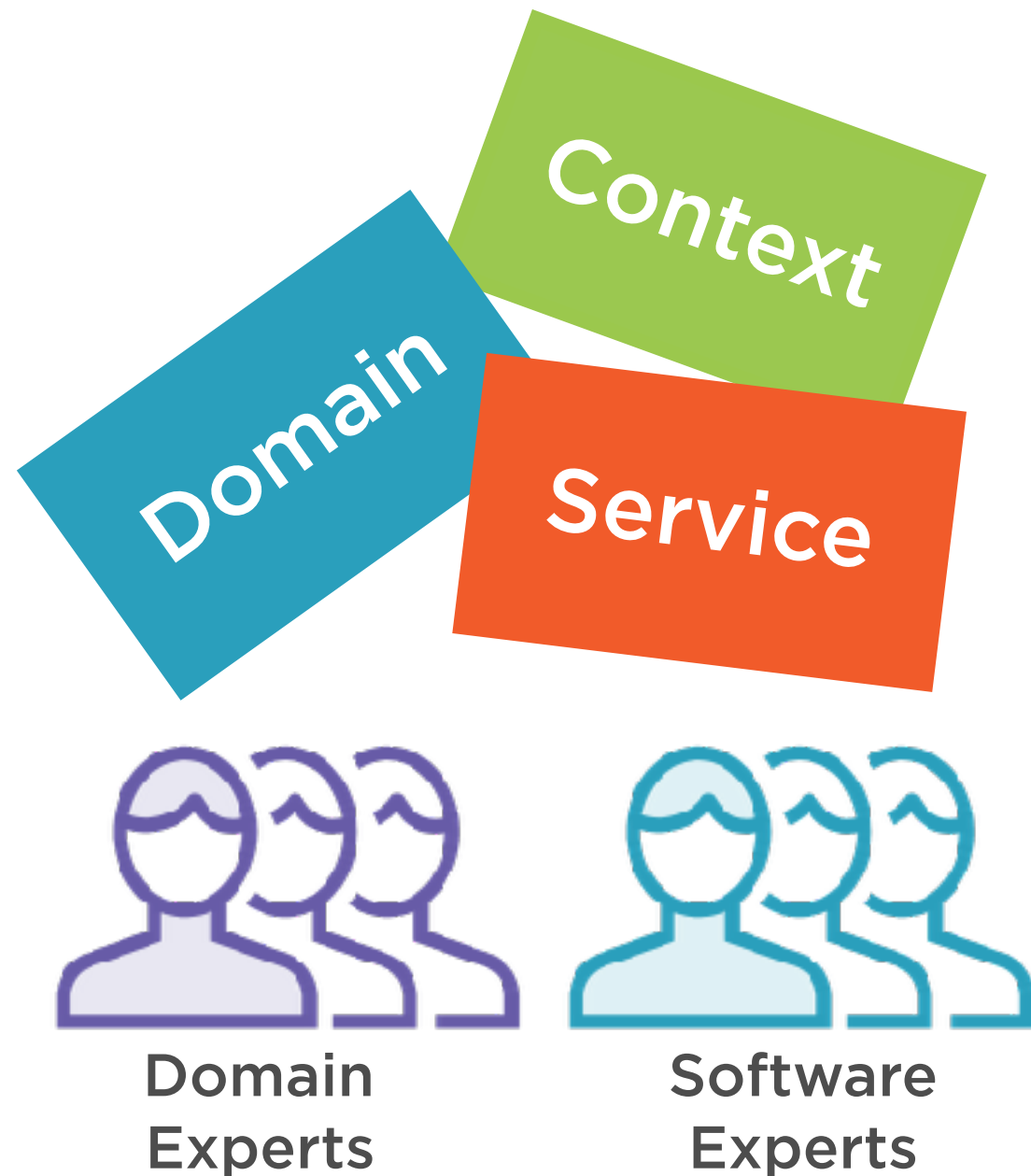
Design vs. scrum

**Architects and developers**

**Bounded context for scope**

- Domain Driven Design
- Eric Evans
- Strategic design pattern
- Tool for the whole process

# Domain Driven Design



**Software that models real-world domains**

- Domain experts and software developers

**Many tools and techniques**

**Concept of bounded contexts**

**Domain consists of multiple bounded contexts**

- Each BC represents a domain function

**Bounded context for design encourages:**

- Loose coupling
- High cohesion

# Bounded Context

A specific responsibility enforced by an explicit boundary



# Bounded Context

**Starts off as a core domain concept**

**Internal models (supporting concepts)**

**Each BC has an explicit interface**

**Shared models for communication**

**Microservice = Bounded context**

- Belongs to a team
- Own repository and data store
- Contracts

**Logical bounded context**

**Out of context**

**Delivery**

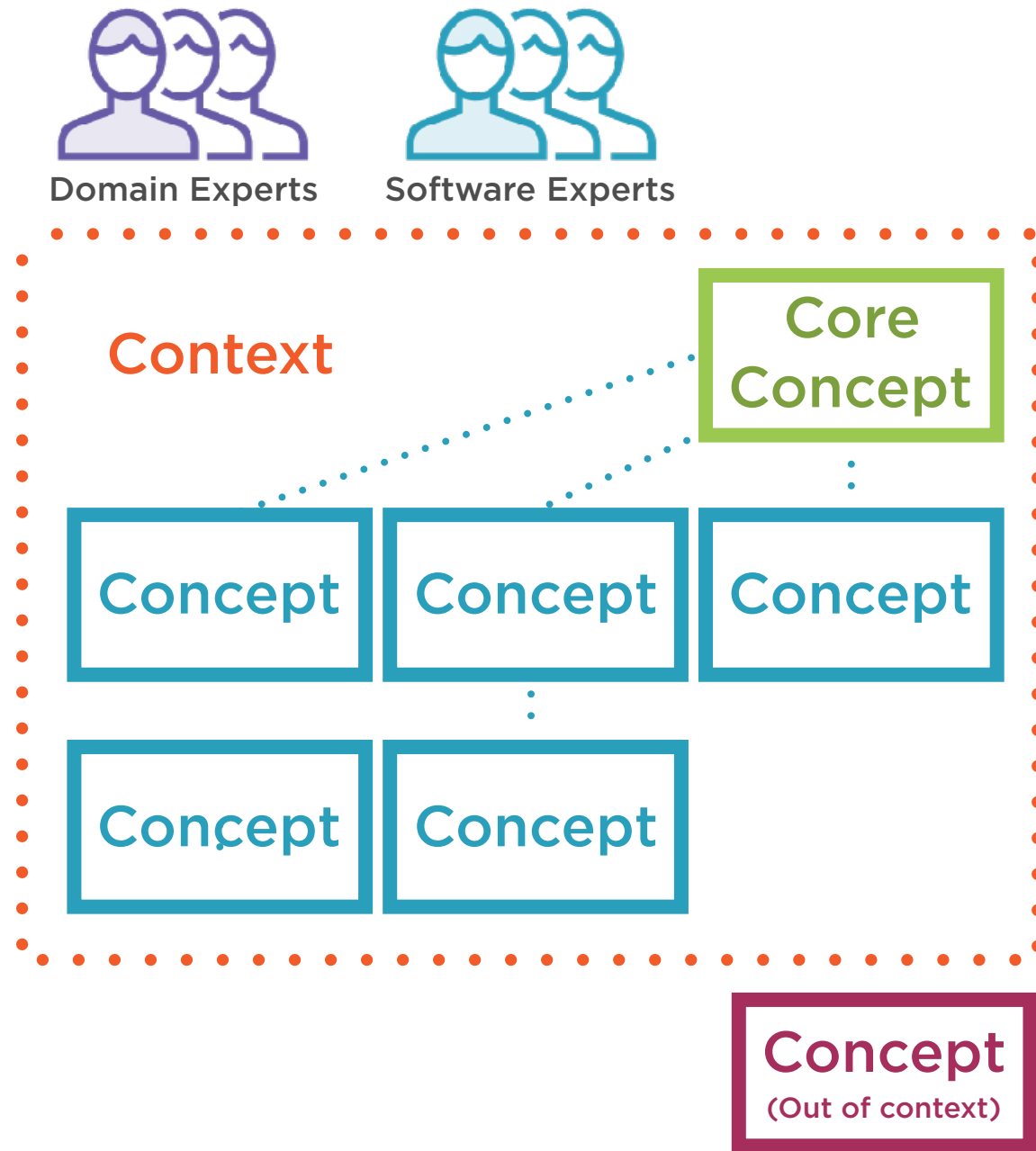
**Driver**

**Customer  
Orders**

# Ubiquitous Language

Language that belongs to a specific domain function (bounded context). Also used by all team members to connect all the activities of the team with the software.

# Bounded Context and Ubiquitous Language



## Core concept defines the language

- Ubiquitous language
- Natural core language

## Used as a bounded context filter

- Concepts in context
- Concepts out of context

## How to define the language

- Domain experts
- Software developers

# Unbounded Approach to Microservices

---

# Core Aspects of Your Domain



## Driver

Transport

Shifts

Annual leave



## Customer Orders

Orders

Returns



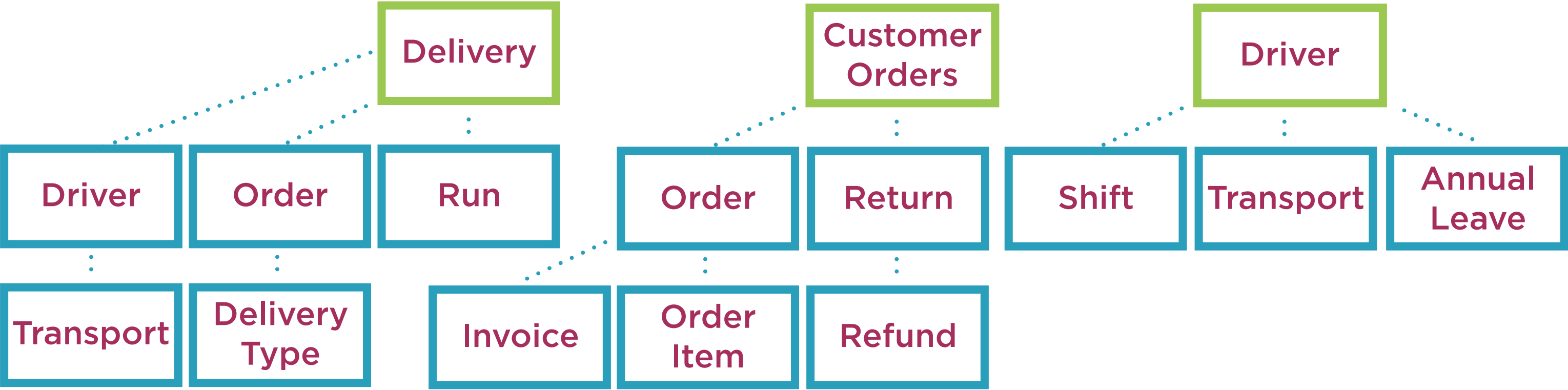
## Delivery

Drivers

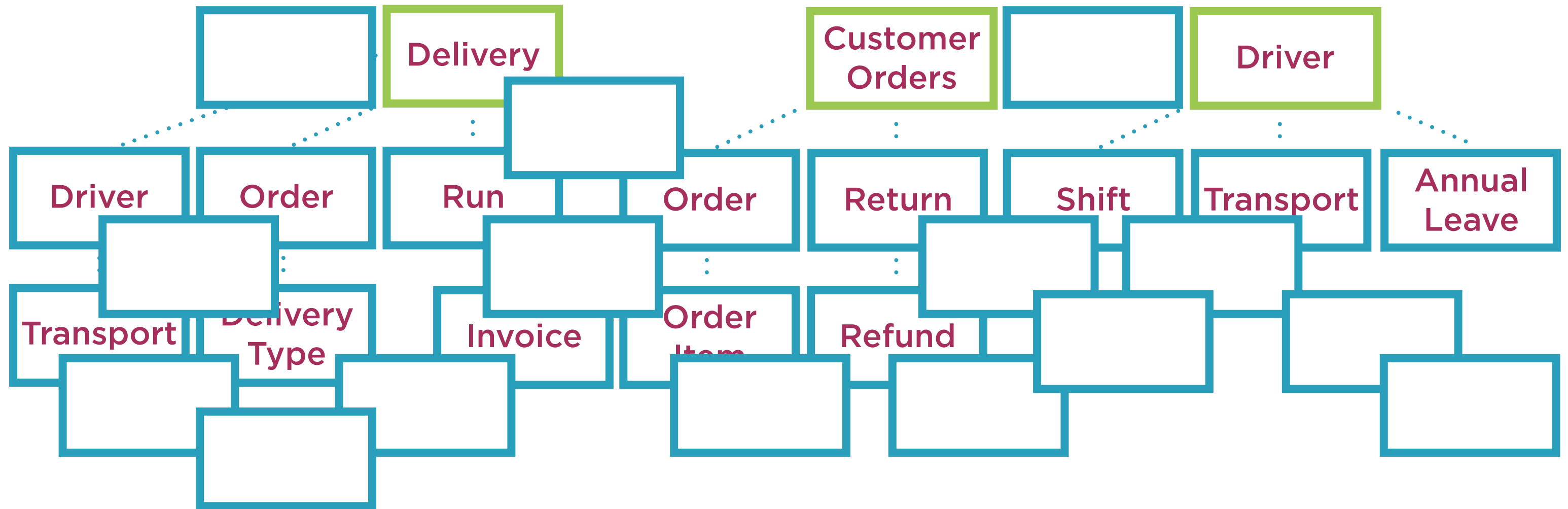
Orders

Runs

# Core Concepts with Supporting Concepts



# Unbounded Context



# Using Bounded Contexts for Microservices

---



# Bounded Contexts as a Technique

**Key aspects\concepts of the domain**

**Concepts form bounded contexts**

**Core concept forms ubiquitous language**

**Rename supporting concepts\models**

- Rename to natural UL terms

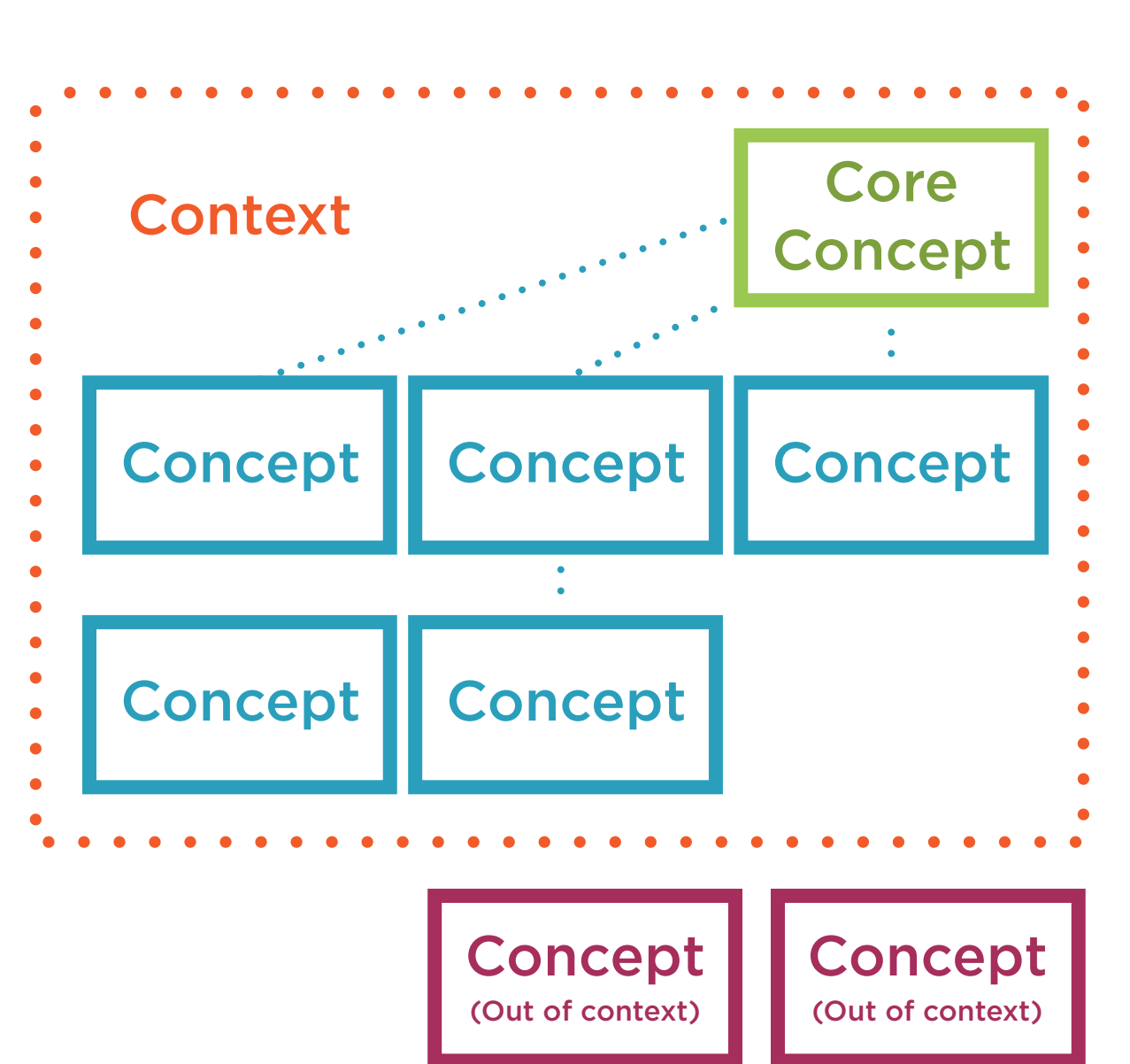
**Move out of context concepts\models**

- Not part of the ubiquitous language

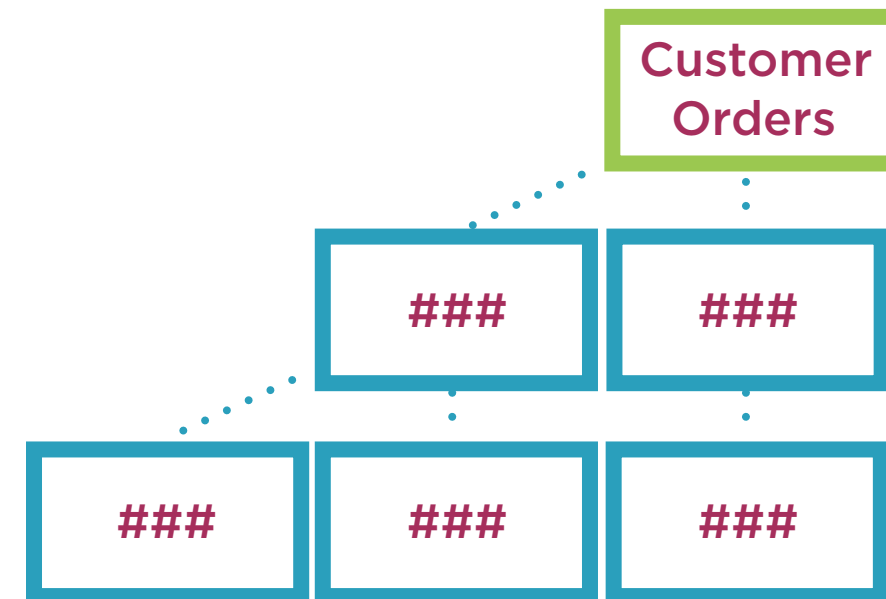
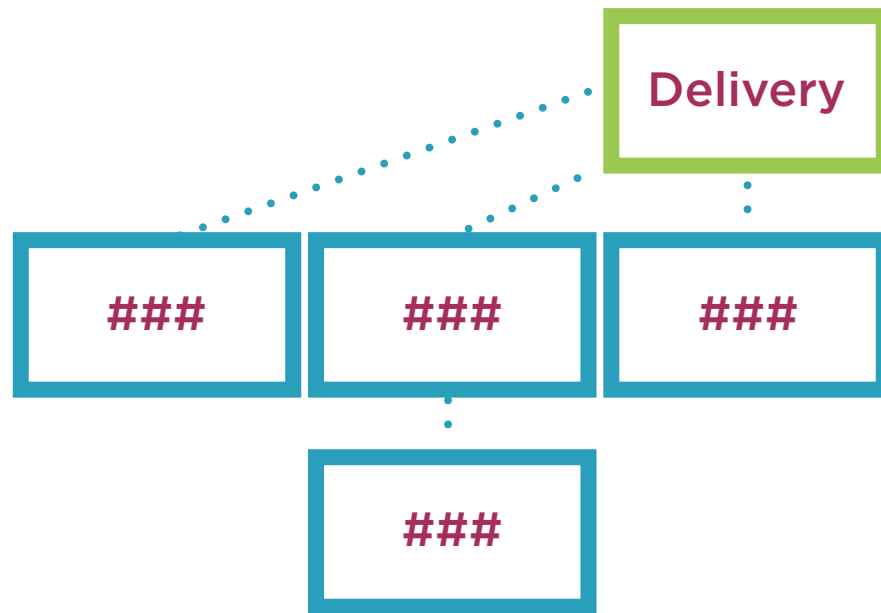
**Remove out of scope concepts**

**Single concepts indicate integration**

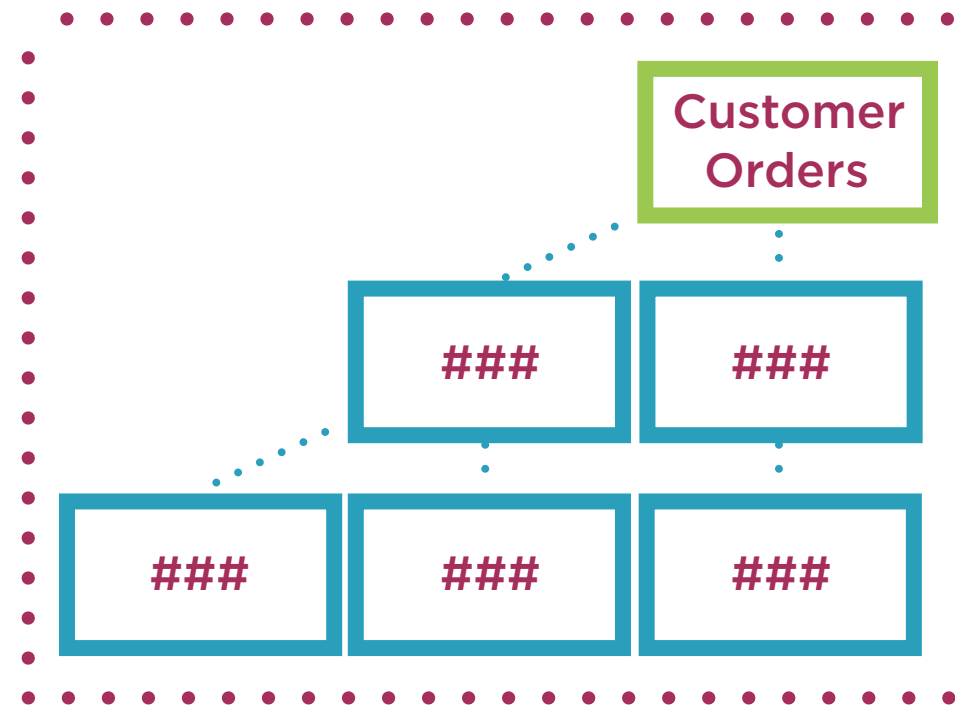
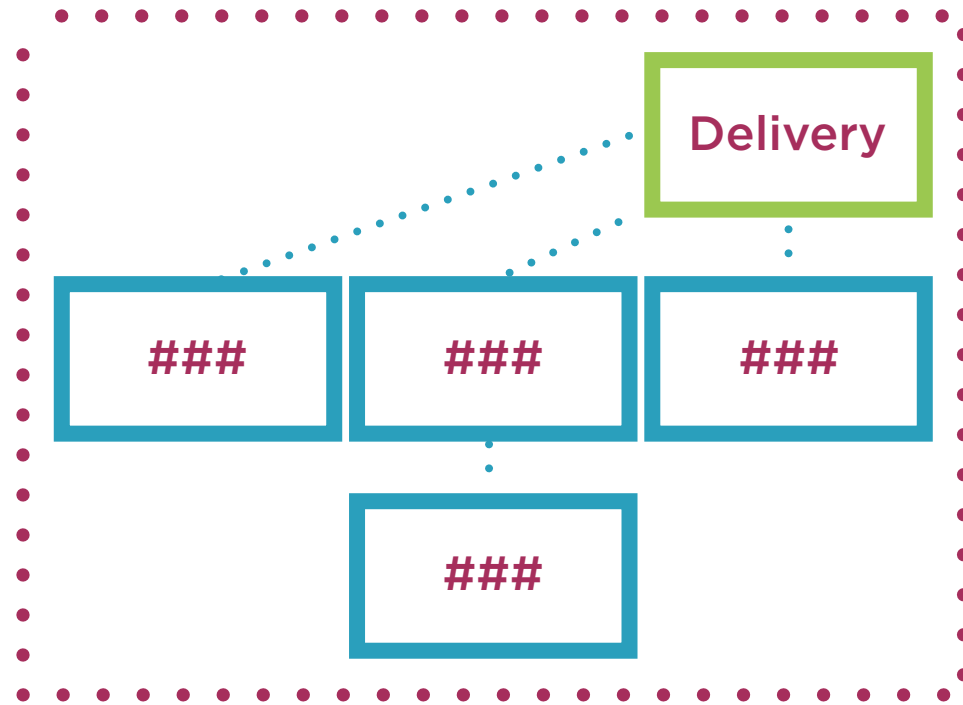
- Integration with other bounded contexts



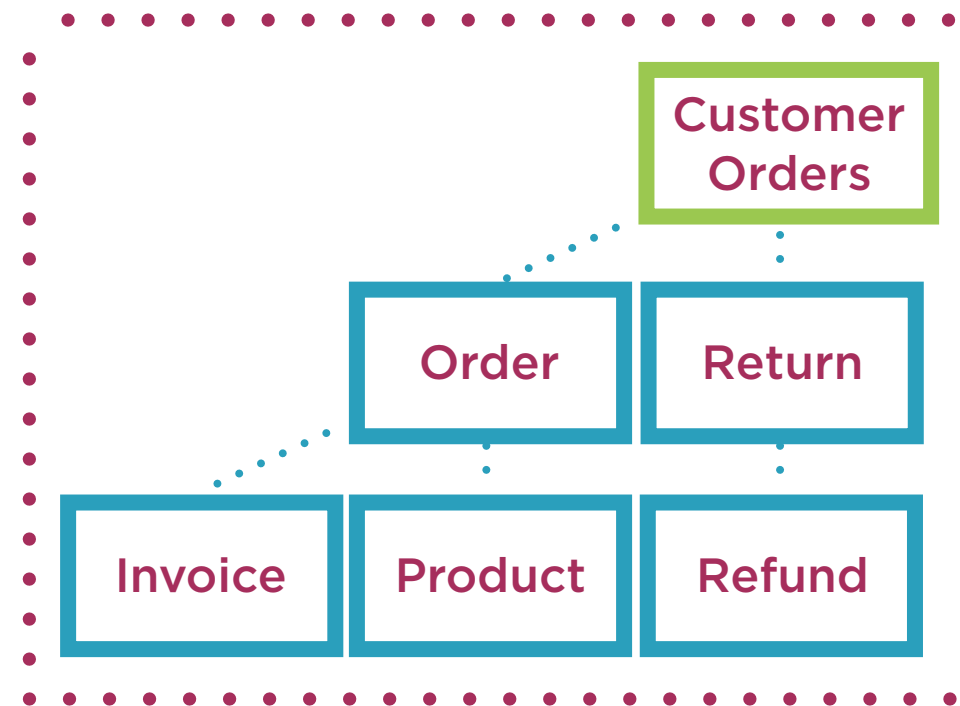
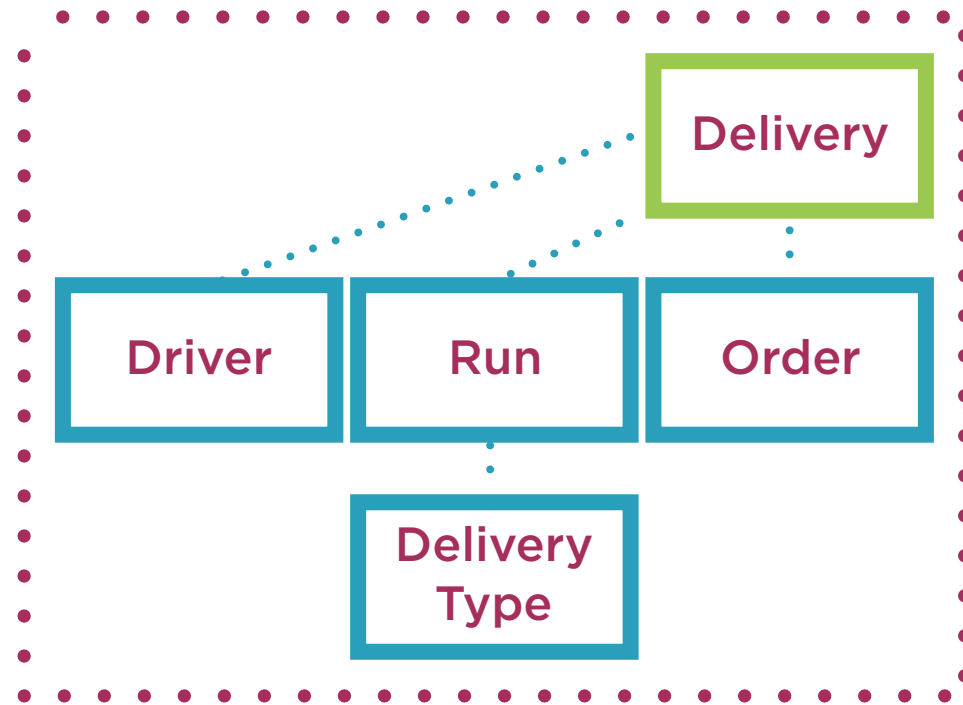
# Identifying the Core?



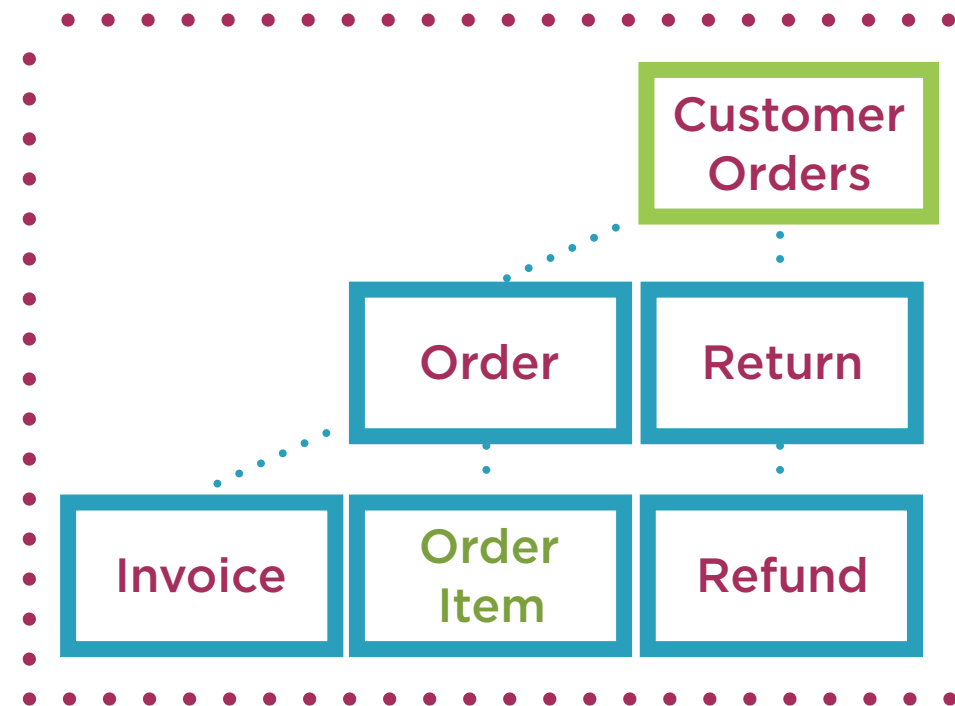
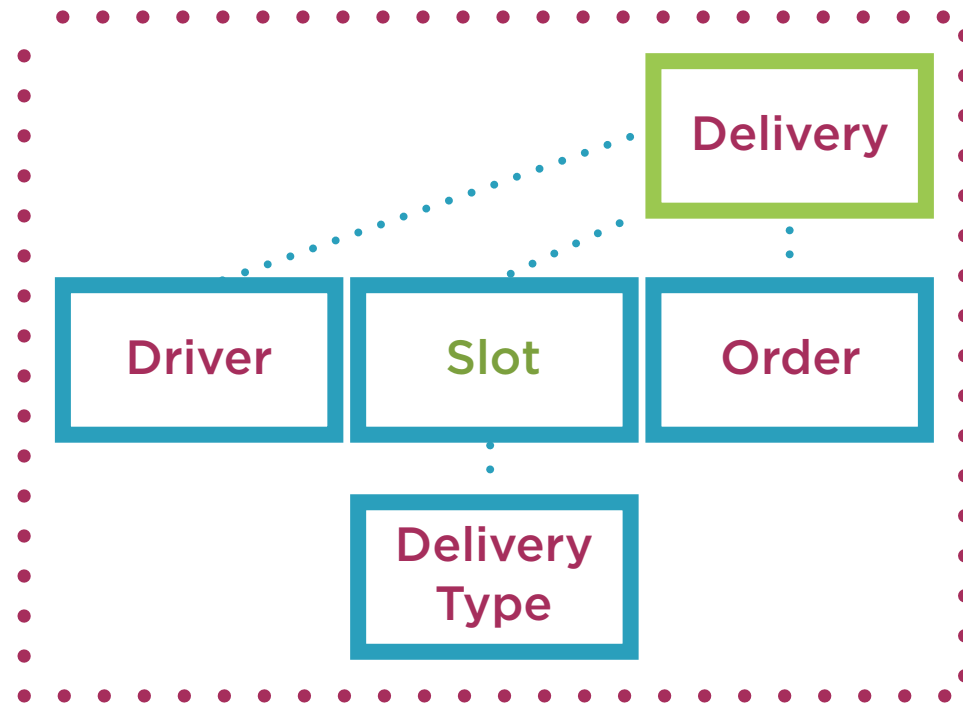
# Identifying The Core?



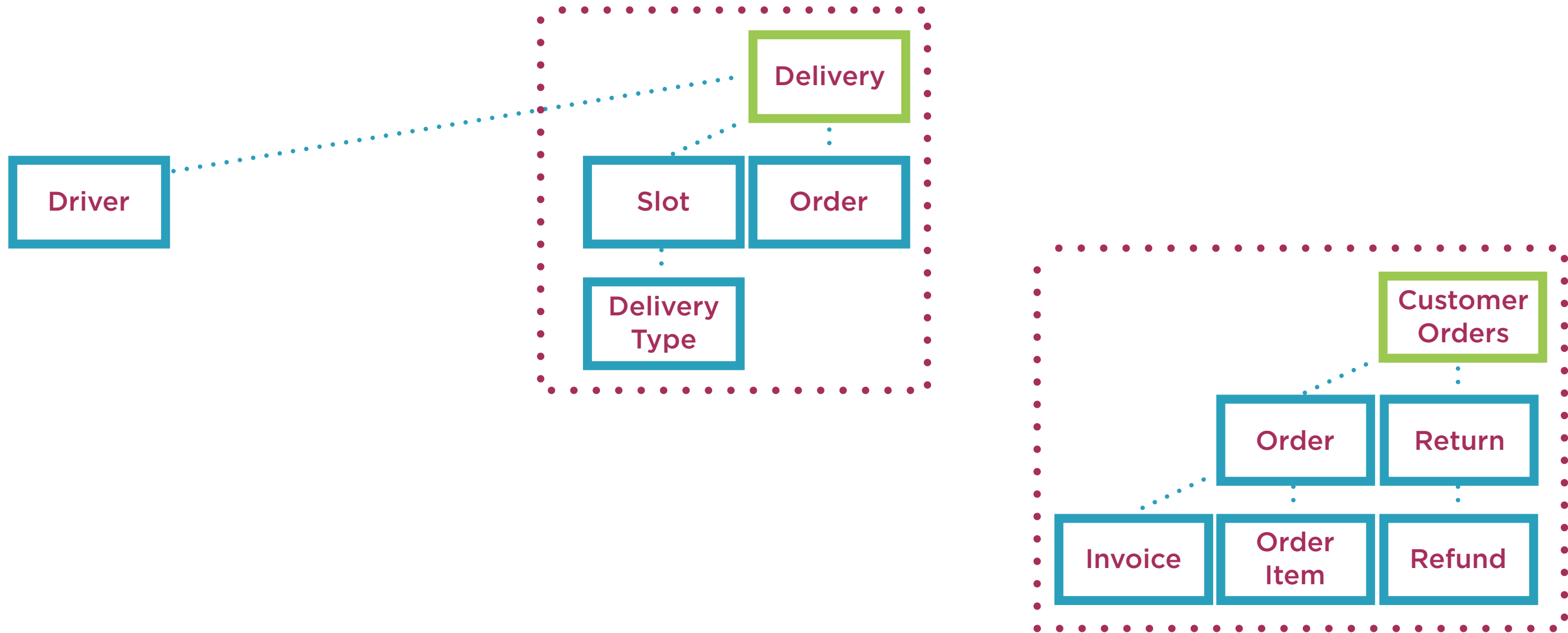
# Core Defines the Ubiquitous Language



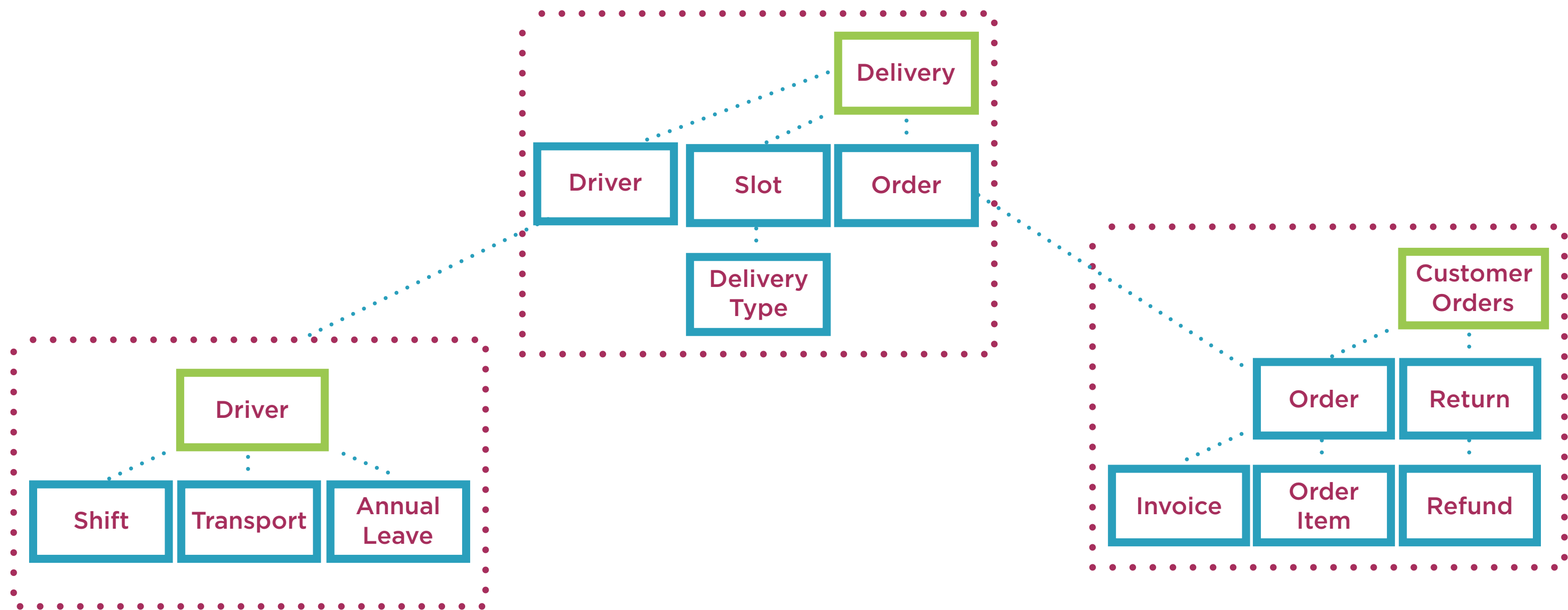
# Rename Concepts



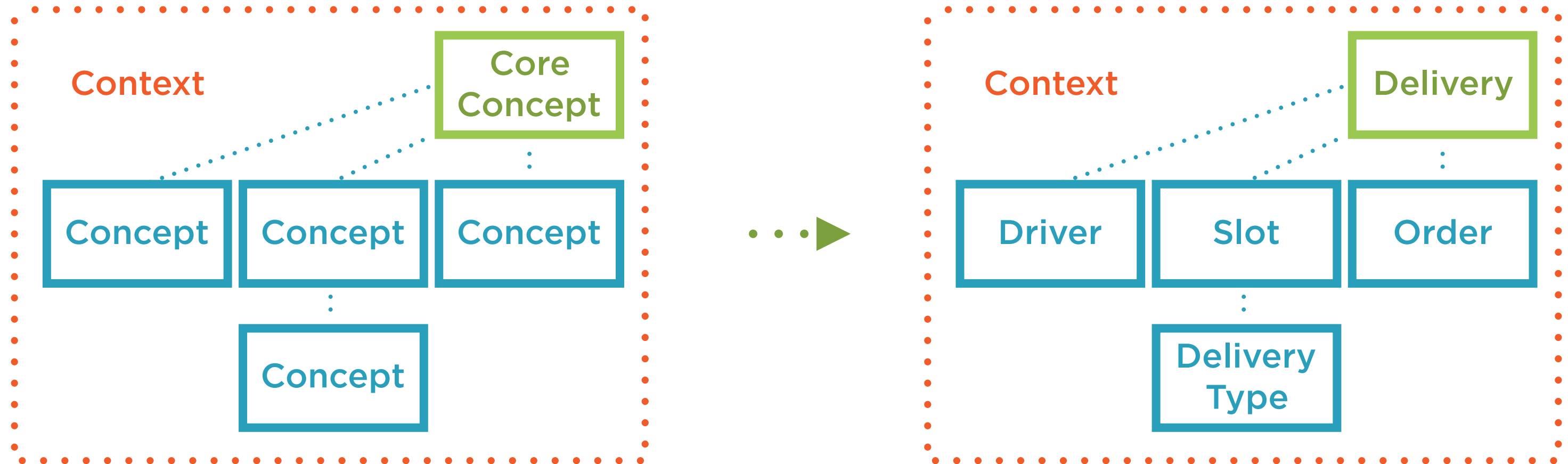
# Out of Context Concepts



# Single Concepts Indicate Integration

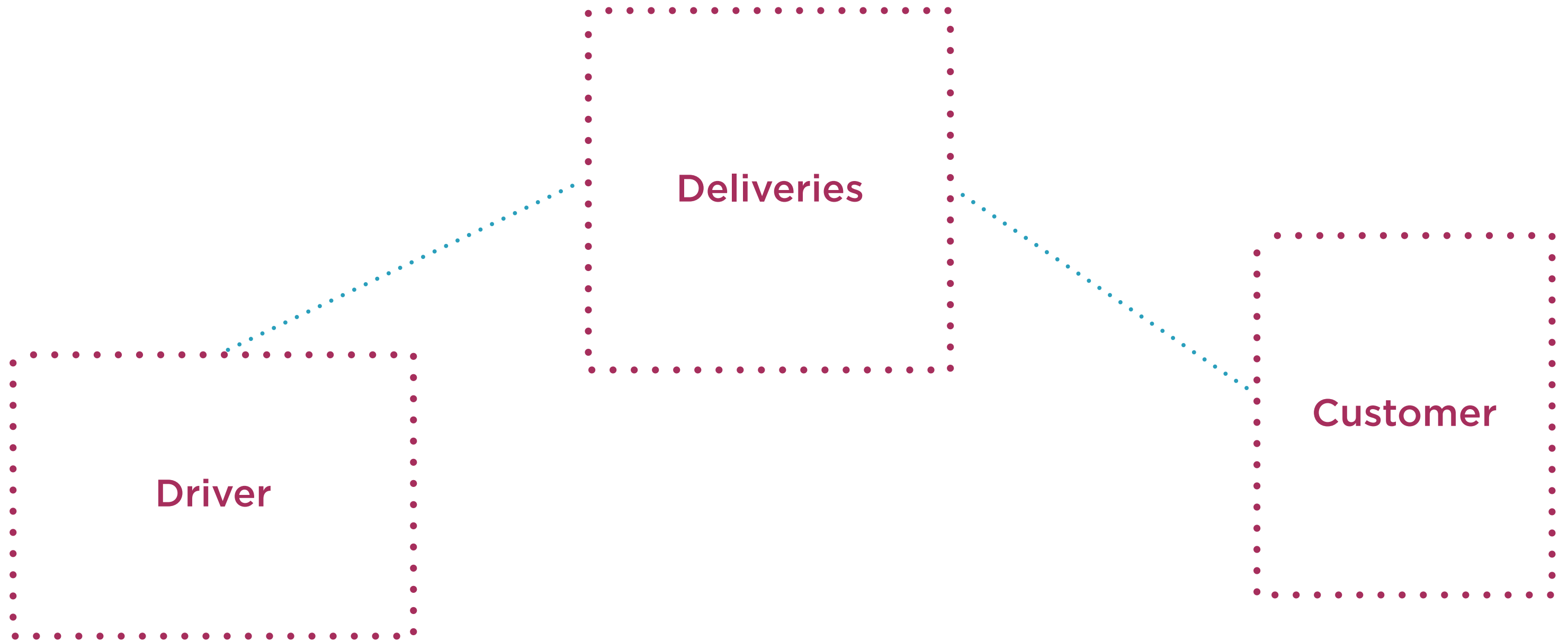


# Bounded Context to Microservice





# Bounded Contexts Become Microservices



# Aggregation

---

# Aggregation

## Combining services

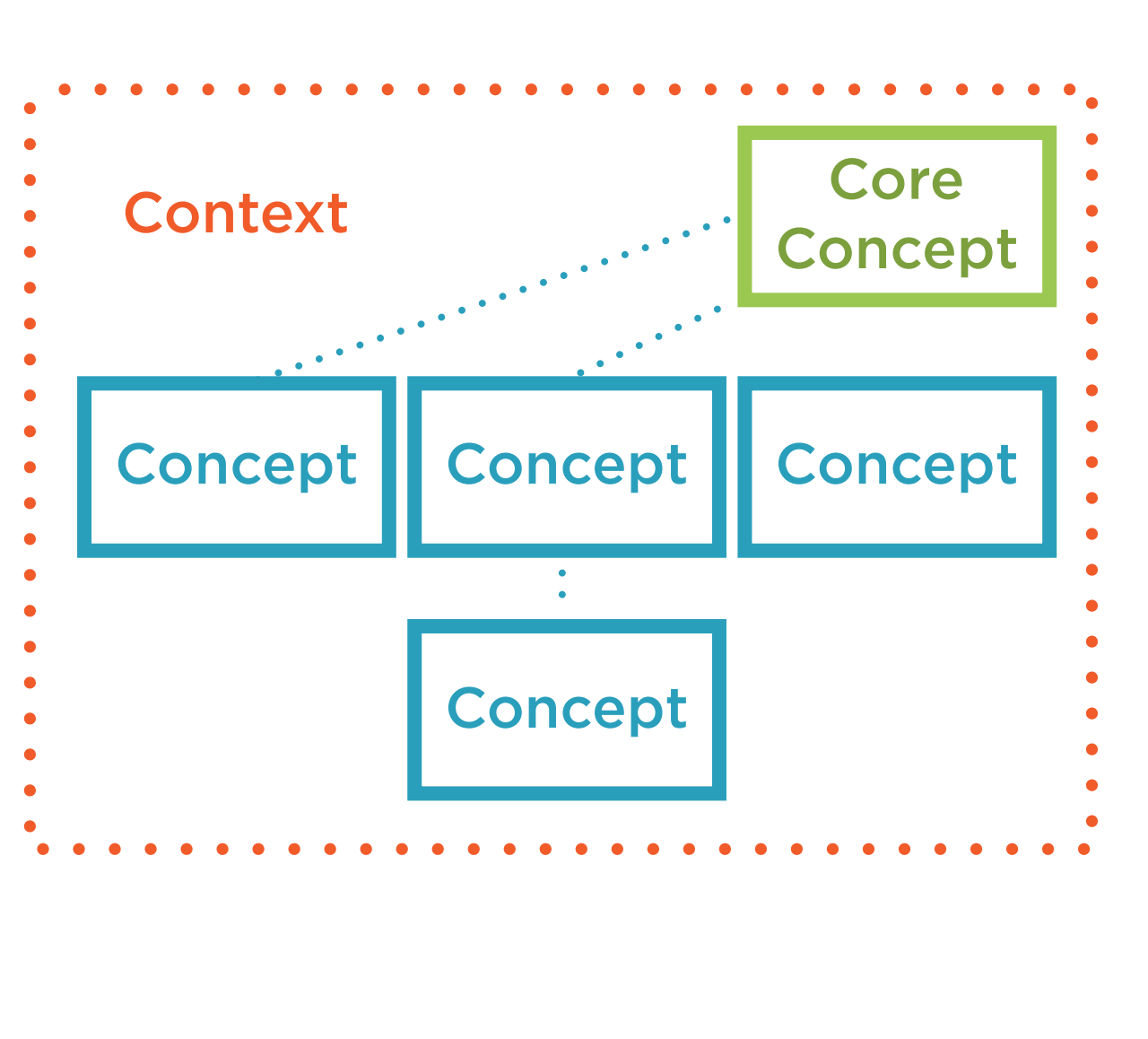
## Used in addition to decomposing

- Bounded context method

## Reasons for

- Reporting
- Enhanced functionality
- Usability for clients
- Performance

## When to decompose or aggregate?



# Summary

## **Introduction**

- Bounded Context
- Ubiquitous Language

## **Unbounded Approach to Microservices**

## **Using Bounded Contexts for Microservices**

## **Aggregation**

# Microservices Architectural Design Patterns Playbook

