**Domain Driven Design**

01 – Design de software e DDD

É um design de software, como vai desenhar a aplicação



02 – Entidade e caso de uso

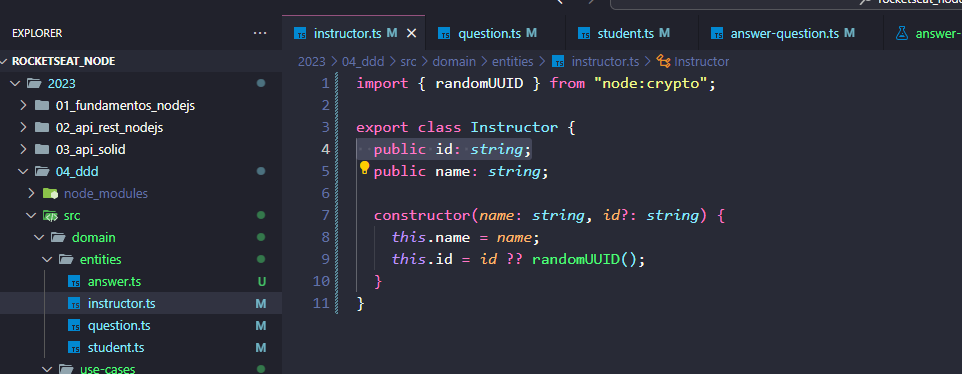
Fazer o comando npm init -y e npm i typescript e @types/node -D e depois roda o npx tsc –init

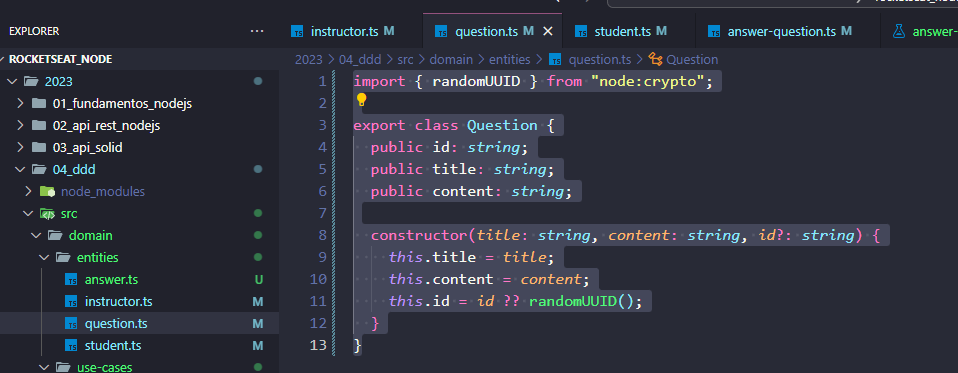


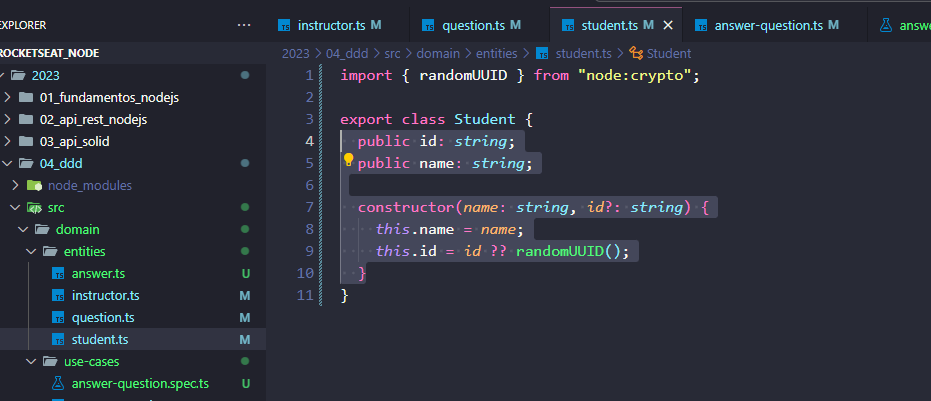


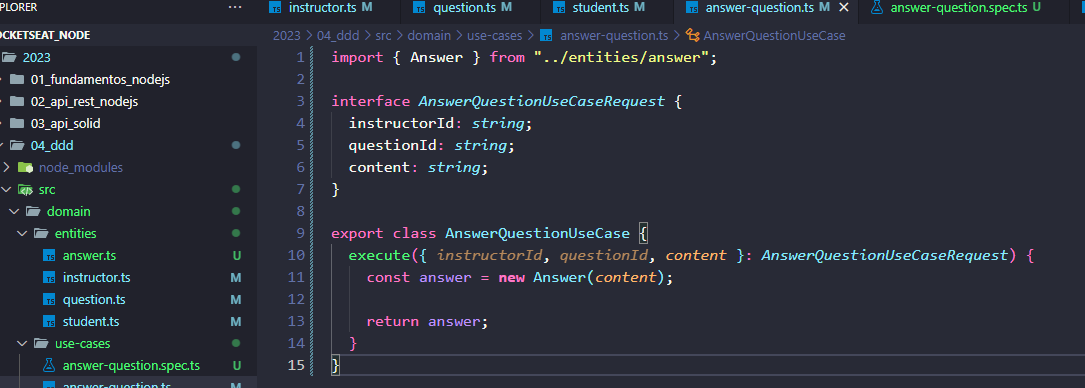
03 – Primeiro caso de uso

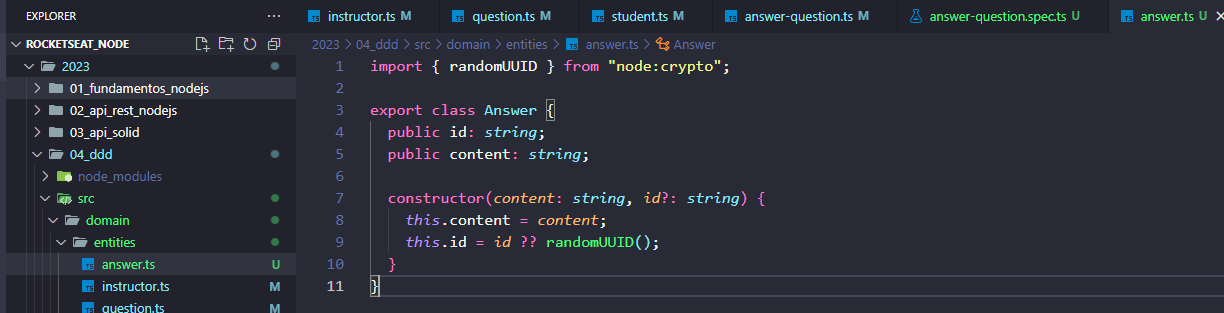
Instalar o npm i vitest -D

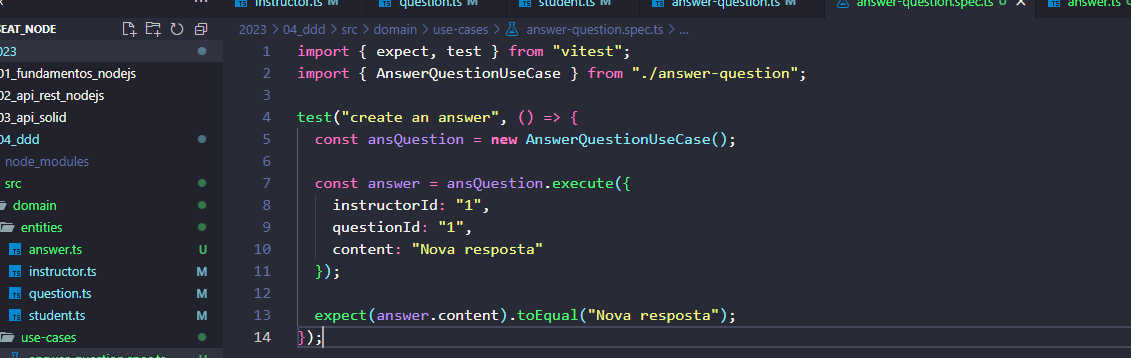






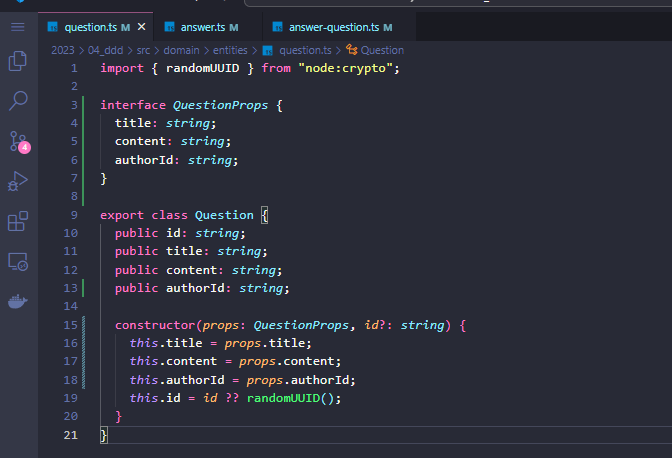


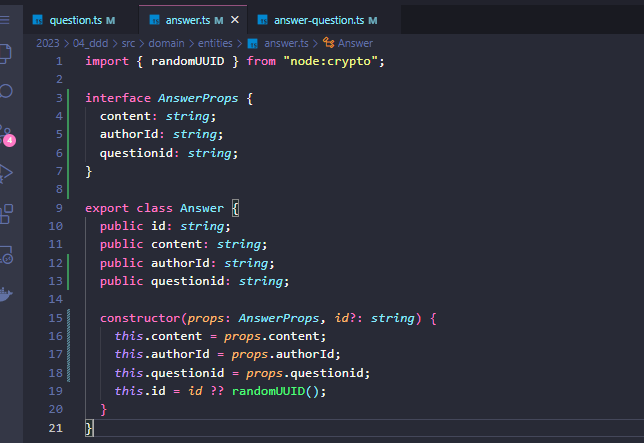


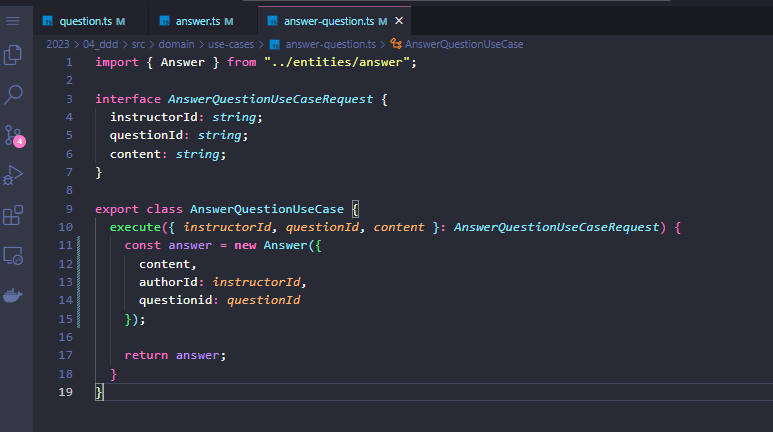


04 – Mapeando relacionamentos

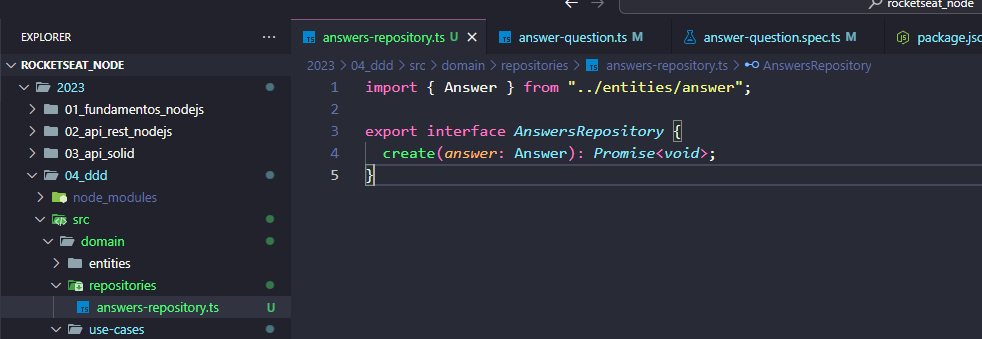
Dry = don’t repeat yourself

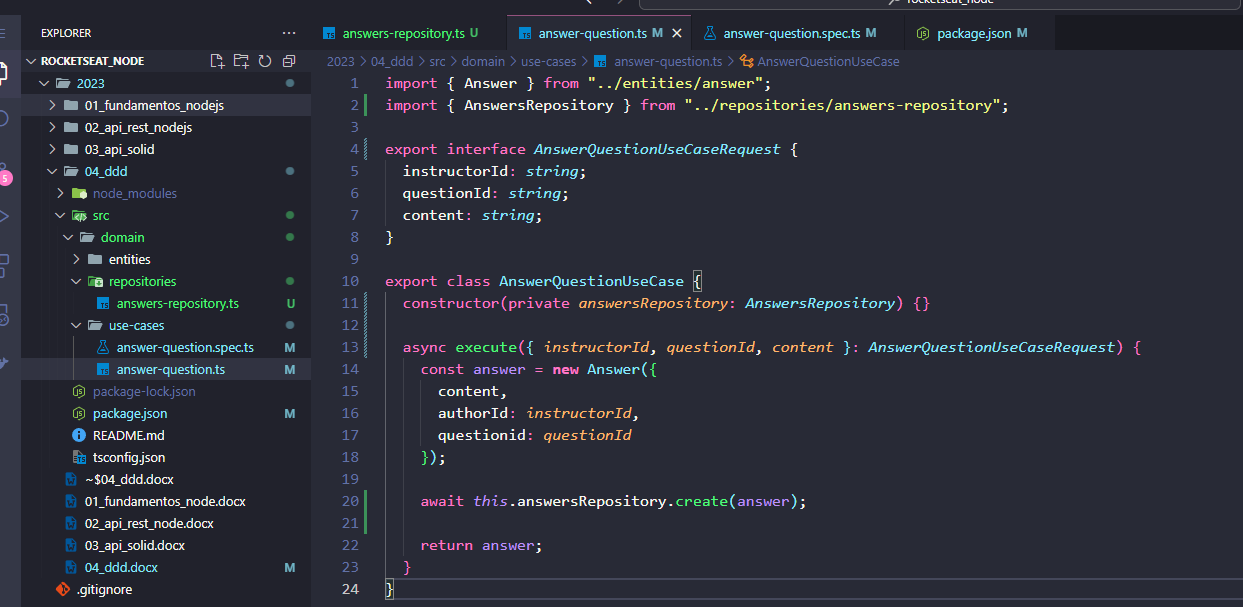


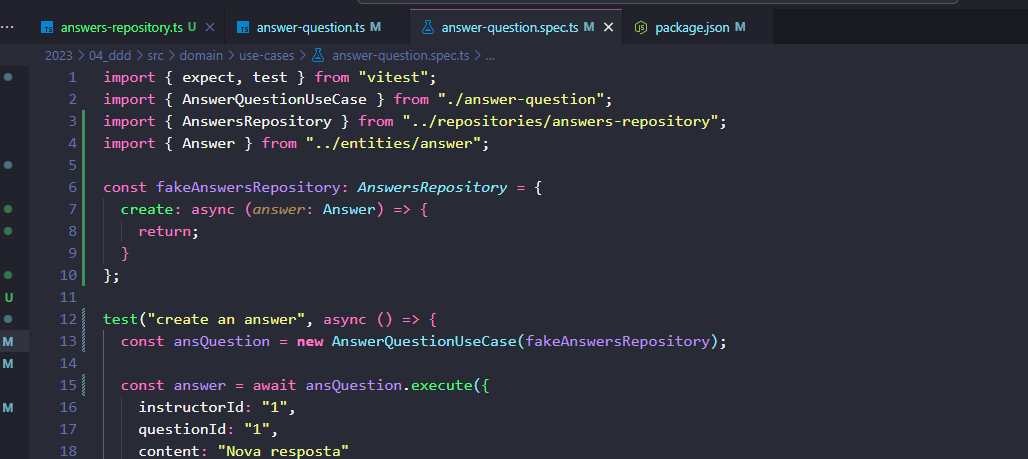


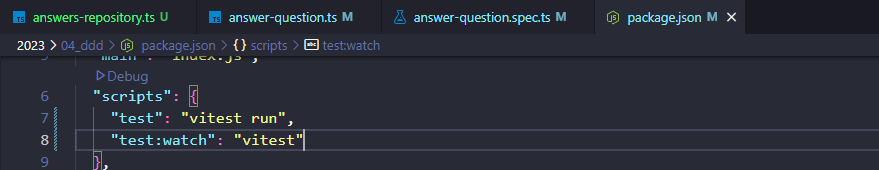


05 – Dependências externas

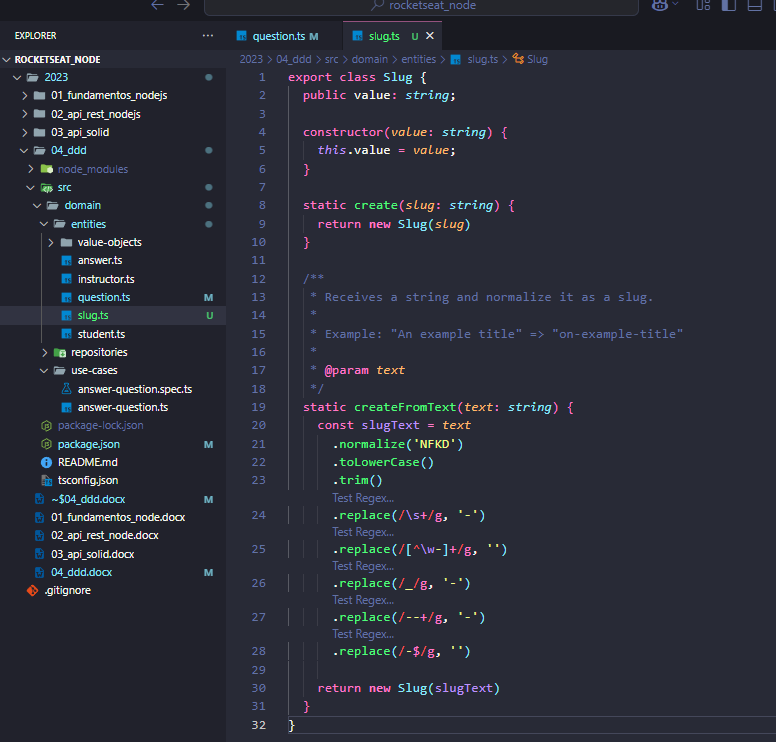


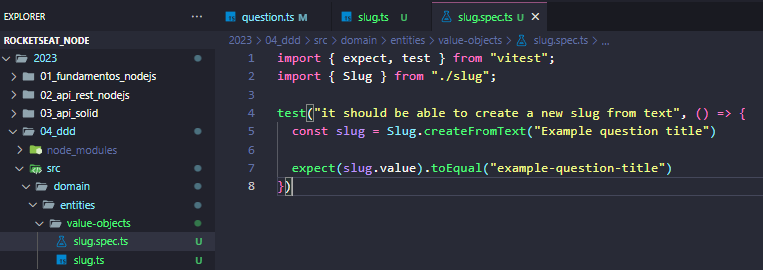




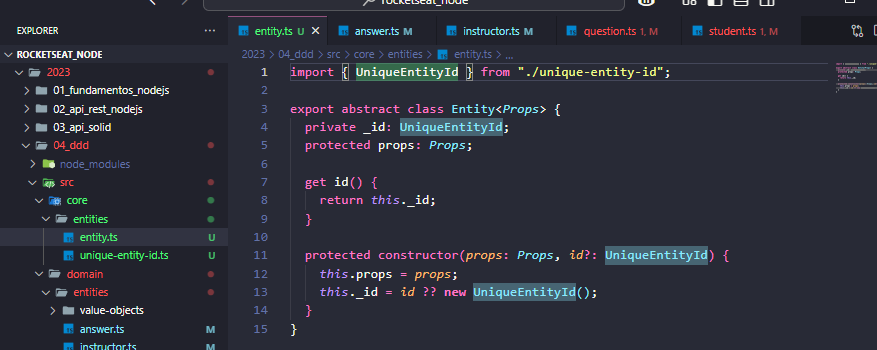


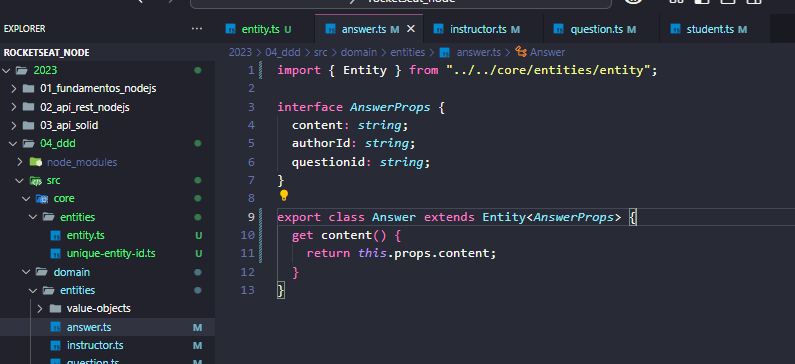
06 – Value object de slug

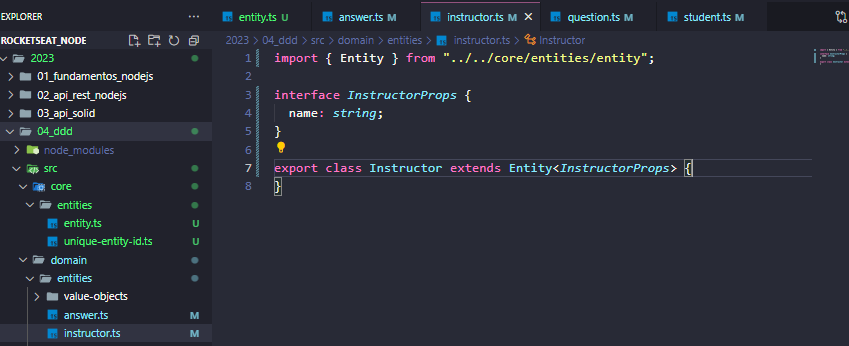


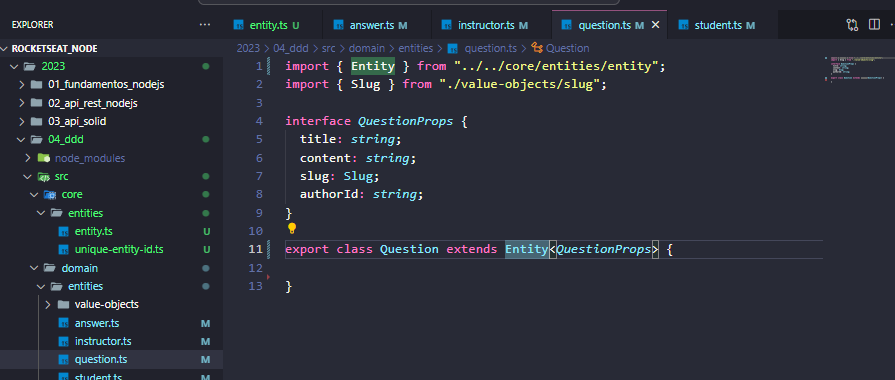


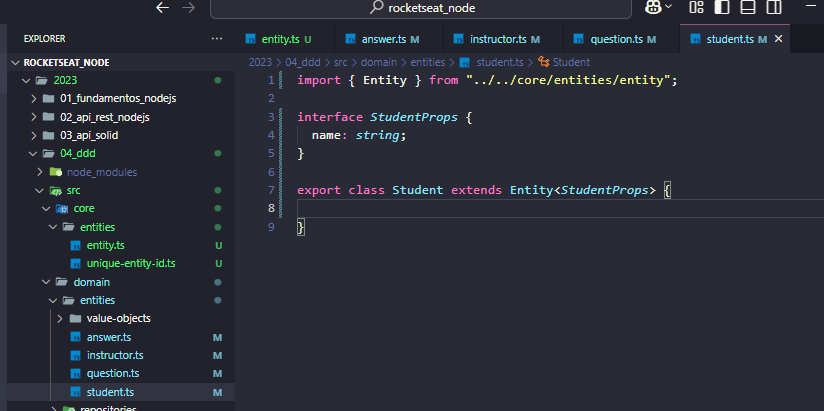
07 – Classe base de entidades







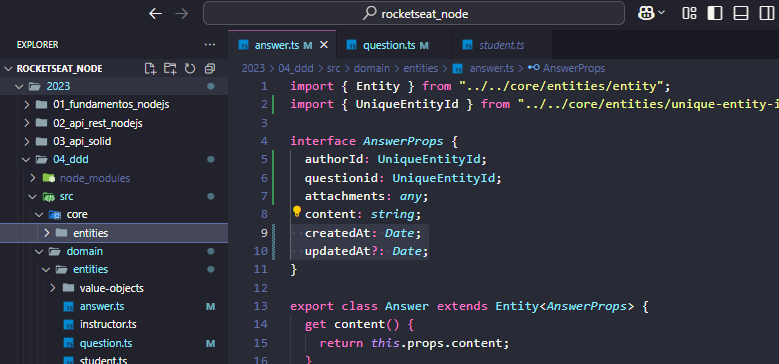


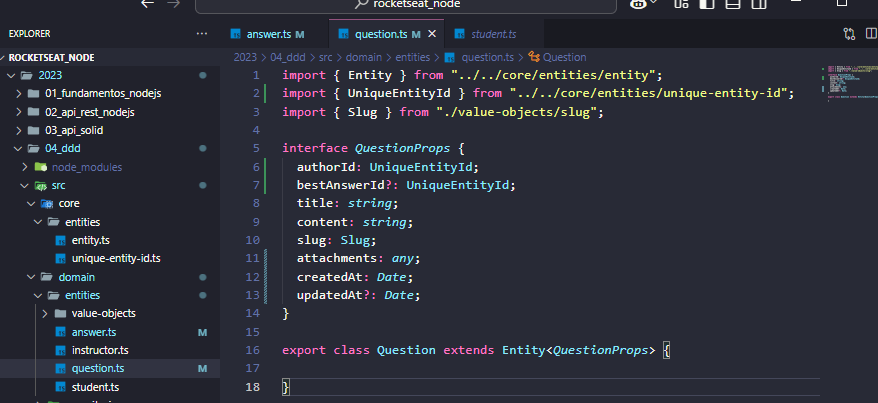


08 – ID das entidades

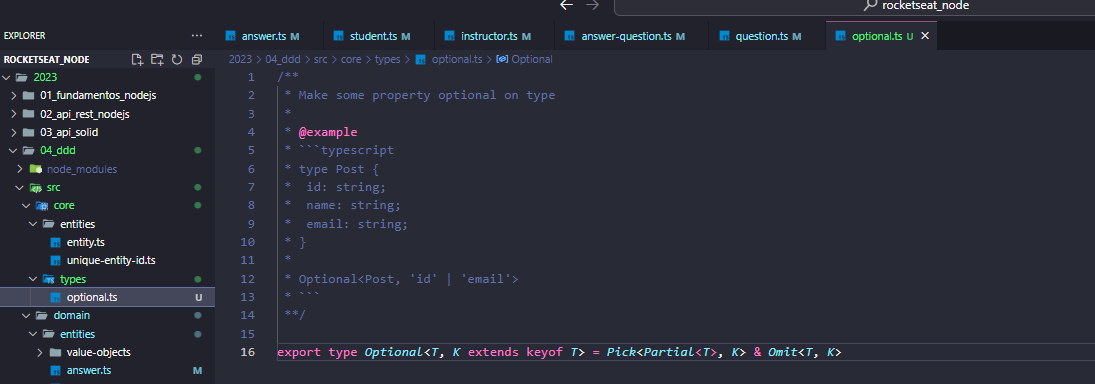


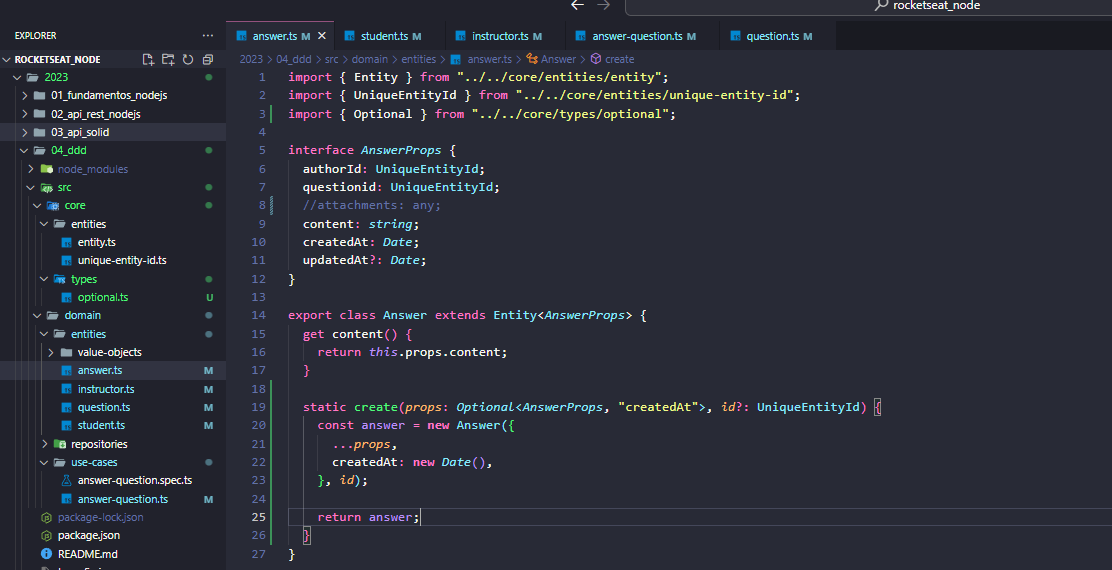
09 – Mapeando propriedades

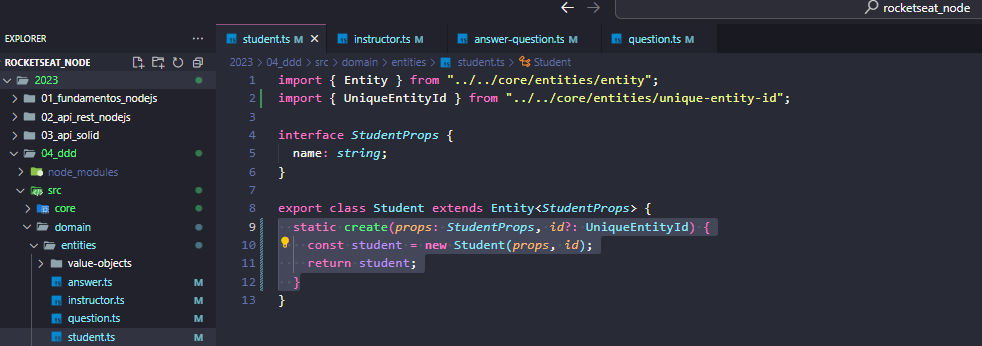


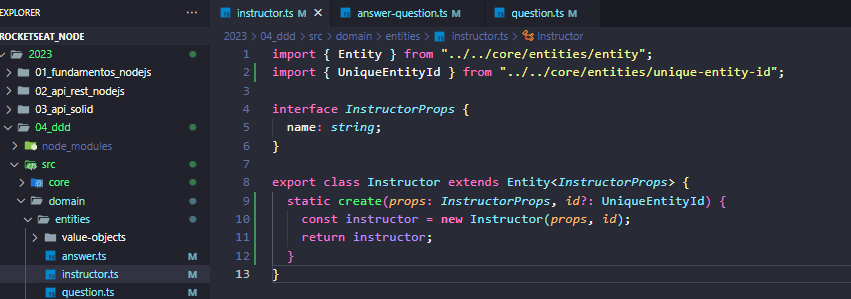


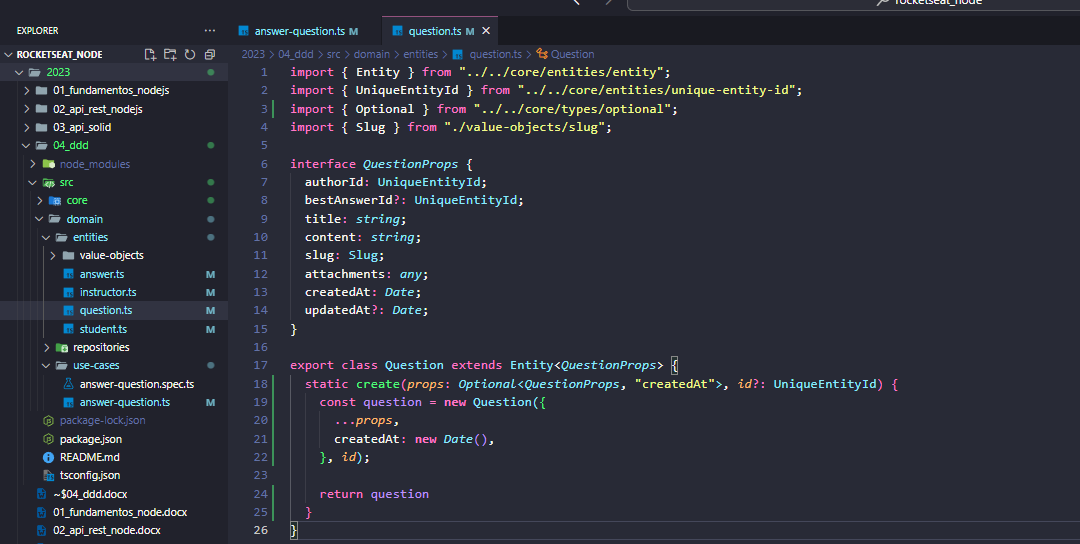
10 – Abstraindo criação de entidades

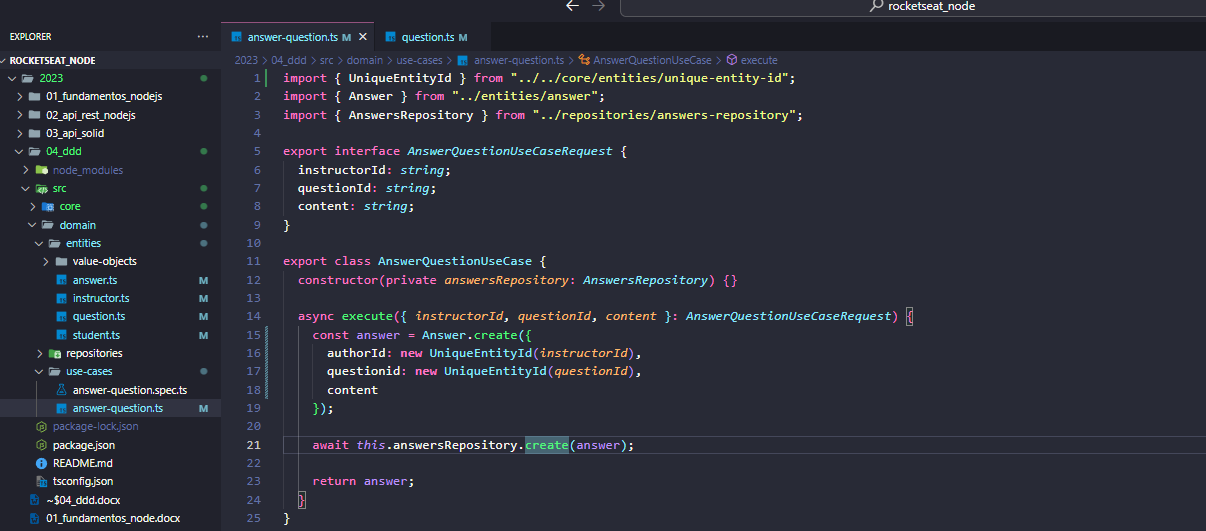












11 – Getters & setters das entidades

12 – Path aliases e vitest globals

13 – Configuração do ESLint

14 – Fundamentos e clean architecture

15 – Refatorando as pastas

16 – Caso de uso criar pergunta

17 – Refatorando os testes unitários

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