**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

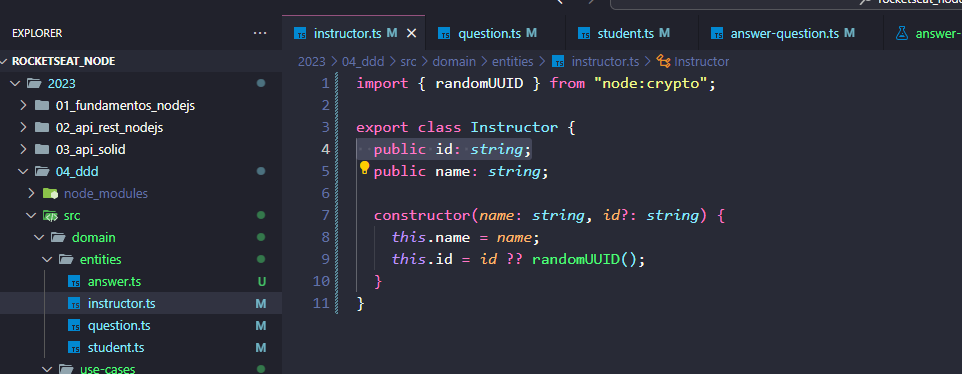
Fazer o comando npm init -y e npm i typescript e @types/node -D e depois roda o npx tsc –init

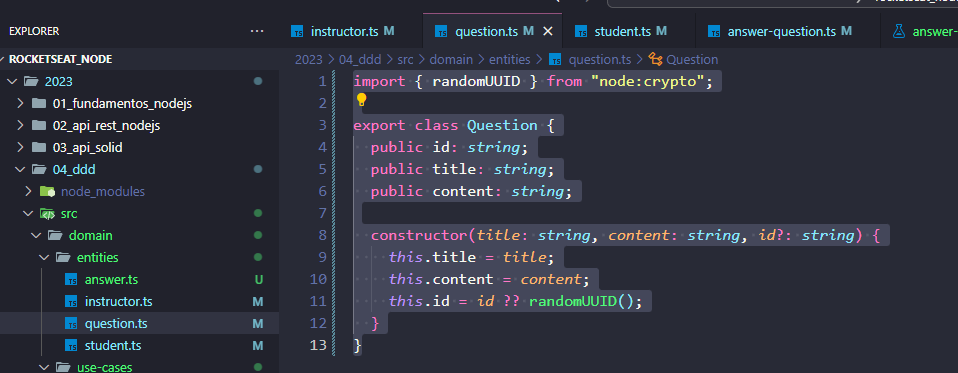


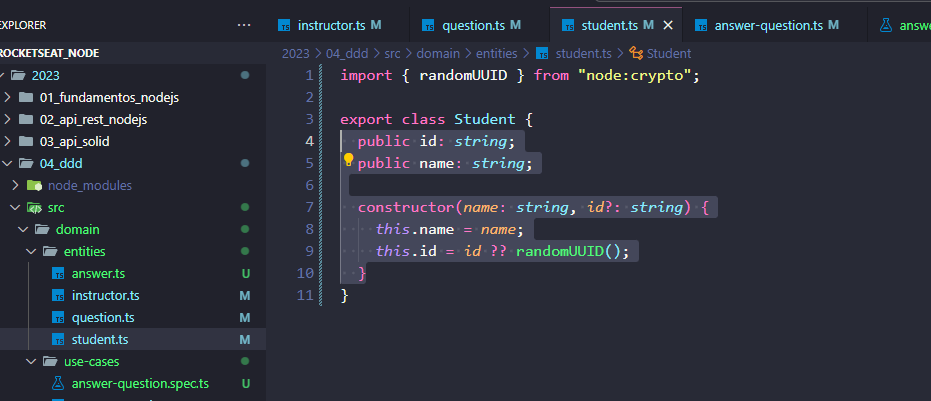


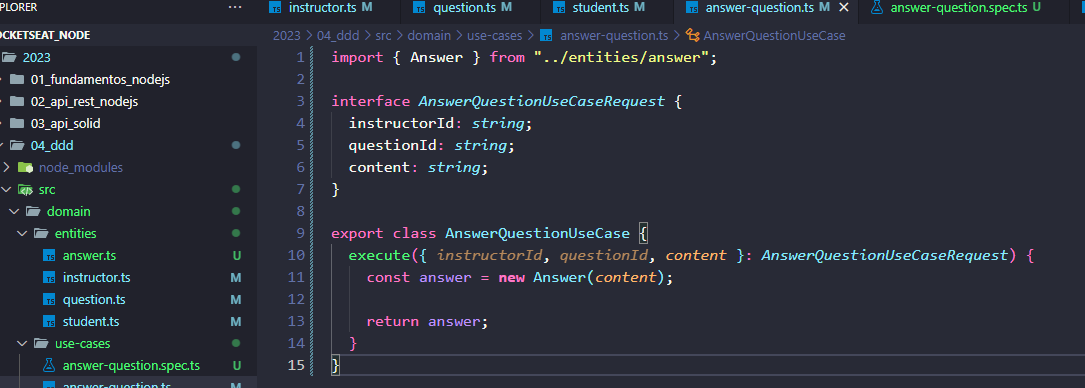
03 – Primeiro caso de uso

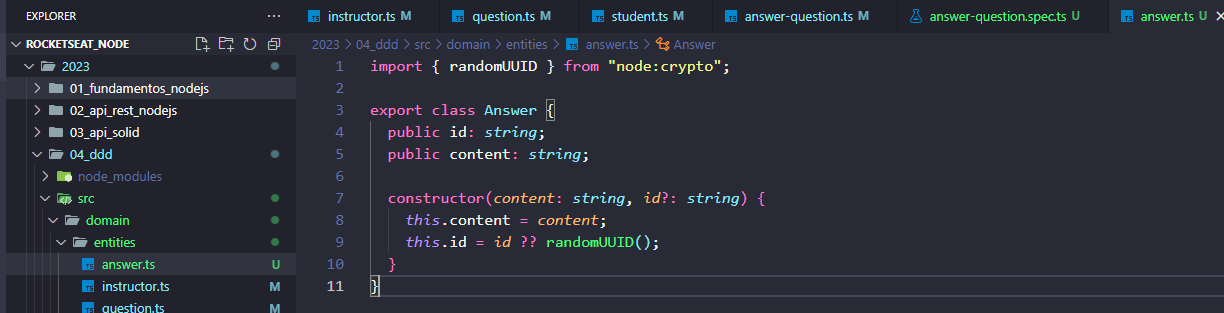
Instalar o npm i vitest -D

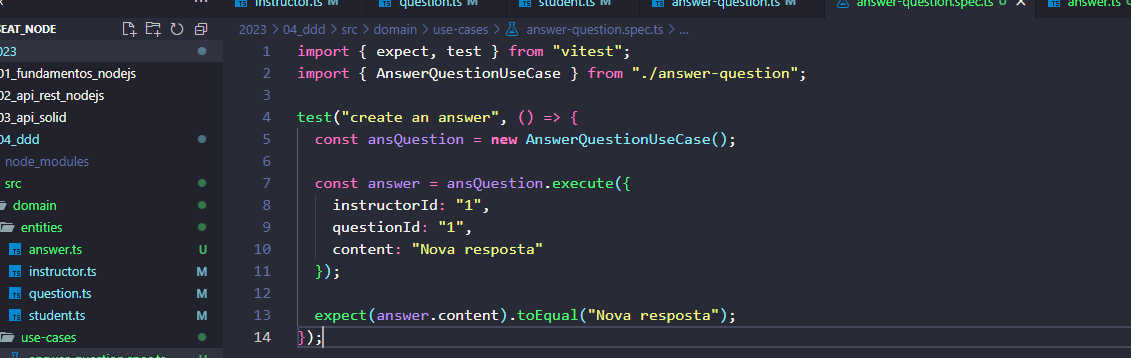






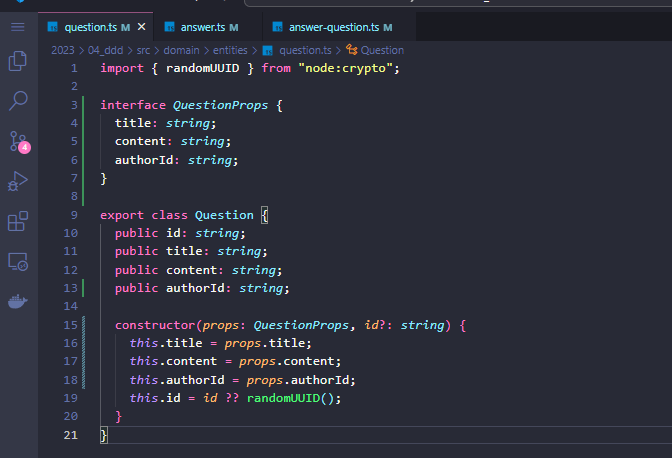


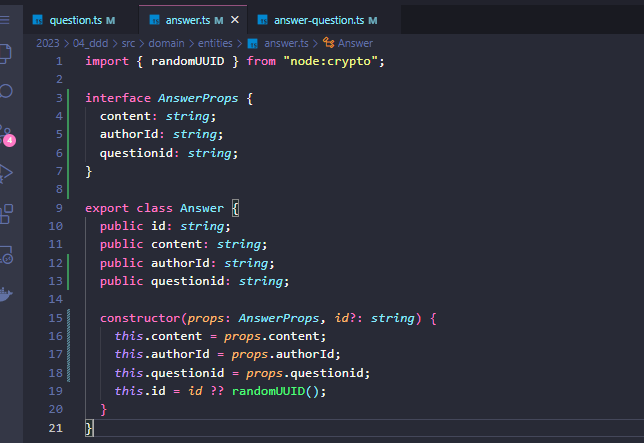


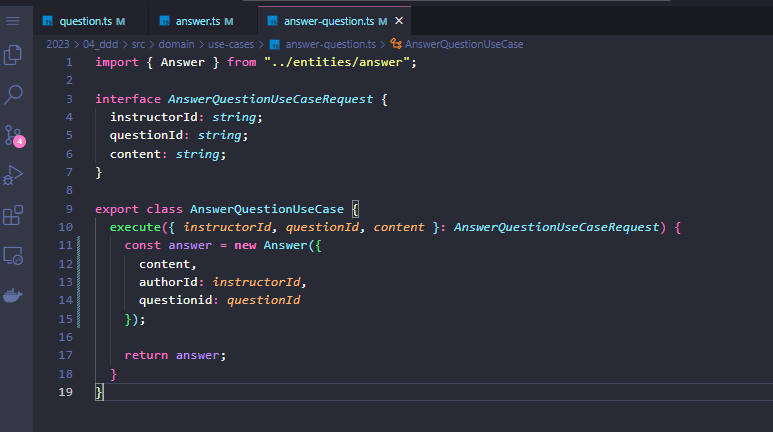


04 – Mapeando relacionamentos

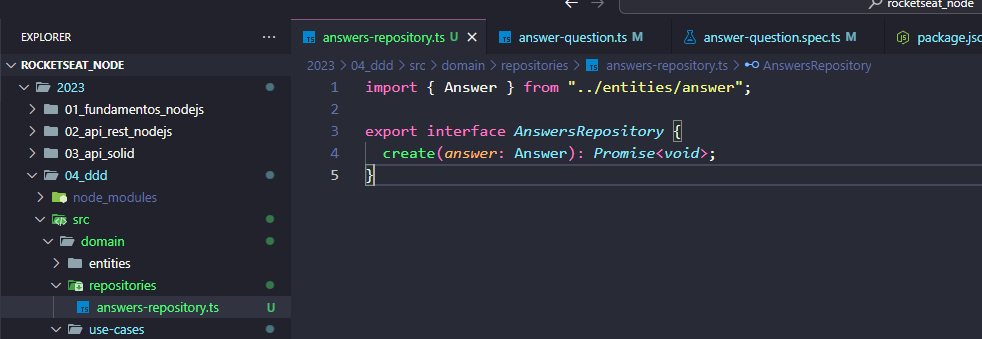
Dry = don’t repeat yourself

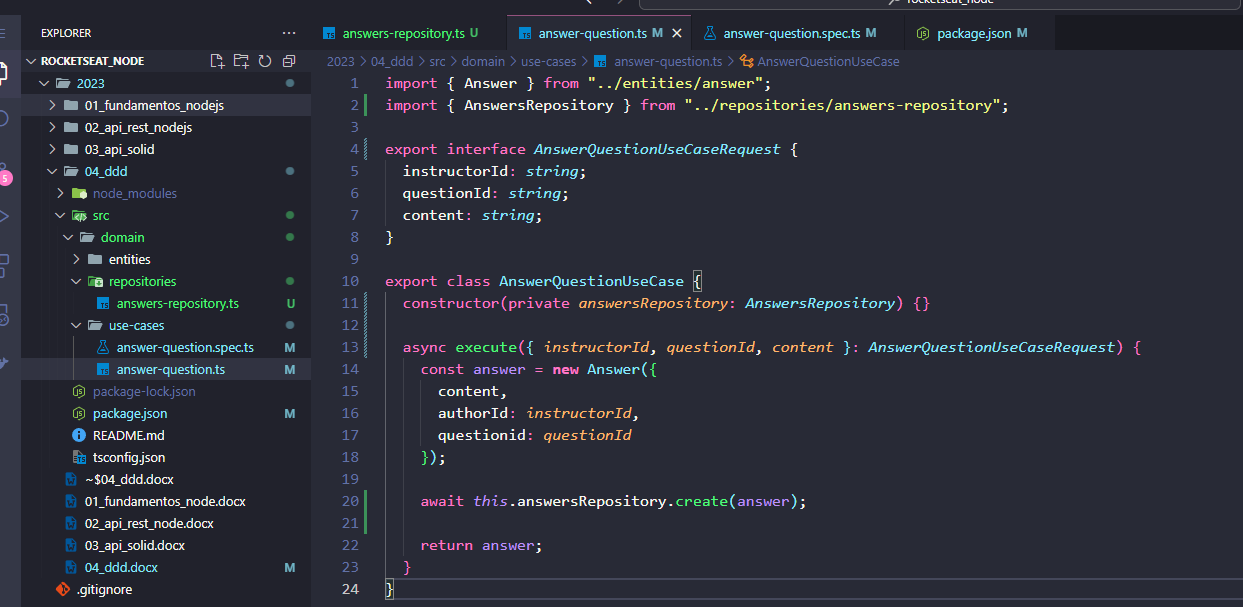


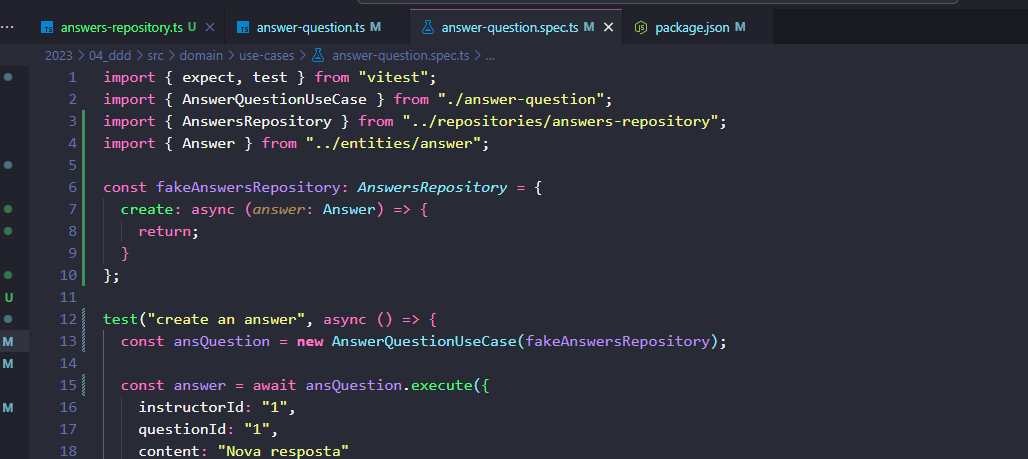


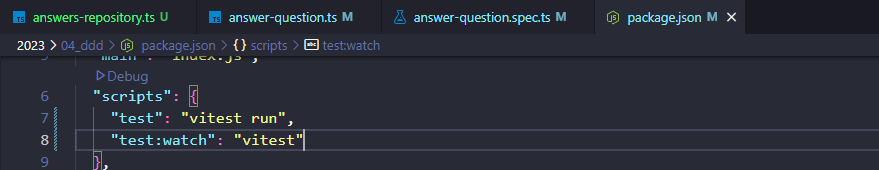


05 – Dependências externas

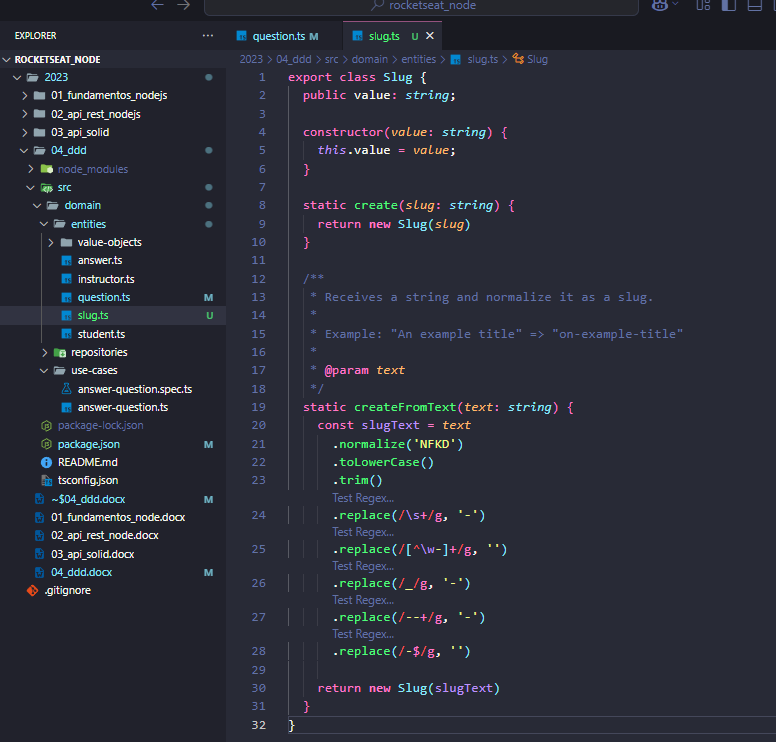


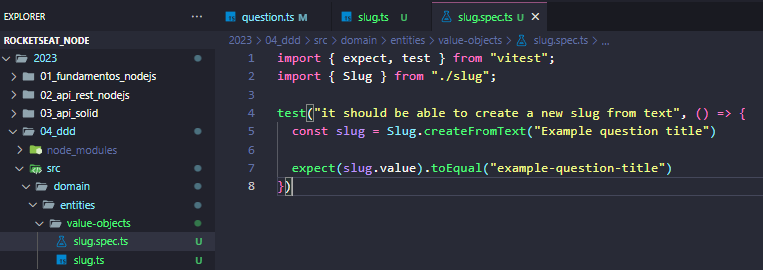




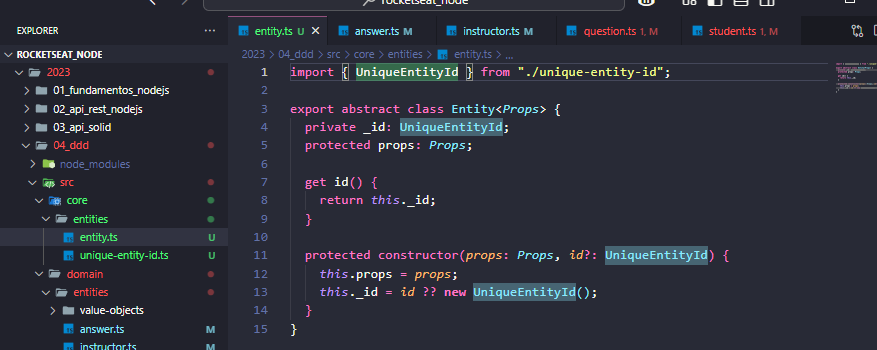


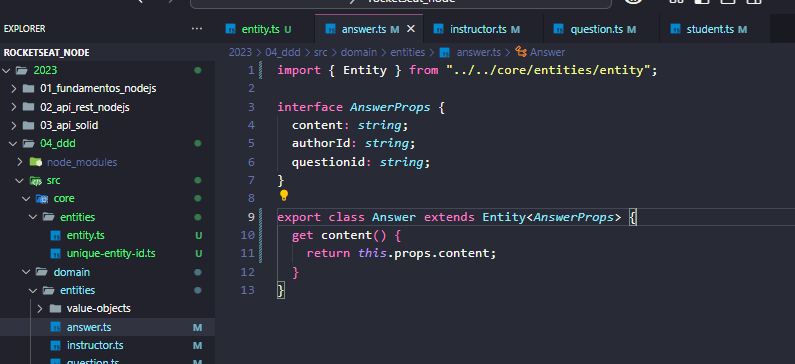
06 – Value object de slug

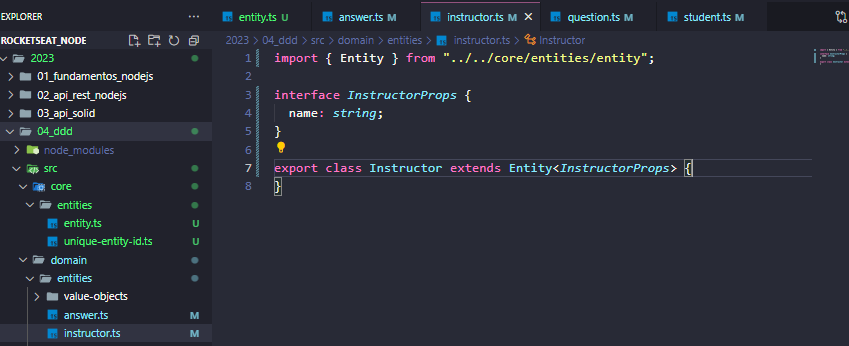


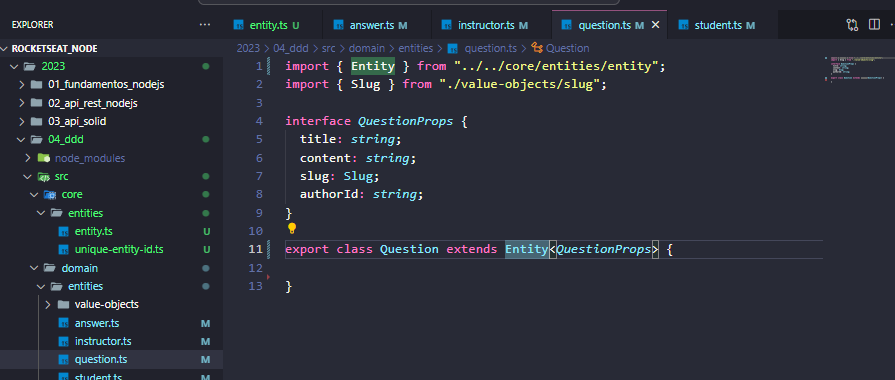


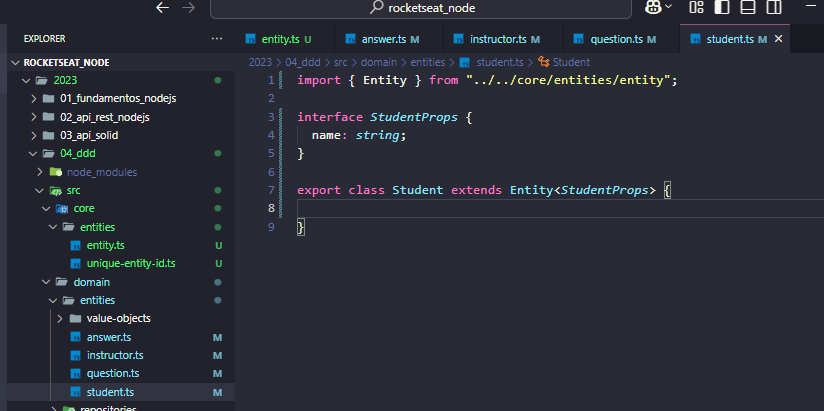
07 – Classe base de entidades







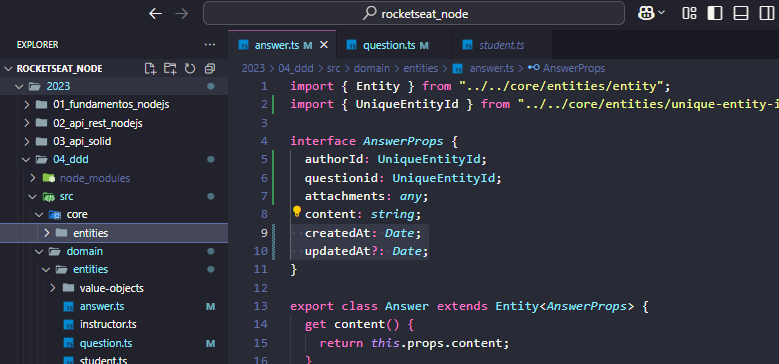


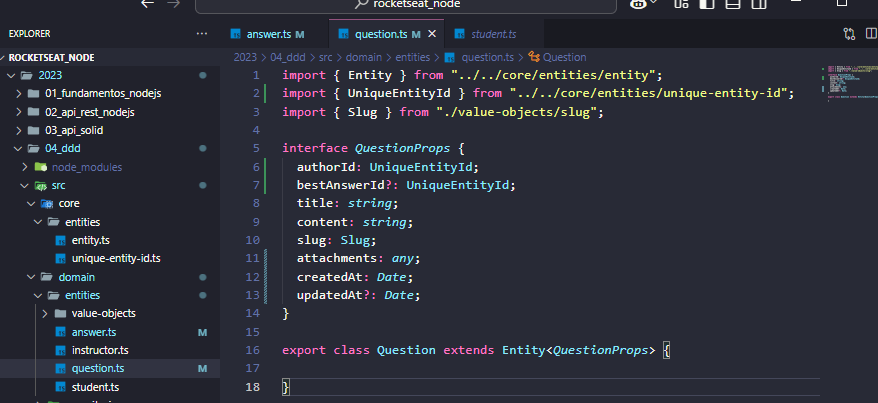


08 – ID das entidades

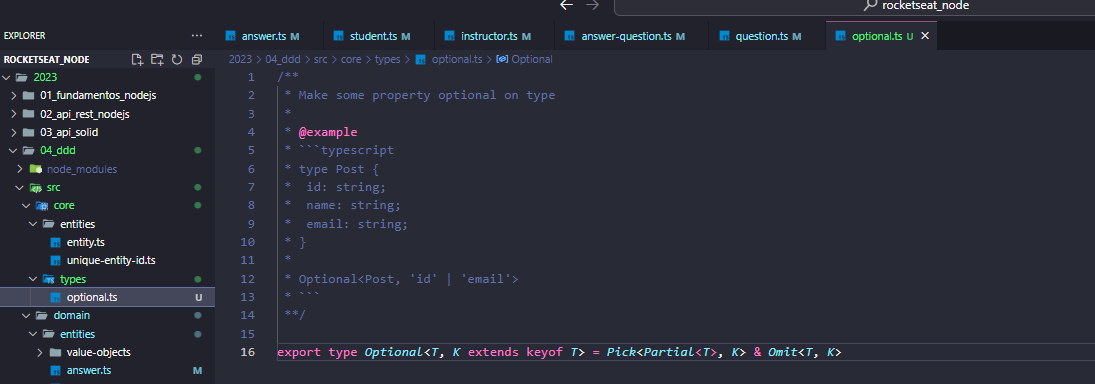


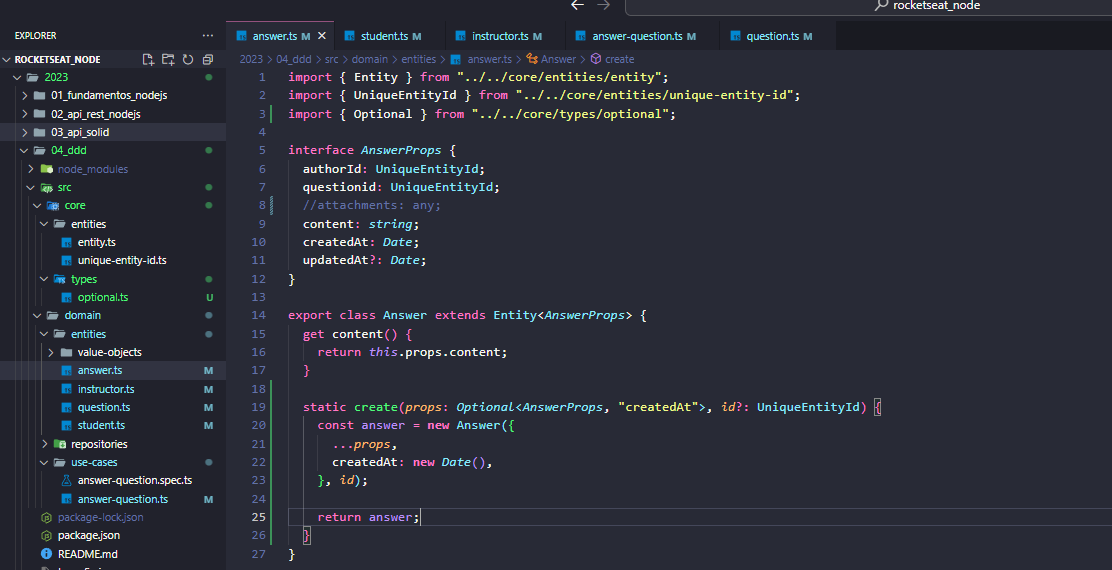
09 – Mapeando propriedades

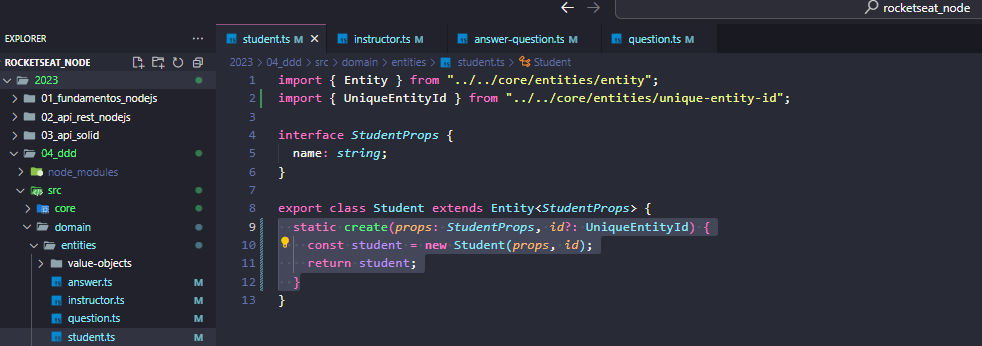


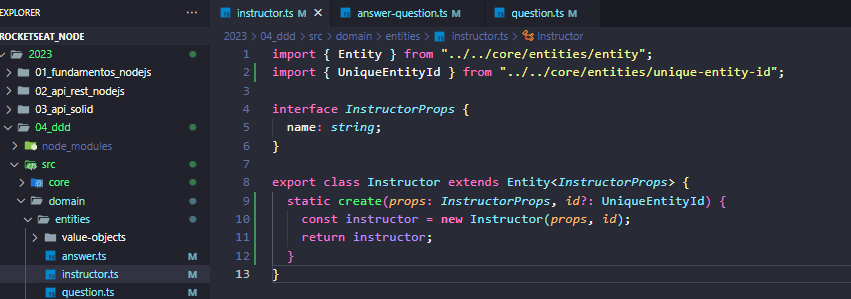


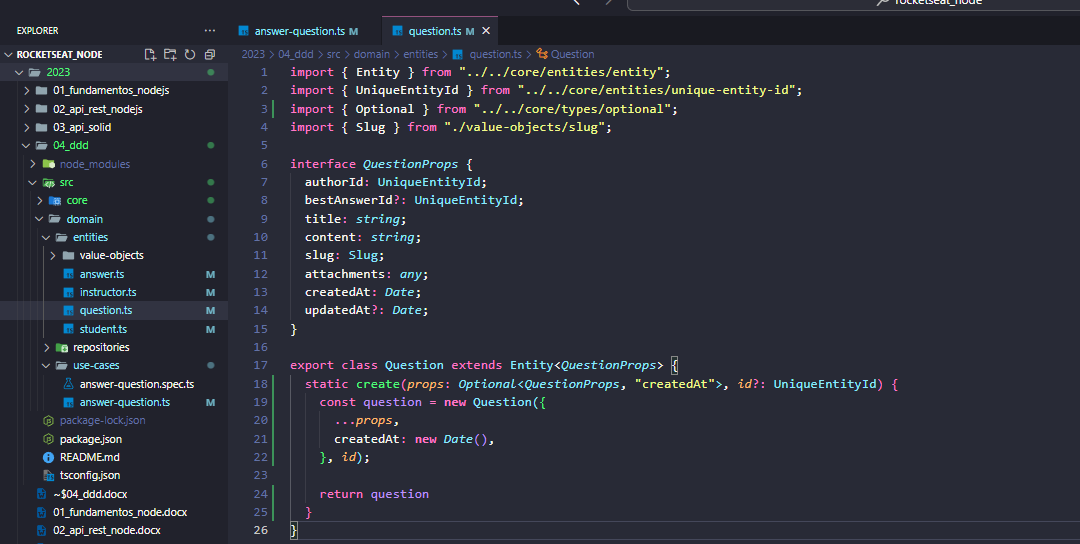
10 – Abstraindo criação de entidades

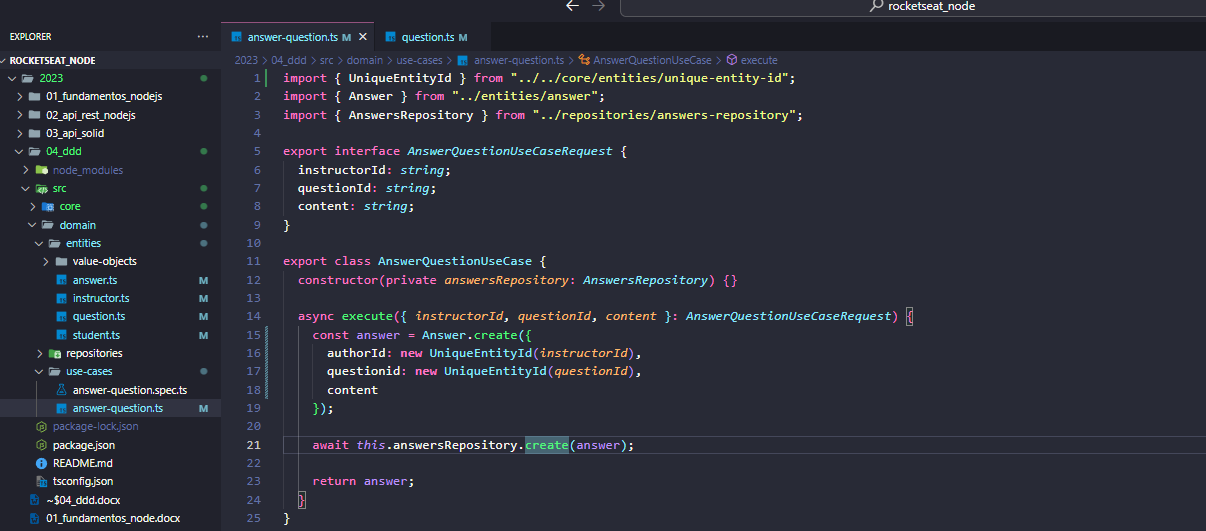






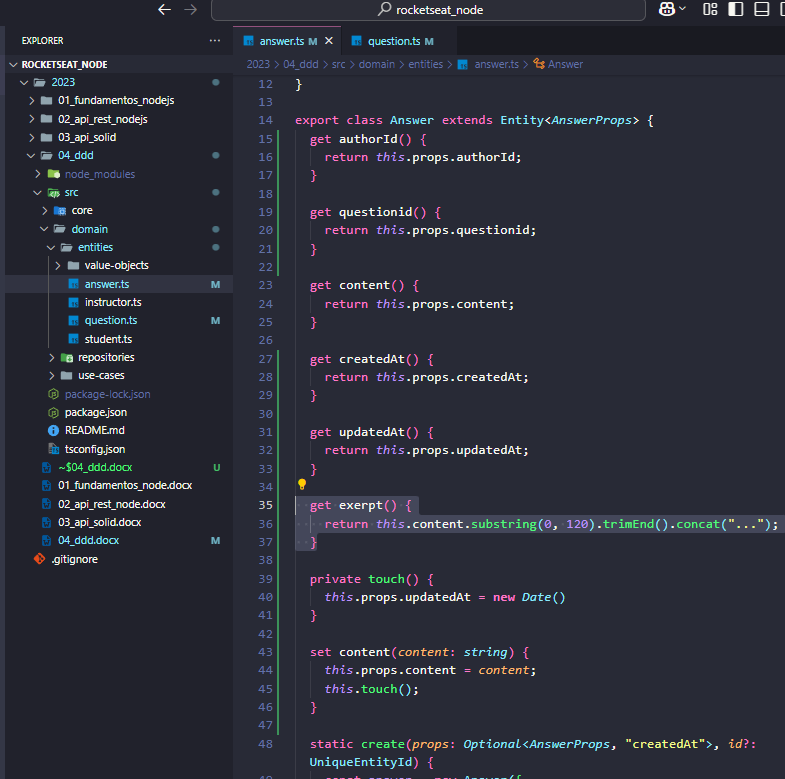


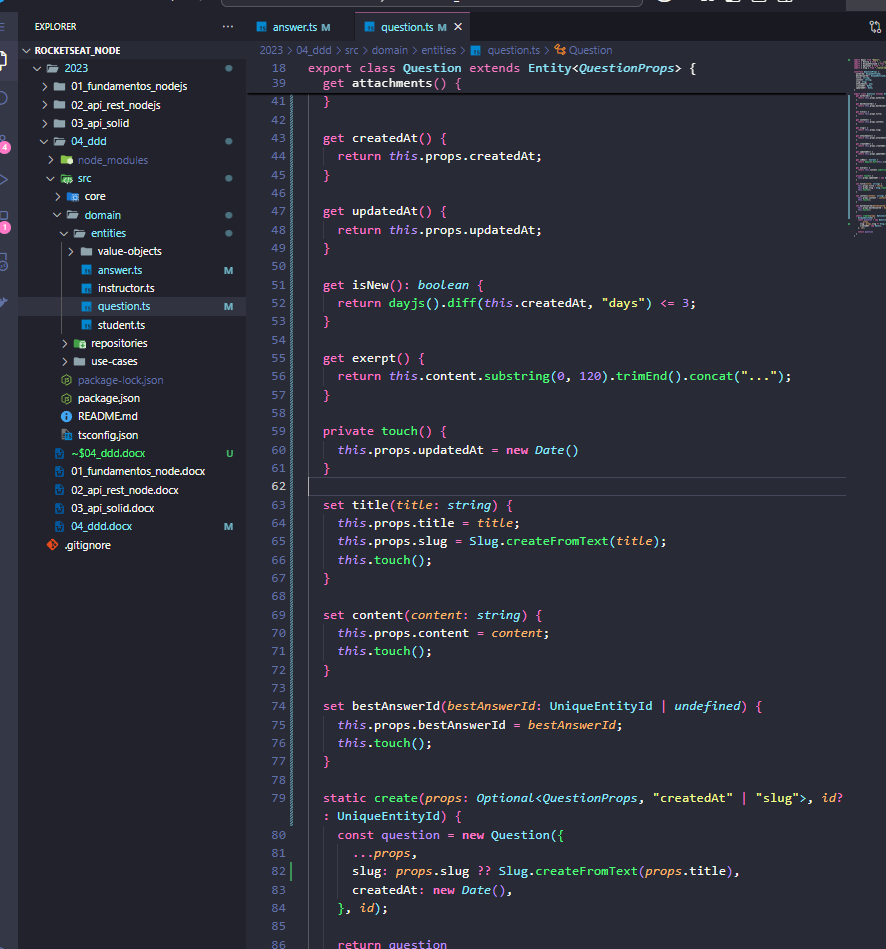




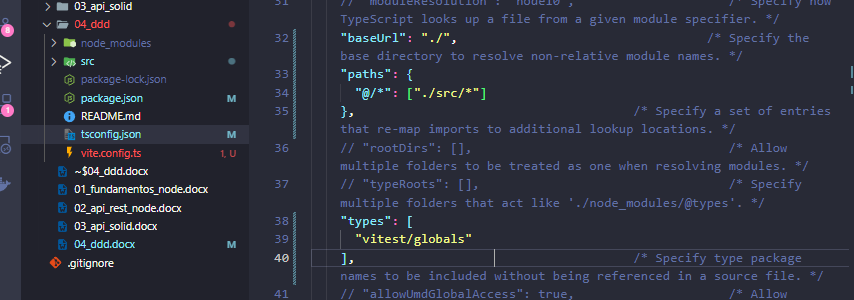
11 – Getters & setters das entidades

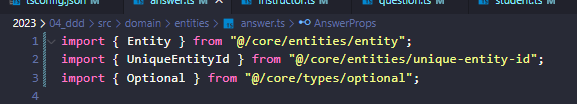
Instalar o npm i



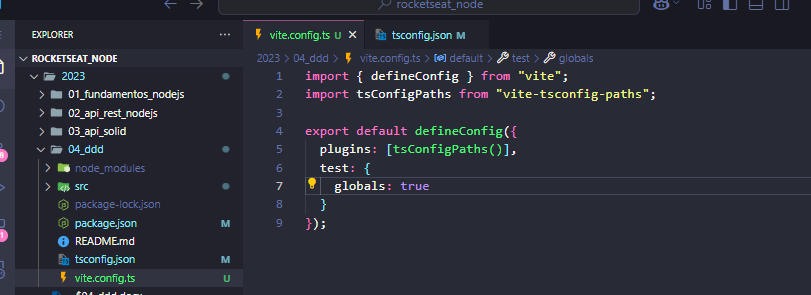


12 – Path aliases e vitest globals





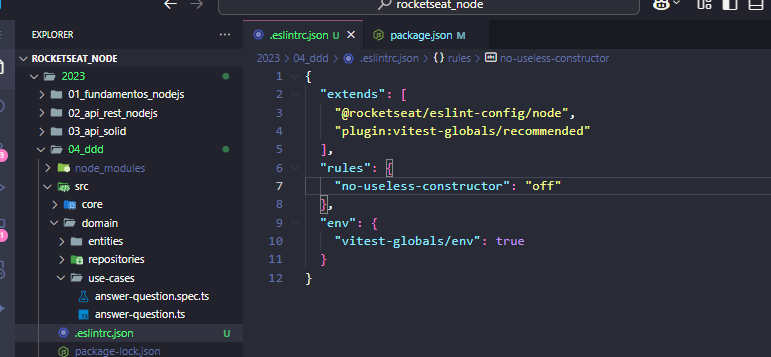
E para usar no teste instale npm i vite-tsconfig-paths -D



13 – Configuração do ESLint

Instalar o npm i eslint @rocketseat/eslint-config -D e também npm i eslint-plugin-vitest-globals -D

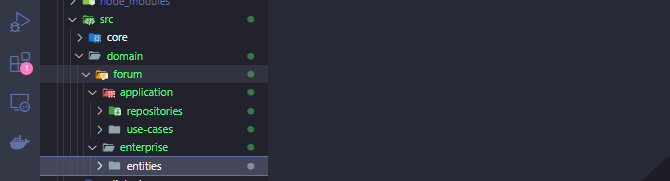




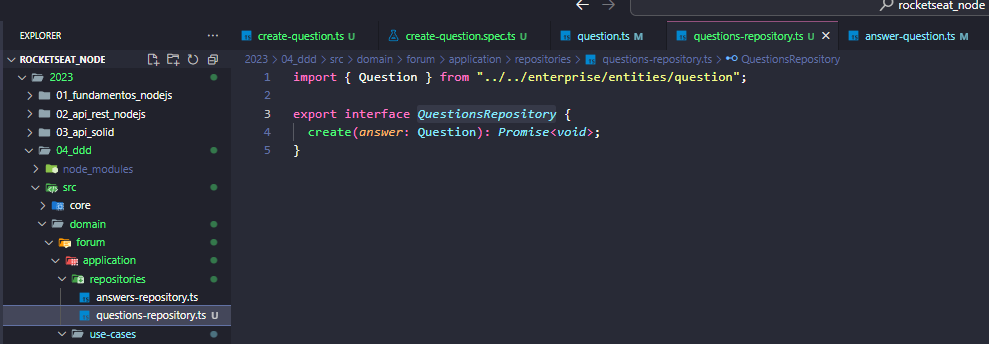
14 – Fundamentos e clean architecture

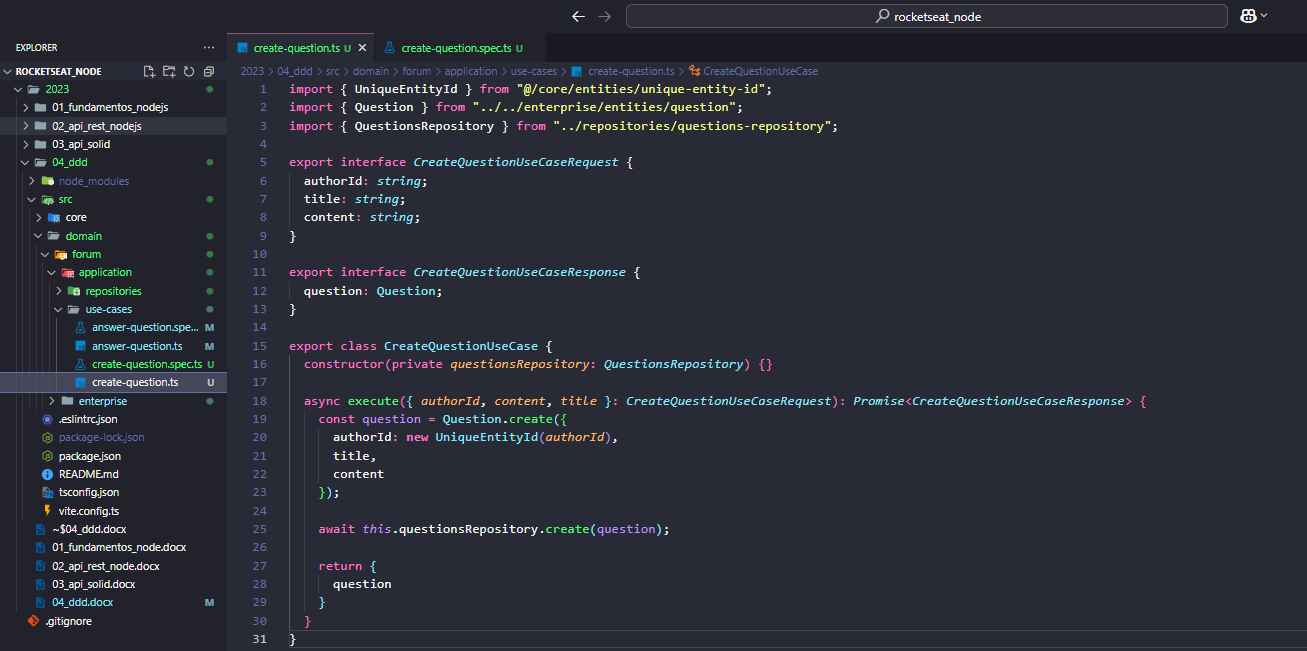


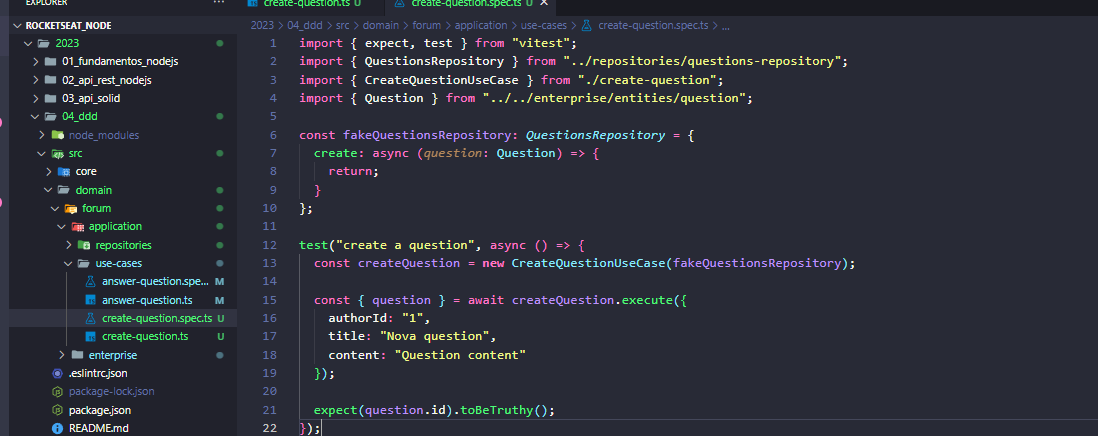
15 – Refatorando as pastas



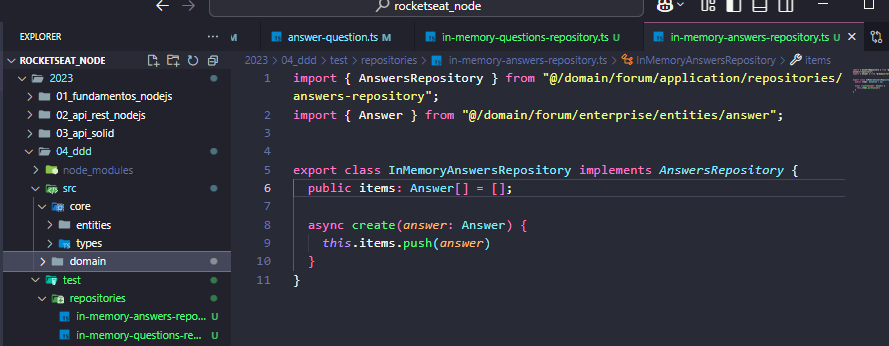
16 – Caso de uso criar pergunta

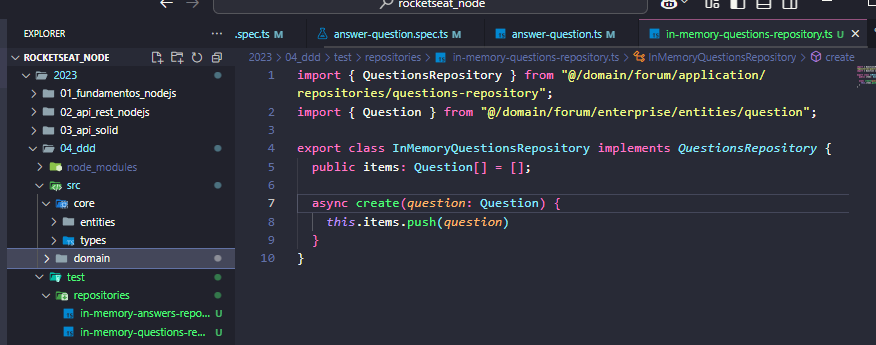


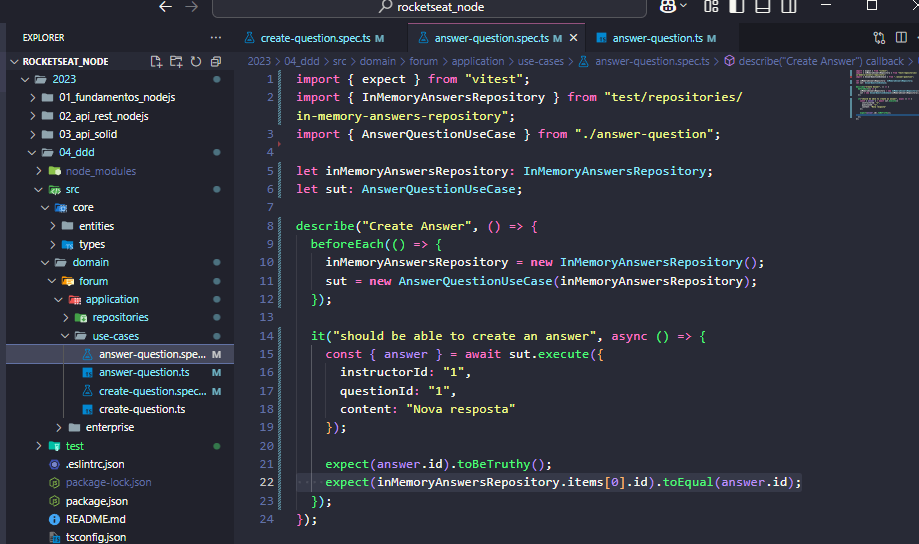


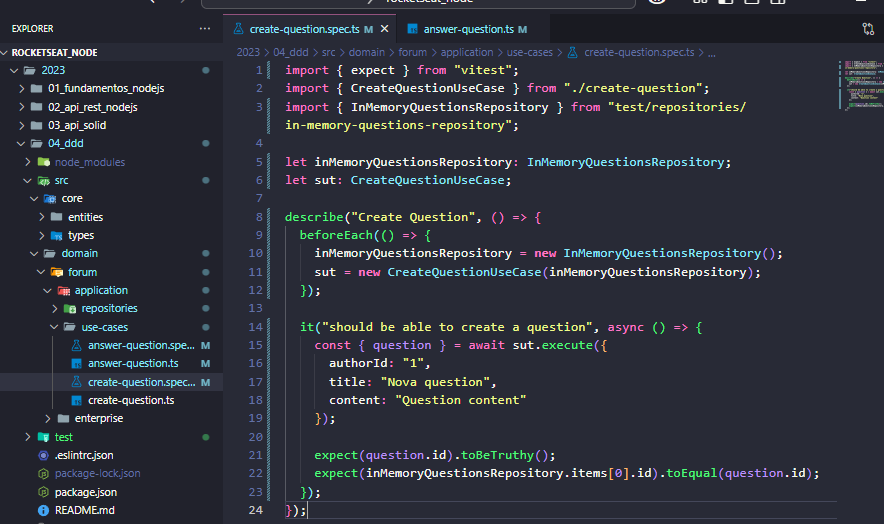


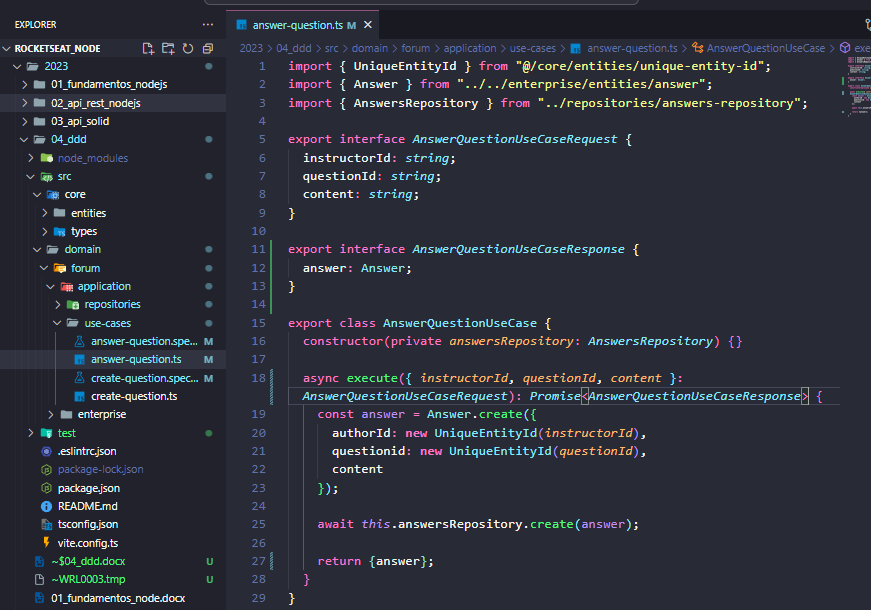
17 – Refatorando os testes unitários



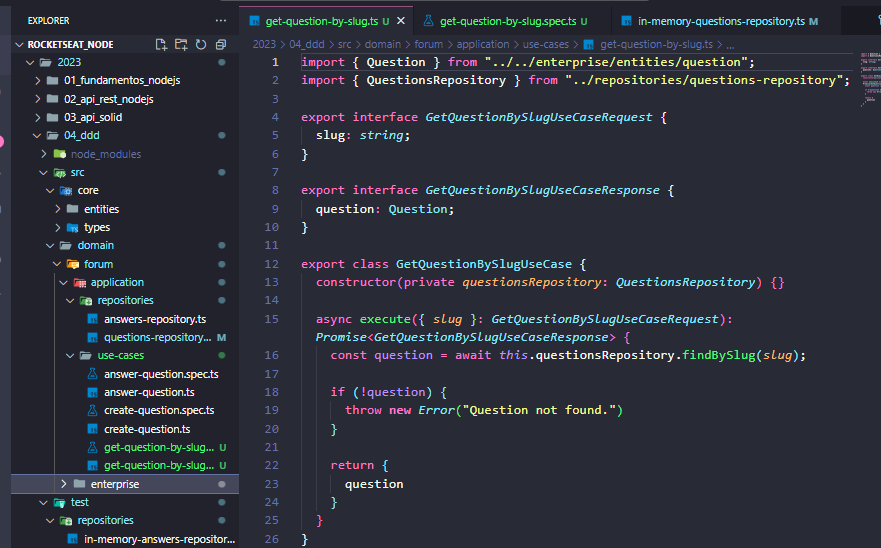


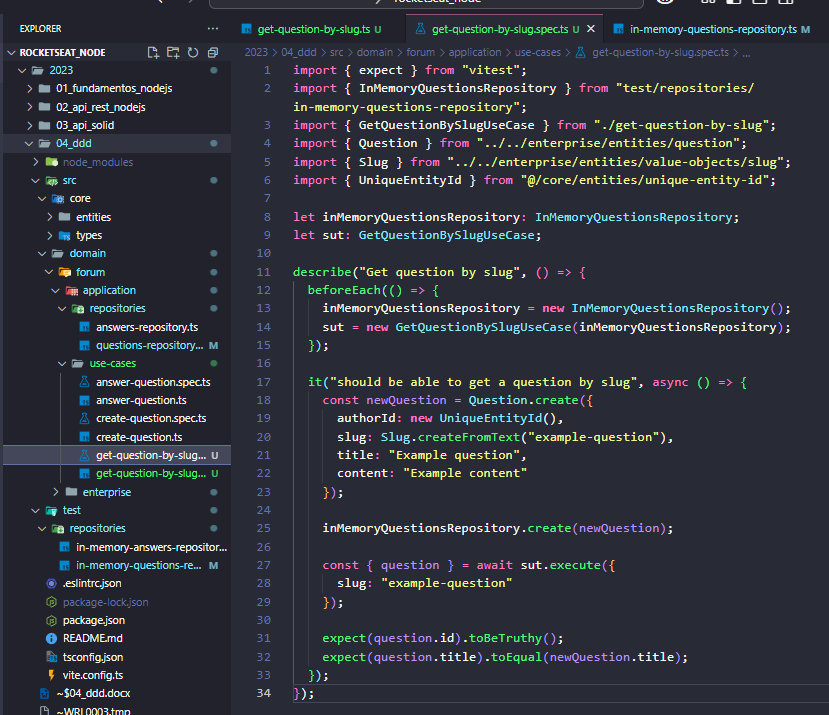


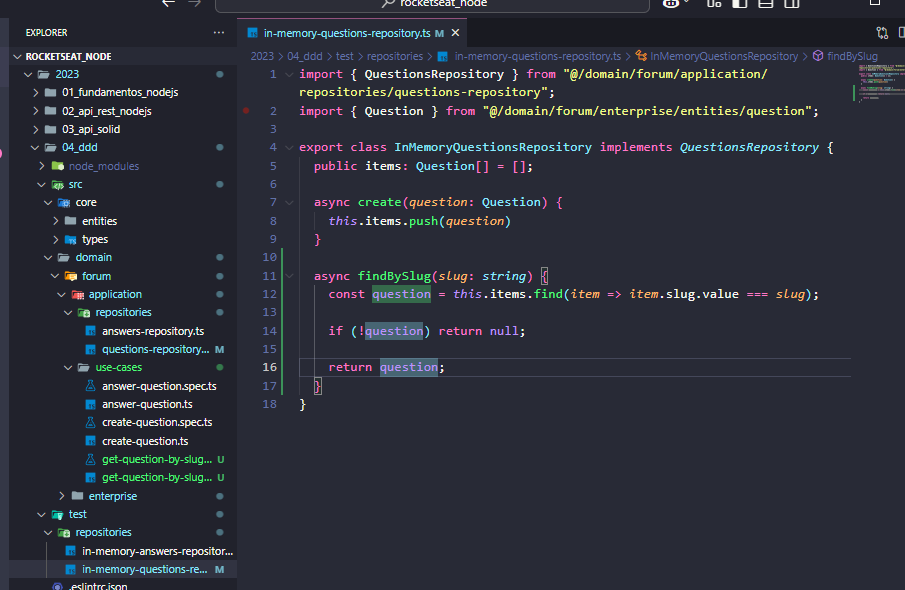




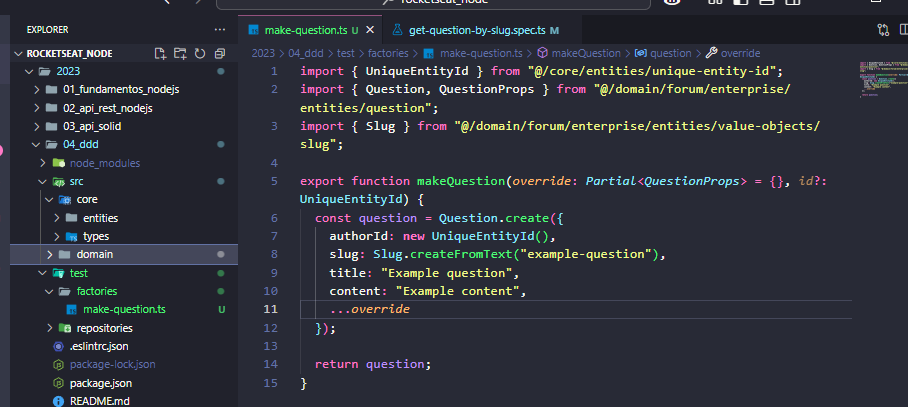
18 – Caso de uso buscar pergunta pelo slug

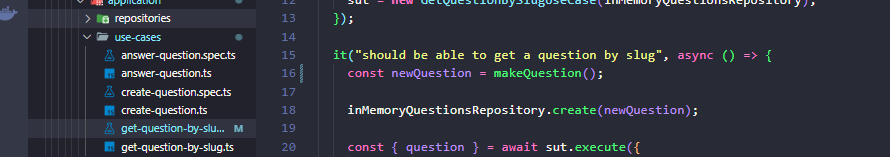






19 – Factories de testes





20 – Gerando dados dictícios

21 – Caso de uso deletar pergunta

22 – Caso de uso deletar resposta

23 - Caso de uso editar pergunta

24 - Caso de usoEditar resposta

25 – Caso de uso escolher melhor resposta

26 – Caso de uso listar perguntas recentes

27 – Caso de uso listar respostas da pergunta

28 – Entidades de comentários

29 - Classes base de comentários

30 – Caso de uso Comentar na pergunta

31 –

32 –

33 -

34 –

35 –

36 –

37 –

38 –

39 -

40 -