

微服务中的领域驱动设计







1 领域驱动设计

2 当DDD遇上微服务

3 案例:电商系统的订单处理

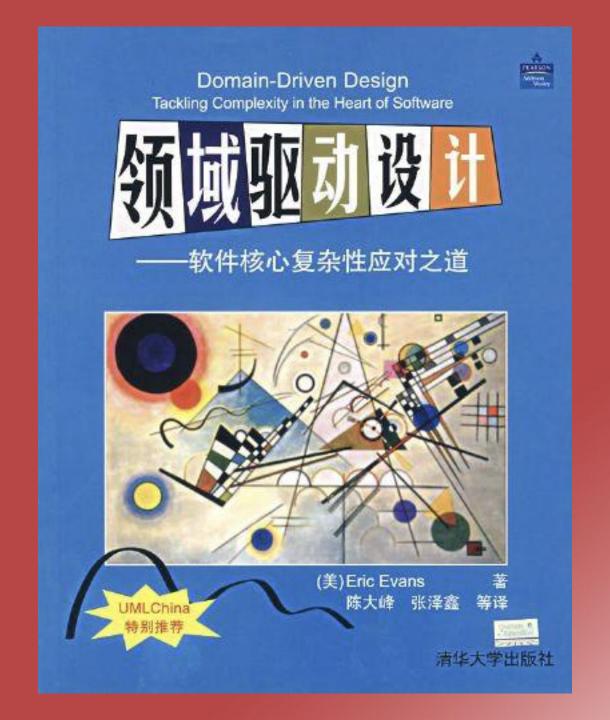






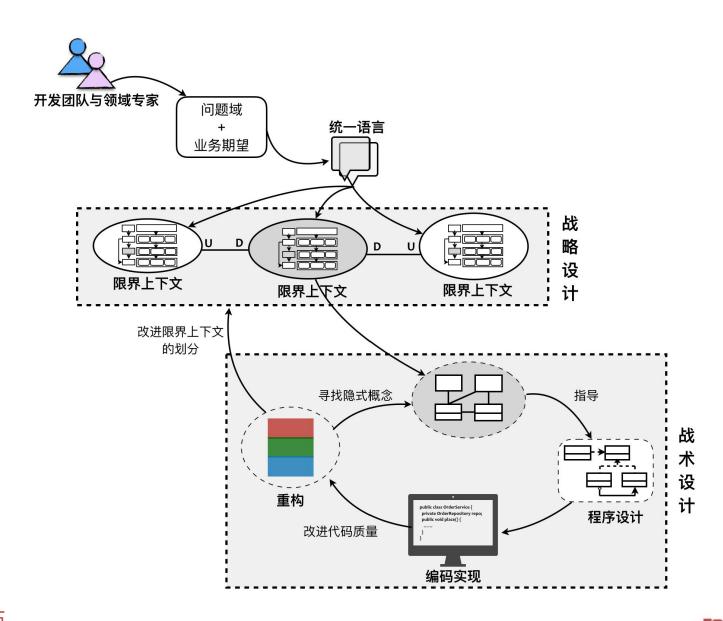






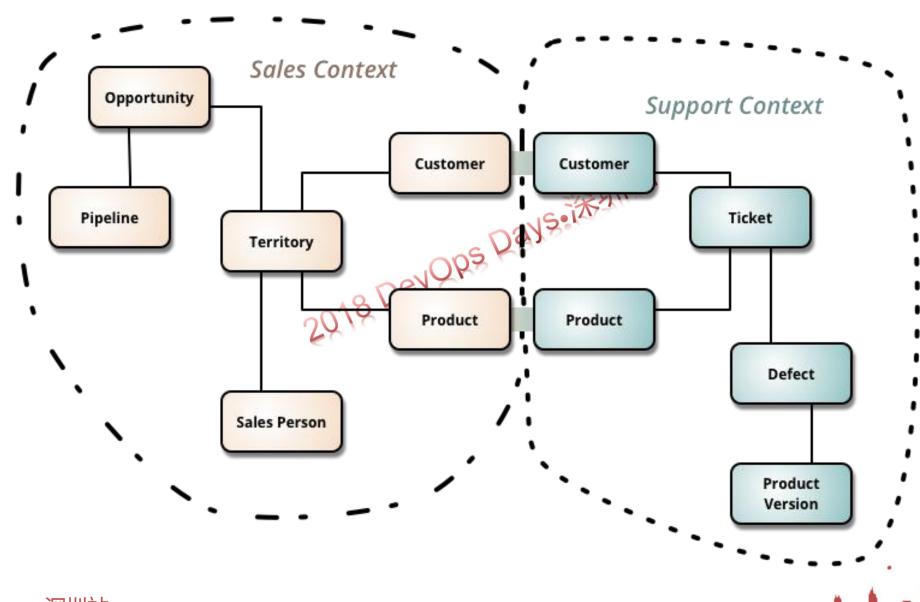


领域驱动设计过程



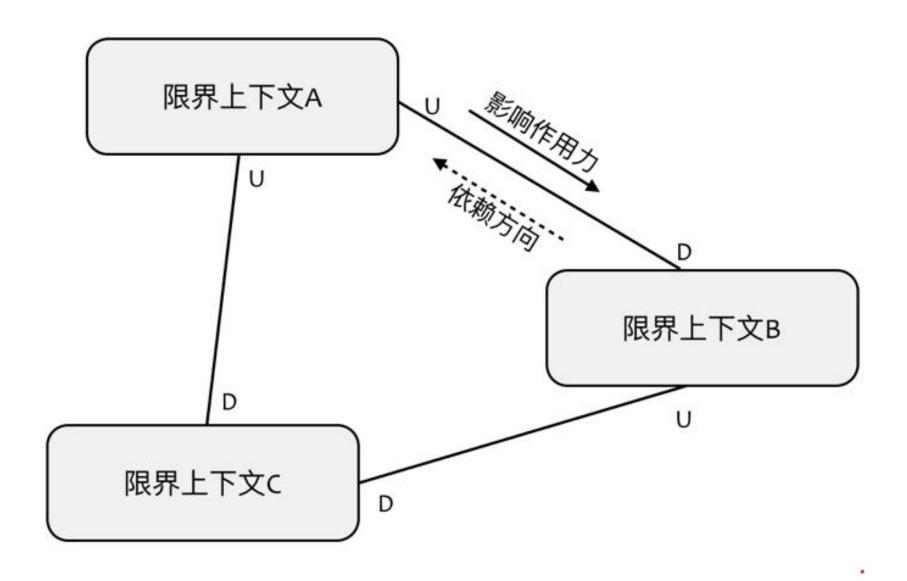


Bounded Context



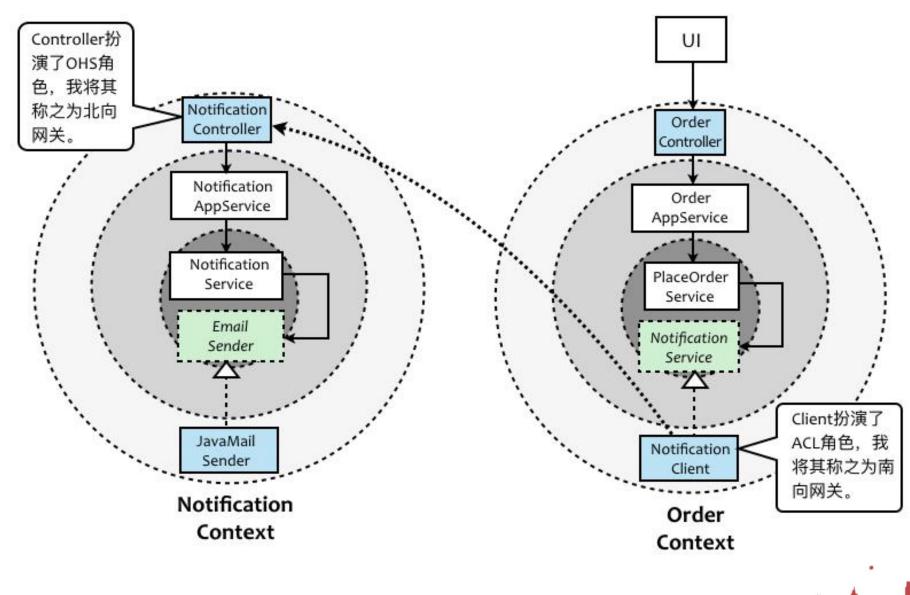


Context Map





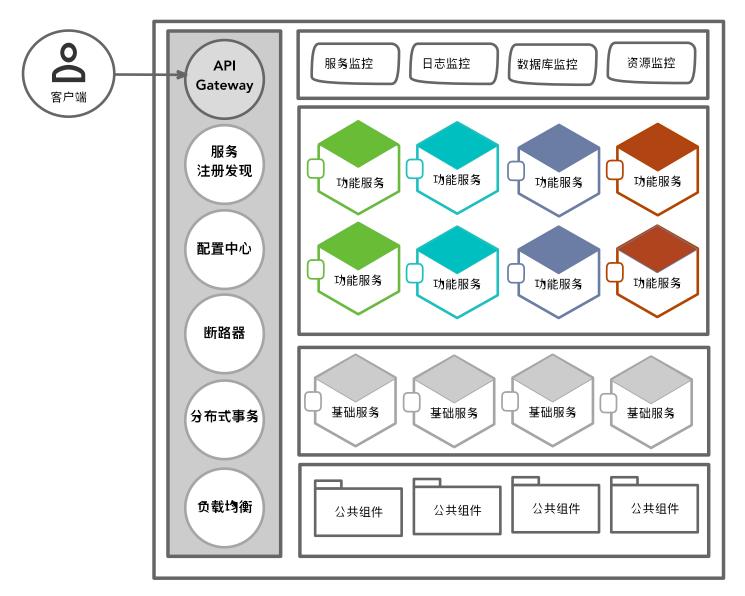
Context Map







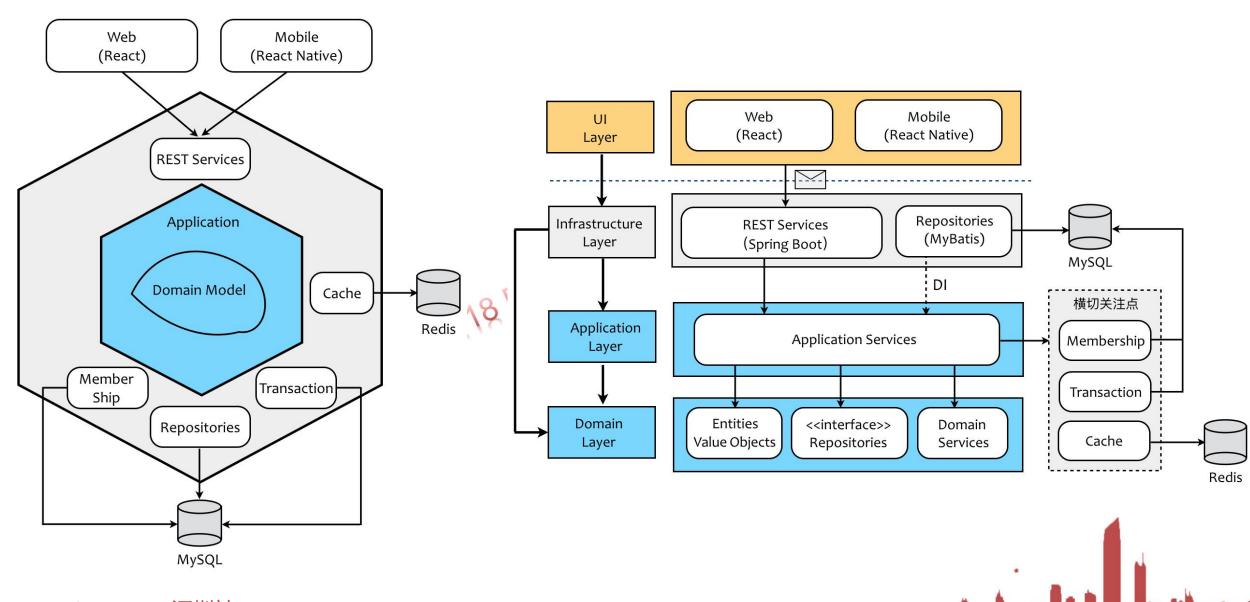
微服务架构风格





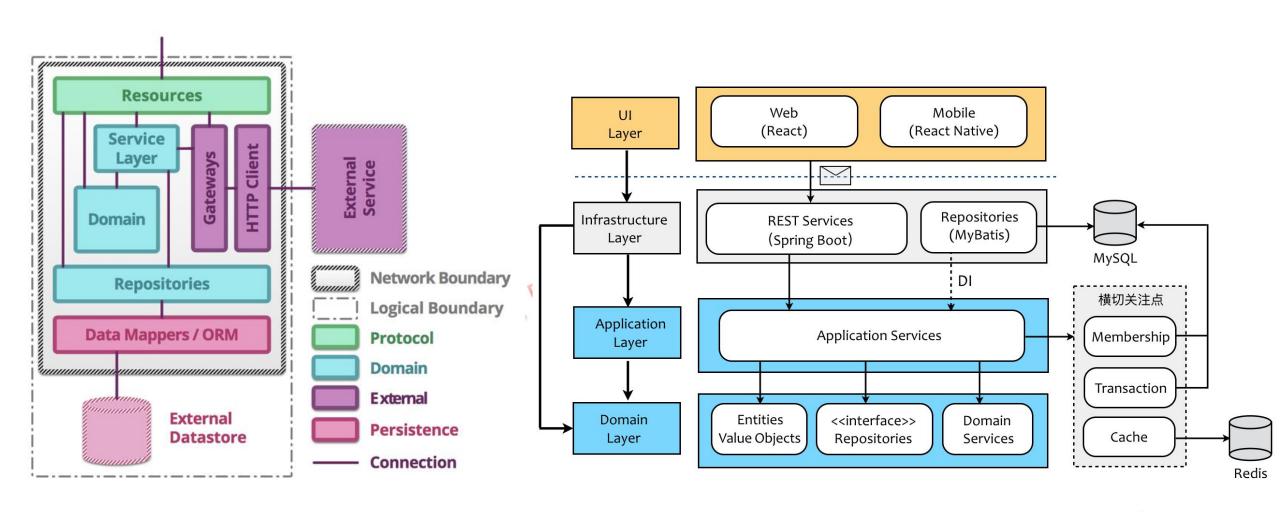


六边形架构与DDD分层架构

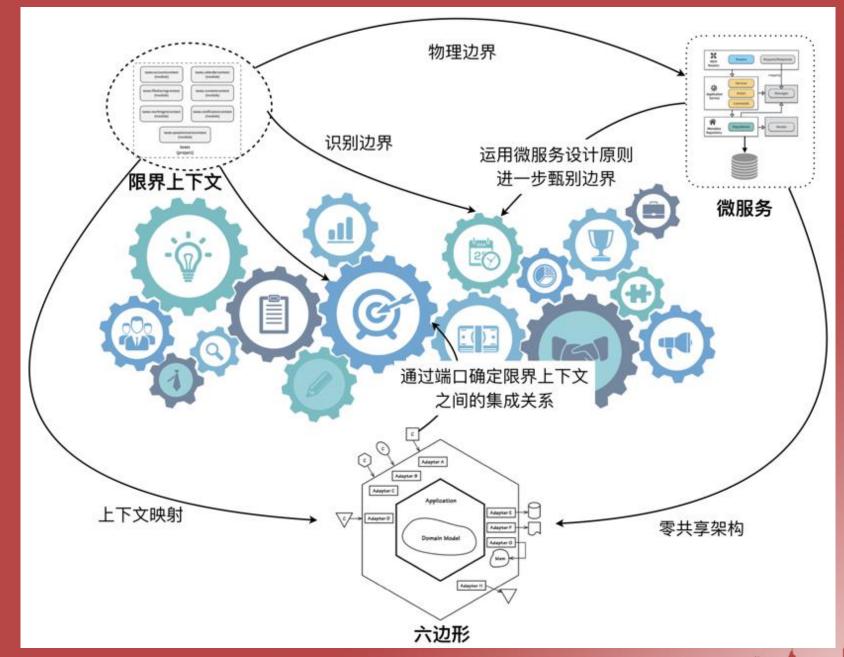




微服务架构与DDD分层架构

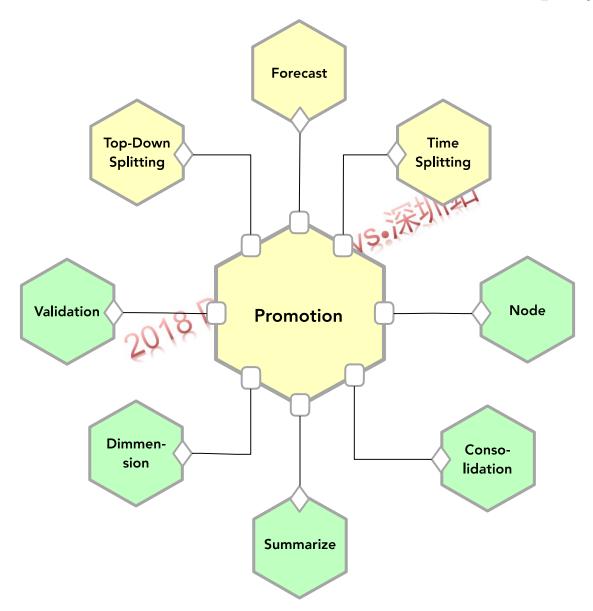






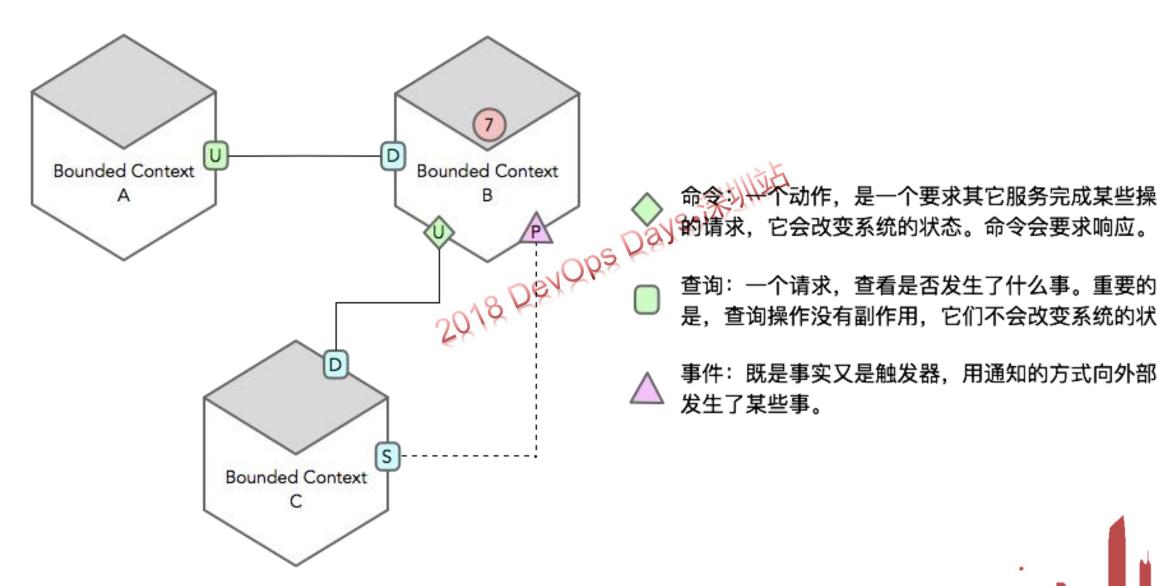


BC=六边形=微服务





微服务的协作=Context Map



动作,是一个要求其它服务完成某些操作

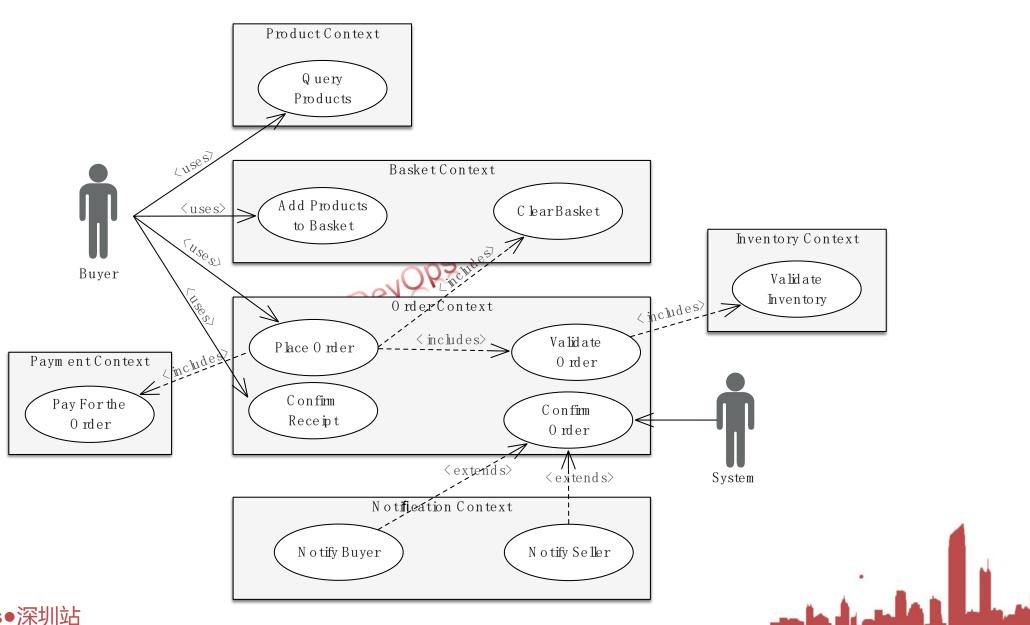
- 查询:一个请求,查看是否发生了什么事。重要的 是, 查询操作没有副作用, 它们不会改变系统的状态。
 - 事件: 既是事实又是触发器, 用通知的方式向外部表明 发生了某些事。



案例: 电商系统的订单处理

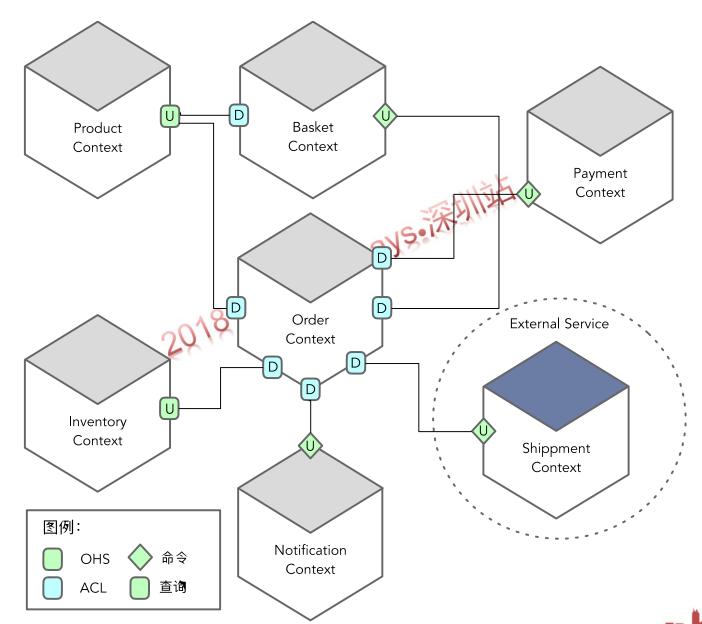


订单的领域场景分析



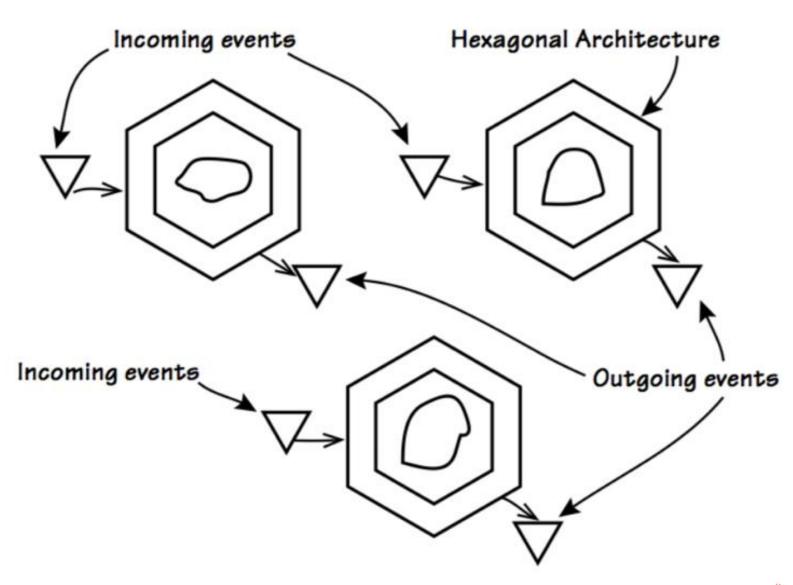


OHS与ACL



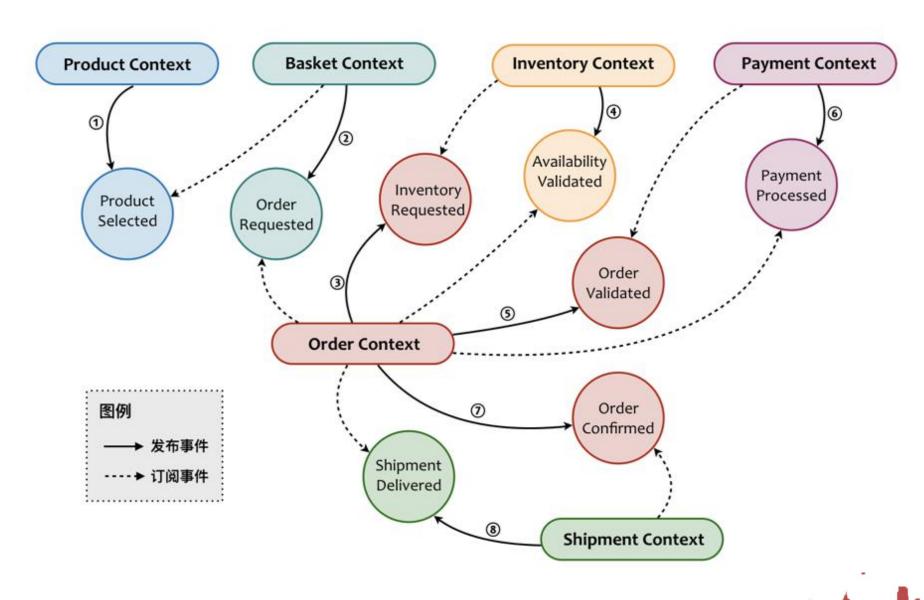


Event Driven Architecture



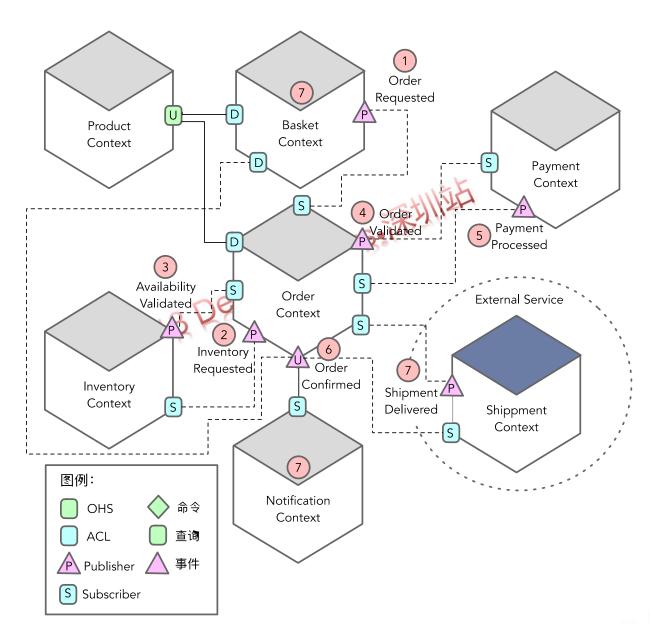


事件机制





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