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The Principles of Clean Architecture by Uncle Bob Martin

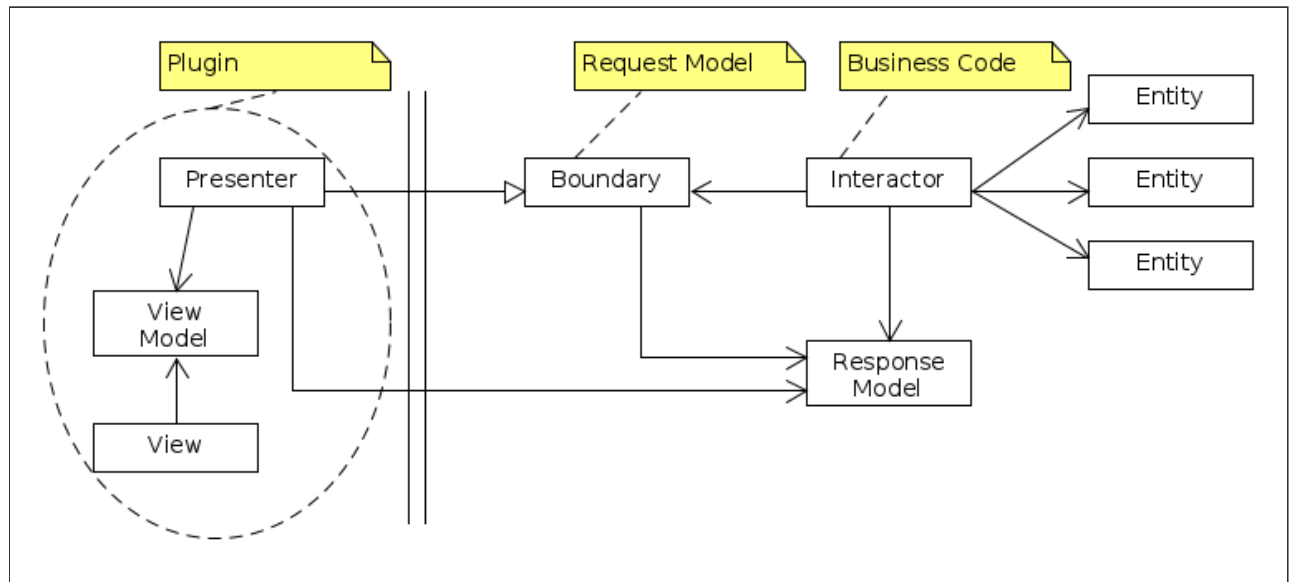*erstellt: 06.08.2018 06:00:00*

Links

- [The Principles of Clean Architecture by Uncle Bob Martin](#)

Inhalt

- Use *Use Cases* as basic software design element!
  Use the simplest way of Use Case description; concentrate on the standard process, e.g. the *good case*.
- Build up from *Use Cases* your *Business Code* (aka: Use Cases code).
- Create your *Business Code* from the beginning **testable** and implement good **Unit Tests**!
- Don't let frameworks rule your architecture - be independent from frameworks as much as possible!
- A good architecture allows major decisions to be **deferred**!
- A good architecture maximizes the number of decisions **not** made.
- Using a *Plugin Model* helps isolating *Use Cases Code* from *presentation* and *persistance*.
- Don't use *Dependency Injection* for all your code and classes. Instead just inject *factories*! Use factories for e.g. *strategies* and *plugins*.
  Finally you might inject in a software project about a dozen or max two dozens of factories. For those injections you even don't need a *Dependency Injection framework* - ***do the injections manually***!
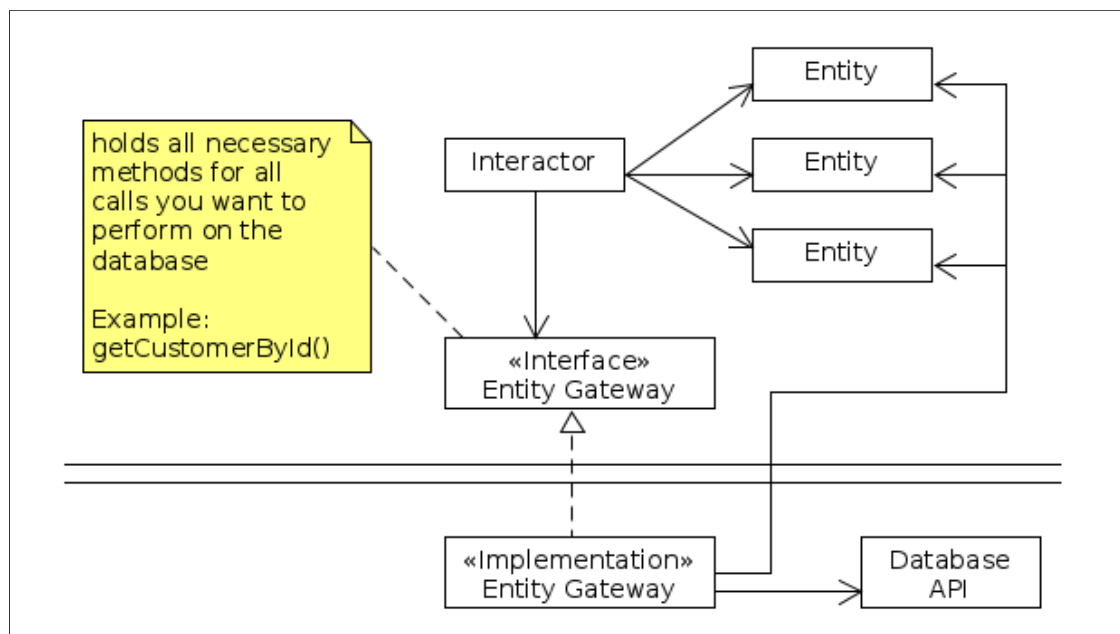
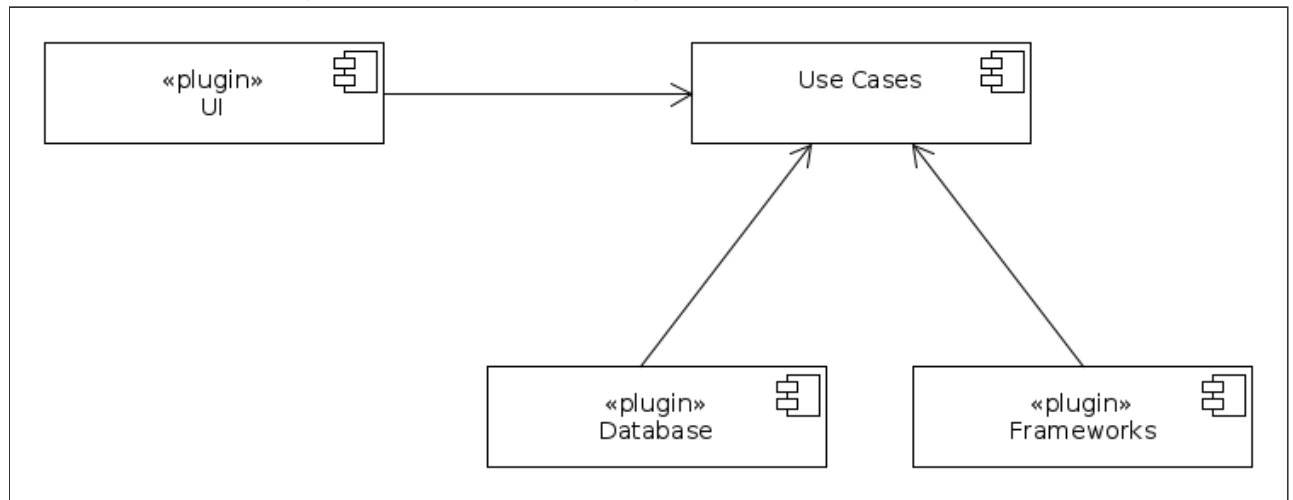**Besprochene Diagramme:**

- Model View Presenter

- ENCHILADA
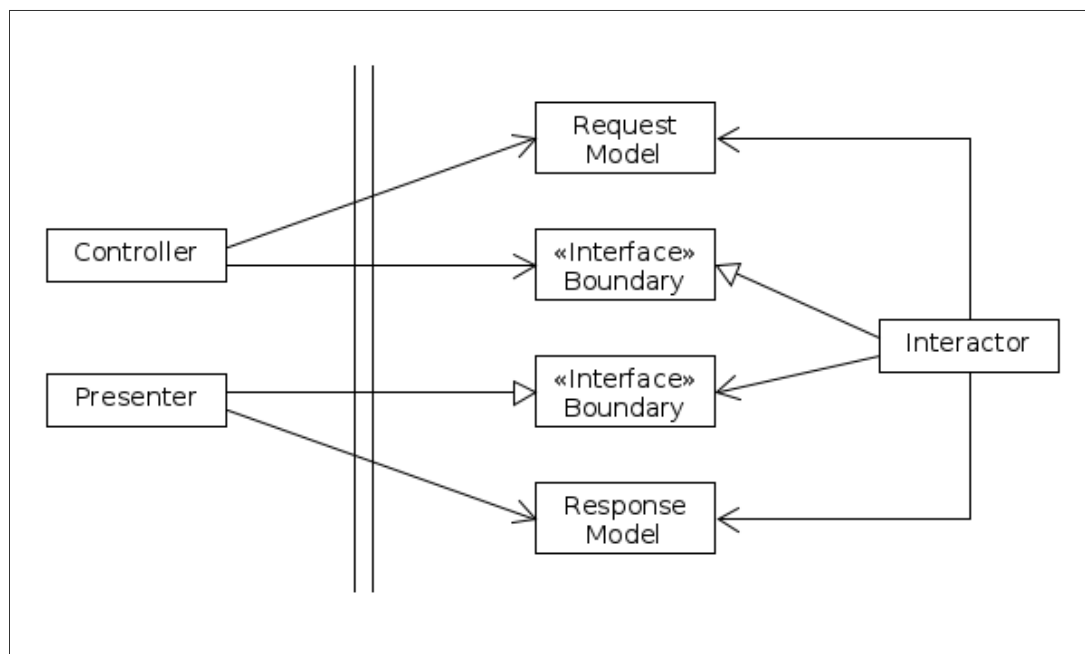
- Isolate Database

- The Plugin Model (component diagram)

Tags: software_architecture, uncle_bob, clean_code

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