Hexagonal Architecture

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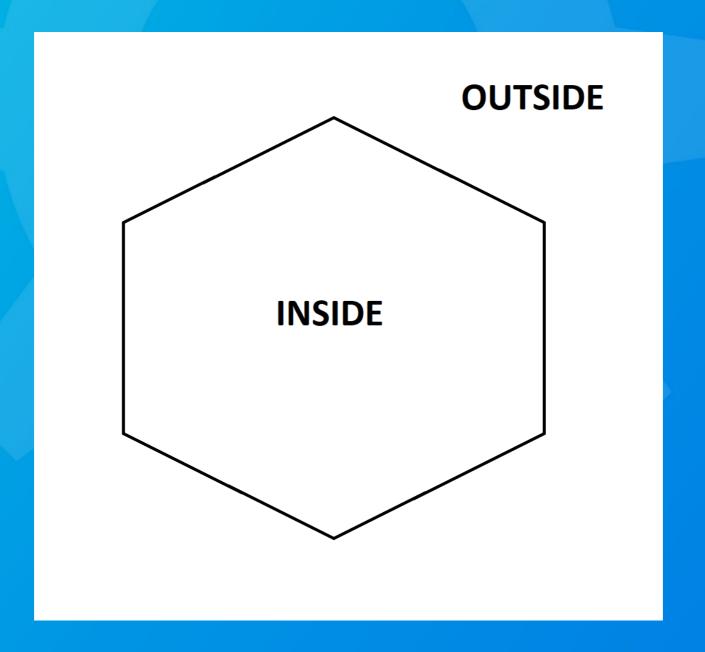
Sometimes we have



And sometimes we have



Hexagon



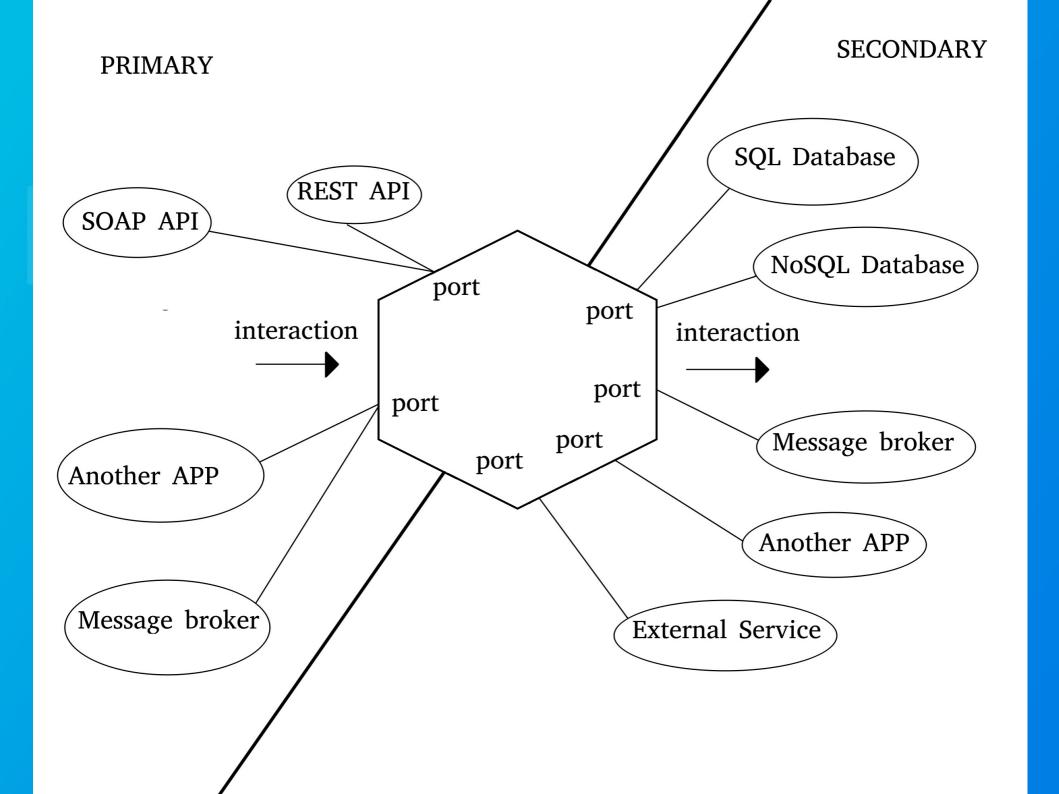
Hexagonal architecture aka Ports & Adapters

Inside

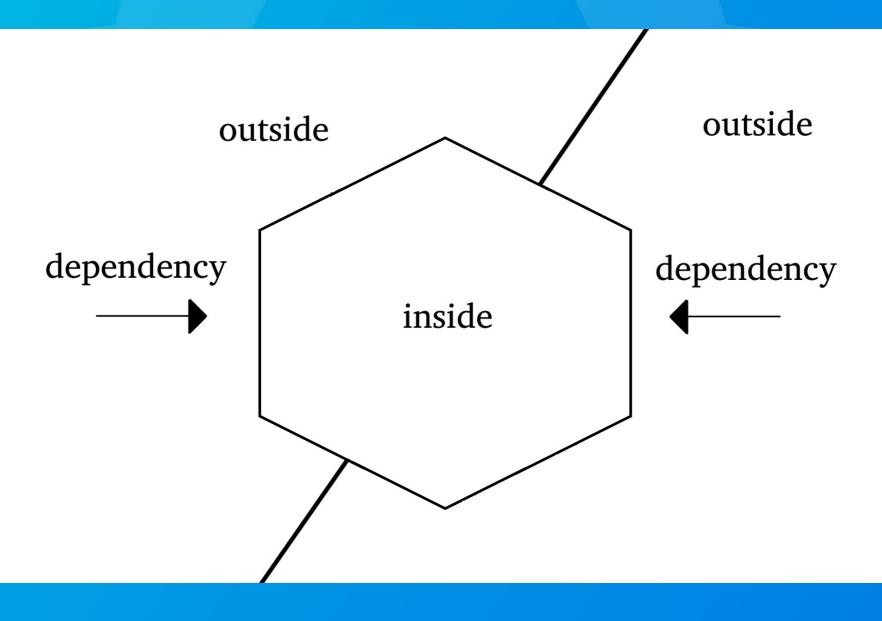
- Domain
- Contracts (aka Ports)
- Technology agnostic
- High isolation

Outside

- Contracts implementations (aka Adapters)
- Framework
- Environment
- Users
- Another hexagon?



Dependency



Primary and secondary?

Port

Port

- Contract
- Defines how we can communicate with our domain (primary)
- Defines what our domain wants from the outside world (secondary)
- Should be named after interaction, not by a technology behind
- Belongs to the domain

Primary port example

```
public interface PrimaryDomainPort {
    Person create(Person person);
    Person get(PersonId personId);
    PersonListProjection findAllByStreet(Street street);
}
```

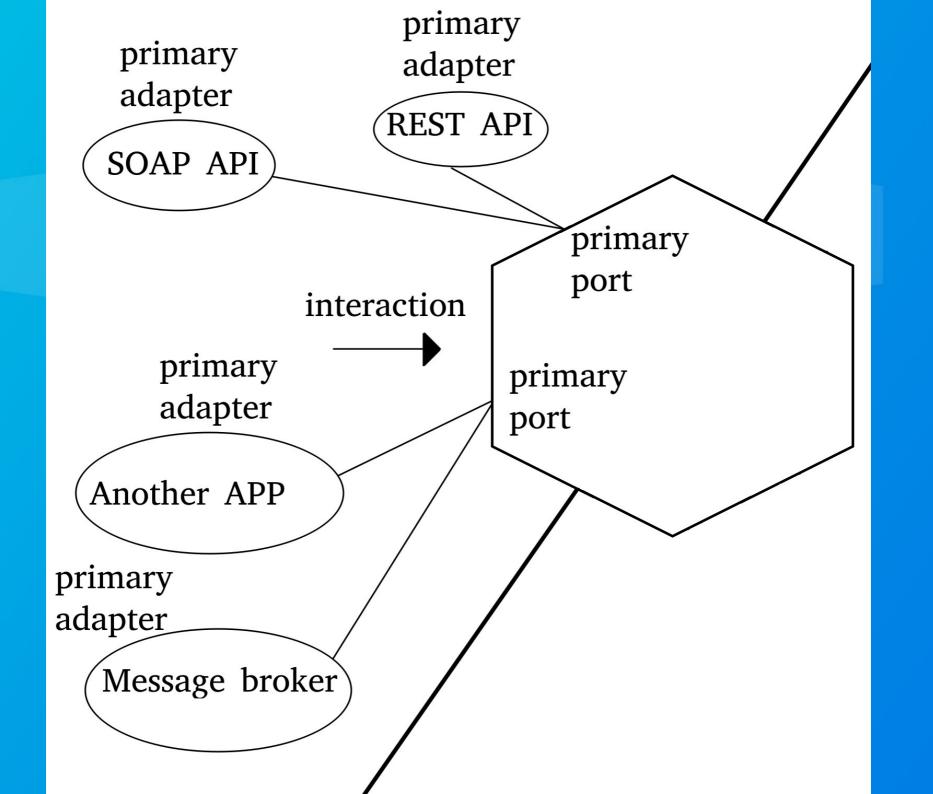
Secondary port example

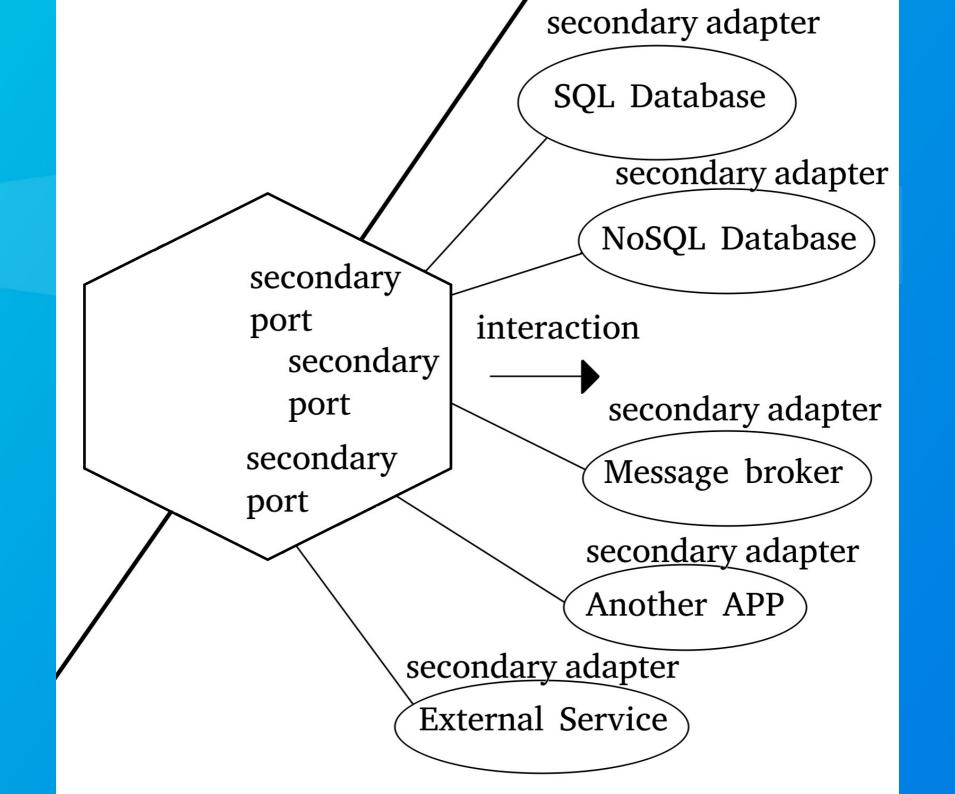
```
public interface PersonRepository {
    Person create(Person person);
    void update(PersonId personId, Person person);
    Person findById(PersonId personId);
}
```

Adapter

Adapter

- Contract's implementation
- Translating technology request to agnostic request which can communicate with hexagon port (primary)
- Translating technology agnostic methods of the port to technology specific request (secondary)
- Belongs to outside world





Main component aka Composition Root

Let's create nexagonal application! Recipe

1. Define what your domain will do – you will have your primary port (or ports)

```
public interface PrimaryDomainPort {
    Person create(Person person);
    Person get(PersonId personId);
    PersonListProjection findAllByStreet(Street street);
}
```

2. Define what your domain want – you will have your secondary ports (or one port)

```
public interface PersonRepository {
    Person create(Person person);
    void update(PersonId personId, Person person);
    Person findById(PersonId personId);
}
```

3. For each secondary port provide mock adapter

```
class PersonInMemoryRepository implements PersonRepository {
    private final Map<PersonId, Person> database;
    PersonInMemoryRepository() {
        this.database = new HashMap<>();
    @Override
    public Person create(Person person) {
        PersonId personId = PersonId.generate();
        database.put(personId, person);
        return Person.withId(personId, person);
    @Override
    public void update(PersonId personId, Person person) {
        database.put(personId, person);
    @Override
    public Person findById(PersonId personId) {
        return database.get(personId);
```

4. Use BDD/TDD to create your domain implementation with help of your mocked adapters

```
@Test
public void personCreationWithNullNameShouldCauseException() {
    PrimaryDomainPort domain = new Domain(PersonRepositoryConfiguration.inMemoryDatabase());
    Person person = new Person( name: null);
    try {
        domain.create(person);
        fail();
    } catch (ValidationException ex) {
        // fine
@Test
public void personCreationShouldGenerateNewId() {
    PrimaryDomainPort domain = new Domain(PersonRepositoryConfiguration.inMemoryDatabase());
    Person model = new Person( name: "Mateusz");
    Person firstPerson = domain.create(model);
    Person secondPerson = domain.create(model);
    assertNotEquals(firstPerson.getId(), secondPerson.getId());
```

5. Create real secondary adapters (create some unit/integration tests for them)

```
class PersonMySQLRepository implements PersonRepository {
    private DatabaseConnection databaseConnection;

PersonMySQLRepository(DatabaseProperties properties) {
        this.databaseConnection = DatabaseConnection.connect(properties);
}

@Override
public Person create(Person person) {
        OrmPerson ormPerson = OrmMapper.map(person);
        databaseConnection.insert(ormPerson);
        return OrmMapper.map(ormPerson);
}
```

6. Create primary adapters

```
@RestController
class RestAdapter {
    private PrimaryDomainPort domain;
    private AccessAdapter access;
   @Autowired
    public RestAdapter(PrimaryDomainPort domain, AccessAdapter access) {
        this.domain = domain;
        this.access = access;
   @GetMapping("/person/{personId}")
    public PersonRestProjection getPerson(@PathVariable UUID personId) {
        access.checkAccess(personId);
        Person person = domain.get(PersonId.fromUuid(personId));
        return PersonRestProjection.from(person);
```

Benefits of hexagonal architecture?

Testability!

Higher Maintainability And Lower Technical Debt

High domain isolation

Flexibility

Downsides of hexagonal architecture?

Additional abstractions and complexity

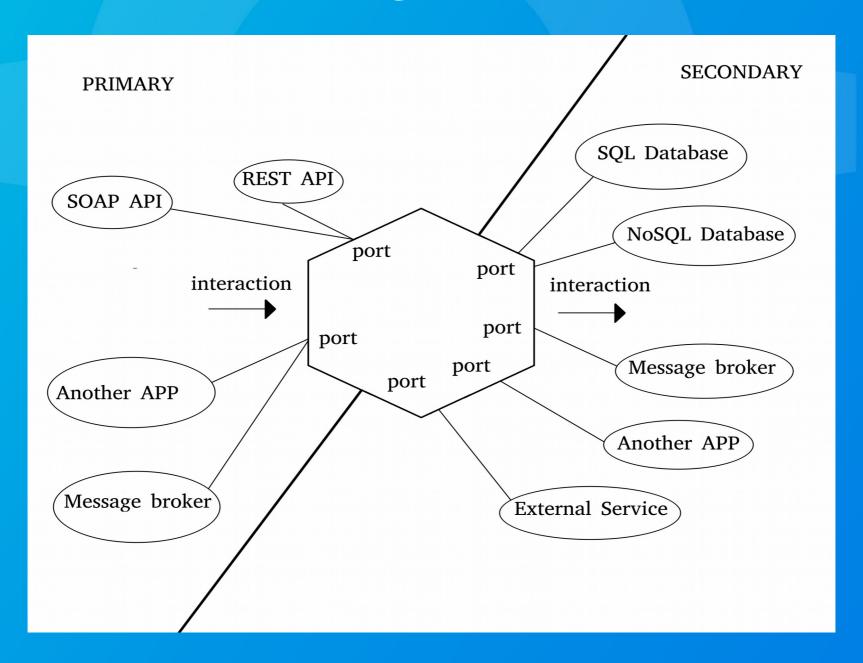
Sometimes we lose framework power

Possible questions and misconceptions

- Is it still layers?
- Can I produce a big ball of mud anyway?
- Why is it named hexagonal architecture?
- Where is port where is adapter?

When to go hexagonal?

Q&A



Give me some feedback:)

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