

Basic Concepts

- Domain-Driven Design
- Working With Data
- Value Objects
- Data Transfer Objects
- Repositories
- Custom Query Builders
- Services
- Actions
- ViewModels
- CQRS
- States And Transitions
- Domains And Applications
- Advantages And Disadvantages

Designing an E-mail Marketing Software

- Overview
 - Subscribers
 - Broadcasts
 - Sequences
 - Automations
 - Other Features
 - Why E-mail Marketing?

- User Stories

- Data Modeling
 - Subscribers
 - Broadcasts
 - SentMails
 - A Quick Note On Performance
 - Sequences
 - Automations

- Domains

Building an E-mail Marketing Software

- Setting Up Domains and Applications
- Subscribers
 - Creating A New Subscriber
 - Updating A Subscriber