

# Domain Driven Design

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Distillation - Chapter 15

DDD-Meetup Cincinnati  
2019-09-15

<https://github.com/mwindholtz/presentations/tree/master/DDD>



# Domain-driven design (DDD)

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An approach to software development

- for complex needs
- by connecting the implementation
- to an evolving model.

The term was coined by Eric Evans

A Short Review or Overview ...

# Meeting Topic Areas

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## 1. Strategic Patterns

- Context Maps, Sub Domains, etc

## 2. Tactical Patterns

- DomainEvents, Aggregates, etc

## 3. Communication Tips

- Whirlpool, Knowledge Crunching, Event Storming

## 4. Code Examples

- Build In Your Own Language: The Cargo Shipping Example

# When to Apply Domain Design

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- **For Simple systems**

- No worries. It fits inside a person's head.

- **For Medium systems**

- No worries. Hire smart people so that ..
- It fits inside a person's head. Oh and write loads of *Documentation!* \*\*

- **For Complex systems**

- Starting is ok. It initially still fits inside a person's head.
- Then Documents help a while
- But As It Grows ...

\*\* Documentation has an unknown expiration date.  
And may be wrong to begin with.  
Other restrictions may apply.

# Typical “Agile” project progression

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- Feature story
- Design, design, design :-)
- Feature story, Feature story
- Design. :-/
- Feature story, Feature story, Feature story, Feature story, Feature story :-/
- Feature story, Feature story, Feature story, Feature story, Feature story :-o



# Code Structure: **Big Ball Of Mud**

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<http://www.laputan.org/mud/>

Process Diagnosis:  
**Featureatitis**





# Software Craftsmanship — IS NOT ENOUGH —

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- Refactoring
- Better names
- Test Driven Design
- Continuous Single Integration
- Something is still missing







**Kent Beck** ✓ @KentBeck May 28

Software development is a leaky rowboat. Behavior changes are rowing--making progress toward a goal, however dimly glimpsed. Structure changes are bailing--not progress in a measurable sense but absolutely necessary for progress.



**DDD Europe** @ddd\_eu 5d

"No refactoring without remodelling. Clean Code by itself cannot save a rotten model."

From "Technical debt isn't technical" by Einar Høst  
@einarwh at #DDDEU 2019  
[buff.ly/2WGYyss](https://buff.ly/2WGYyss)

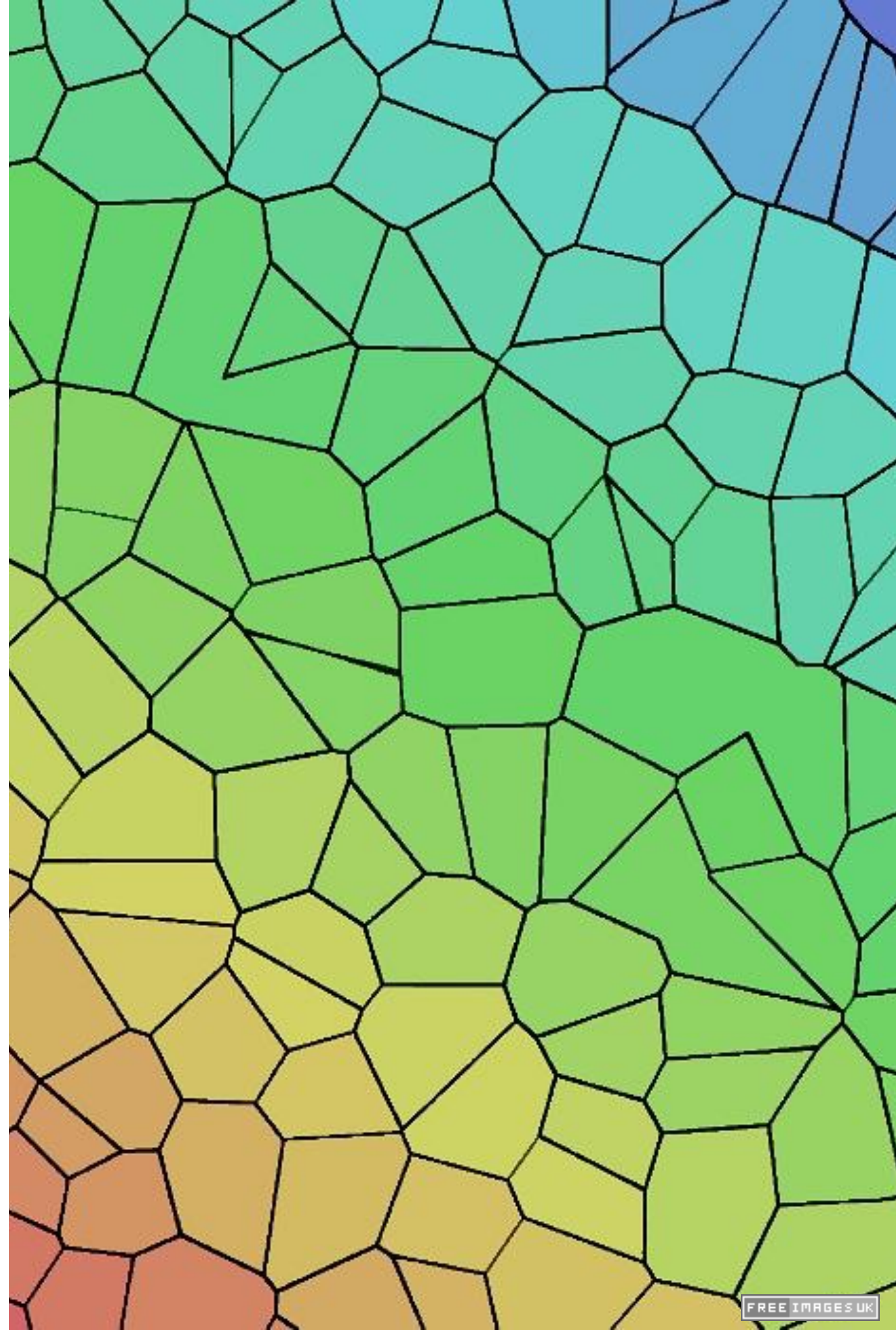
💬 ↻ 17 ❤️ 35 ...

DDD Europe Videos 1999

# “Doing” DDD

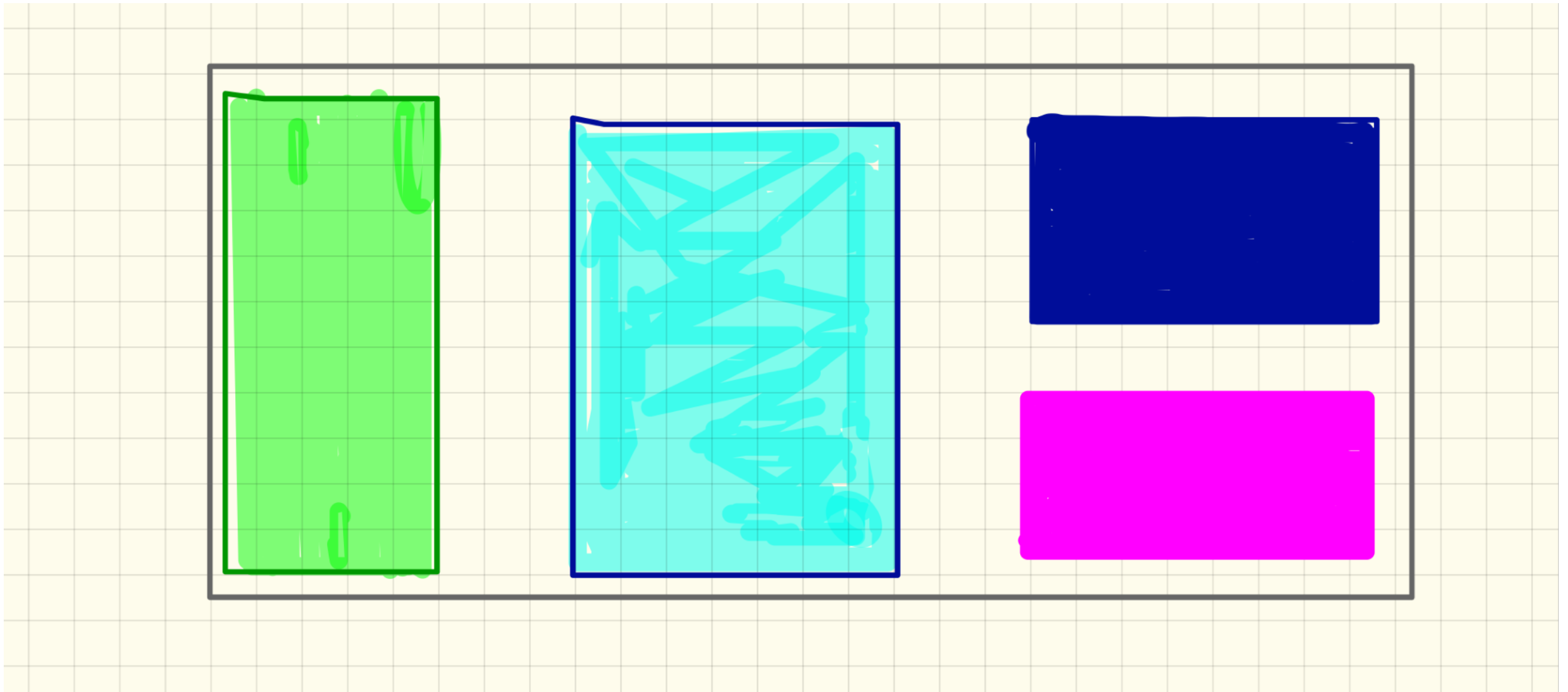
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- Find ***Bounded Contexts***
- Build ***Context Map***
- Focus on ***Core Domain***
- Apply ***Building Blocks***
- Engage Domain Experts to build ***Ubiquitous Language***
- Repeat ... and Revisit :||



# Application, as we Imagine it

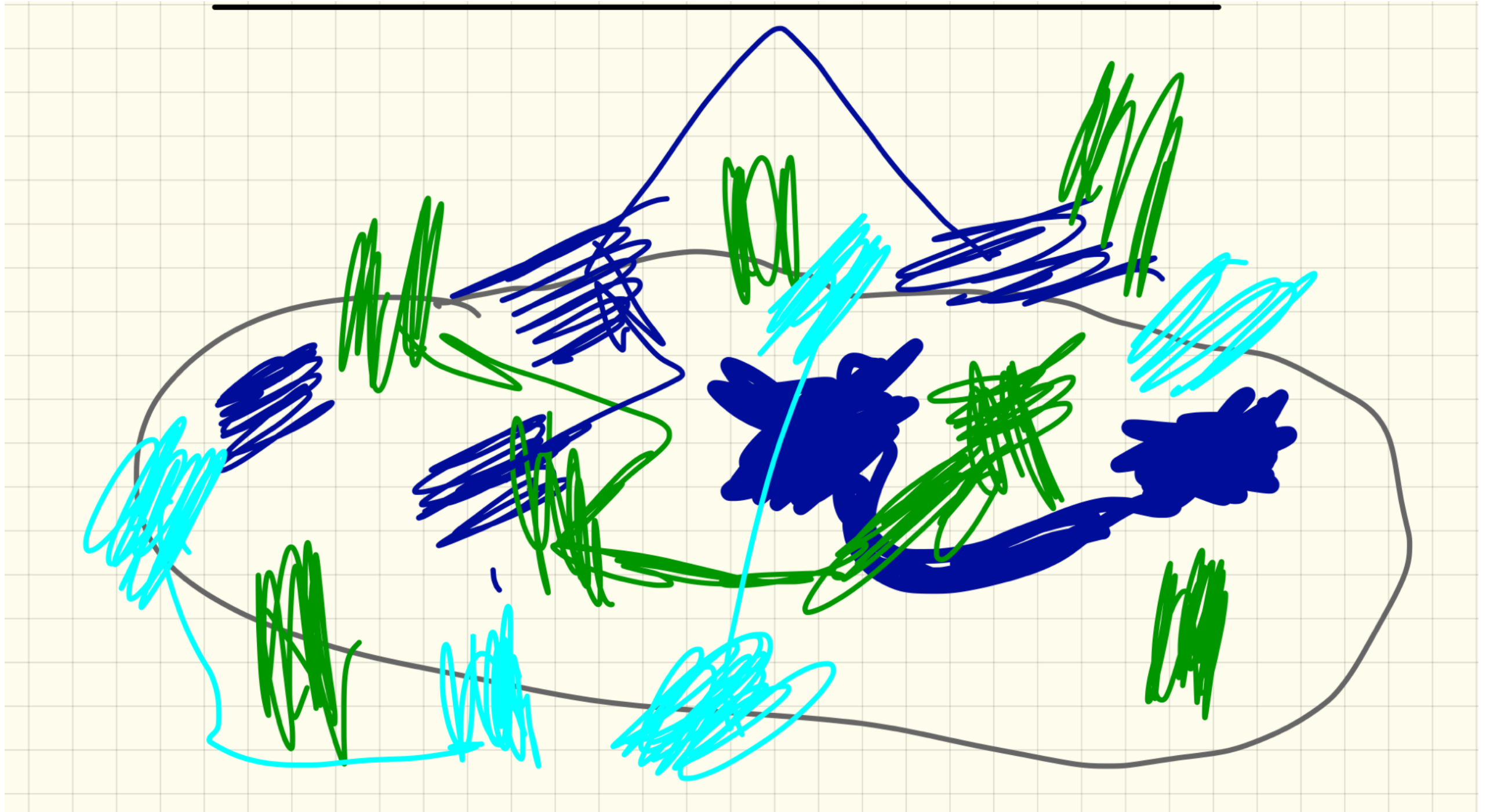
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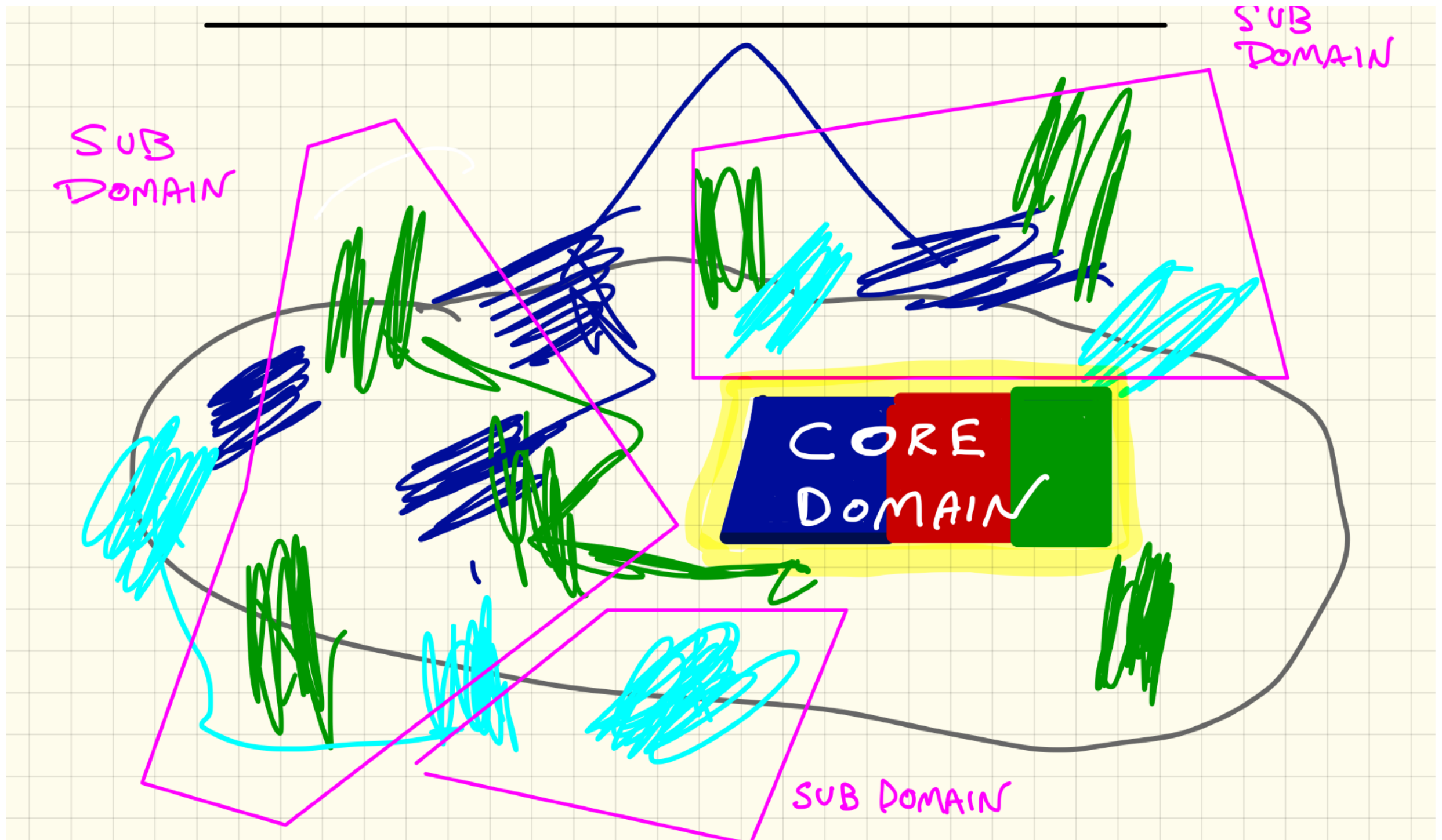
# Application, in Reality

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# Apply Strategic Distillation

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# Domain

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- **A sphere of knowledge, influence, or activity.**
- The subject area to which the user applies a program is the domain of the software.

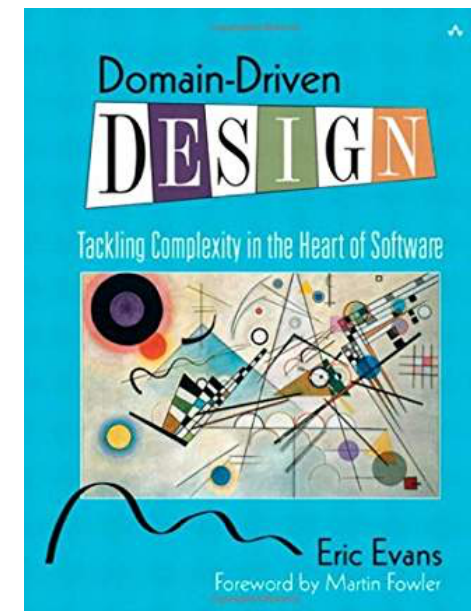


# Why Now ?

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- **Domain Driven Design, “Big Blue Book”, 2003**

- Tactical Patterns get most of the attention



- **Micro-Services, 2012**

- Bounded Context and Context Mapping for organization
- Content of each Micro-Service
- Relationships among Micro-Services

# Why is DDD Difficult to Explain?

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- **Since the *Problem* is Complex and Subtle**
- **The *Solution* is also Complex and Subtle**
  - Difficult to *scale down* into examples
- **Large Vocabulary of Interrelated Patterns**
  - Pattern Languages

# Building Blocks

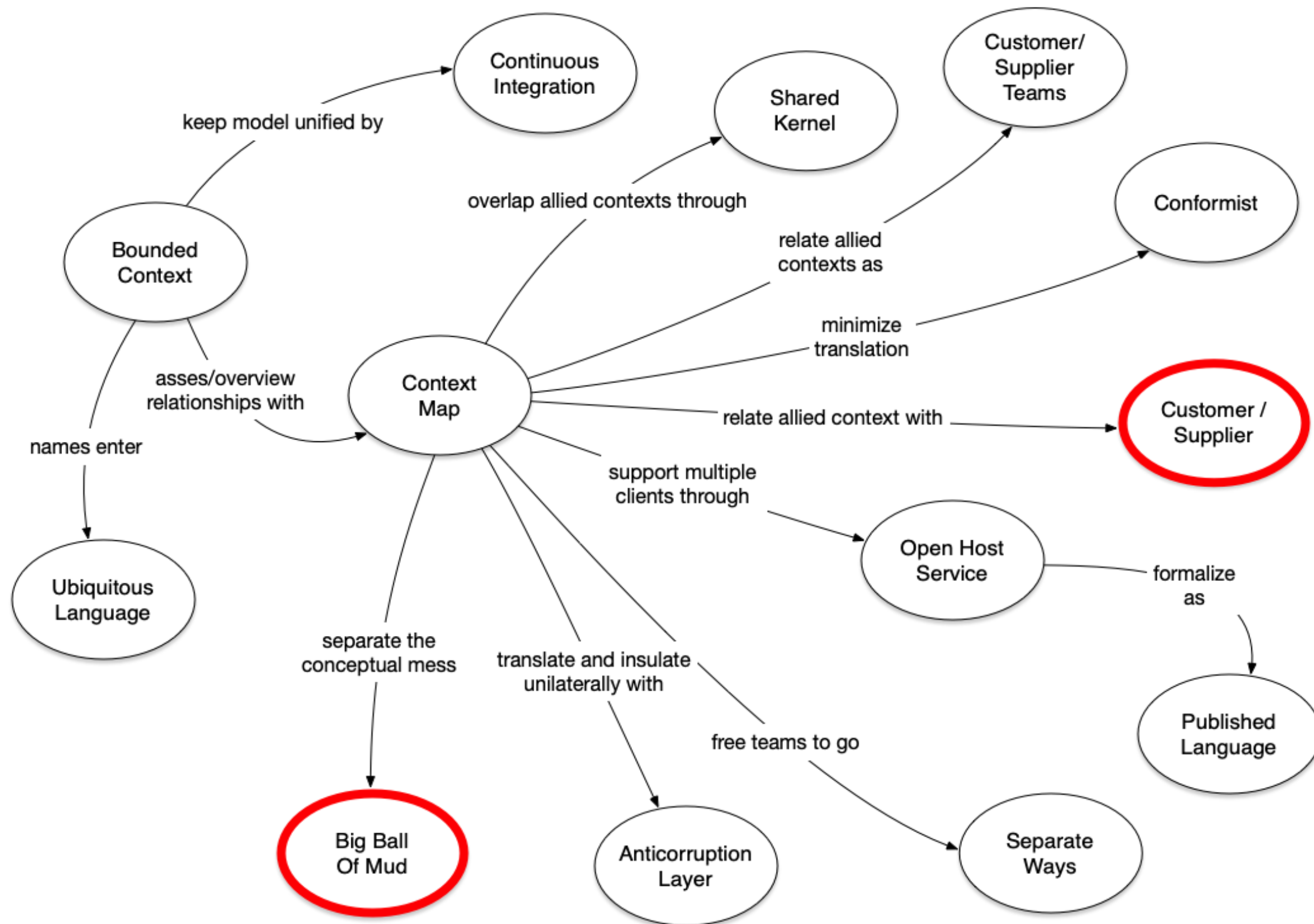
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- Layered Architecture
- Value Objects
- Entities
- Factories
- Repositories
- **Aggregates**
- **Services**
- **Domain Events**





# Strategic Patterns



# Strategic Patterns

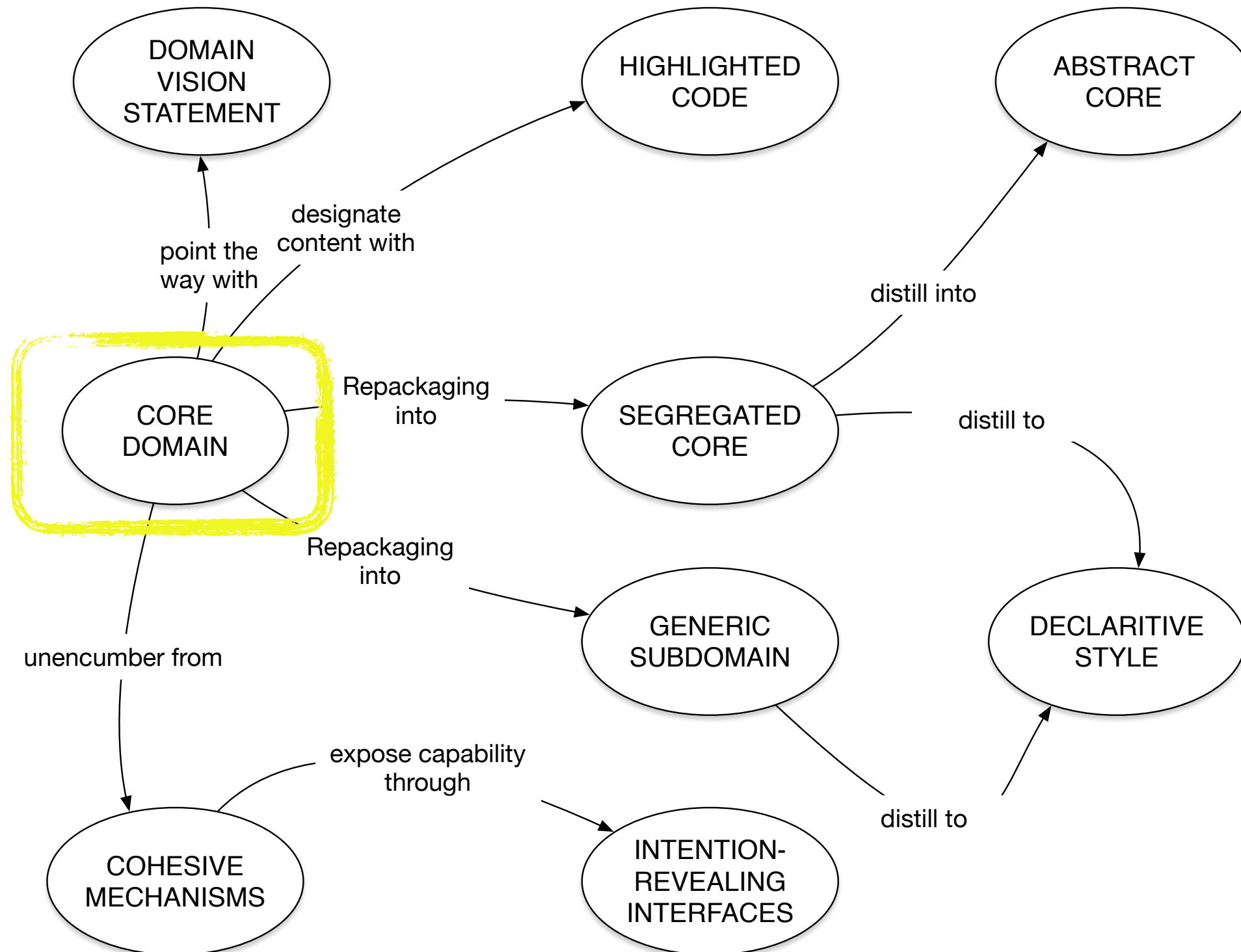
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## CH 15 - DISTILLATION

Finding - Separating  
- The Core Domain



# Strategic Distillation





# CORE DOMAIN

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- A System that is Hard to understand is hard to change
- Not all parts of a system are going to be equally refined
- Skilled developers are drawn to the new technical areas
- The specialized core less experienced devs
- Boil down the model.
- Apply top talent to the CORE DOMAIN

# GENERIC SUBDOMAIN

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- Some Parts of Model add complexity without capturing special knowledge
- Don't Clutter the CORE DOMAIN
- Identify Cohesive subdomains that are not the target of the project
- Examples: Email Delivery, User Management, Billing

# DOMAIN VISION STATEMENT

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- Write a short (one page) description of the CORE DOMAIN
- Leave out technical details, UI, DB, Tooling, etc
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# HIGHLIGHTED CORE

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- Write a short 3-7 page document
- Describe the main MODEL elements and their interactions



# COHESIVE MECHANISMS

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- Some parts of the MODEL get complex
  - example: Algorithms
- CM is part of the MODEL but a complex part that internally works together
- Partition those parts in COHESIVE MECHANISMS
- Provide an INTENTION-REVEALING INTERFACE

# SEGREGATED CORE

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# ABSTRACT CORE

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- Identify the most fundamental concepts in the model and create distinct abstract interfaces for them.
- Create interactions between these abstract model elements

# DECLARITIVE STYLE p.270

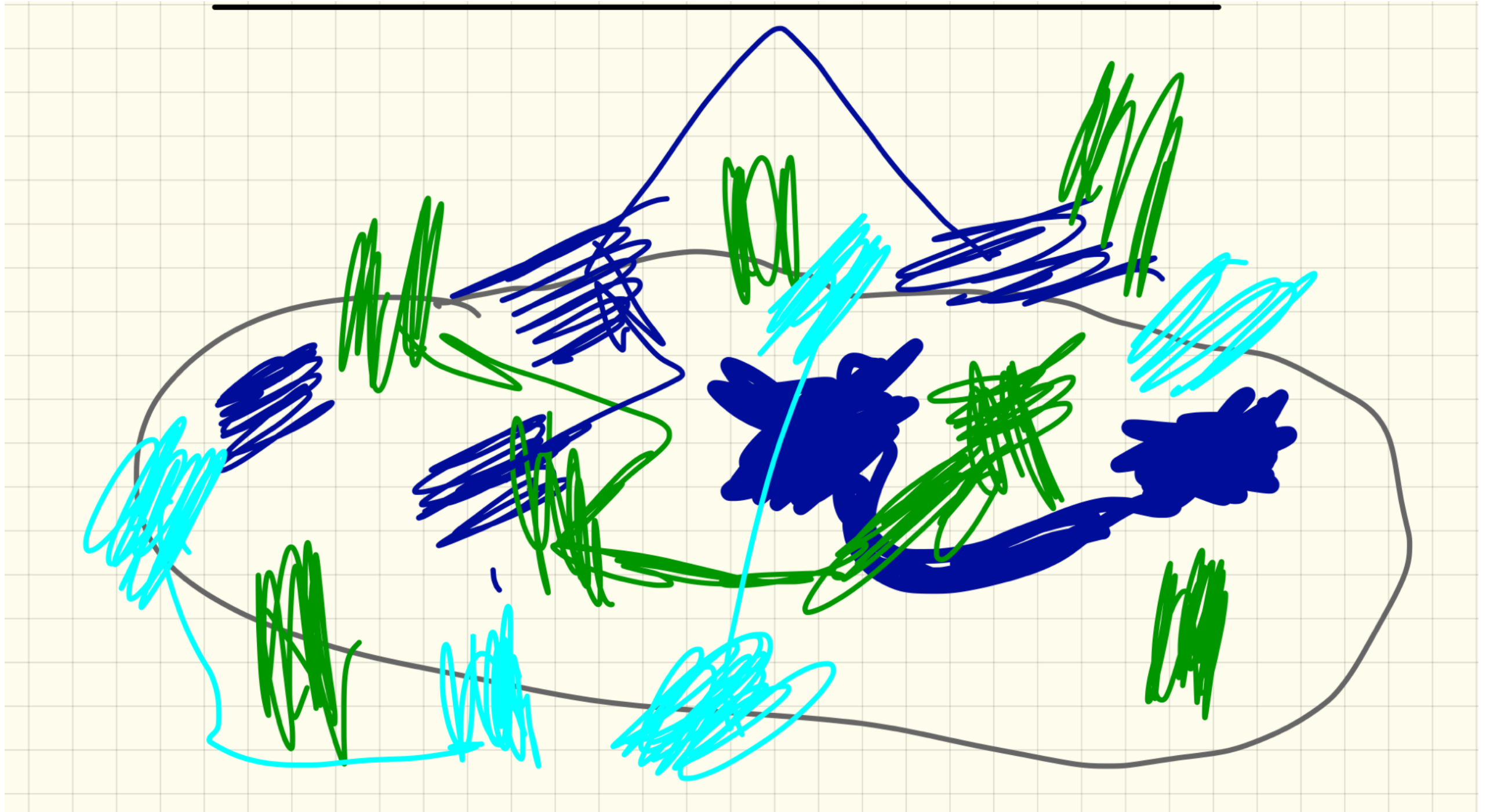
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- Code Generator, Framework Generator
- Specifications, Rules,
- Metalevel, macros, templates(?)
- Example:



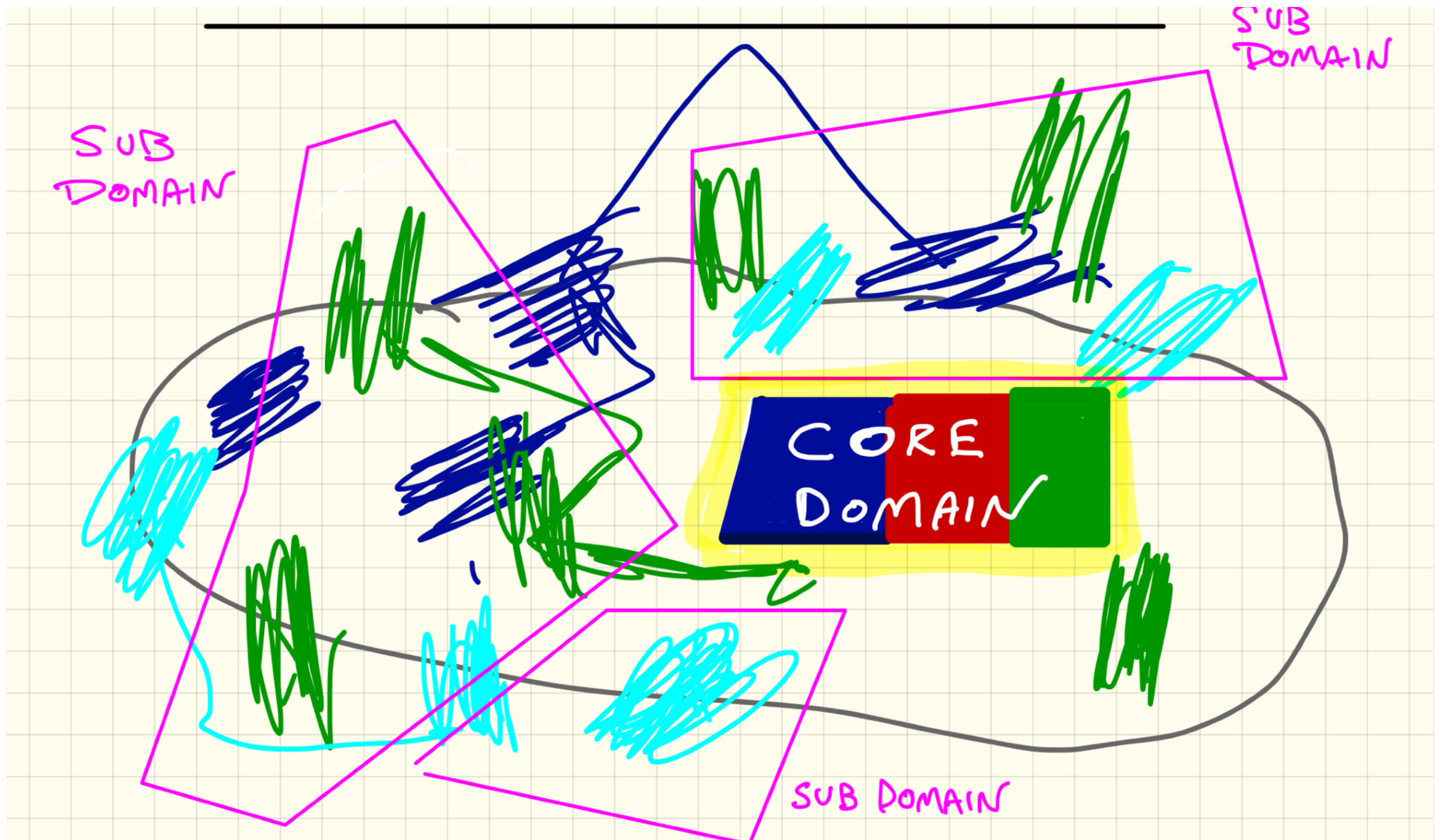
# Application, in Reality

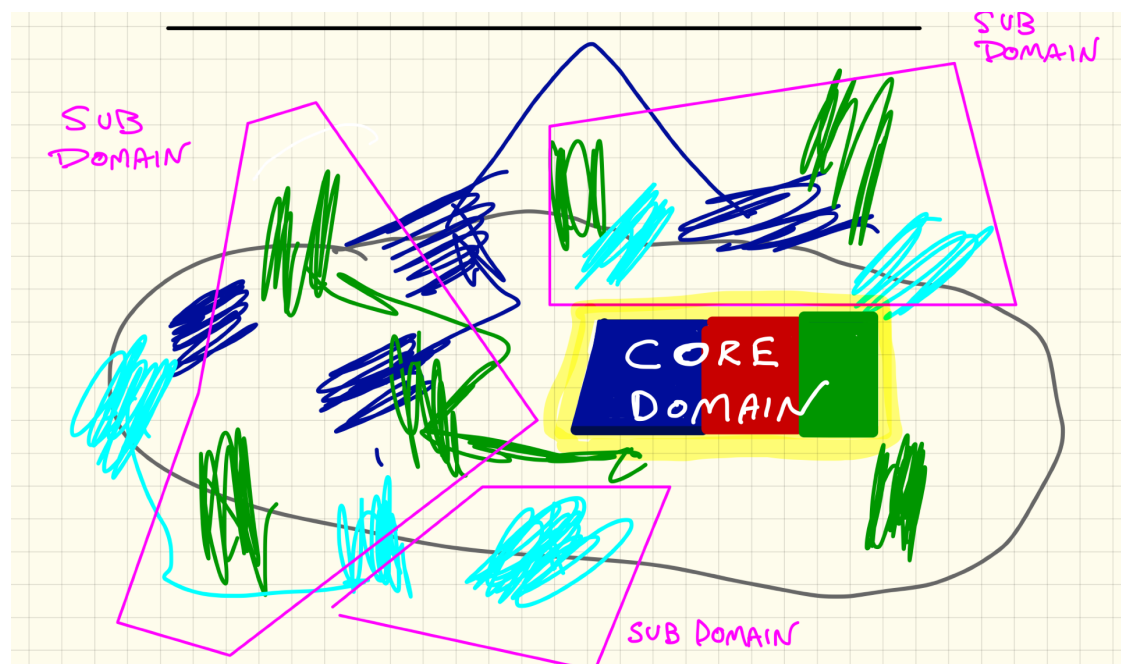
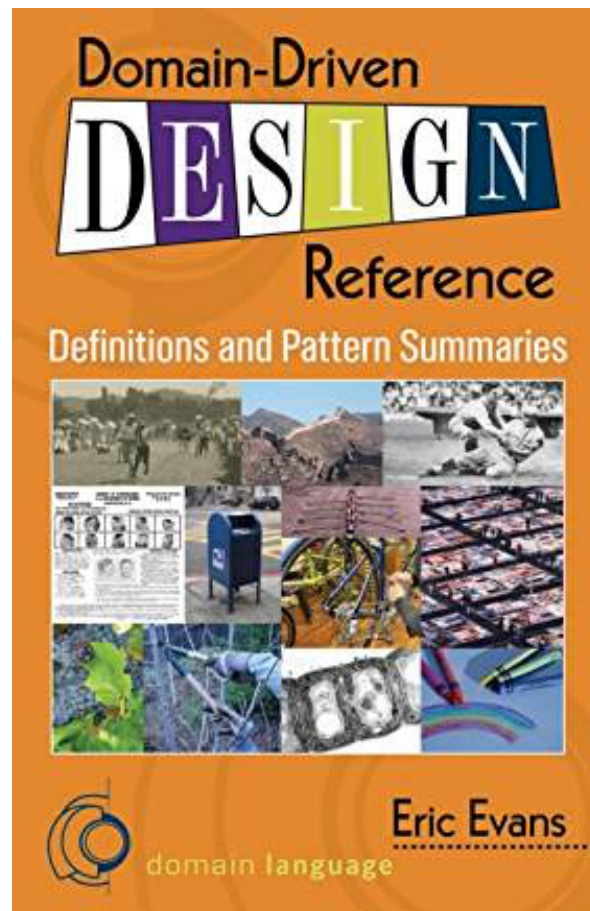
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# Apply Strategic Distillation

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The End

