# DDD

\* Problem-Domain

\* Solution-Domain

\* Strategic Design

\* Ubiquitous Language

\* Bounded Context

\* Sub-domains

\* Tactical Design

\* Aggregate Root & Aggregate

\* Value-Object

\* Domain Services

\* Application Services

\* Domain Events

\* Context Mapping

\* Integration between BCs (Messaging, RPC, ...)

\* Entity Persistence

\* Patterns

\* Factory

\* Repository

\* Unit of Work

\* Event Sourcing

\* CQRS