



Clean Architecture

What Is Software Architecture?

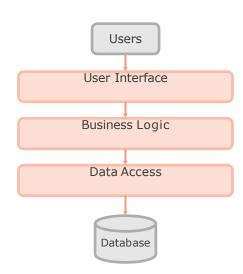
High-level

Structure

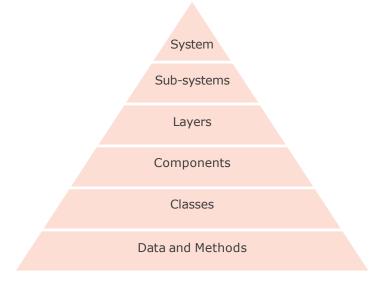
Layers

Components

Relationships



Levels of Architectural Abstraction



What & Bad Architecture?

Complex

Incoherent

Brittle

Untestable

Unmaintainable

What Is Good Architecture?

Simple

Understandable

Flexible

Emergent

Testable

Maintainable

What & Clean Architecture?

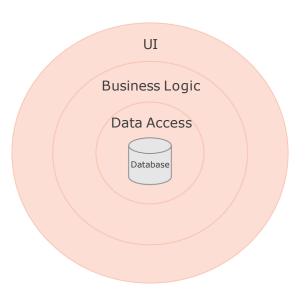
Architecture that is designed for the inhabitants of the architecture... not for the architect... or the machine



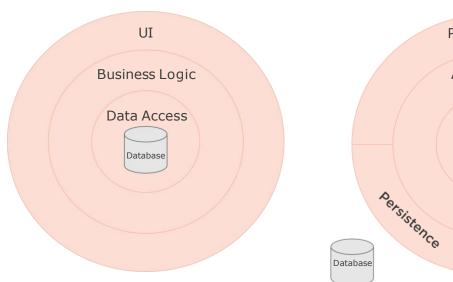


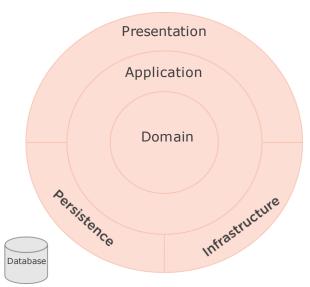
Domain-centric Architecture

Classic Three-layer Database-centric Architecture



Database-centric vs. Domain-centric Architecture



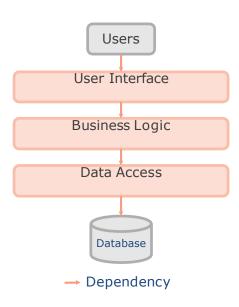




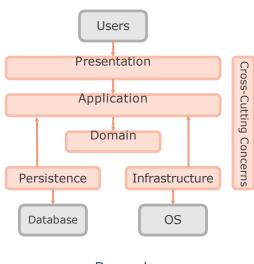


Application Layer

Classic Three-layer Architecture



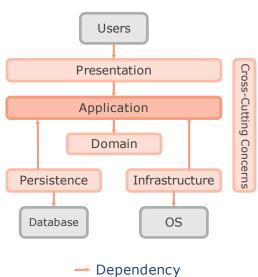
Modern Four-layer Architecture



→ Dependency

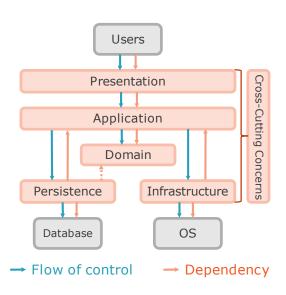
Application Layer

Implements use cases High-level application logic Knows about the domain No knowledge of other layers Contains interfaces

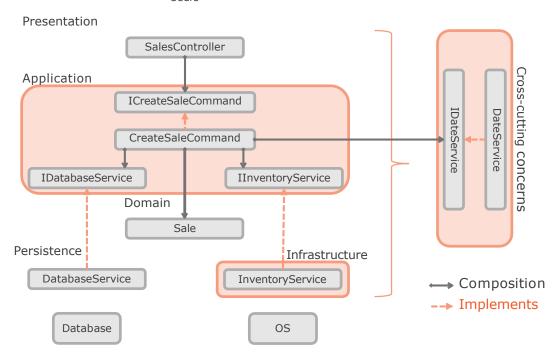


Layer Dependencies

Dependency inversion
Inversion of control
Independent deployability
Flexible and maintainable



Users







Commands and Queries

Command-query Separation

Command

Does something

Should modify state

Should not return a value

Query

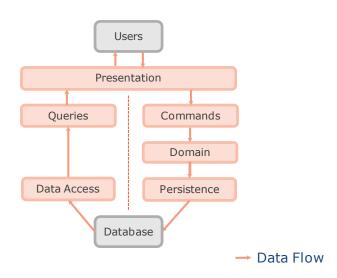
Answers a question

Should not modify state

Should return a value

CQRS – Commands and Queries Responsibility Segregation

CQRS Architectures



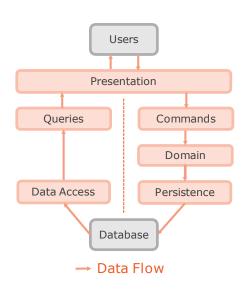
Single-database CQRS

Single database

Commands use domain

Queries use database

Simplest of the three



Two-database CQRS

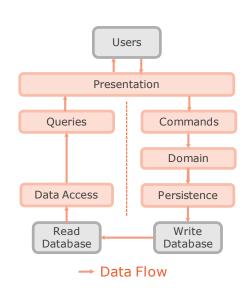
Read and write databases

Commands use write DB

Queries use read DB

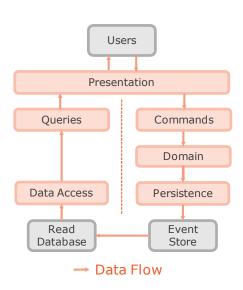
Eventual consistency

Orders of magnitude faster



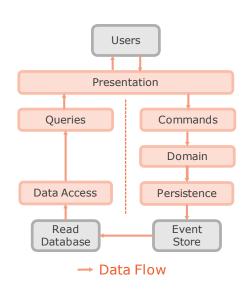
Event Sourcing CQRS

Store events
Replay events
Modify entity
Store new event
Update read database



Event Sourcing CQRS

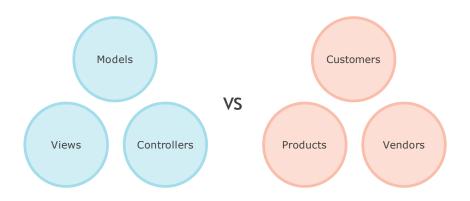
Complete audit trail
Point-in-time reconstruction
Replay events
Multiple read database
Rebuild production database







Functional Organization



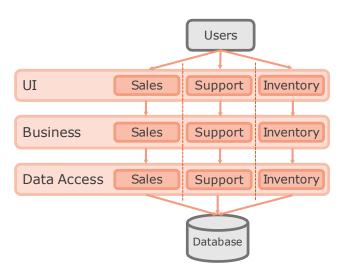
	Create Sale Command		Sale Factory		Sale Detail Model		Get Products List Query Products			Get Employees Query Employees	
		Sales	Sales	Applic	ation		Product Model	< > Get Products List Query		< > Get nployees List Query	Employee Model
	Get Get	Get	List Item Model	Sale Factory					<>→		
Sale Detail Query	Sales List Query	Create Sale	Query Cr		< > Create	Customers		Get Customers List Query		Database Service nterfaces	
			Model	⊲ G Sa Li	et iles ist	Sale Command	Cu	customer Model		li	< > nventory Service

	Crosses Crosses Visite Water Factory	Create Control Create Care View Nodel	Oracional Control of C	Providents Customers Customers
Guery	Cuery	Get Sale Create Query Blocker Blocker Get Sales List	Create Sate Command	Objetionners List Interfaces Overs Interfaces Cushimmer Imperiors Cushimmer Imperiors Denotes Imperiors
		J. Duog.		Control Common
				From Total Traces





Components



Problem Domain

Sales Support

Sales opportunity Support ticket

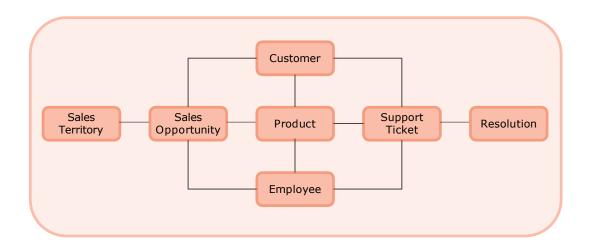
Contact Customer

Sales person Support person

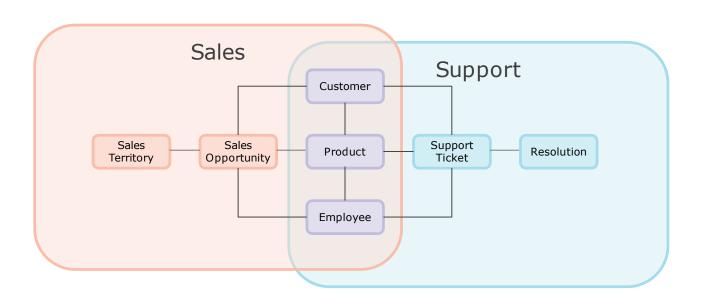
Product Product

Sales territory Resolution

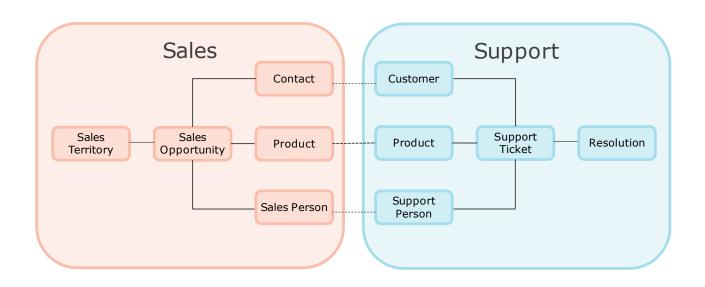
Single Domain Model



Overlapping Contexts



Bounded Contexts



Cross-boundary Entities

Sales

Contact

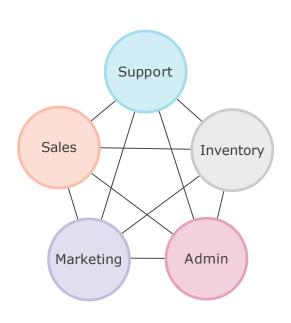
Contact ID Contact Type Name Total Revenue

Support

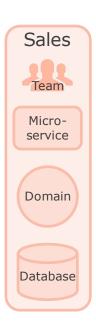
Customer

Customer ID Contact ID Contact Type Name Open Tickets

Subdivide monoliths
Clearly-defined interfaces
Small teams
Independent



Bounded context
Cohesion/coupling
Single domain of knowledge
Consistent data model
Independence



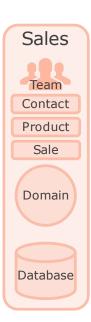


How small?

Where to divide?

Microservice per aggregate root

Database per bounded context





Literature, Demo

Robert C. Martin: Clean Architecture. Craftsman's Guide to Software Structure and Design

https://github.com/matthewrenze/clean-architecture-demo

Thank You!

