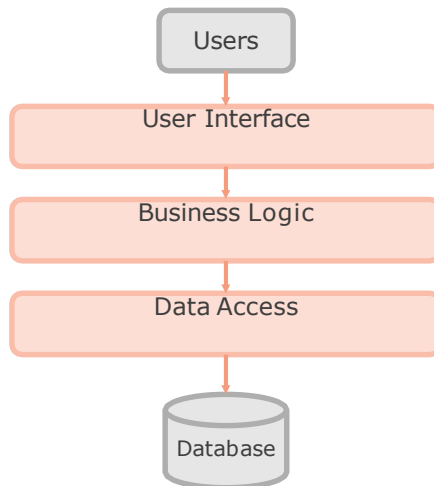




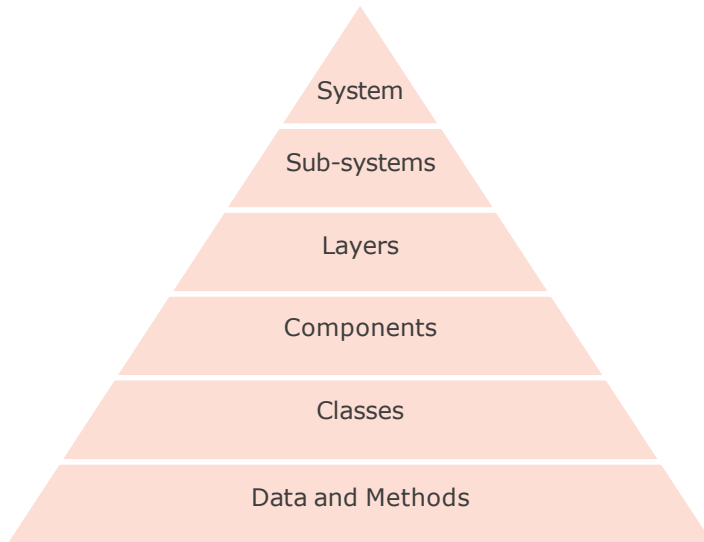
Clean Architecture

What is Software Architecture?

High-level
Structure
Layers
Components
Relationships



Levels of Architectural Abstraction





What Is Bad Architecture?

Complex

Incoherent

Brittle

Untestable

Unmaintainable



What Is Good Architecture?

Simple

Understandable

Flexible

Emergent

Testable

Maintainable



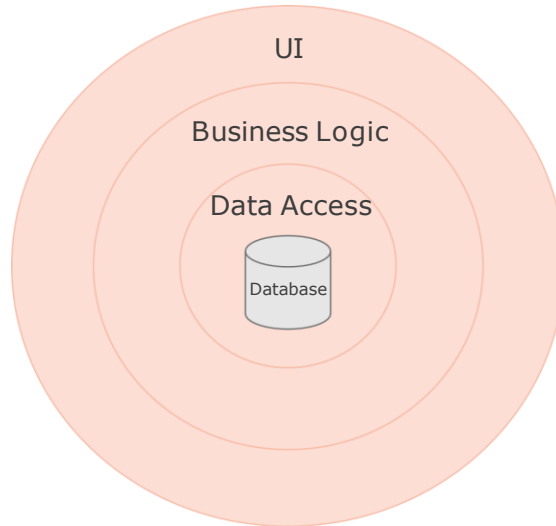
What is Clean Architecture?

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

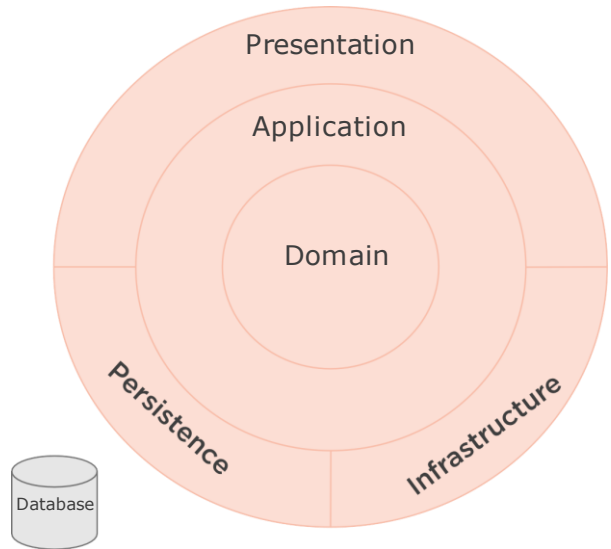
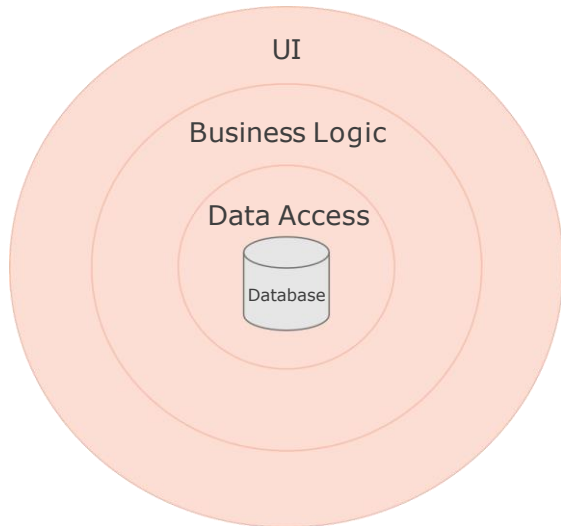


Domain-centric Architecture

Classic Three-layer Database-centric Architecture



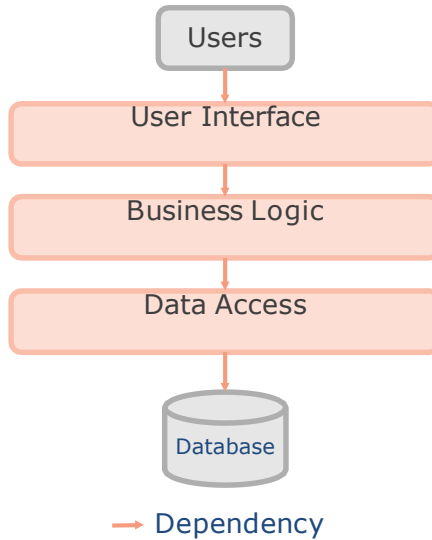
Database-centric vs. Domain-centric Architecture



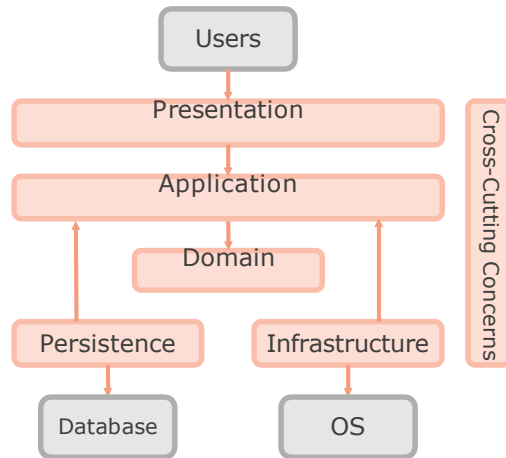


Application Layer

Classic Three-layer Architecture



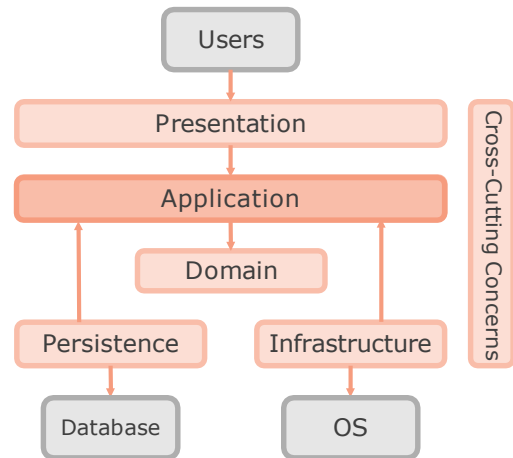
Modern Four-layer Architecture



→ Dependency

Application Layer

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



→ Dependency

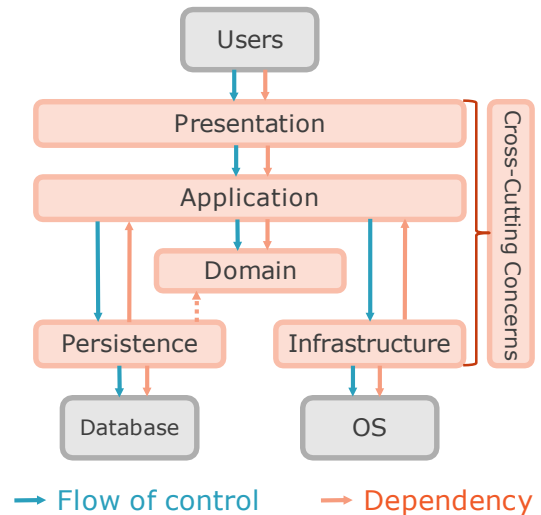
Layer Dependencies

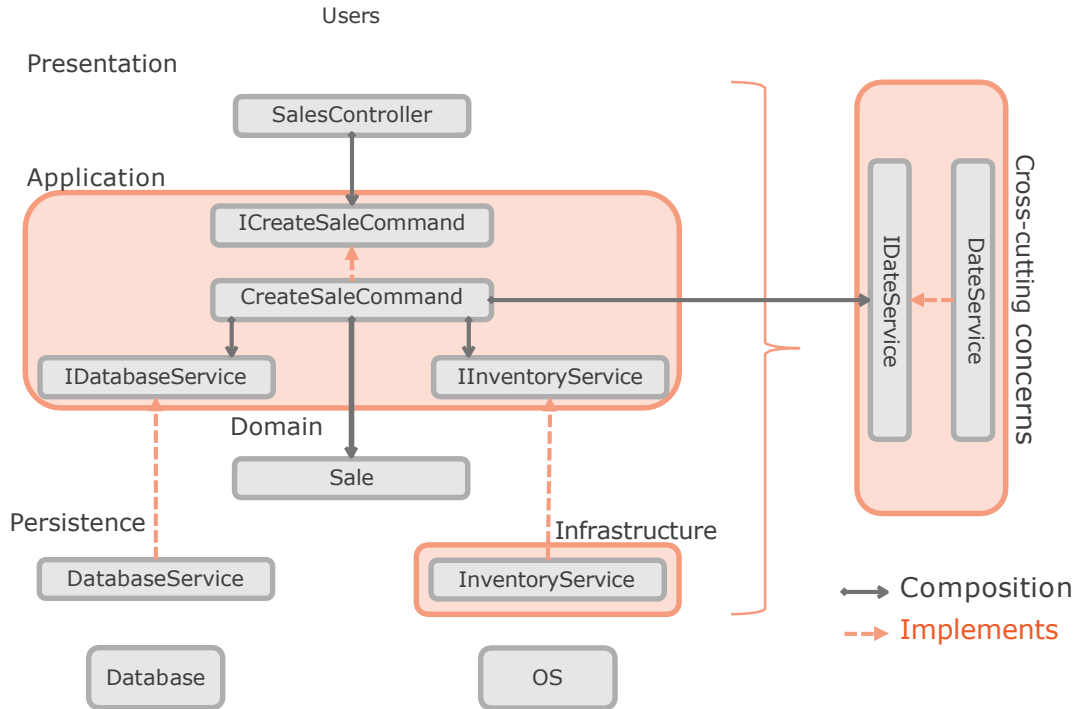
Dependency inversion

Inversion of control

Independent deployability

Flexible and maintainable







Commands and Queries



Command-query Separation

Command

Does something

Should modify state

Should not return a value

Query

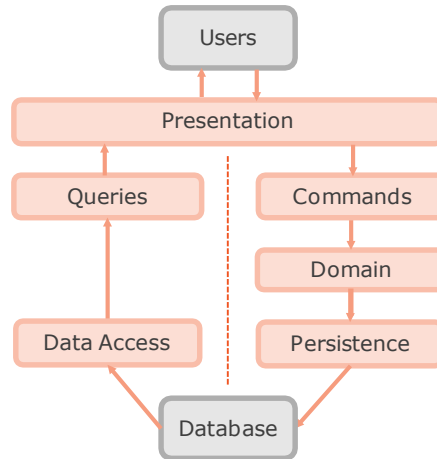
Answers a question

Should not modify state

Should return a value

CQRS – Commands and Queries
Responsibility Segregation

CQRS Architectures



→ Data Flow

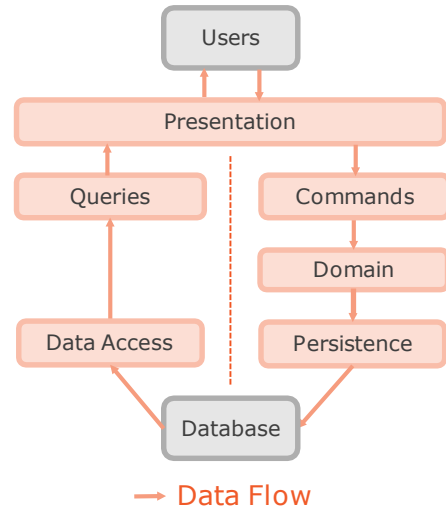
Single-database CQRS

Single database

Commands use domain

Queries use database

Simplest of the three



Two-database CQRS

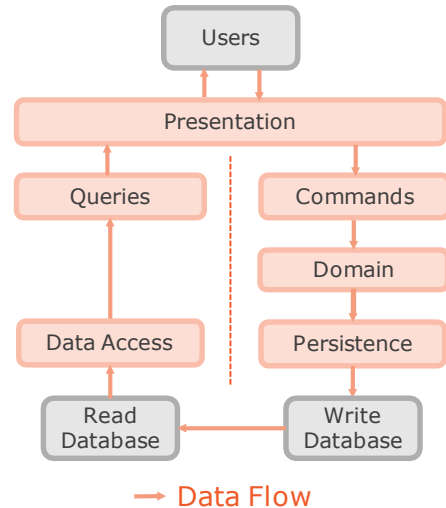
Read and write databases

Commands use write DB

Queries use read DB

Eventual consistency

Orders of magnitude faster



Event Sourcing CQRS

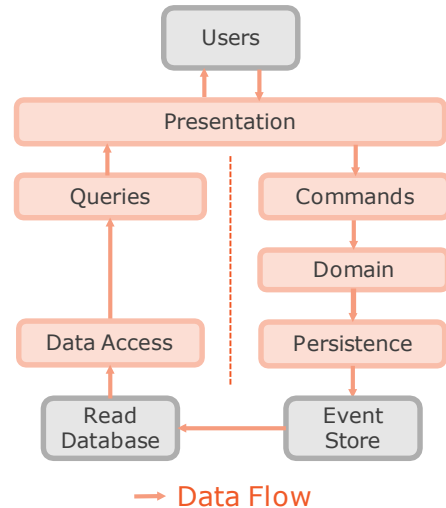
Store events

Replay events

Modify entity

Store new event

Update read database



Event Sourcing CQRS

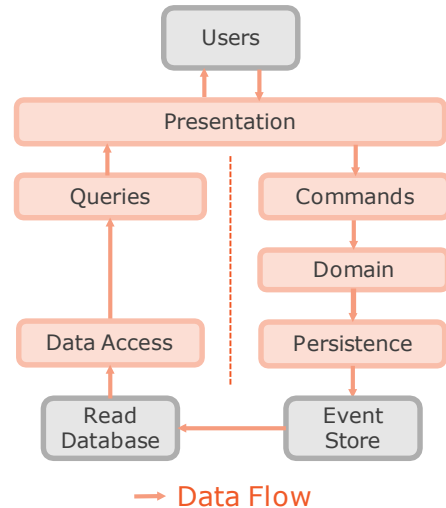
Complete audit trail

Point-in-time reconstruction

Replay events

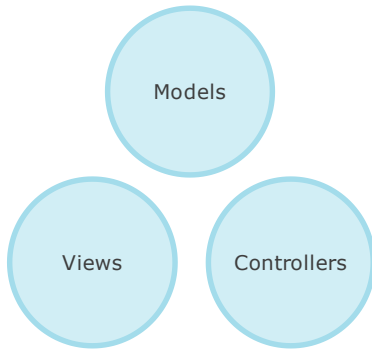
Multiple read database

Rebuild production database

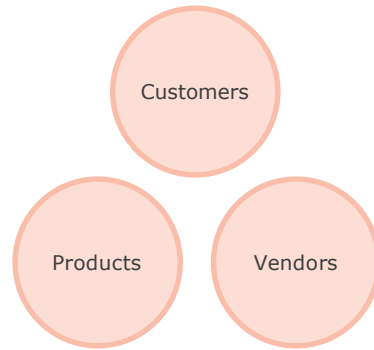


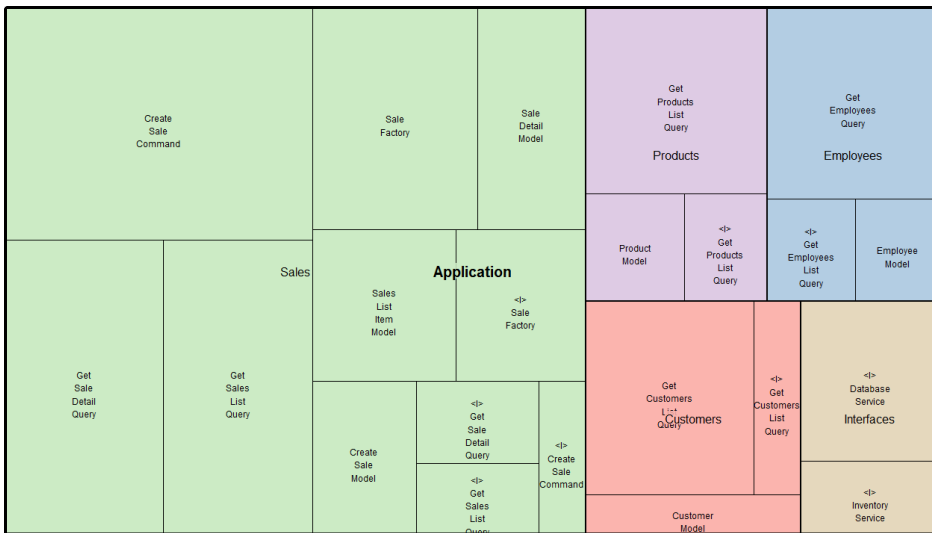


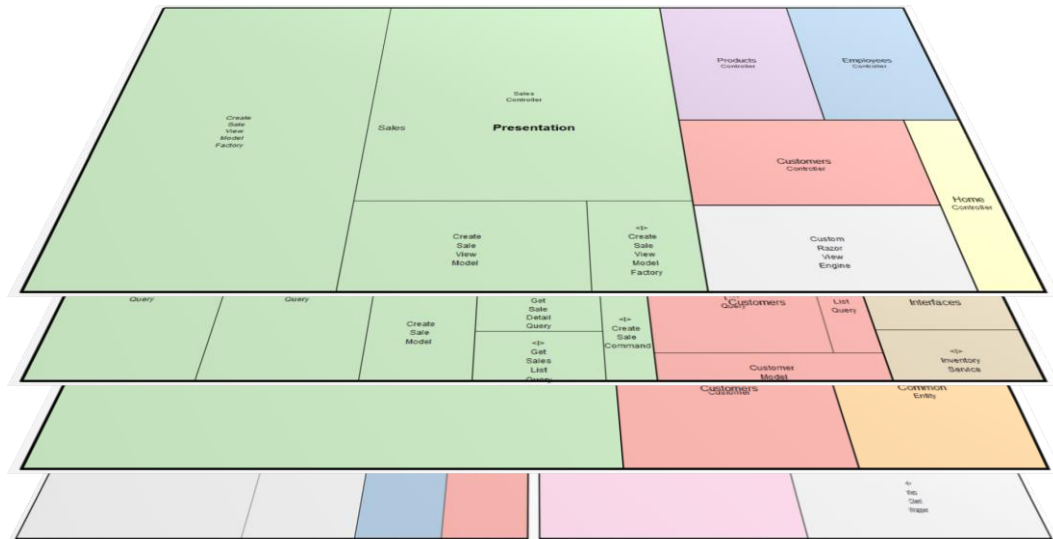
Functional Organization



VS



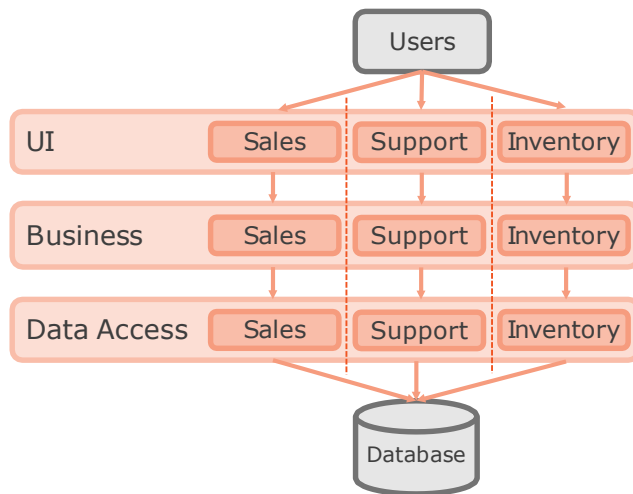






Microservices

Components





Problem Domain

Sales

Sales opportunity

Contact

Sales person

Product

Sales territory

Support

Support ticket

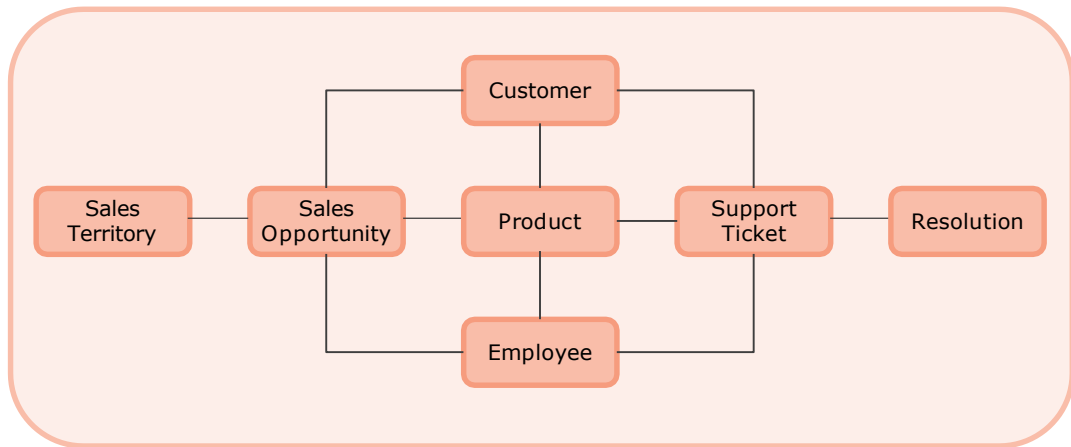
Customer

Support person

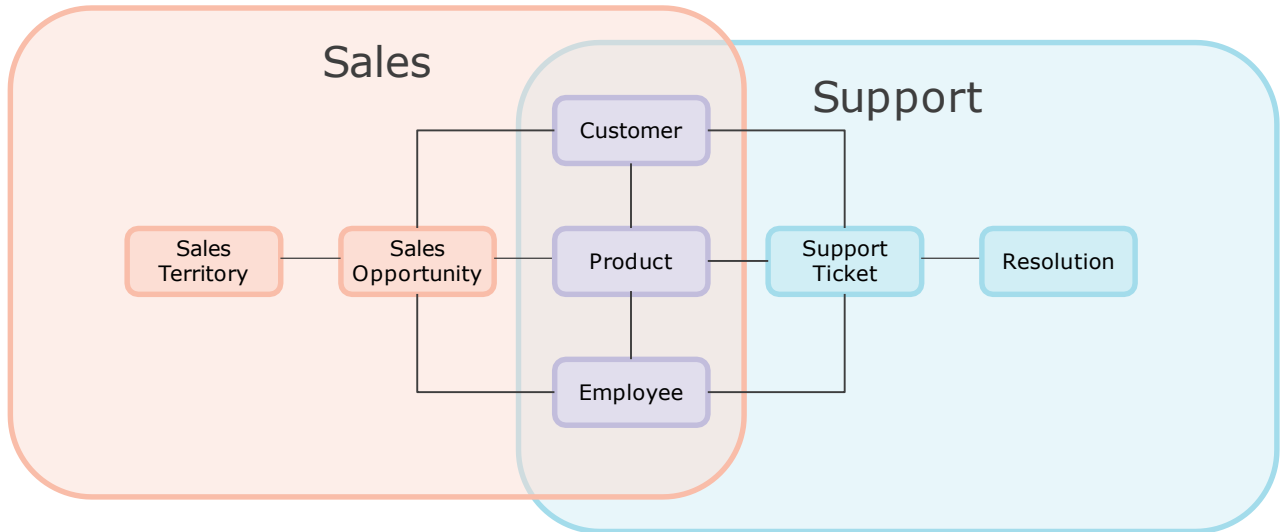
Product

Resolution

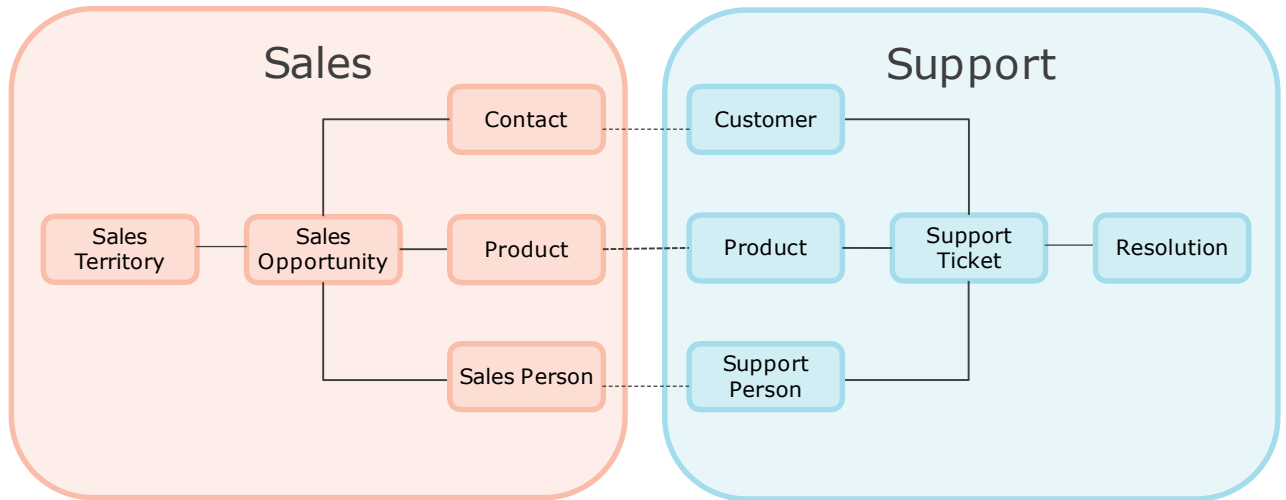
Single Domain Model



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

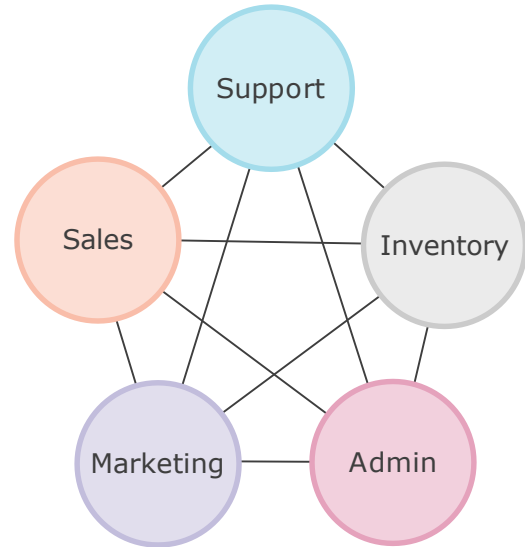
Microservices

Subdivide monoliths

Clearly-defined interfaces

Small teams

Independent



Microservices

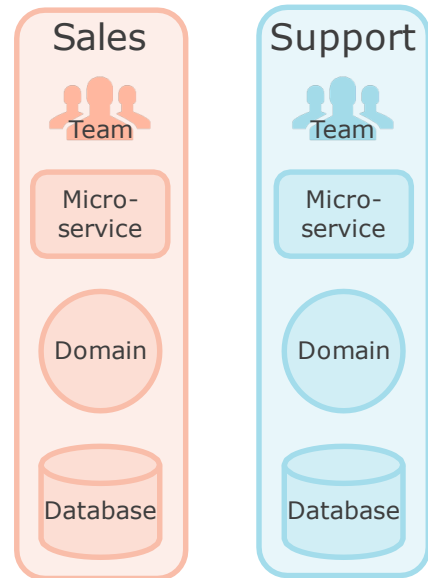
Bounded context

Cohesion/coupling

Single domain of knowledge

Consistent data model

Independence



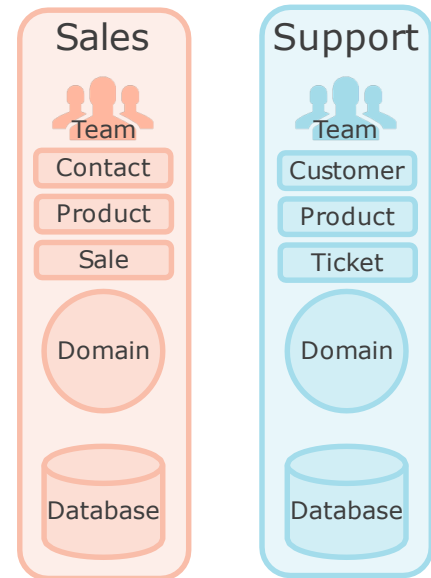
Microservices

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!

