

DOMAIN-CENTRIC?

WHY HEXAGONAL AND
ONION ARCHITECTURE ARE
ANSWERS TO THE WRONG
QUESTION —
AND WHAT TO ASK INSTEAD

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Activity overview Code review

2025

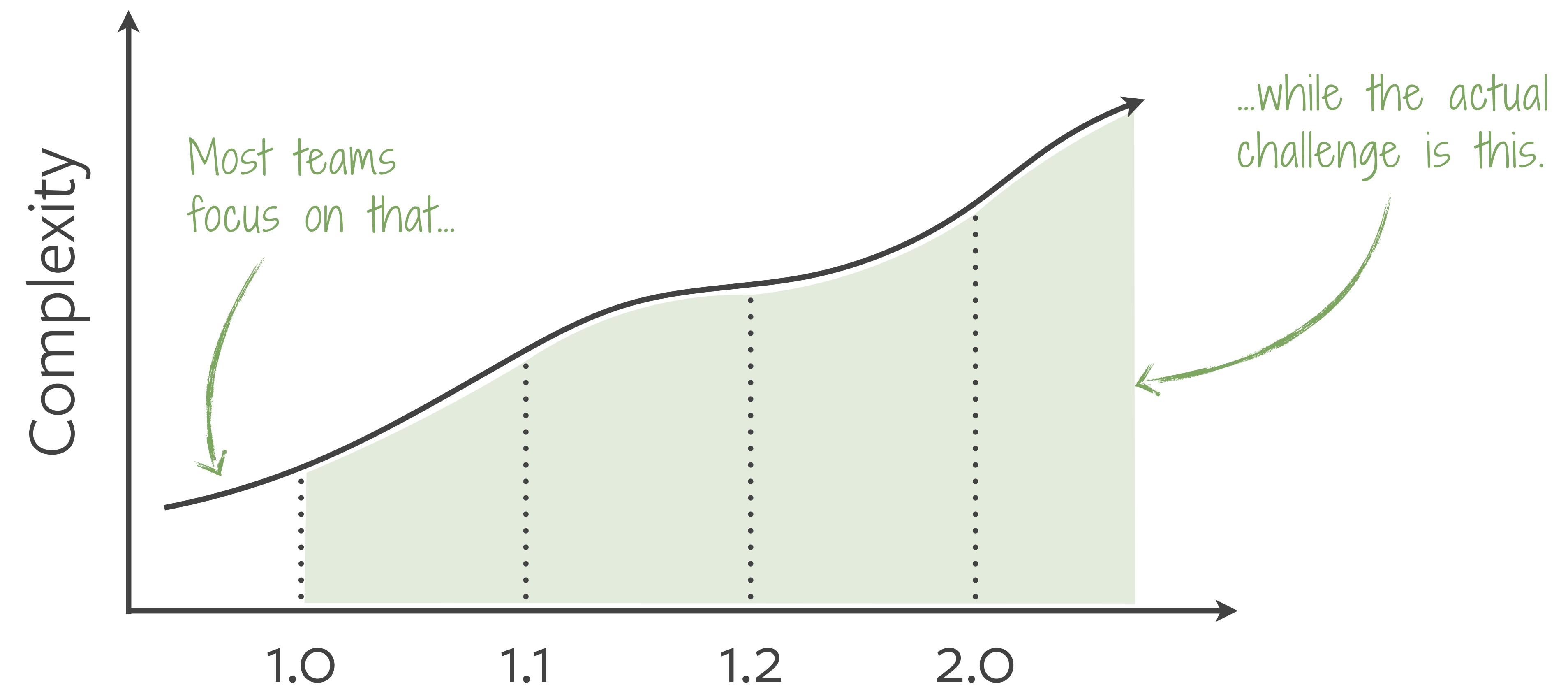
2024

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2020



Cost of Software

??

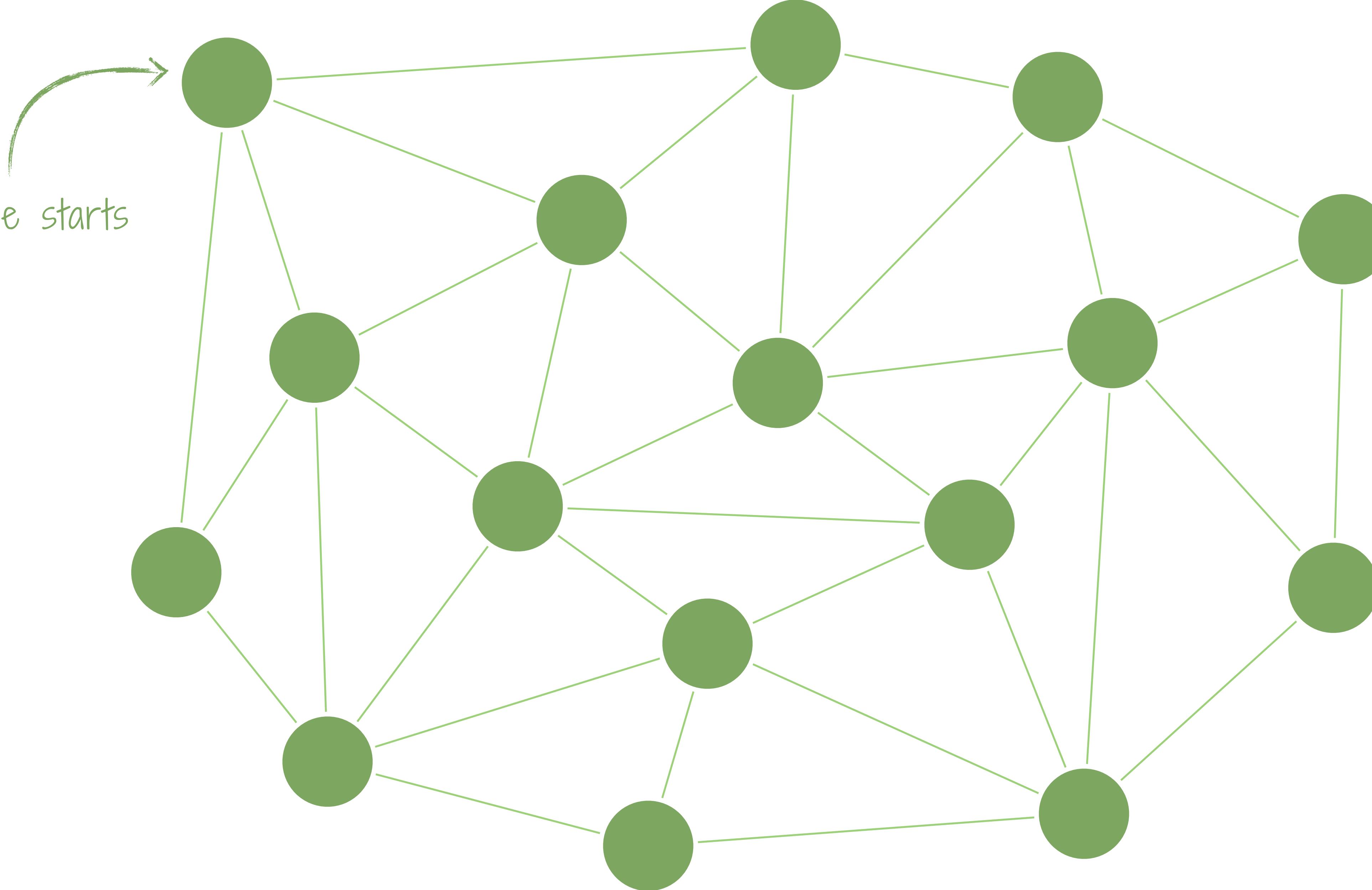
Cost of Change

Beck - A Daily Practice of Empirical Software Design — <https://www.youtube.com/watch?v=yBEcq23OgB4> (2023)
Yourdon, Constantine - Structured Design — Fundamentals of a Discipline of Computer Program and Systems Design (1979)

Cost of Change

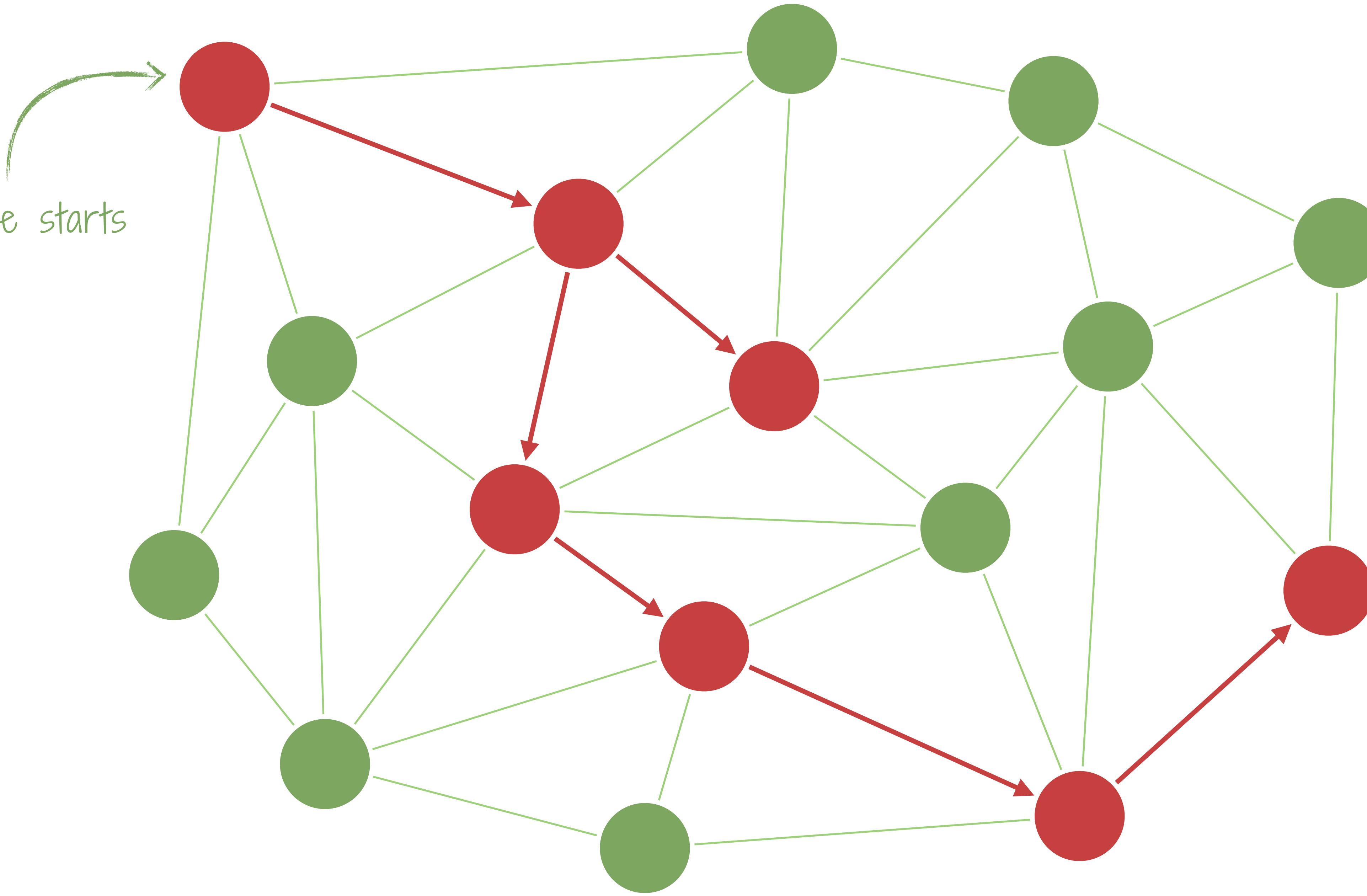
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Coupling



Change starts
here...

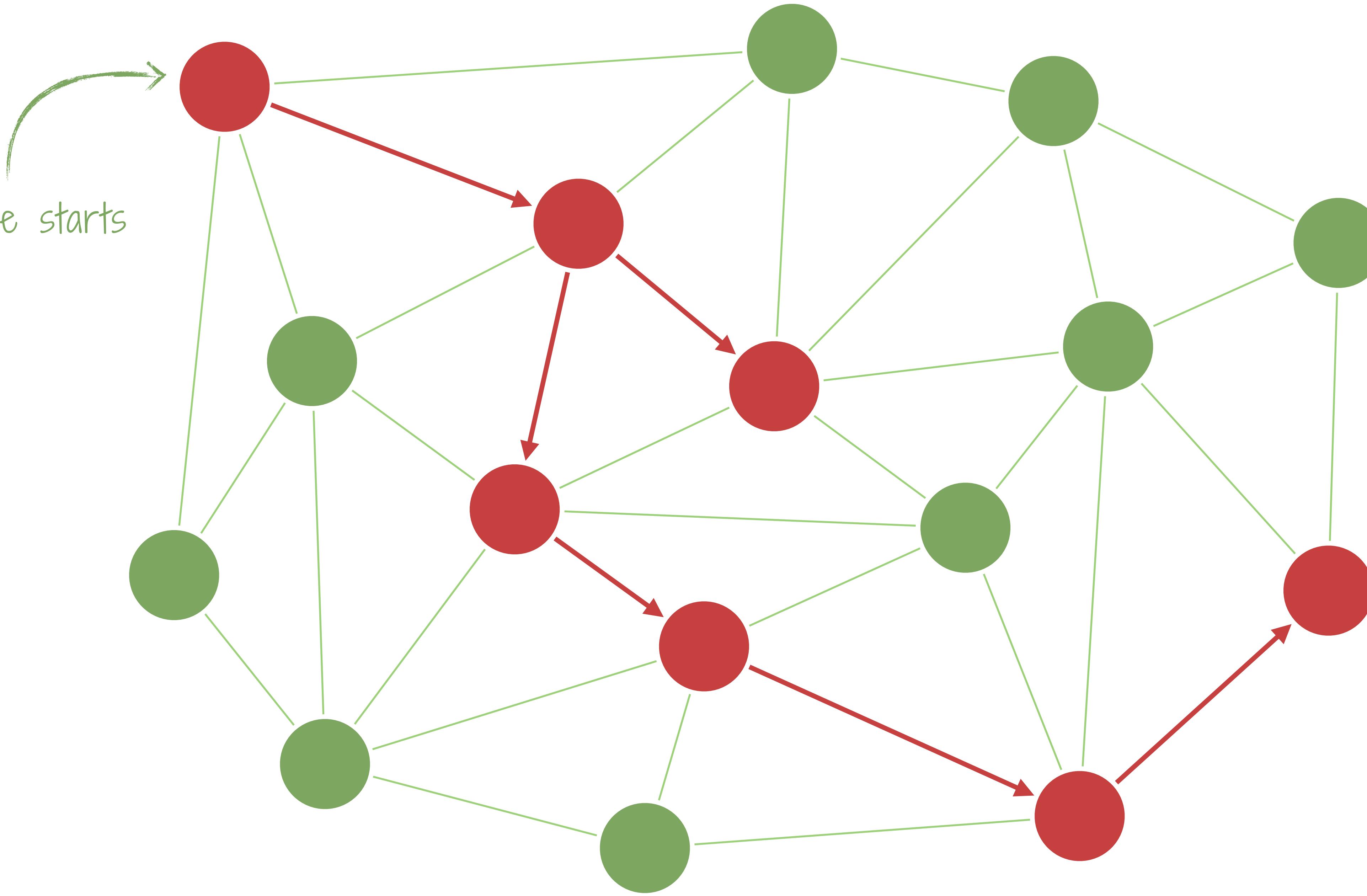
Change starts
here...



*Not all coupling
is born equal*

***Decoupling
has its cost, too***

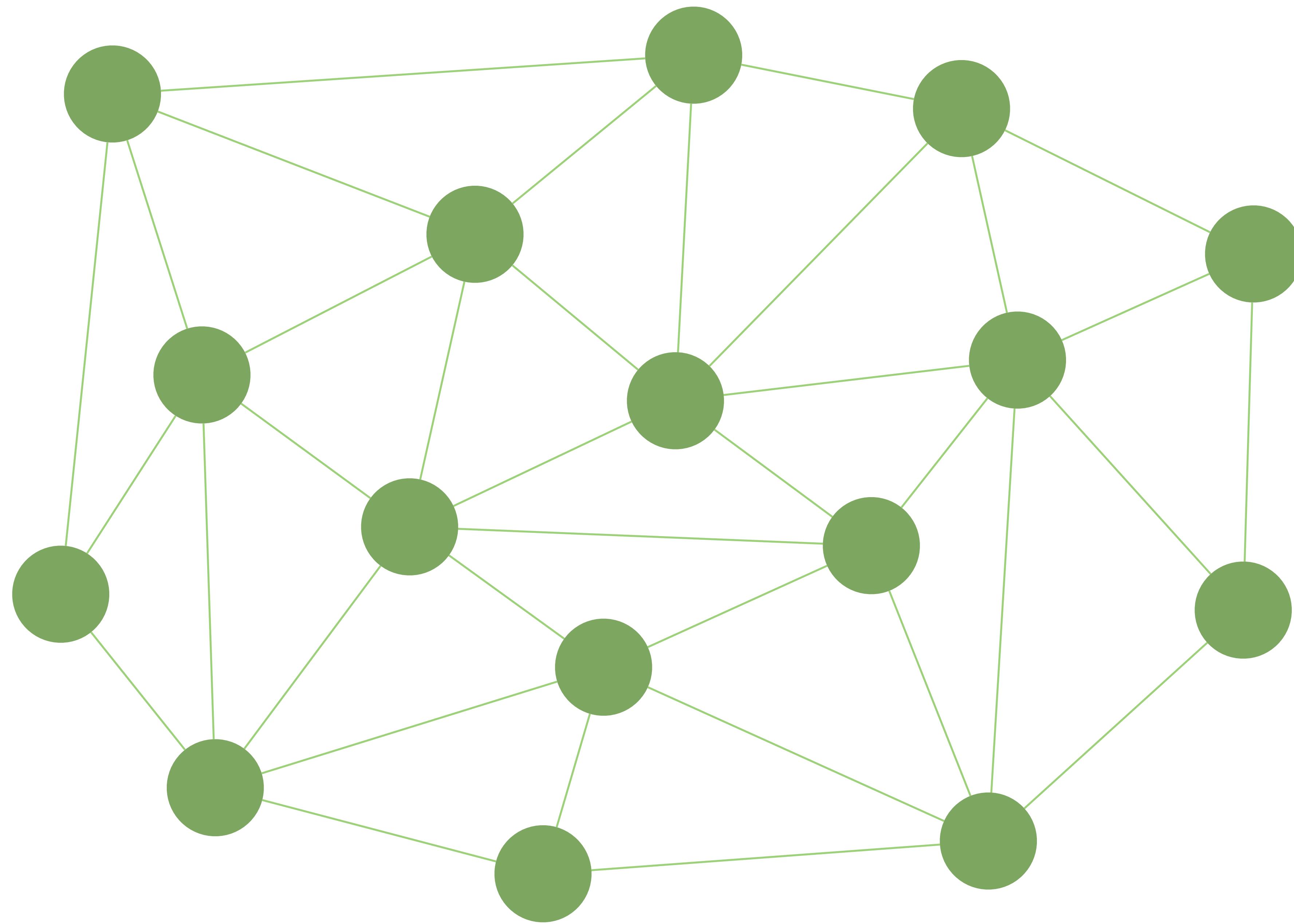
Change starts
here...

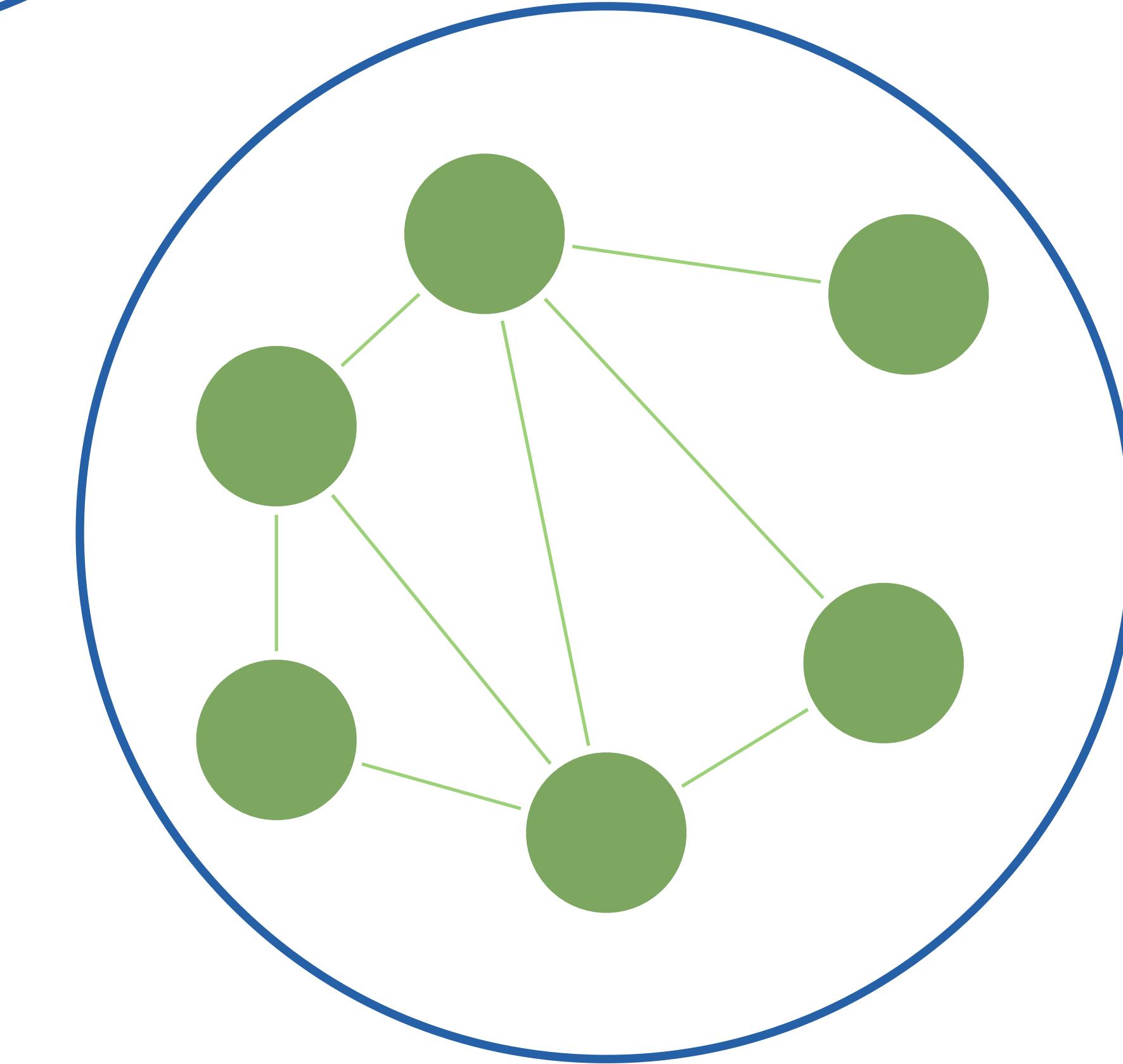
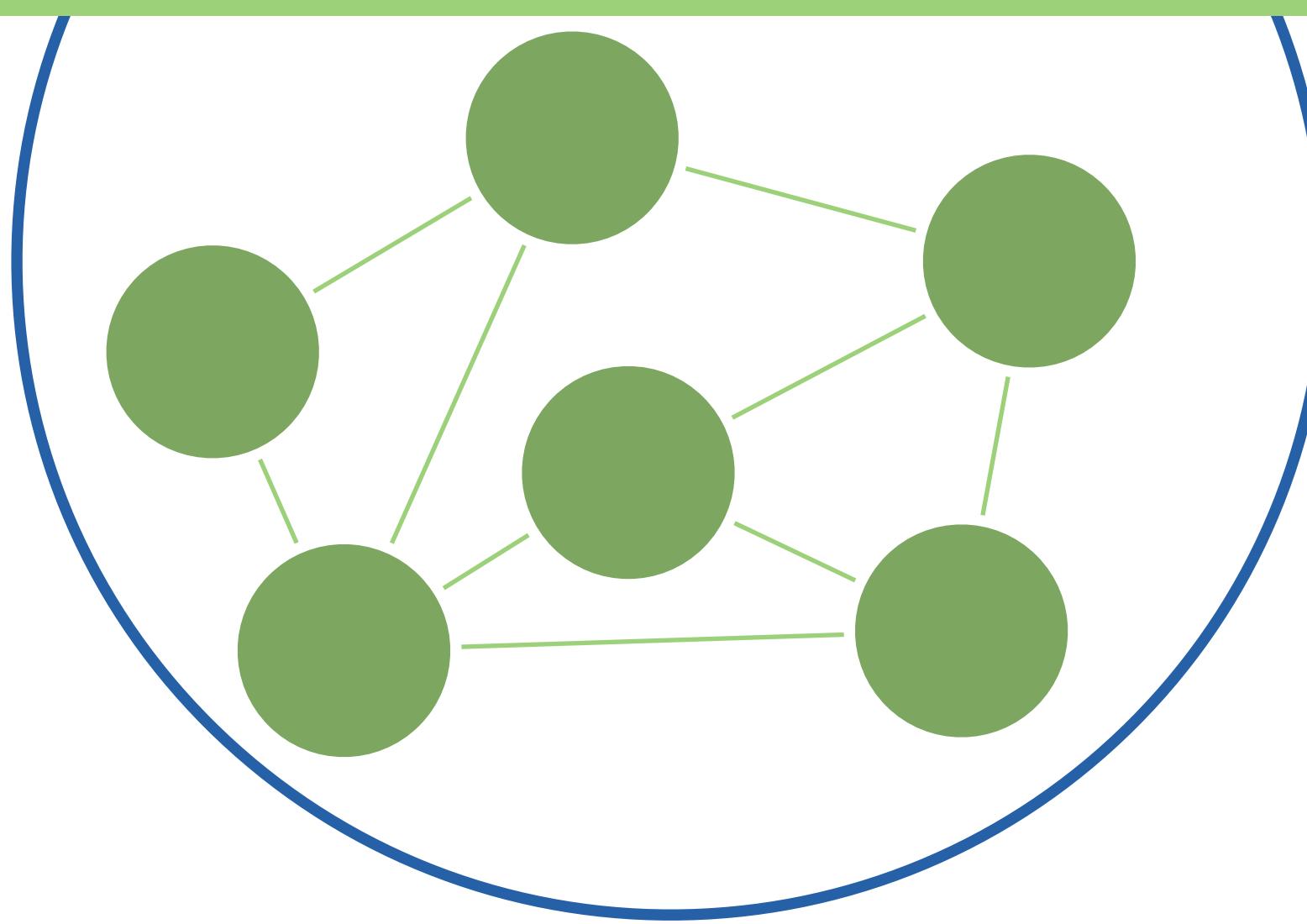
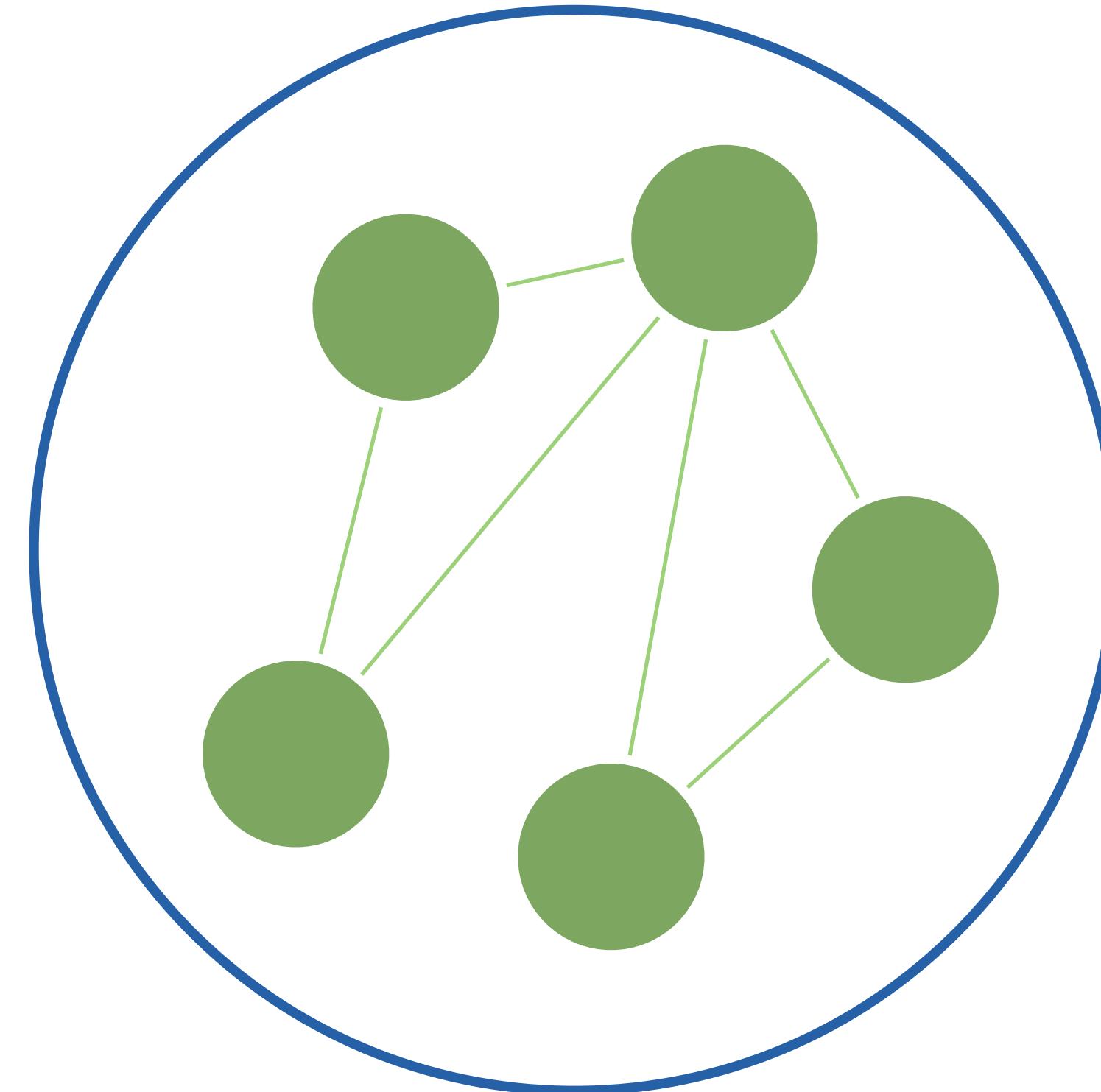


Cohesion

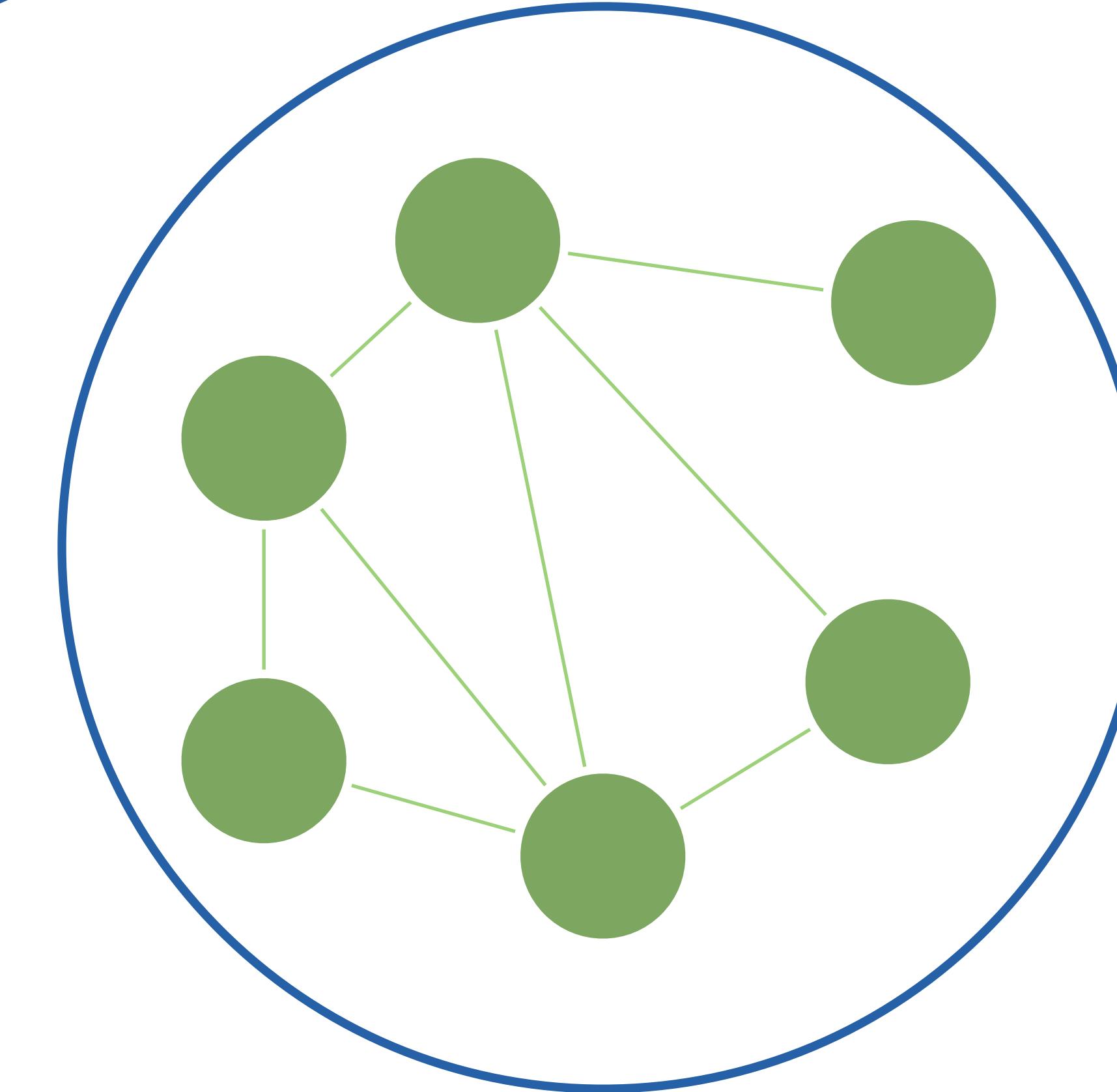
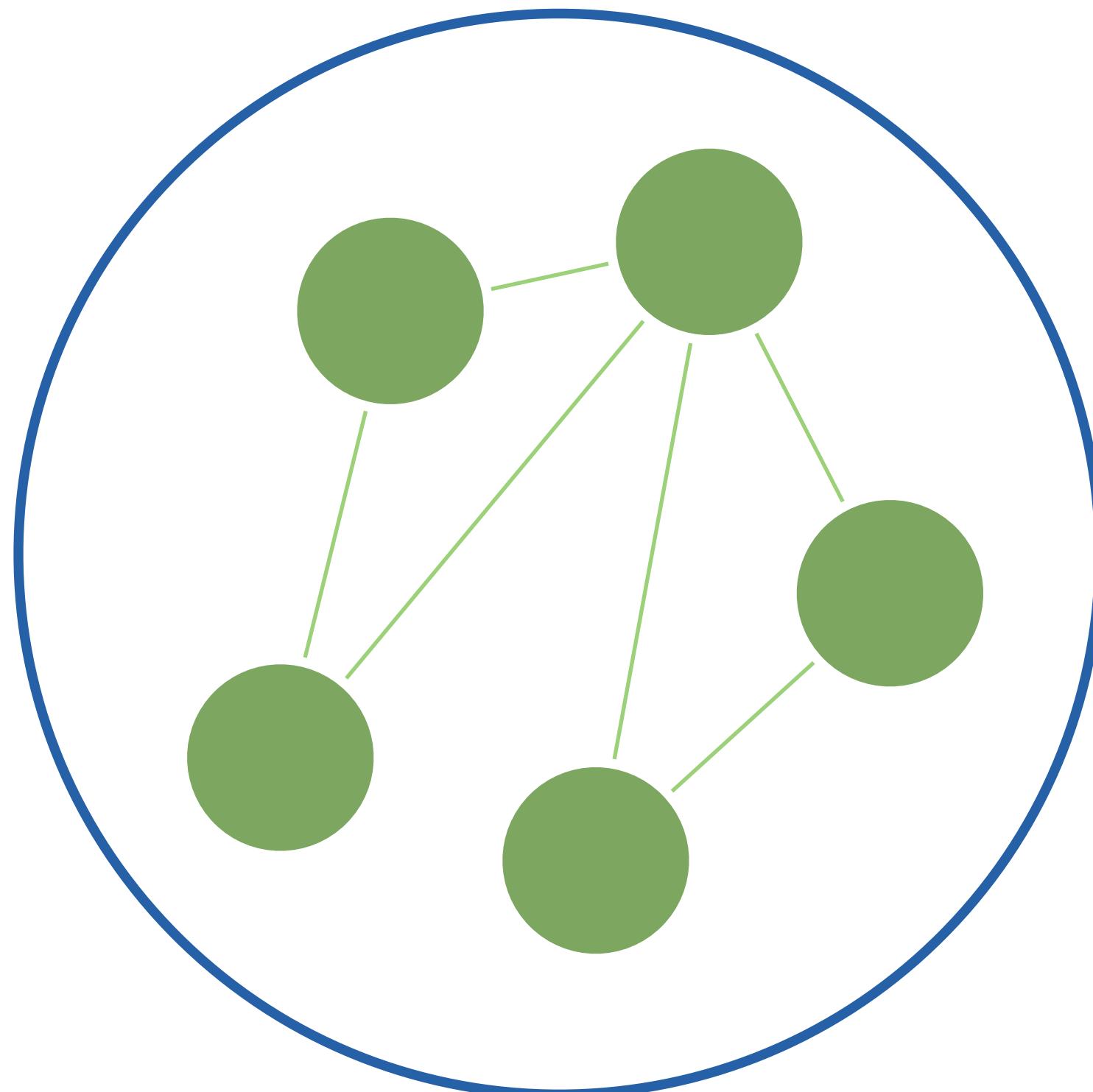
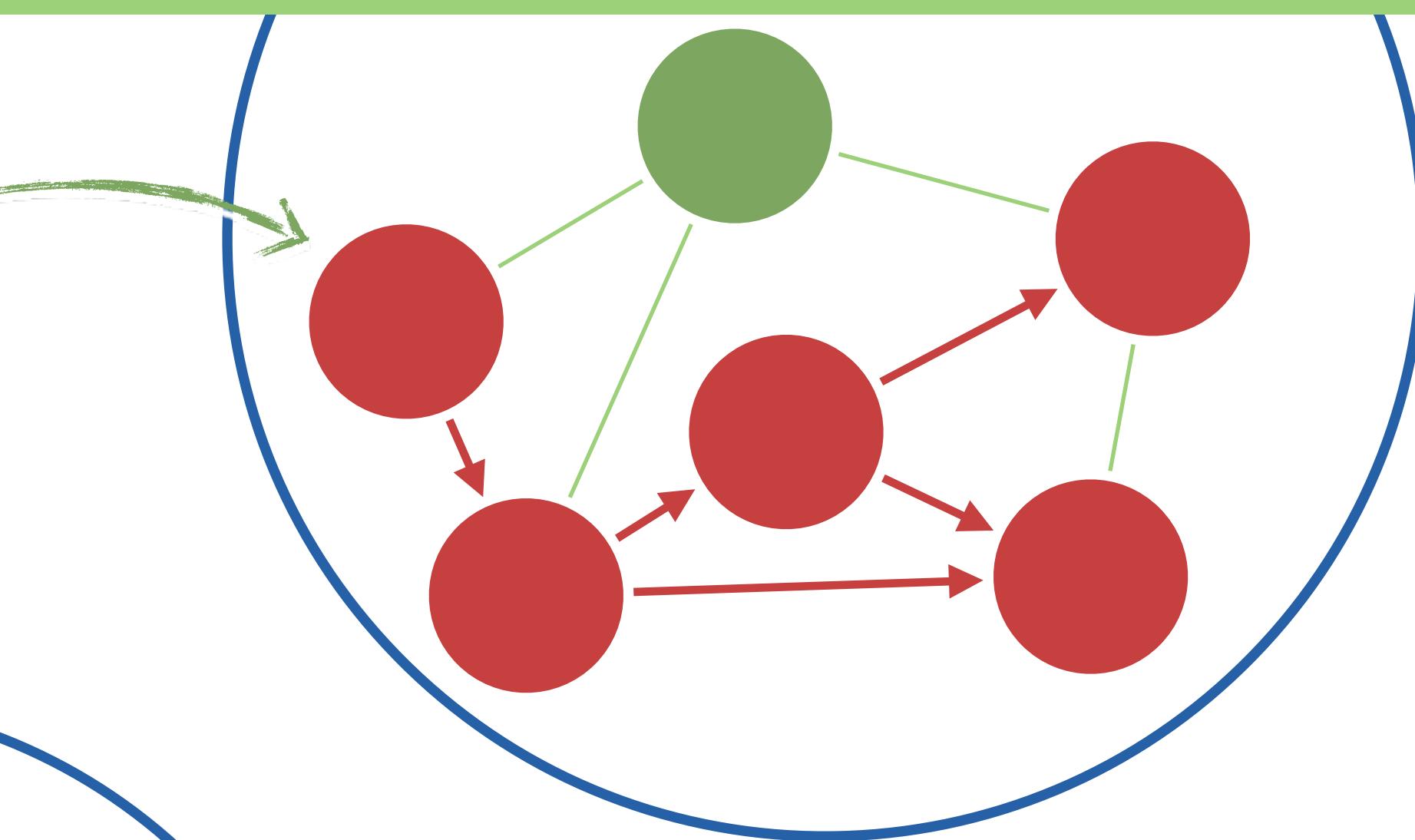
***Cohesion is coupling
in the right™ places***

***Software design is the
act of modeling
units of strong cohesion,
loosely coupled to each other.***





Change starts
here...





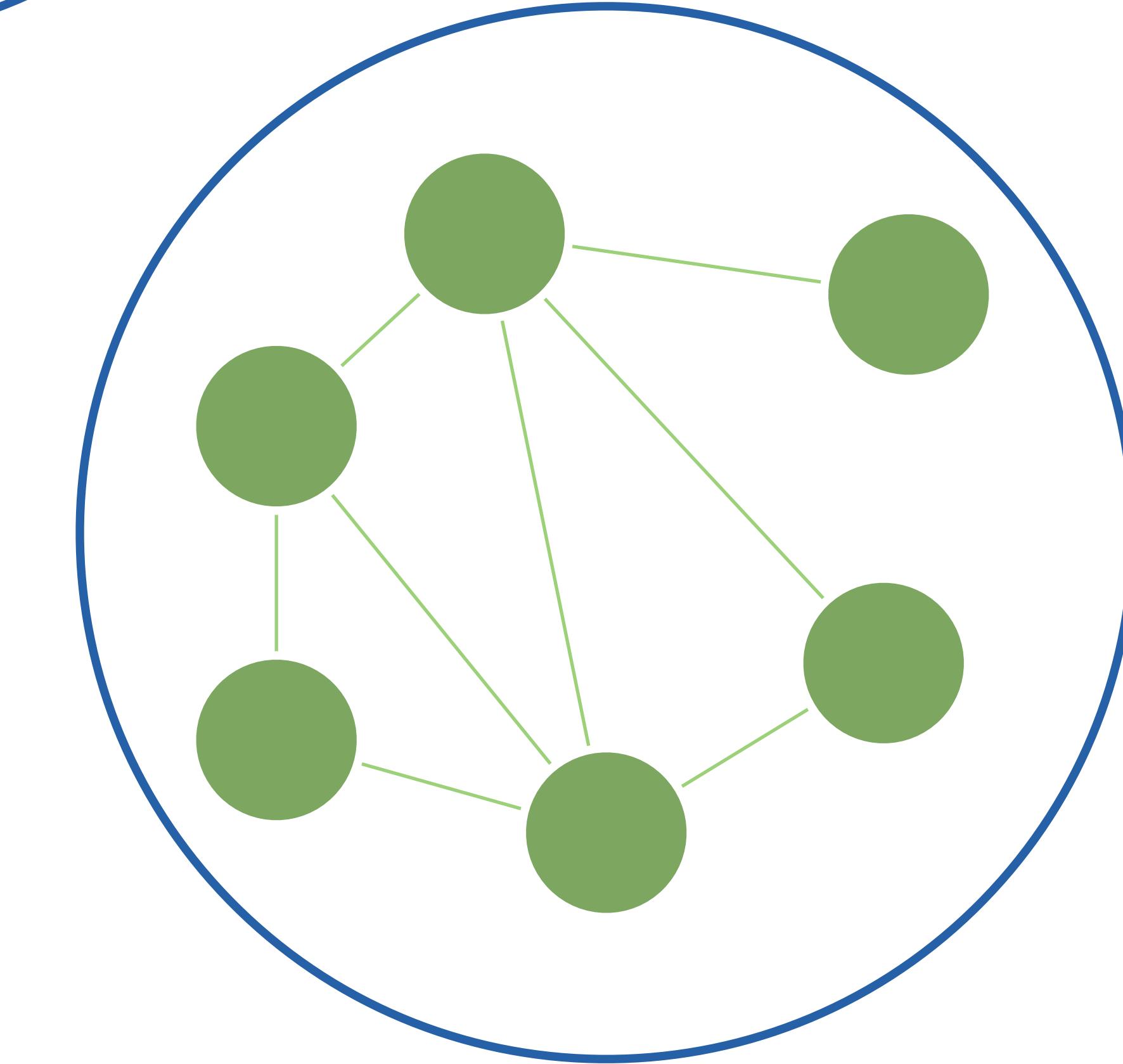
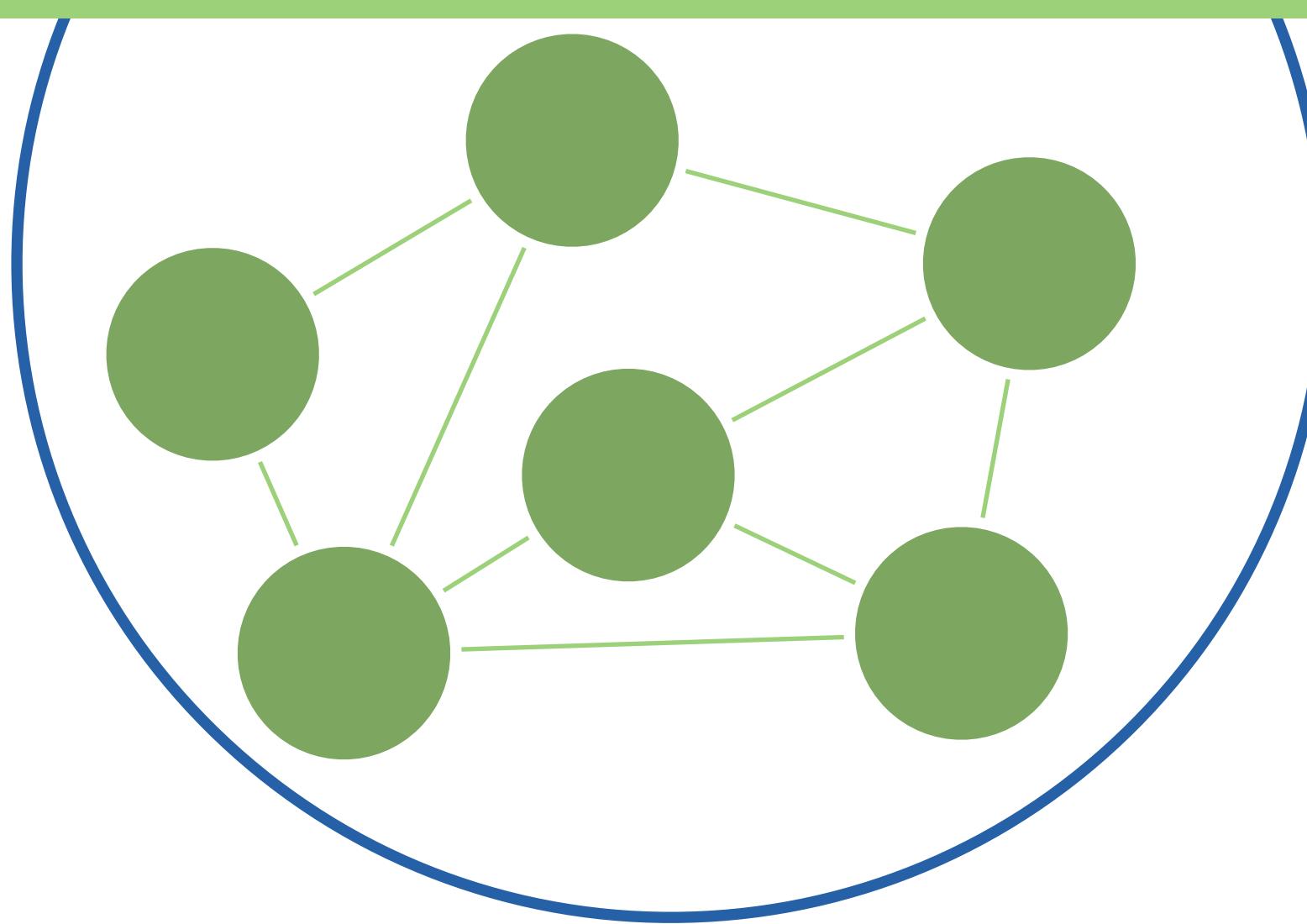
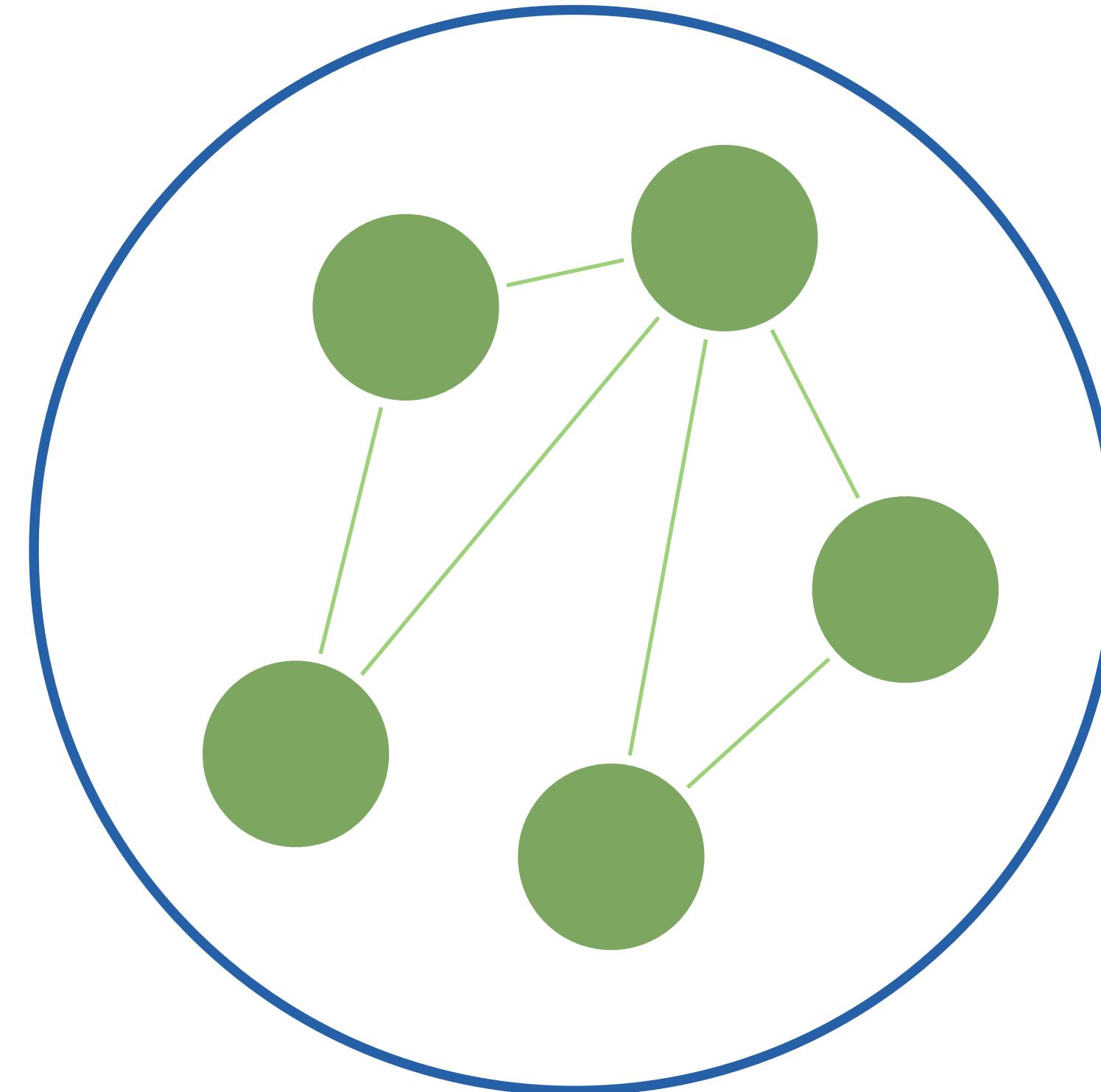
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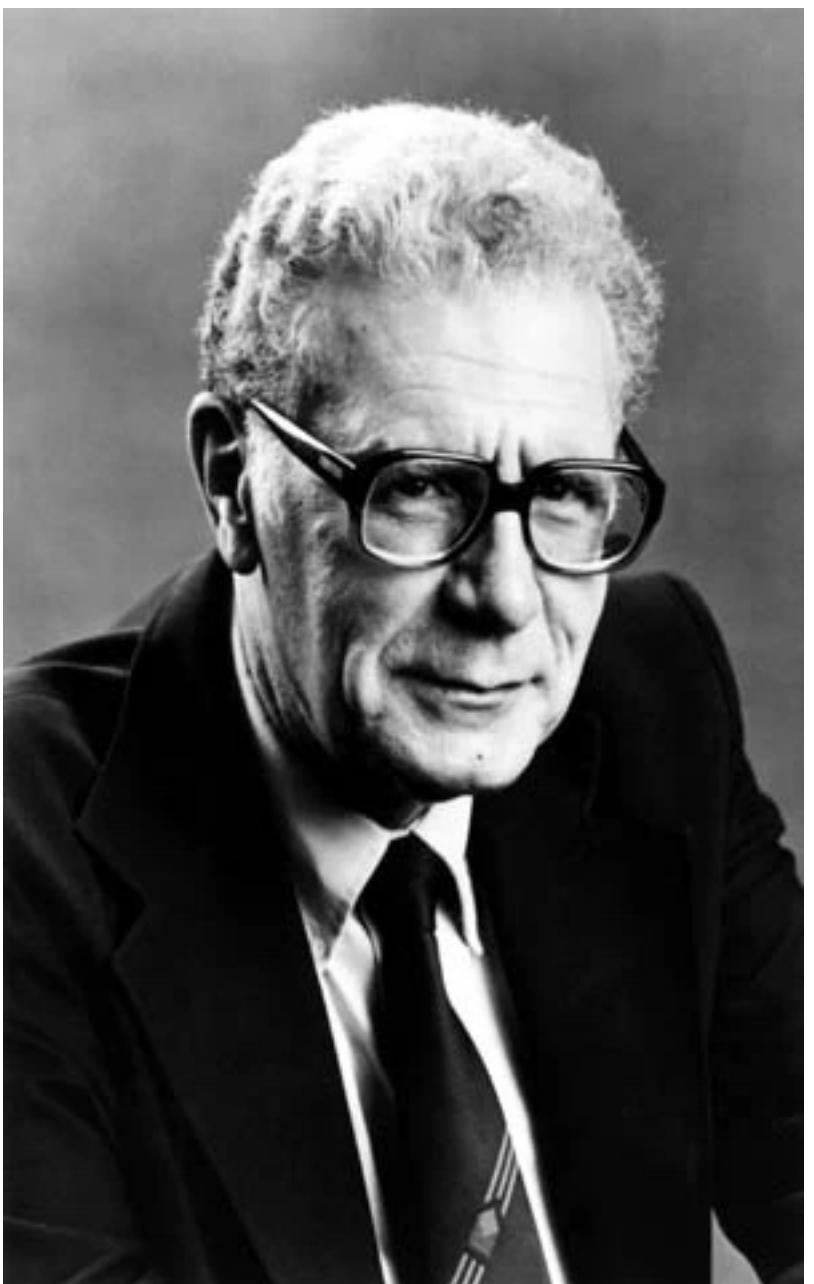
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A software system's structure is essentially a formalized bet on change patterns you anticipate having to deal with in the future.

14. Jan. 2025, 11:55 · 🌐 · Ivory for Mac

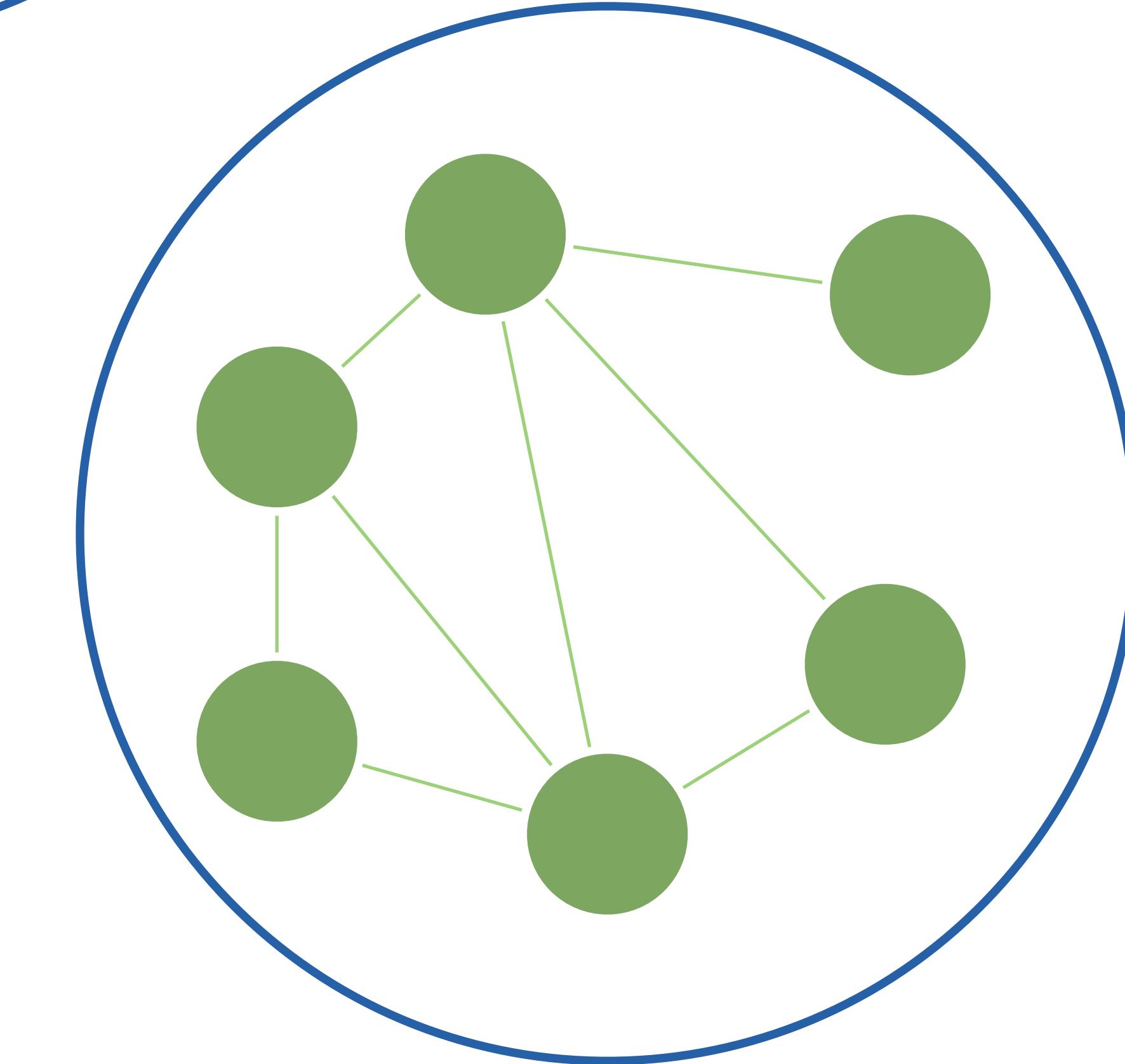
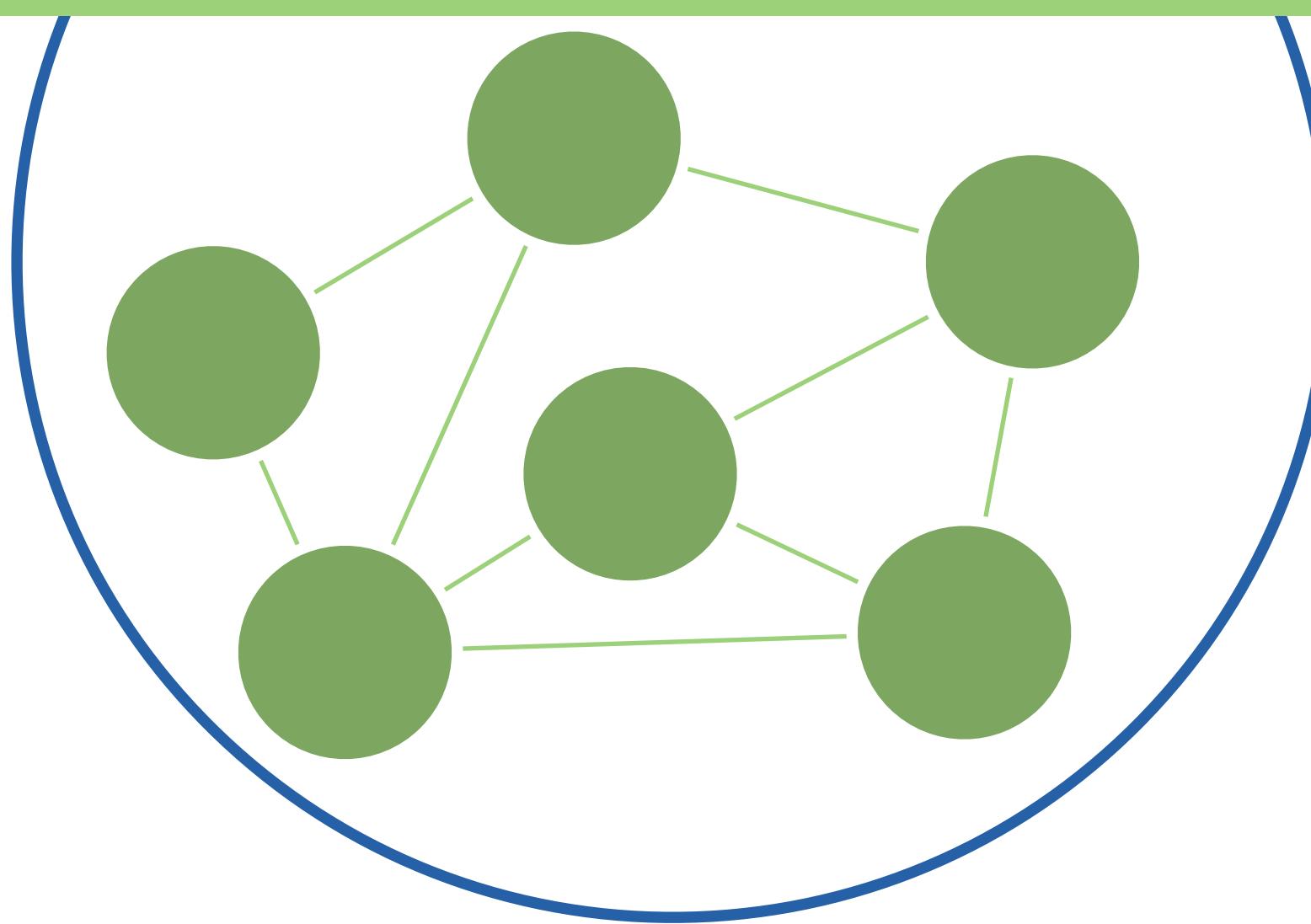
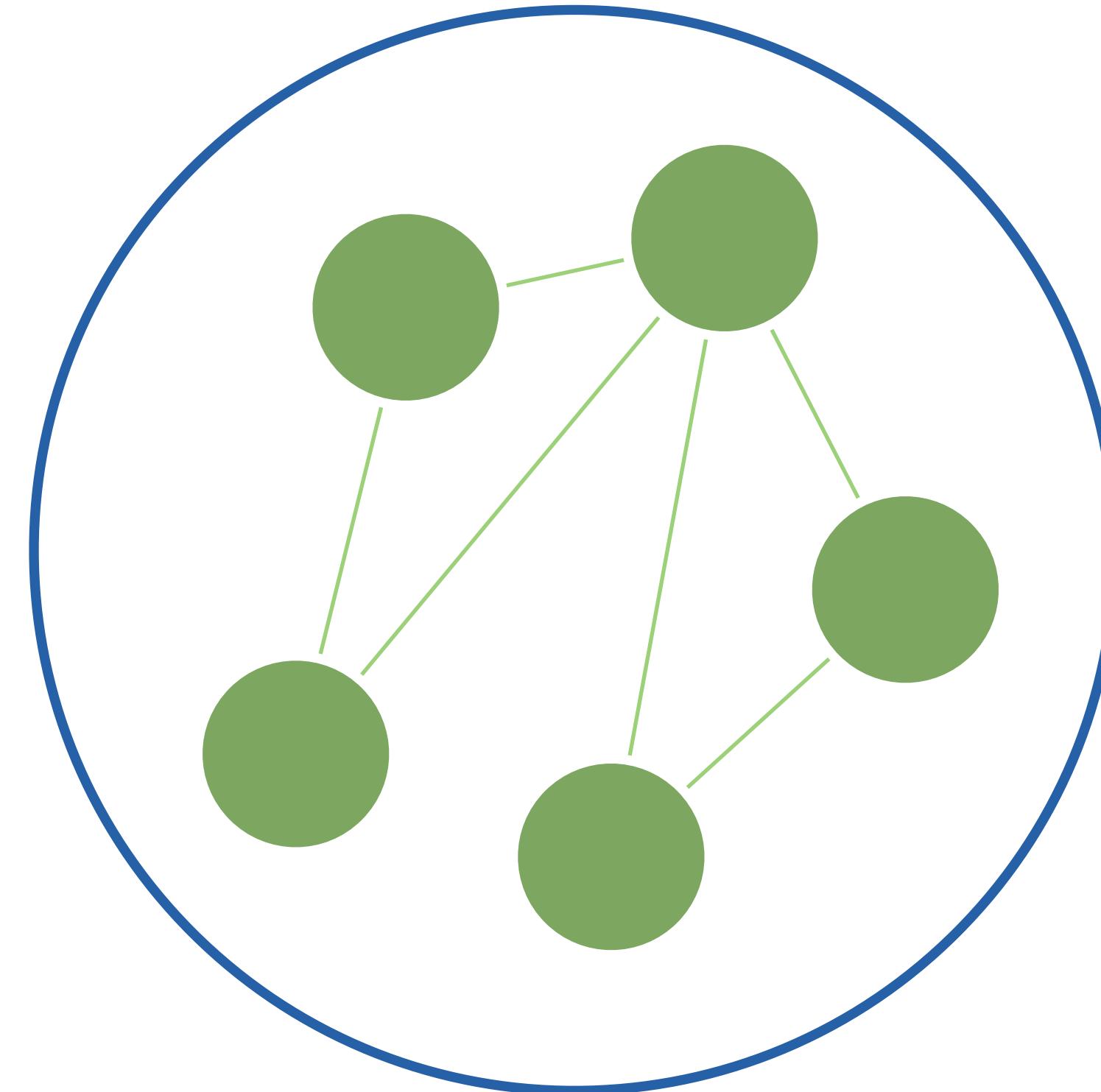
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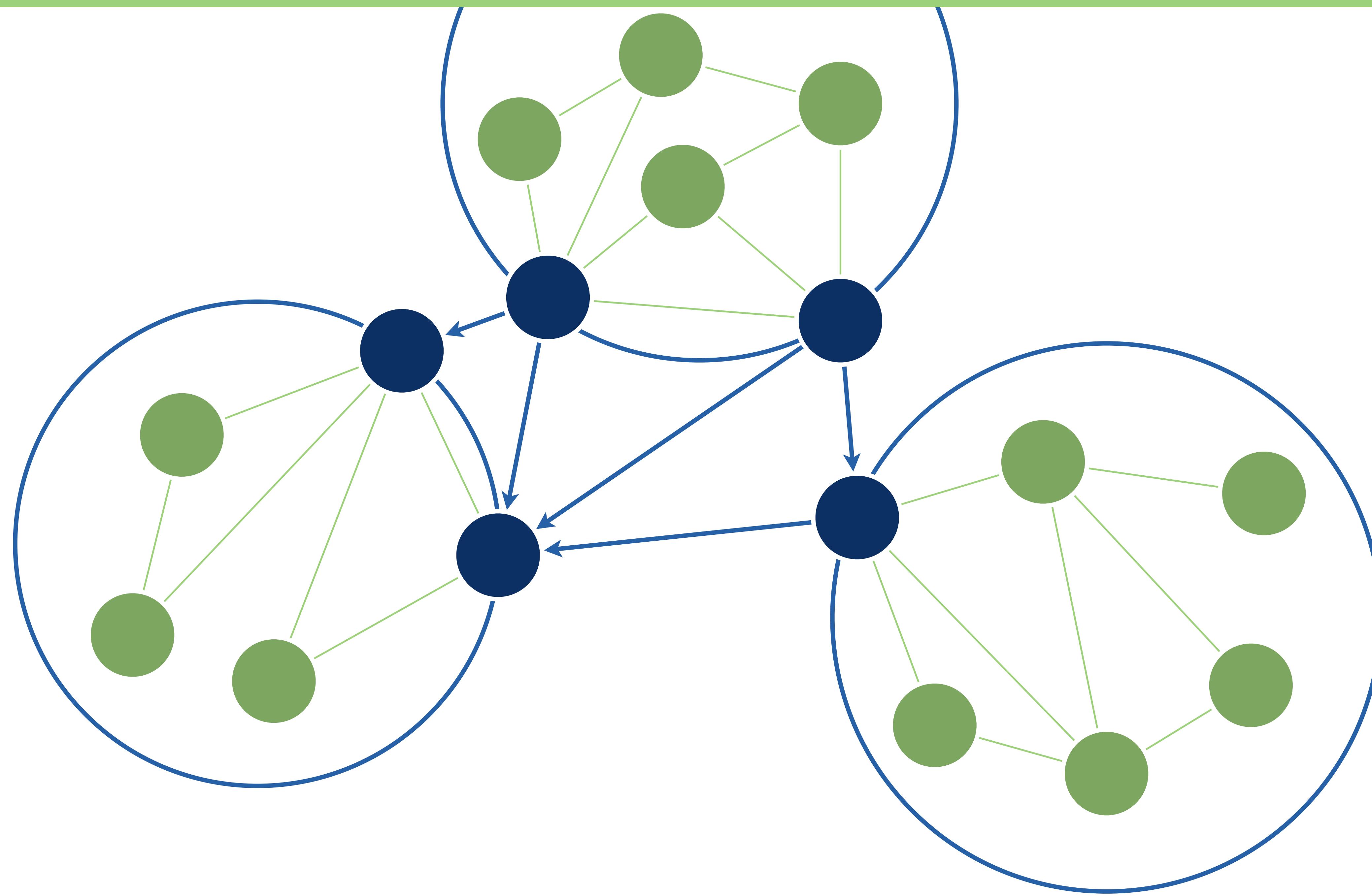




“A system is never the sum of its parts, it’s the product of their *interactions*.”

— Russel L. Ackoff

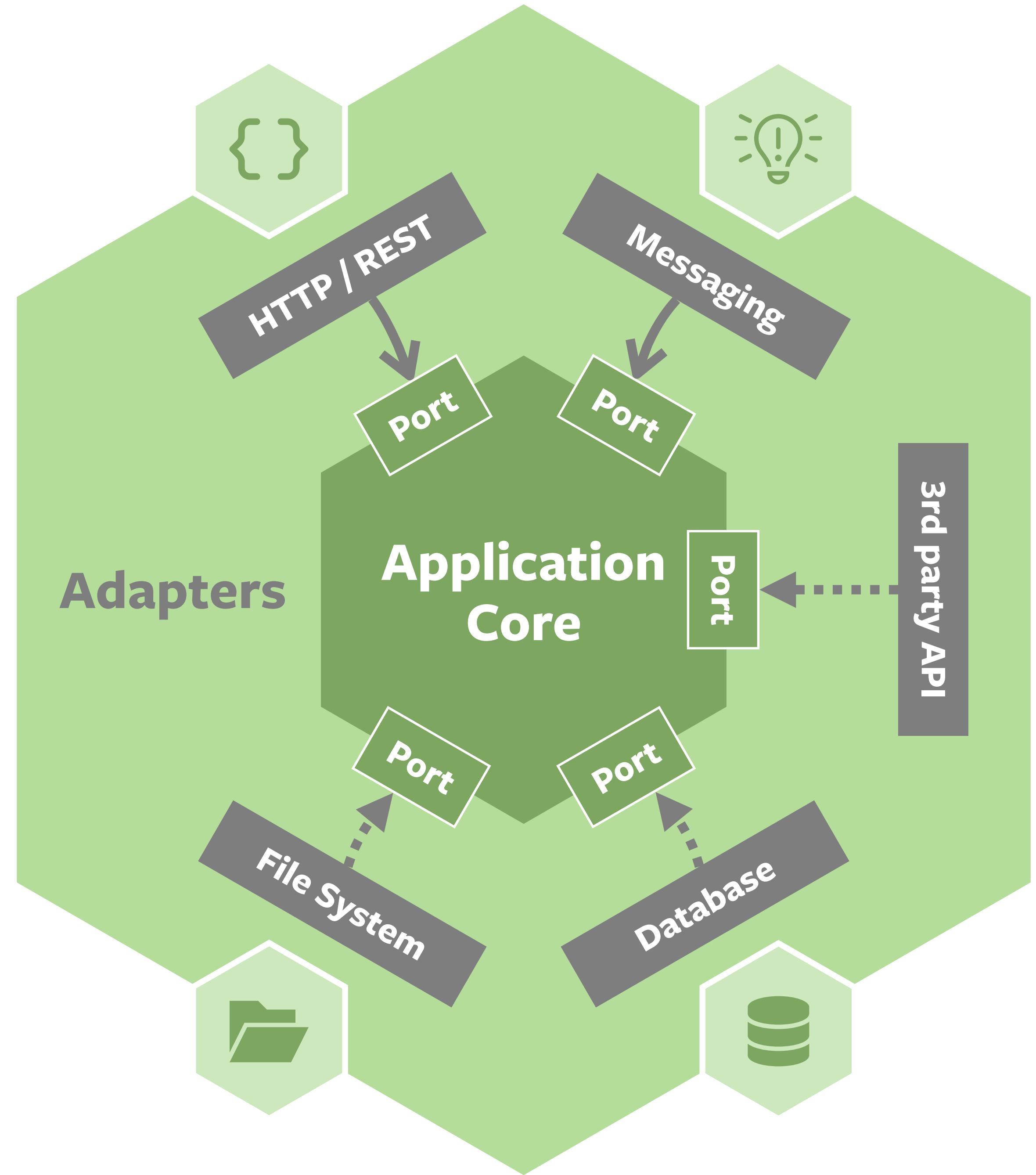




Separation of Concerns Architectures

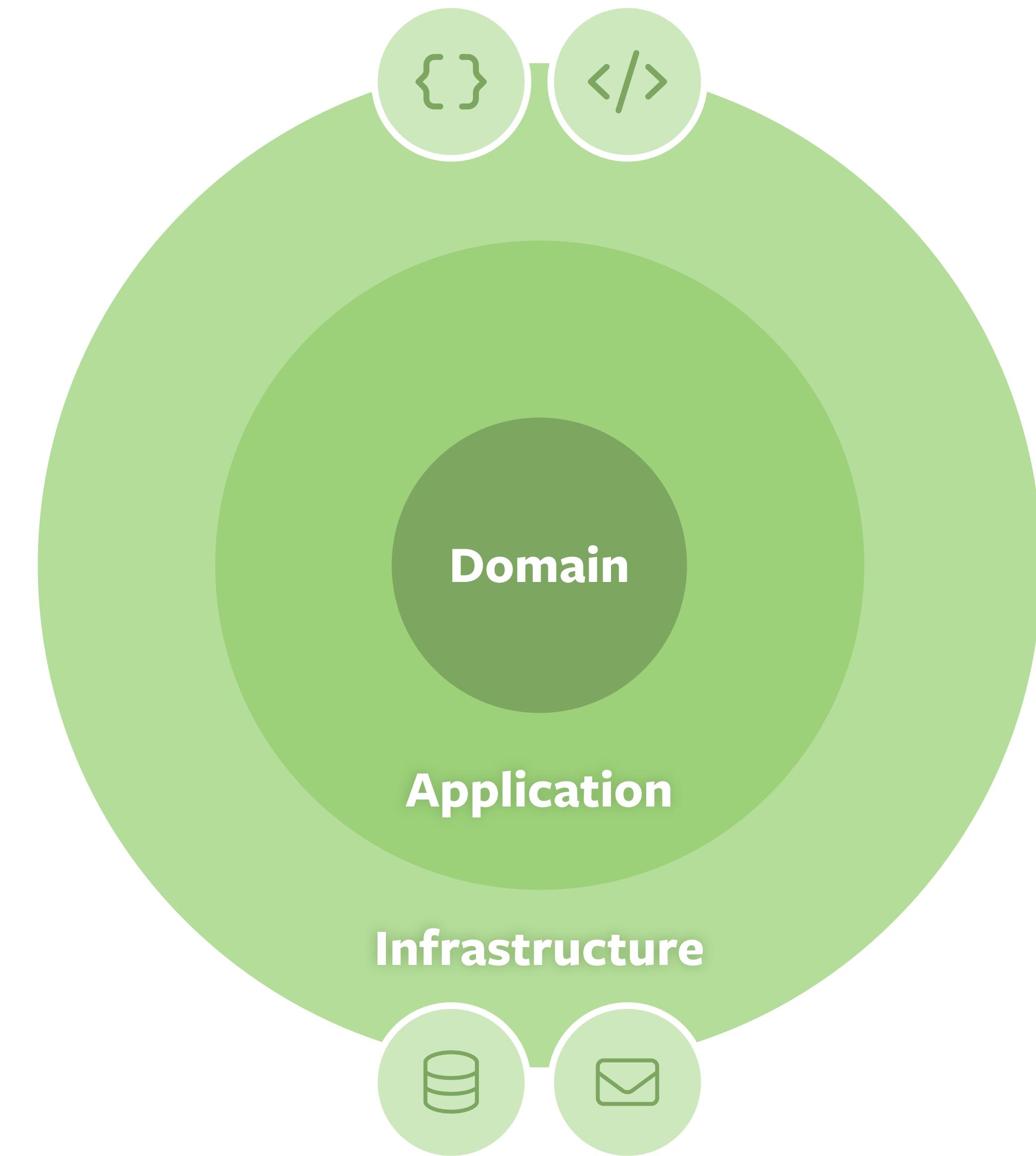
Hexagonal Architecture

2005

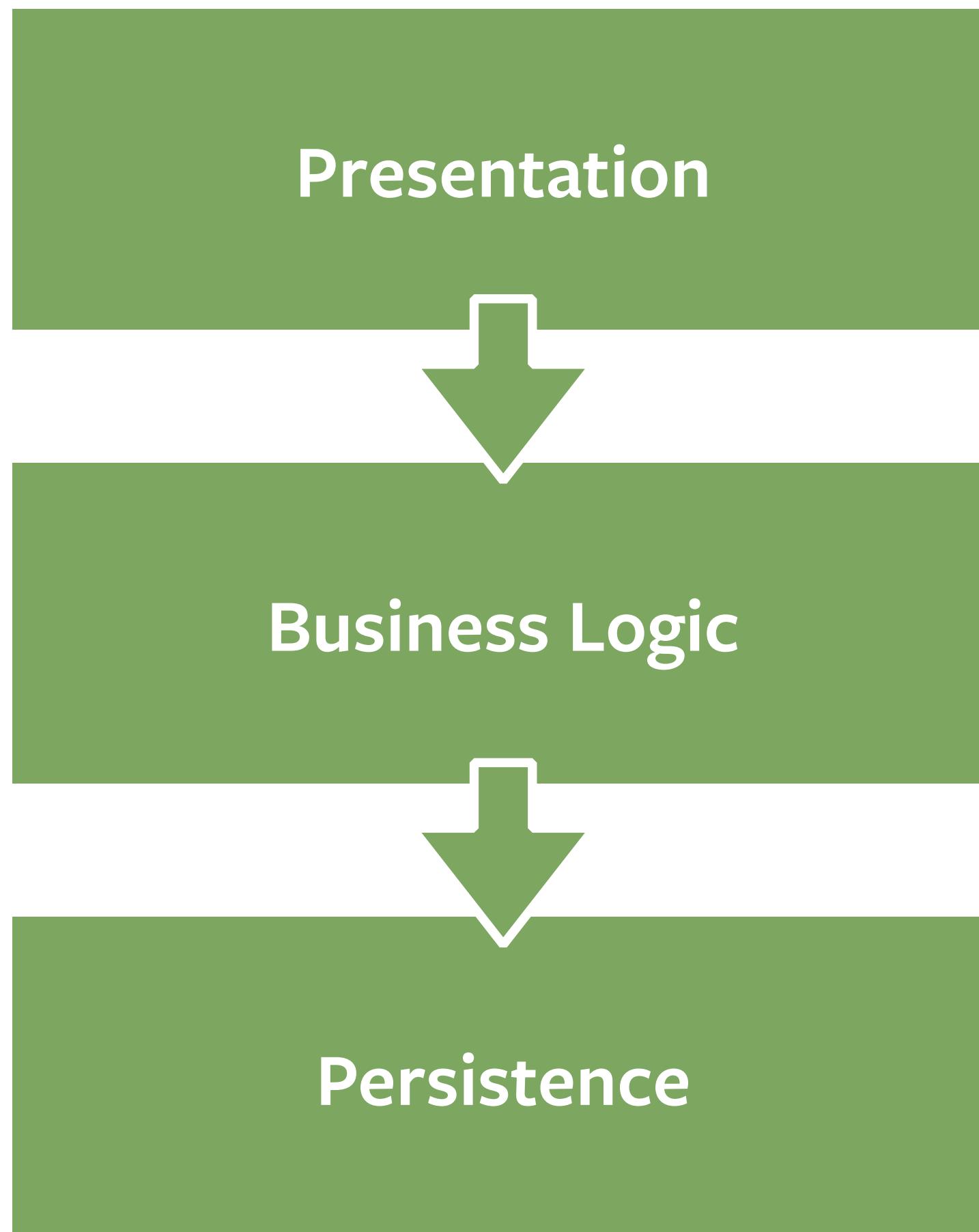


Onion Architecture

2008

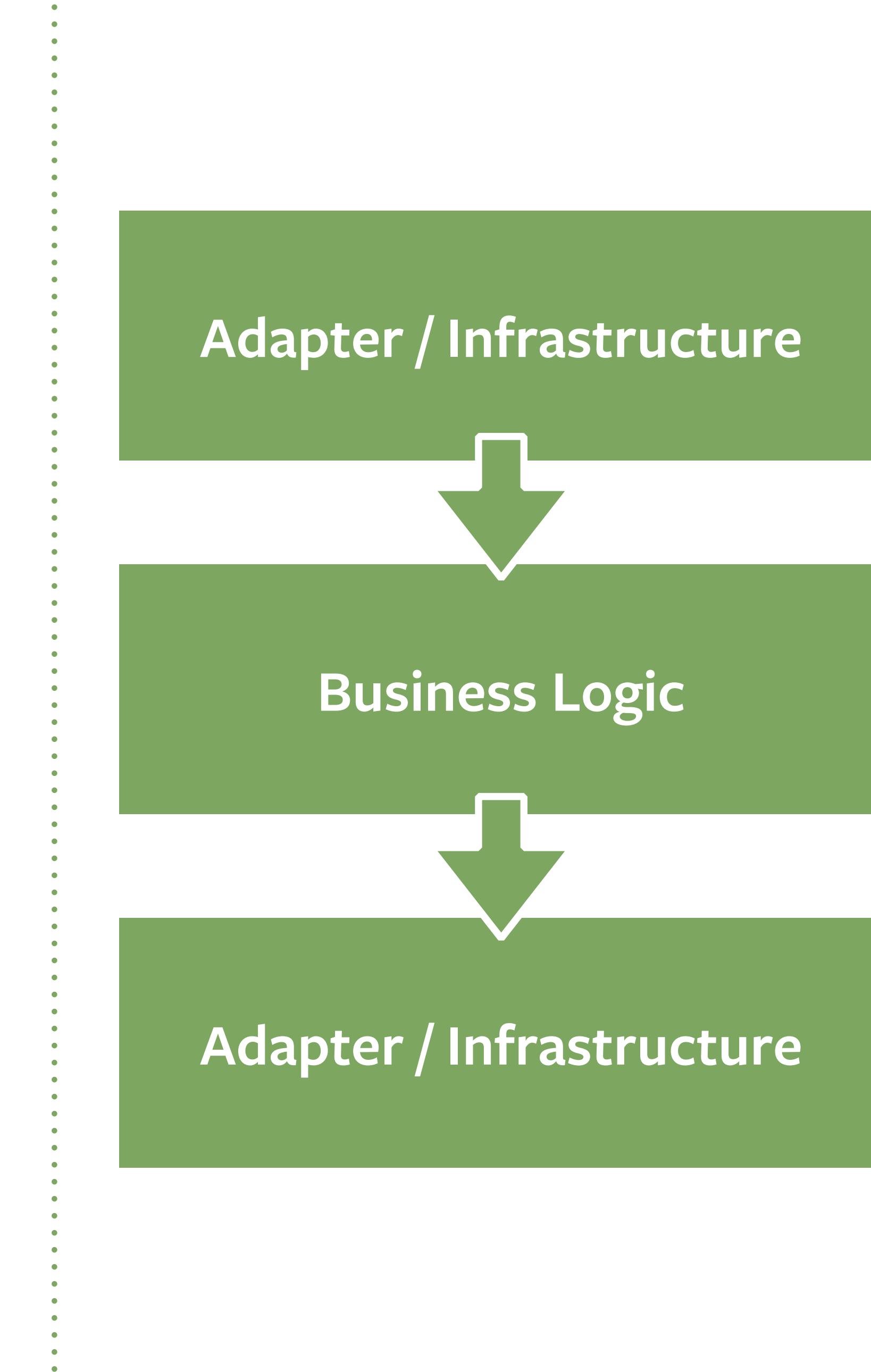
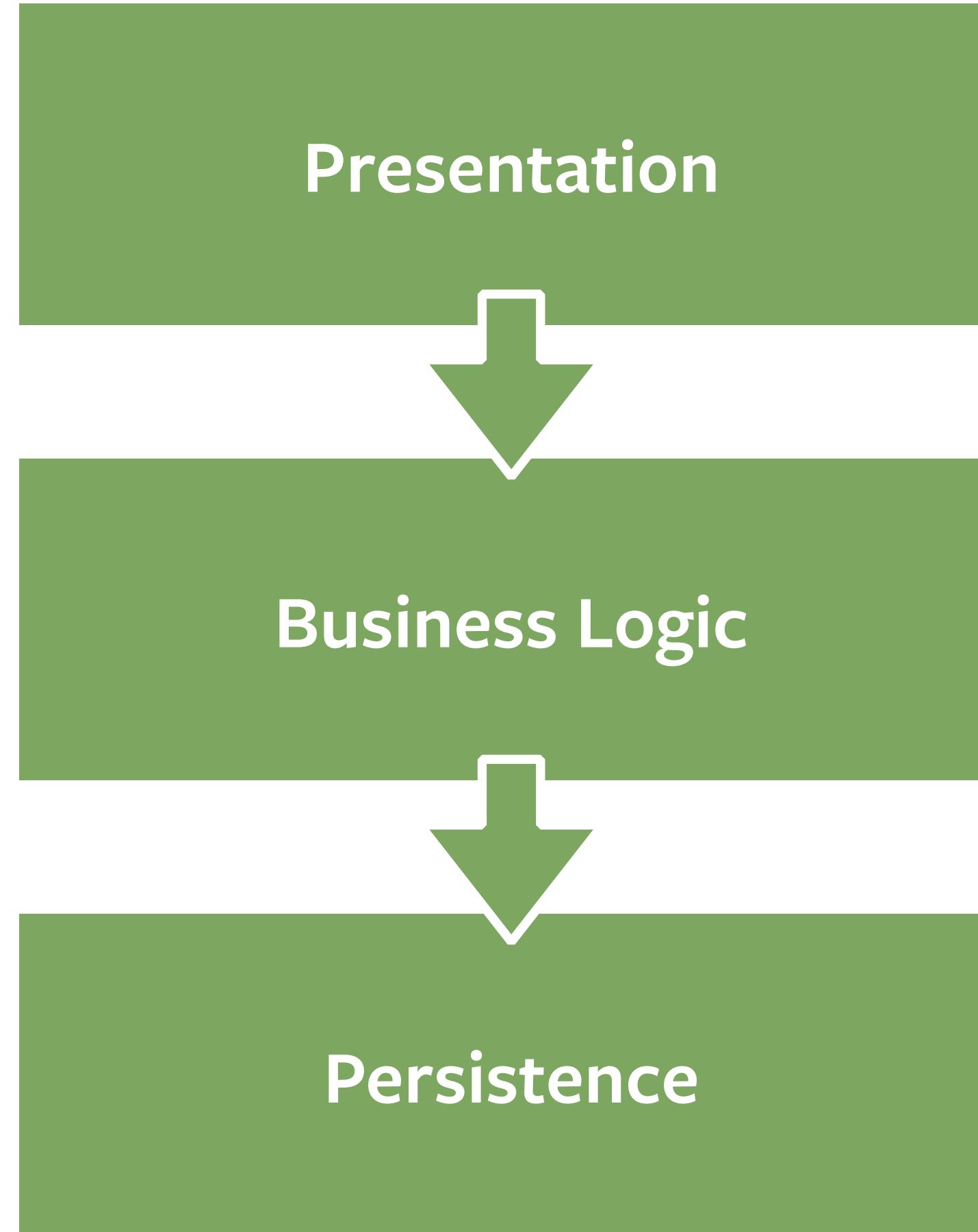


Layered Architecture



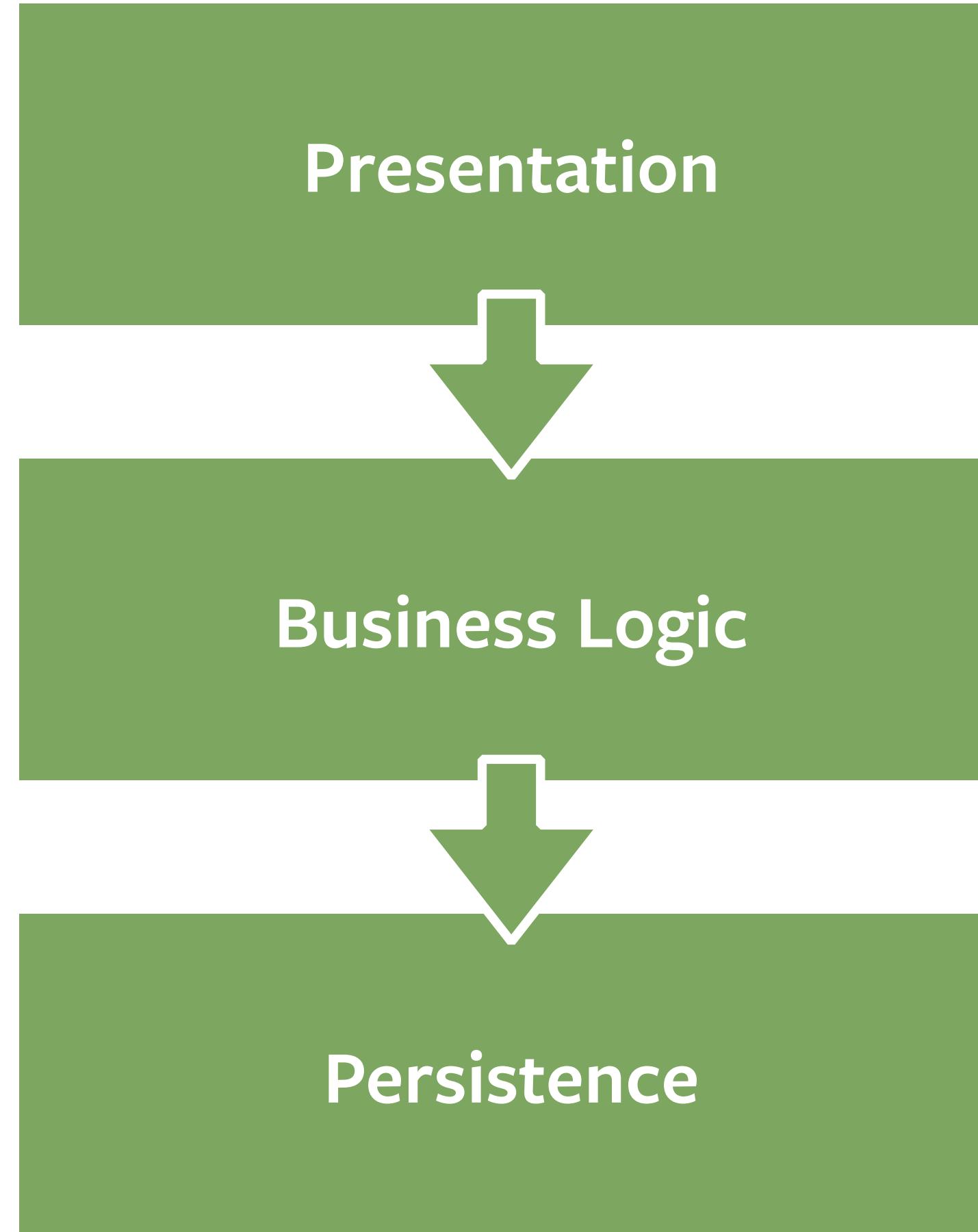
Hexagonal-/Onion-Architecture

Layered Architecture

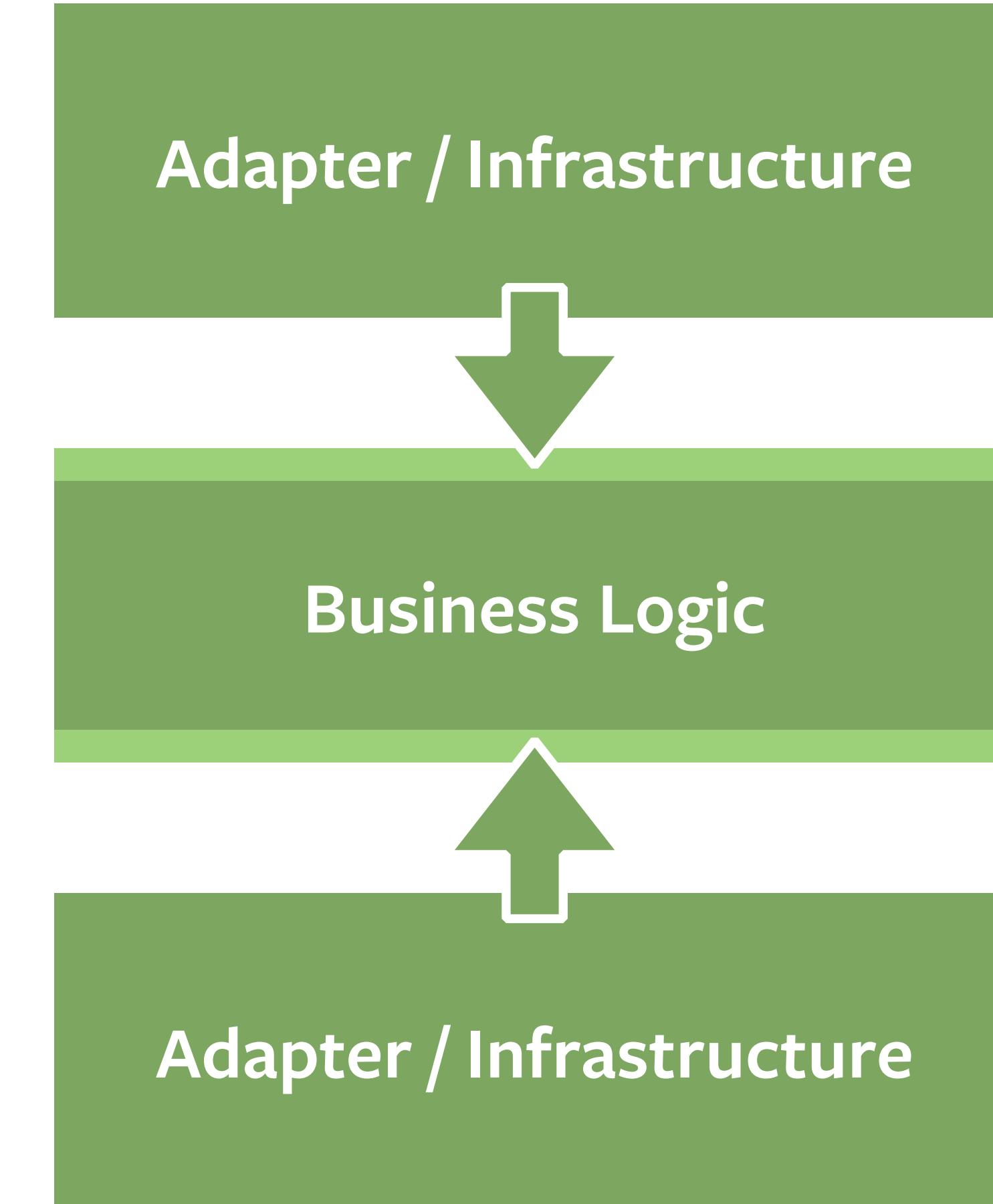


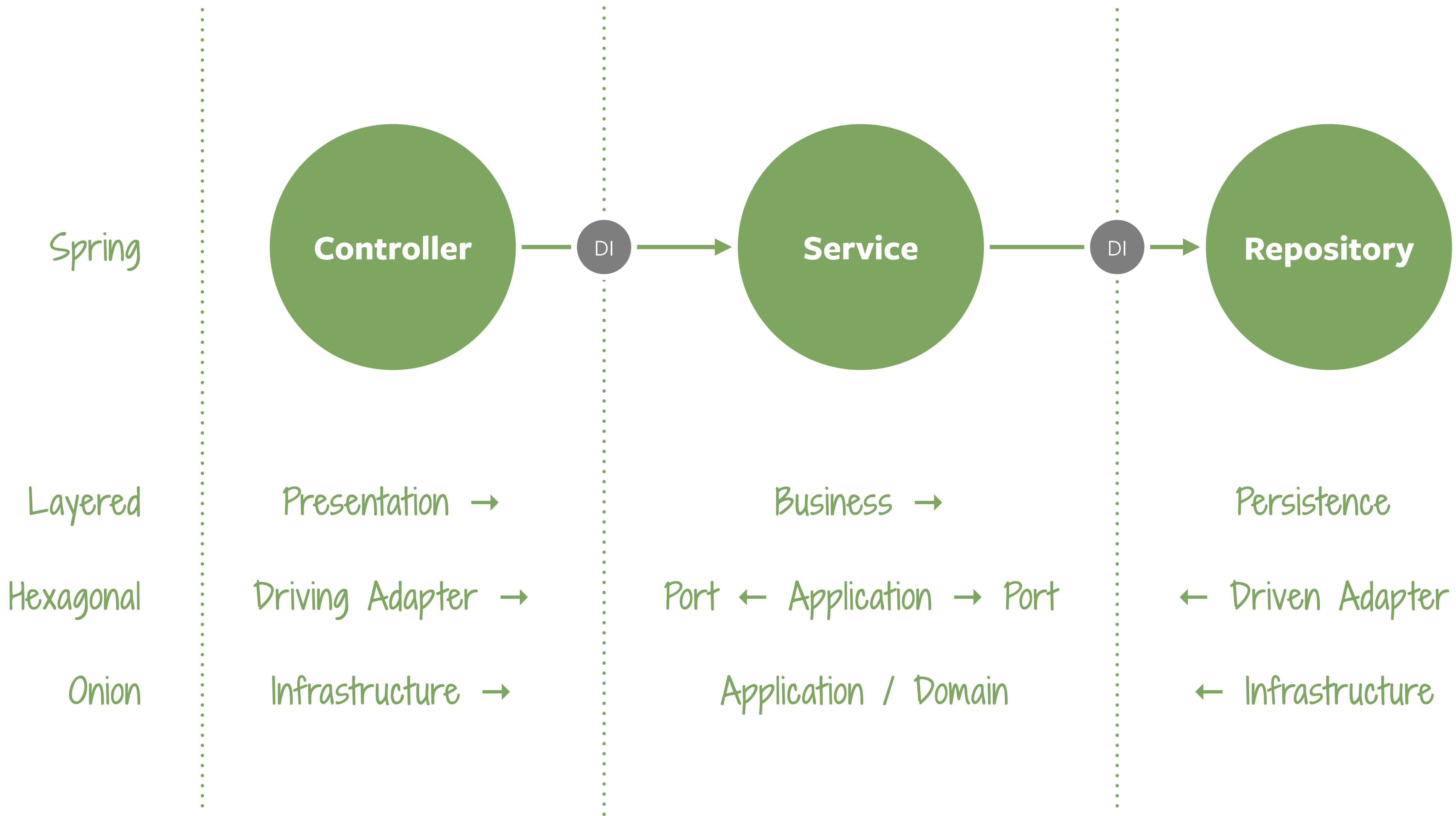
Hexagonal-/Onion-Architecture

Layered Architecture



Hexagonal-/Onion-Architecture



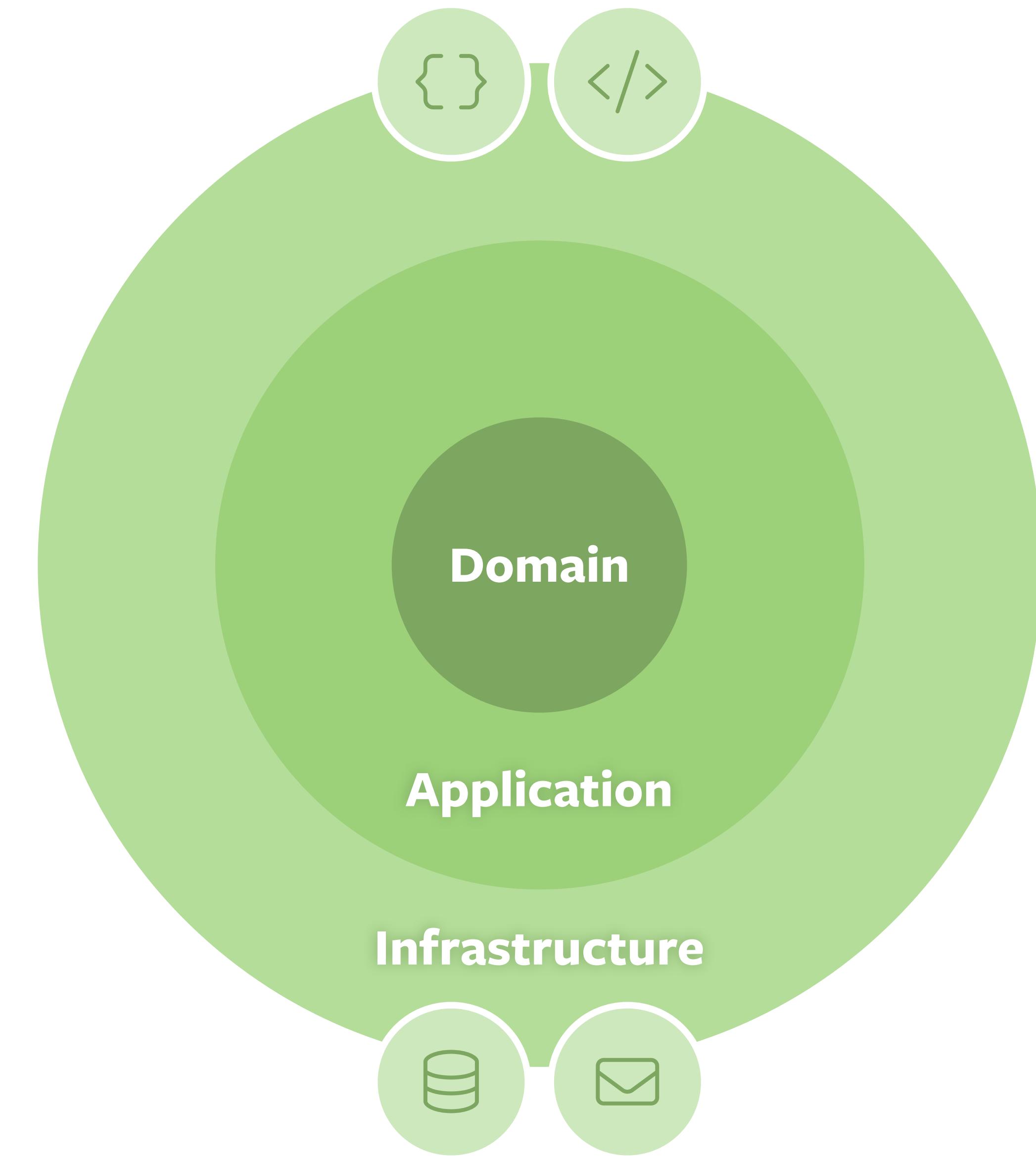


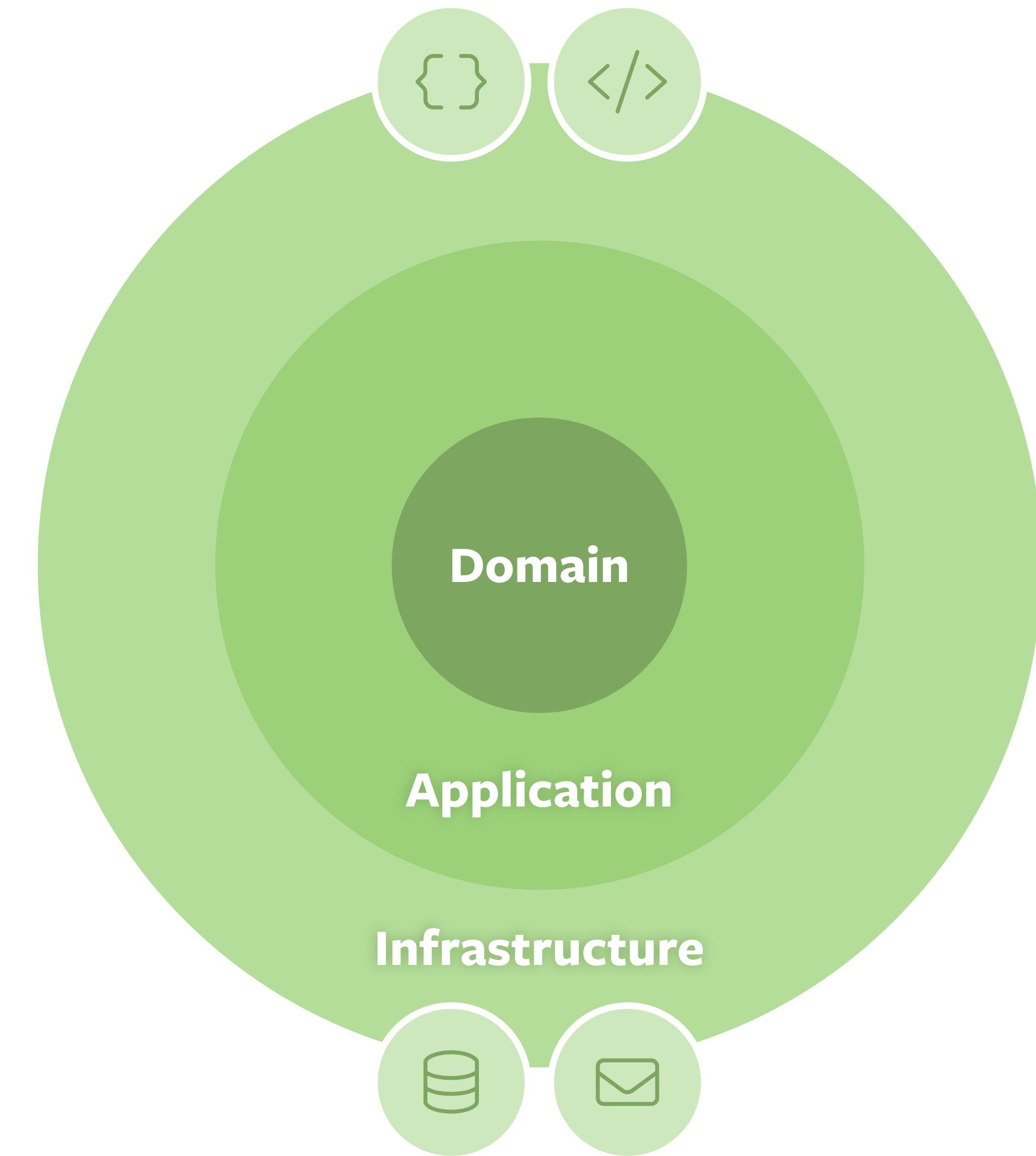
Goals & Effects

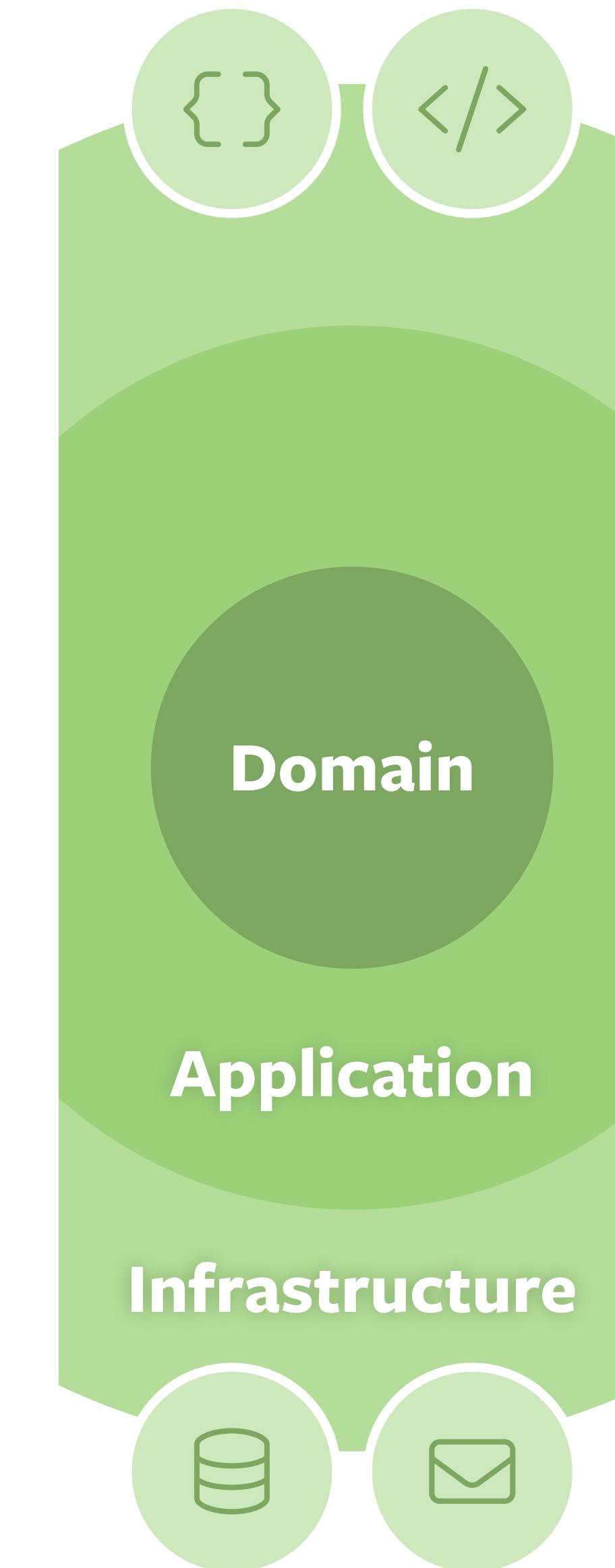
Testability

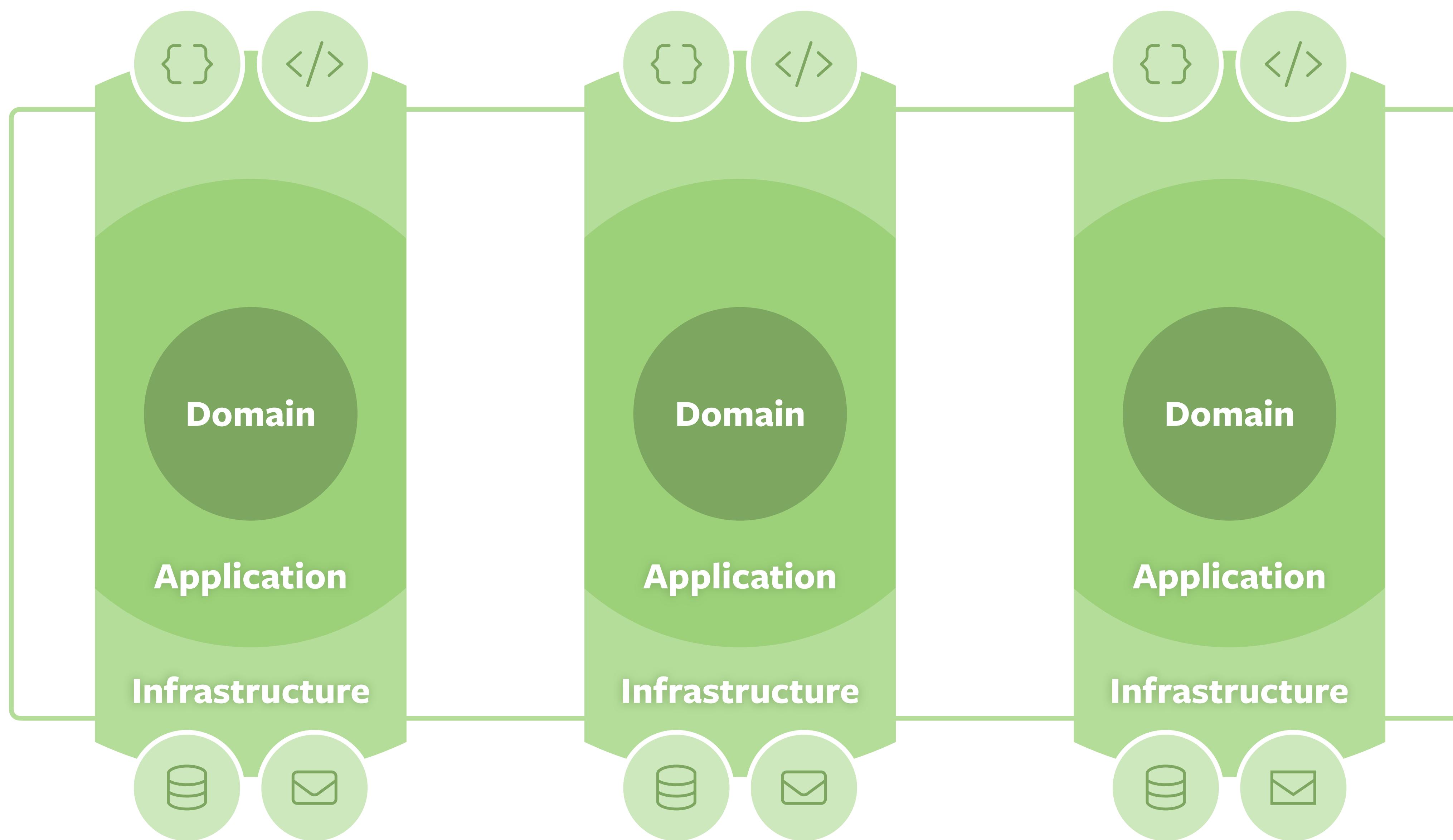
Technology-Free Domain

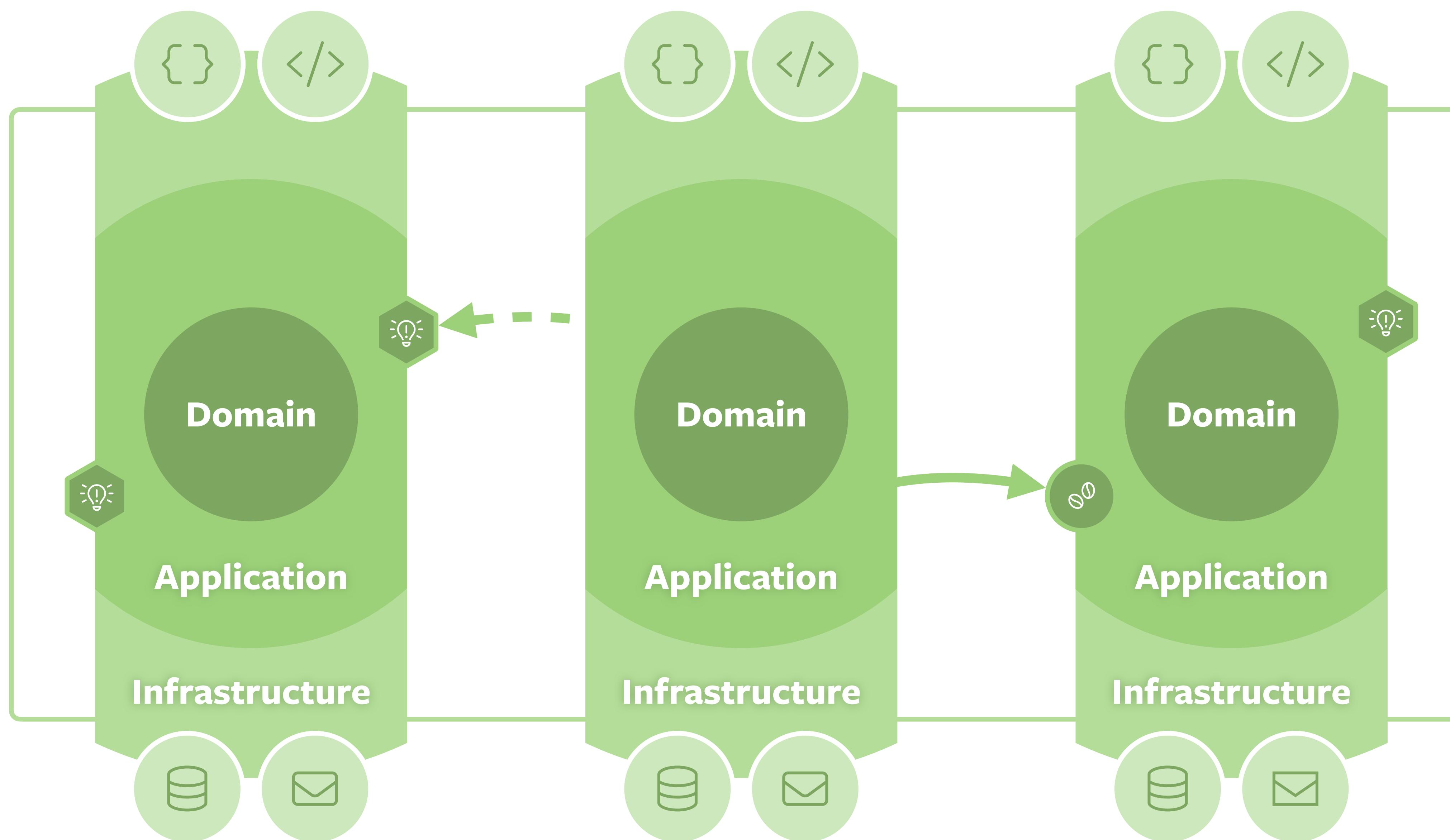
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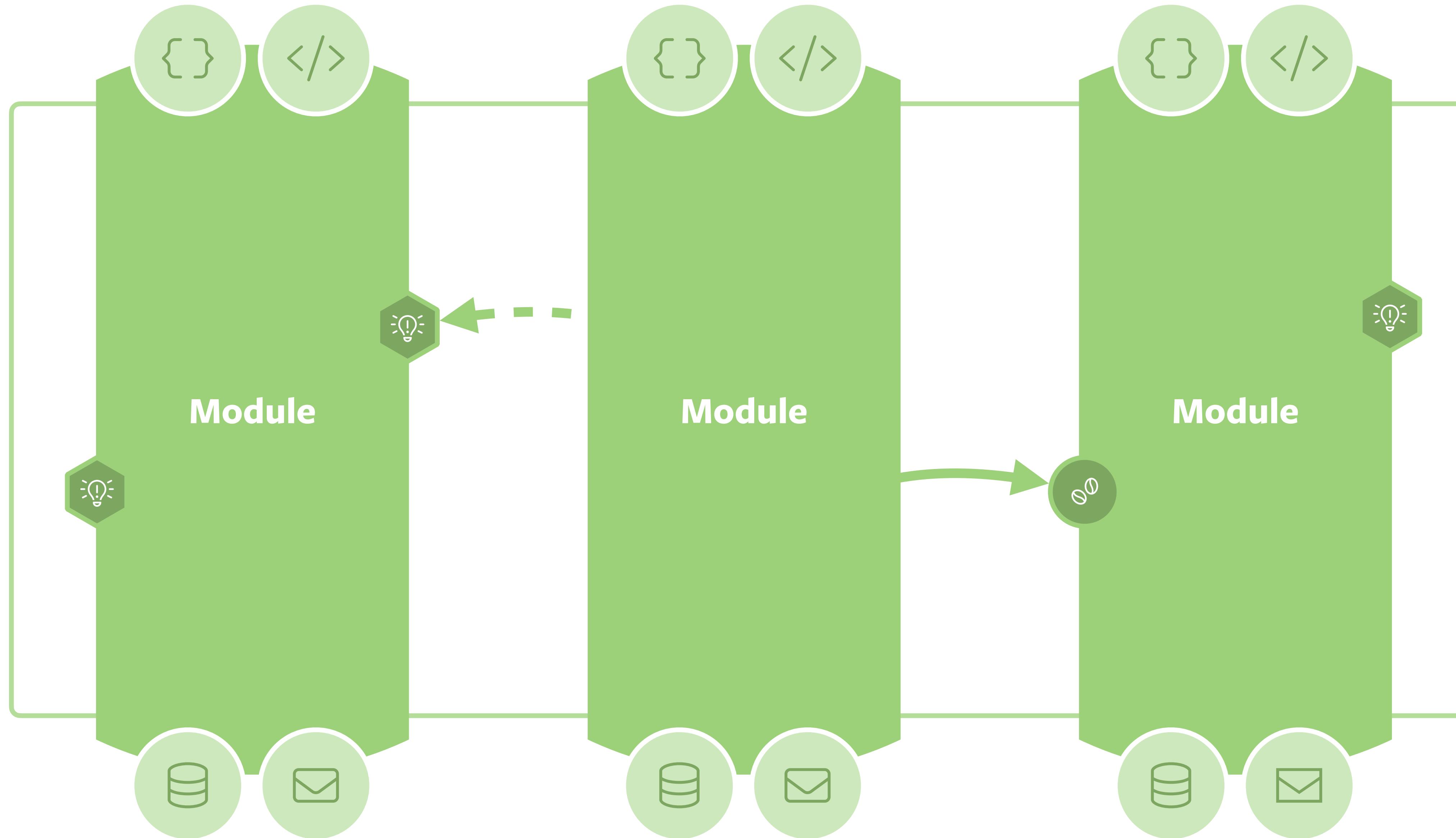












Code structure

Severely inspired by Simon Brown's <https://static.simonbrown.je/modular-monoliths.pdf>



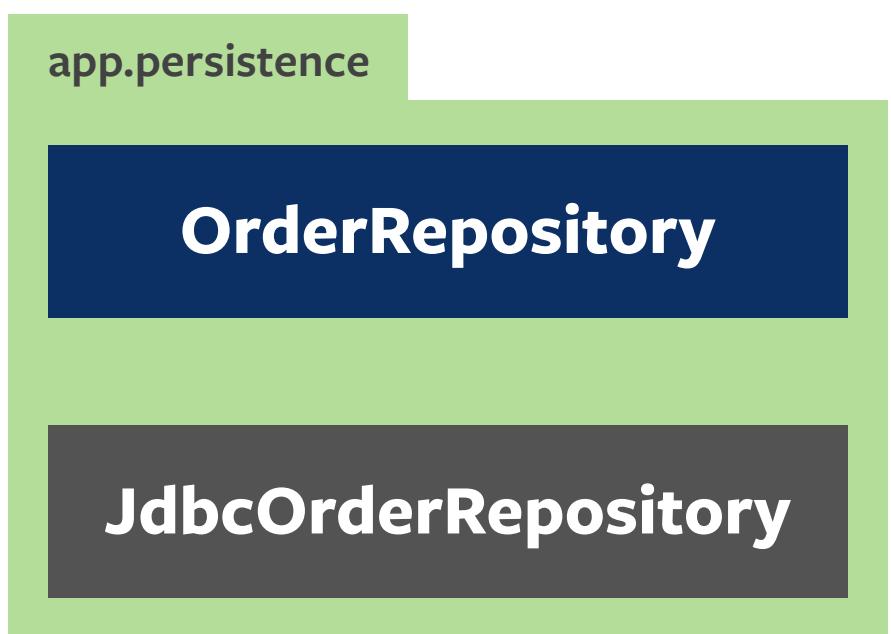
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...

Coined Drotbohm's law yesterday: from the structure of a software system you can derive the book the architect read most recently...

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8:11 vorm. · 7. Juli 2016 aus Stuttgart, Deutschland



Legend

Package / Build Module

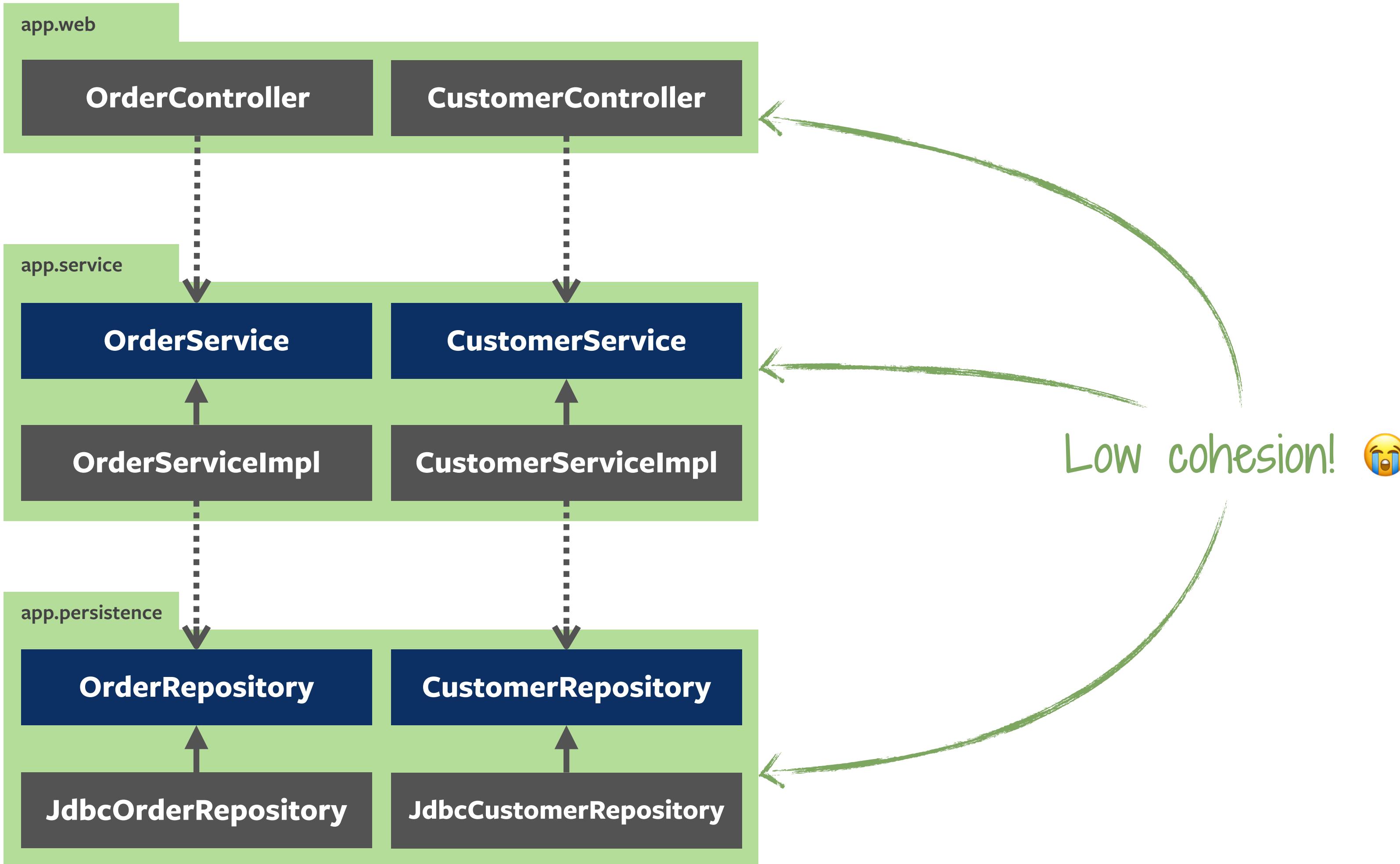
Interface

Class

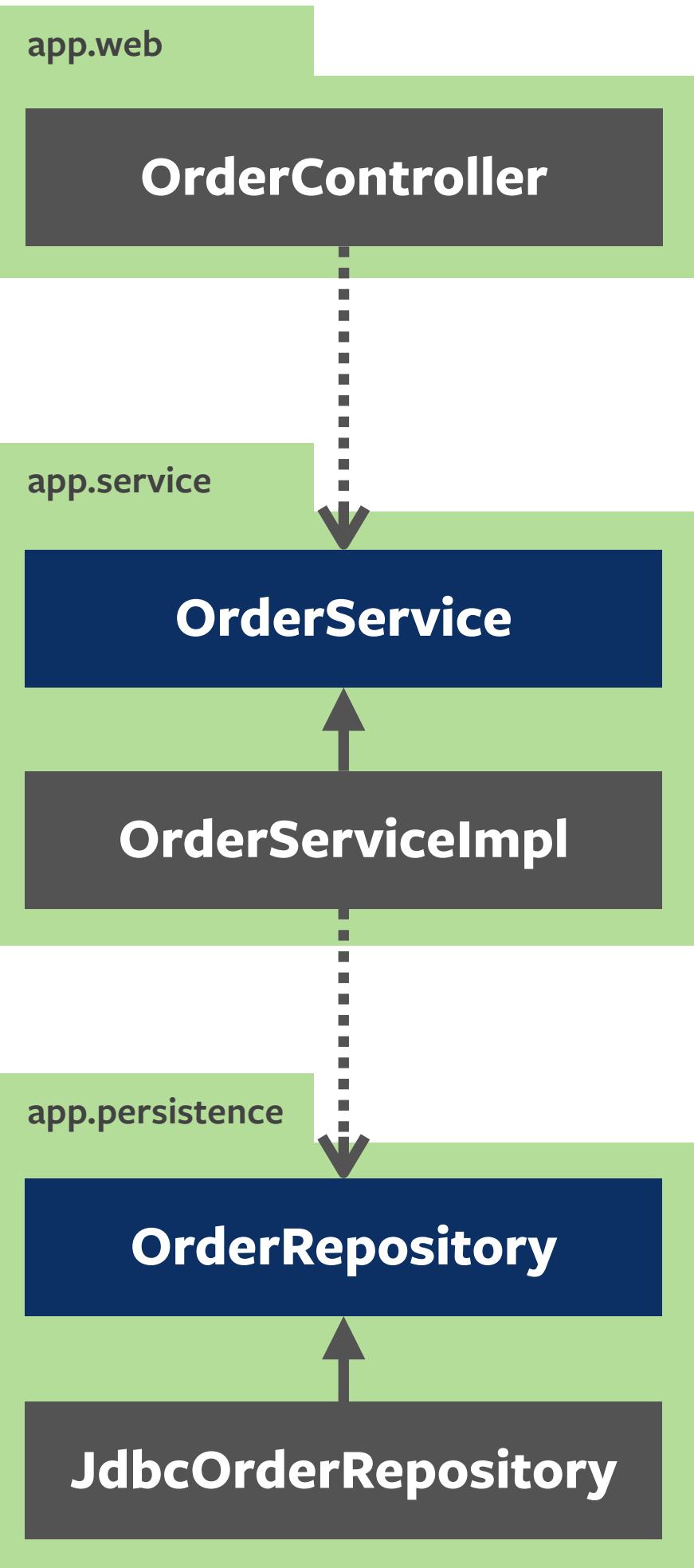
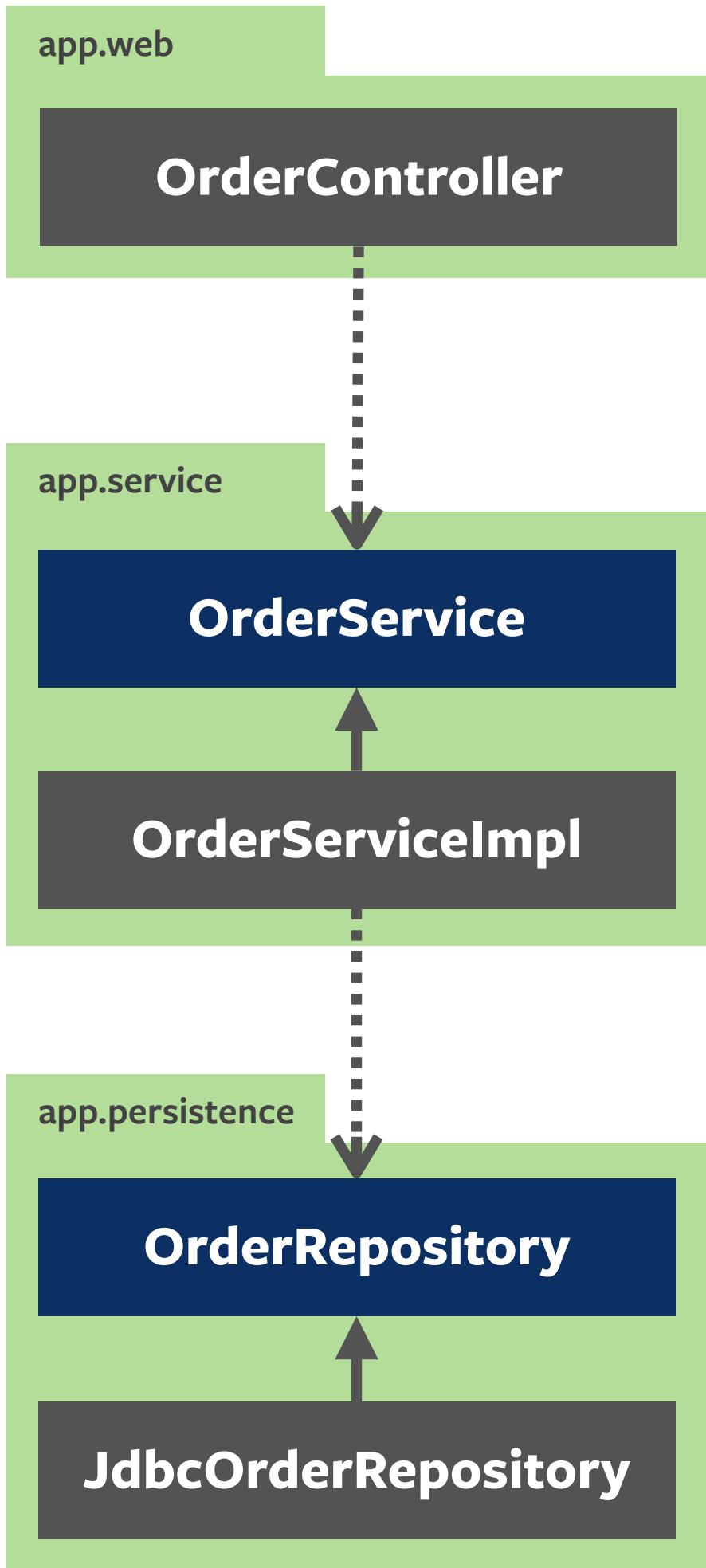
↑ Implements

↑ Refers to

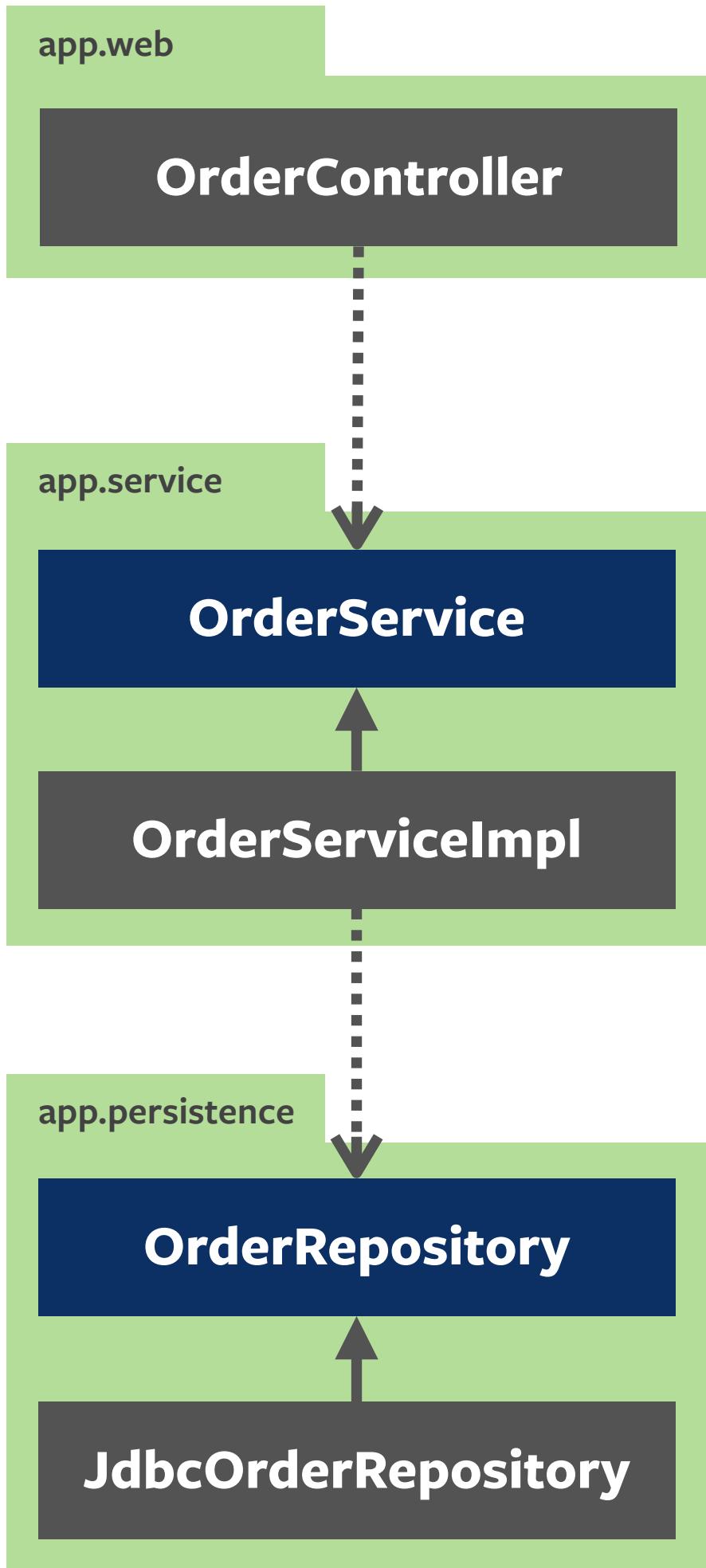
Classic Layers



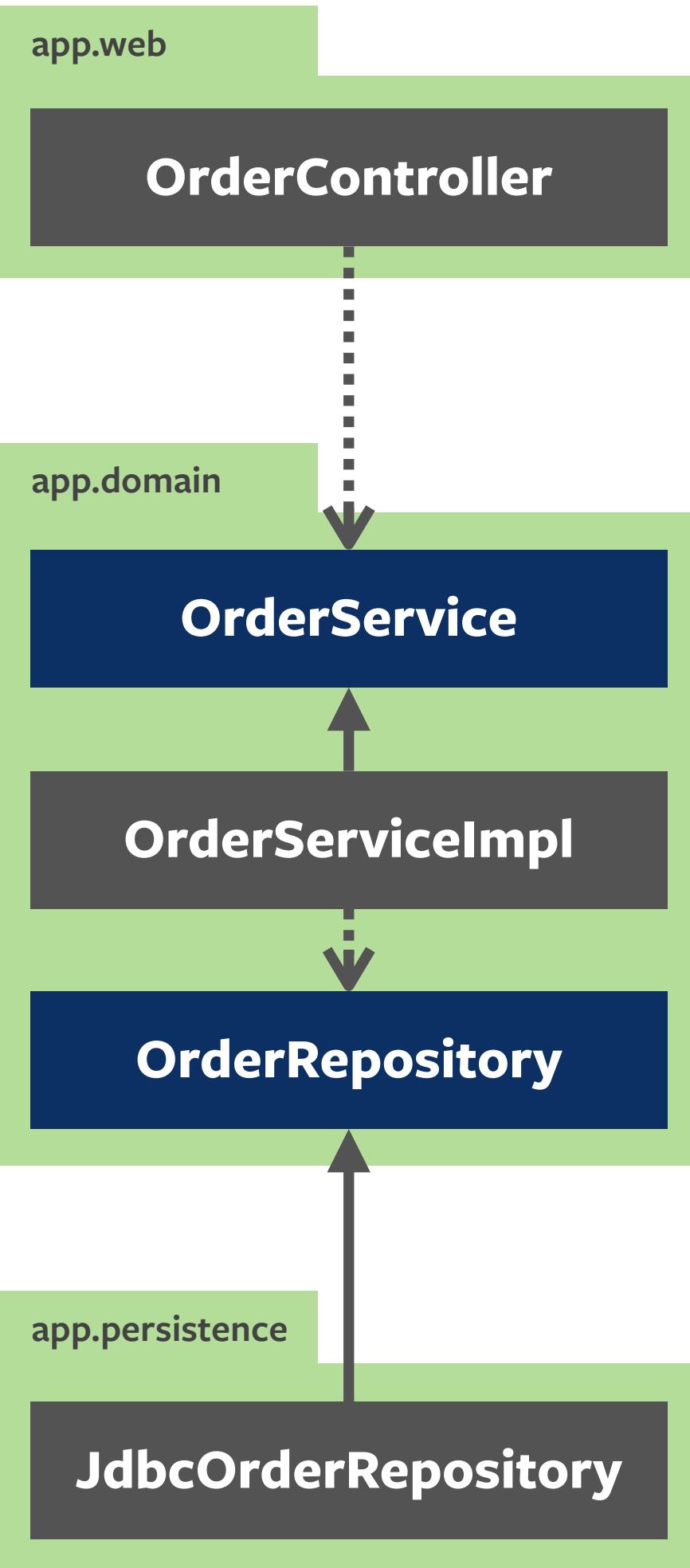
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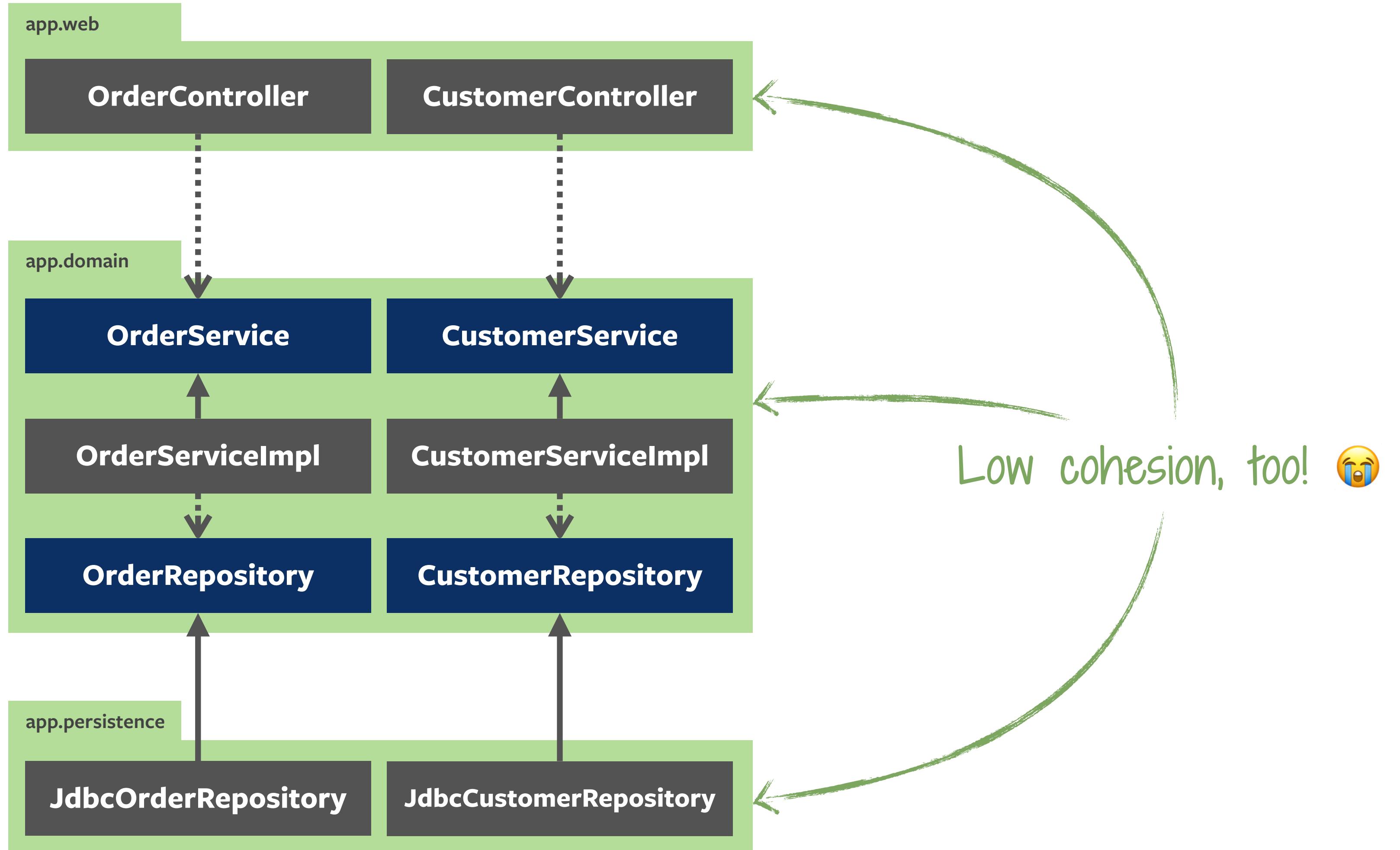
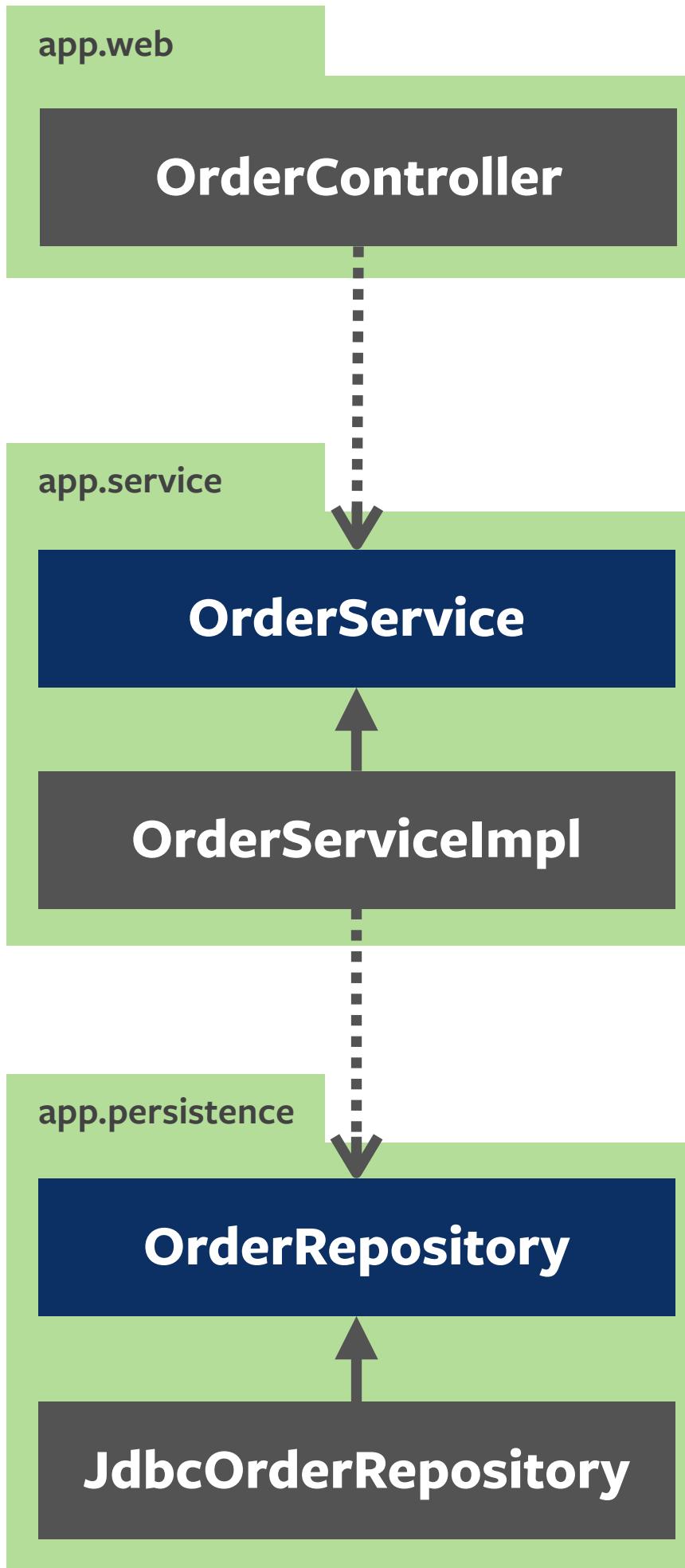
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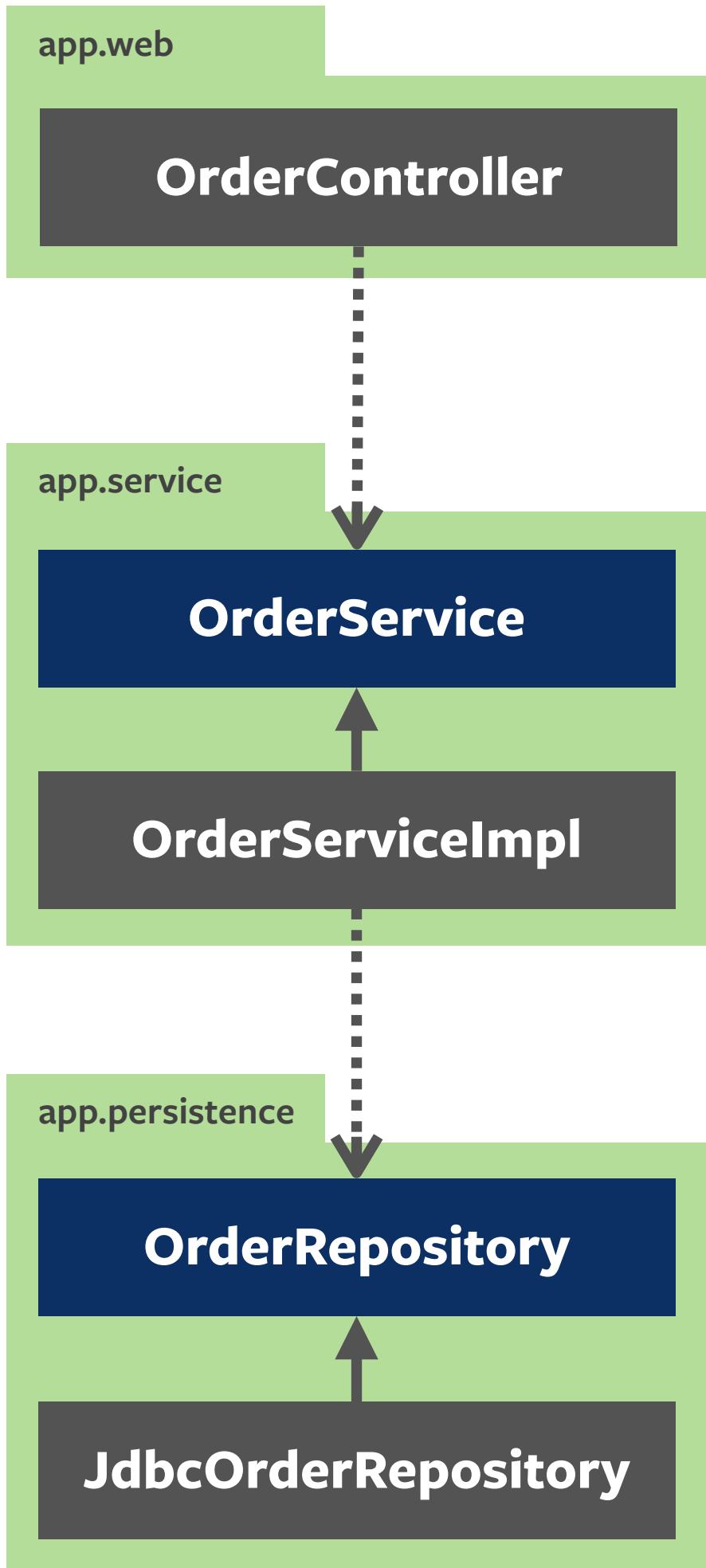


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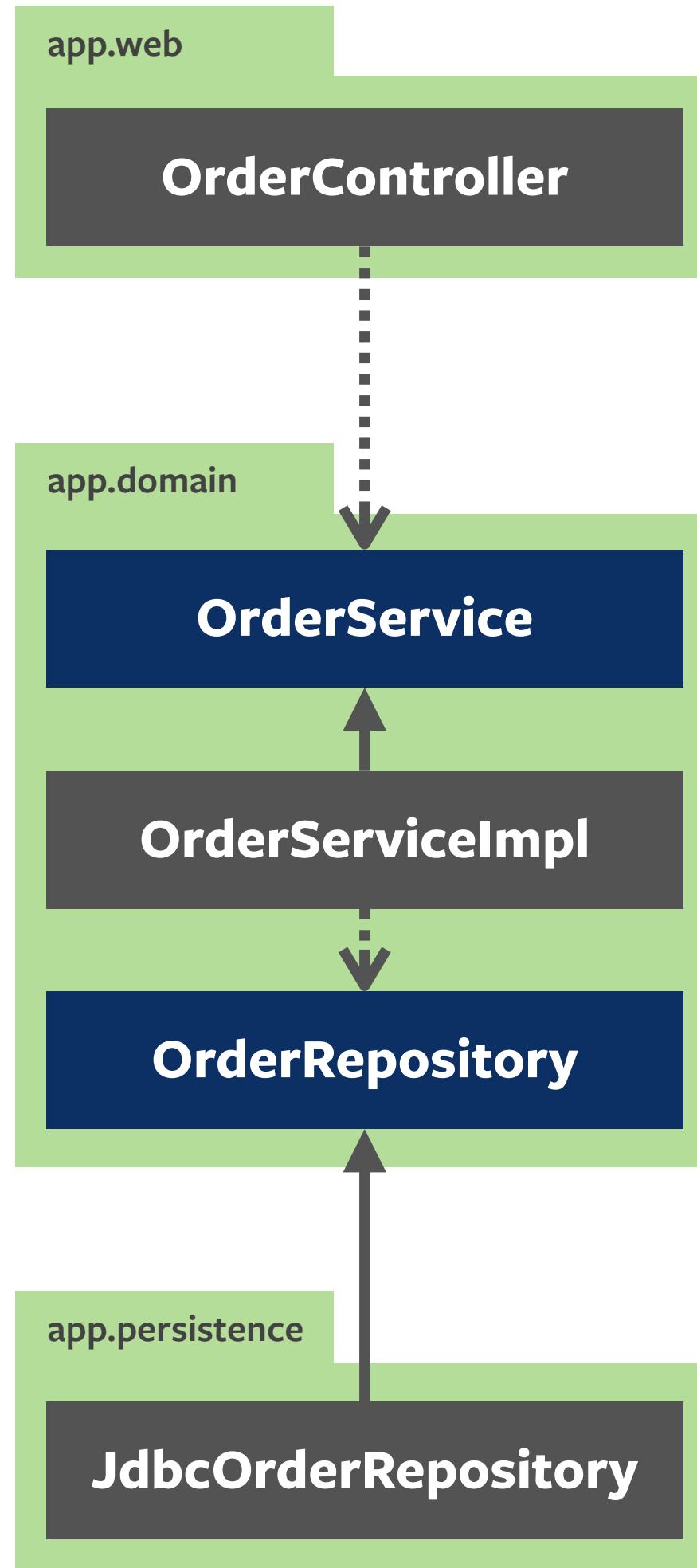


Hexagonal / Onion

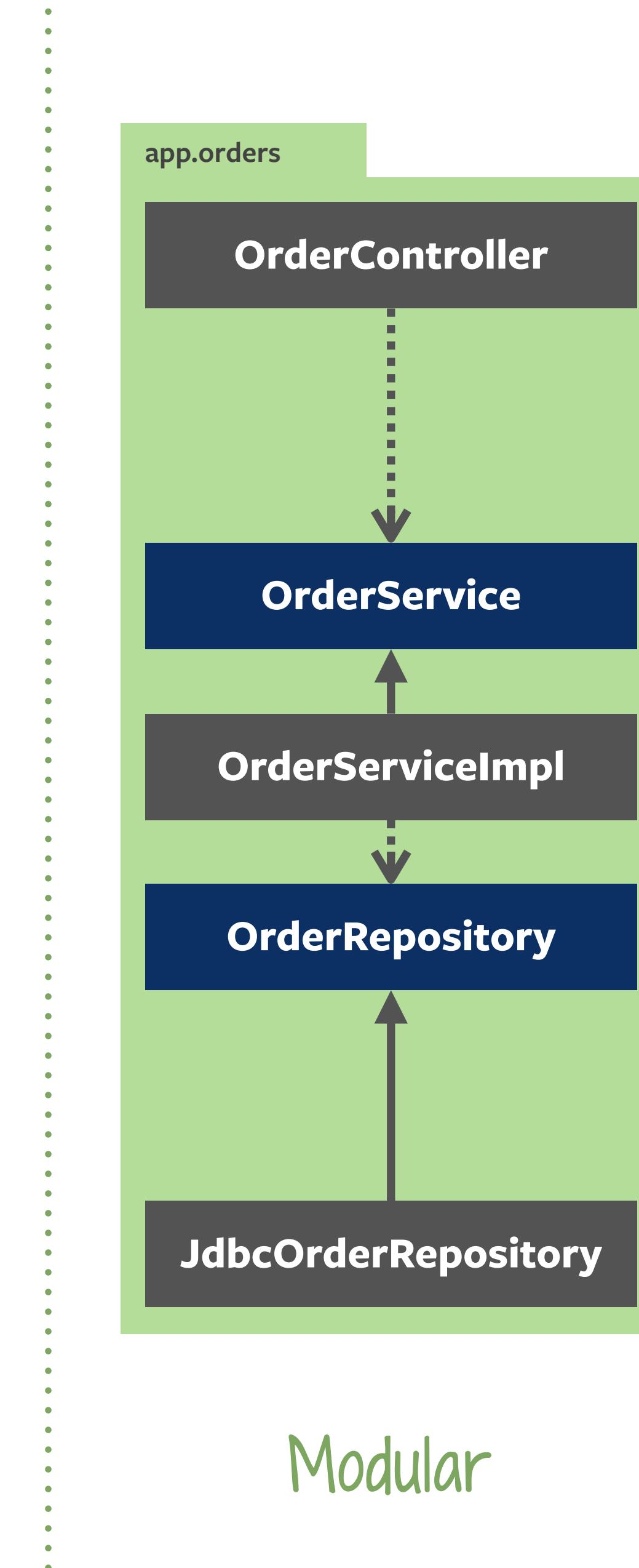




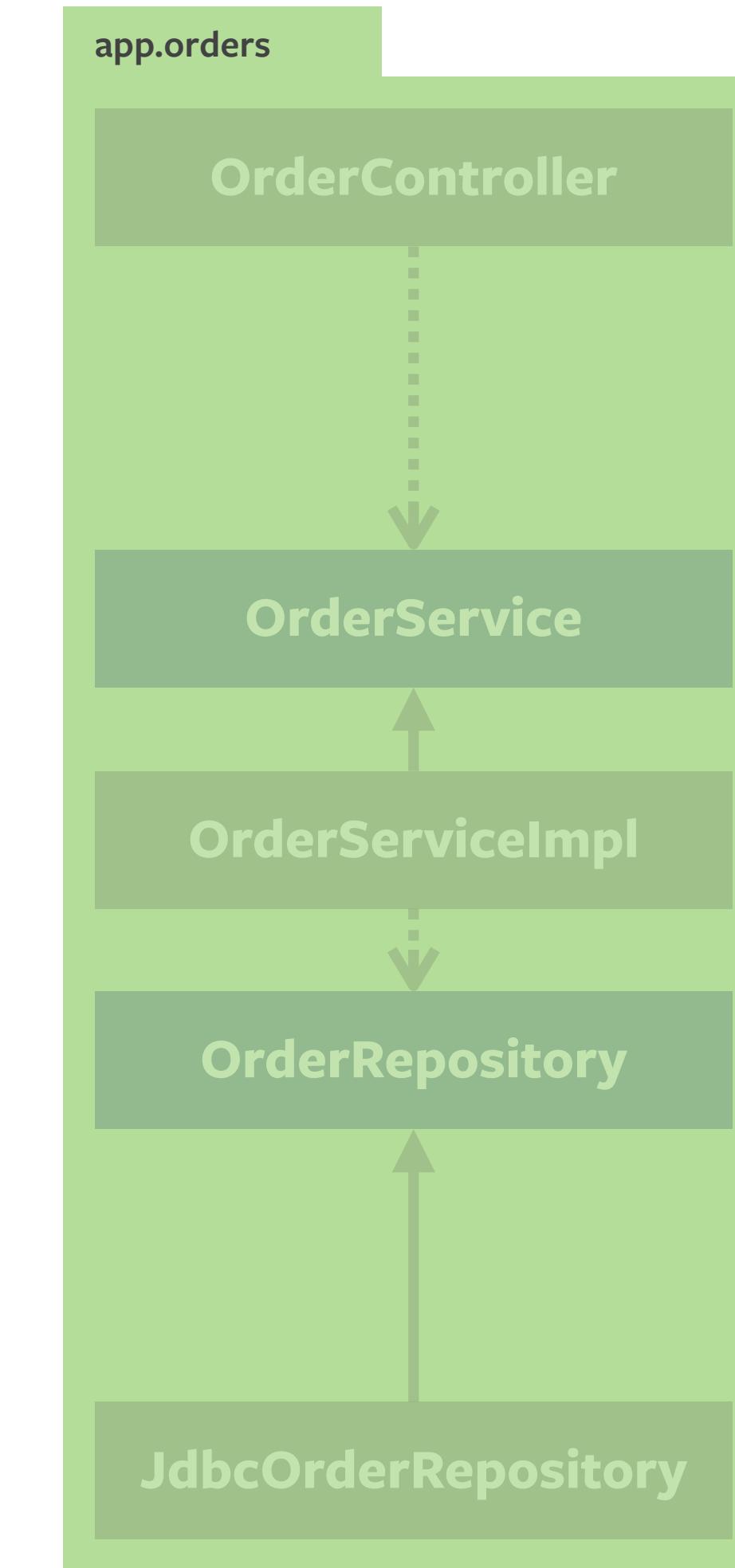
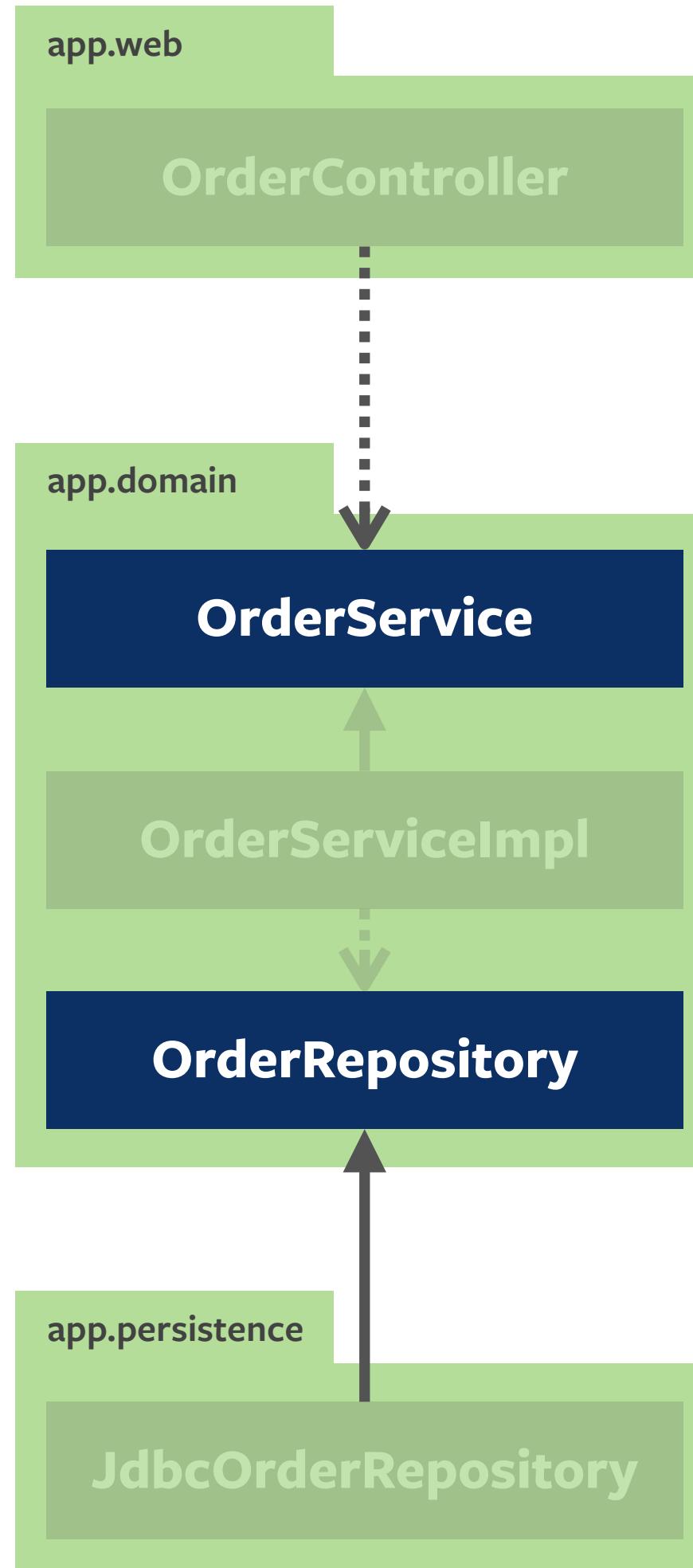
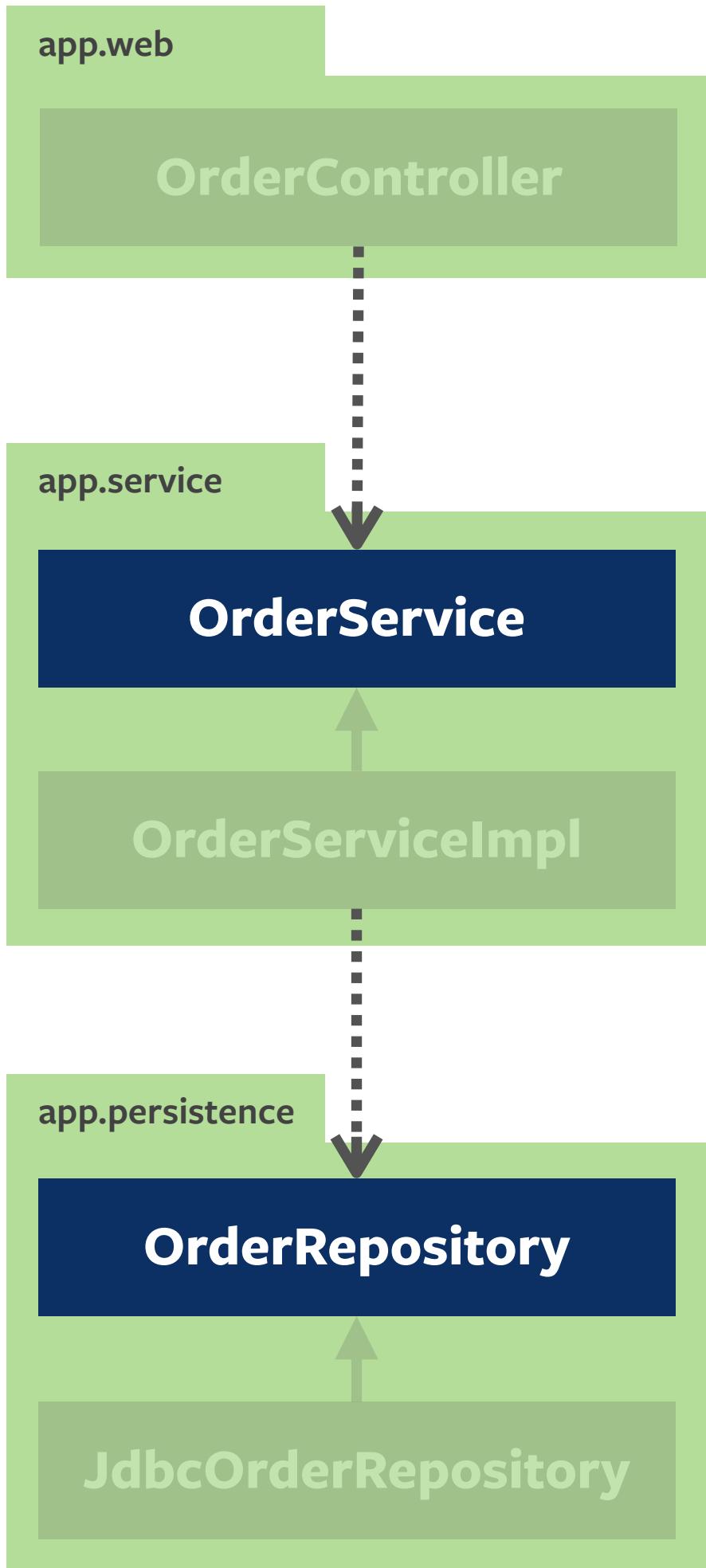
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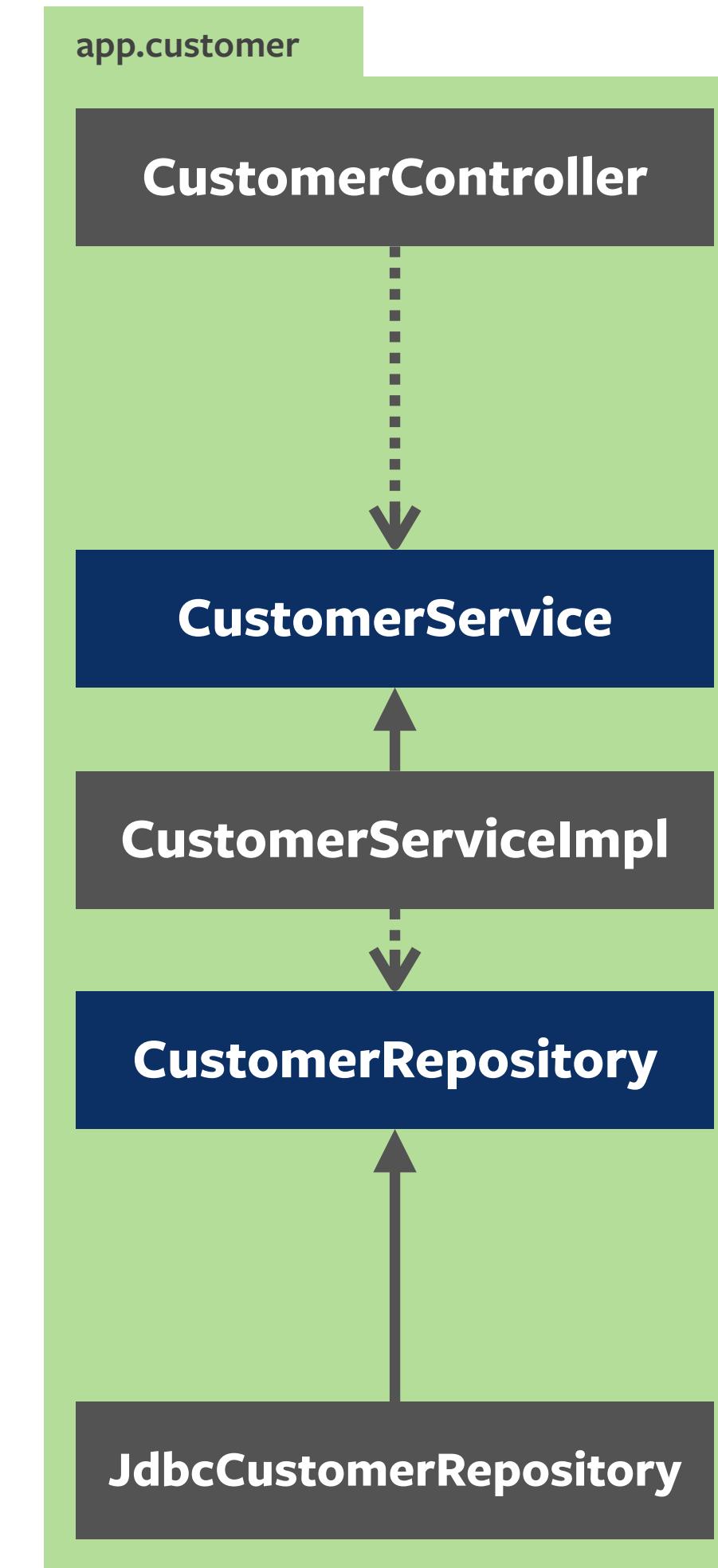
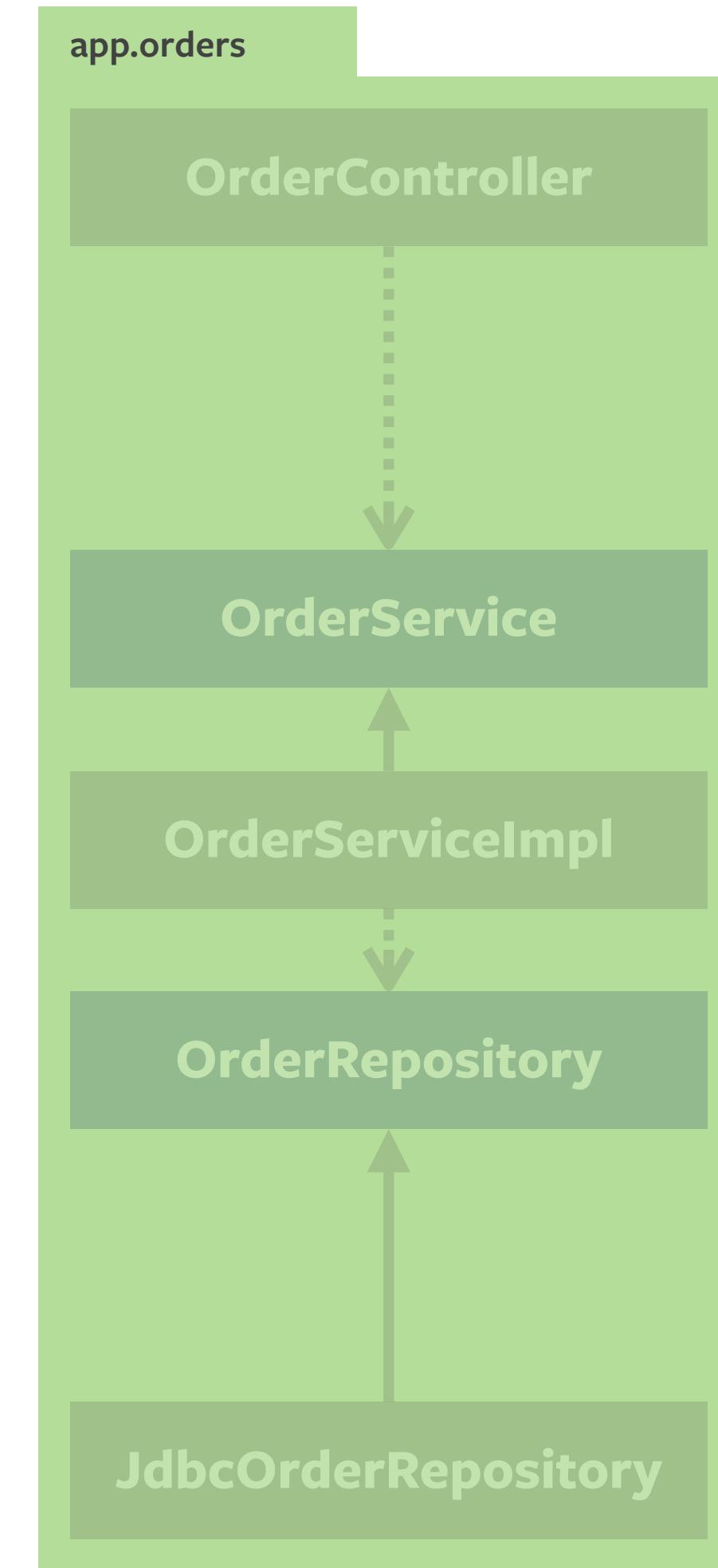
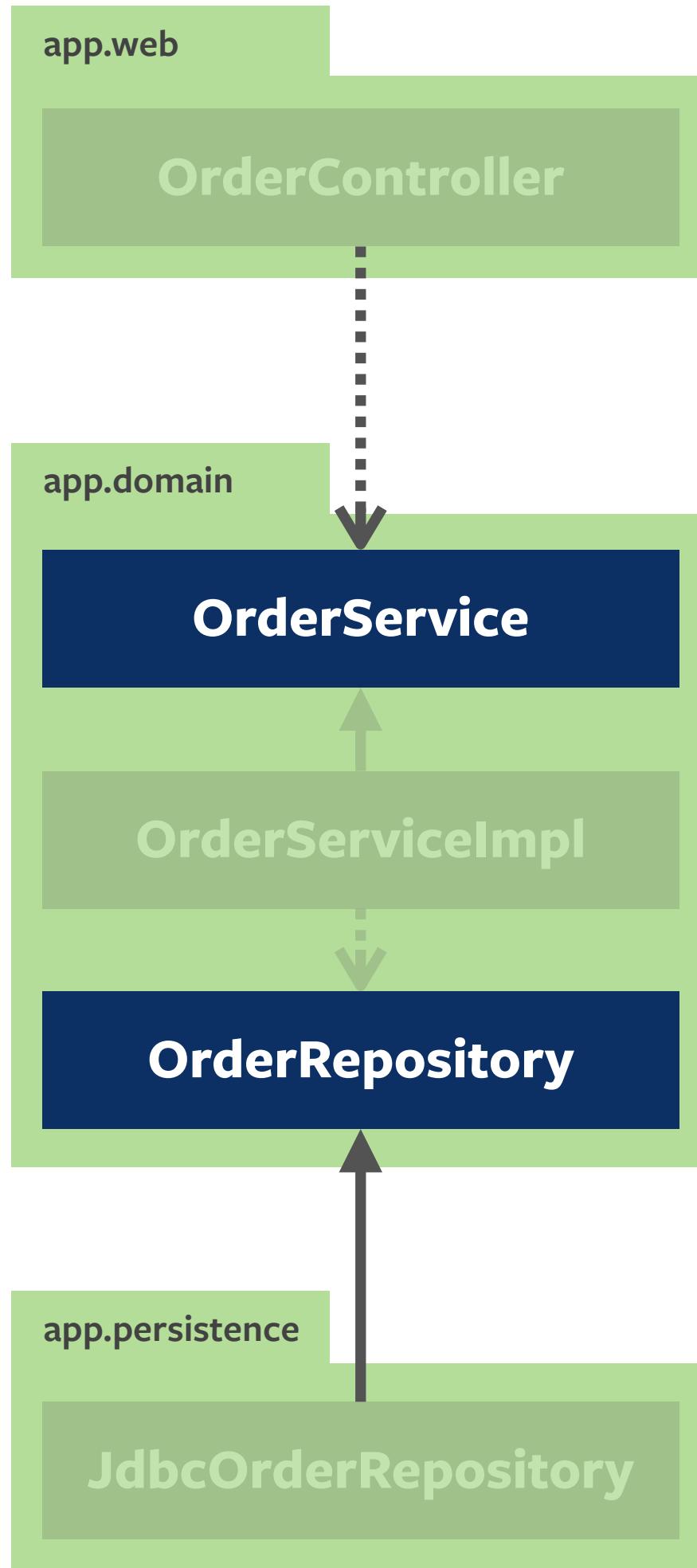
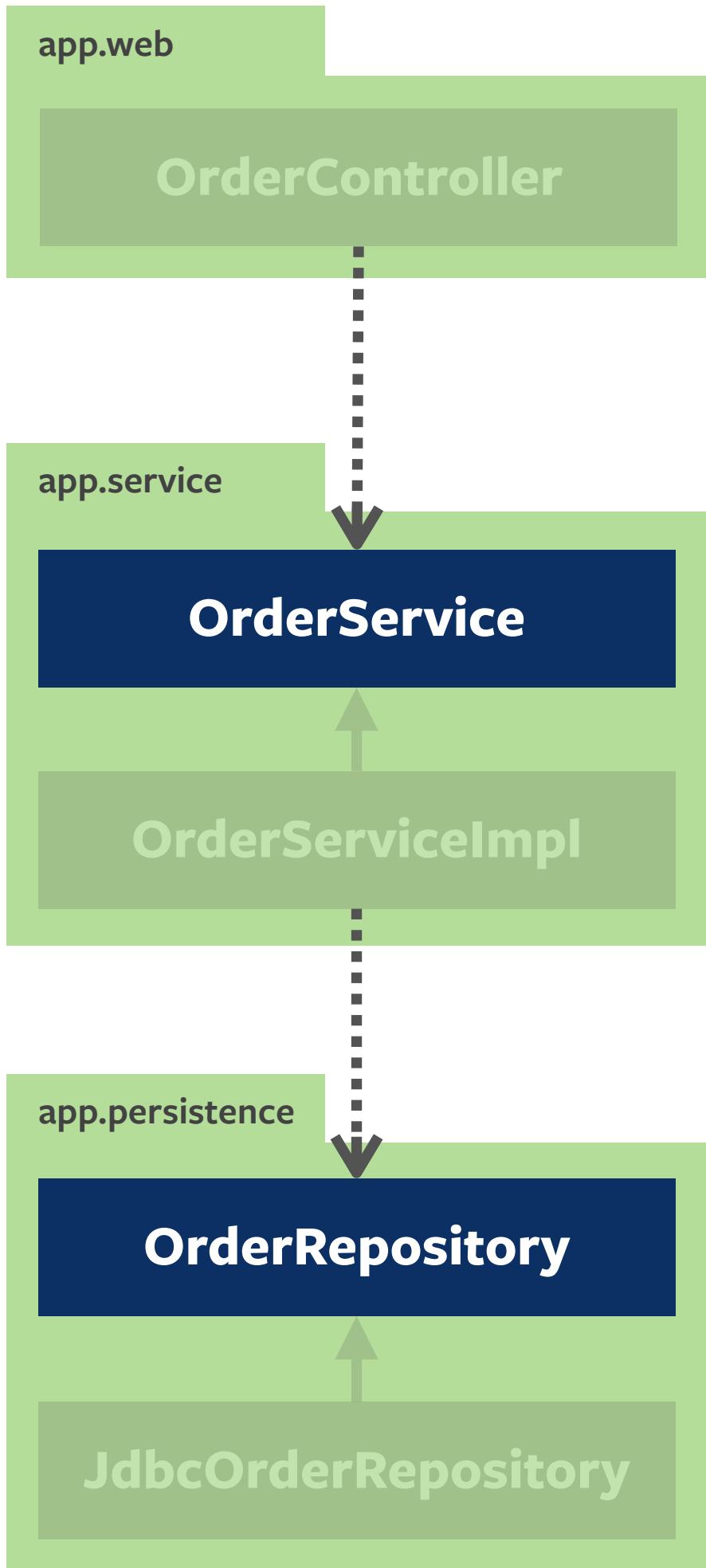


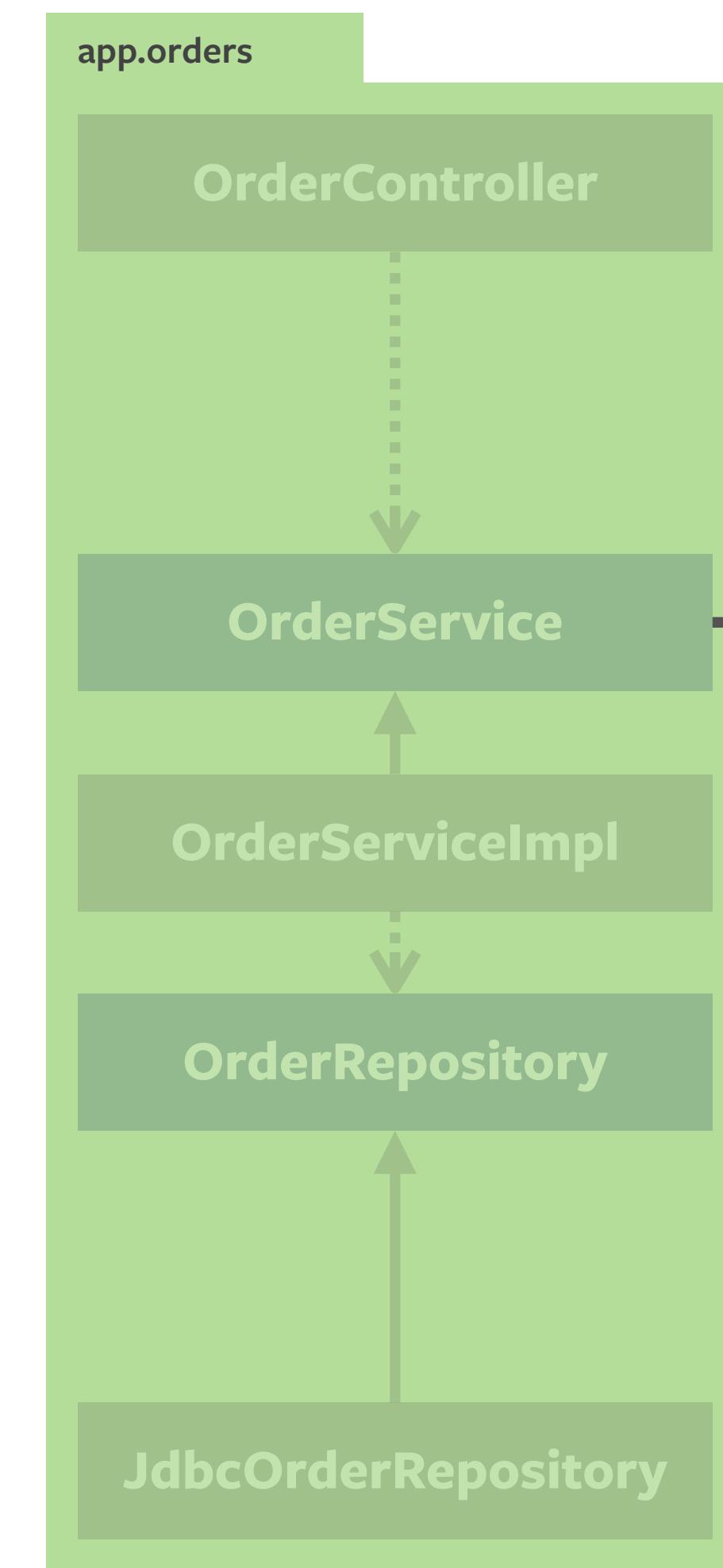
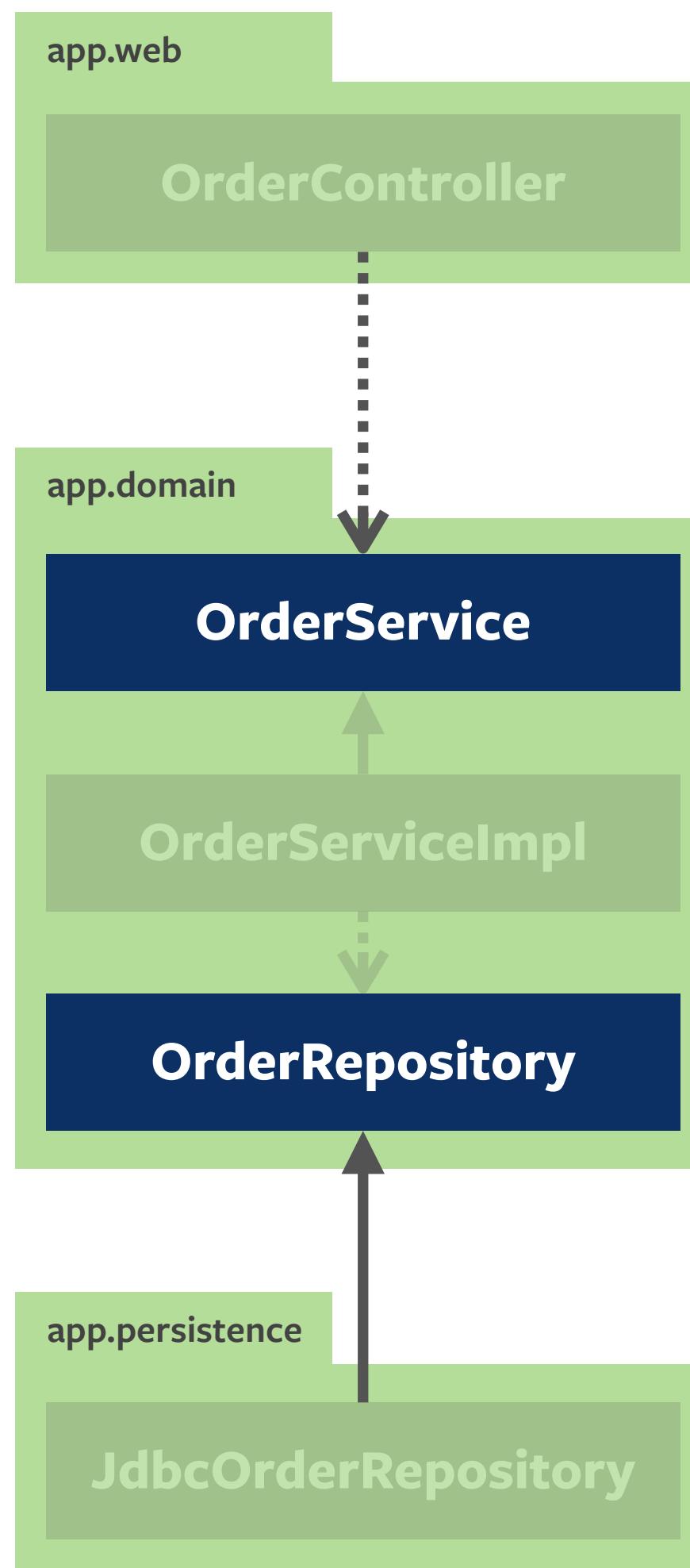
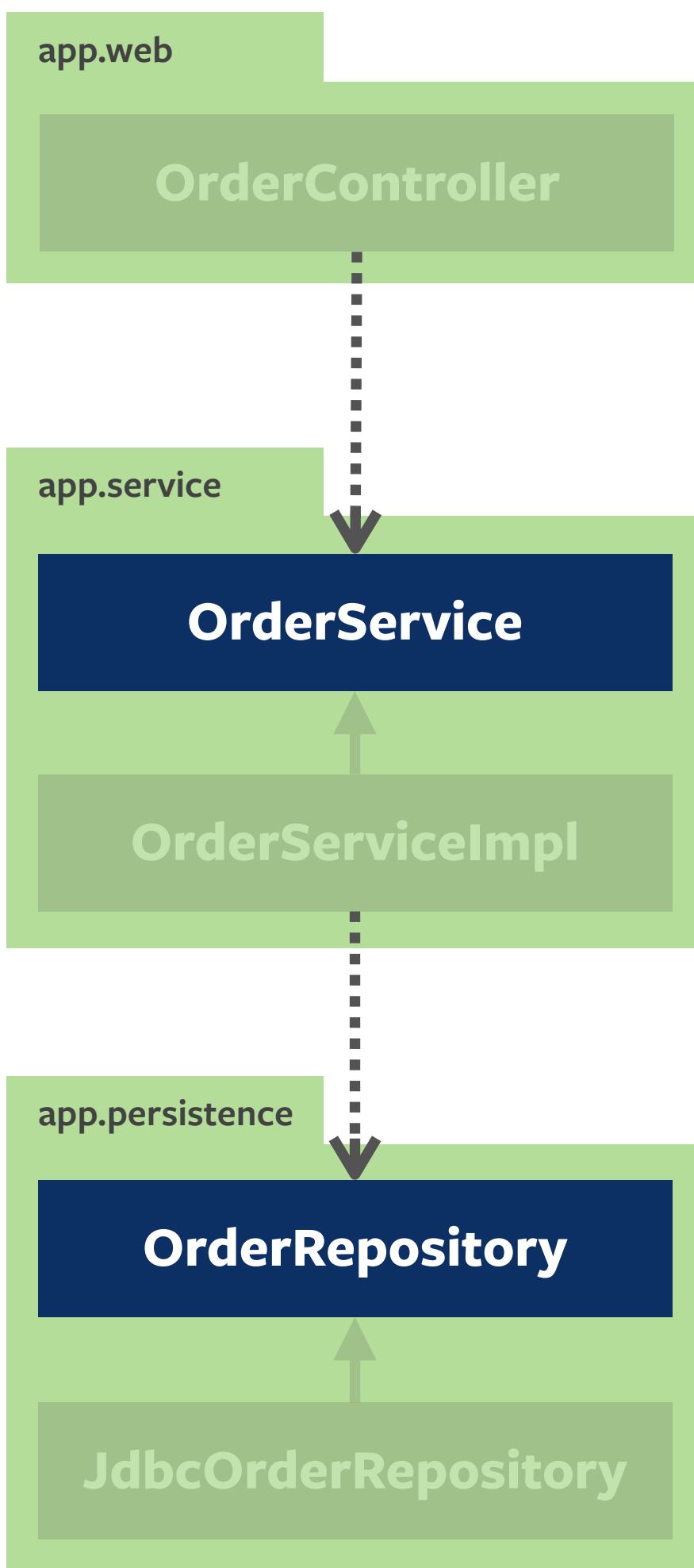
Hexagonal / Onion

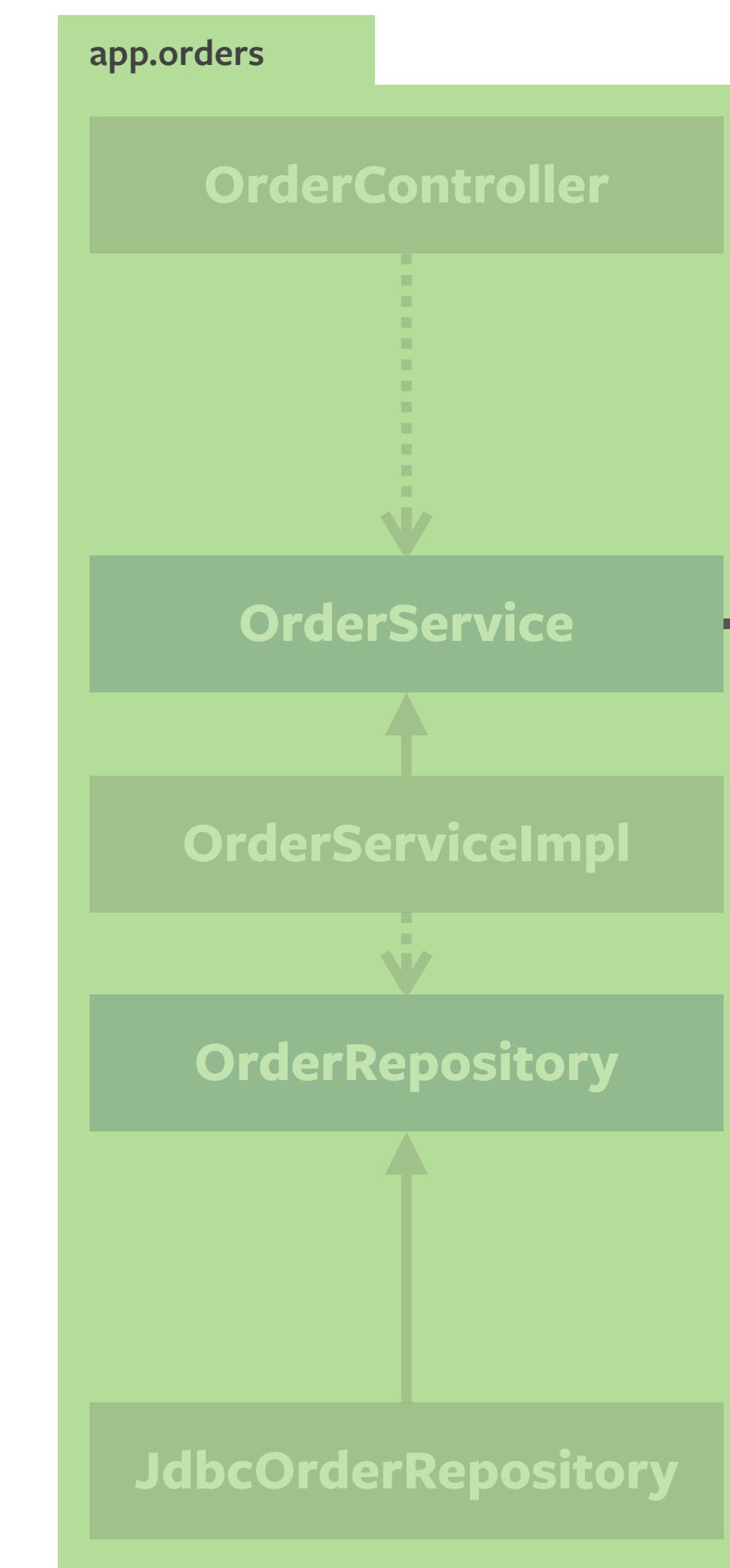
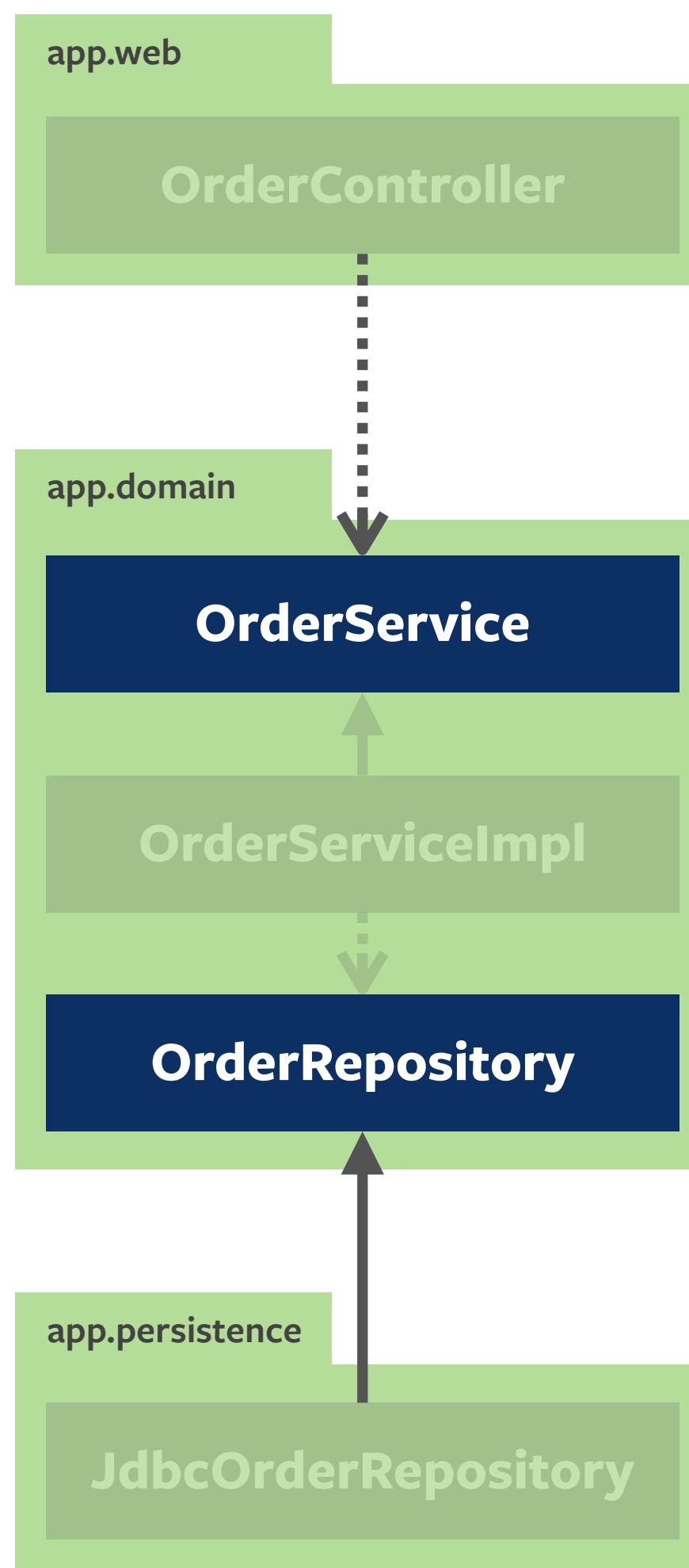
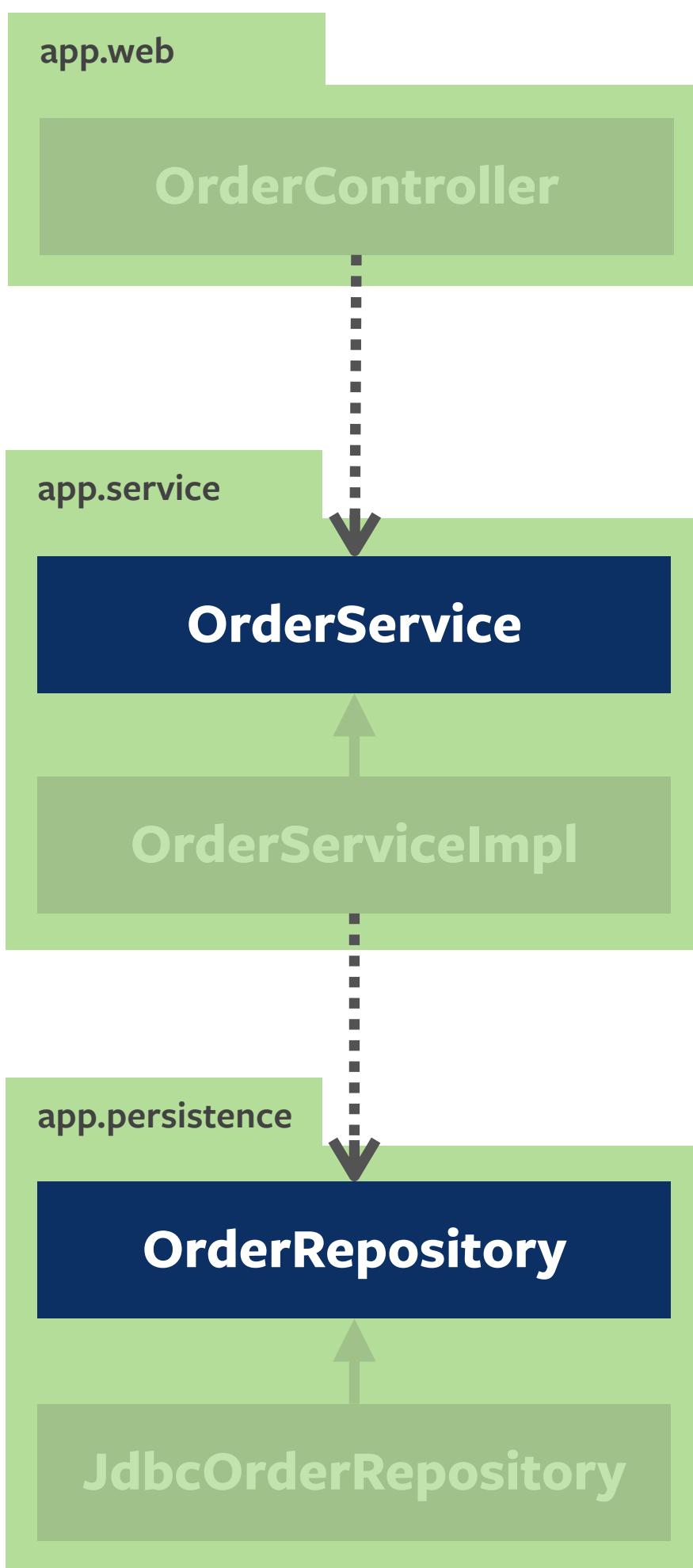


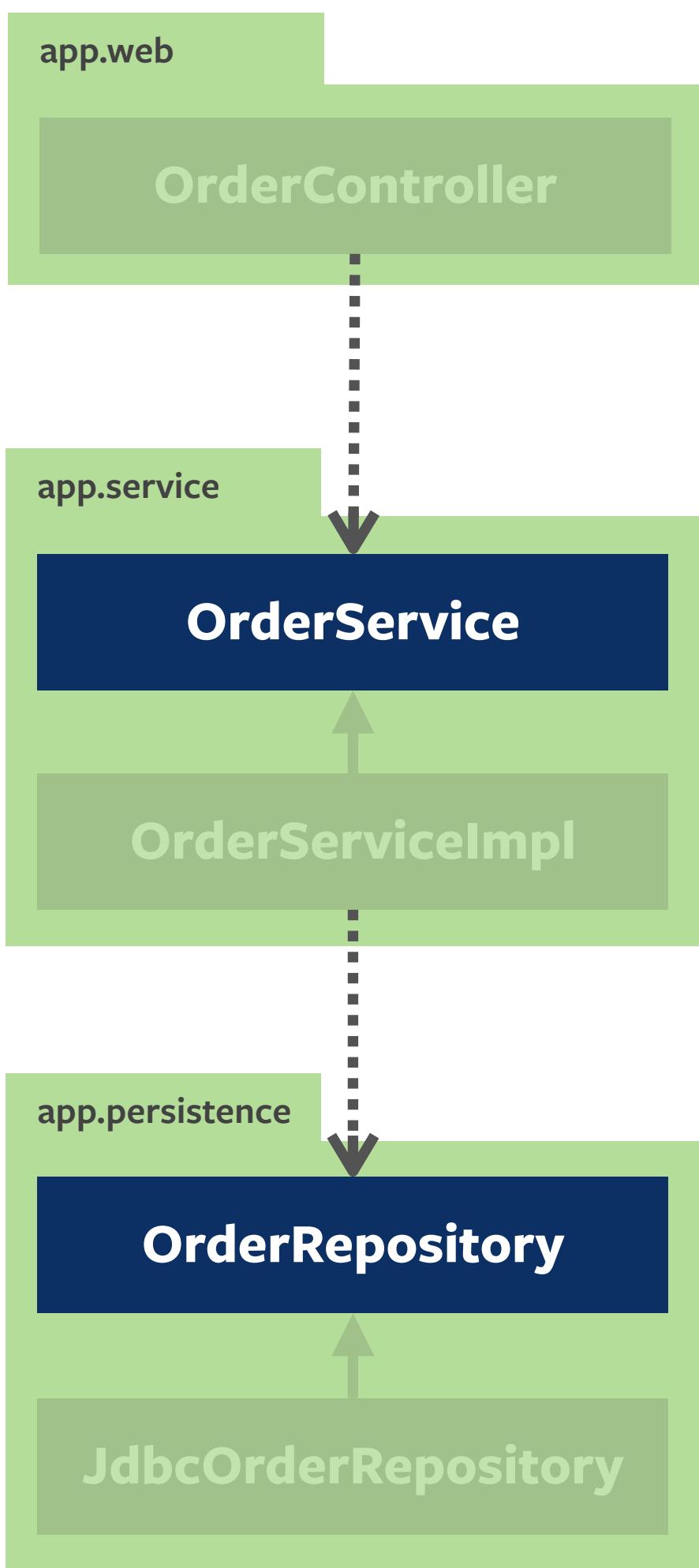
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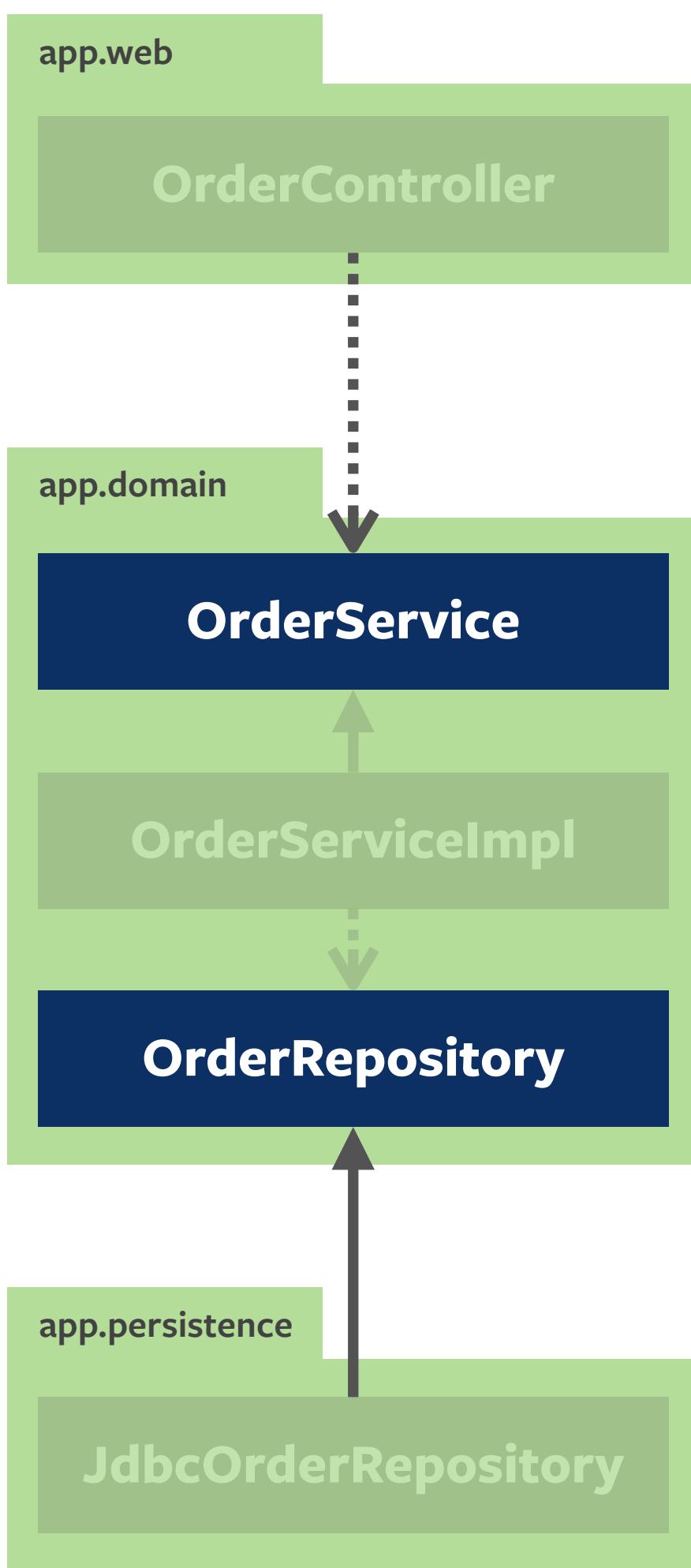




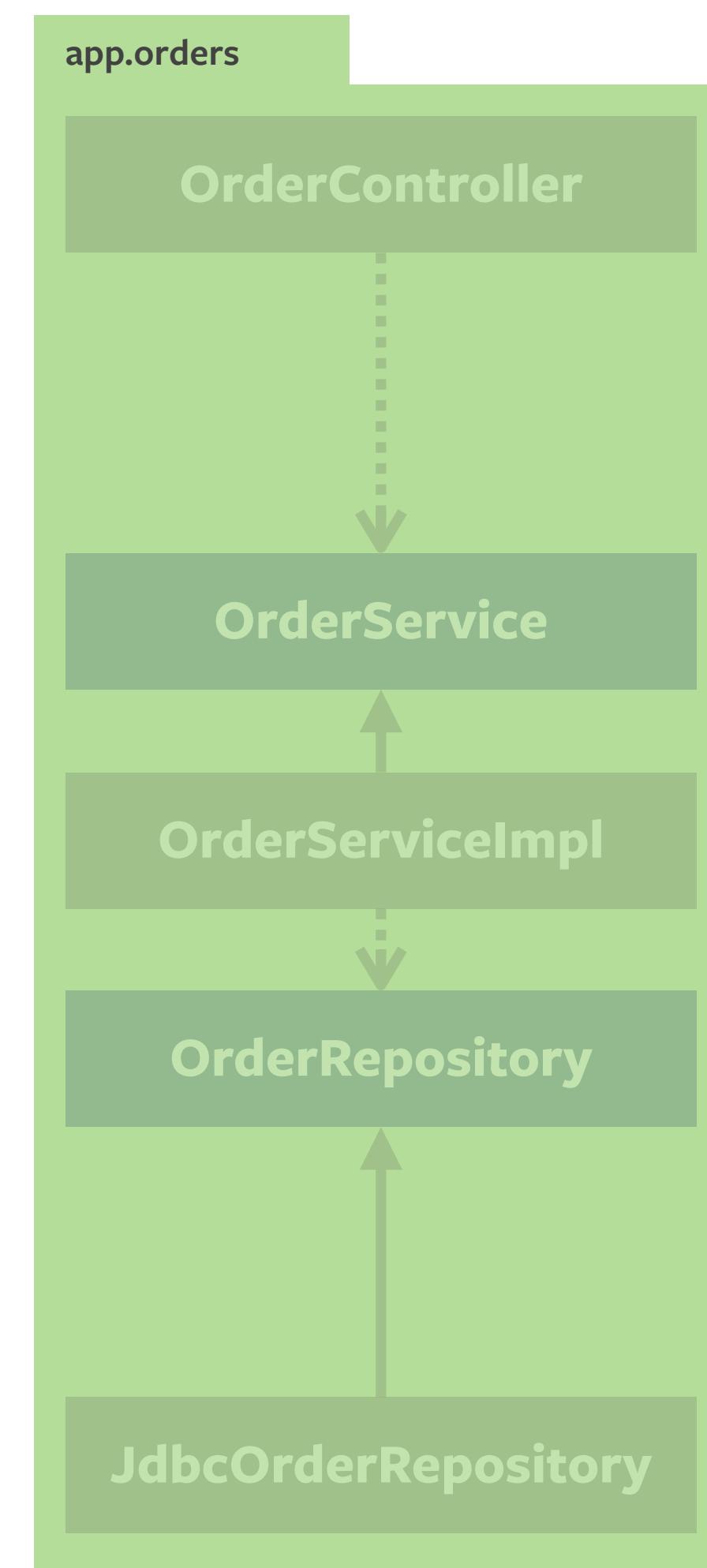




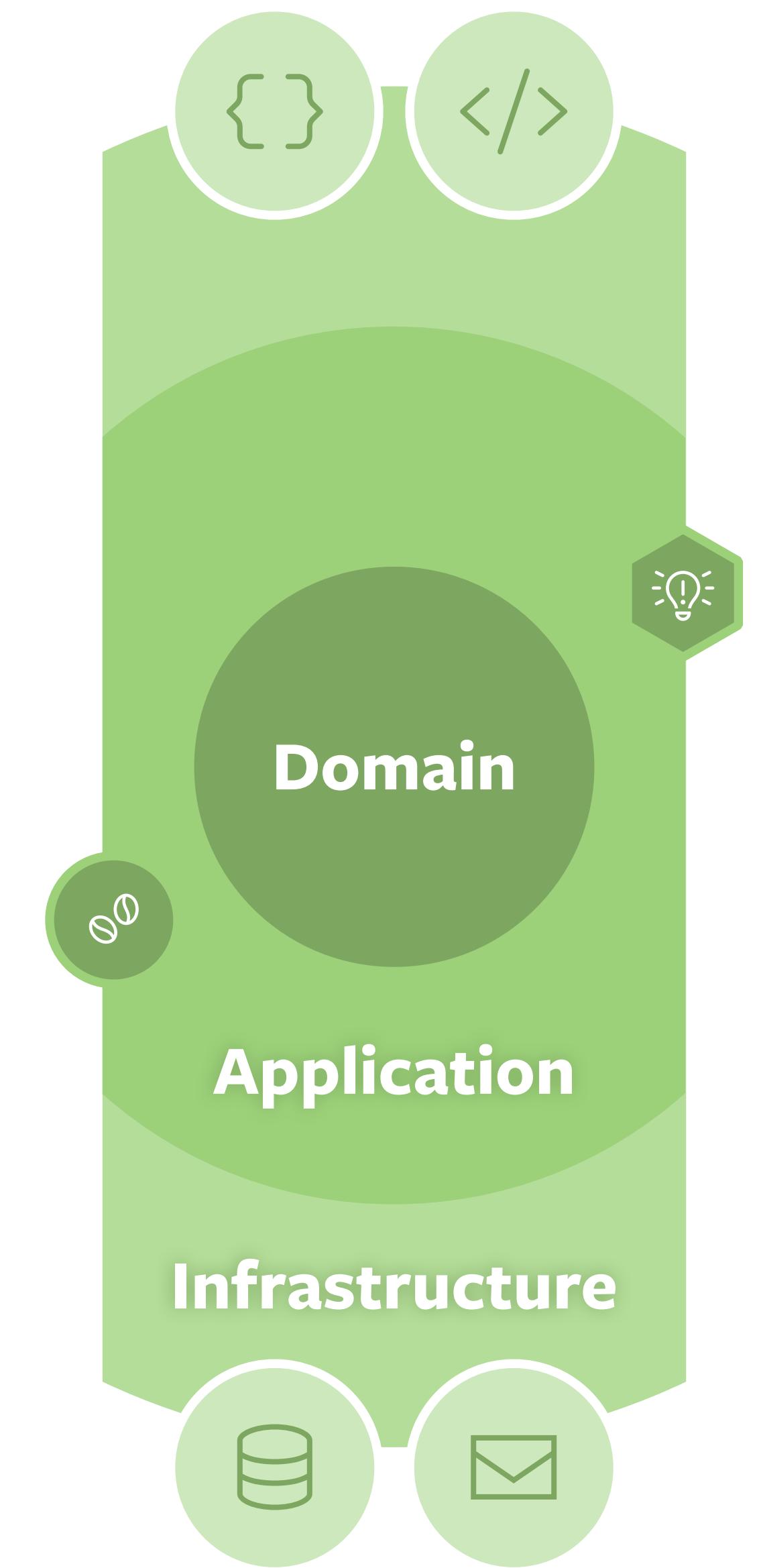
Classic Layers

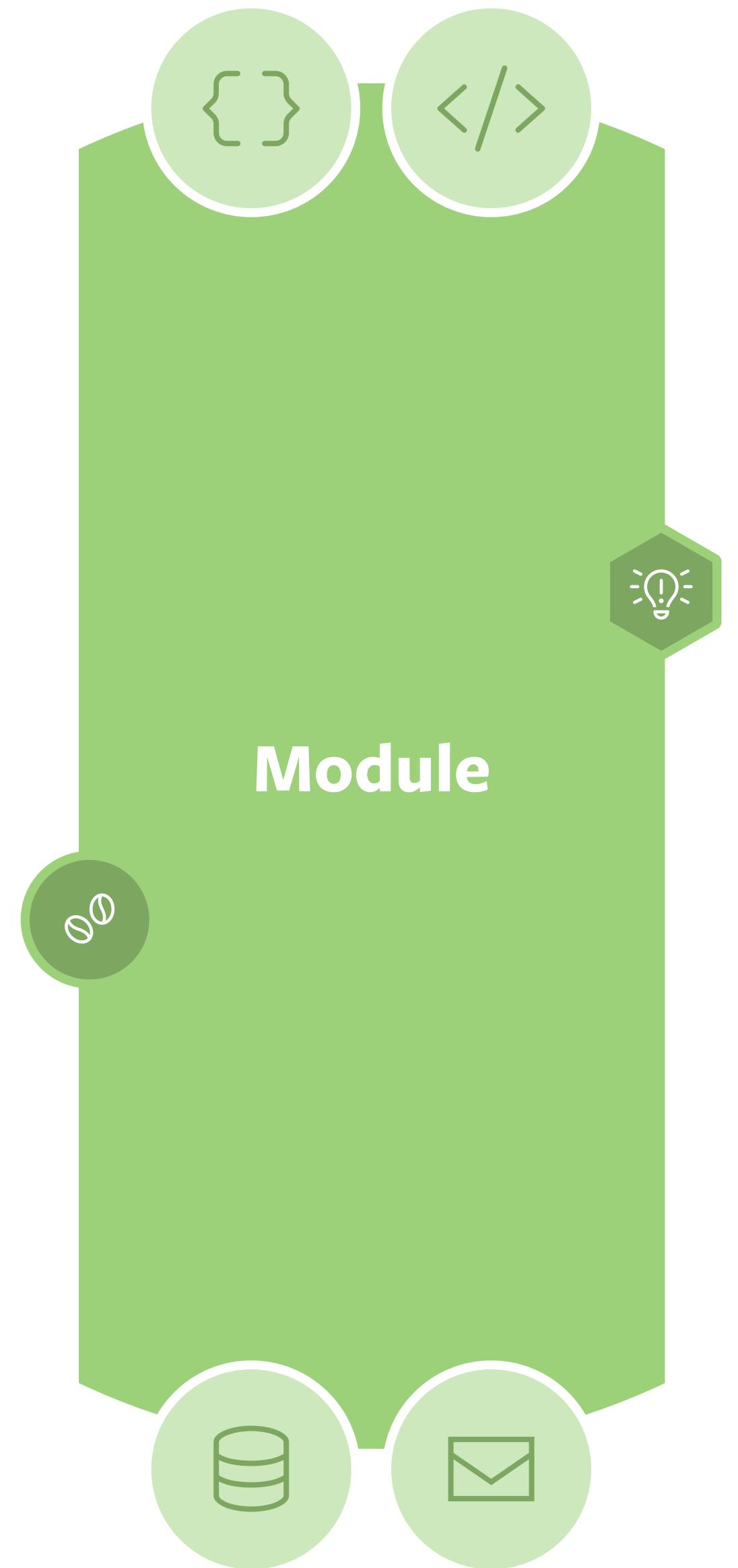
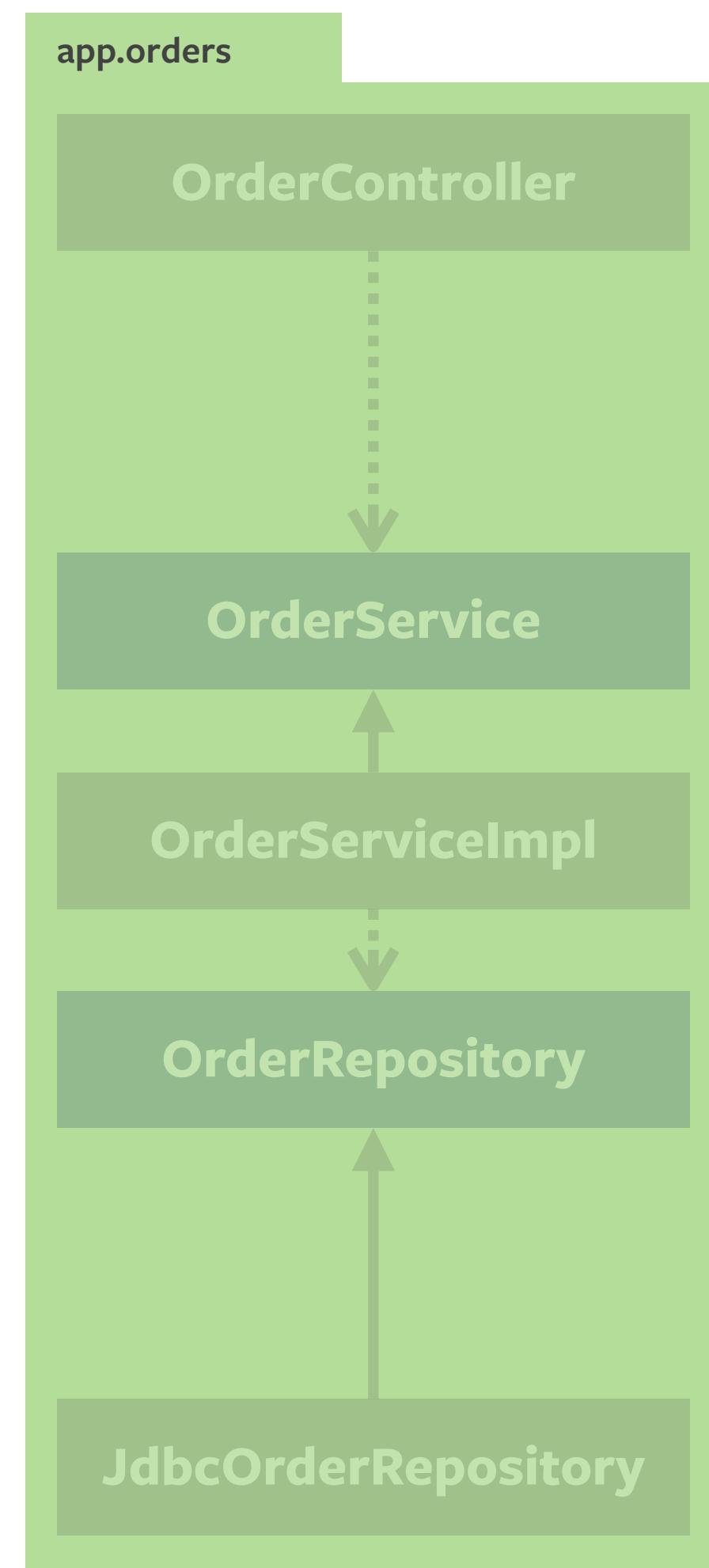
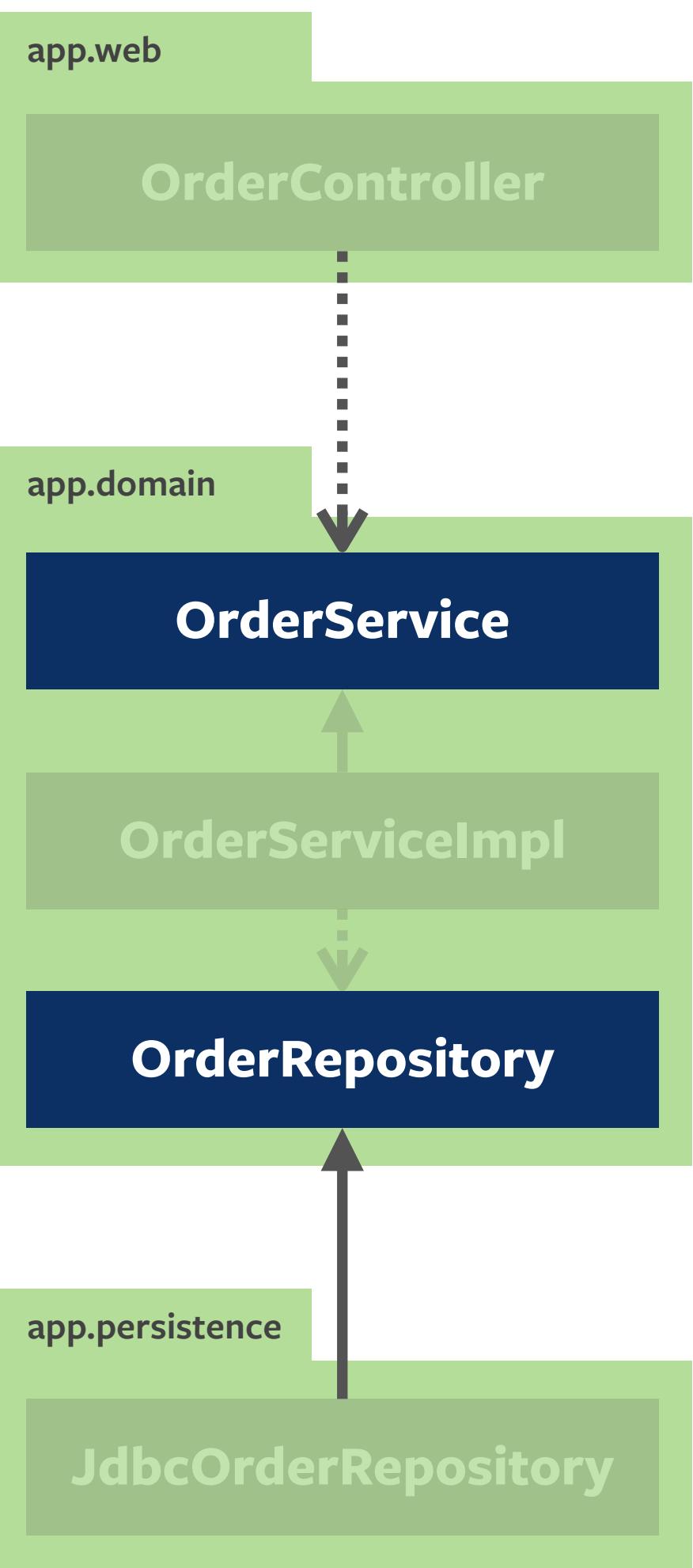
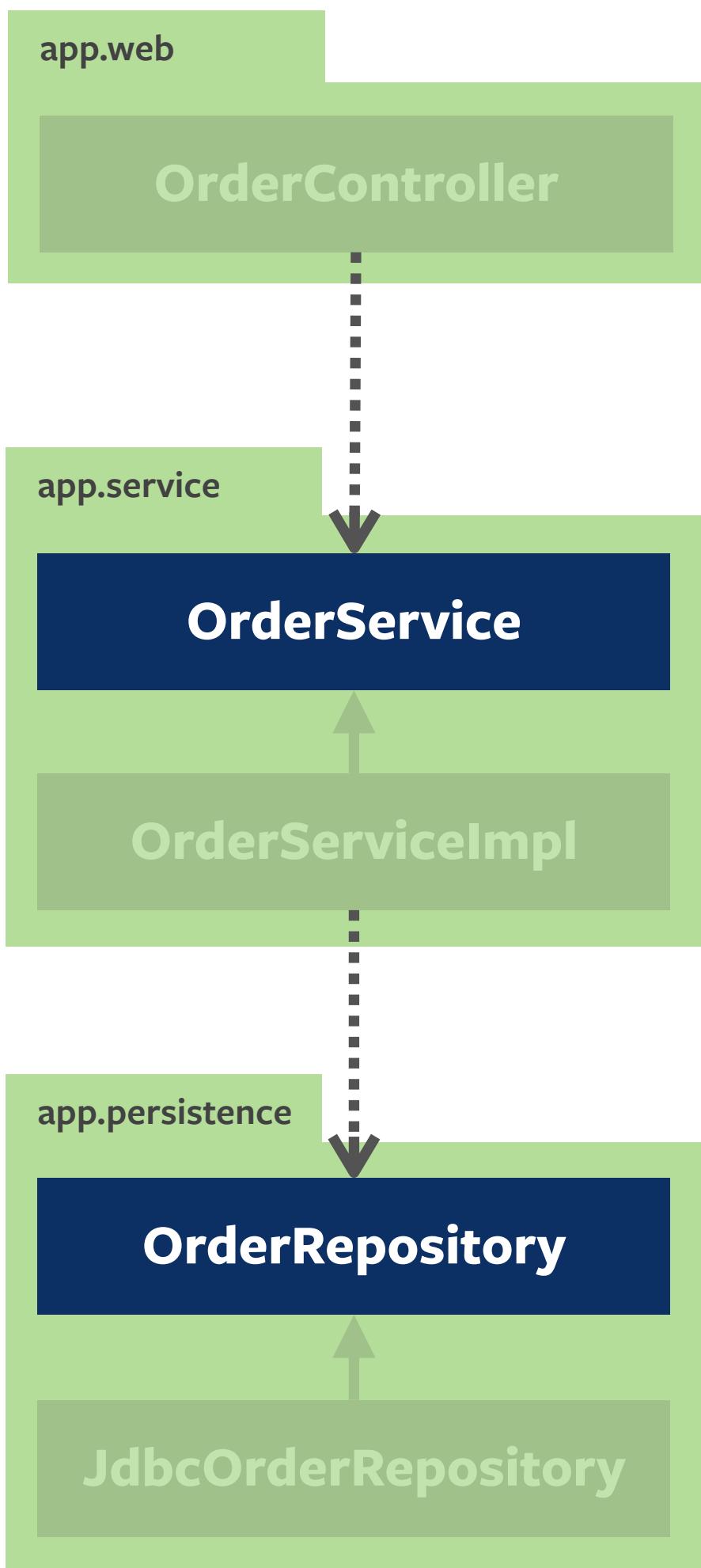


Hexagonal / Onion



Modular

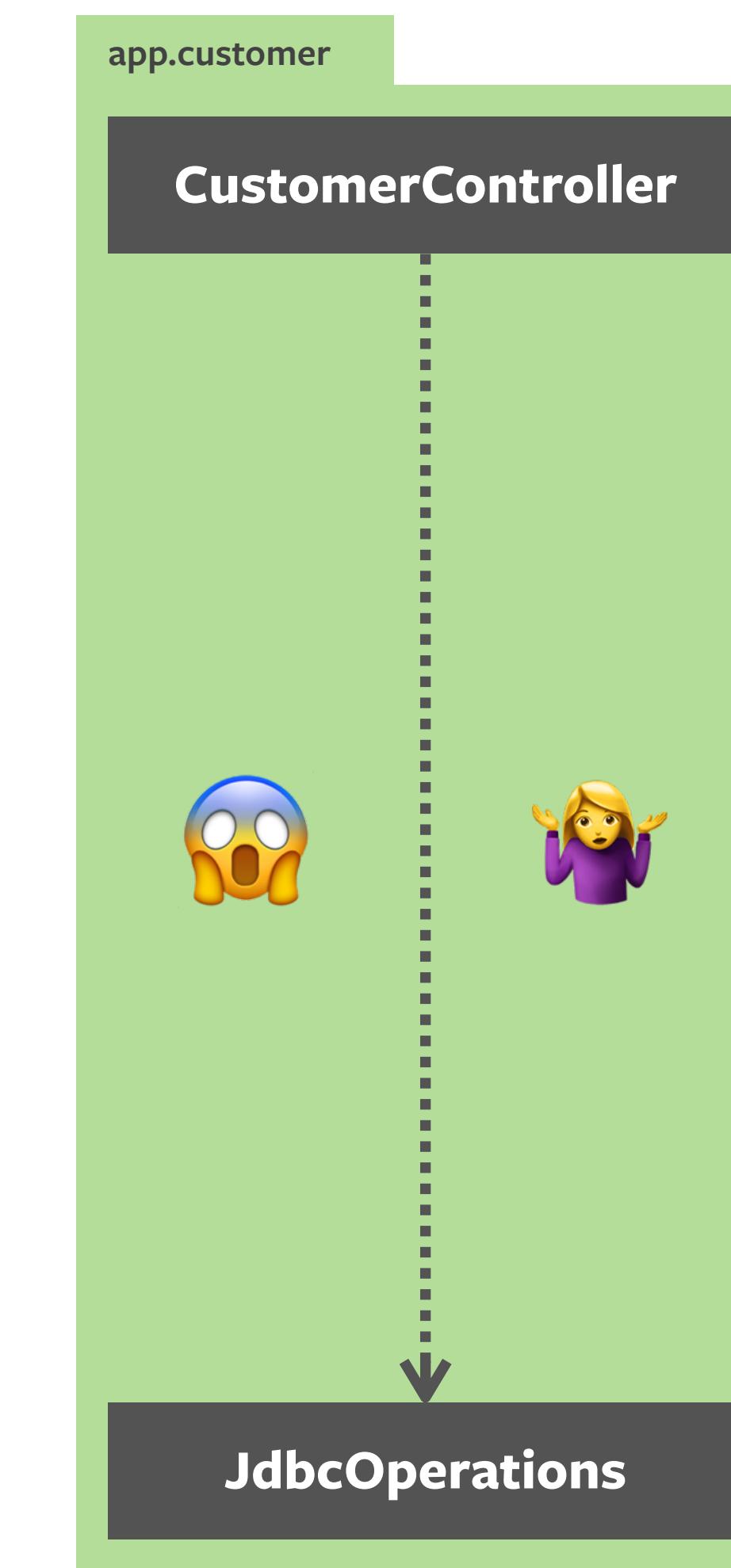
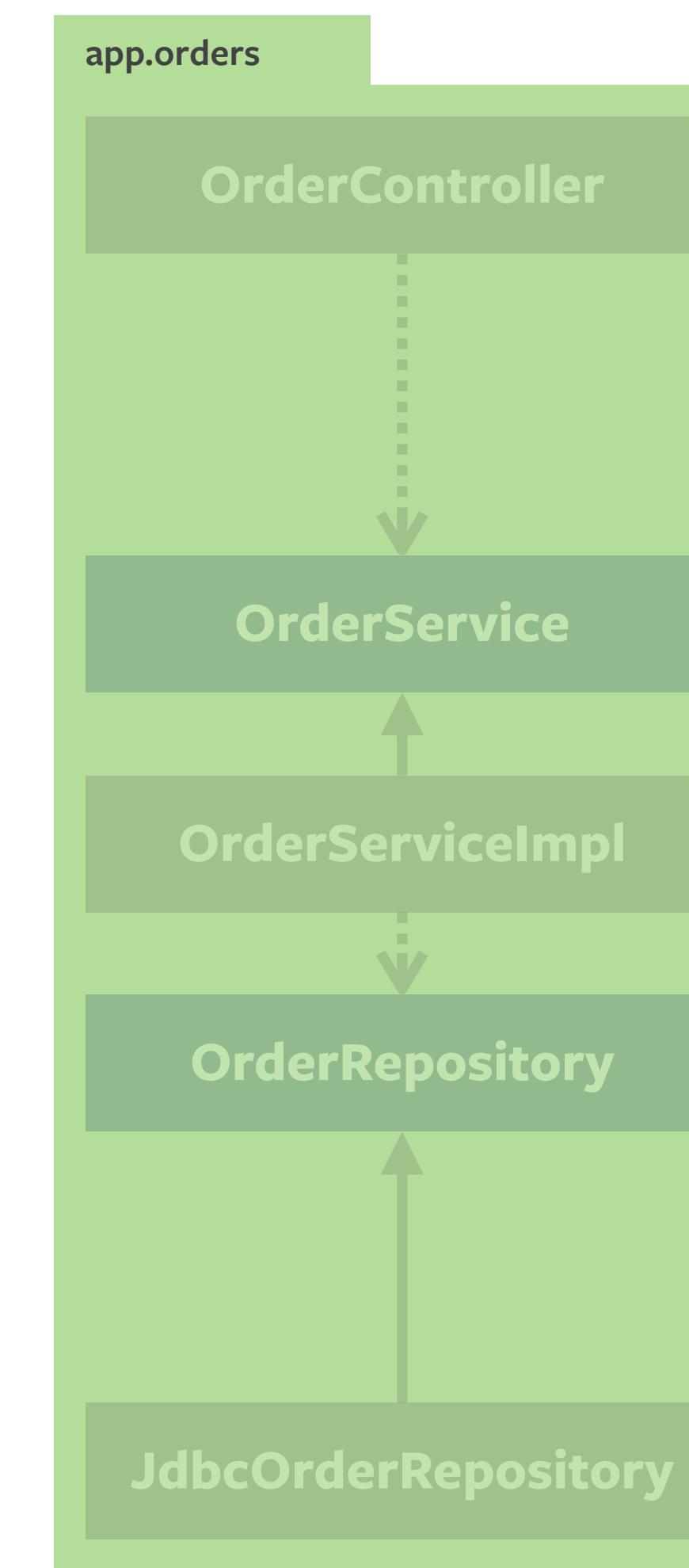
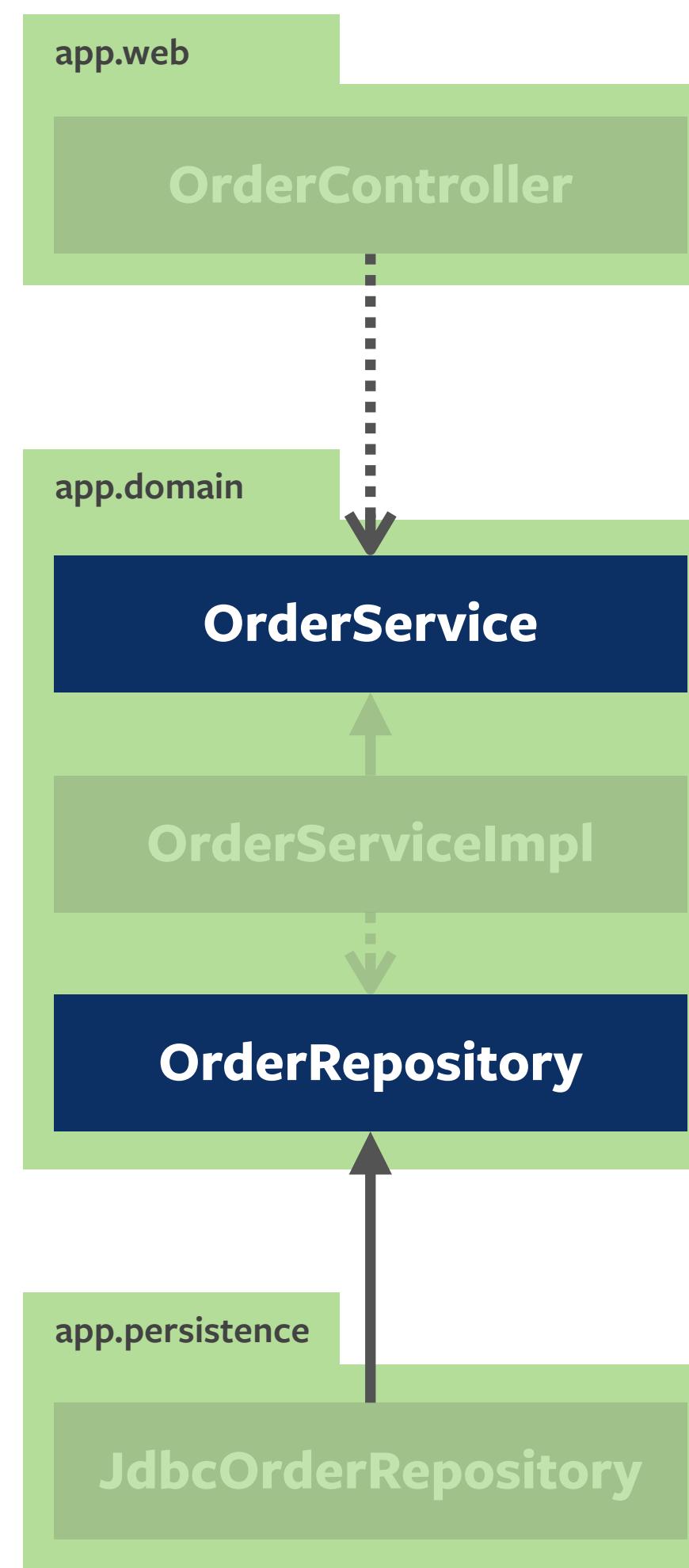
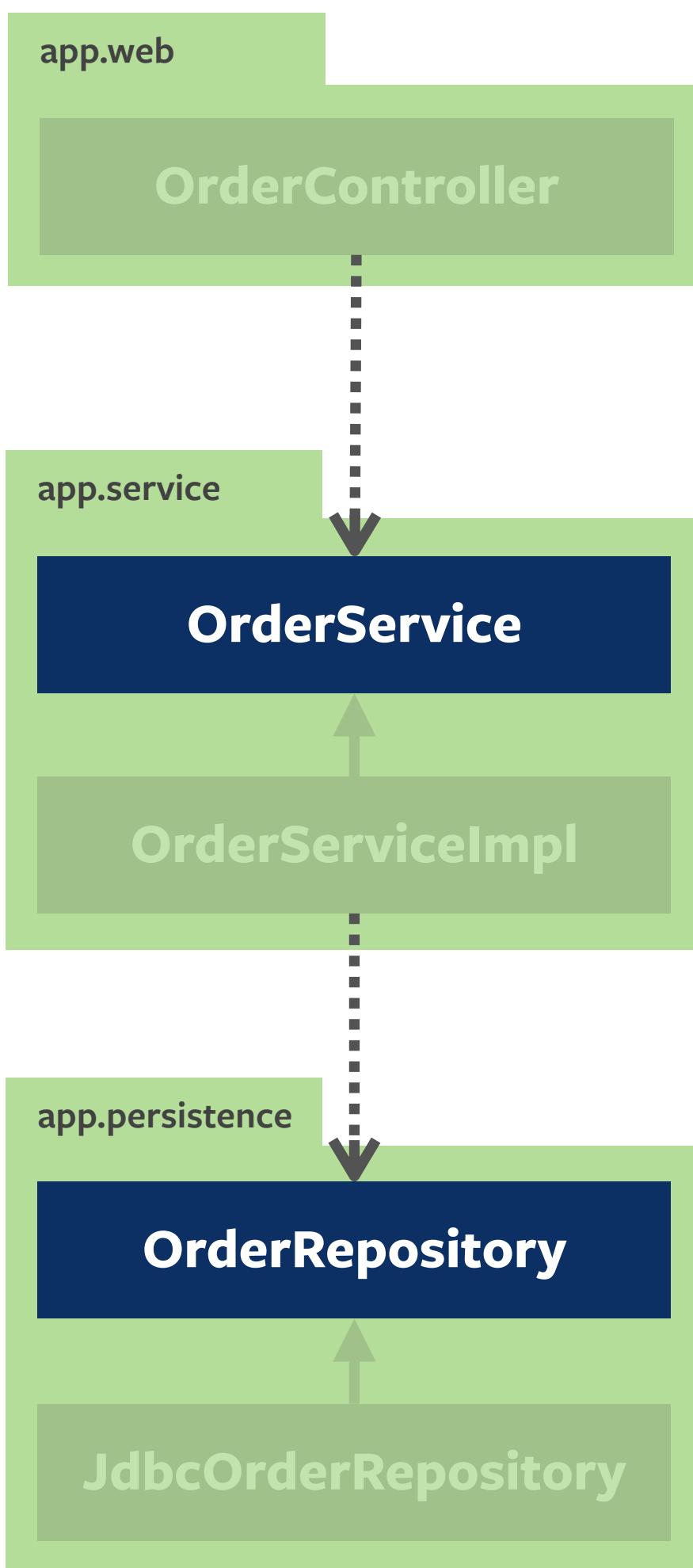




Classic Layers

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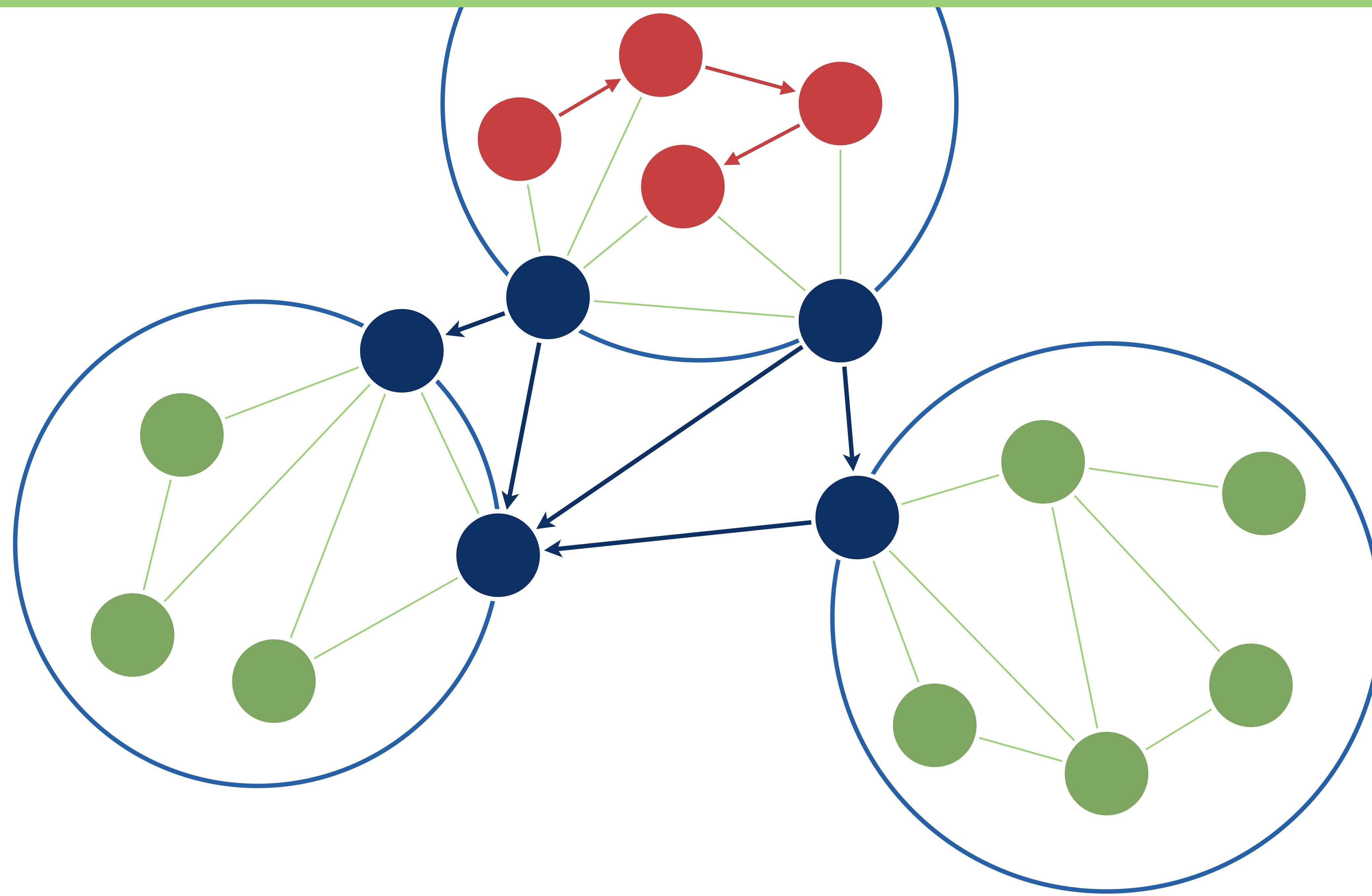


Classic Layers

Hexagonal / Onion

Modular

Avoid internal complexity
if domain permits





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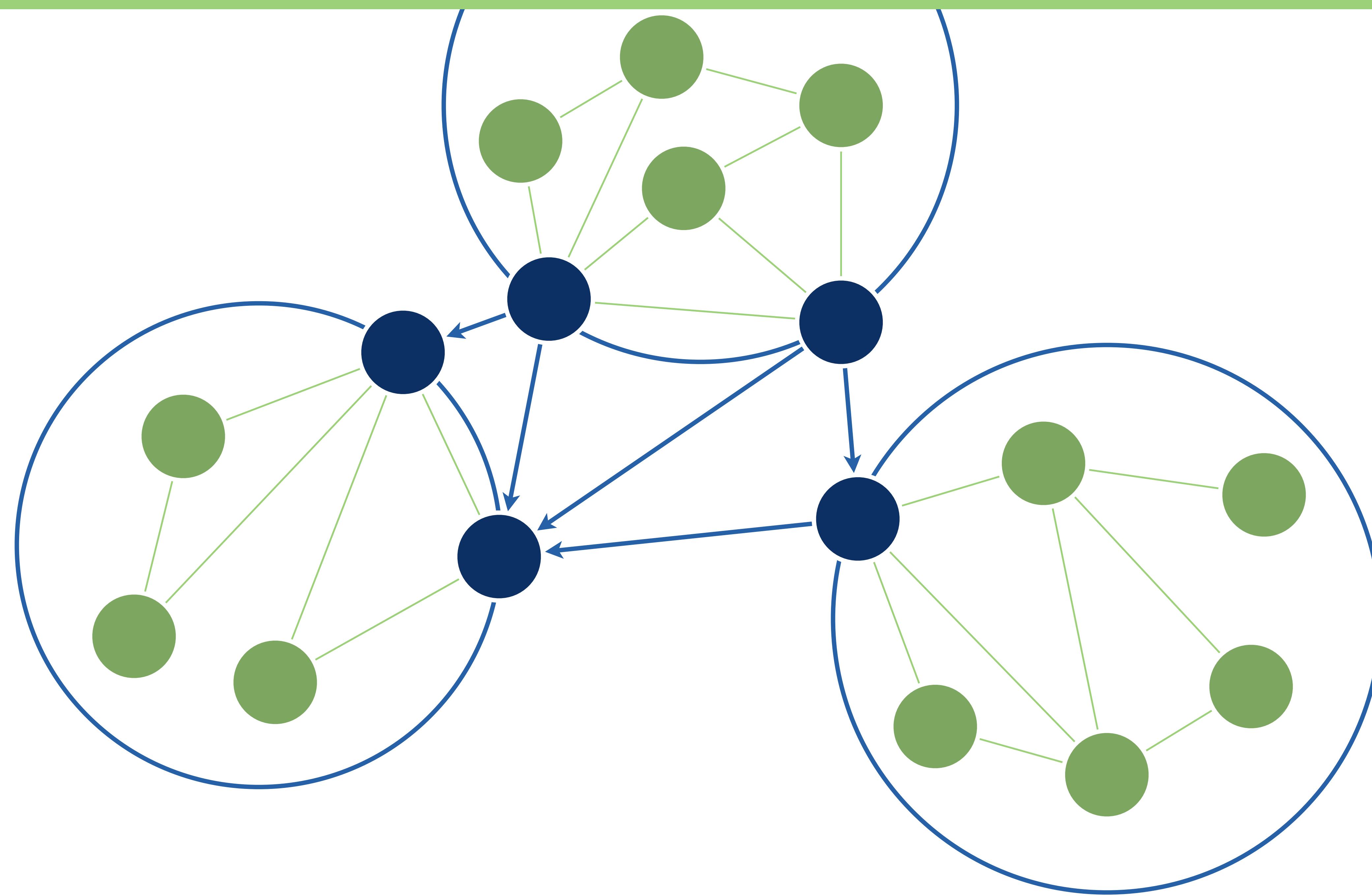
The primary objective of system decomposition is to support change. To contain the effects of a change to as few as possible elements. If your decomposition strategy does not align with that, it's distracting at best and harmful at worst.

24. Sept. 2024, 19:16 · 🌐 · Ivory for iOS

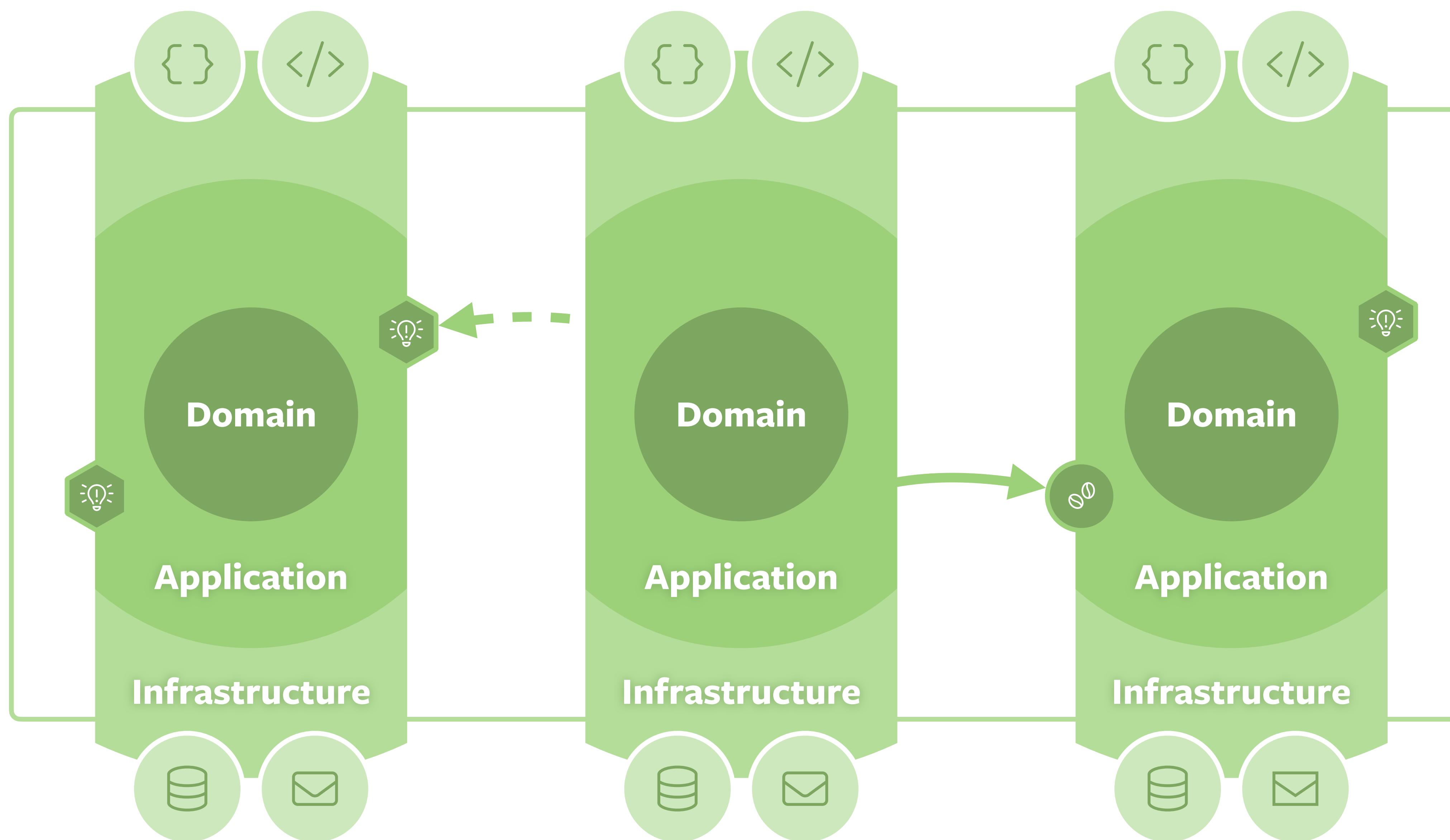
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Strategic considerations

*Designing for cohesion
leads to decoupling,
but not vice versa.*



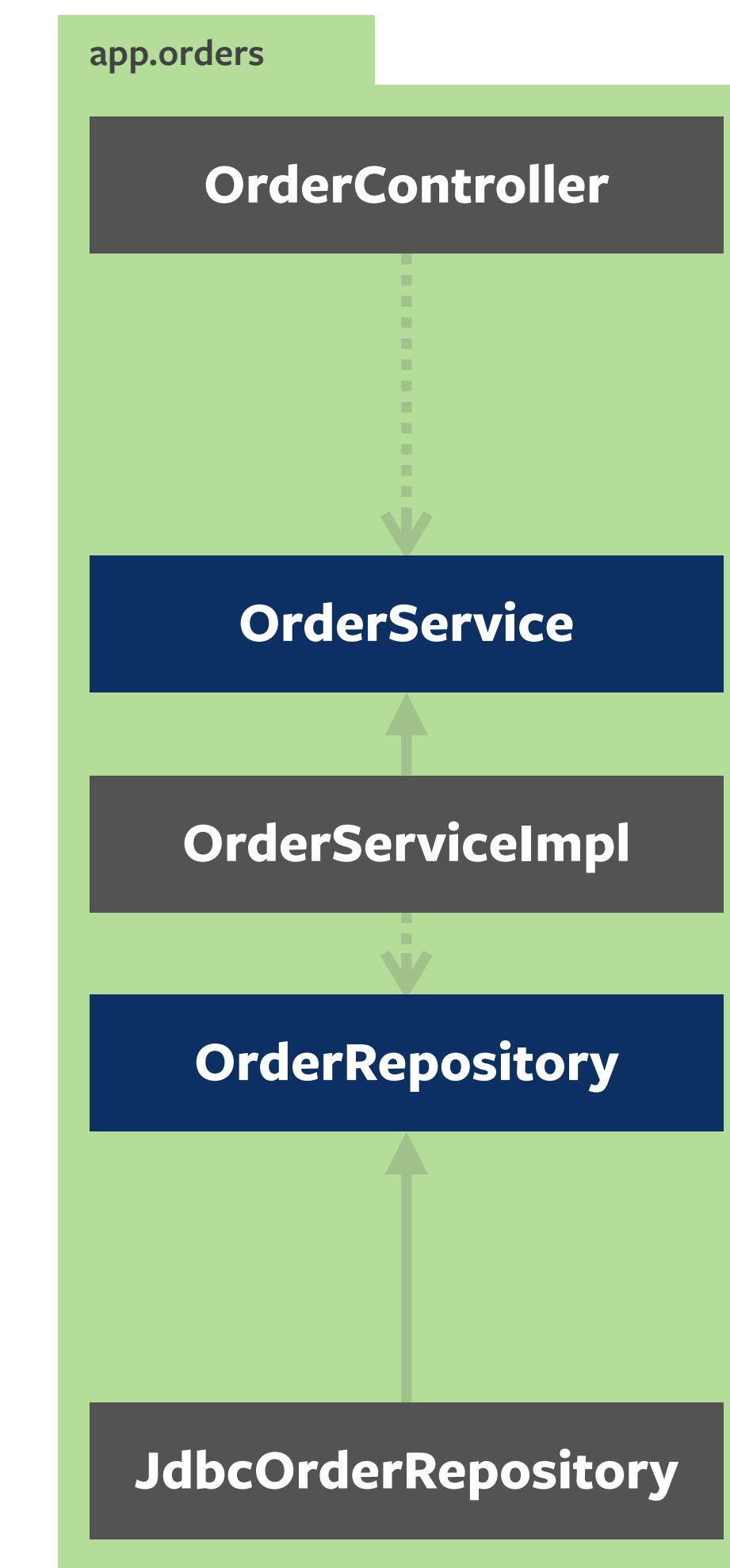
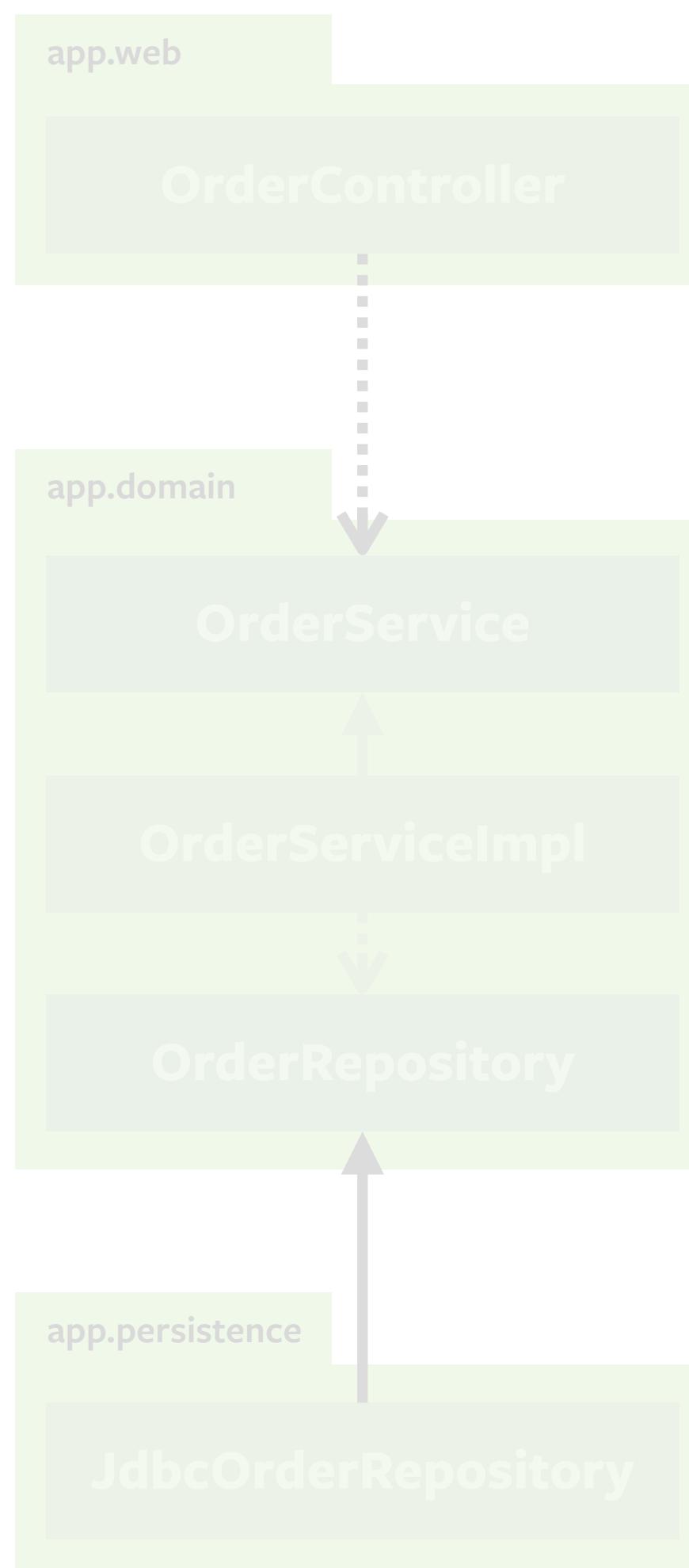
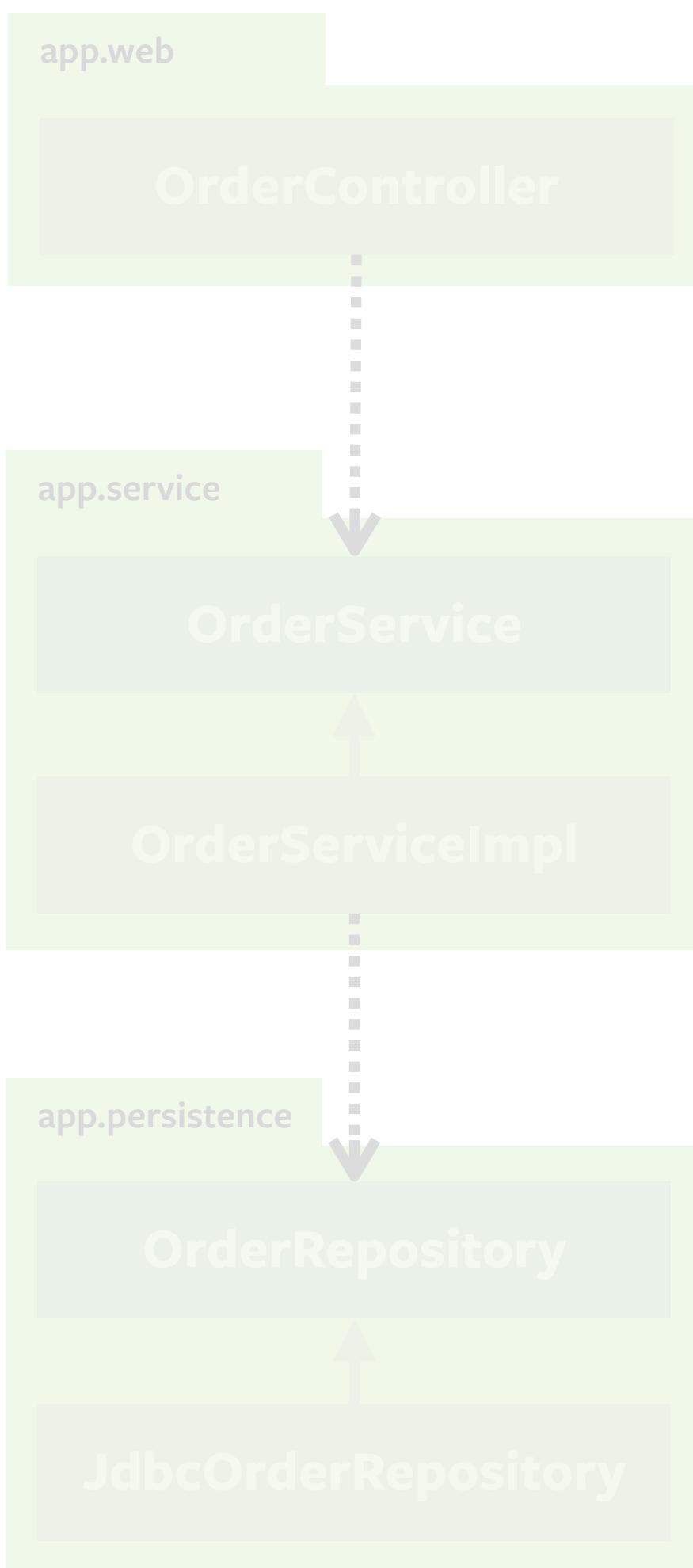
*Functional
Decomposition*
over
*Technical
Decomposition*



Intrinsic Complexity

determines

Accidental Complexity



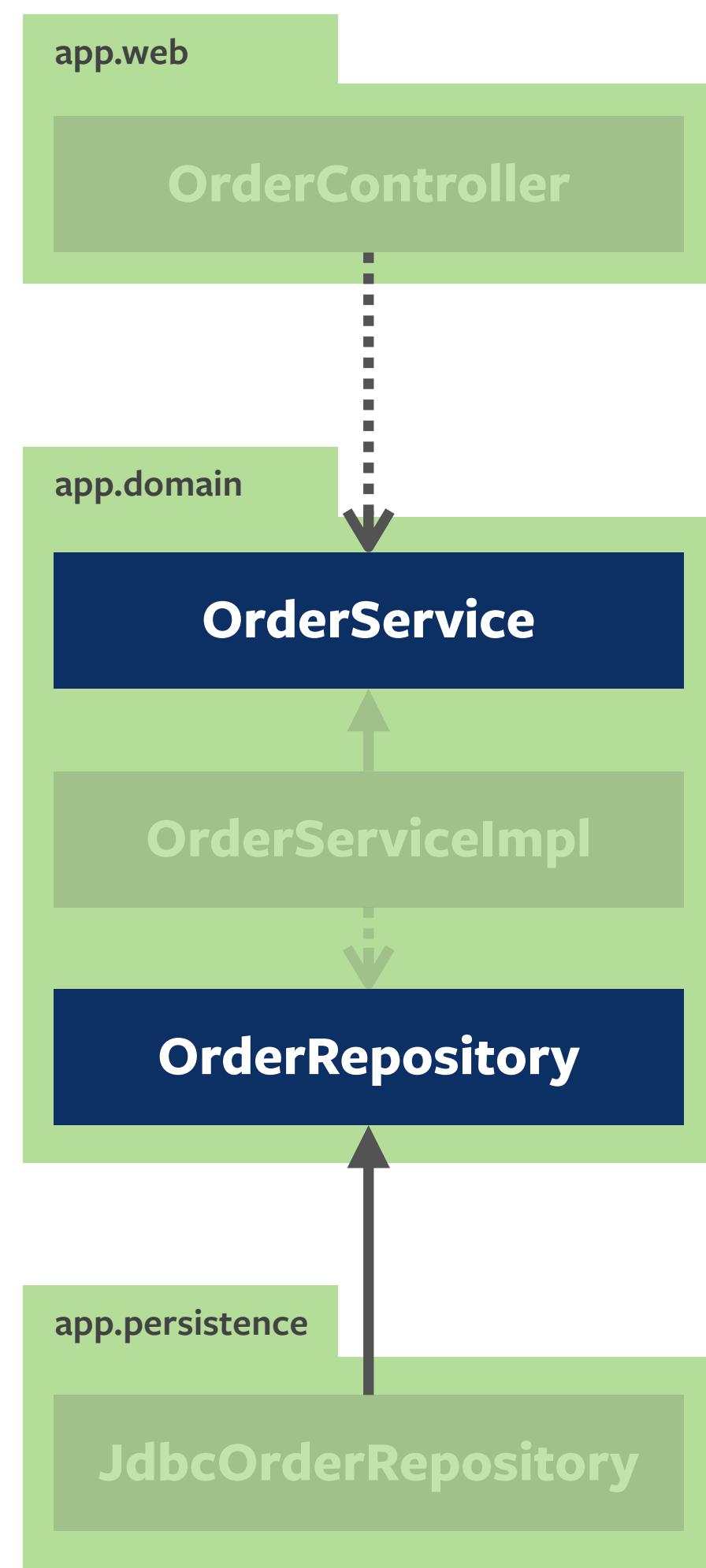
Classic Layers

Hexagonal / Onion

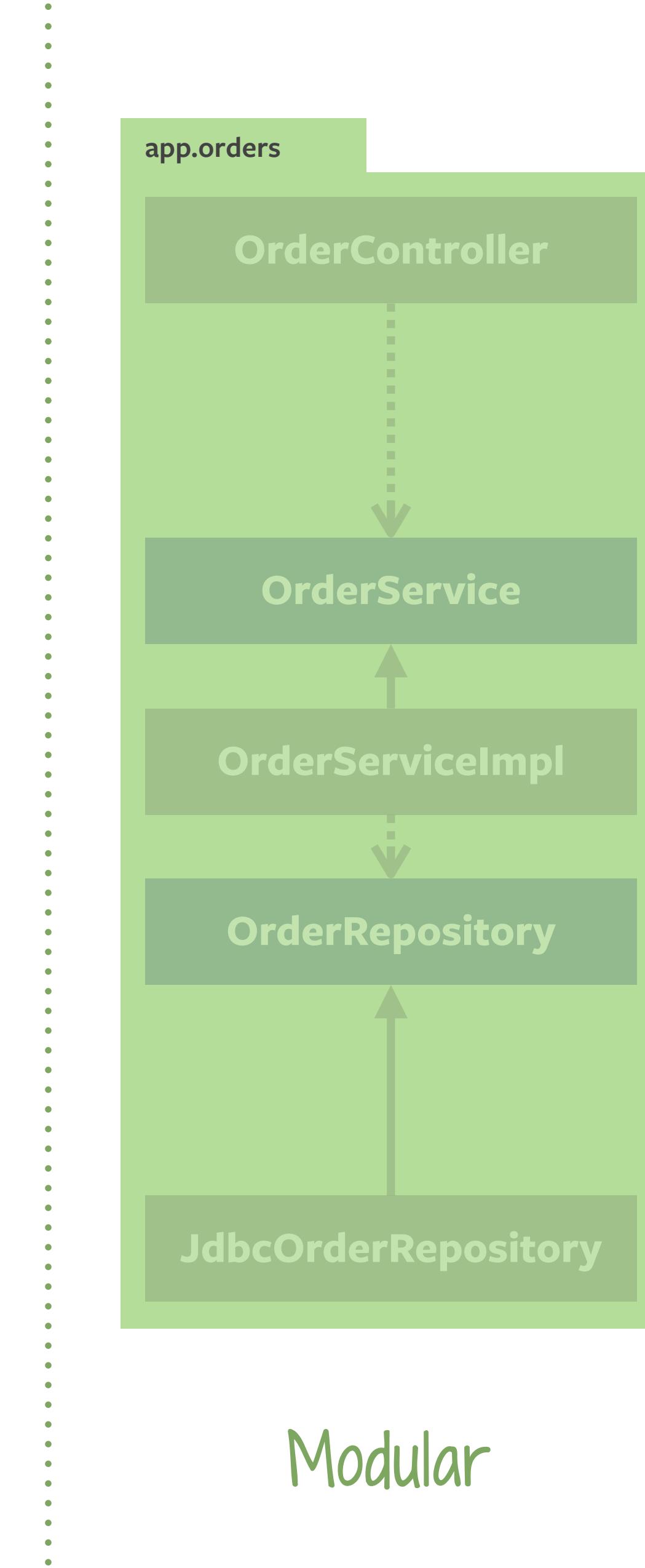
Modular

Avoid internal complexity
if domain permits

Encapsulation over Organisation



Hexagonal / Onion



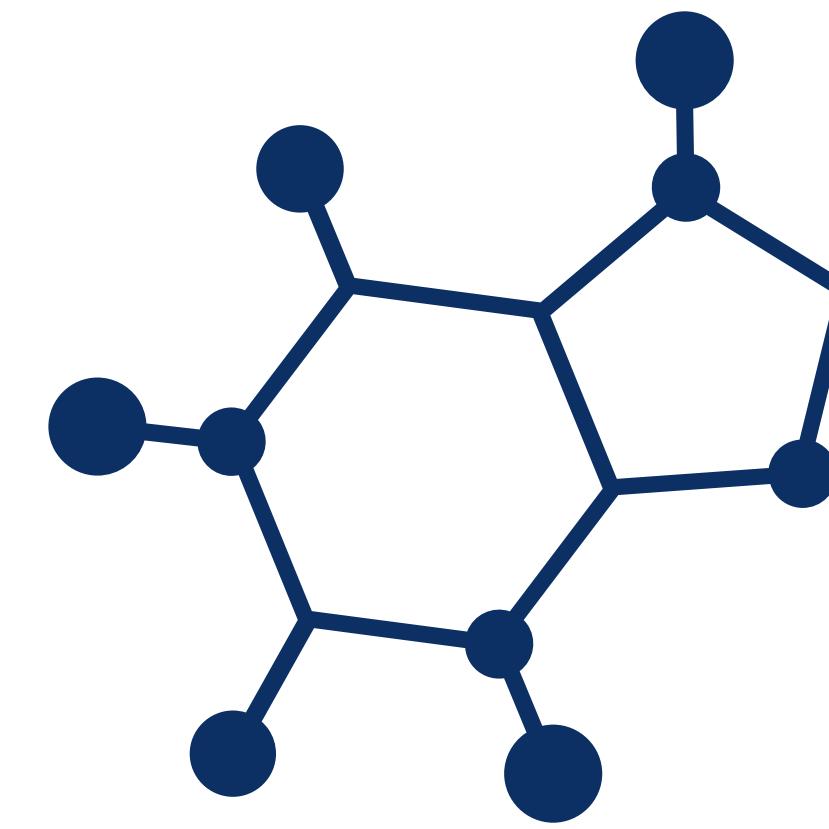
Modular



One more thing...



VSCode



jMolecules

Thank you!



Oliver Drotbohm

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