

# Domain Driven Design

(DDD)

# Intro to DDD

- DDD is all about designing software on top of business domain concepts.
- Domain represents the subject area on which the application is being developed.
- So it is primarily focused on domain modeling and design aspects surrounding the domain.

# Principles

Since the domain is the key it is required to construct the software design discipline centred on the principles that focus on

- core domain and understanding domain knowledge guided by domain experts
- agreeing on domain language that is to be used by stakeholders for the communication of domain business which is also called as Ubiquitous language
- improving the application model and resolving emerging domain-related issues by collaborating with domain experts

# Must Haves

- Must work as one collaborative team
- No separation between domain experts (business experts, product owners) and developers (engineers, architects...)
- Iterative process to improve application model

# Suitable For

- DDD is suitable for complex domains and large scale applications
- Separating problems into sub-domains (divide and conquer) so that problem of each sub-domain can be resolved independently  
(with different sub-domains separation of concern is maintained )

# Benefits of DDD

- DDD is flexible and scalable
- It is solution to customers perspective of the problem
- Well-organized and easily tested code
- Business logics are not scattered but lives in one place

# Drawbacks

- Big learning curve for new principles, patterns and processes
- More time and effort to discuss and model the problem with domain experts
- Mostly suitable for complex domains

# Building Blocks

In DDD there are number of high-level concepts which are objects of DDD itself :

- Entity : These are the objects defined by identity and are mutable and uniquely identifiable by the identity we provide. Used to track, retrieve and store.
- Value Object: These are defined by value and are not mutable and can be identified by composition of values, a common example is string and date values. These measures , quantifies or describes a thing in the domain



- Domain Event : It is a event occurred in the domain that you want other parts of the same domain (in-process) to be aware of. Created for event types which the domain experts care about
- Bounded-Context : A distinct part of the domain in which a particular subset of the ubiquitous language is consistent at all times. It is used for applying divide and conquer and splitting the domain model up into smaller models with clearly defined boundaries.
- Services : Provide a place in the model to hold behavior that doesn't belong elsewhere in the domain
- Aggregate : Is a composite of domain objects that can be treated as a single unit and are the basic element of transfer of data storage. Aggregates are domain concepts like (order, clinic visit, playlist).

- Repositories : These are service that uses a global interface to provide access to all entities and value objects that are within a particular aggregate collection. Methods should be defined to allow for CRUD procees of objects within the aggregate.
- Factories : These are for creating complex objects and aggregates encapsulating the inner-workings of object manipulation

# DDD Mind Map



Thanks !