Chapter 1 Notes

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1 Introduction

The heart of any domain model is the set of behaviors or interactions between the various domain elements. These behaviors are at a higher level of granularity than individual entities or value objects.

Element	Characteristics
Entity	• Has an entity • Passes through multiple states in the lifecycle • Usually has a definite lifecycle in the business
Value Object	• Semantically immutable • Can be freely shared across entities
Service	• More macro-level abstraction than entity or value object • Involves multiple entities and value objects • Usually models a use case of the business

Table 1: Domain Elements

1.1 Domain Element Semantics and Bounded Context

Let's conclude this discussion on the various domain elements with an important concept that relates their semantics to the bounded context. When we say that an address is a *value object*, it's a value object only within the scope of the bounded context in which it's being defined.

1.2 Lifecycle of a domain object

Every object (entity or value object) that you have in any model must have a definite lifecycle pattern. For every type of object you have in your model, you must have defined ways to handle each of the following events:

1. Creation - How the object is created within the systme.
2. Participation in behaviors - How the object is represented in memory when it interacts within the system.
3. Persistence - How the object is maintained in the persistent form.