

# CLEAN architecture

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**UNIMORE**  
UNIVERSITÀ DEGLI STUDI DI  
MODENA E REGGIO EMILIA

High Performance  
Real Time **Lab**



CODED IN BRASIL

**CLEAN CODE**

**POORLY  
WRITTEN CODE**

**COMMENT  
EXPLAINING  
WHAT IT DOES**



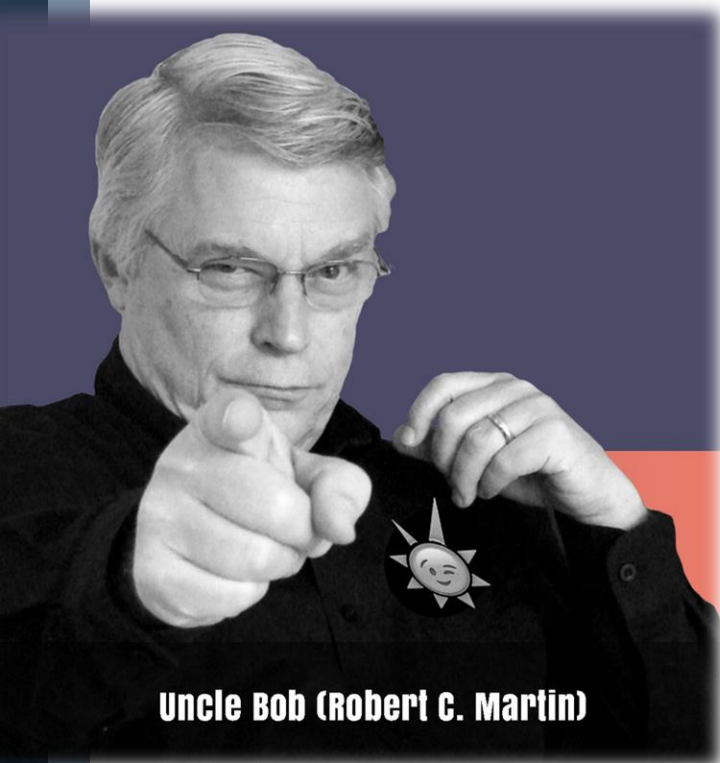
# What is it?

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A code architectural pattern

- › A structure that enables building software that is more scalable, testable, maintainable
- › Built upon/heavily relies on good coding practices (e.g., SOLID, design patterns..)
- › Disclaimer: +15-20% dev time overhead

- › Formalized by “Uncle Bob”
- › Started his blog in 2011
- › Adopted by nearly all mid- and large-scale projects

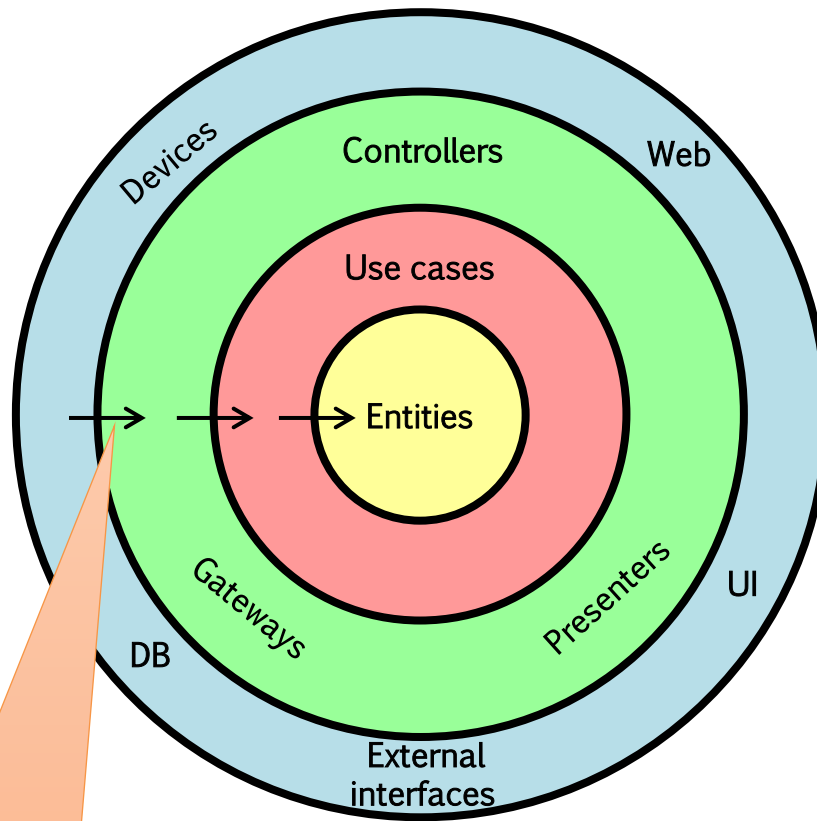


**Uncle Bob (Robert C. Martin)**



# As simple as this

› Aka: "Onion Architecture"

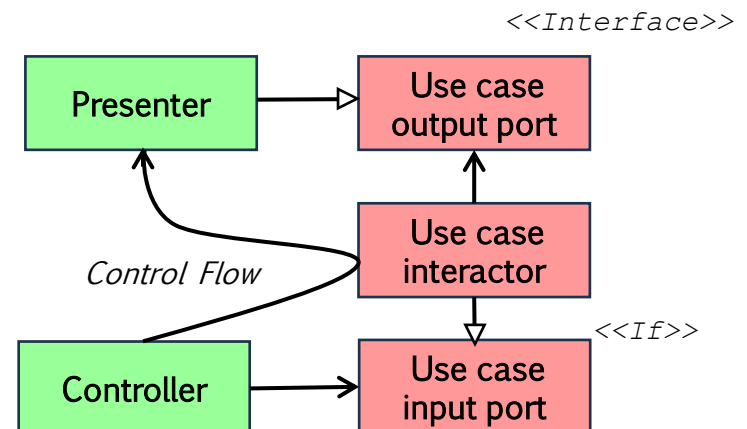


Enterprise business rule

Application business rule

Interface Adapters

Frameworks & Drivers

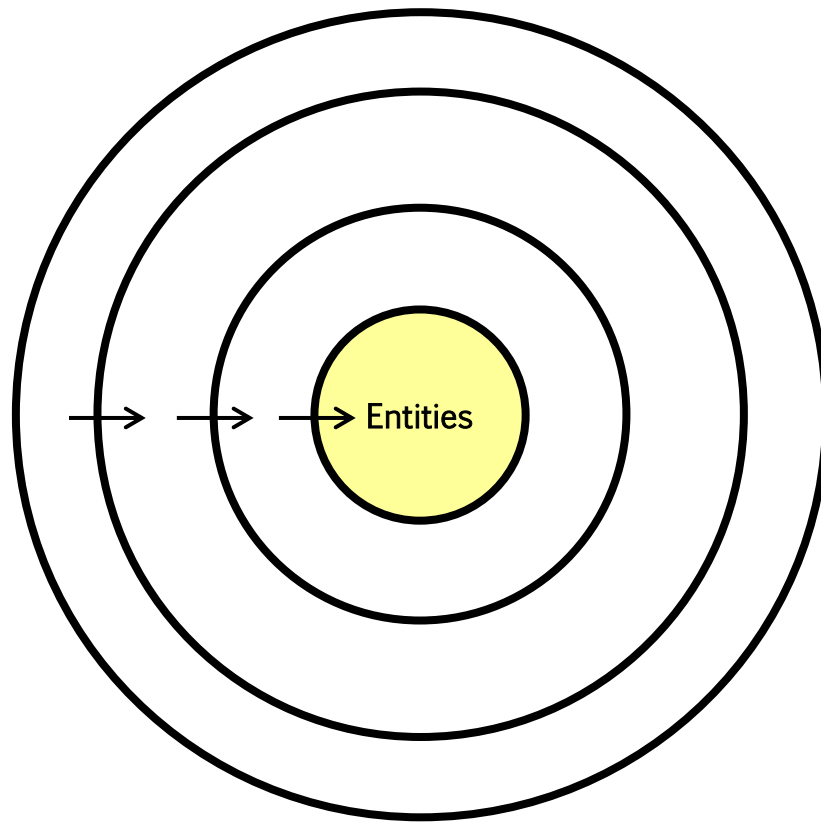




# The Model

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- › Our view of the world: just field, and basic operations (get, set..)



Enterprise business rule

- › Everything depends on them/includes them, they do not depend on anything
- › Why is this so important?

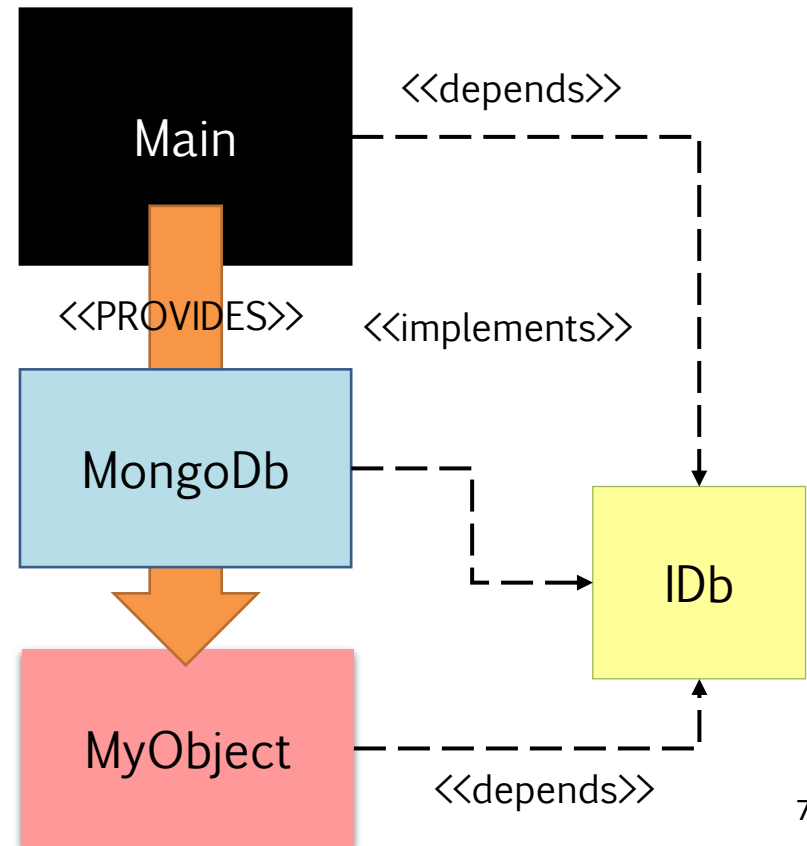
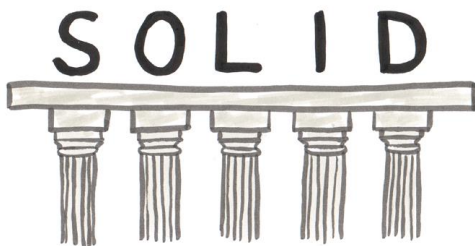


# Dependency Inversion

- › Reduce coupling
  - Avoids unnecessary dependencies that ultimately make the code hard to modify
- › Enables fast testing and debugging
- › Wraps functionalities (Interface Segregation)

(Only one issue)

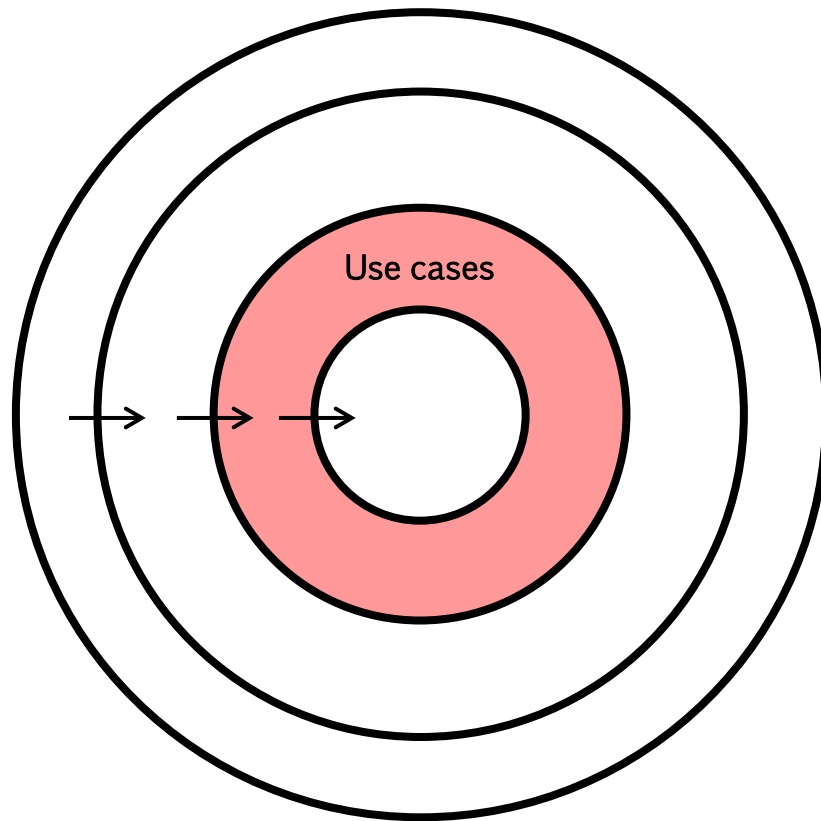
- › You need to find a (elegant) way to provide the required services
- › Dependency Injection!



# Straight from requirements

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- › Application specific logics: functionalities



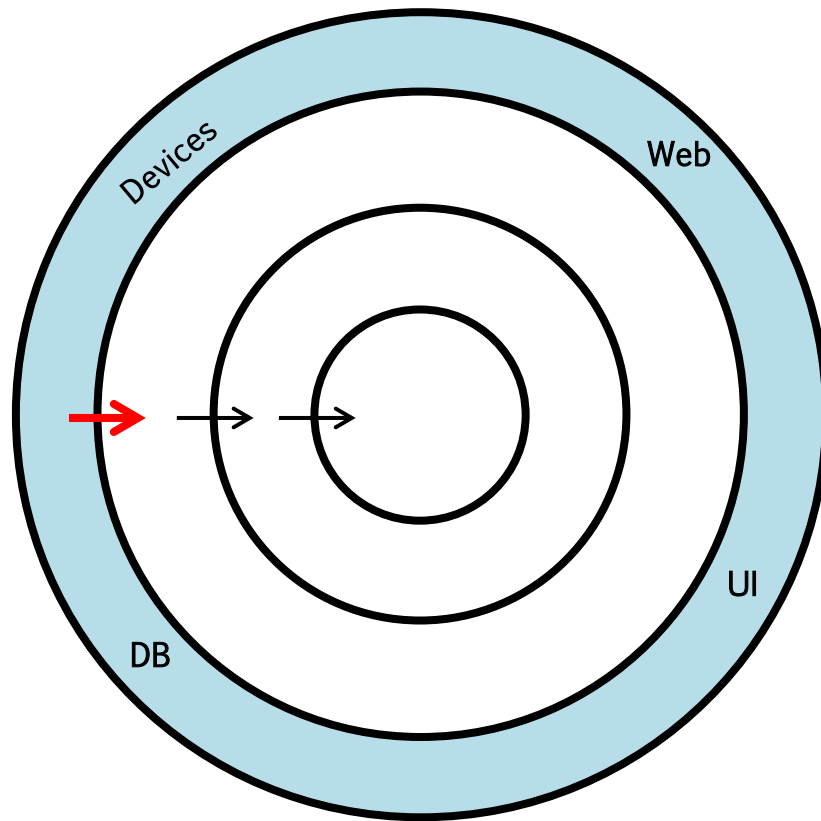
Application business rule



# "The bad world"

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- › This layer represents, and wraps, "external" dependencies, e.g., DTOs, MongoDB...



Frameworks & Drivers

- › How do we implement the dependency?

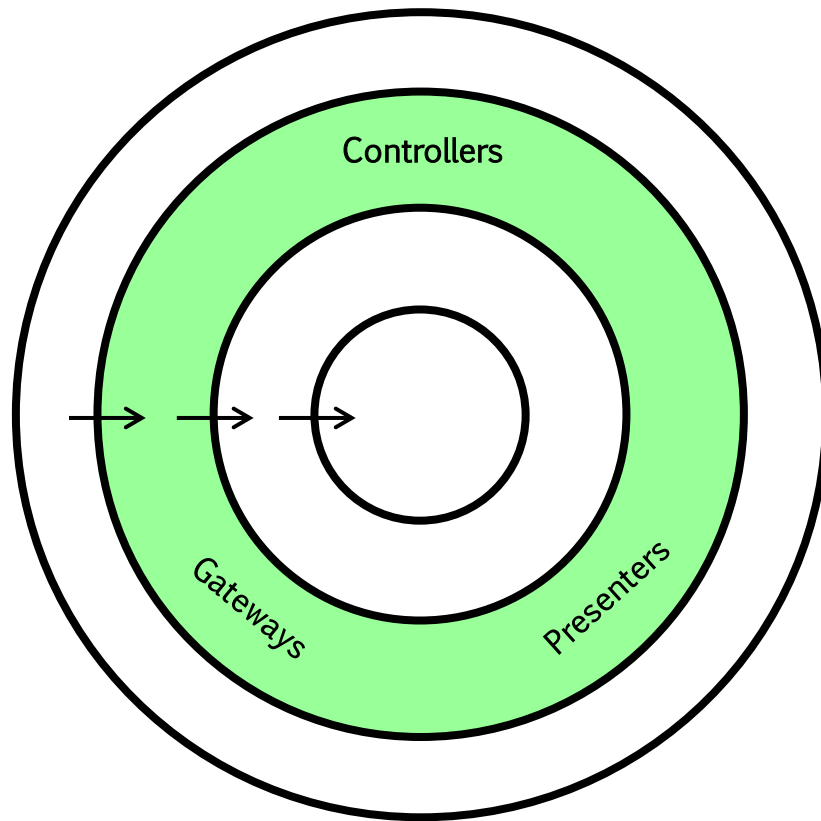




# Our good old friend

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› Aka: "Onion Architecture"

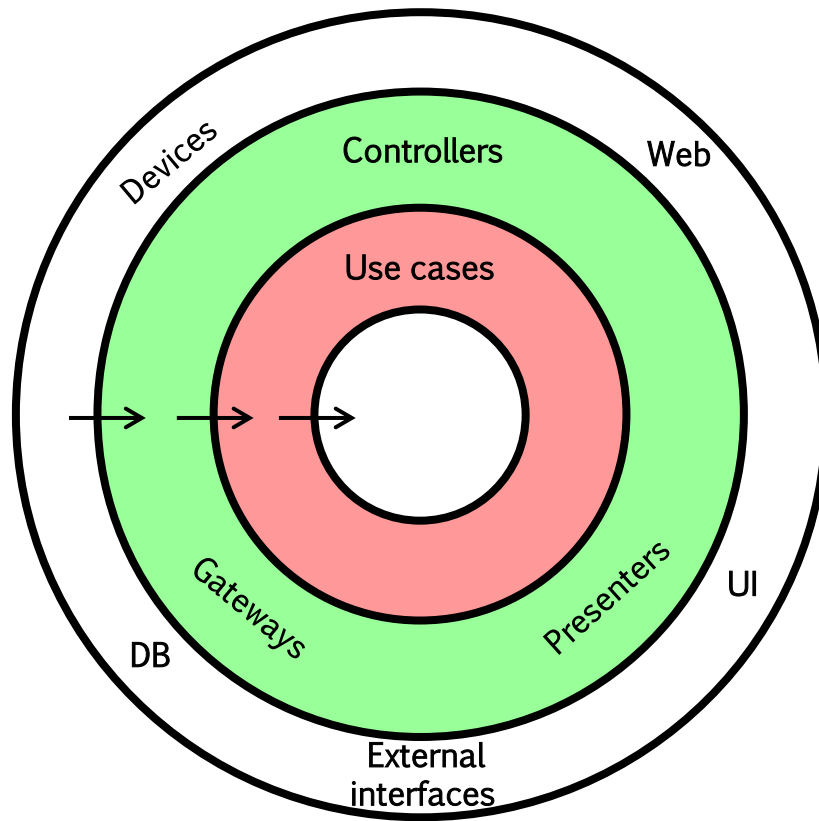


Interface Adapters



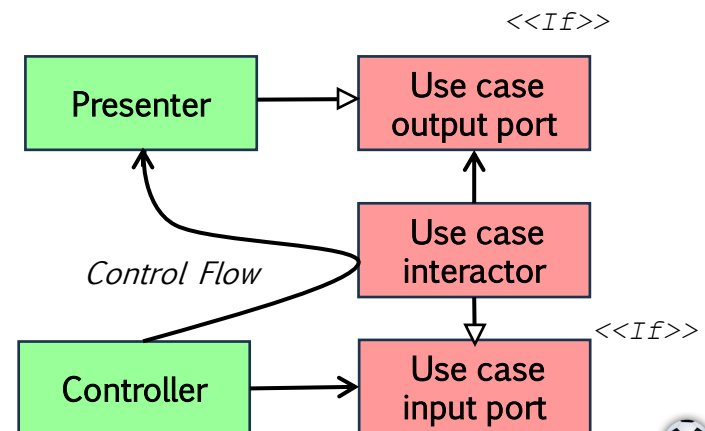
# Control flow, and class diagram

- › Note how we use Interfaces, and (consequently) Dependency Injection



Application business rule

Interface Adapters





# Dependency Injection in dotNet

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Example: WebApp

- › We build and run the actual program, explicitly, in `Program.cs`
- › `WebApplicationBuilder` is the class that performs (Web)Application startup
- › It has features to inject services

```
// 'Transient' means that you create a new instance every time
// it is injected
builder.Services.AddTransient<IService, ConcreteImplementation>();

// Scoped' services are created only once for every HTTP request
// we are serving (hence, useful for keeping states within a request
builder.Services.AddScoped<IService, ConcreteImplementation>();

// ...
builder.Services.AddSingleton<IService, ConcreteImplementation>();
```



# Exercise (C#)

Let's  
code!

Take any “basic” application, and refactor it following the clean architecture

..or...

Refactor the basic example of C# WebApi

```
$ dotnet new webapi --use-controllers [-o MyApi]
```

Use dependency injection with `builder.Services.Add` in “

```
builder.Services.AddScoped<IService, ConcreteImplementation>();
```

Remember to create a basic UML scheme for its structure, to identify the four layers

› Bonus: check `AutoMapper`



# Dependency Injection in Java

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Java does not natively support DI

- › Use external FWK, such as *Spring* or Google Guice
- › Typically, based on annotations
- › @AutoWired tells Spring to search for a Spring bean that implements the `IWriter` interface and place it automatically into the setter.

```
@Service
public class MySpringBeanWithDependency {
    private IWriter writer;

    @Autowired
    public void setWriter(IWriter writer) {
        this.writer = writer;
    }

    public void run() {
        String s = "This is my test"; writer.writer(s);
    }
}
```



# Dependency Injection in Java

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- › @Service tells Spring this is something that implements business logic, and we can inject it

```
// public interface IWriter {  
// void writer(String s);  
// }  
  
@Service  
public class MyWriter implements IWriter {  
    @Override  
    public void writer (String s){  
        System.out.println("The string is " + s);  
    }  
}
```



# Dependency Injection in Java

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- › Also MySpringBeanWithDependency implements @Service ...of course

```
@Service
public class MySpringBeanWithDependency {
    private IWriter writer;

    @Autowired
    public void setWriter(IWriter writer) {
        this.writer = writer;
    }

    public void run() {
        String s = "This is my test"; writer.writer(s);
    }
}
```



# Spring annotations

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Basically, every class you saw before was a Java Bean

- › You could use the “generic” `@Bean` annotation
- › Used for Classpath Scanning
- › In C# it's called Reflection, but it's basically the same principle

We can even be more precise, specifying

- › `@Component`, a generic Spring-managed component.
- › `@Service`, which we saw, annotates classes at the business logic/services layer
- › `@Repository` annotates classes at the persistence layer, i.e., (database) repositories





# Exercise (Java)

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Let's  
code!

- › Take the basic WebAPI example  
...or...
- › Take any application (the simpler, the better)
- › ...and refactor it following CLEAN architecture

# References

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## Course website

- › <http://hipert.unimore.it/people/paolob/pub/ProgSW/index.html>

## Uncle Bob

- › <https://blog.cleancoder.com/uncle-bob/2011/11/22/Clean-Architecture.html>

## My contacts

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