### DOMAIN DRIVEN DESIGN TACKLING THE COMPLEXITY IN THE HEART OF SOFTWARE

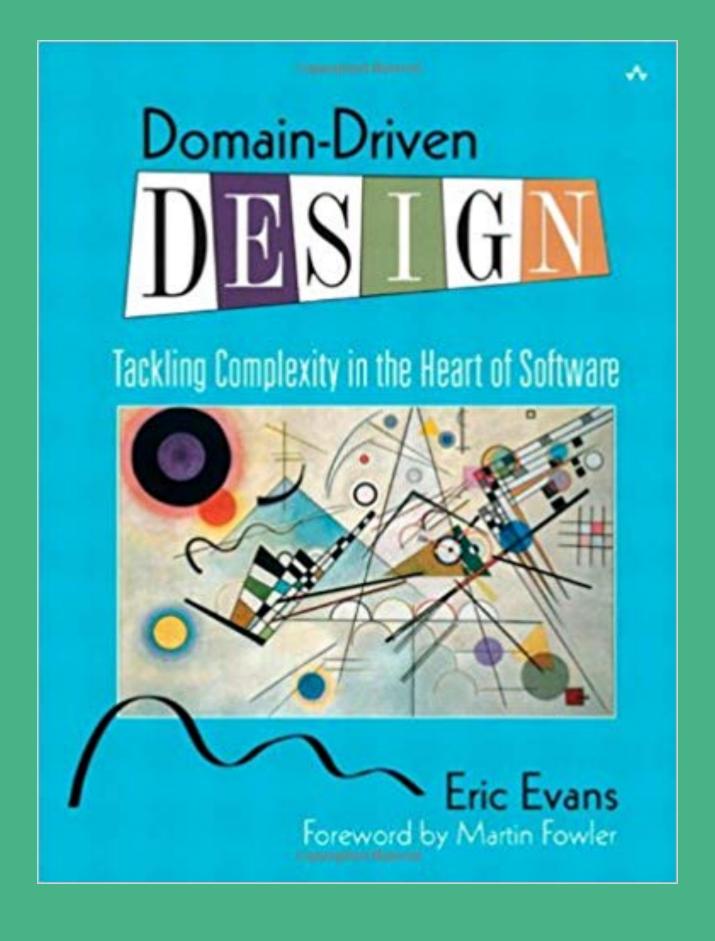
### ABOUT ME

Seth Kraut Senior Software Engineer @ Upstart

Slides and more are available at http://tech.sethkraut.com



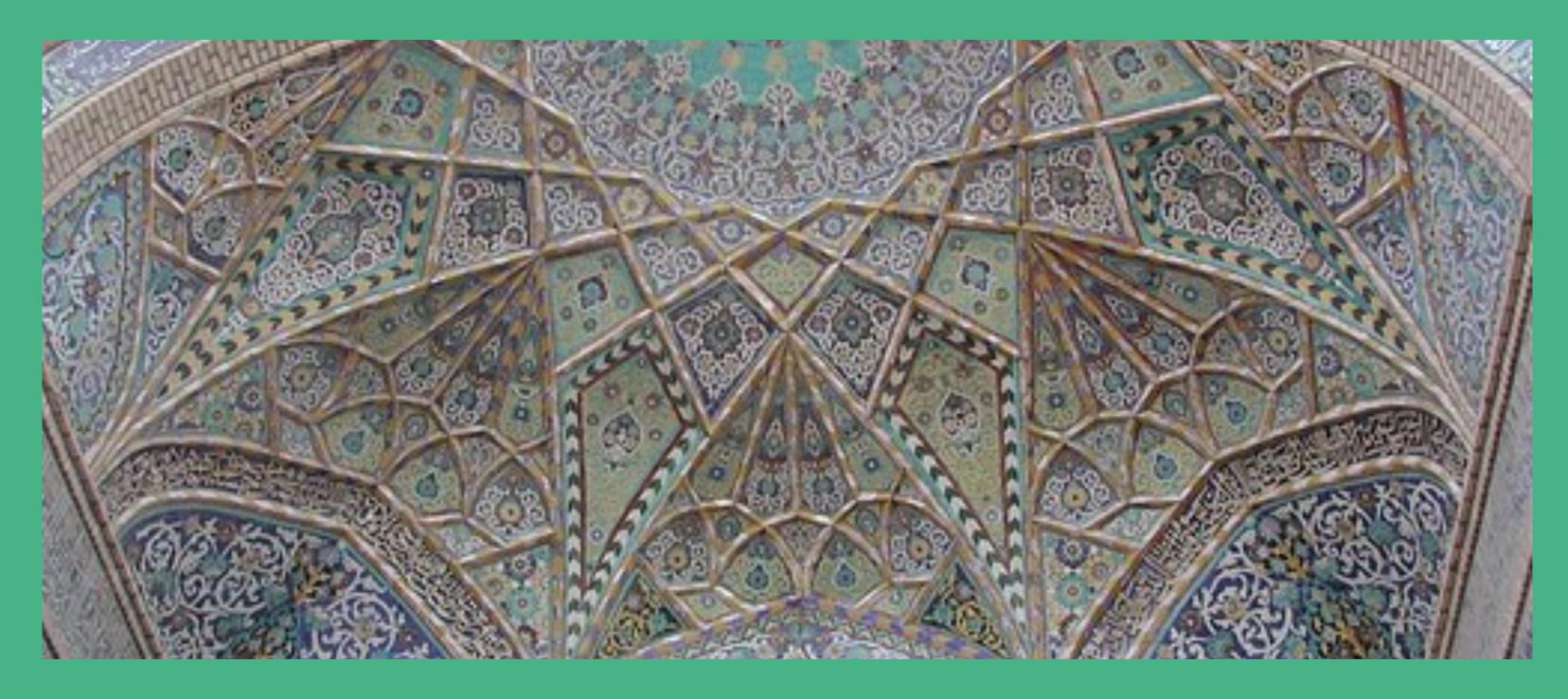




### WHY DDD?



### WHAT IS COMPLEX ABOUT SOFTWARE?

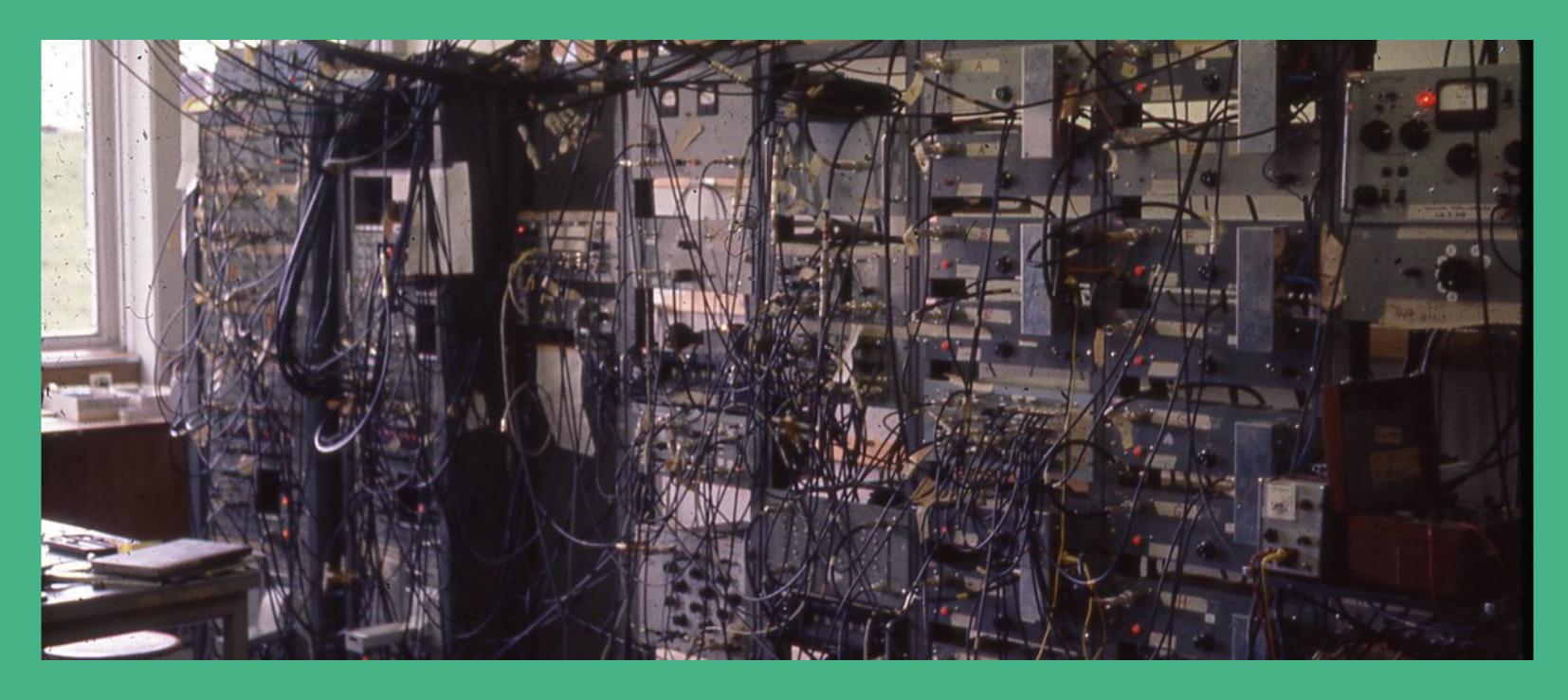


### NO SILVER BULLET

- » Accidental Complexity
- » Essential Complexity



### ACCIDENTAL COMPLEXITY



### **ESSENTIAL COMPLEXITY**



### TACKLING COMPLEXITY IN THE HEART OF SOFTWARE



### COUPLING

- » Compile time
- » Run time
- » Temporal
- » Semantic

# "ALL MODELS ARE WRONG, BUT SOME ARE USEFUL"

George Box

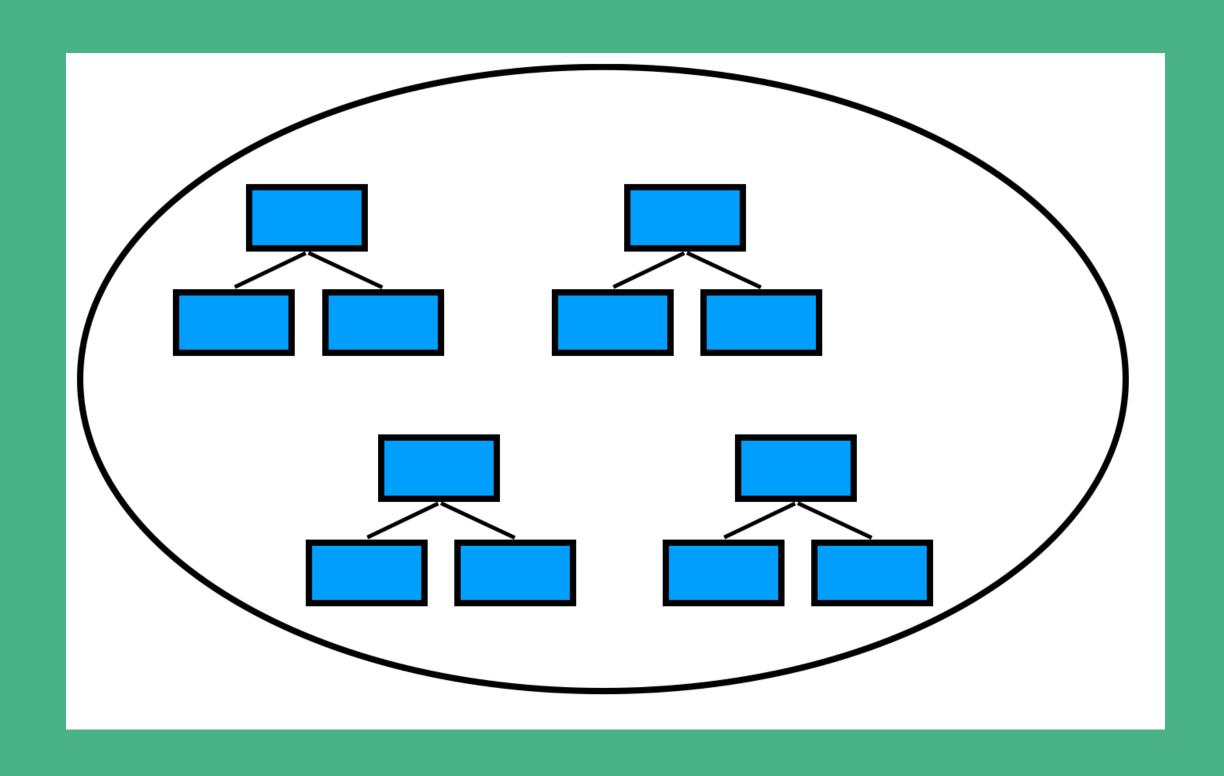
### STRATEGIC DDD



### UBIQUITOUS LANGUAGE



### BOUNDED CONTEXT



# "FOR A SUFFICIENTLY LARGE SYSTEM, NOT ALL OF IT WILL BE WELL DESIGNED"

Eric Evans

#### DOMAIN

Some slice of your software

Ideally, maps to a bounded context

Also, subdomains

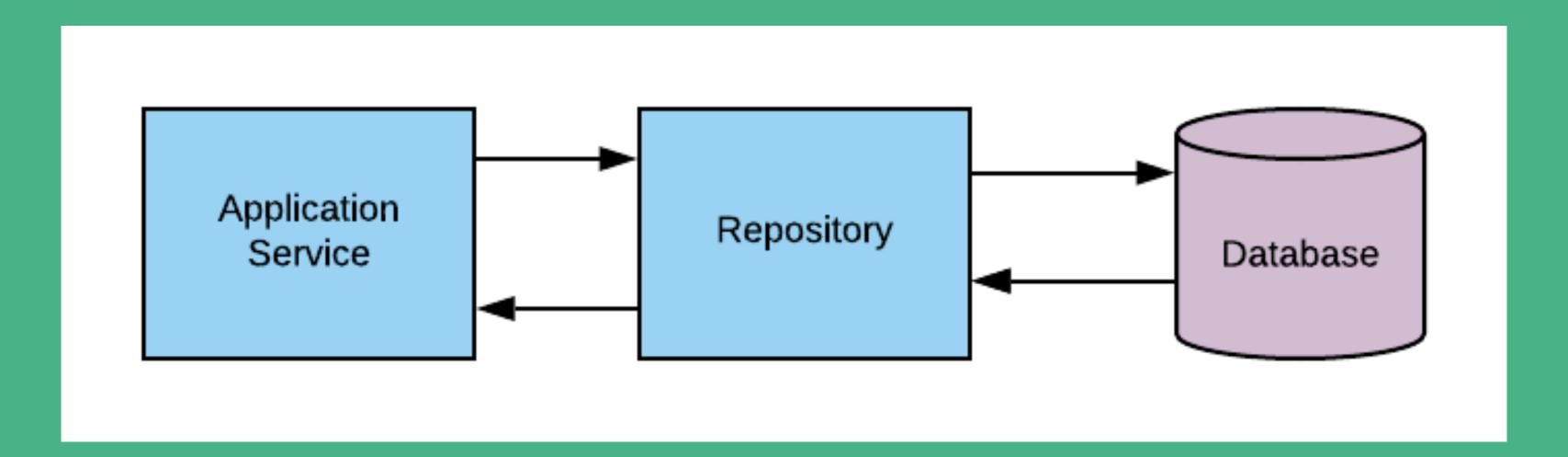
### DOMAINS

	SAME	UNIQUE
Not Differentiating	Generic	Supporting
Differentiating	?!	Core

### WHAT SHOULD YOU DO?

- » Generic
  - » "Buy"
  - » Use 3rd party
  - » Use a framework
- » Supporting
  - » Develop, maybe outsource
- » Core

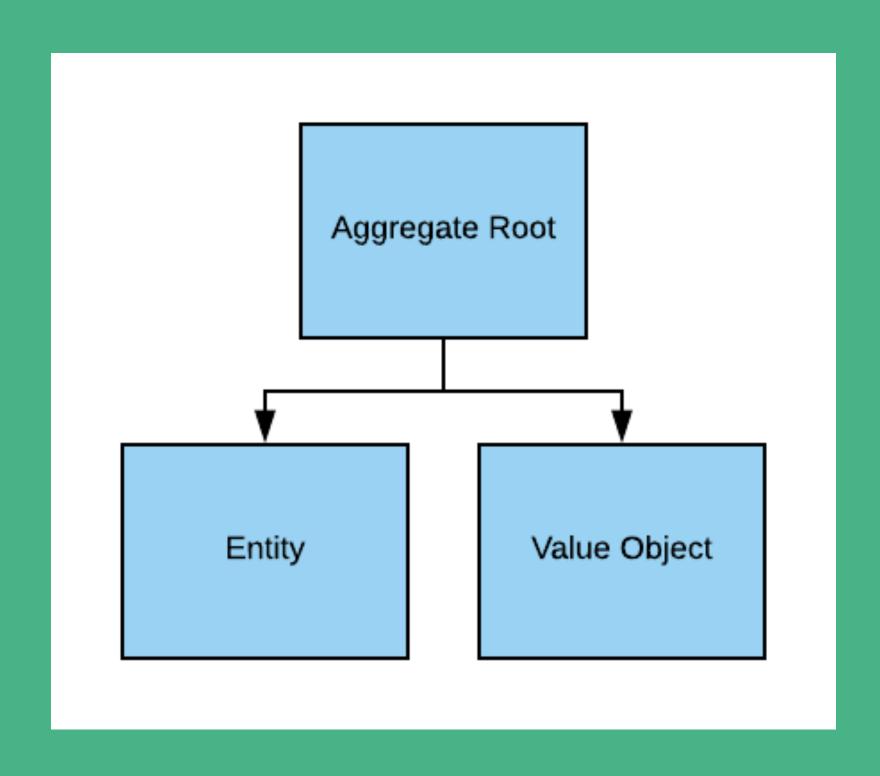
### TACTICAL DDD



### DOMAIN OBJECTS

- » Entity
- » Value Object
- » Domain Service
- » Domain Event

### AGGREGATE



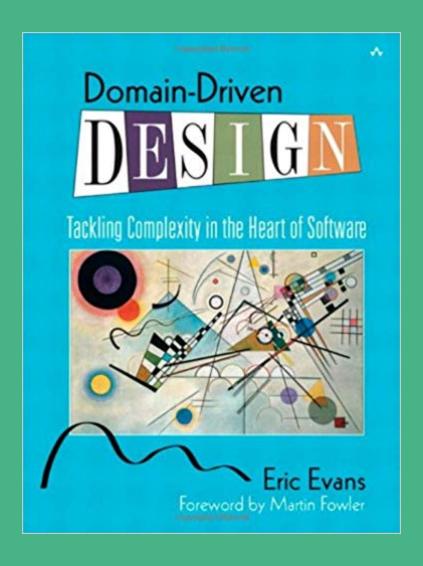
### RAILS AND DDD

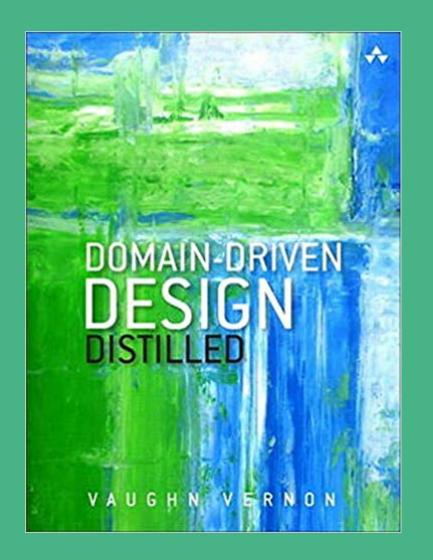


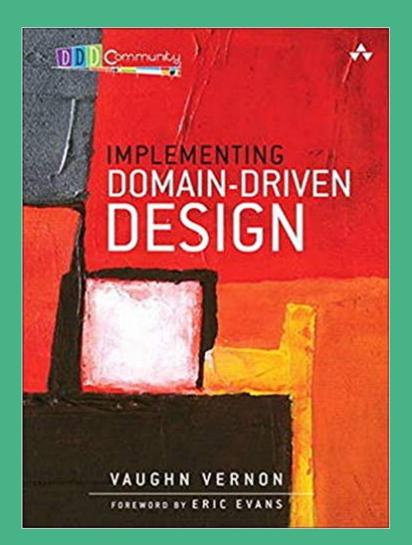
### FLAVORS OF DDD

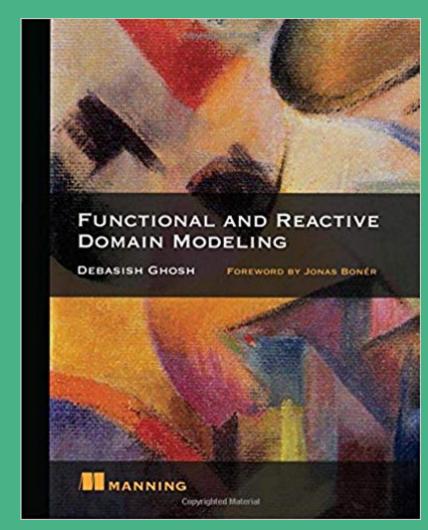
Original	Object Oriented
CQRS	Event Oriented
Vlingo	Actor Model
_	Functional

## BOOKS









### ME

Seth Kraut @sethkraut sethkraut@gmail.com

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