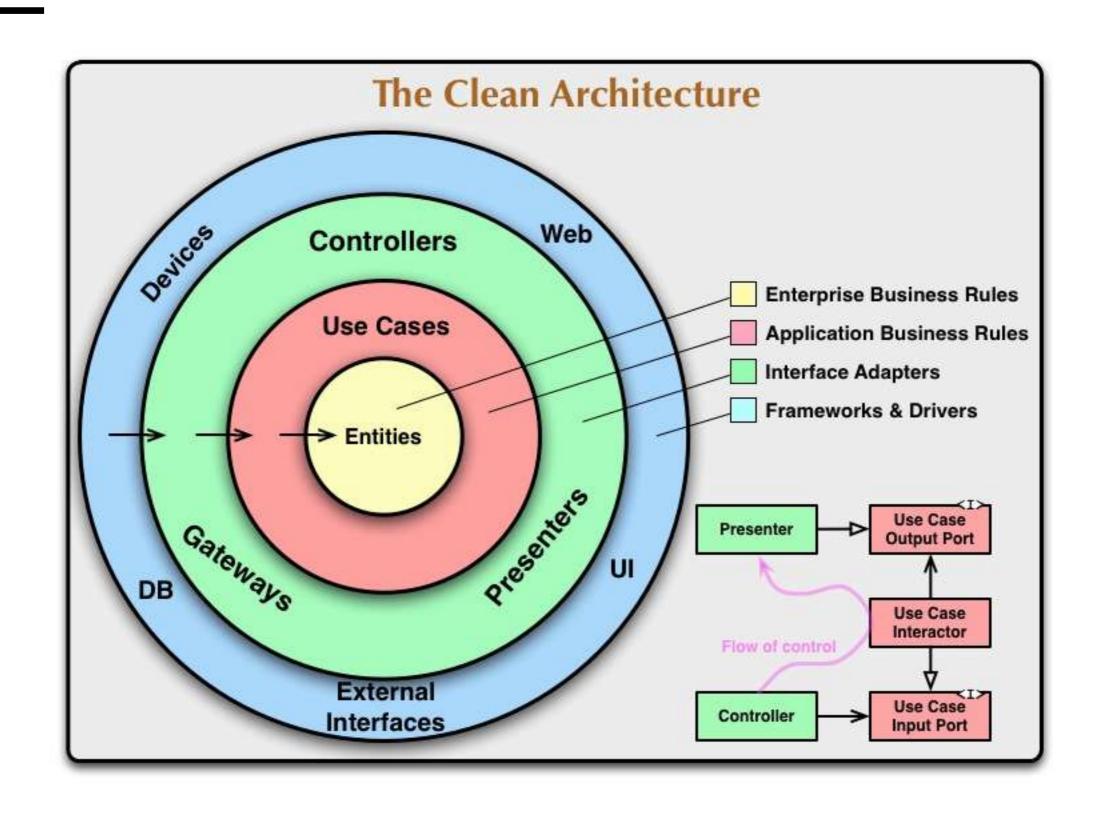
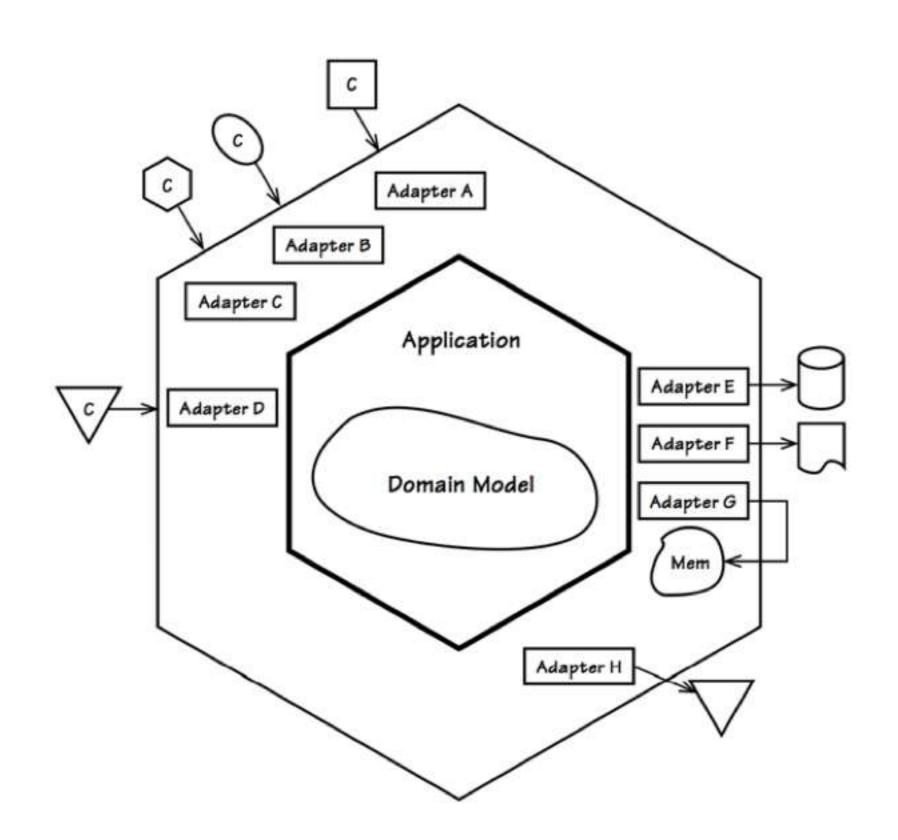


领域的边界

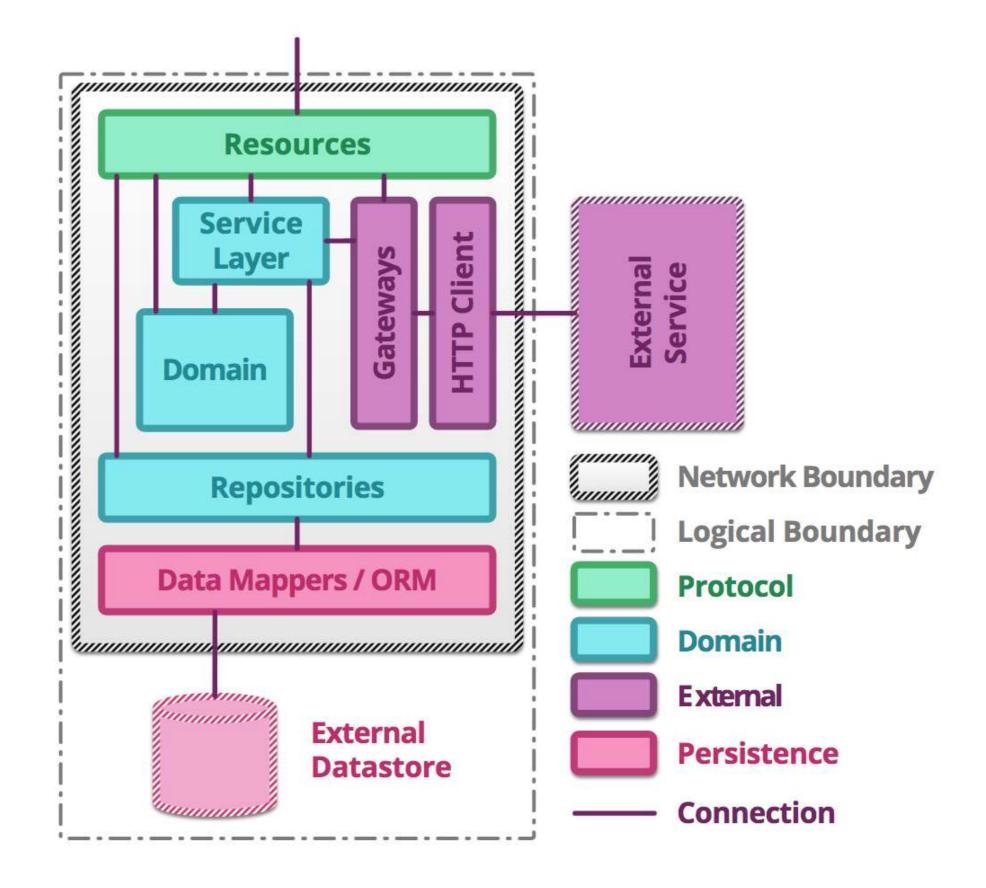
整洁架构



六边形架构

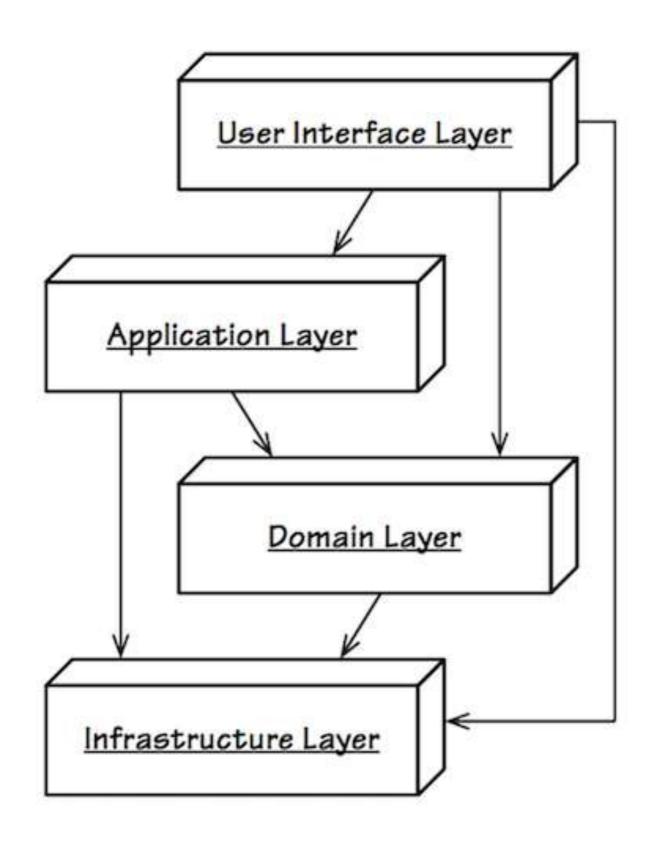


微服务架构

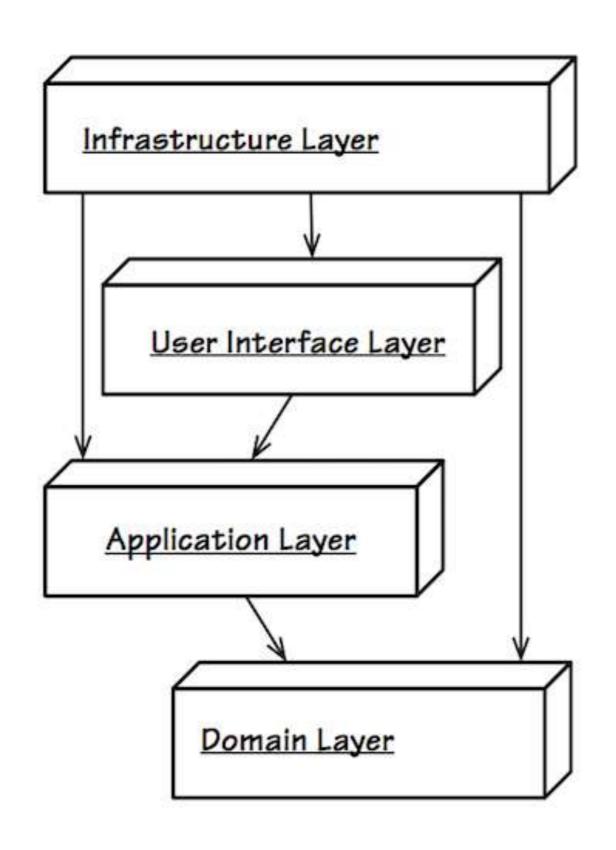


领域驱动架构的演进

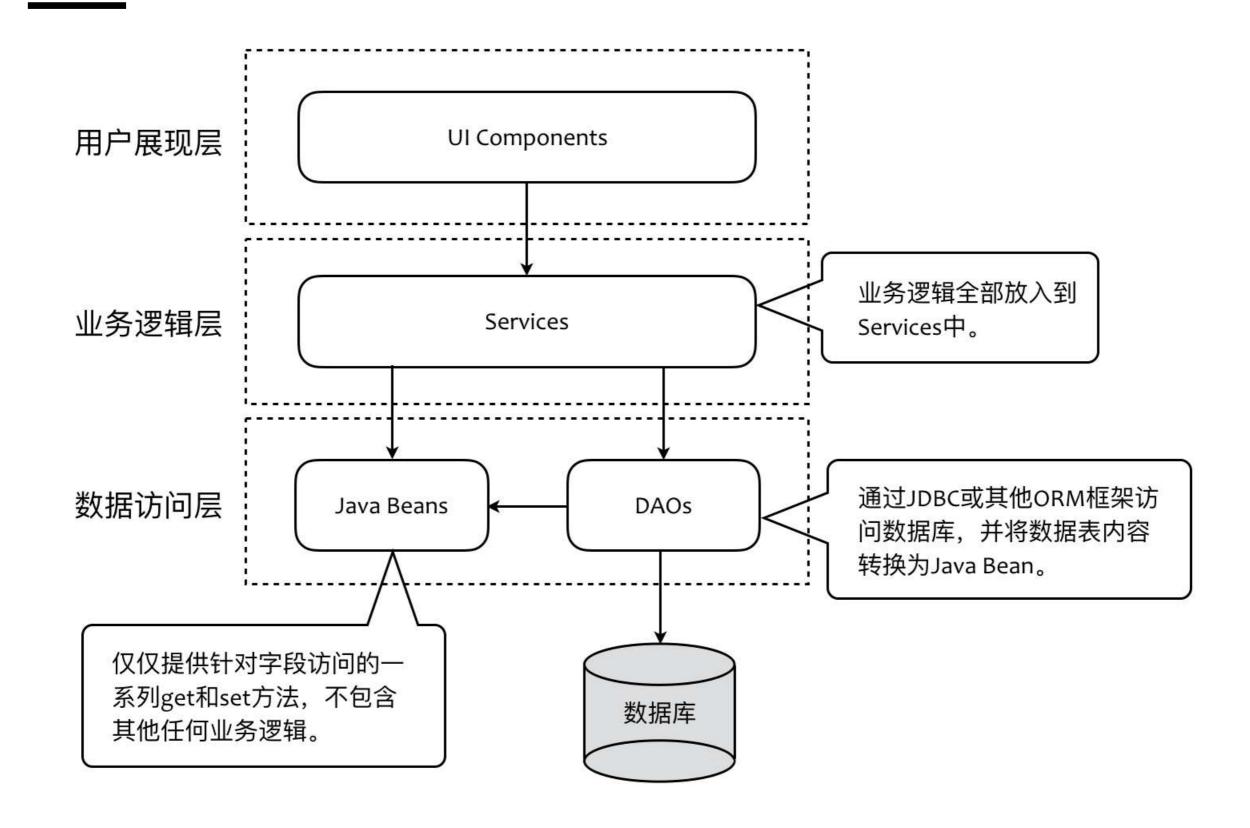
经典的DDD分层架构



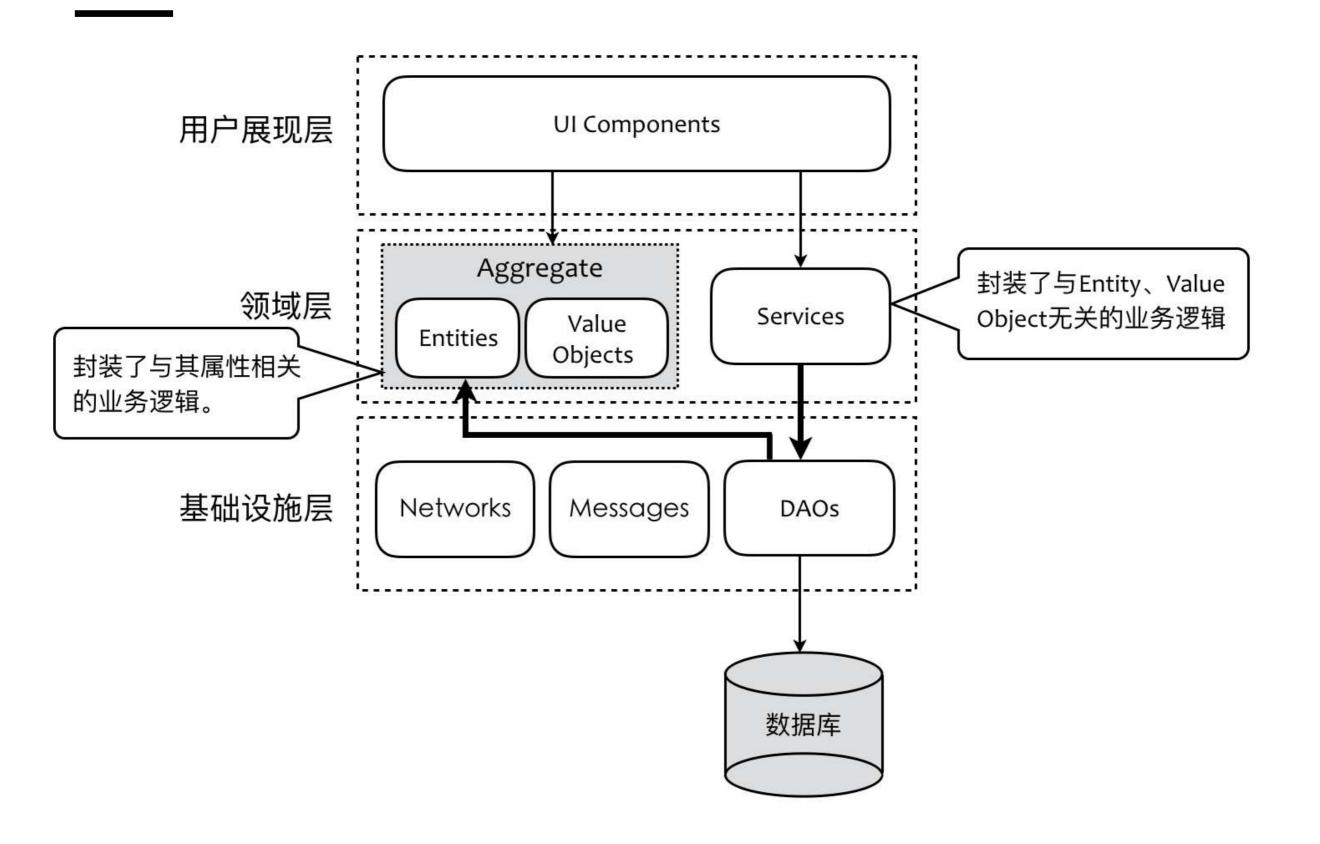
经典的DDD分层架构



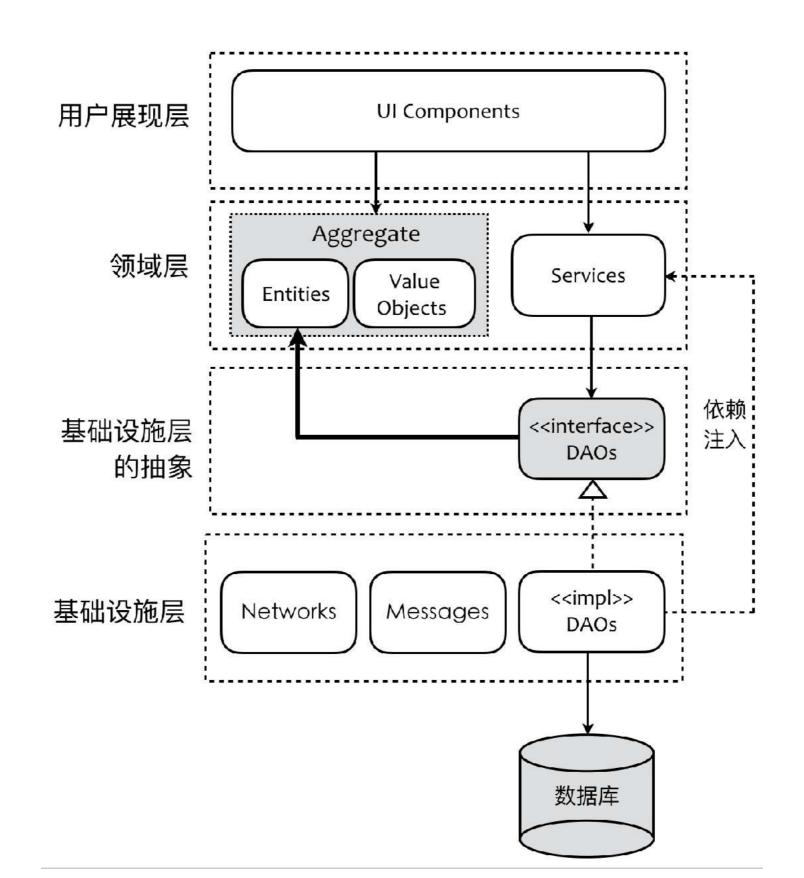
经典的三层架构



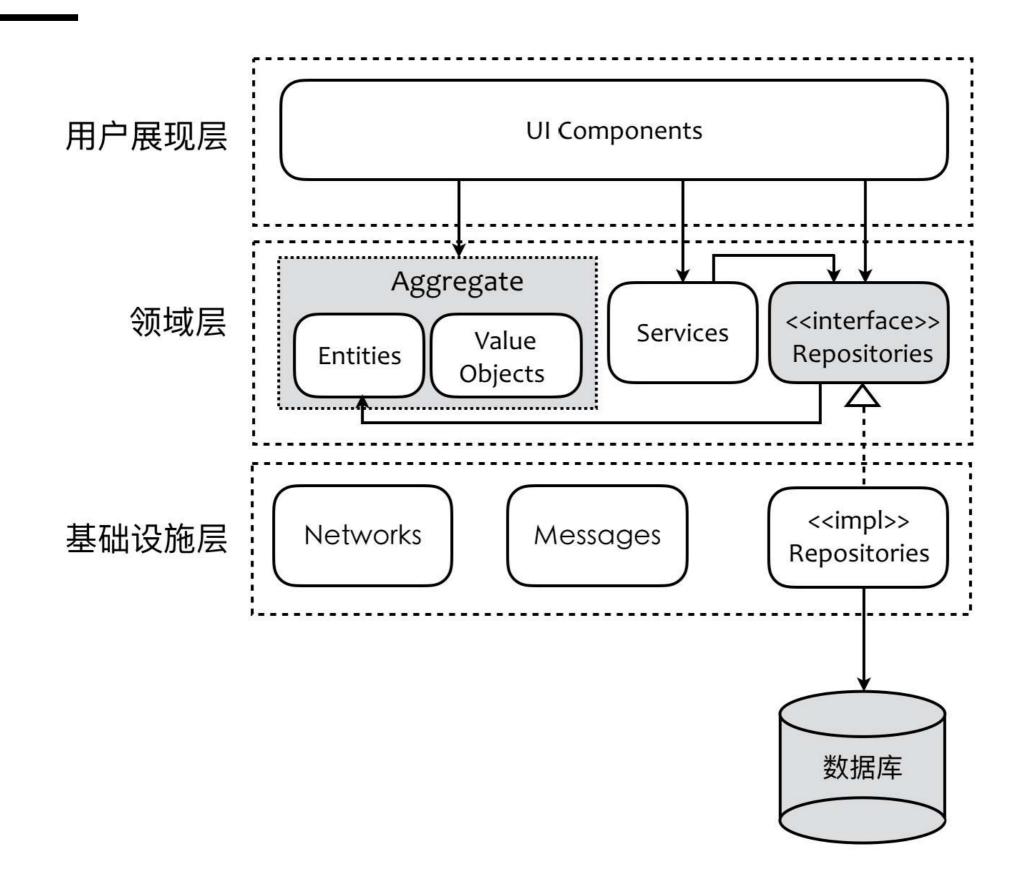
避免贫血模型



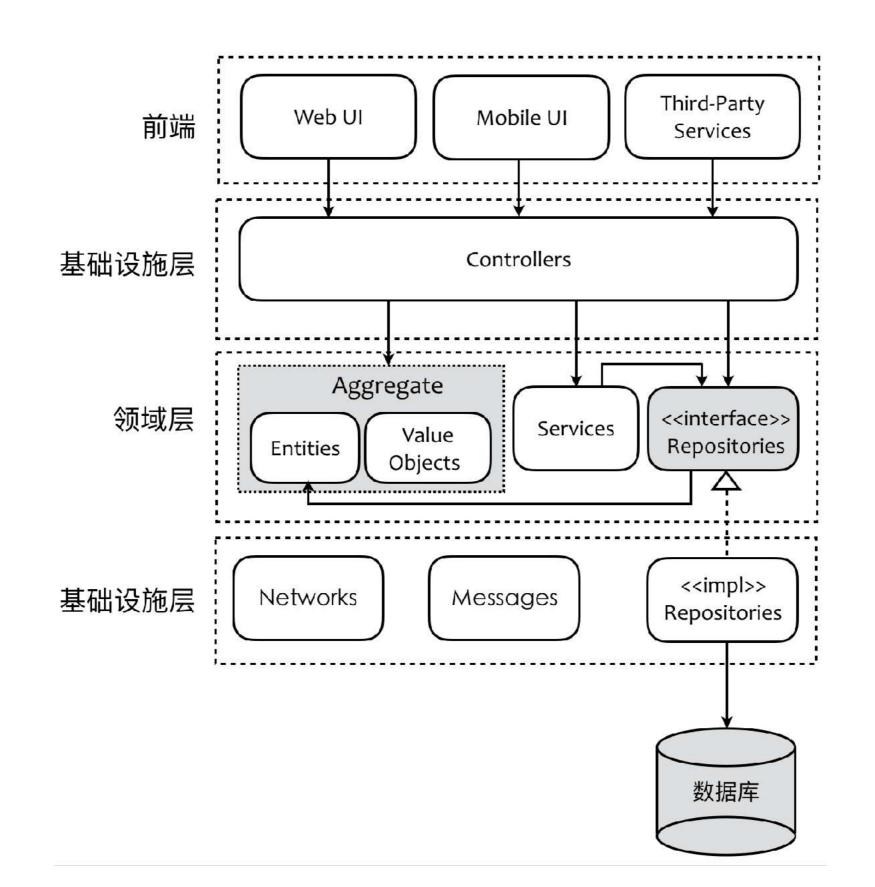
与基础设施的解耦



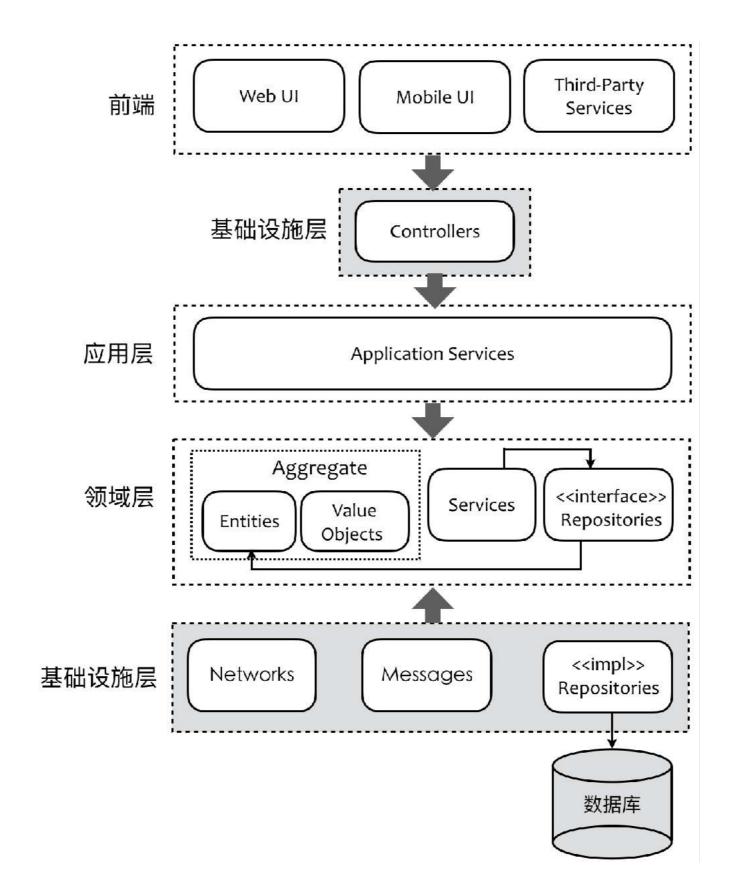
与基础设施的解耦



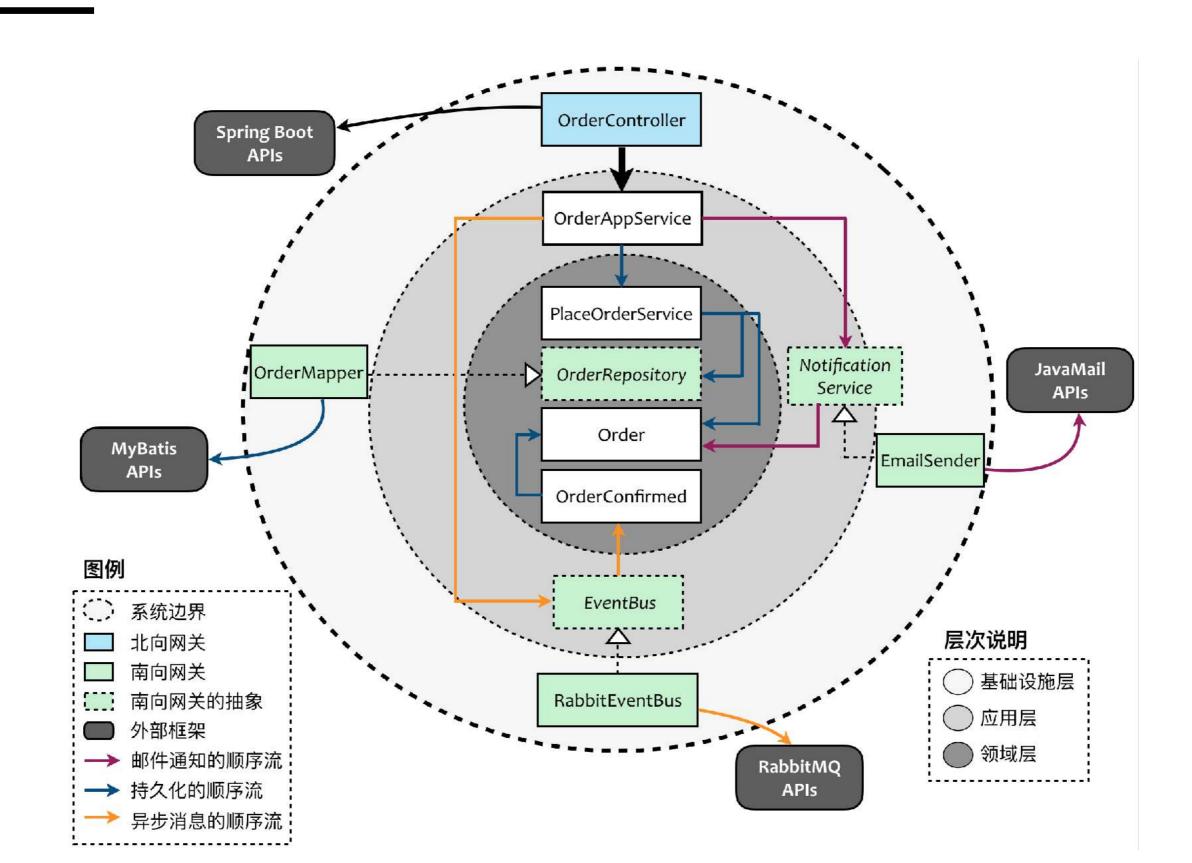
前后端的解耦



引入应用层



基础设施层的本质



DDD与C4模型

C4模型



System Context

The system plus users and system dependencies



Containers

The overall shape of the architecture and technology choices

Overview first



Components

Logical components and their interactions within a container

Zoom and filter

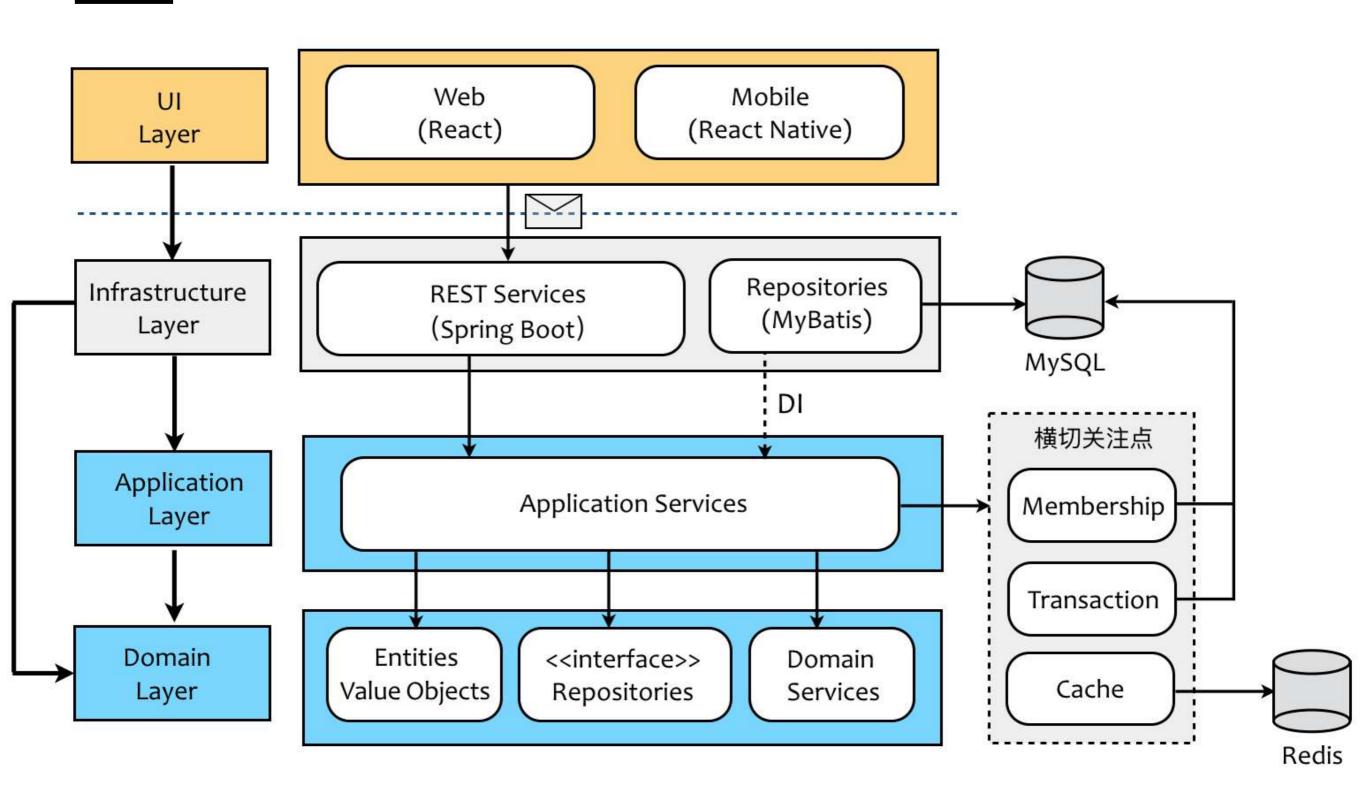


Classes

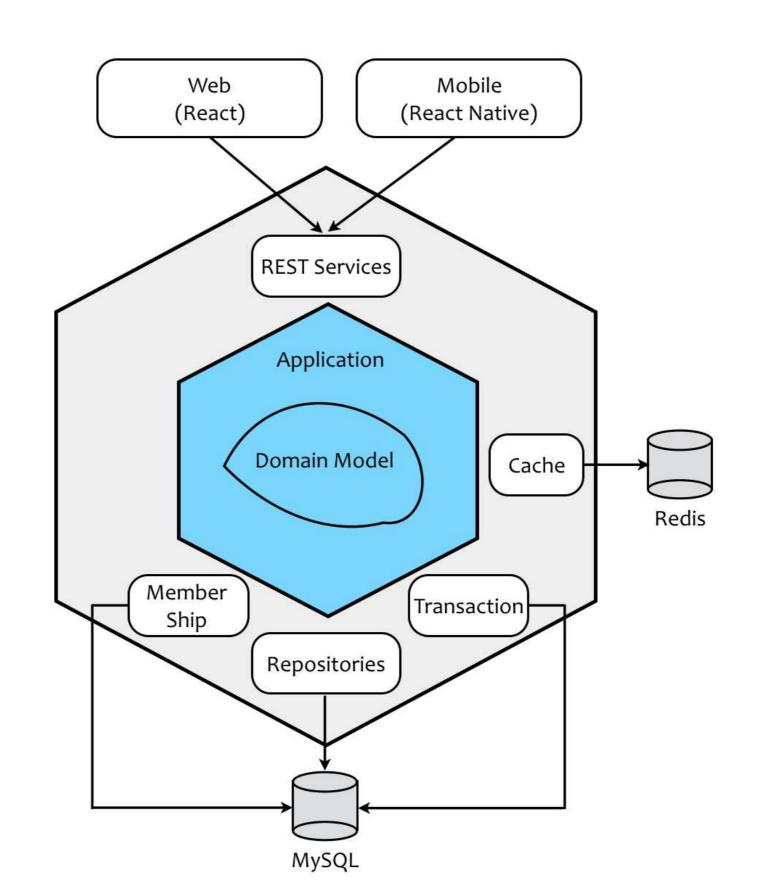
Component or pattern implementation details

Details on demand

分层架构



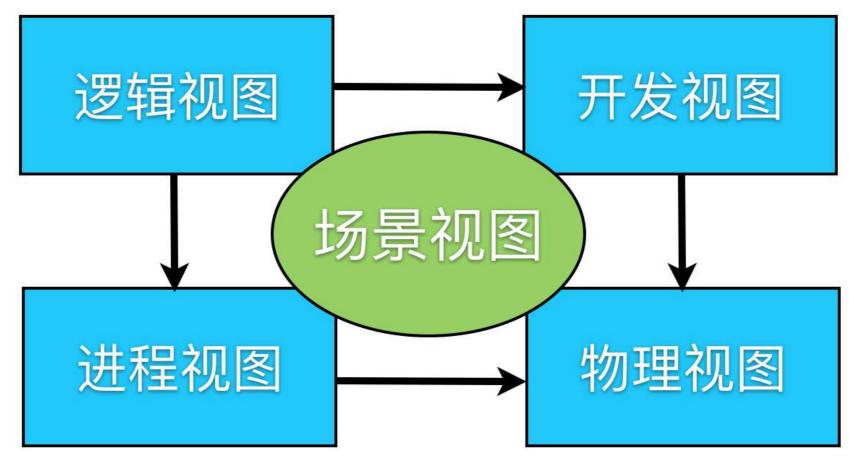
六边形架构



DDD与RUP 4+1视图

RUP 4+1 视图

面向设计人员 功能 面向开发人员 软件管理

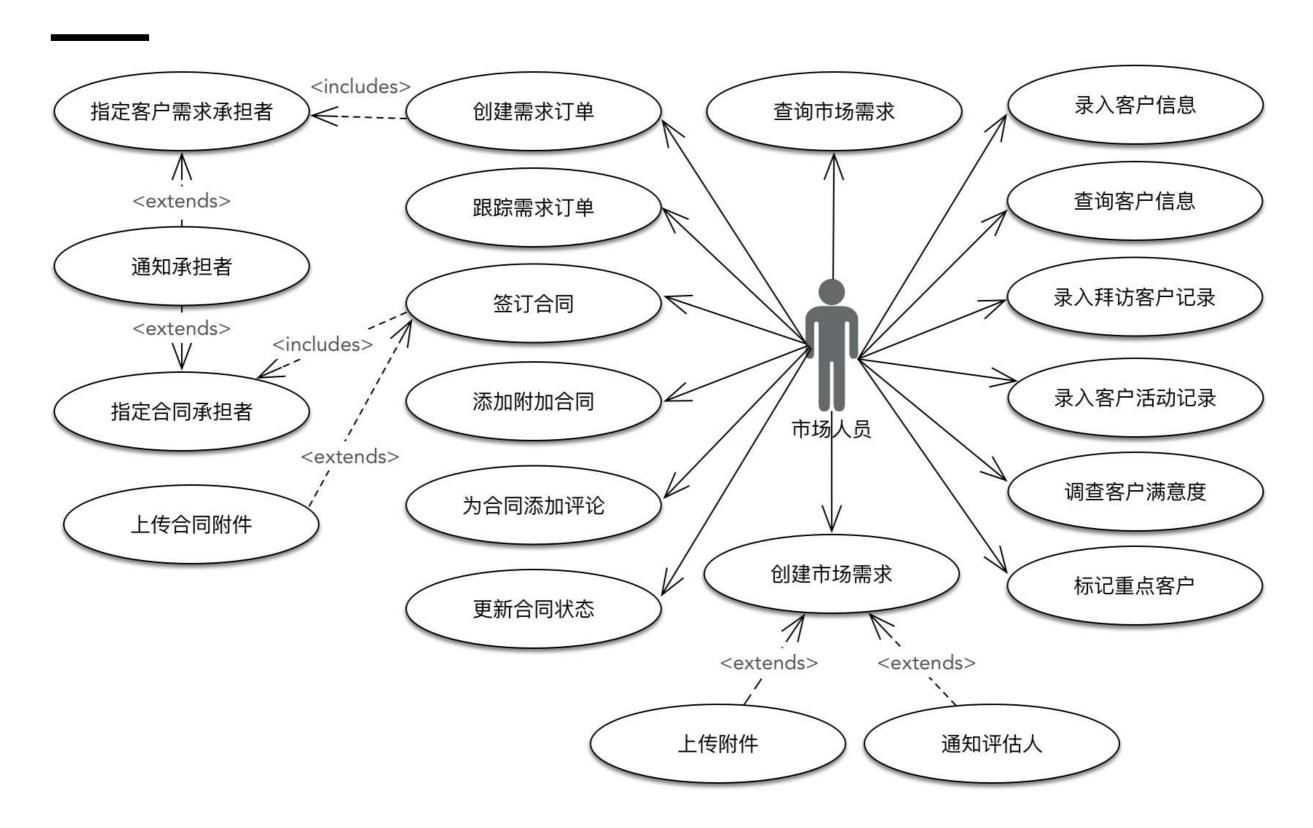


面向集成人员 性能 可伸缩性 面向系统工程师 拓扑 通信

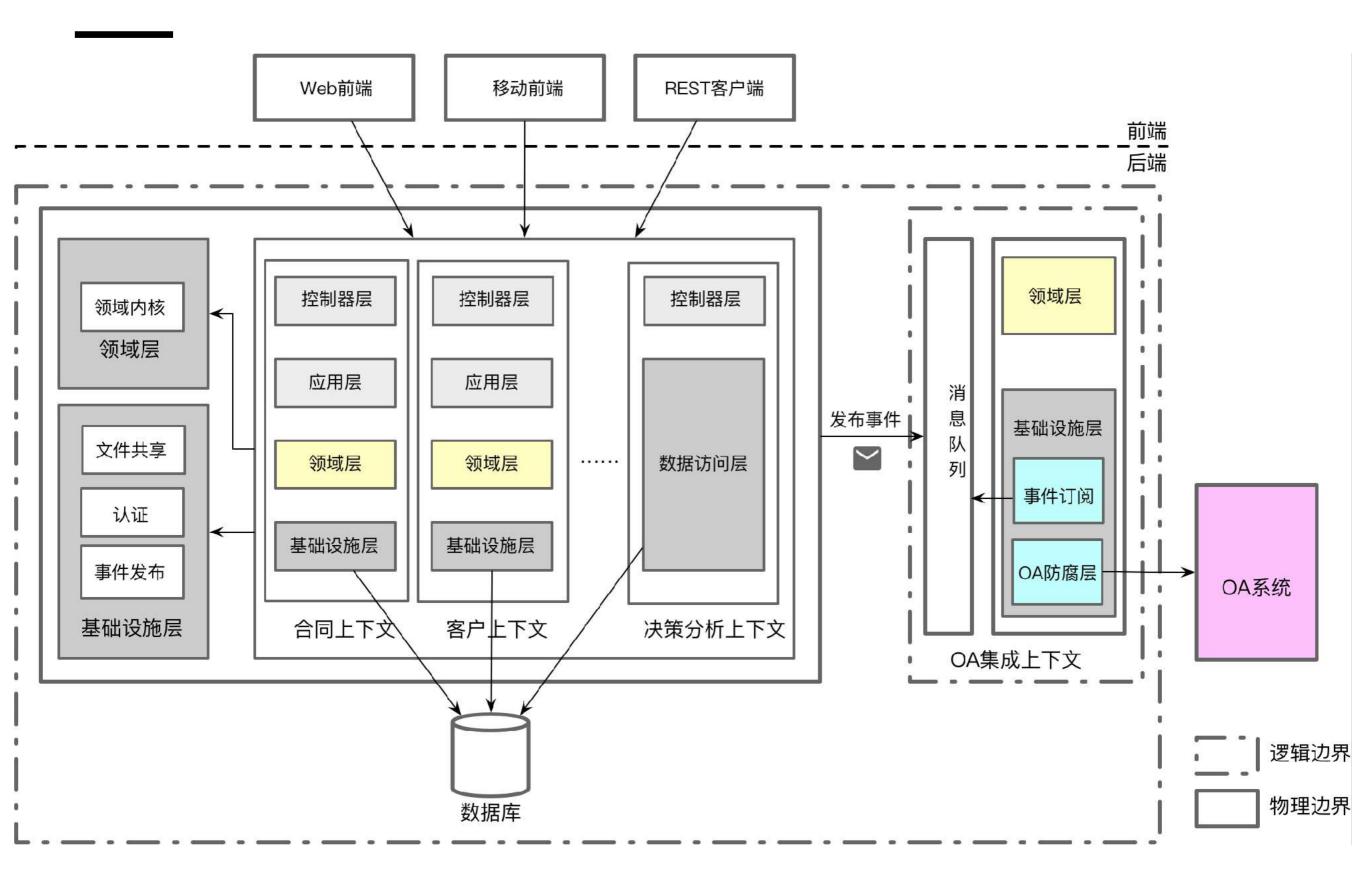
RUP 4+1 视图与DDD的关系

RUP 4+1视图	领域驱动设计的模式与实践
场景视图	领域场景分析、用例图
逻辑视图	限界上下文、上下文映射、分层架构
进程视图	限界上下文、六边形架构、上下文映射
物理视图	六边形架构
开发视 <mark>图</mark>	分层架构、代码模型

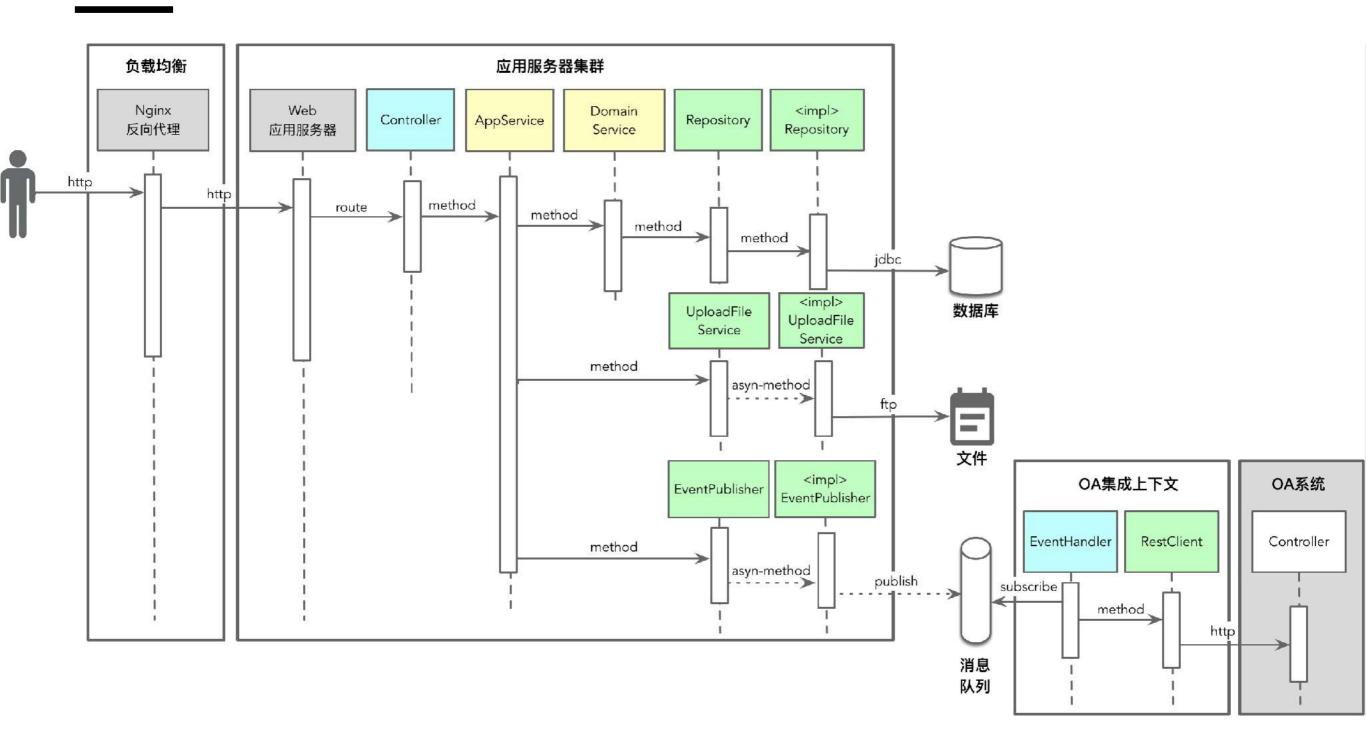
场景视图



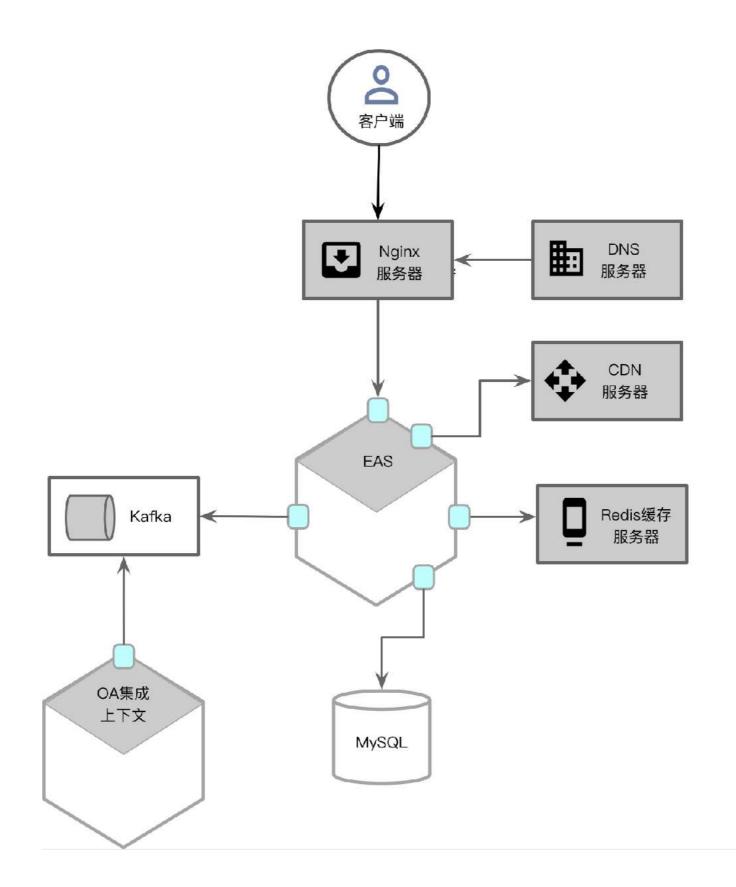
逻辑视图



进程视图



物理视图



开发视图

