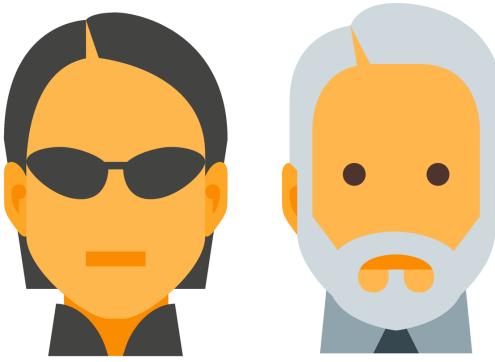


155 PATTERNS



Wilmer Krisp

278 SOFTWARE ARCHITECTURE
DESIGN MODELS

COMPLETE CATALOG OF ALL CLASSICAL
PATTERNS IN THE ARCHIMATE LANGUAGE

01

Design Patterns

Elements of Reusable Object-Oriented Software

GANG OF FOUR

02

Enterprise patterns

Catalog of Patterns of Enterprise Application Architecture

MARTIN FOWLER

03

Analysis Patterns

Reusable Object Models

MARTIN FOWLER

04

Domain Driven Design

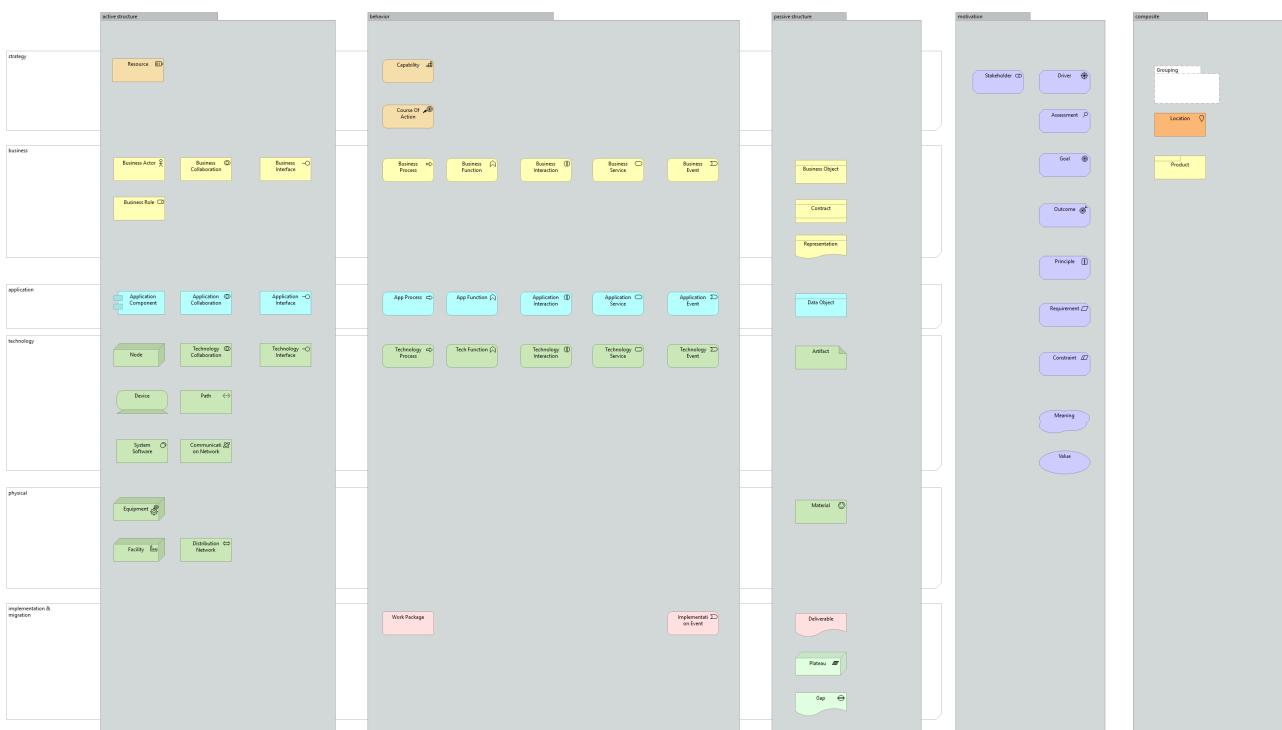
Tackling Complexity in the Heart of Software.

ERIC EVANS

USED NOTATION

ARCHIMATE METAMODEL

The Open Group



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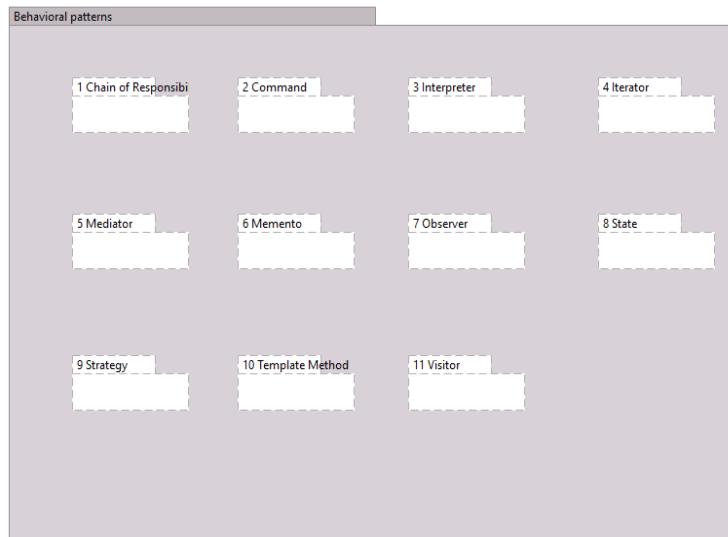
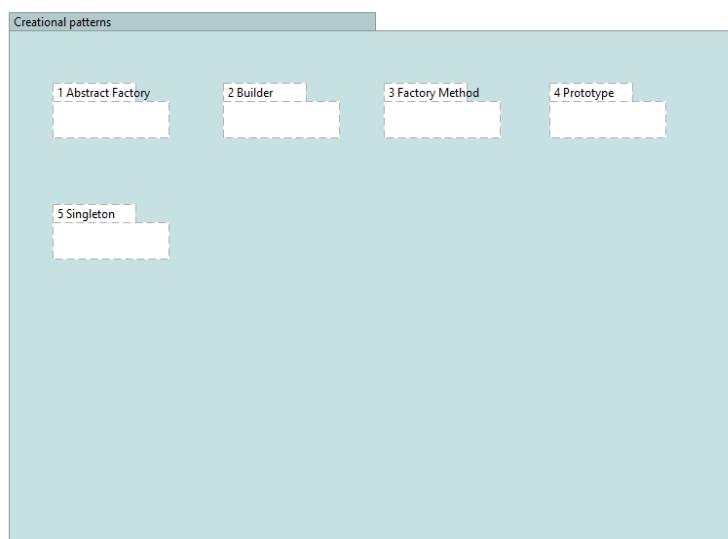
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01

Design Patterns

Elements of Reusable Object-Oriented Software

GANG OF FOUR



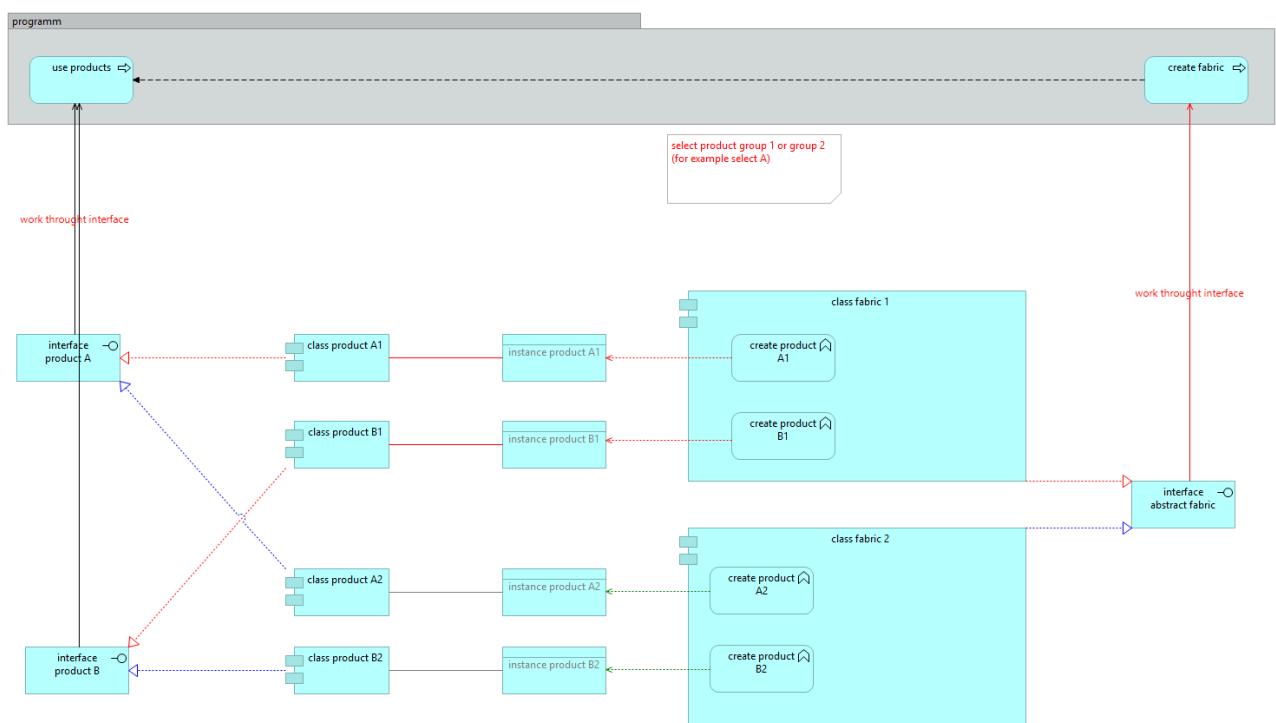
CREATIONAL PATTERNS

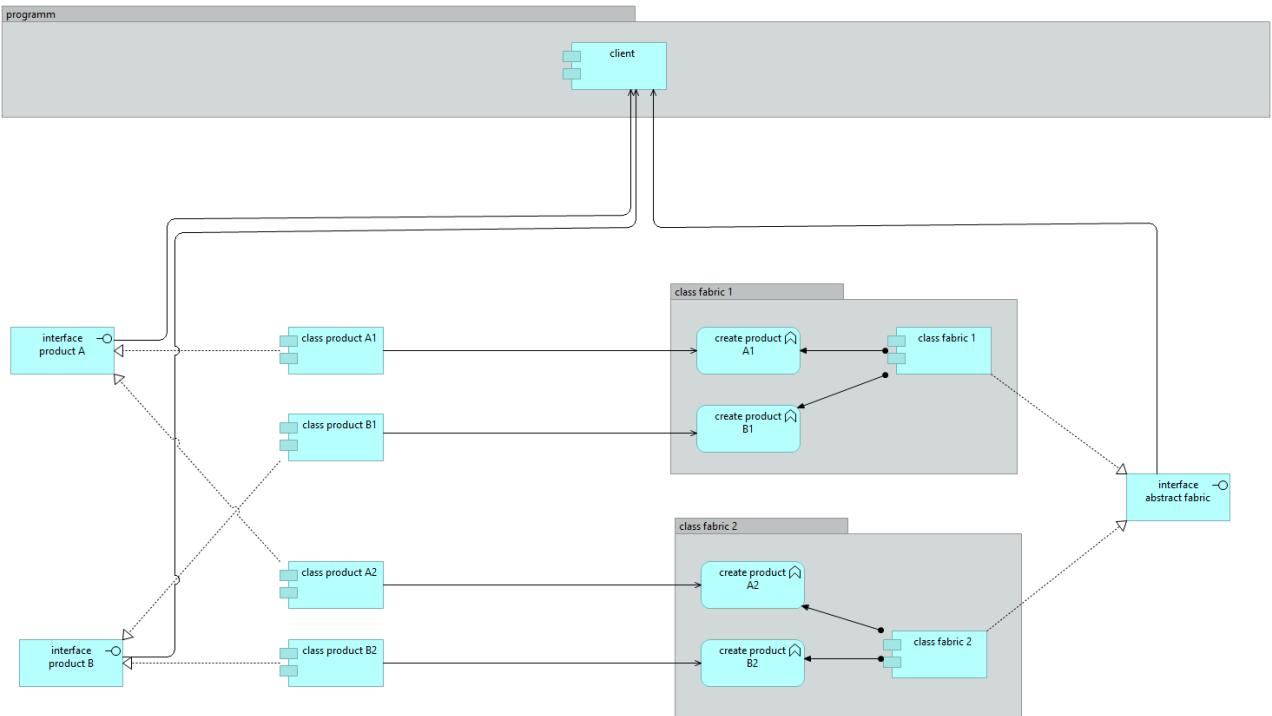
DESIGN PATTERNS

GoF

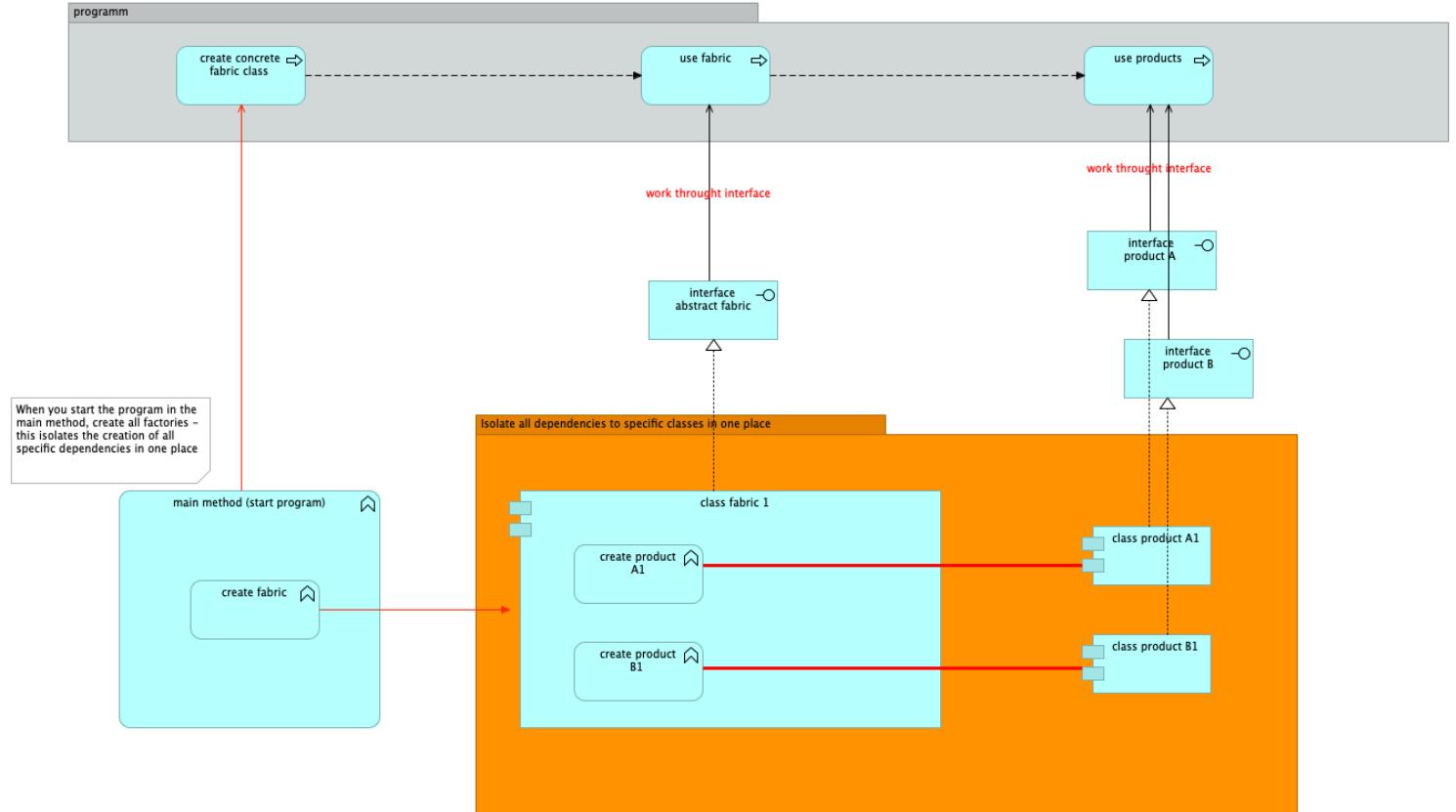


ABSTRACT FACTORY

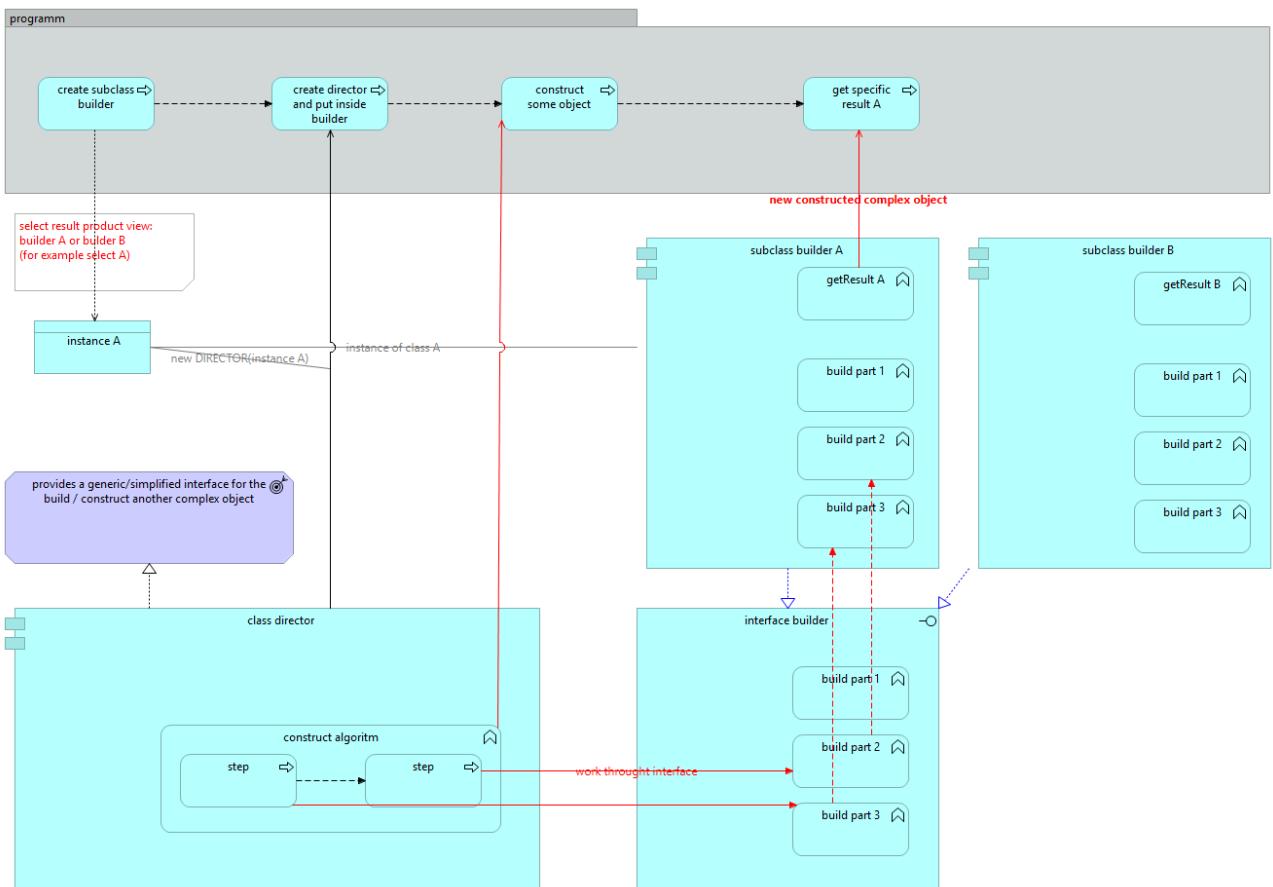


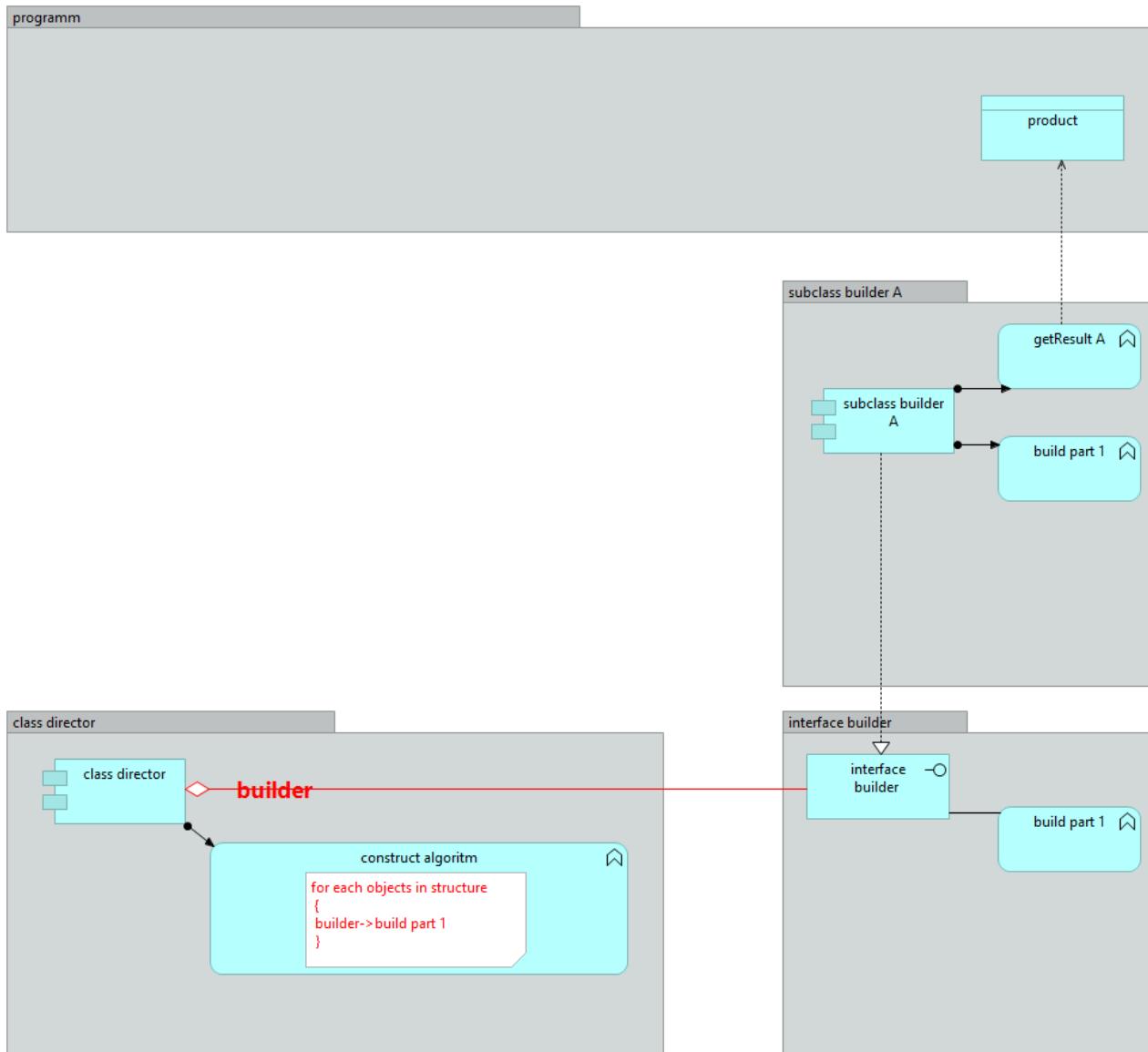


In the whole program (except for the factory inside and one factory creation) we work only with interfaces (and do not refer to specific classes)

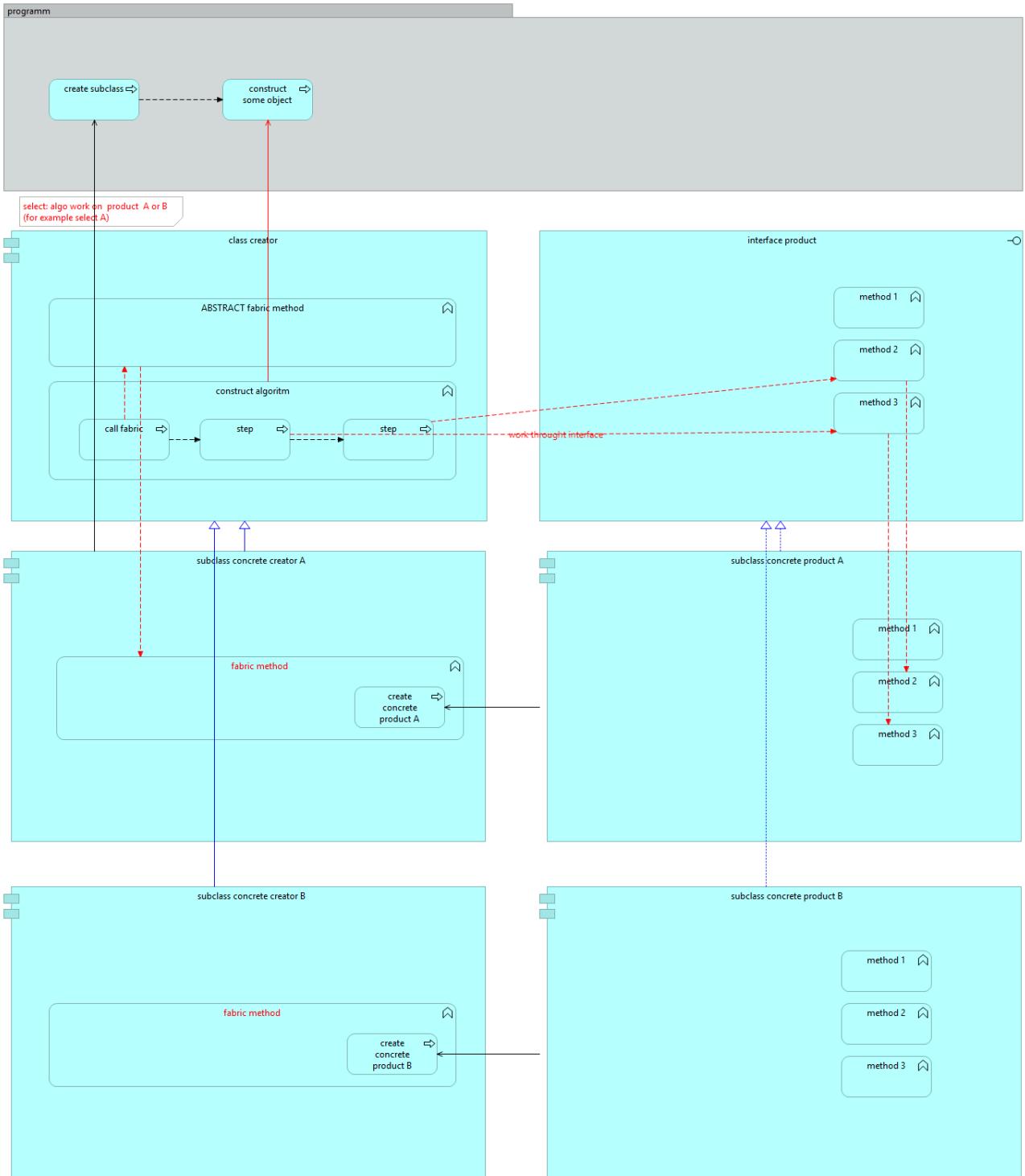


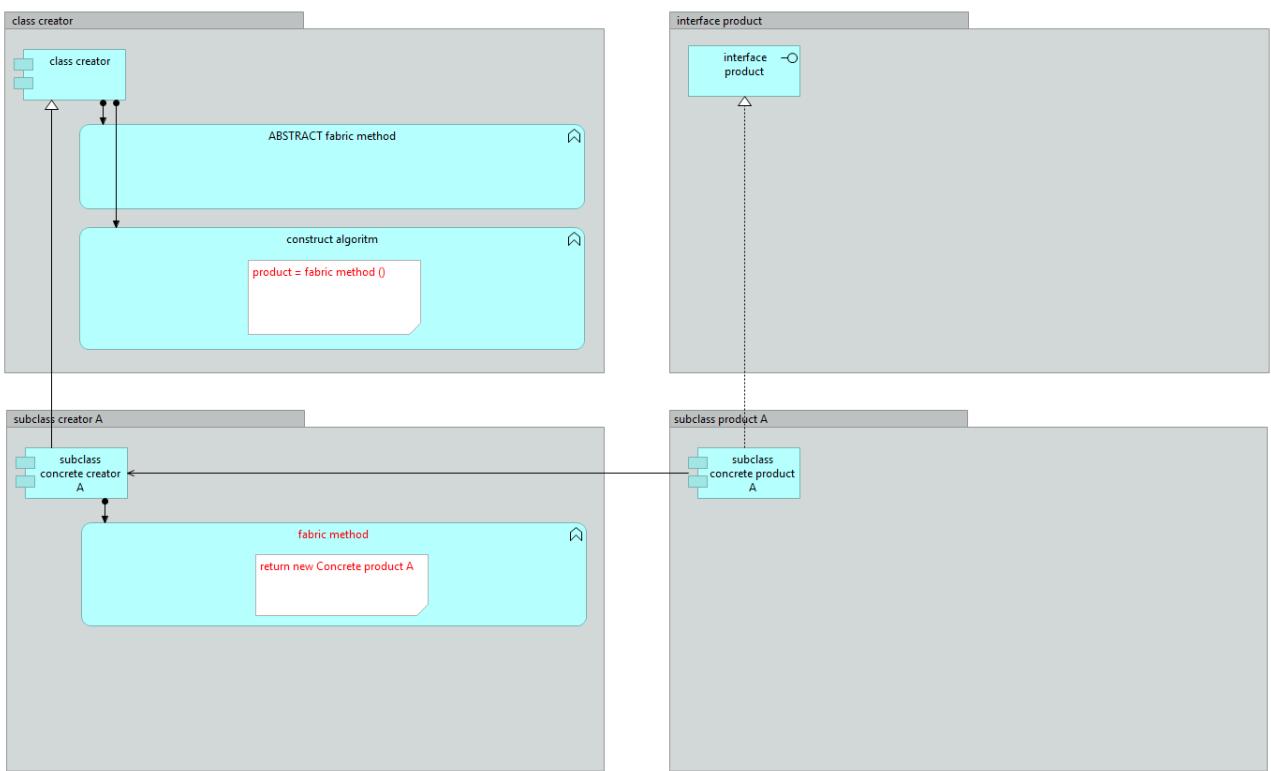
BUILDER



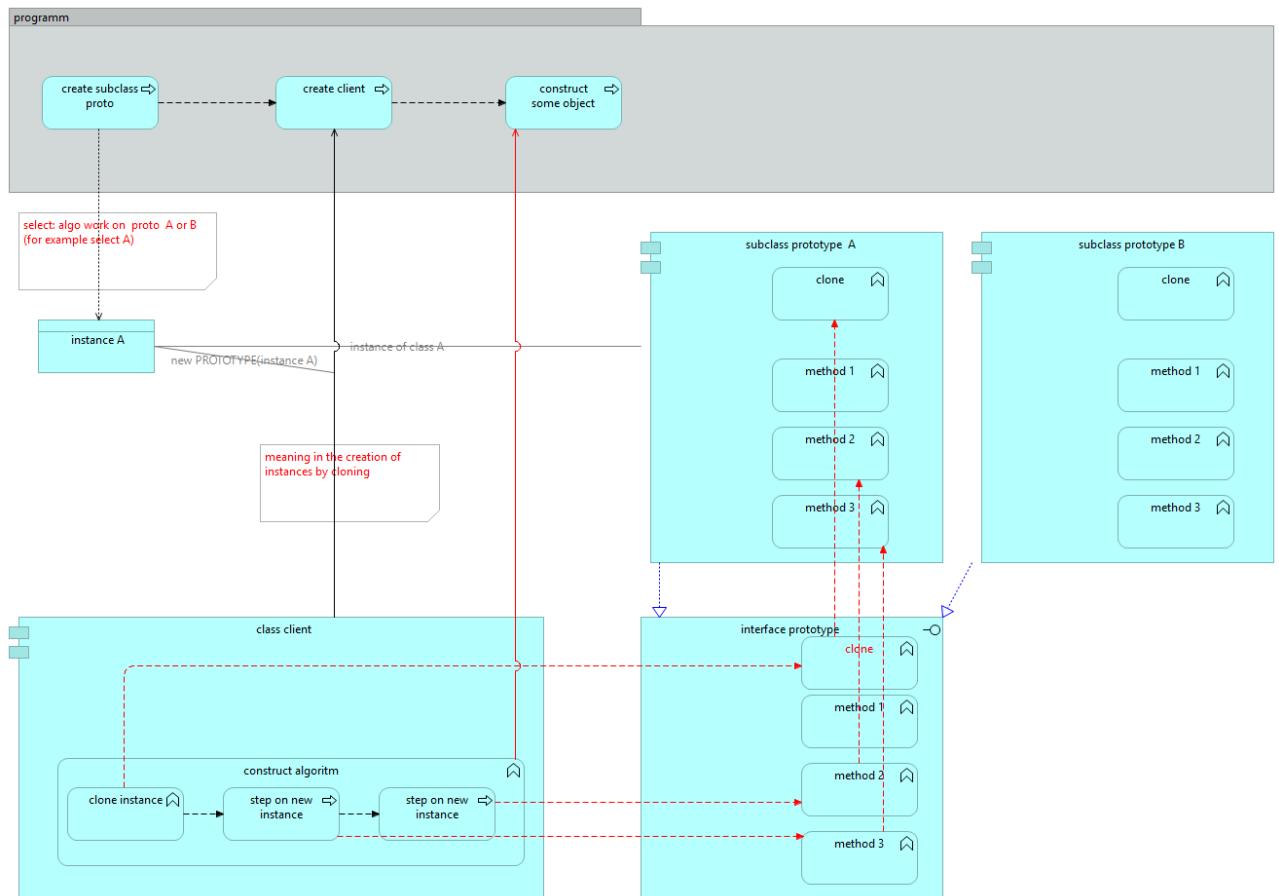


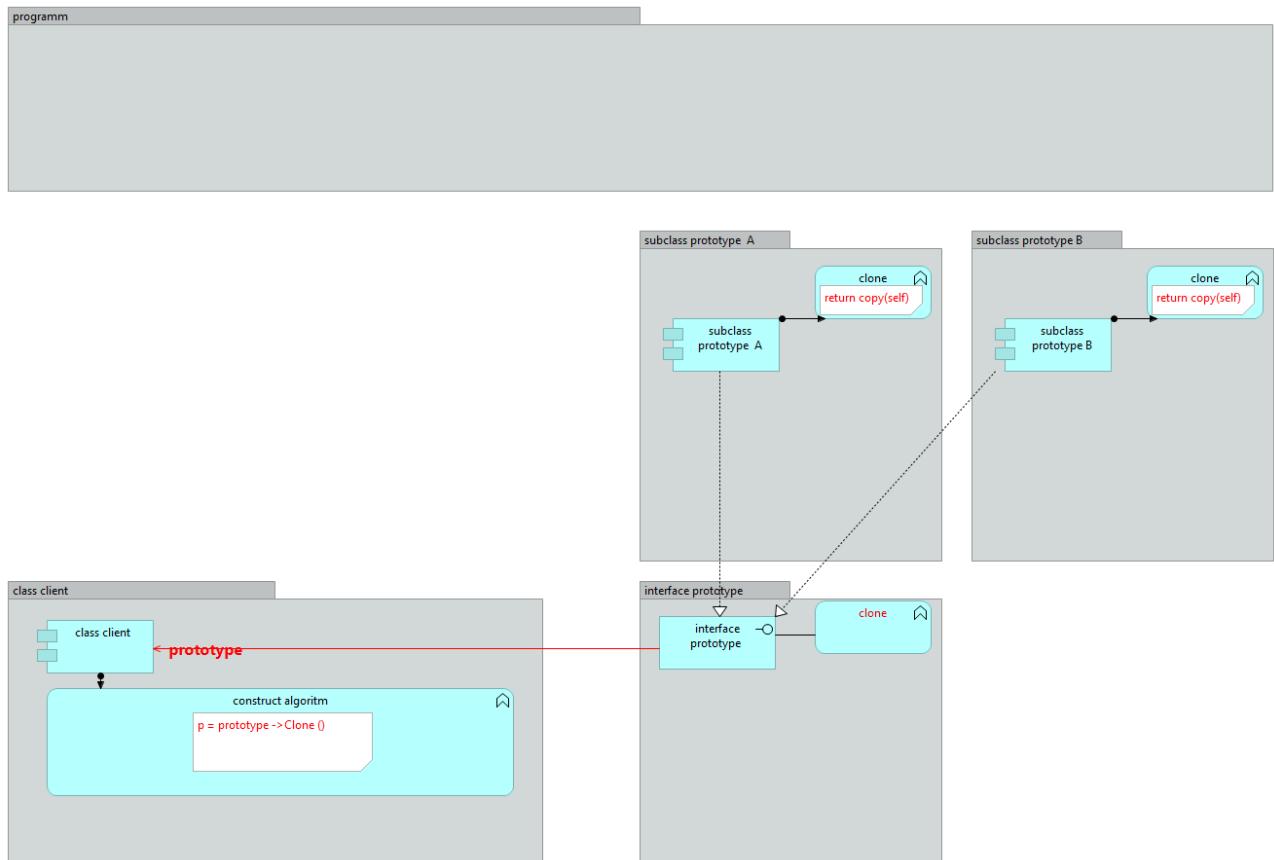
FACTORY METHOD



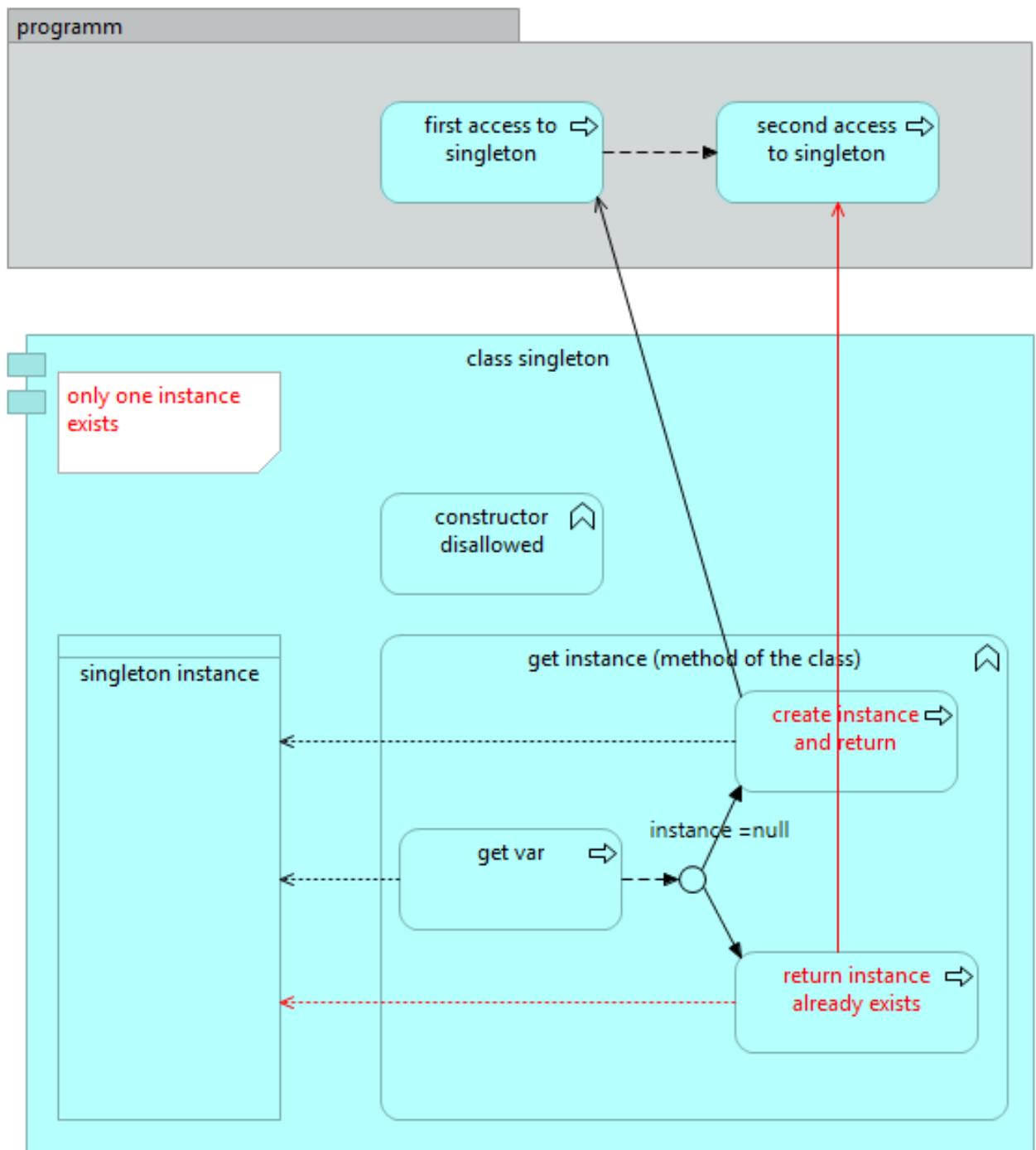


PROTOTYPE





SINGLETON



programm

class singleton

 class singleton

 singleton instance

 get instance (method of the class)

```
static method  
{  
    return static singleton instance  
}
```

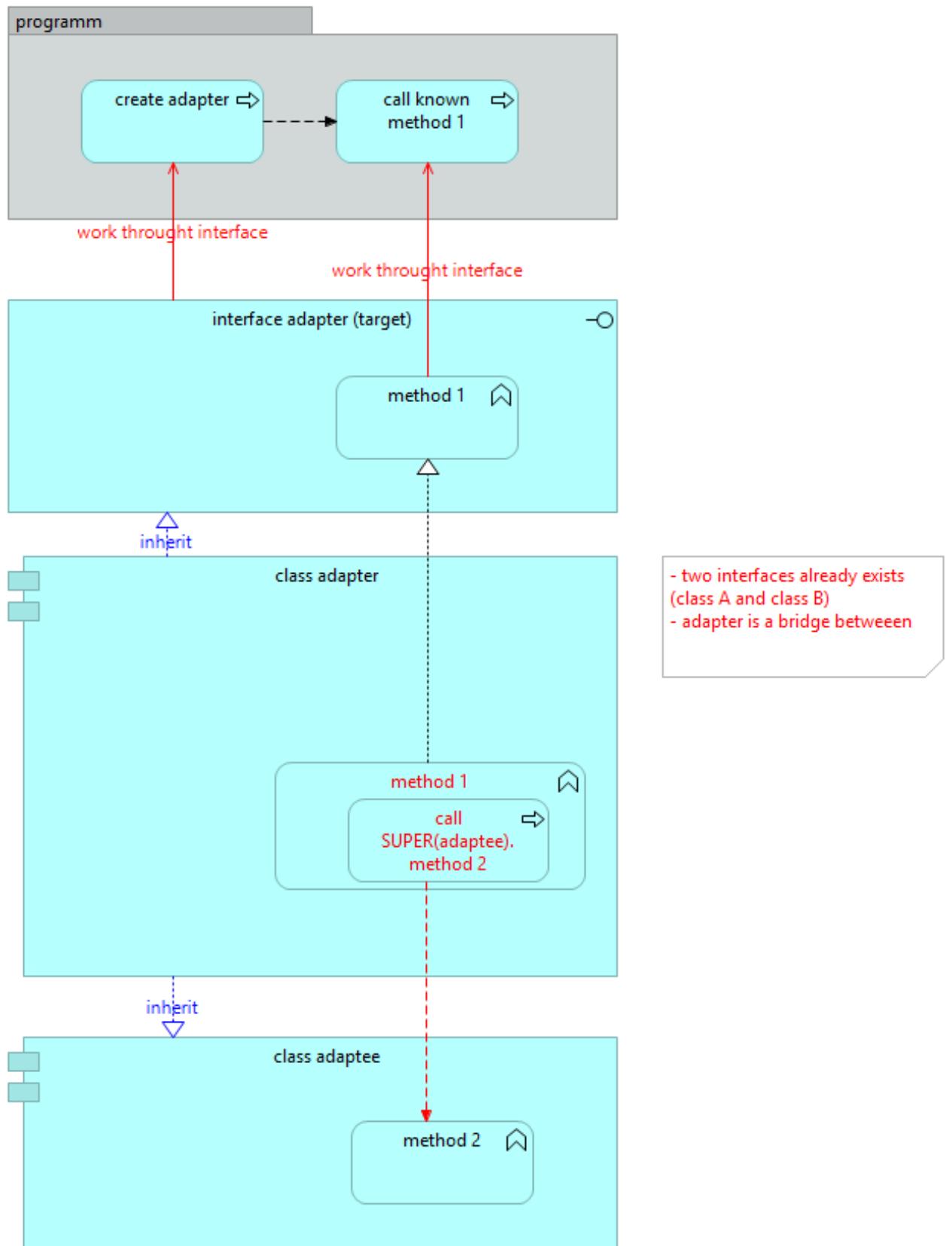
STRUCTURAL PATTERNS

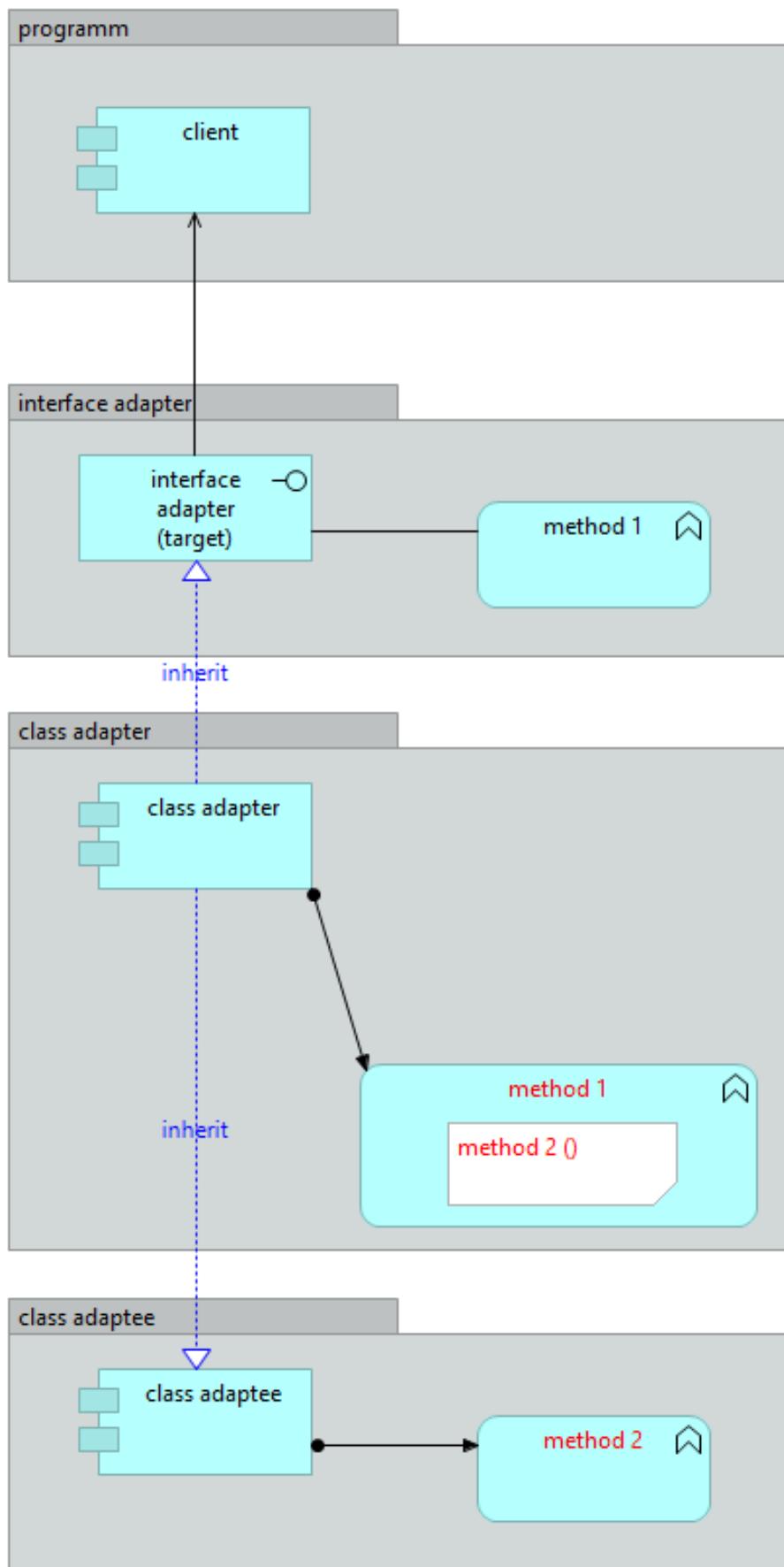
DESIGN PATTERNS

GoF

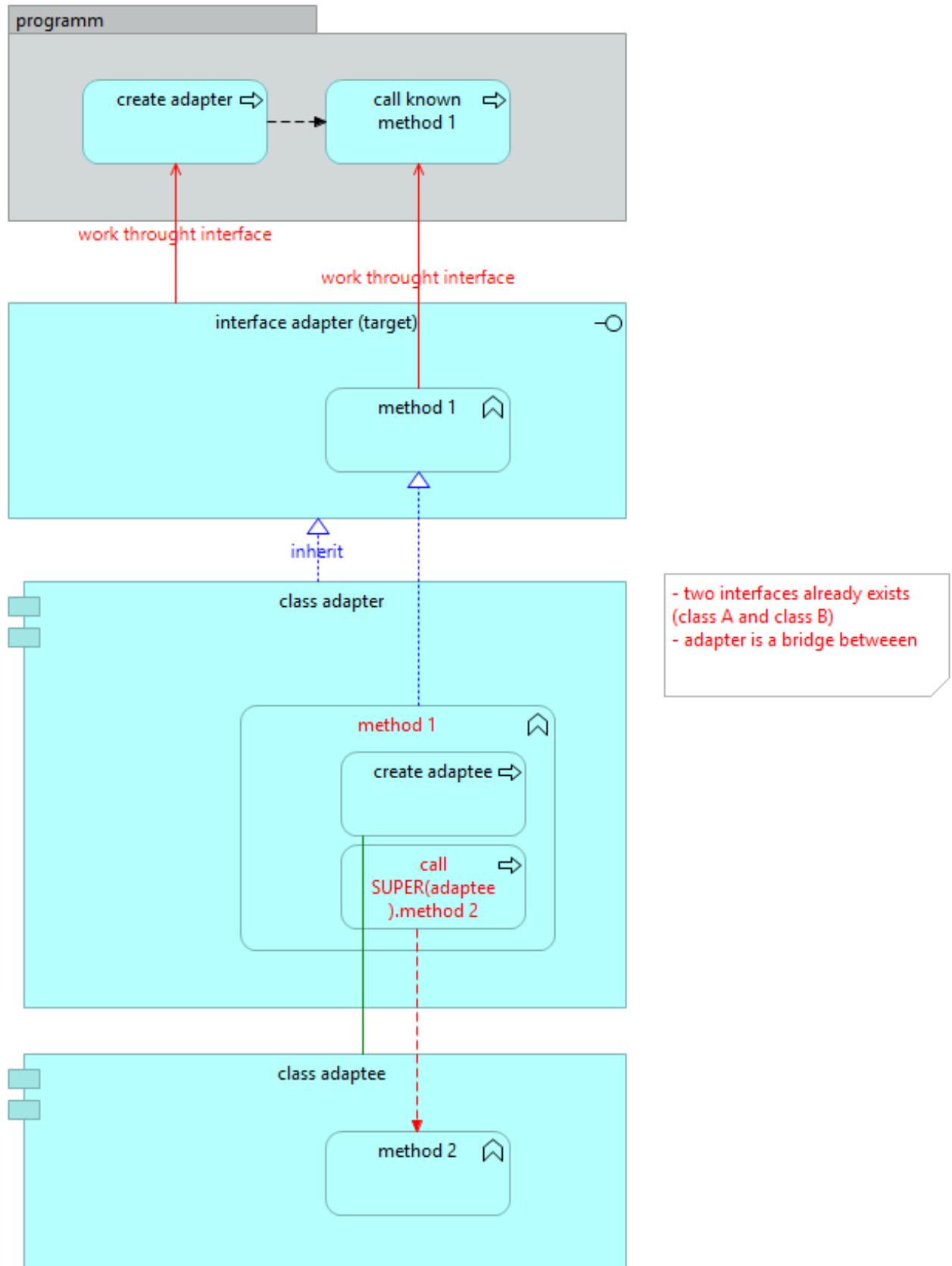


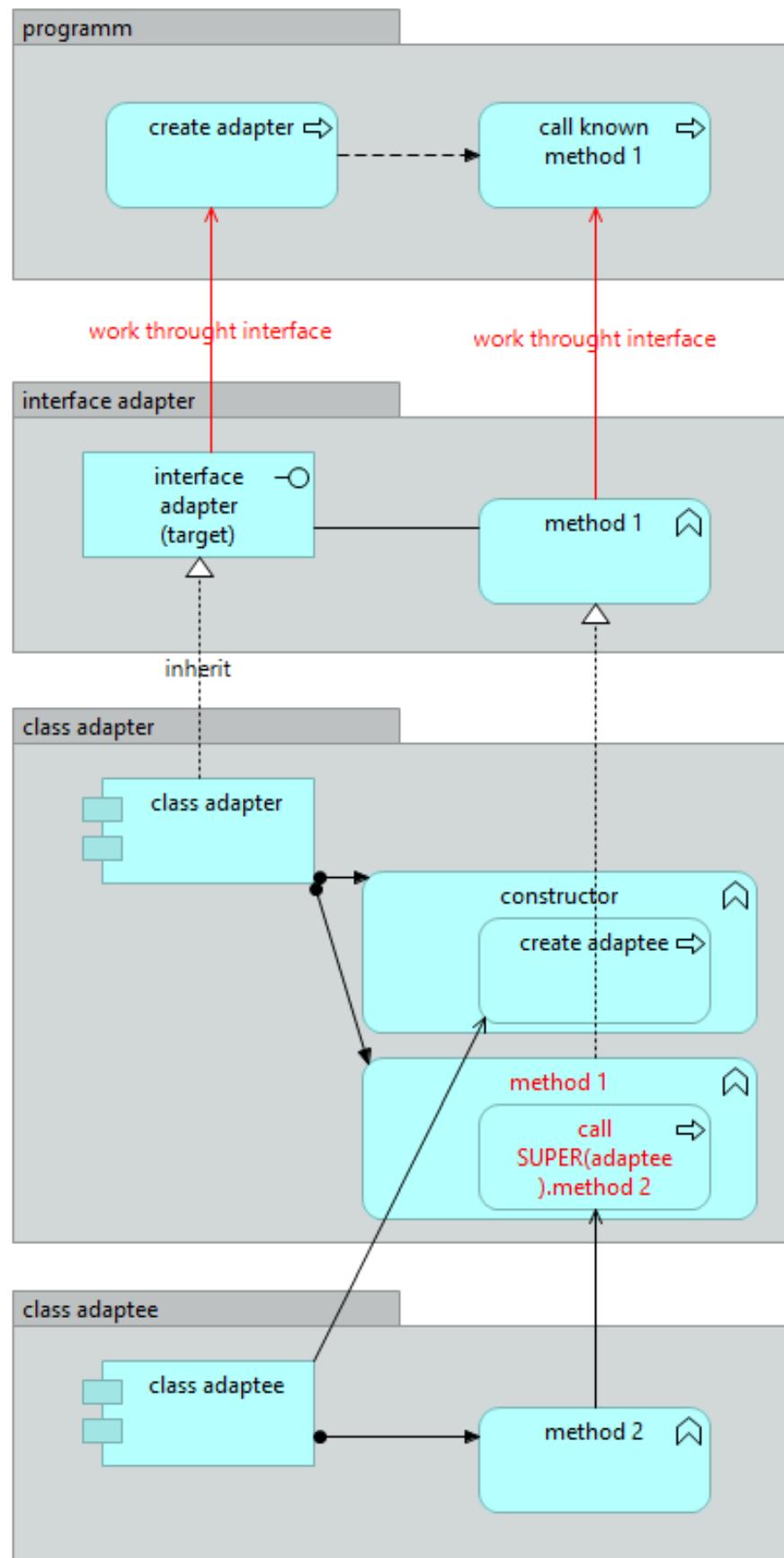
ADAPTER OF CLASS

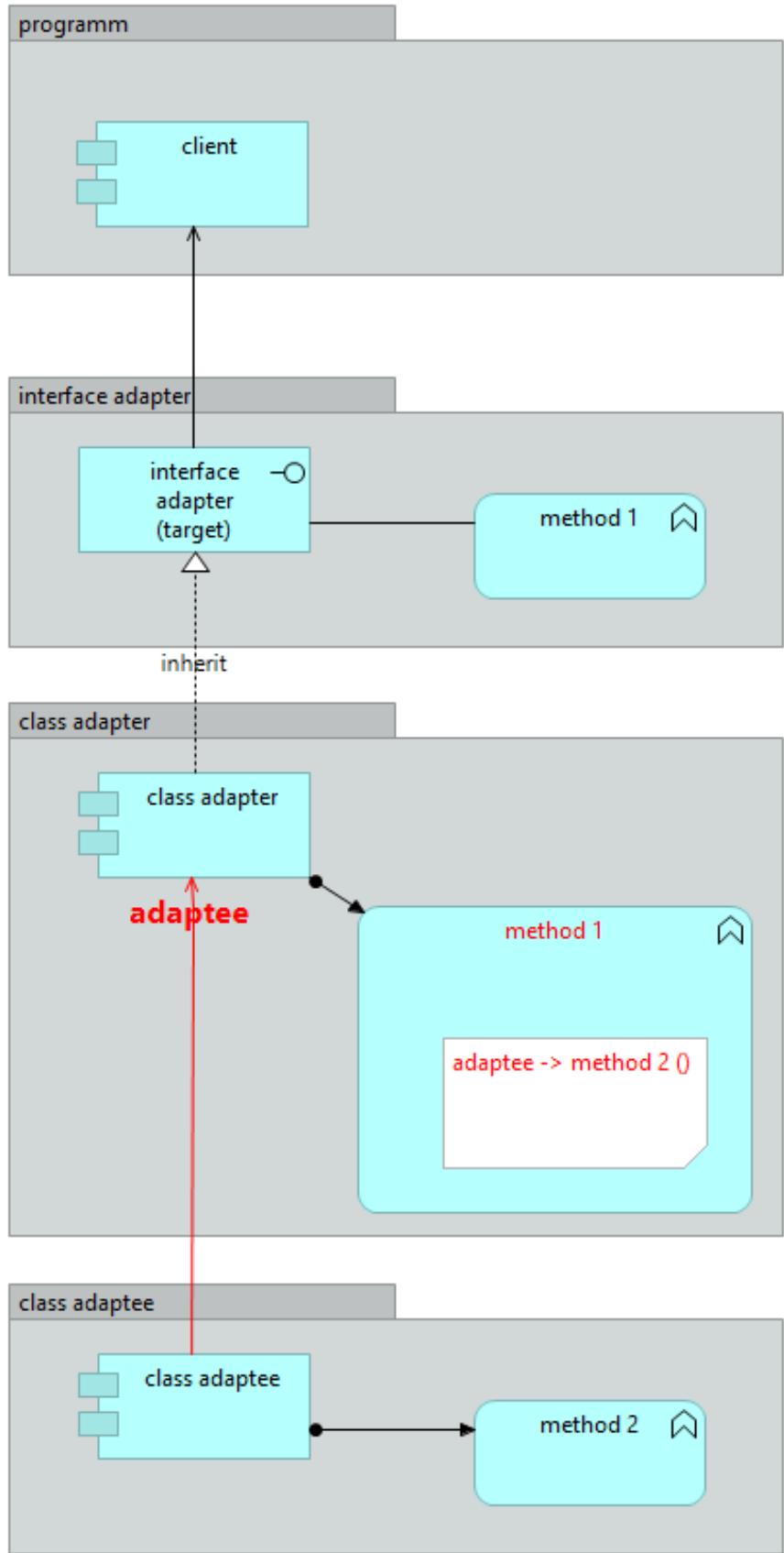




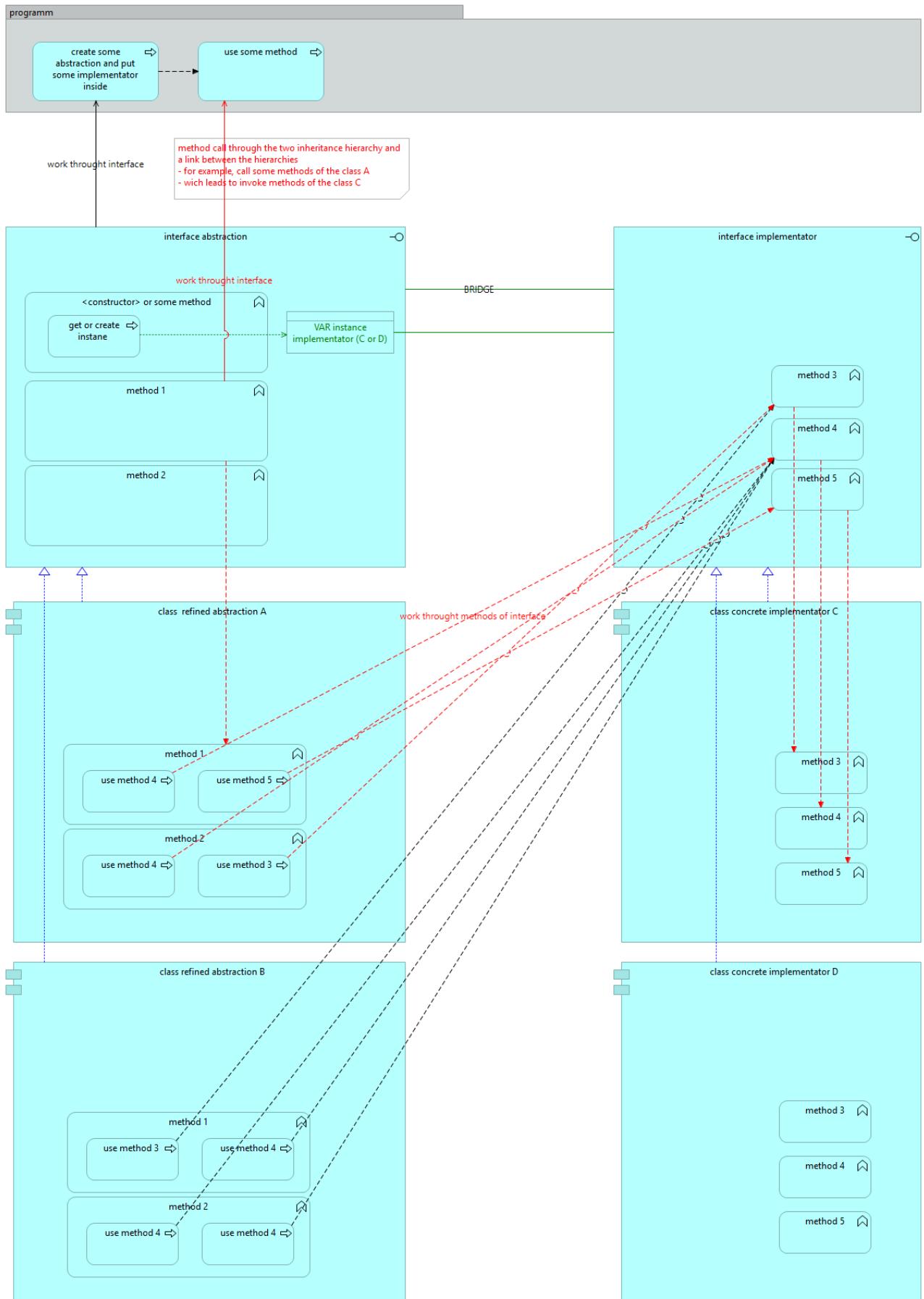
ADAPTER OF OBJECT

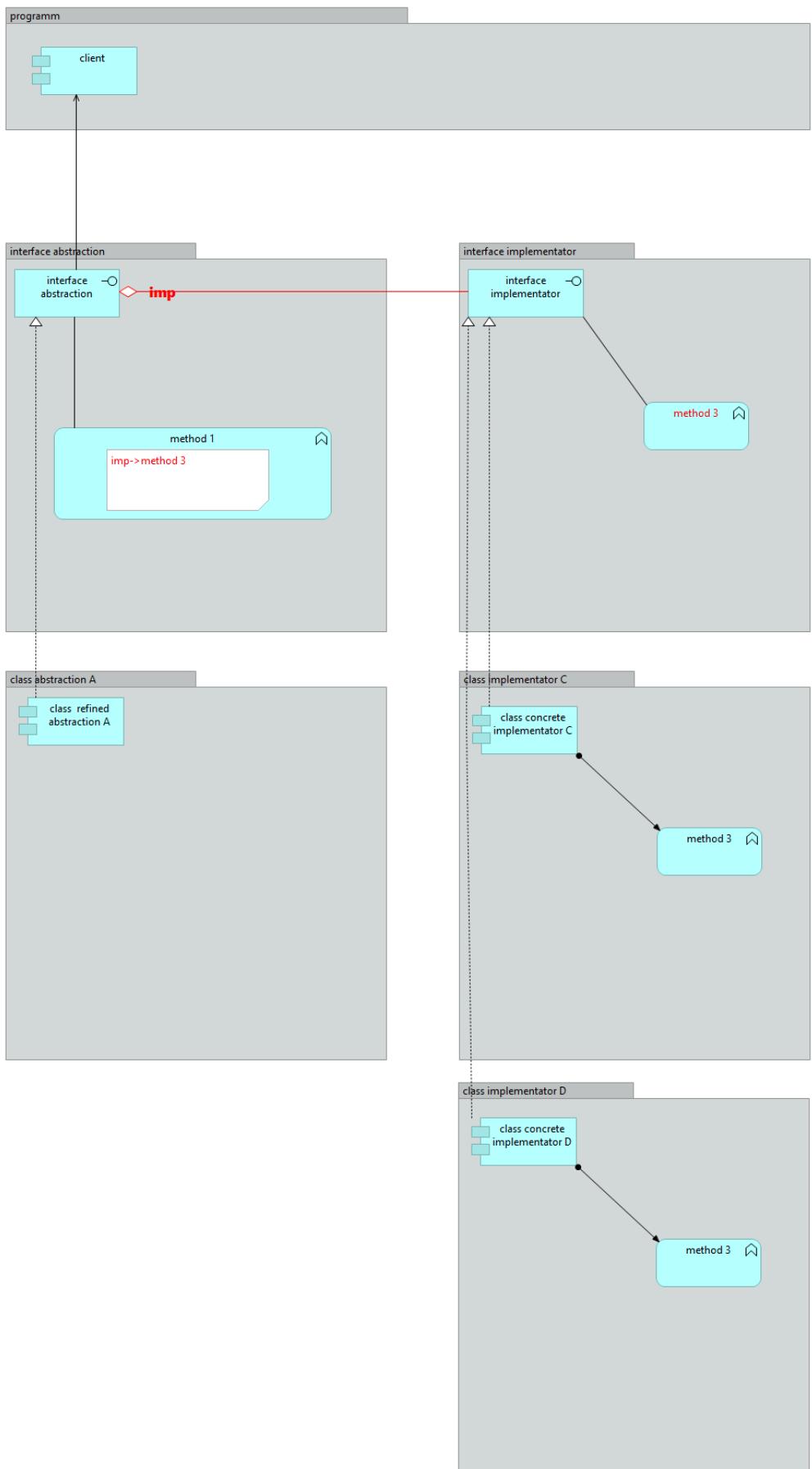




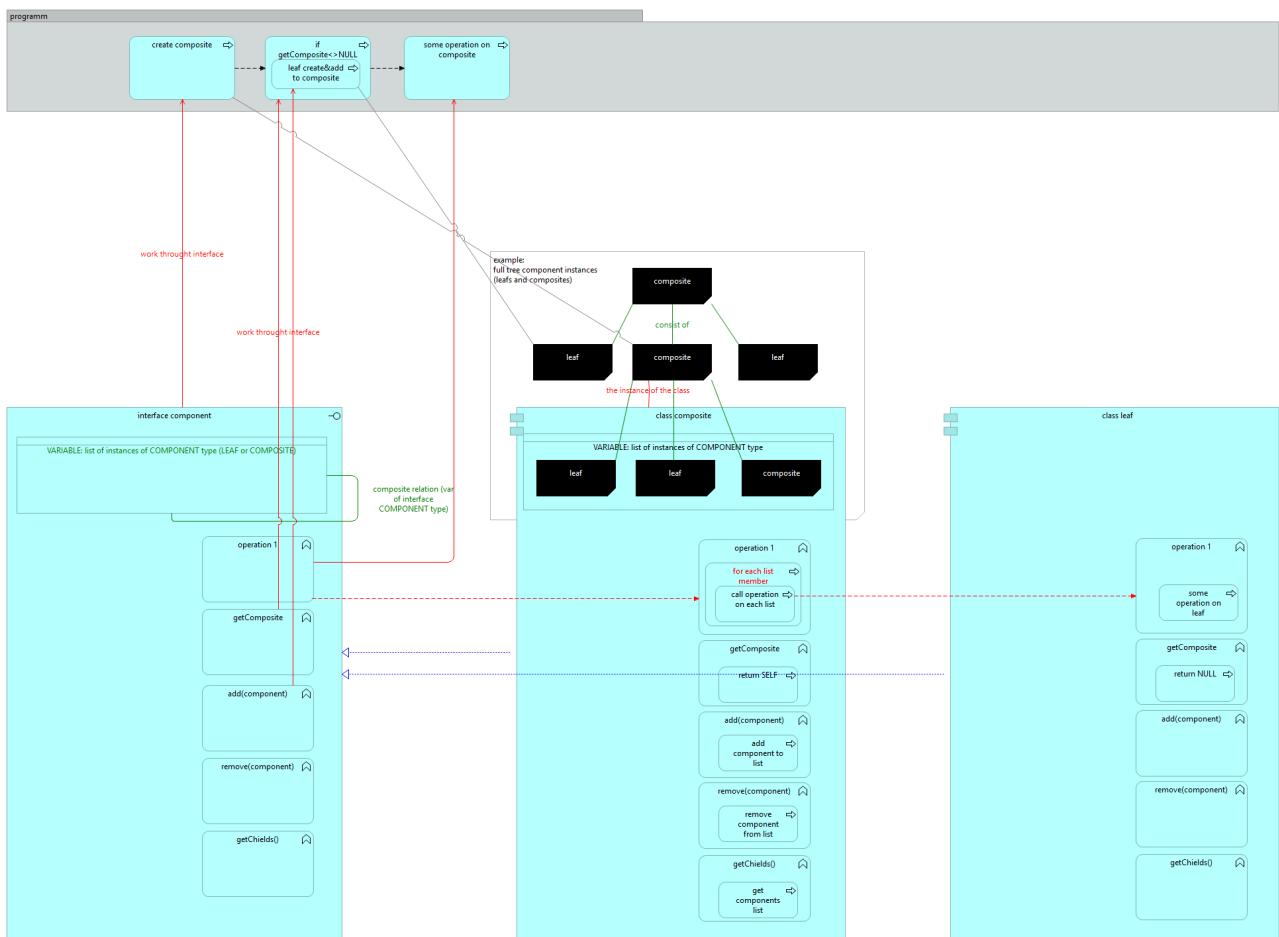


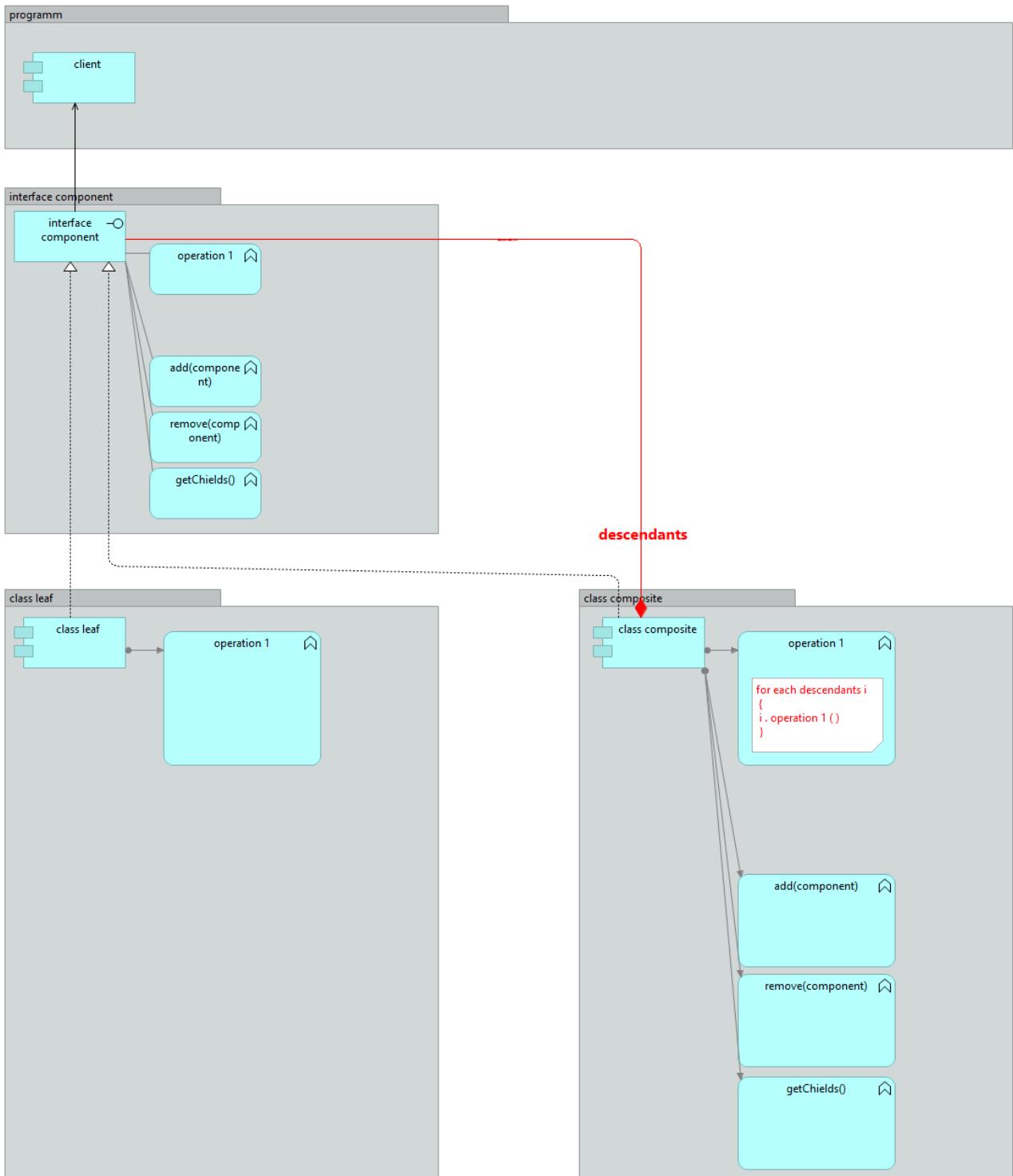
BRIDGE



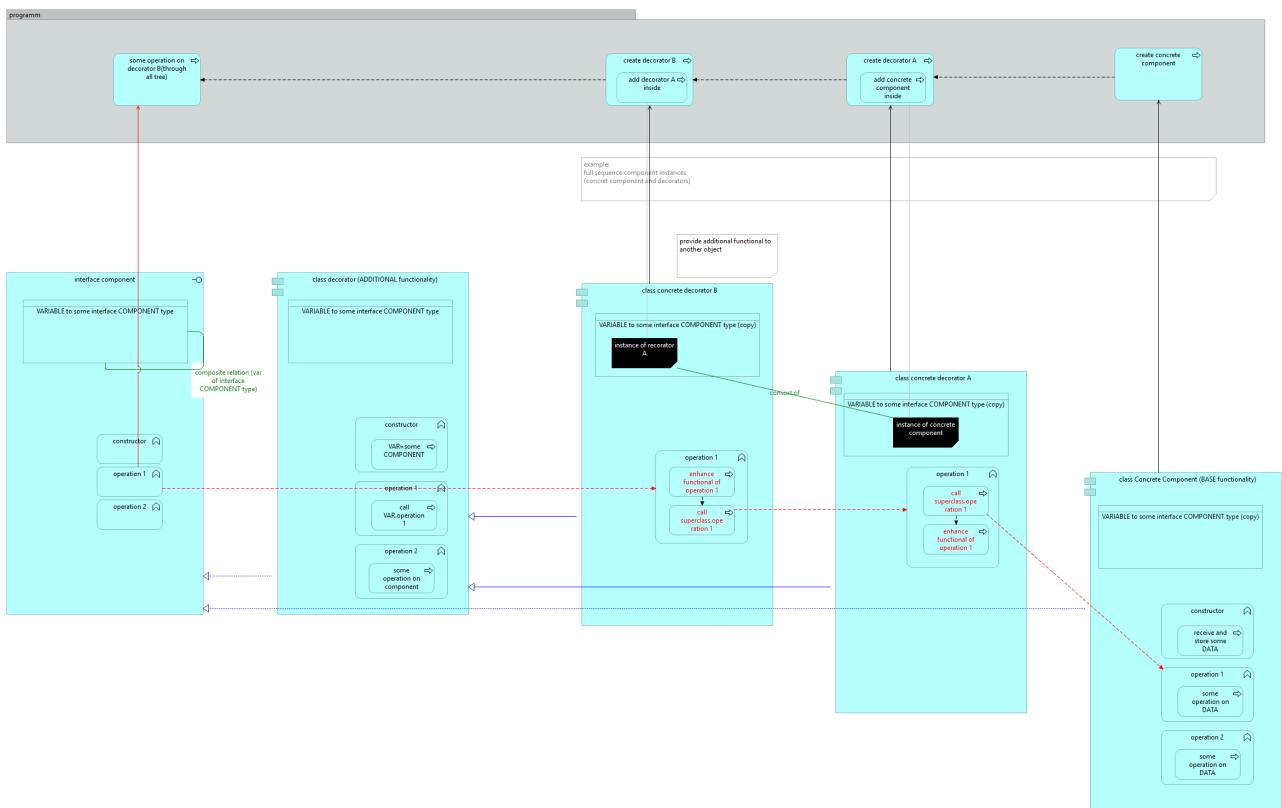


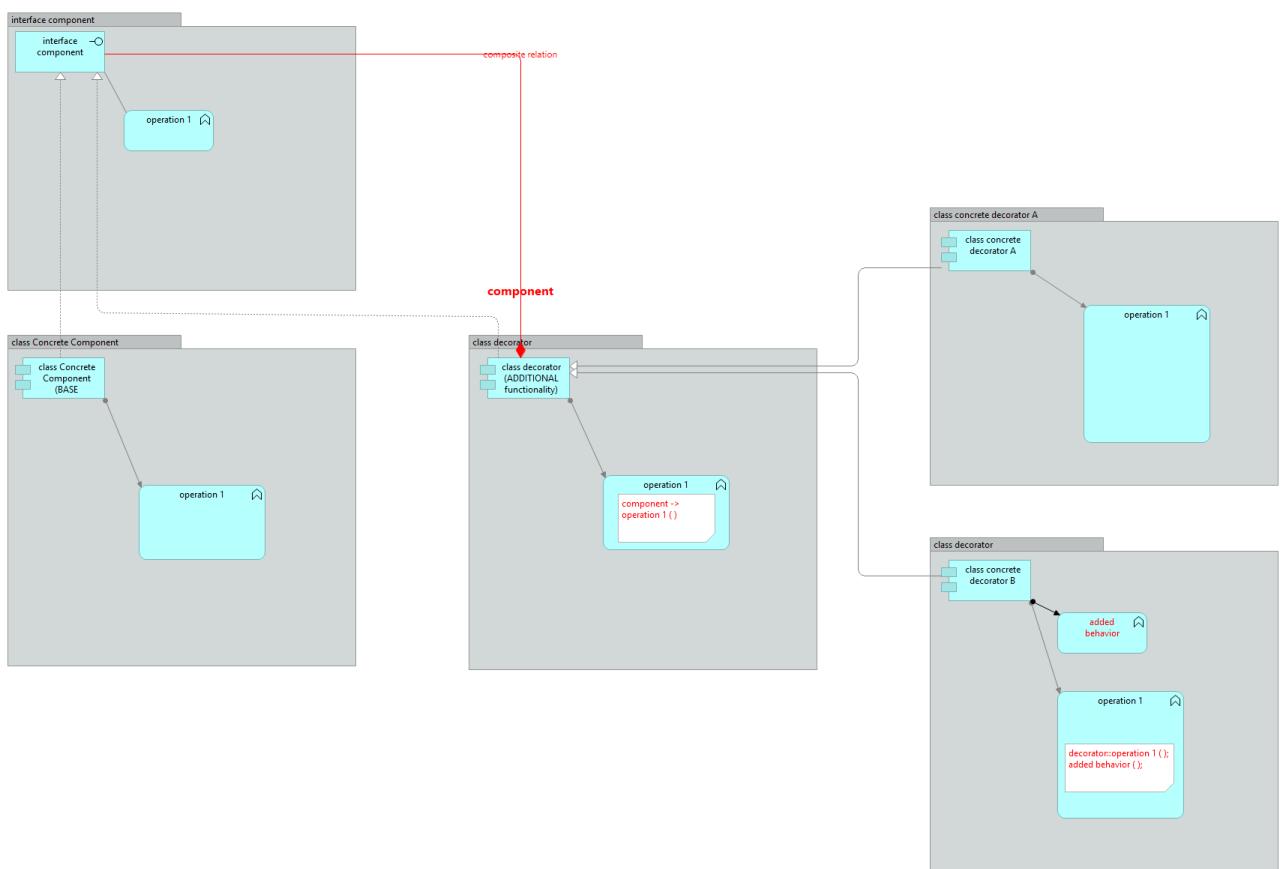
COMPOSITE



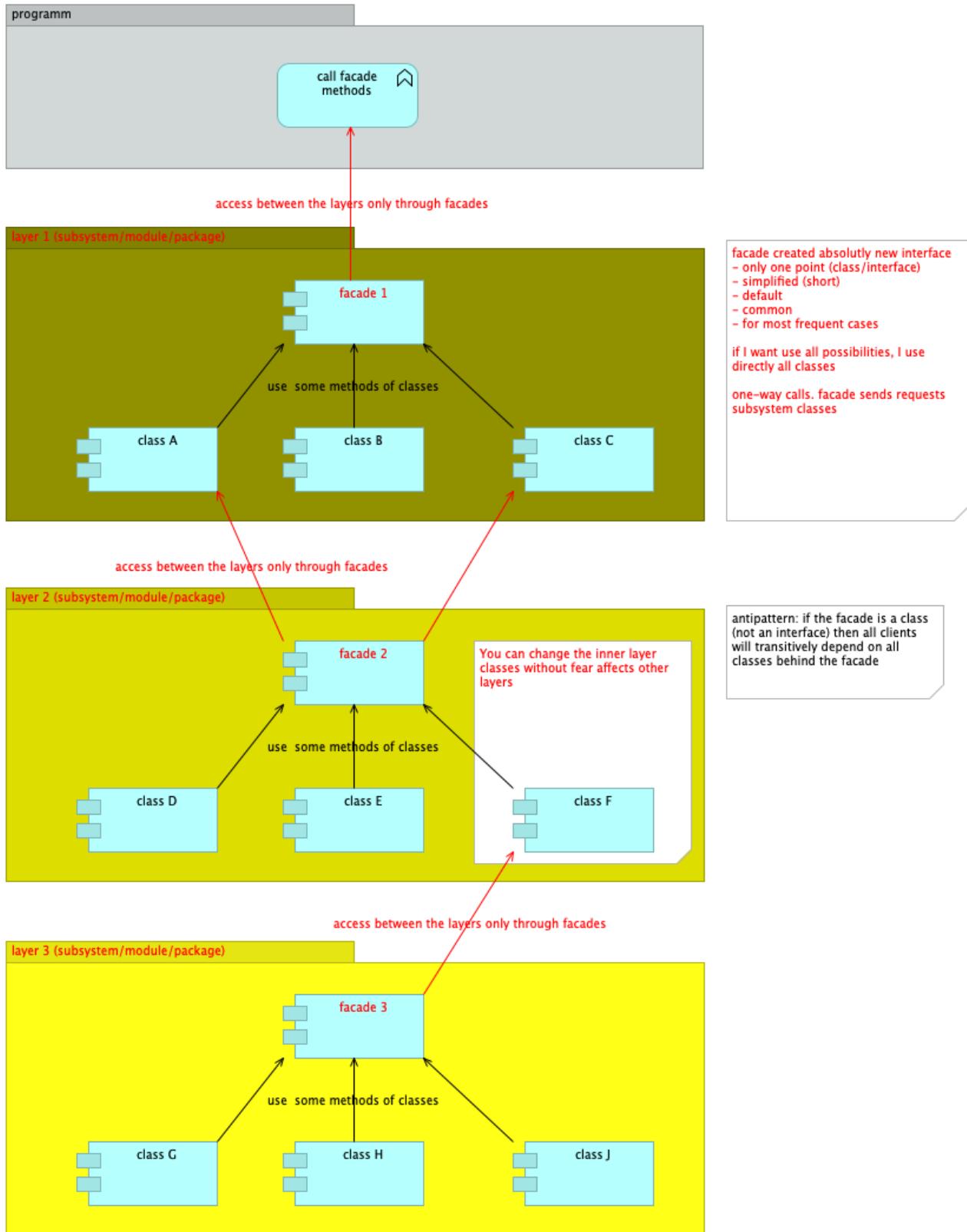


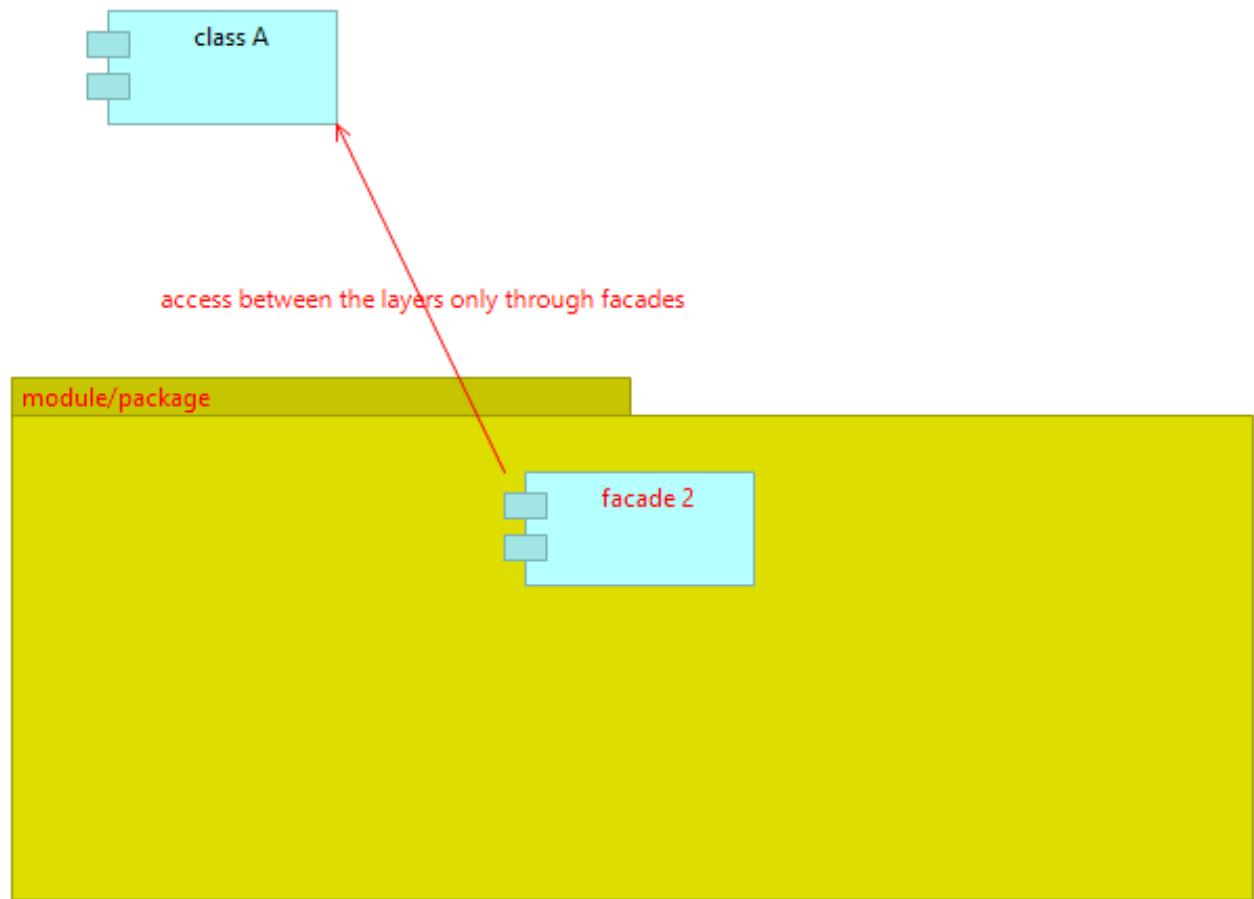
DECORATOR

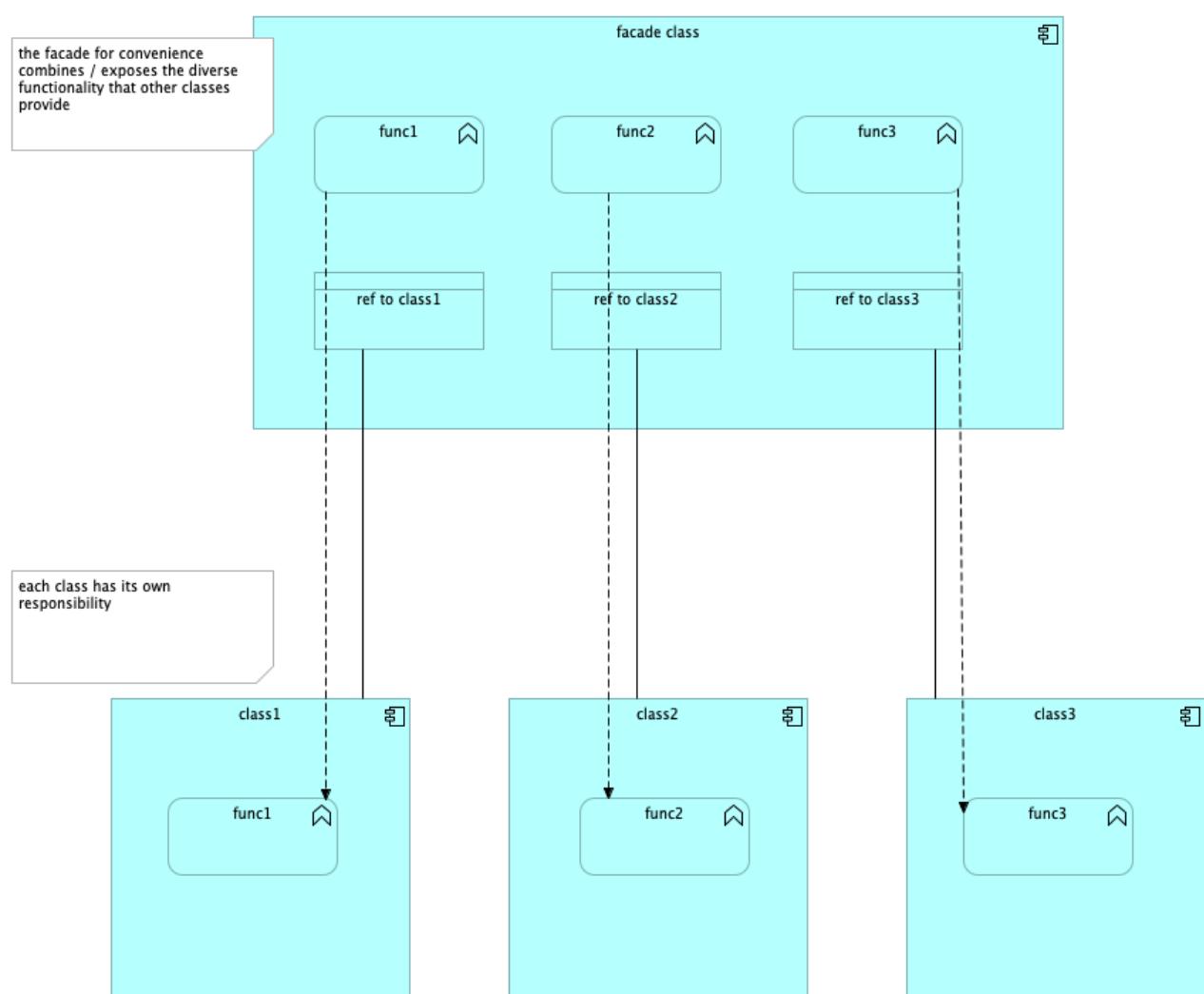




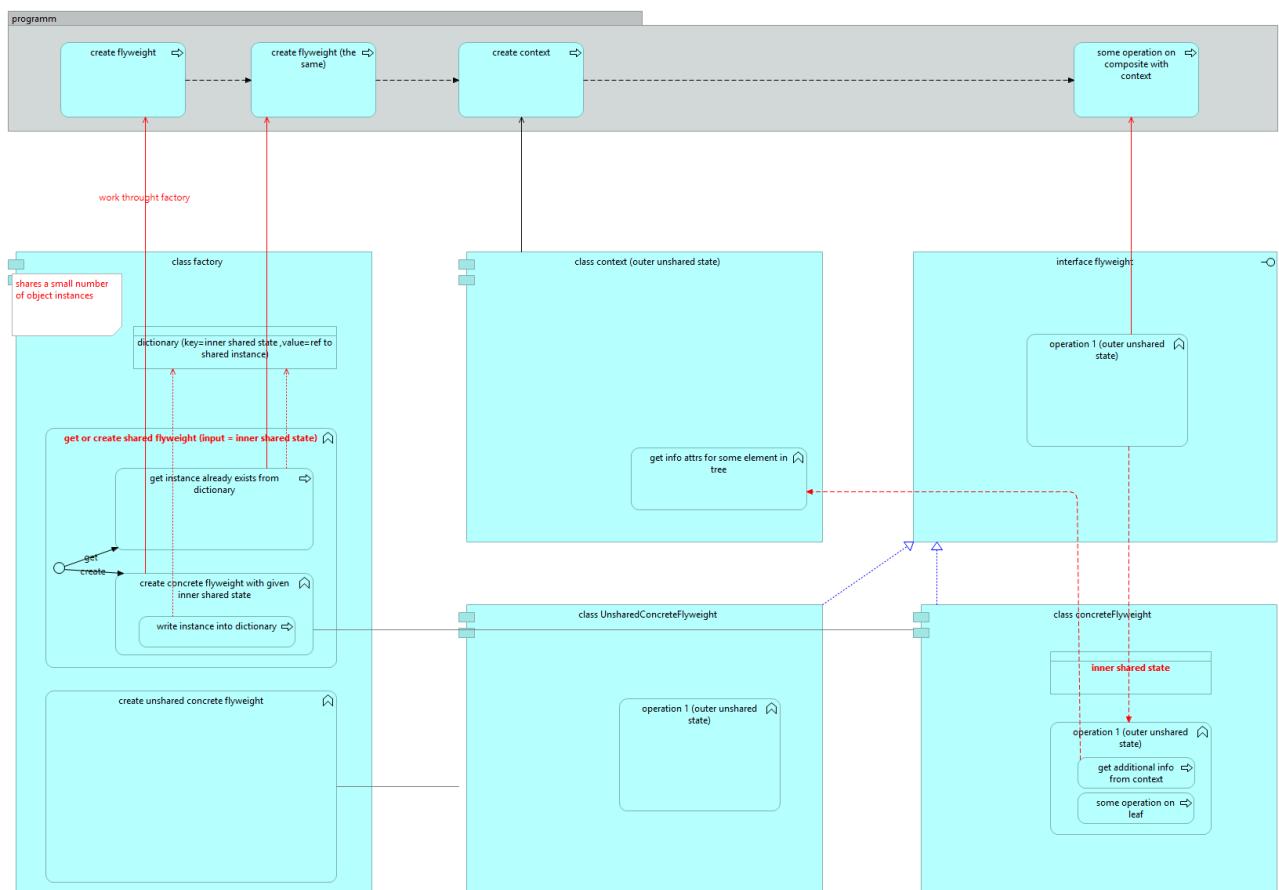
FACADE

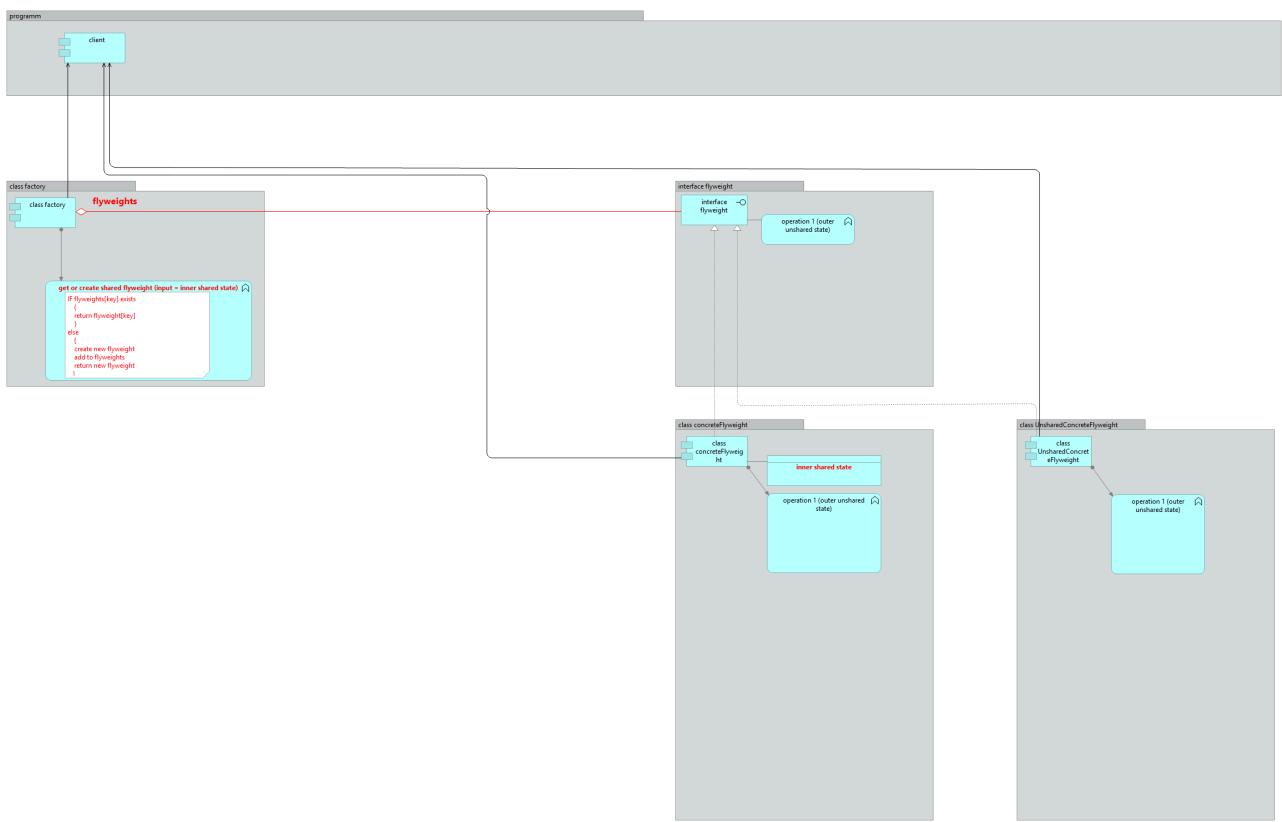




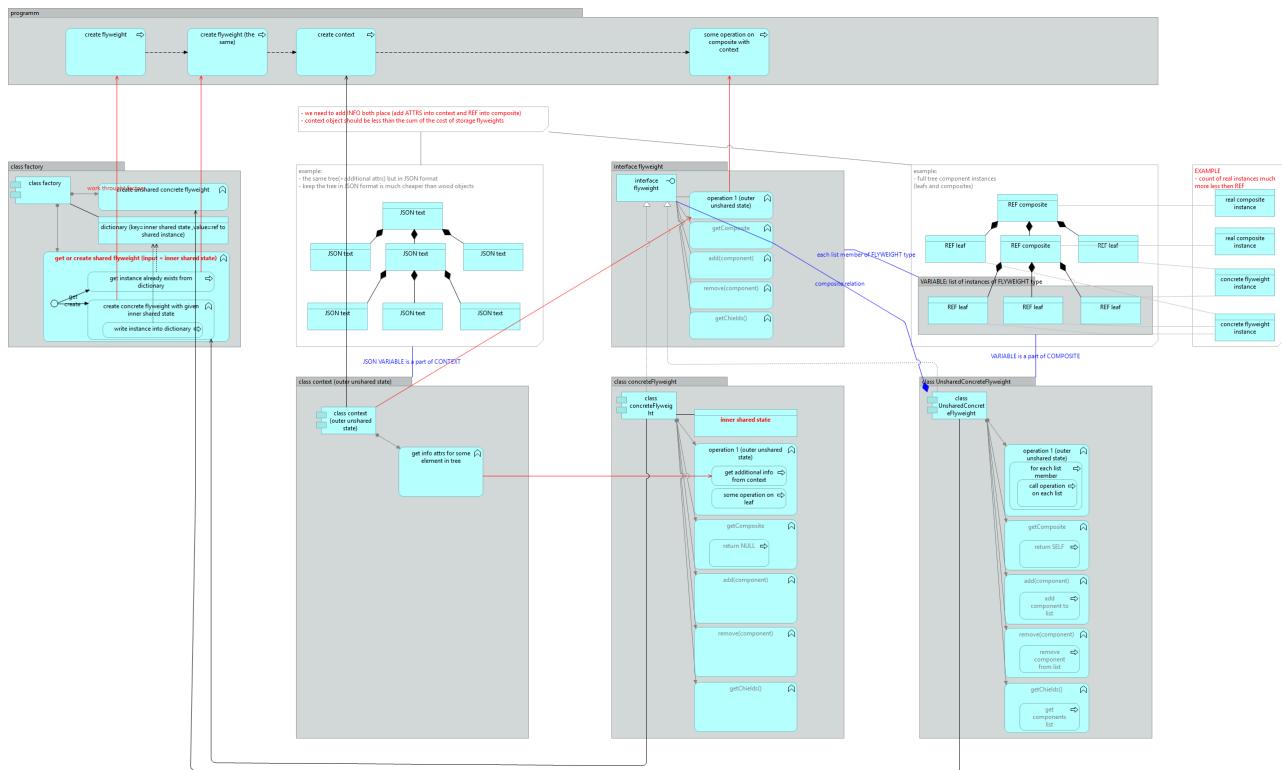


FLYWEIGHT

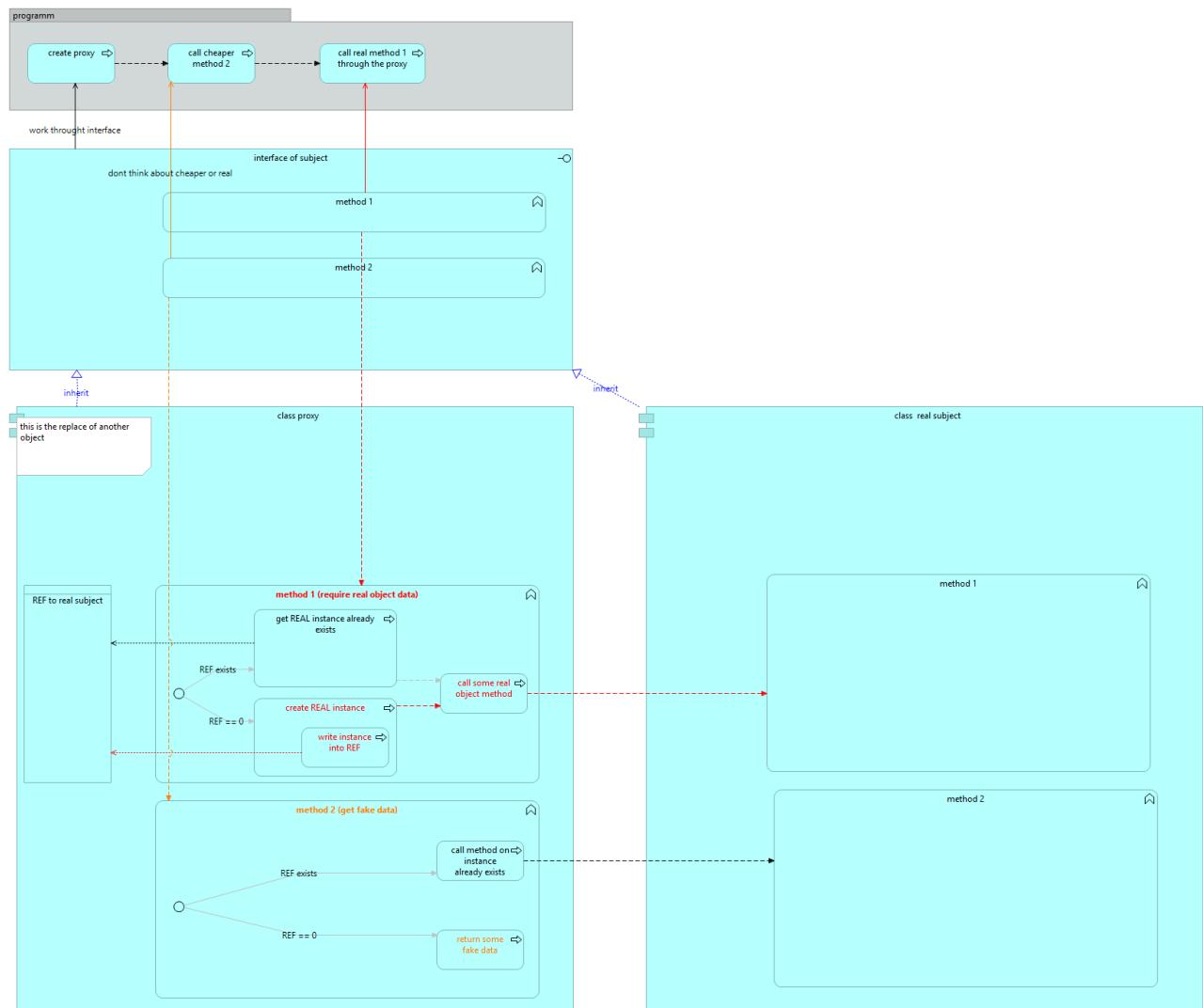


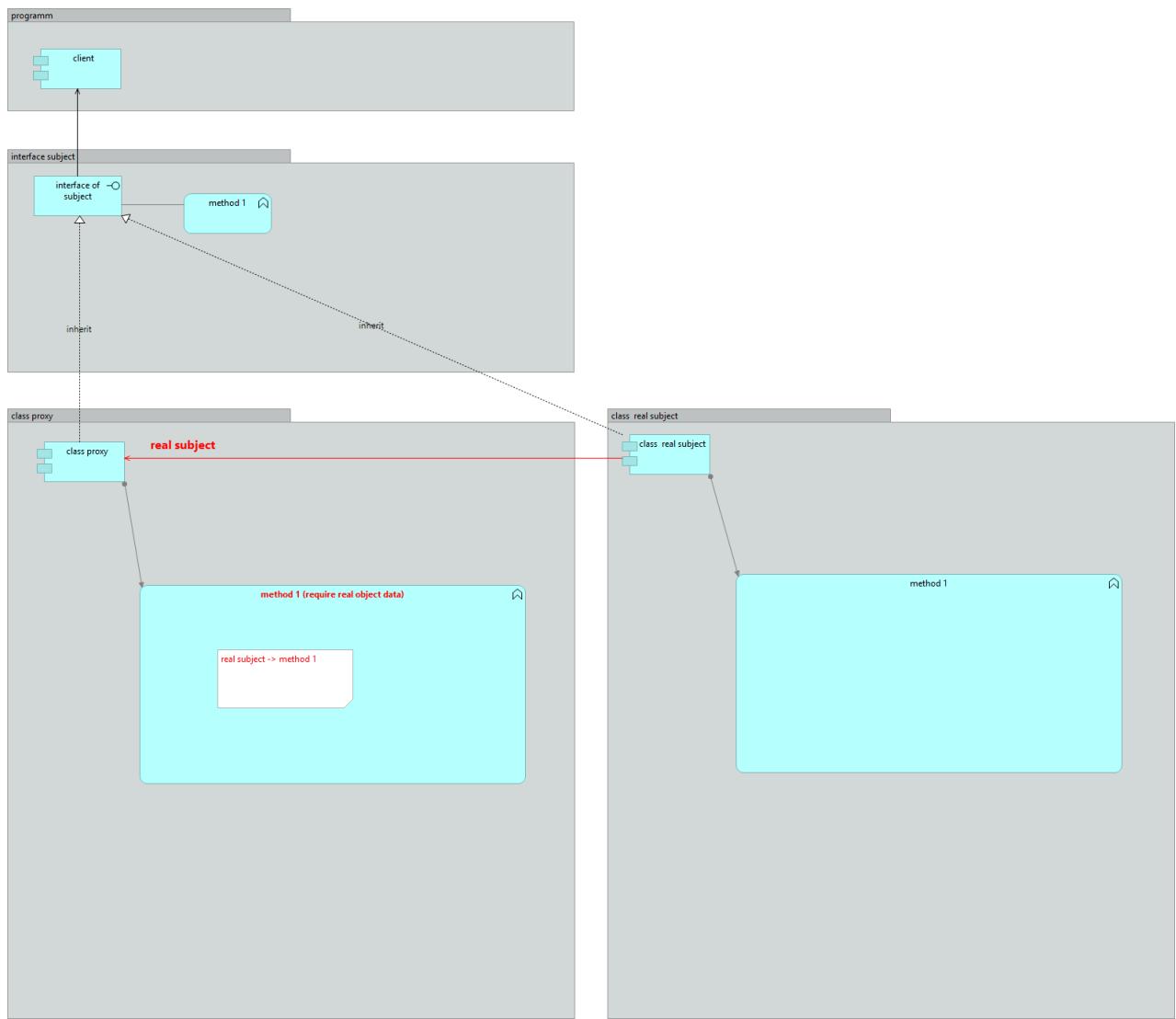


FLYWEIGHT + COMPOSITE



PROXY





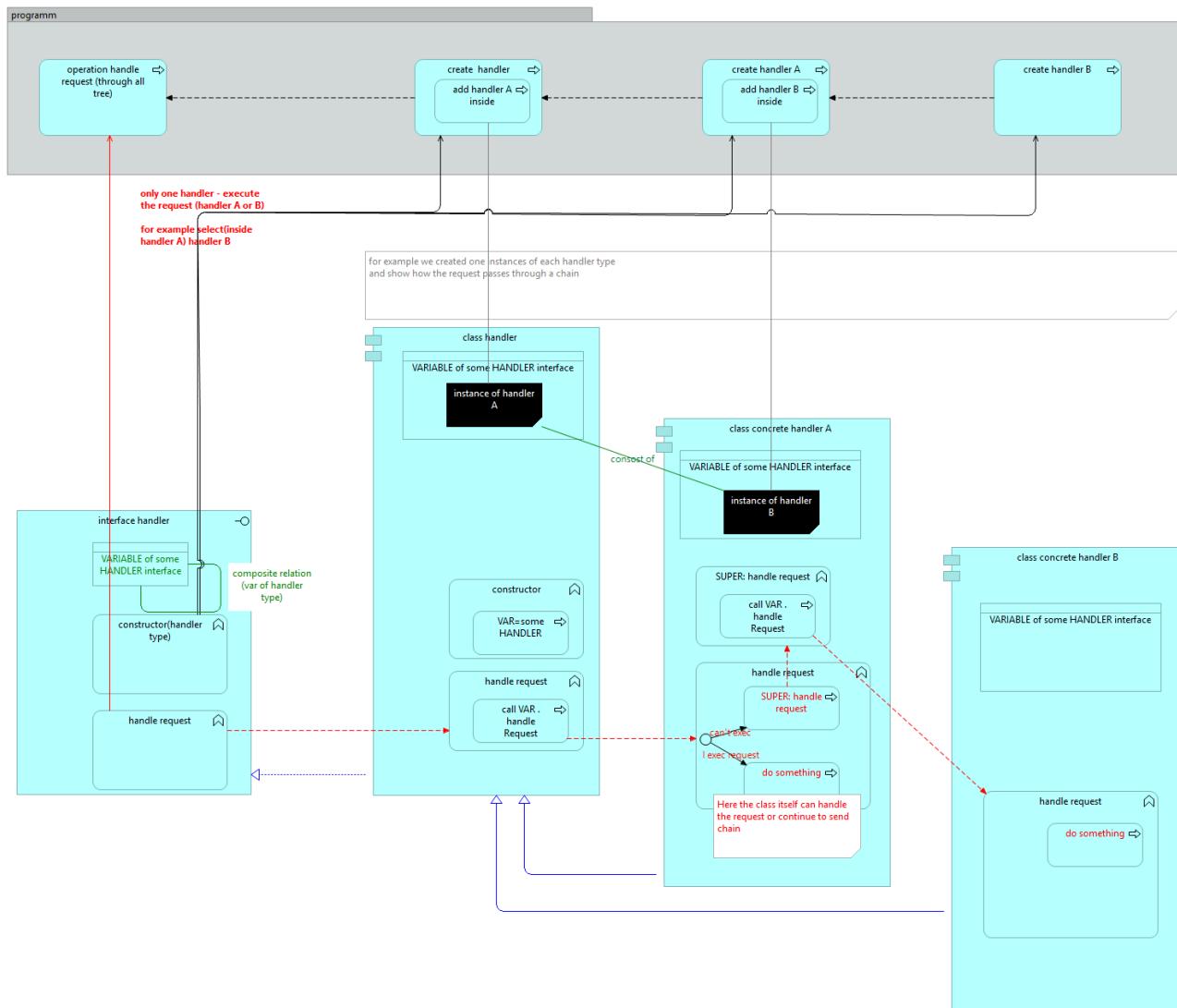
BEHAVIORAL PATTERNS

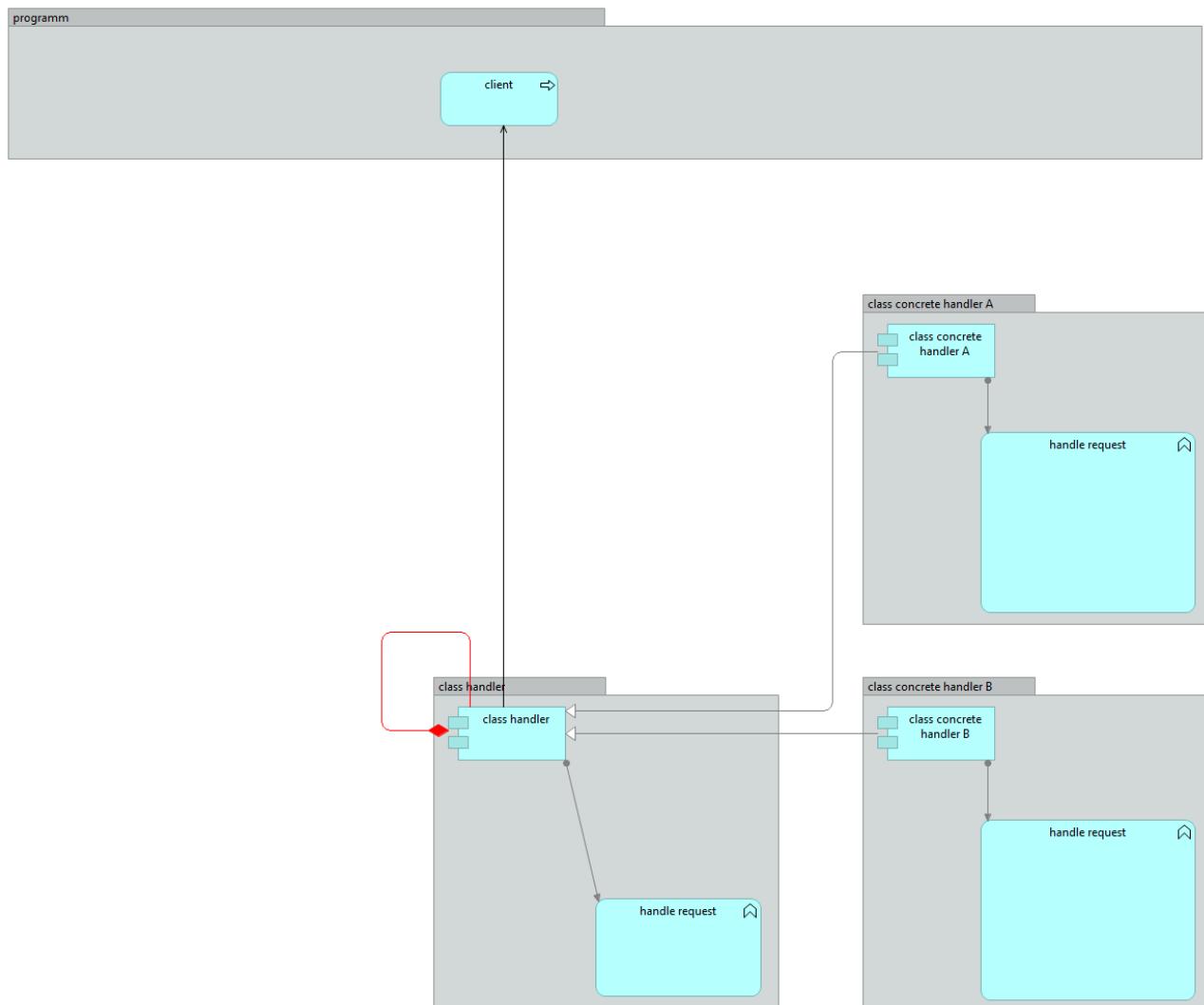
DESIGN PATTERNS

GoF

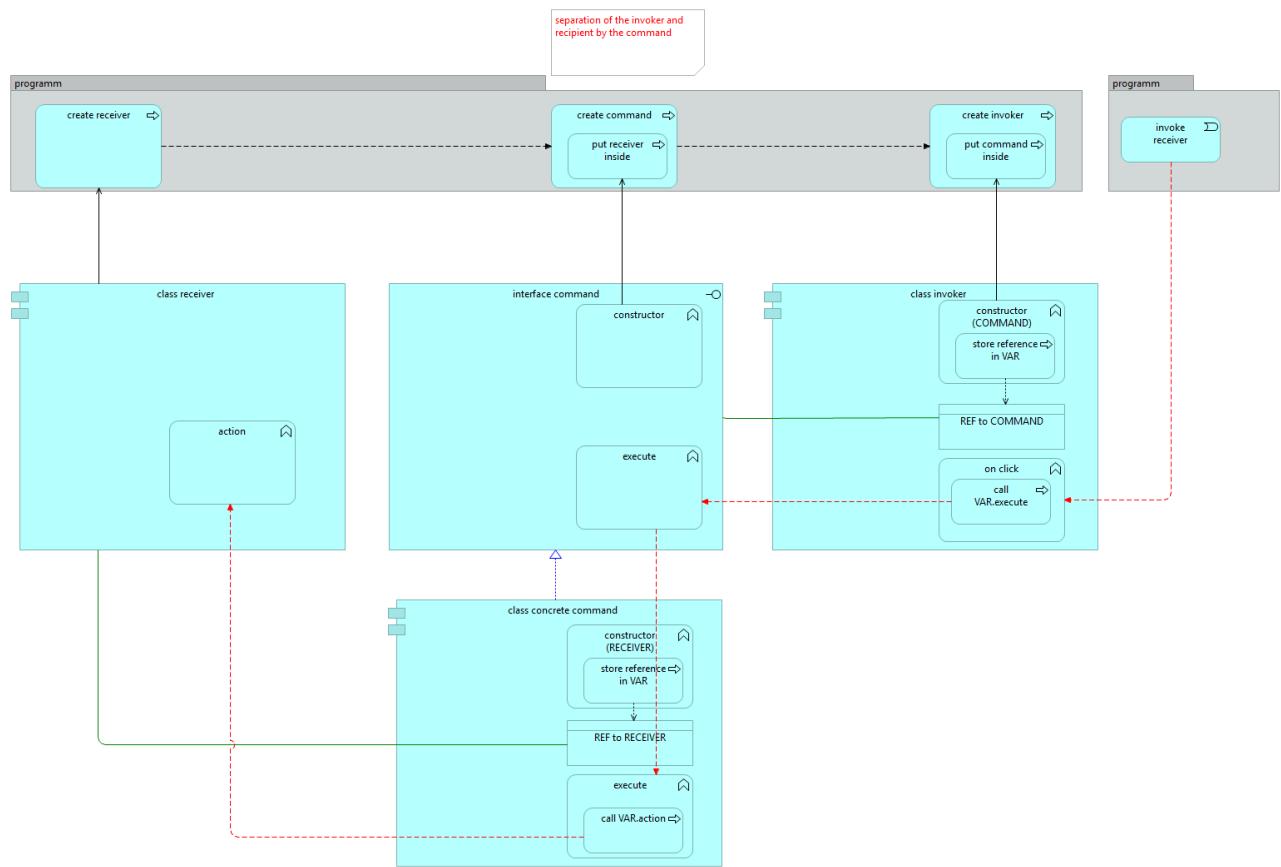


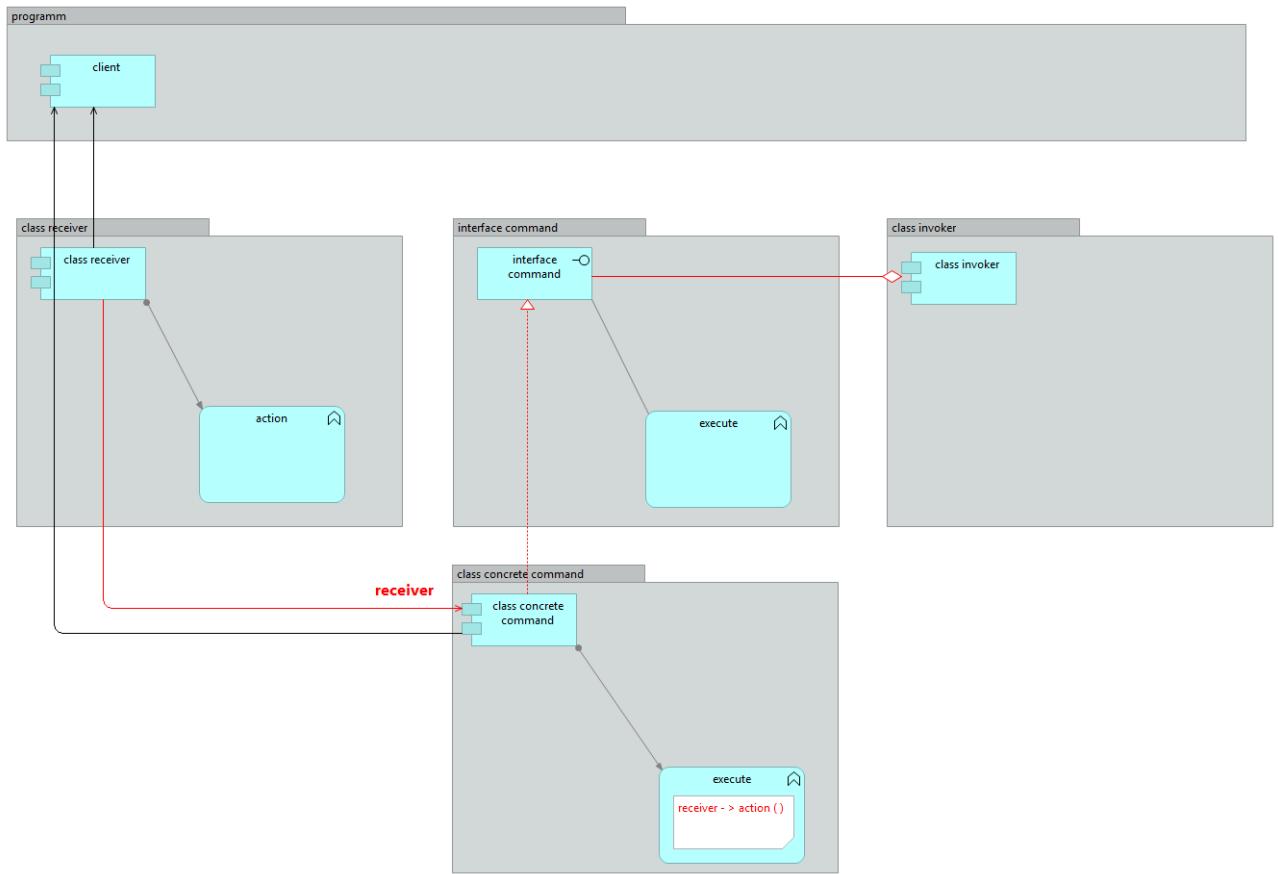
CHAIN OF RESPONSIBILITY



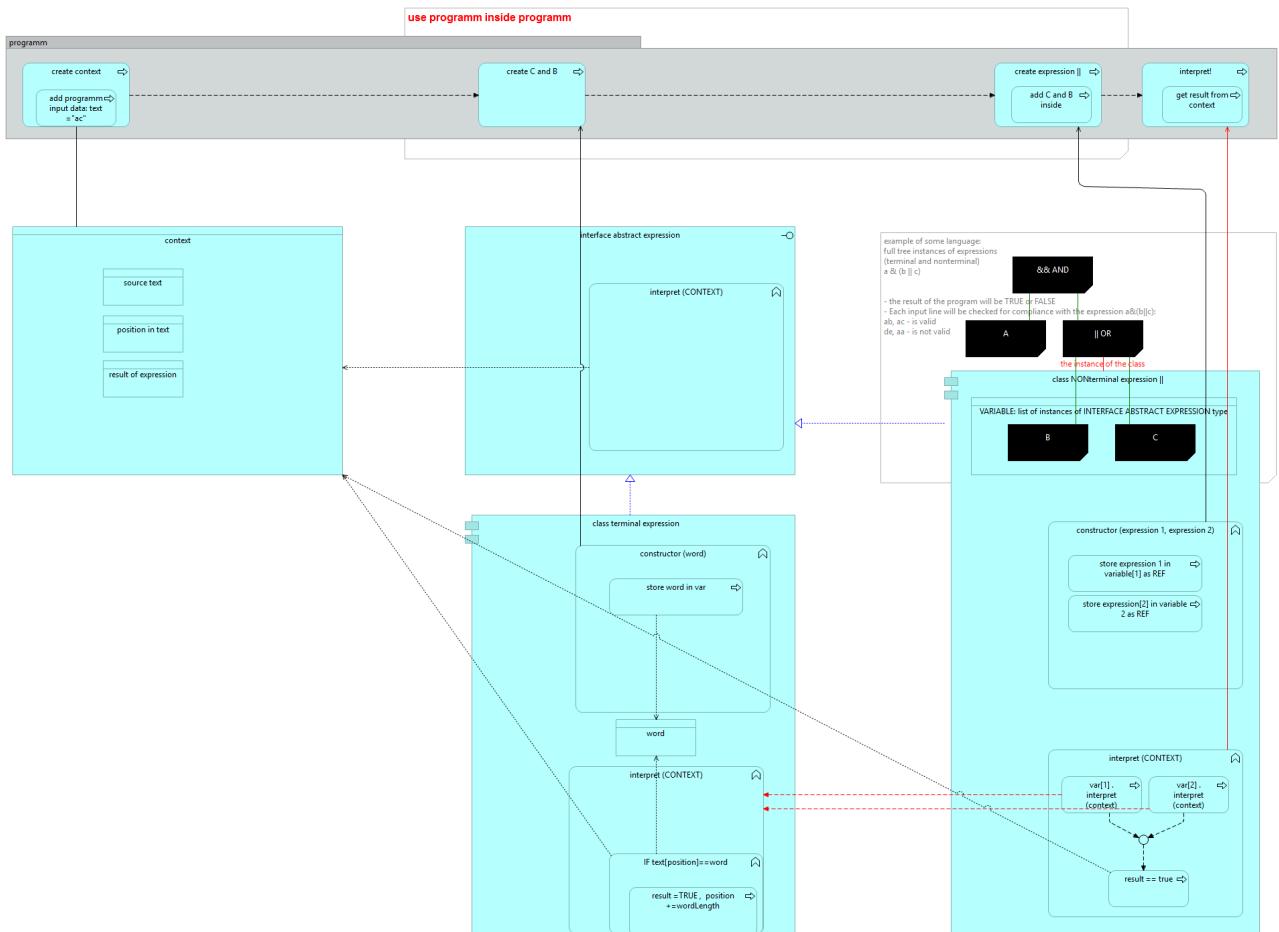


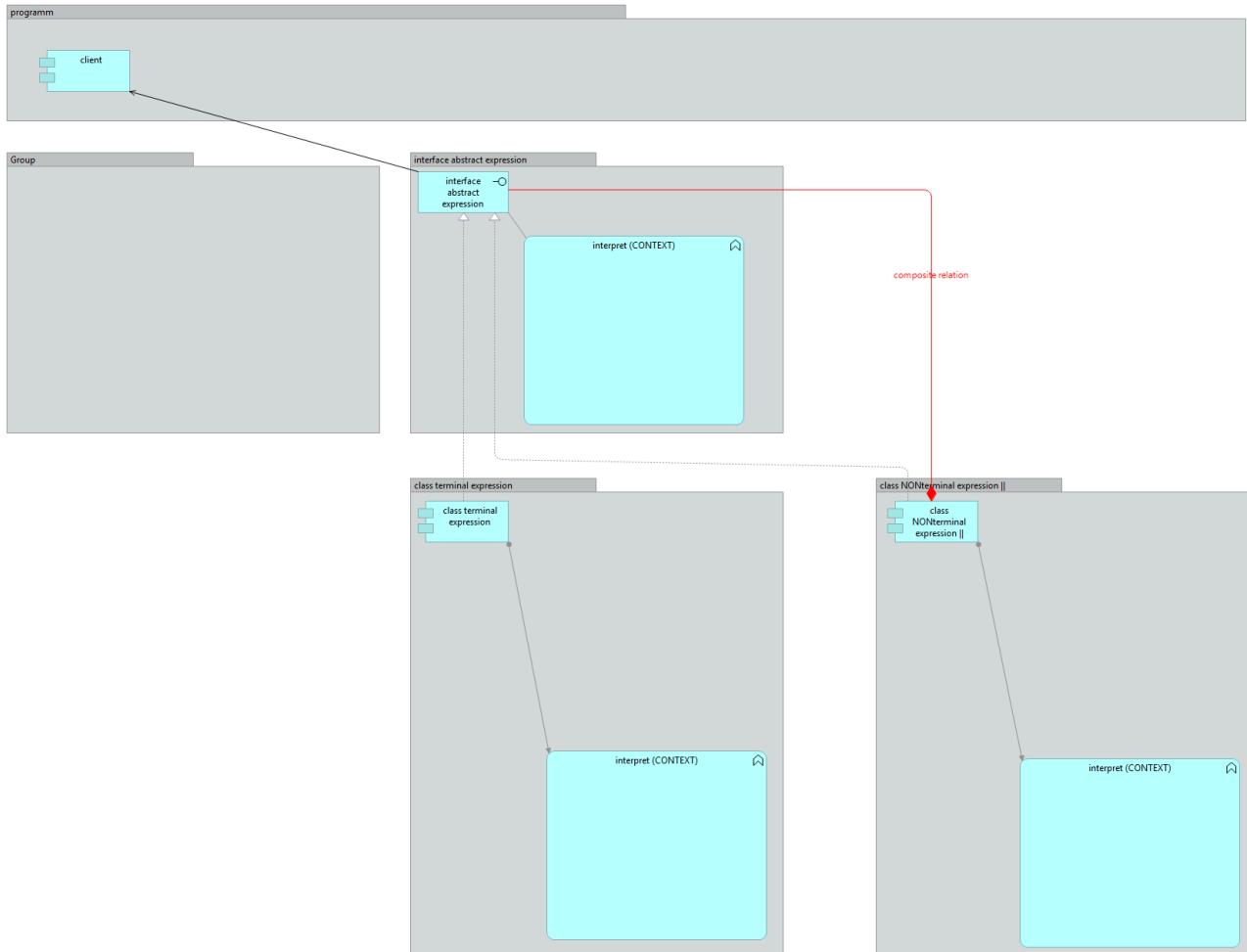
COMMAND



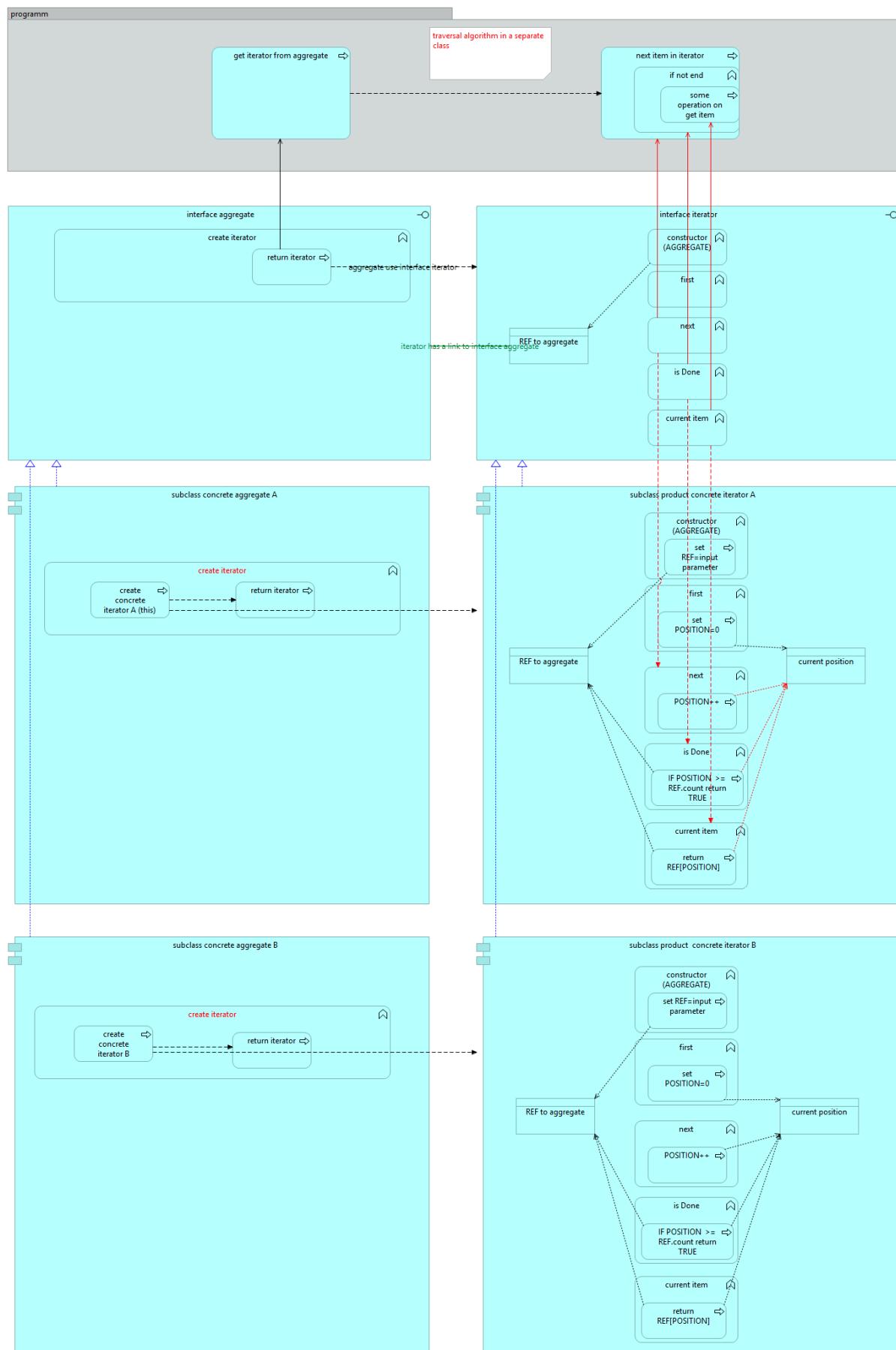


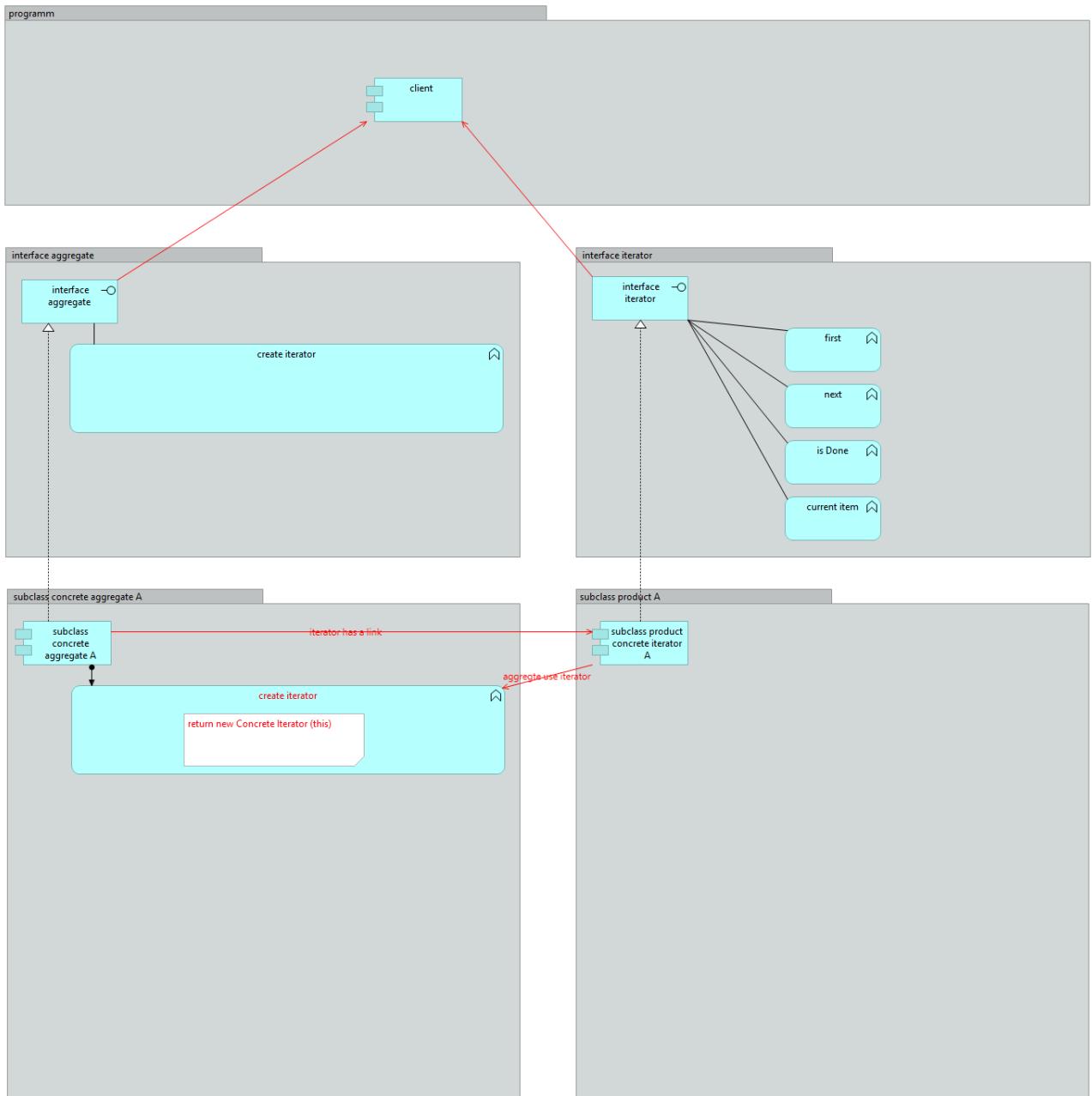
INTERPRETER



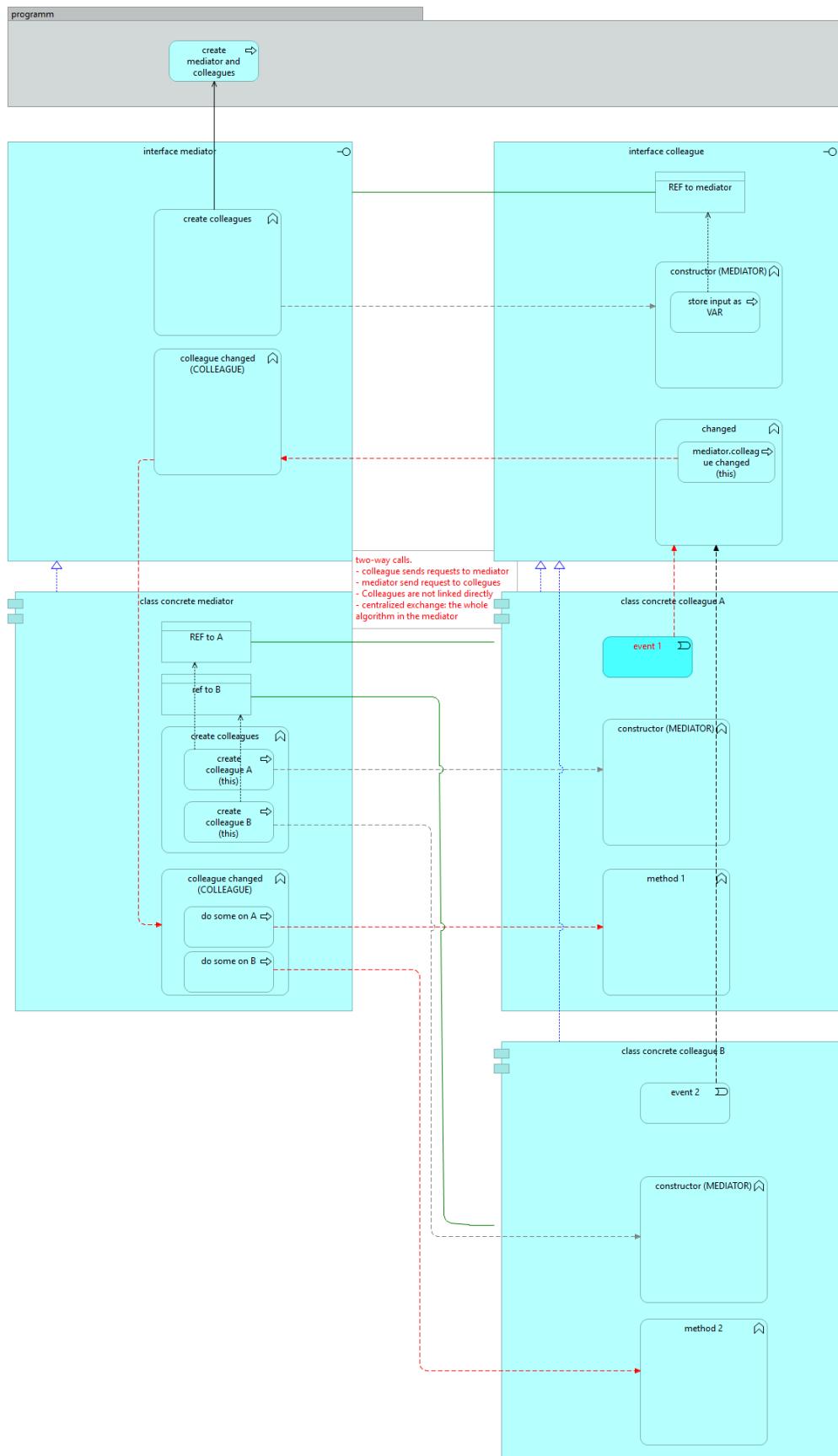


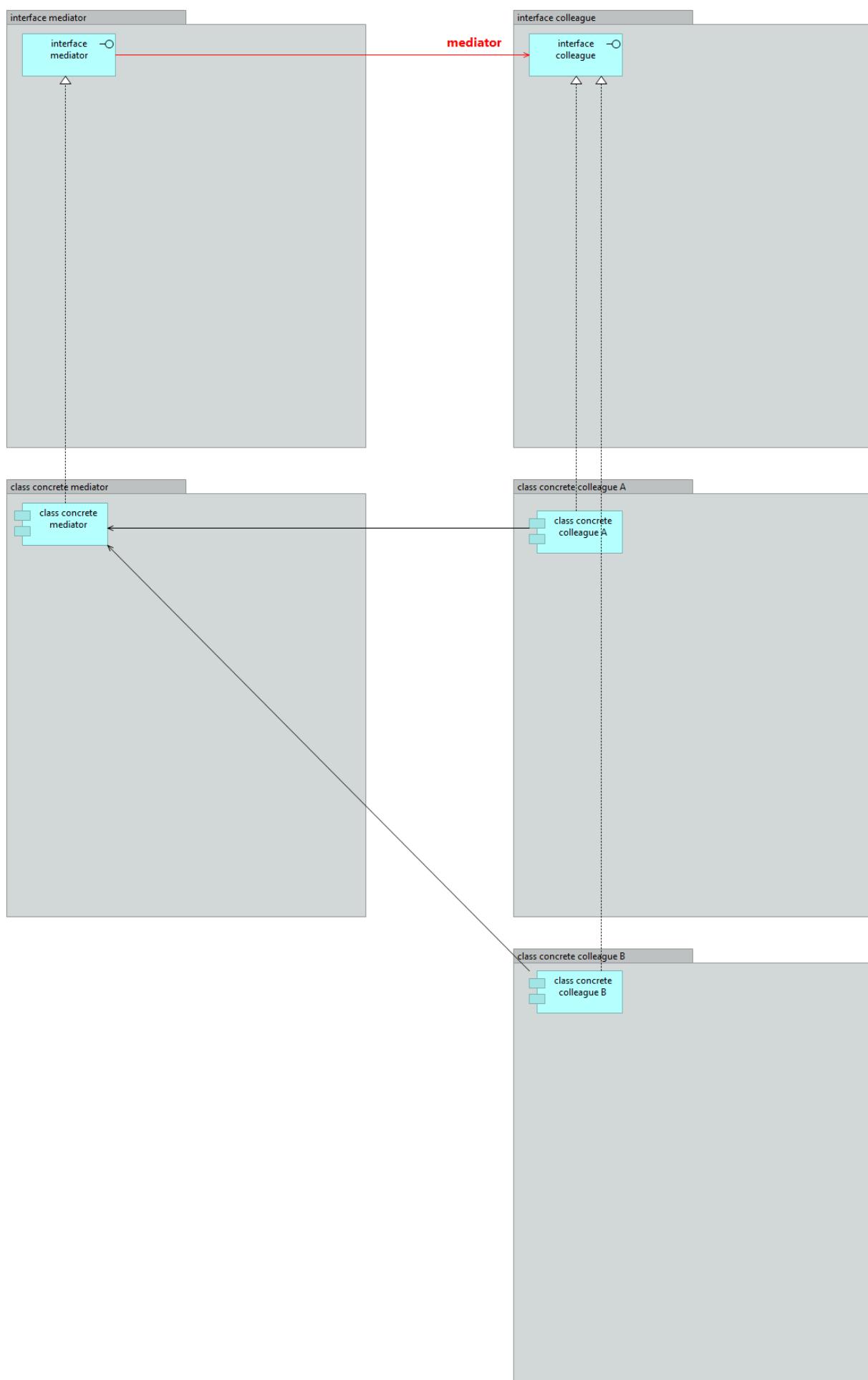
ITERATOR



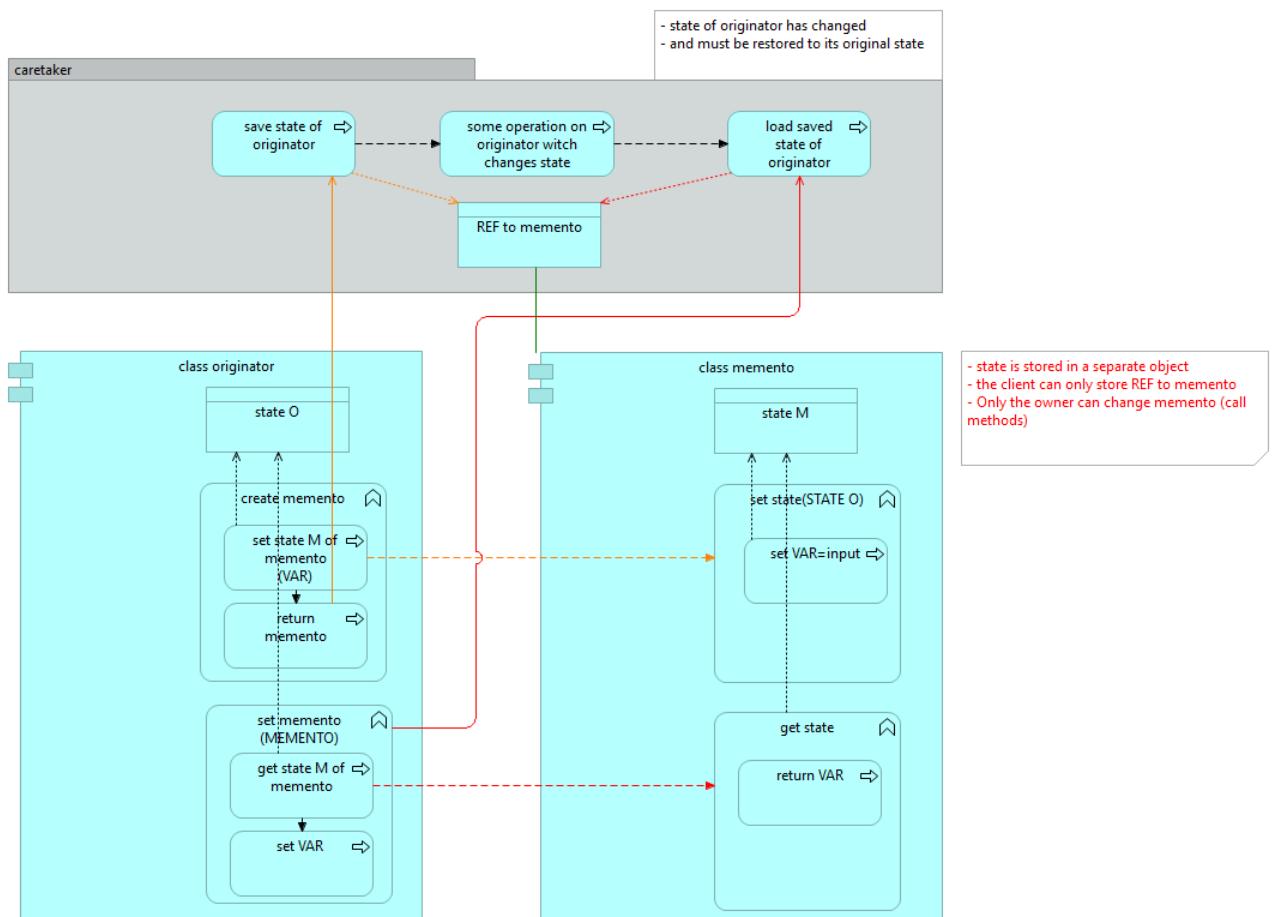


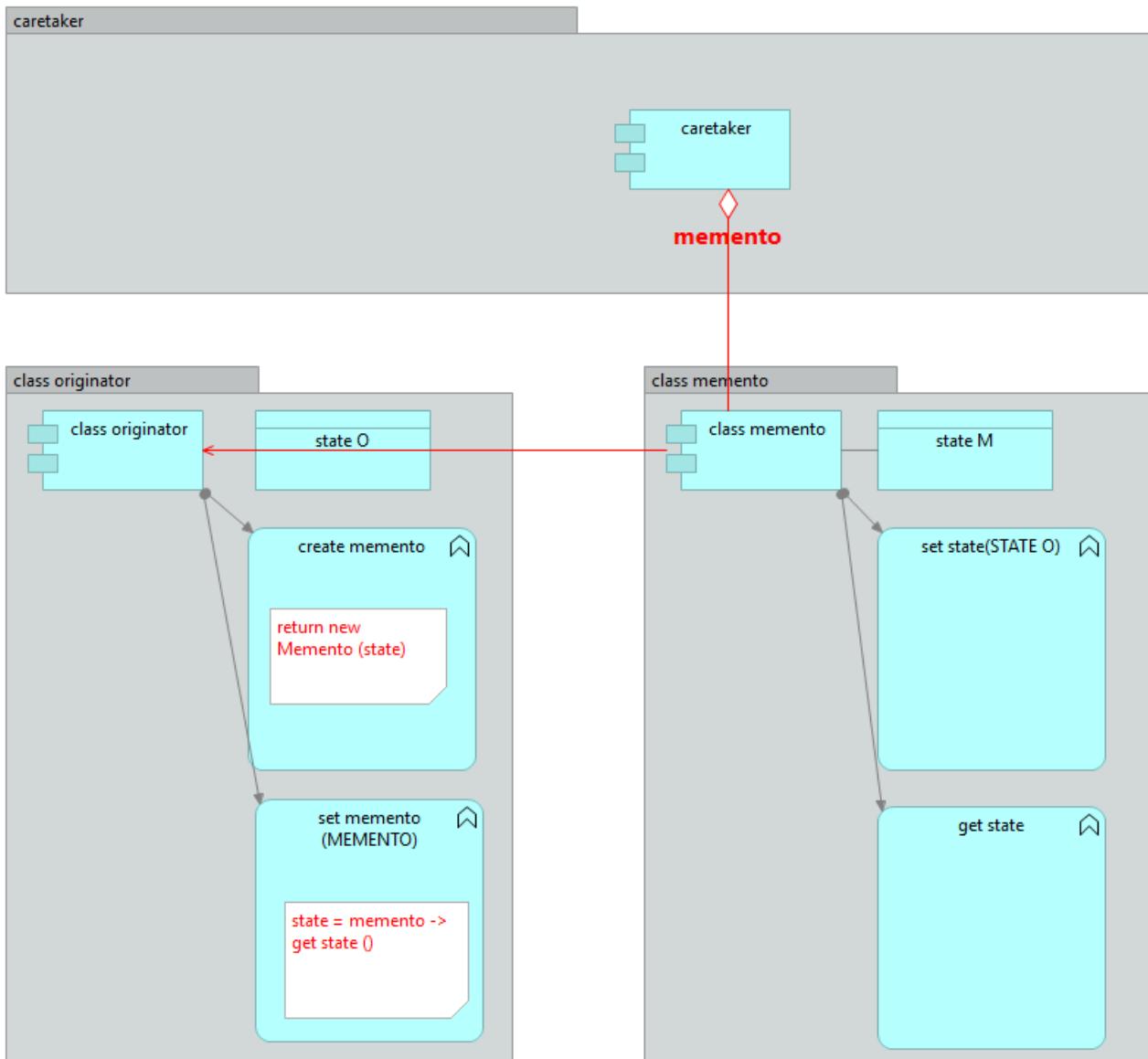
MEDIATOR



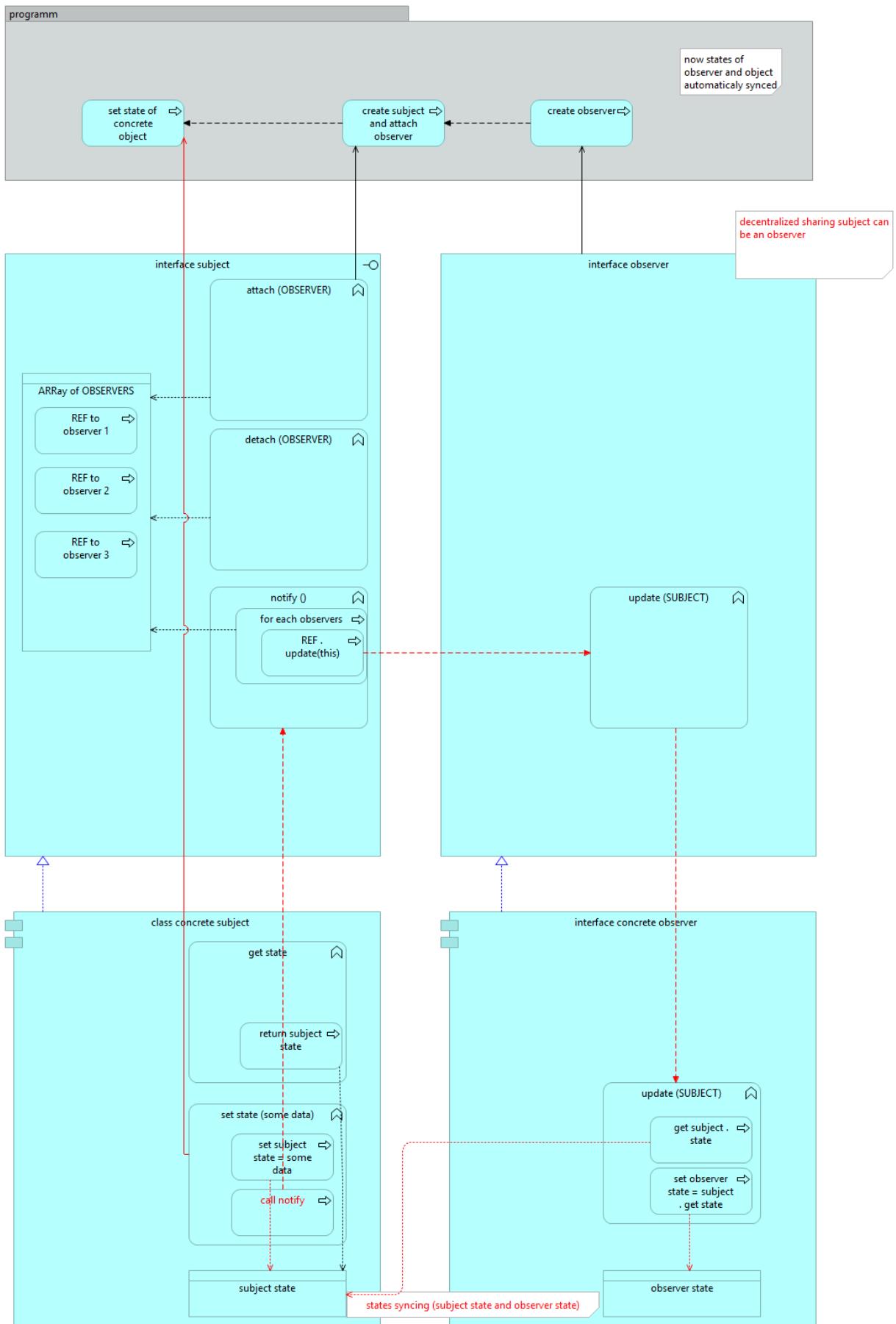


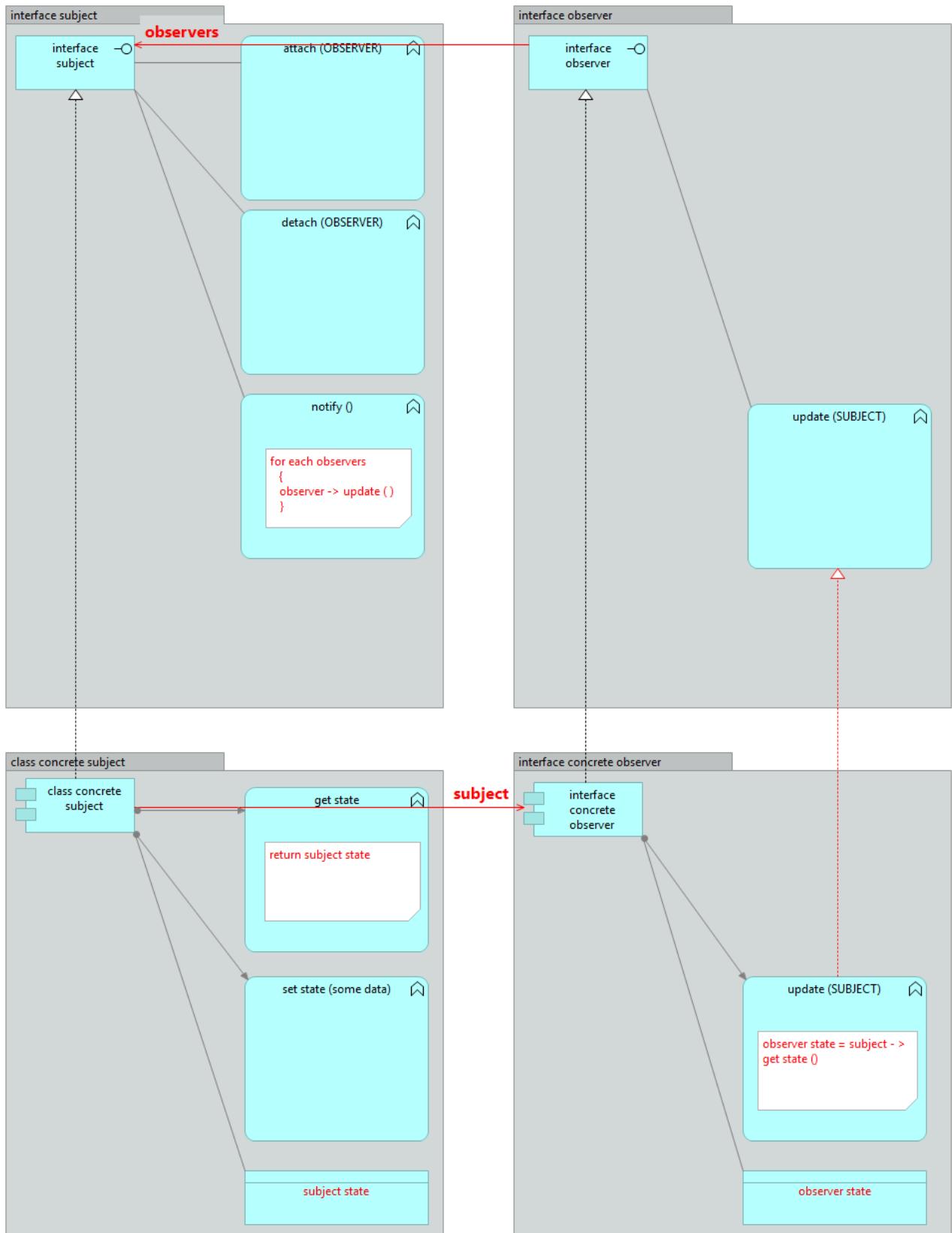
MEMENTO



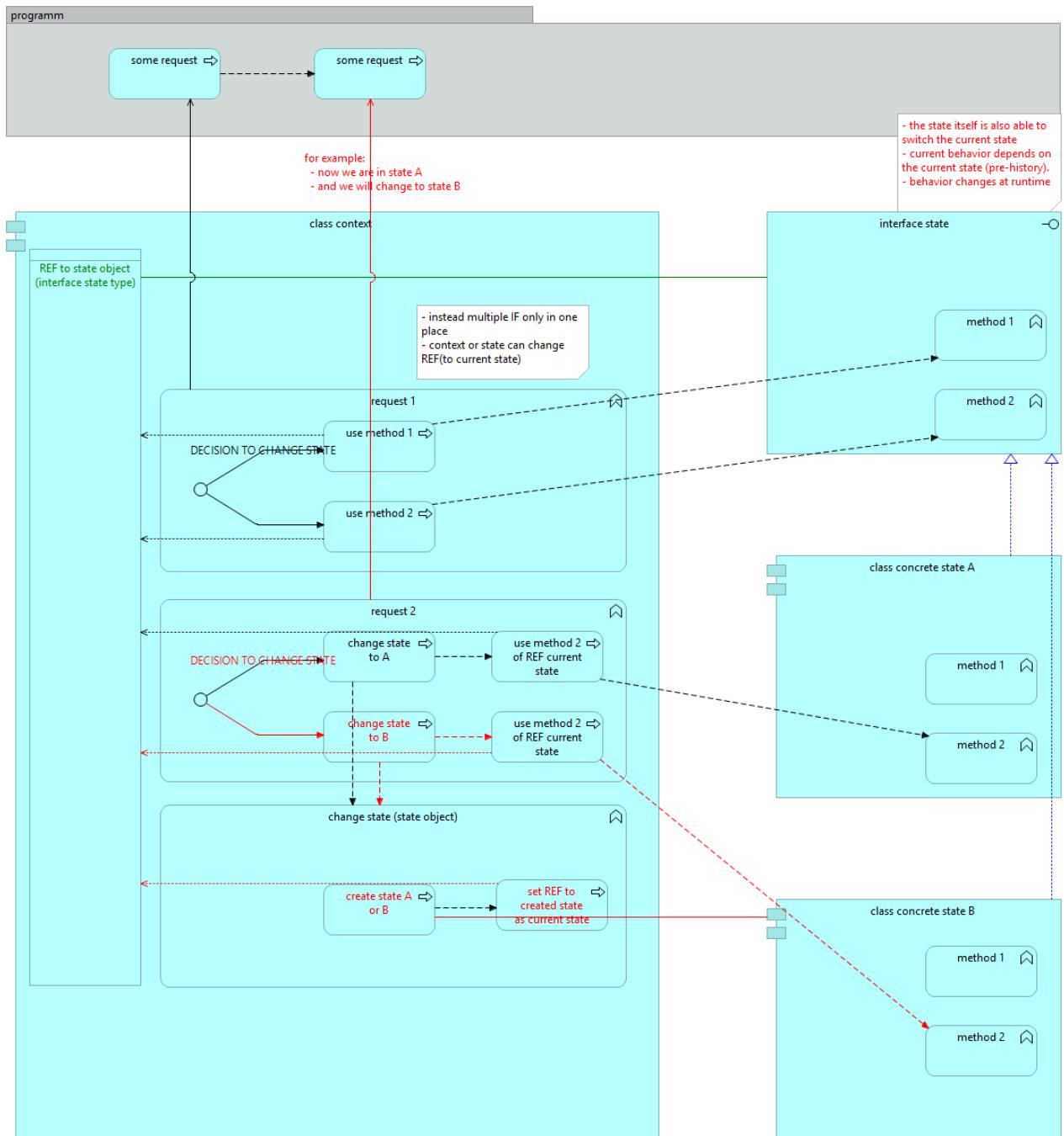


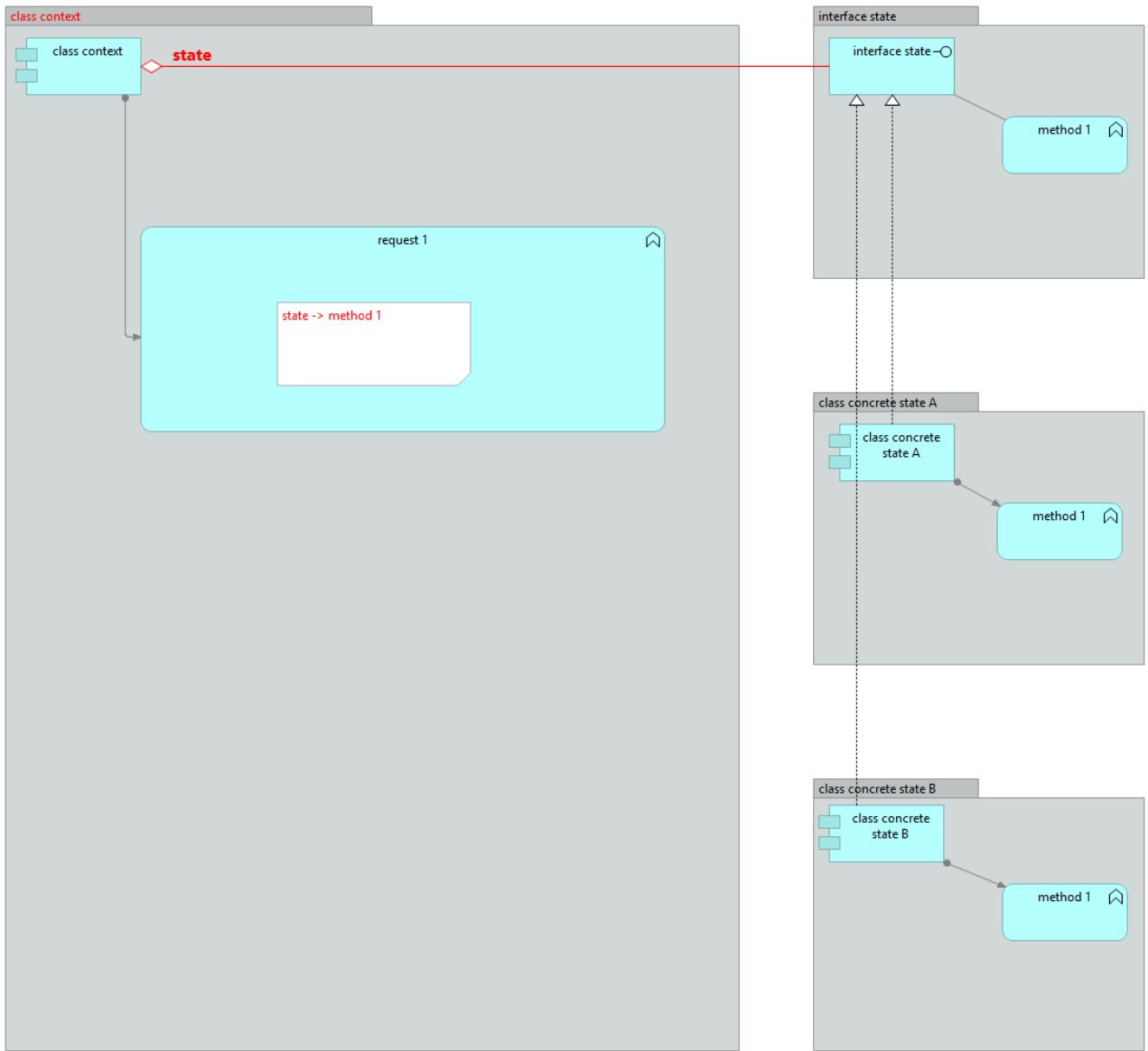
OBSERVER



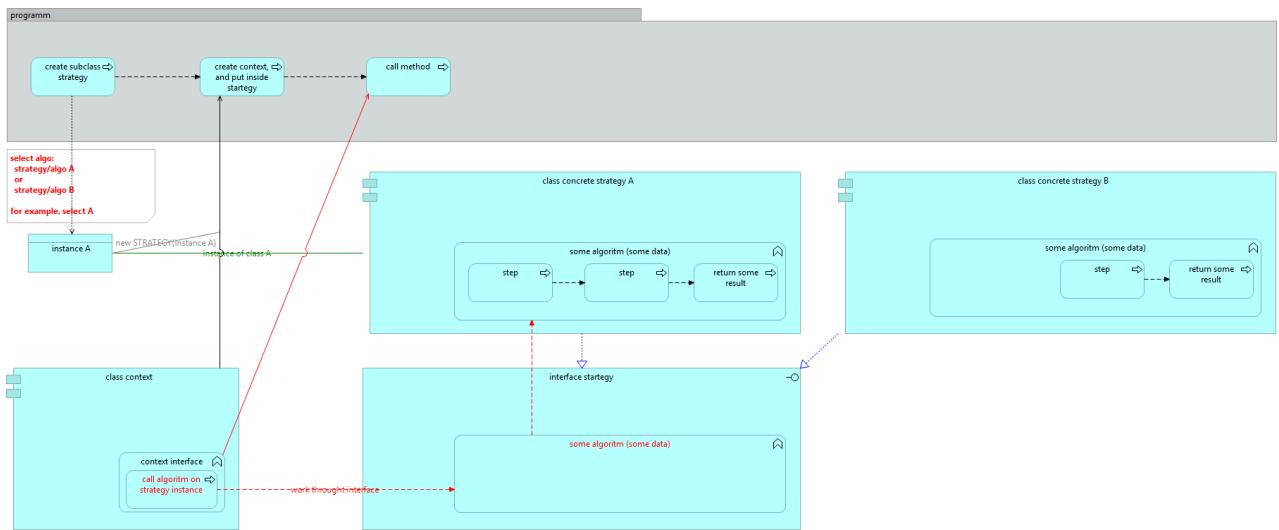


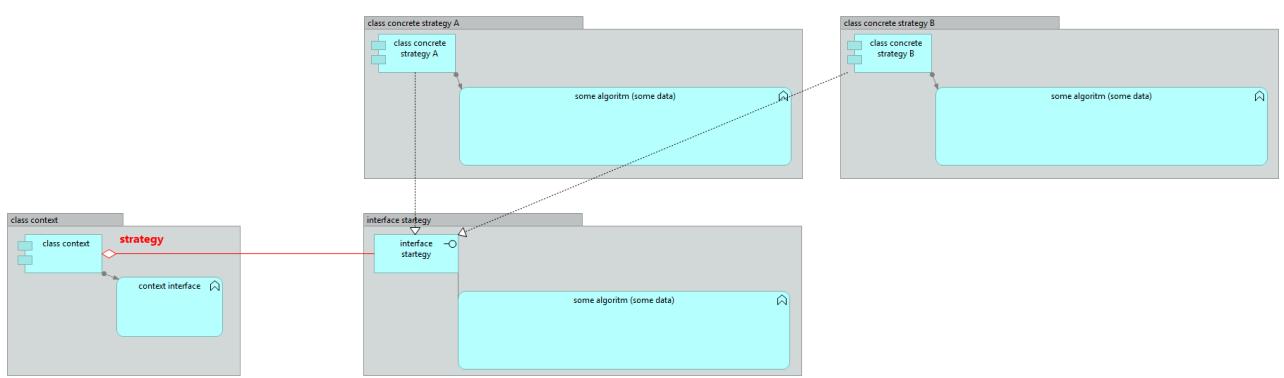
STATE



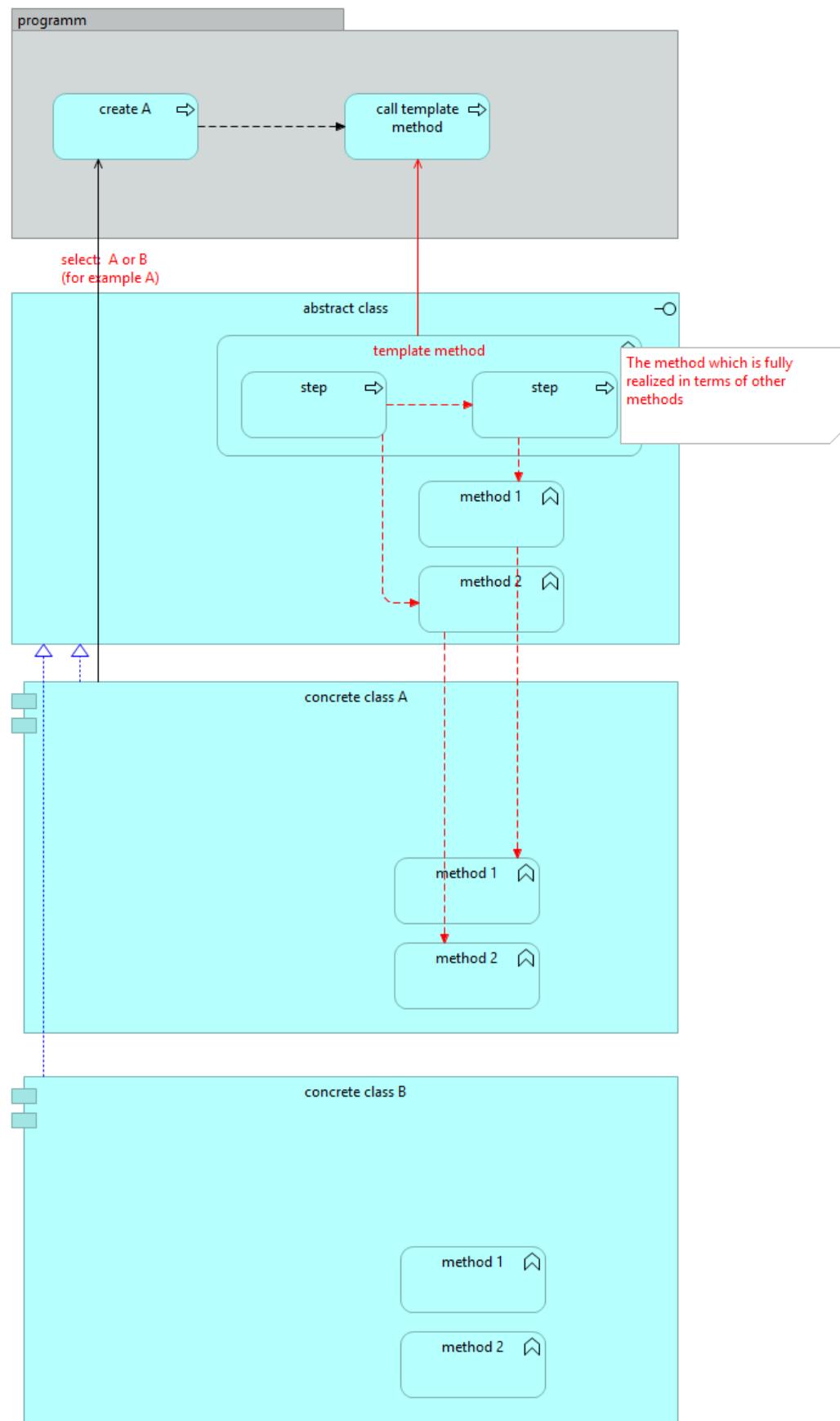


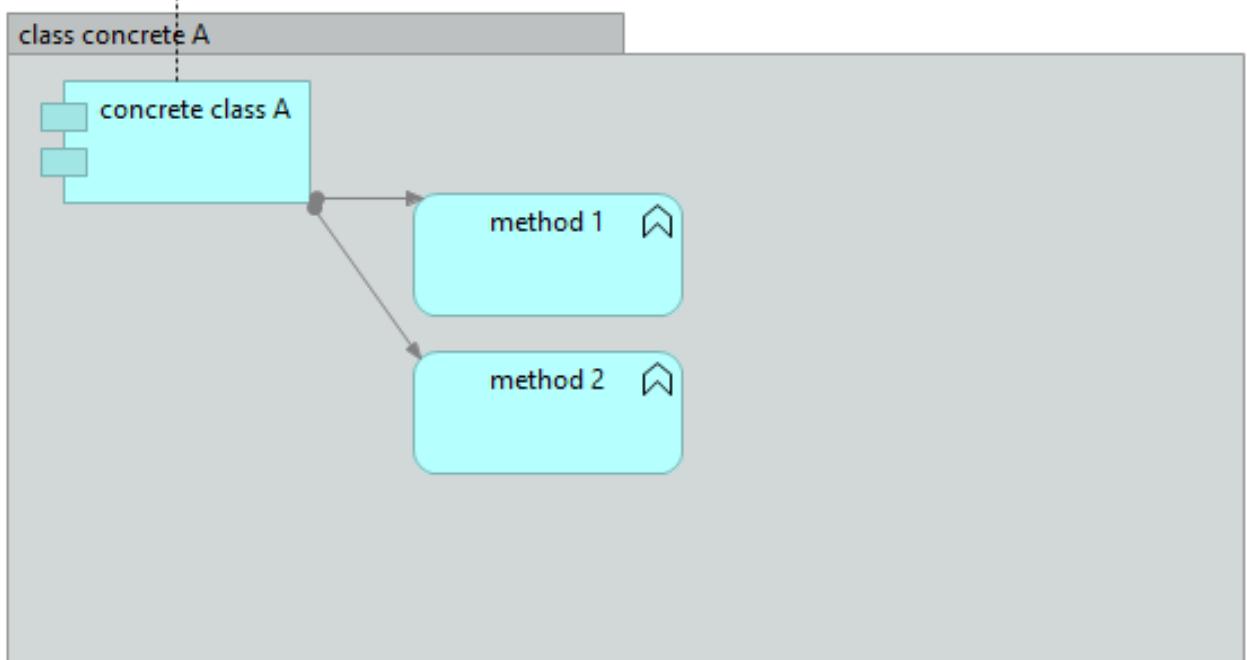
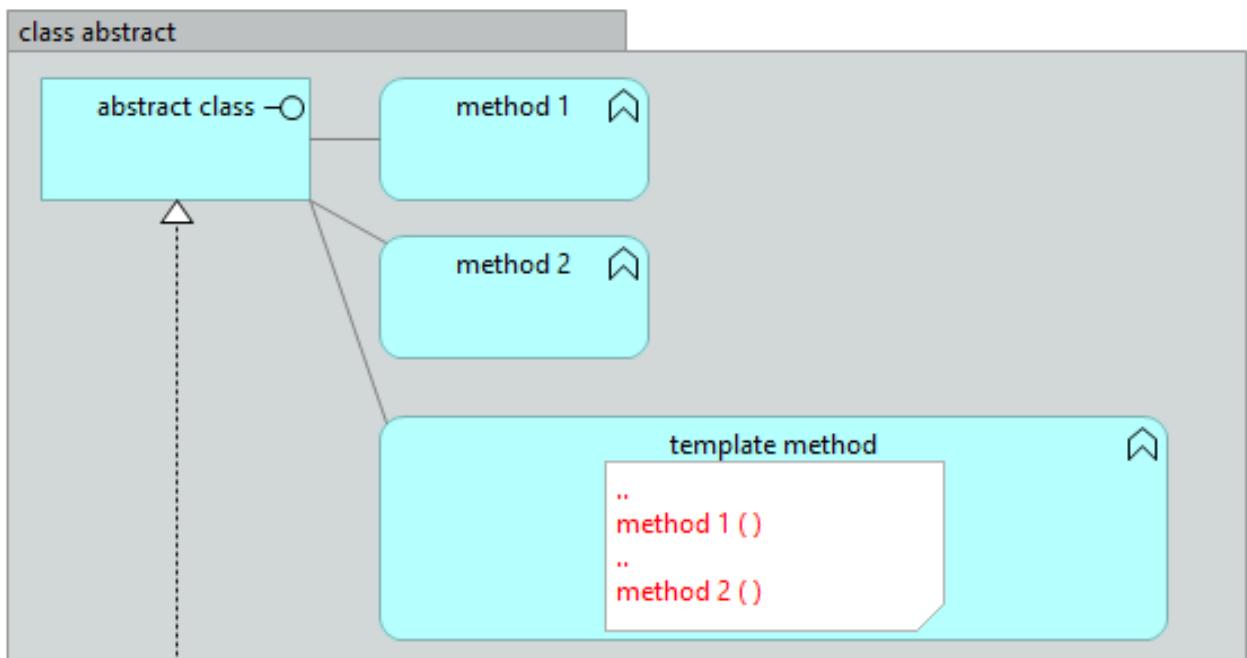
STRATEGY

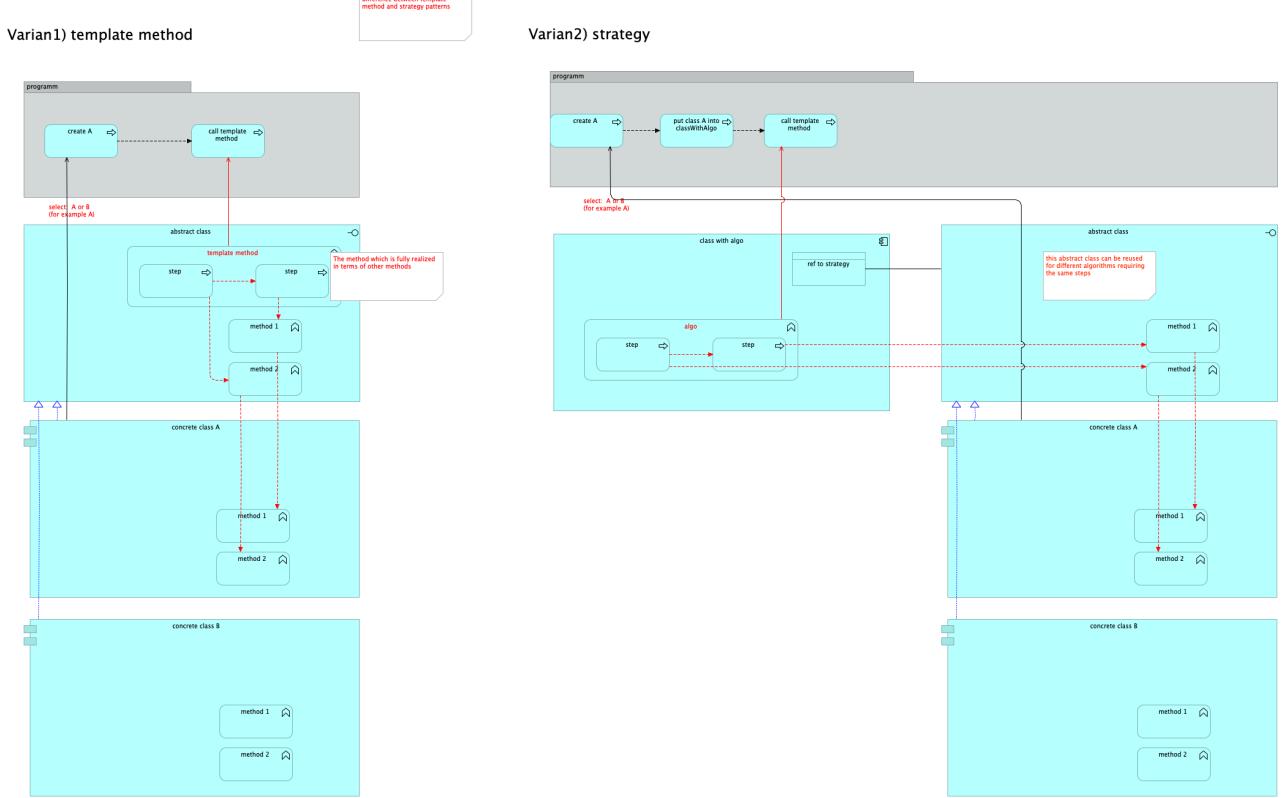




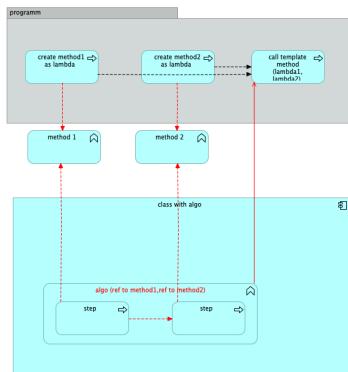
TEMPLATE METHOD





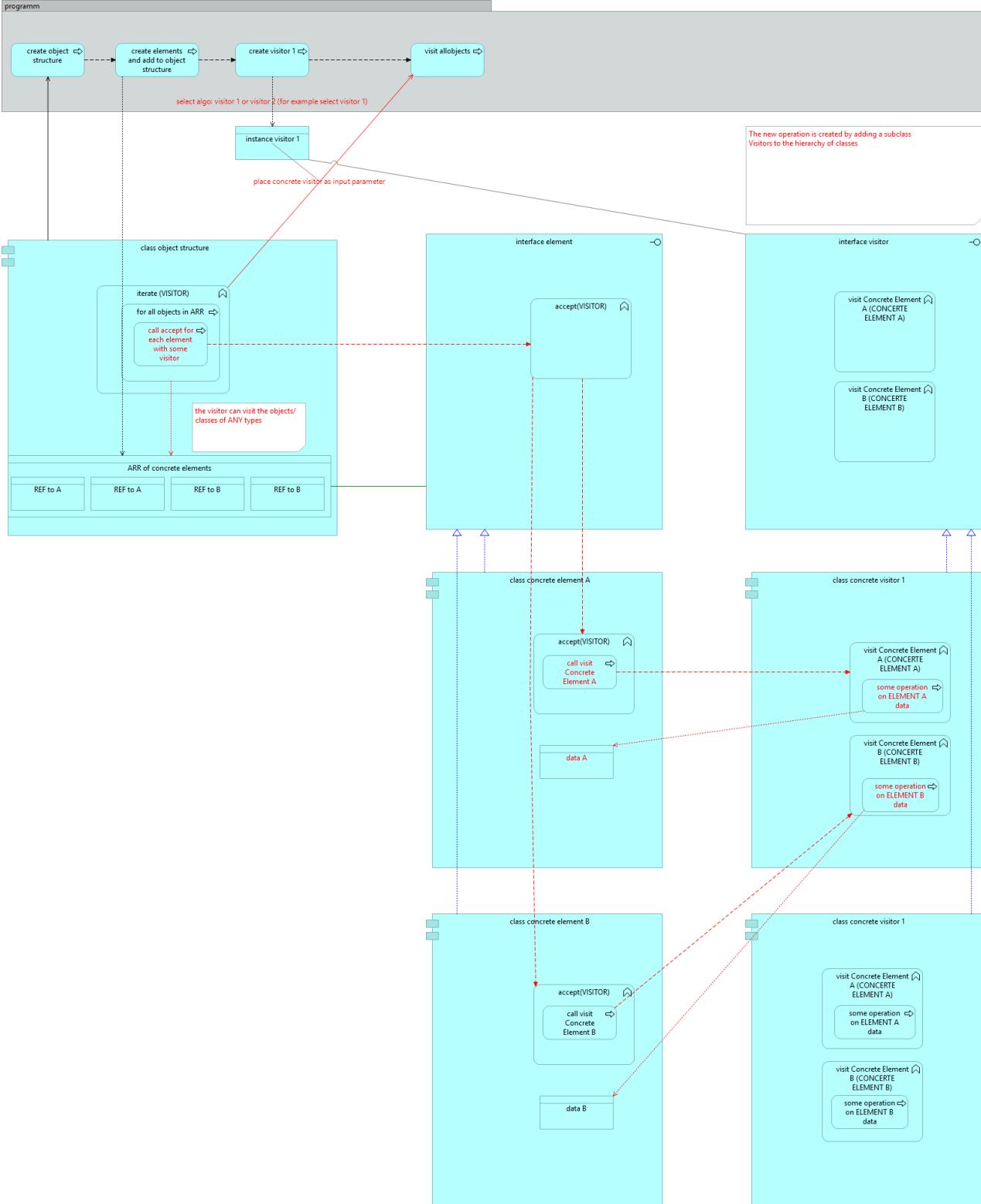


Varian3) lambdas as input parameters



VISITOR





02

Enterprise Patterns

Catalog of Patterns of Enterprise
Application Architecture

MARTIN FOWLER



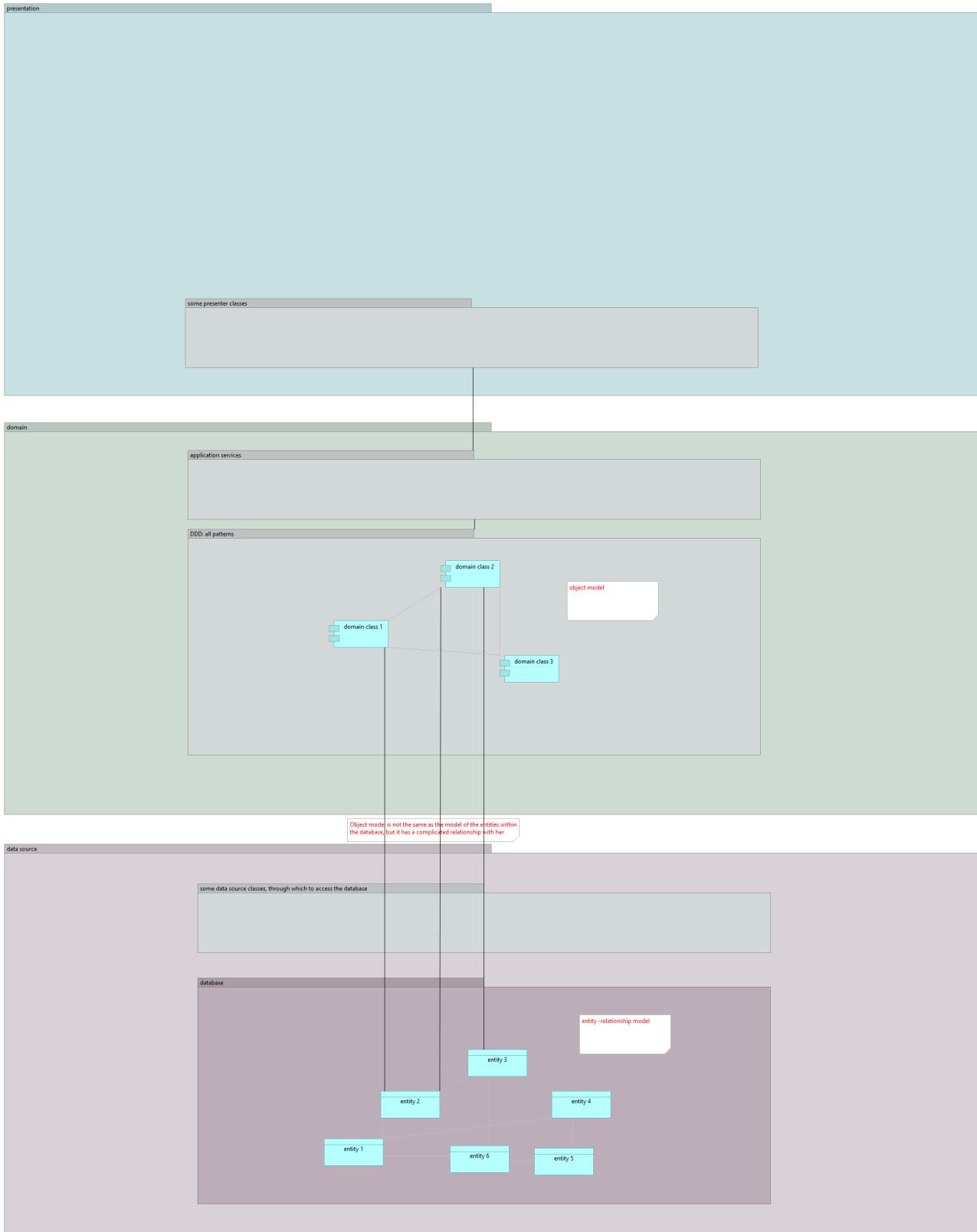
BUSINESS LOGIC

ENTERPRISE PATTERNS

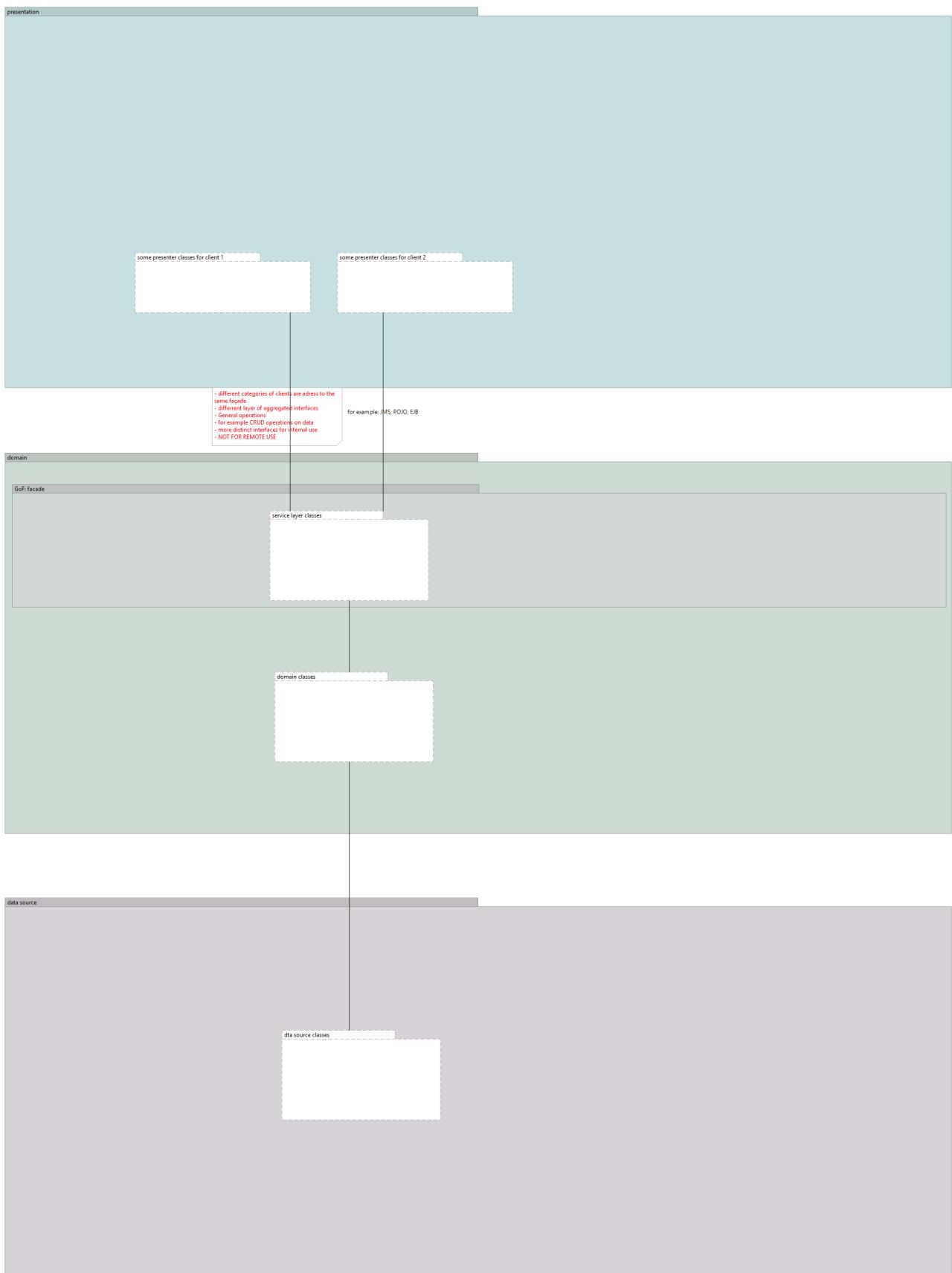
Martin Fowler



DOMAIN MODEL



SERVICE LAYER



TRANSACTION SCRIPT

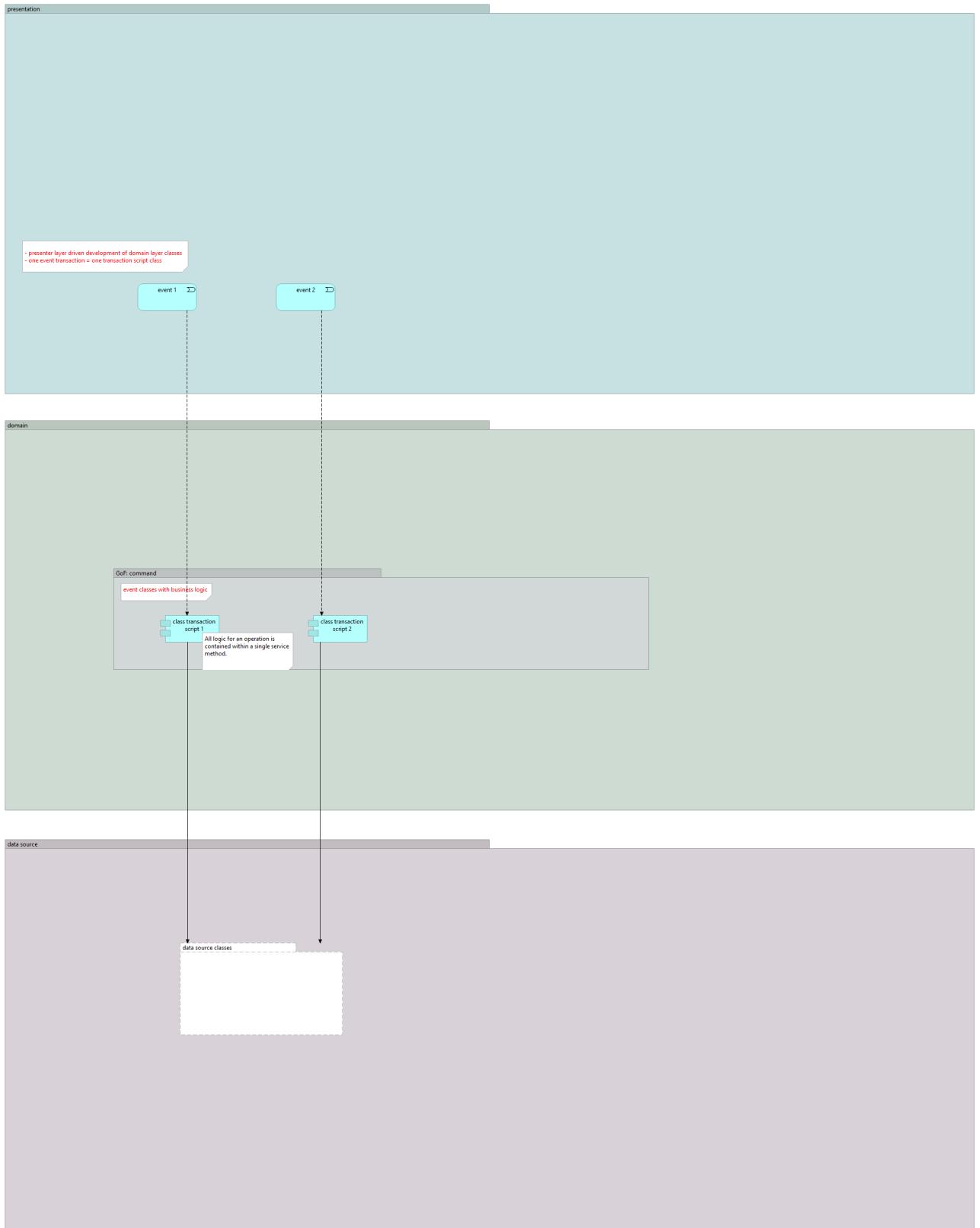
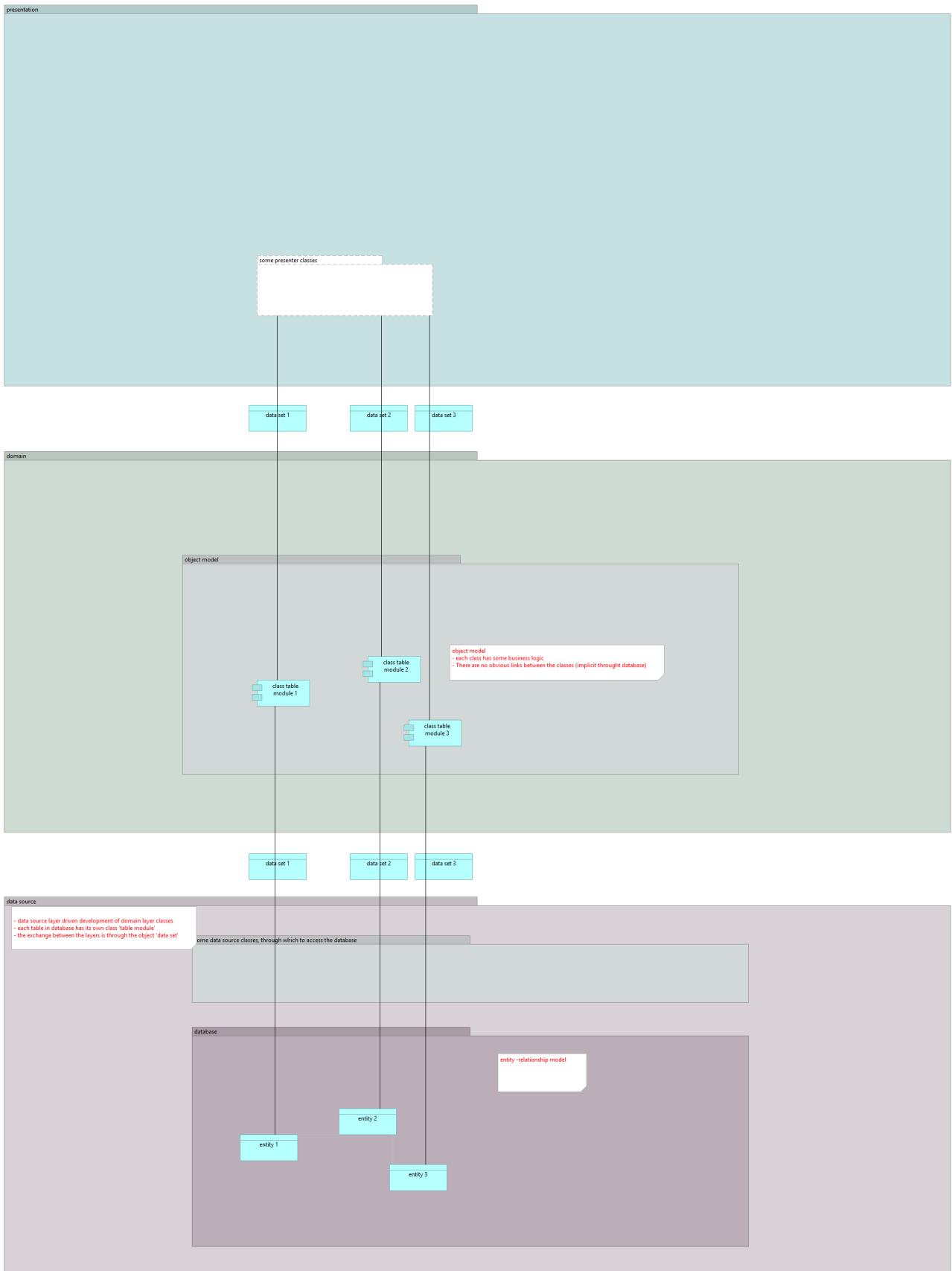


TABLE MODULE



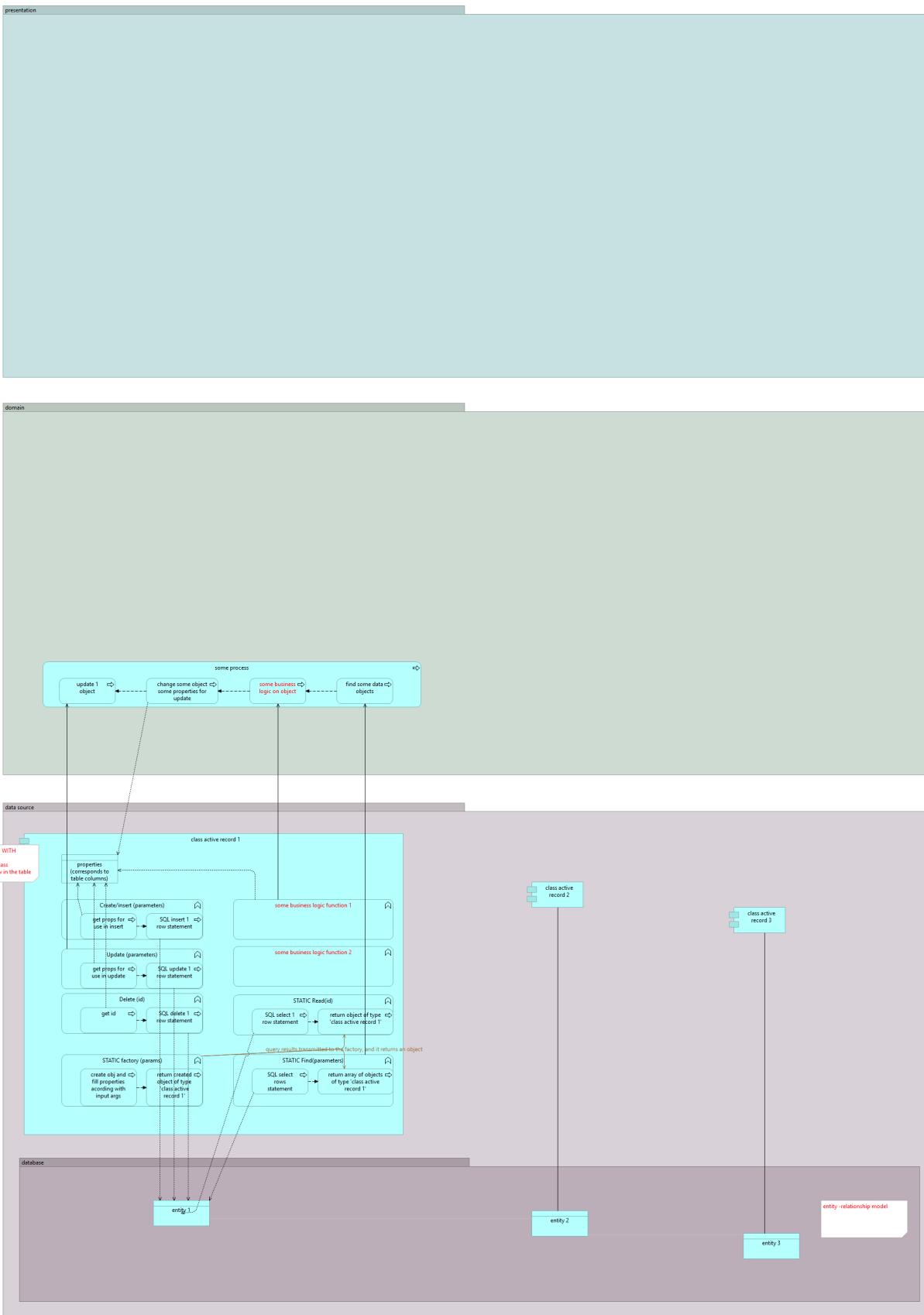
DATA SOURCES

ENTERPRISE PATTERNS

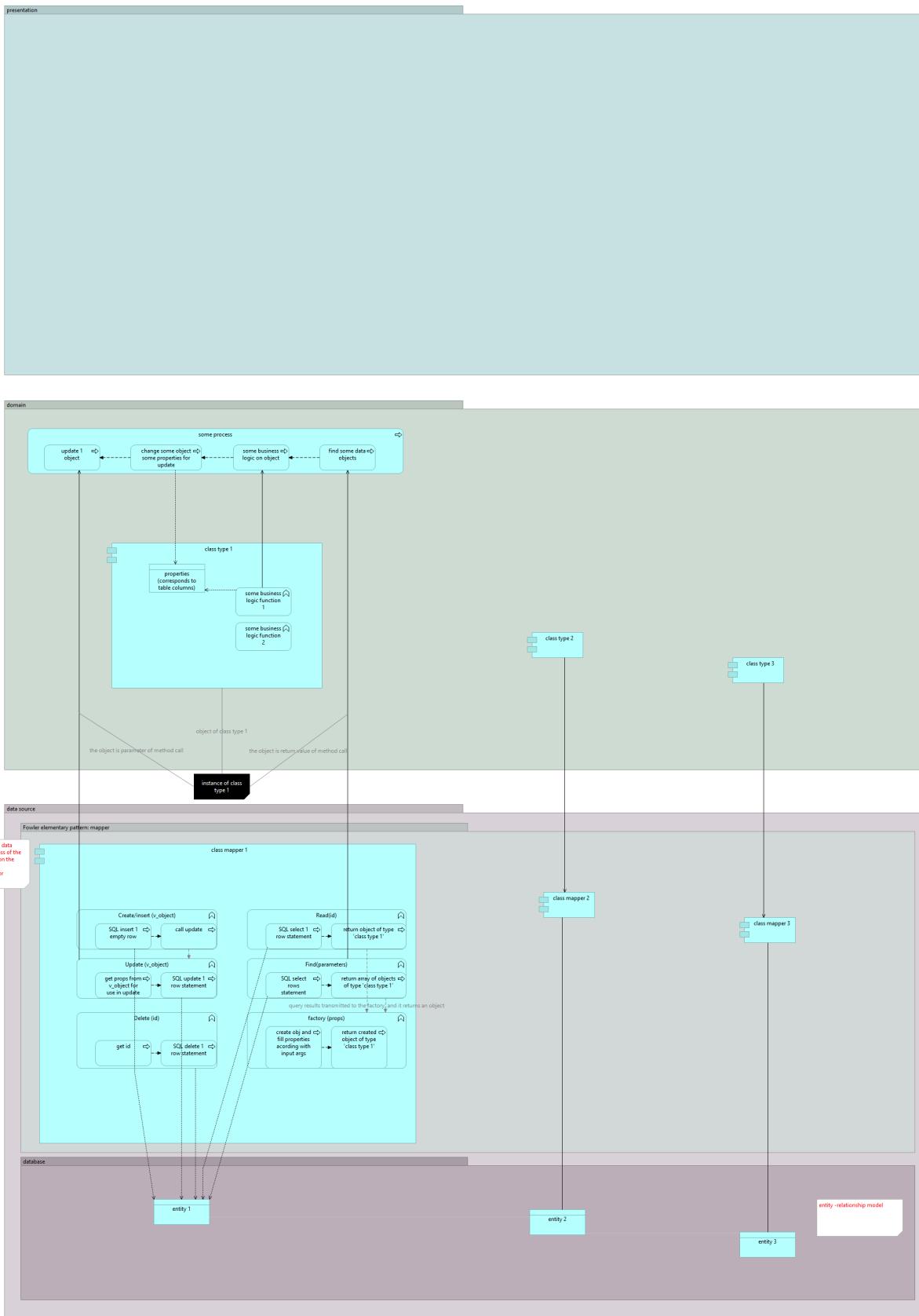
Martin Fowler



ACTIVE RECORD



DATA MAPPER



ROW DATA GATEWAY

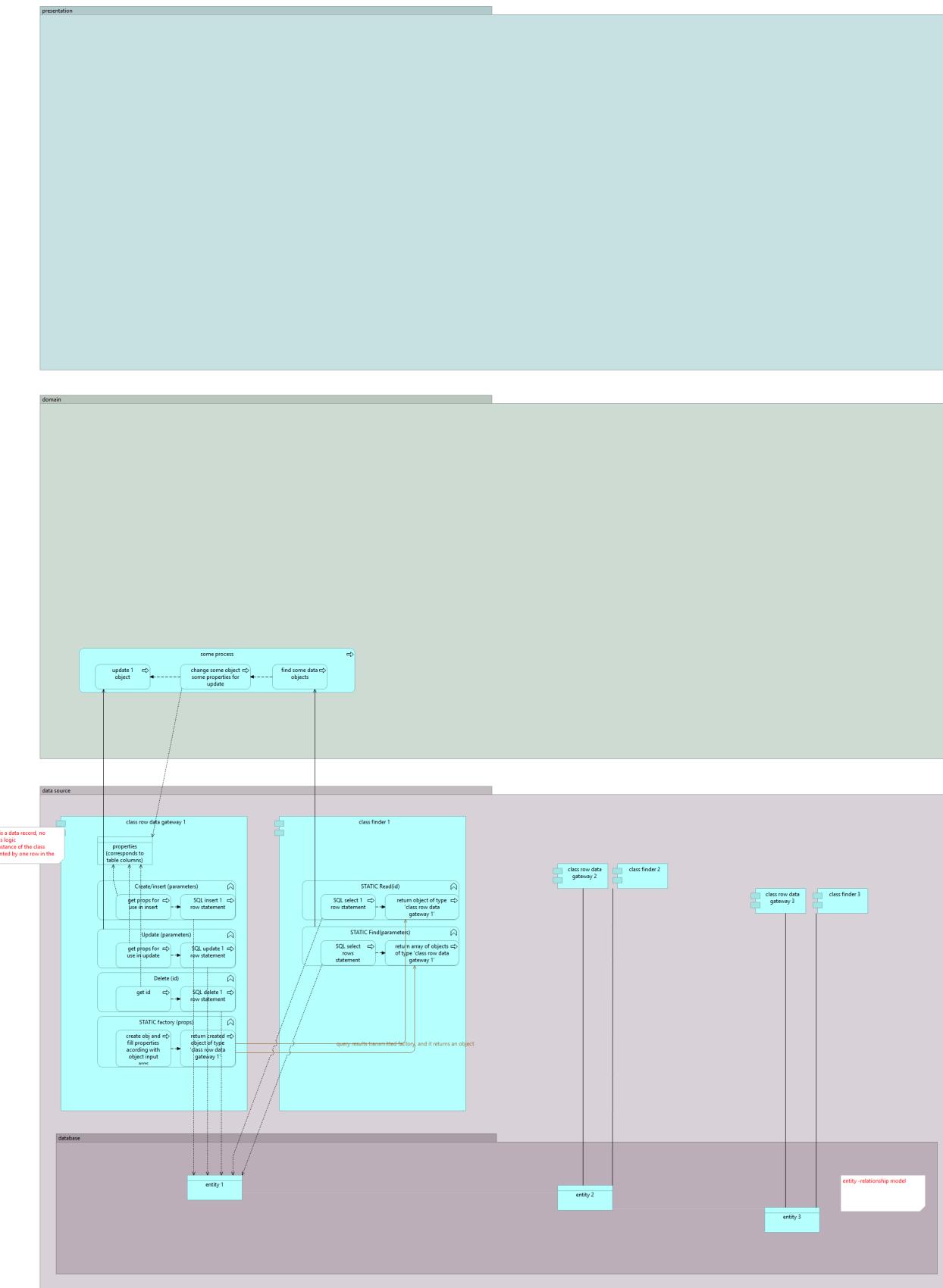
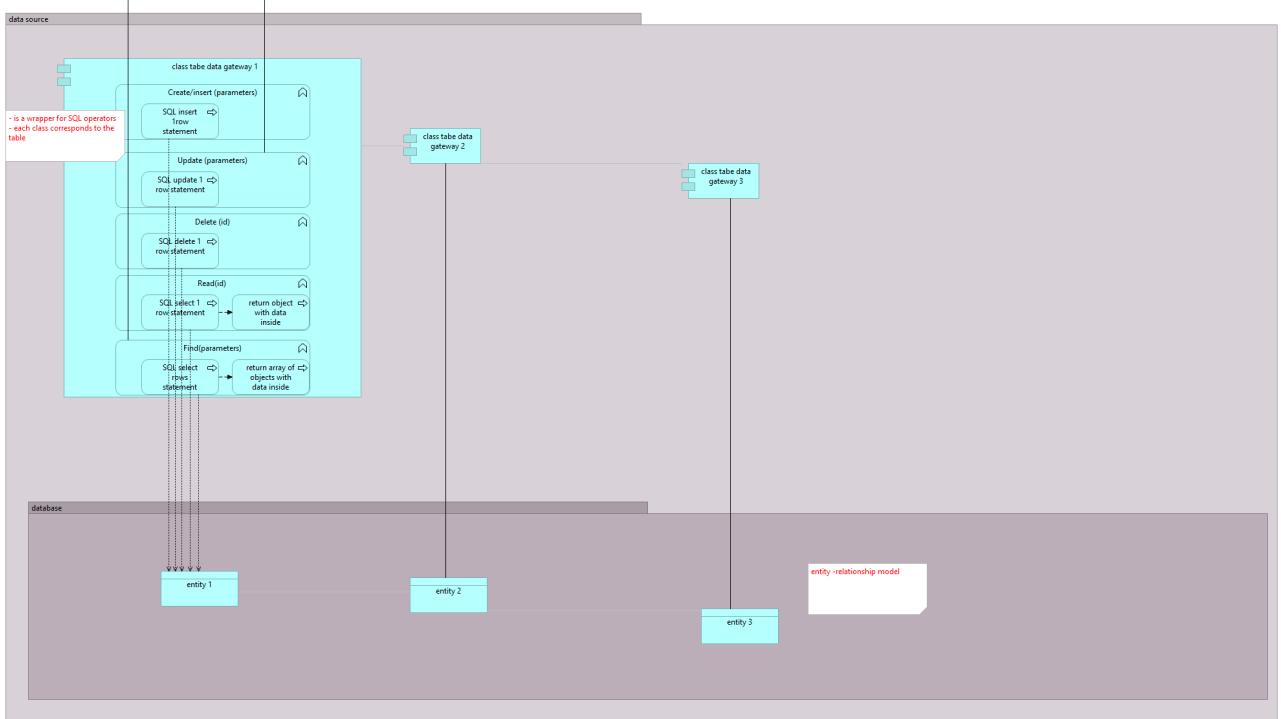
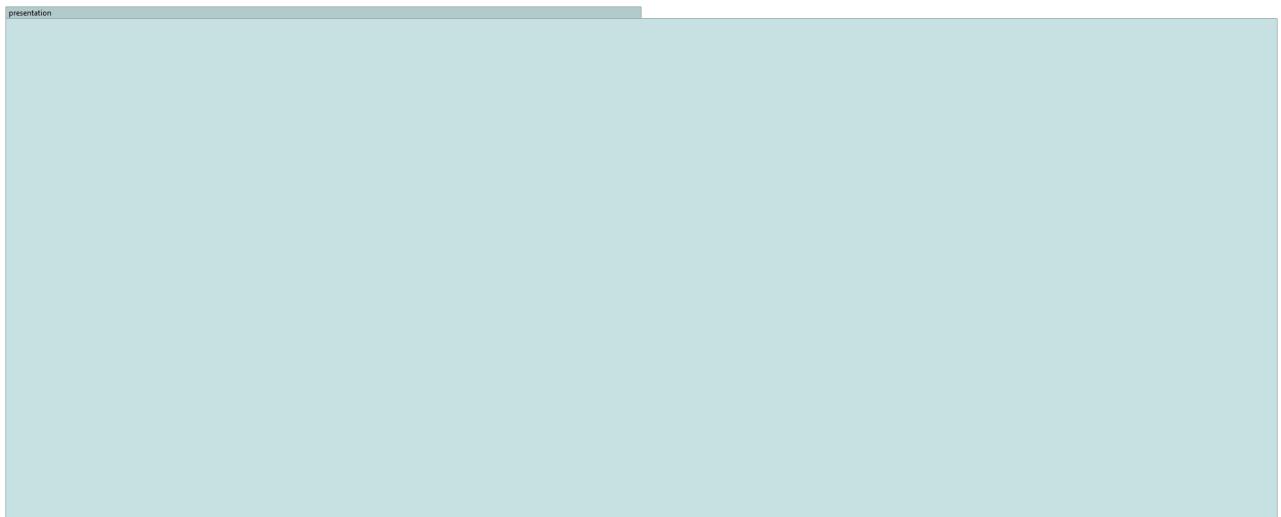


TABLE DATA GATEWAY



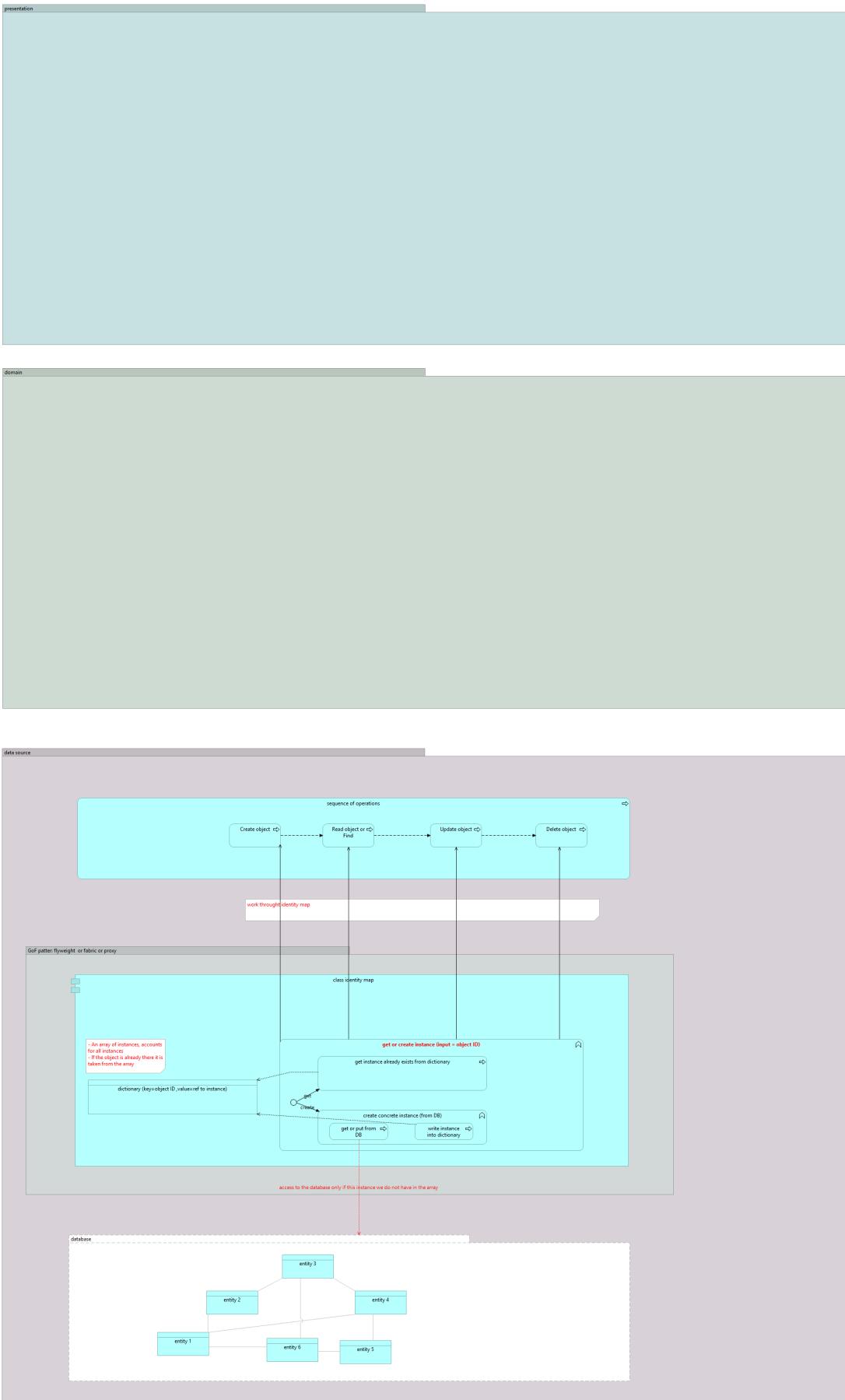
MODELING BEHAVIOR

ENTERPRISE PATTERNS

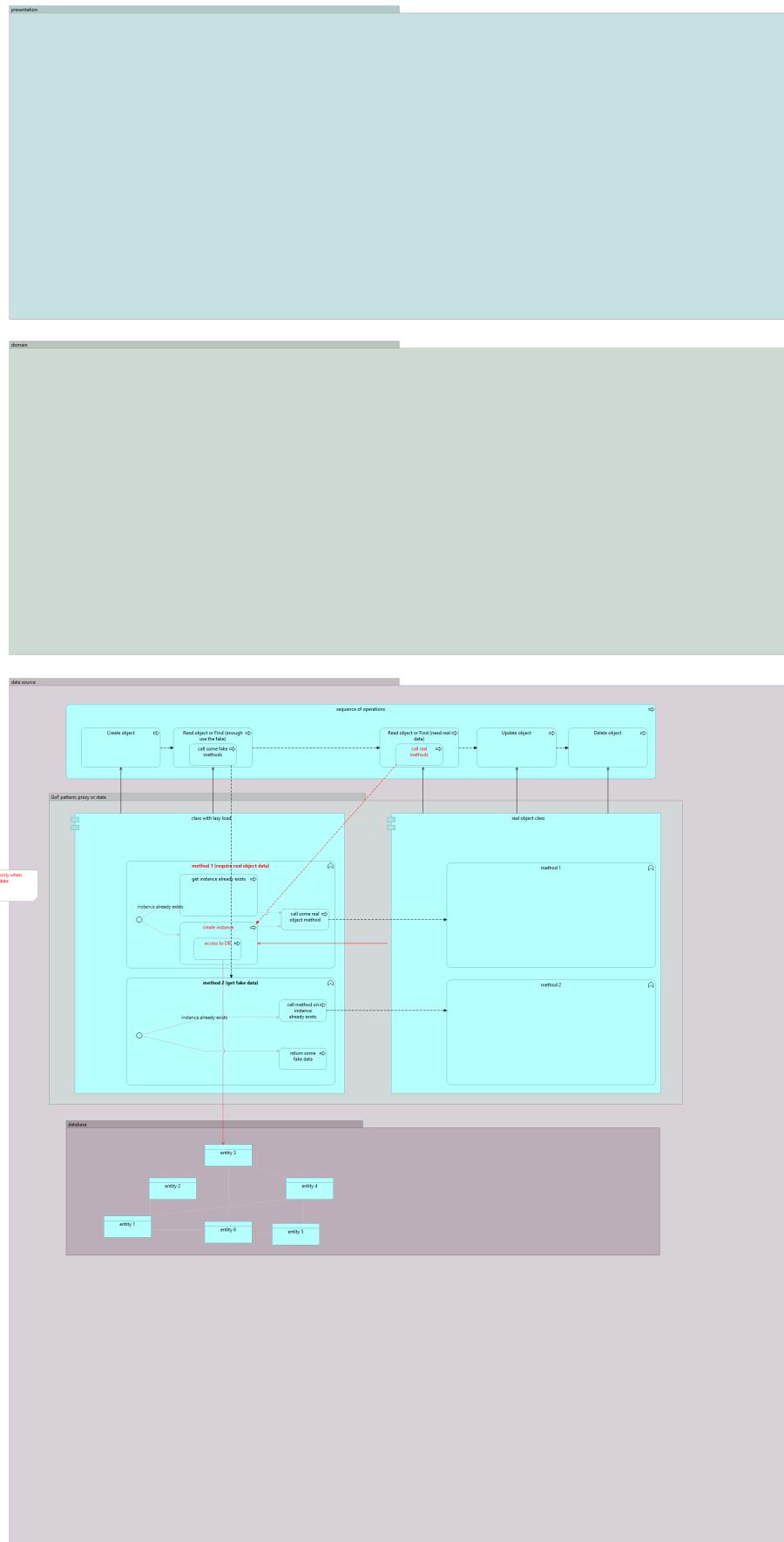
Martin Fowler



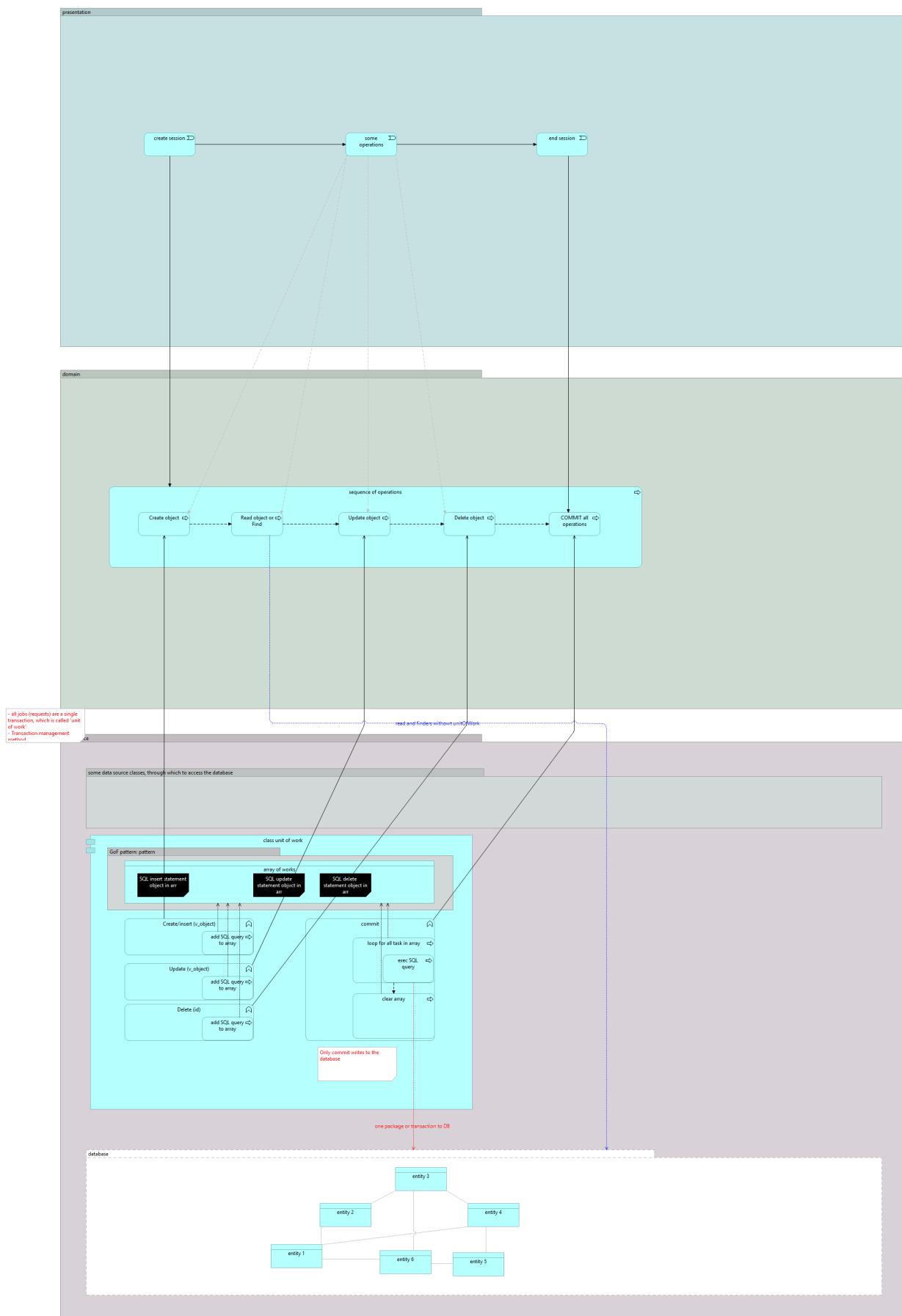
IDENTITY MAP



LAZY LOAD



UNIT OF WORK.



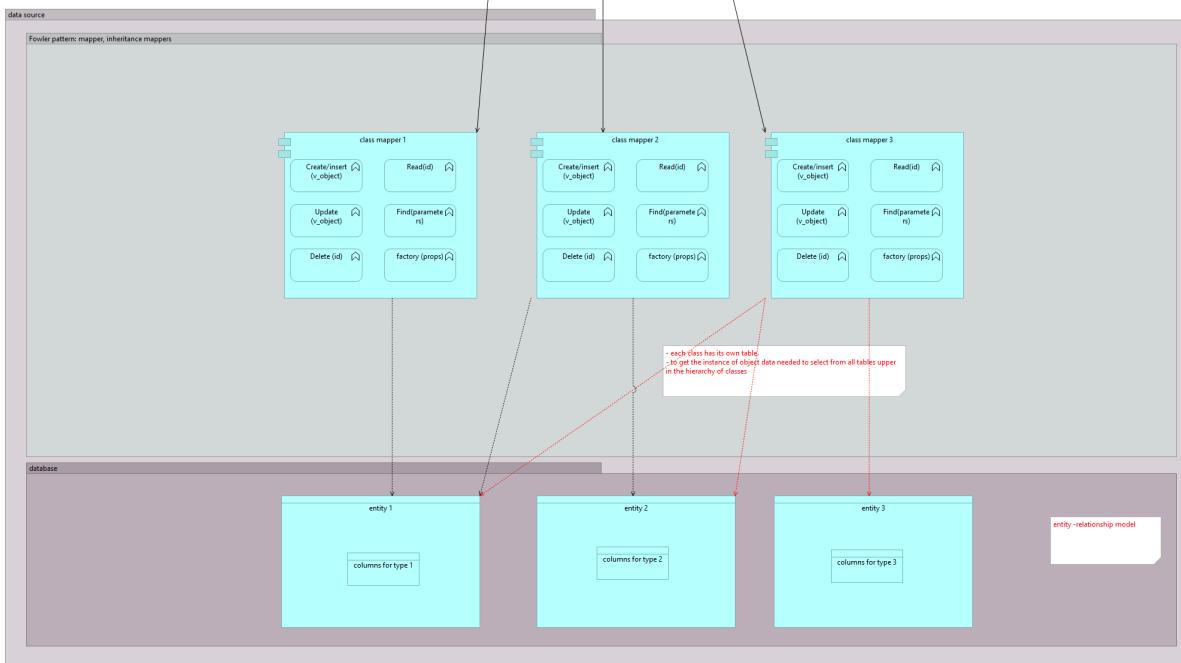
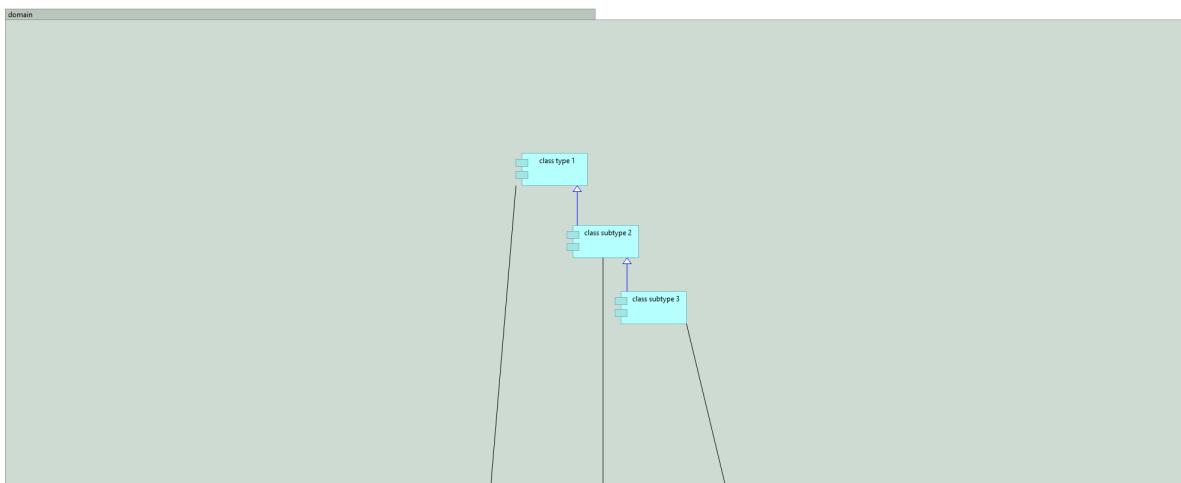
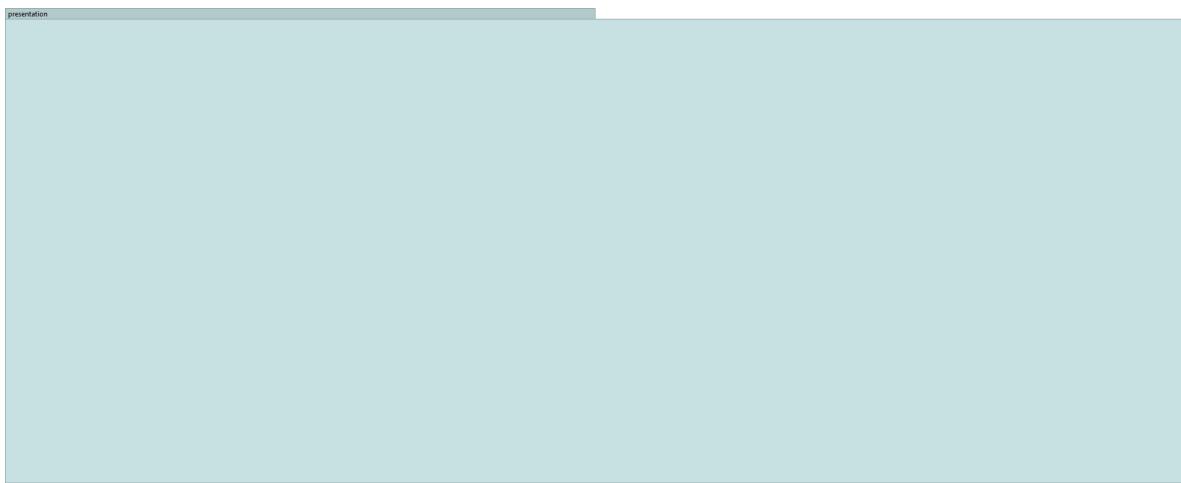
MODELING STRUCTURE HIERARCHY

ENTERPRISE PATTERNS

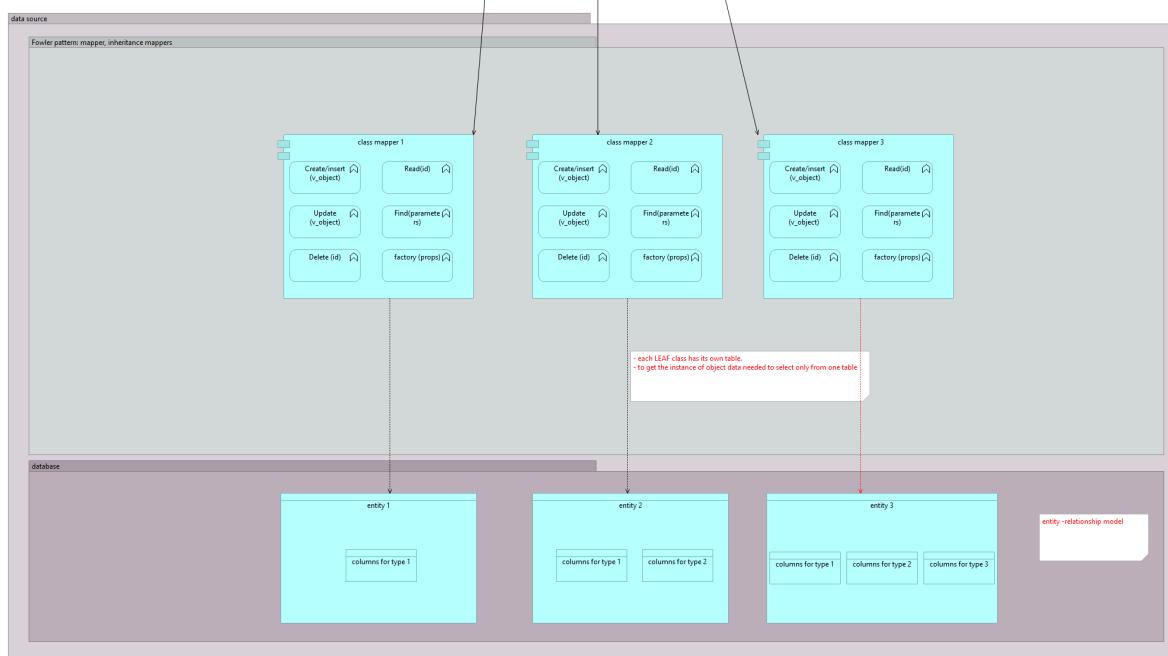
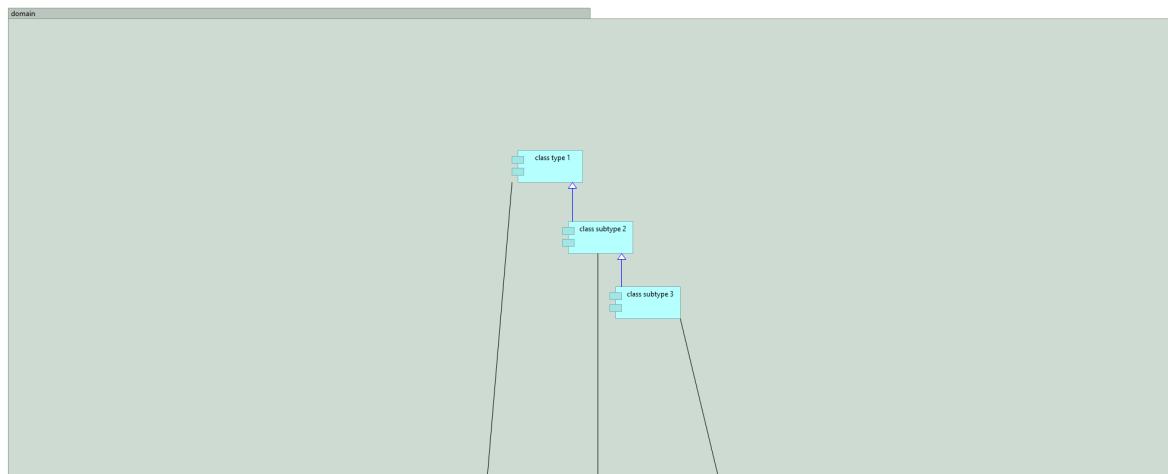
Martin Fowler



CLASS TABLE INHERITANCE



CONCRETE TABLE INHERITANCE

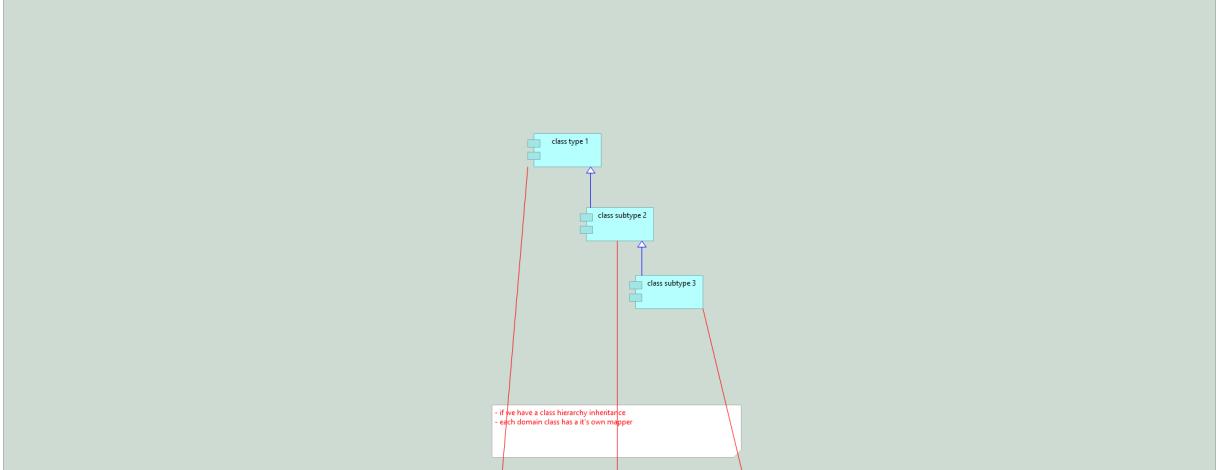


INHERITANCE MAPPERS

presentation

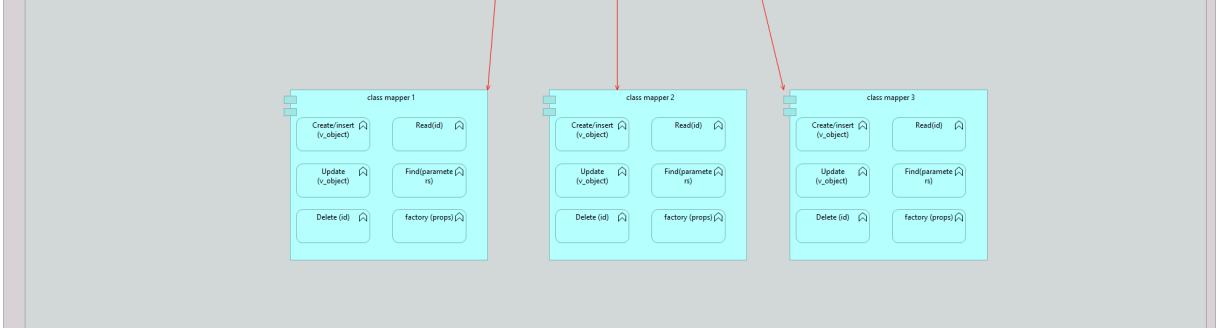


domain



data source

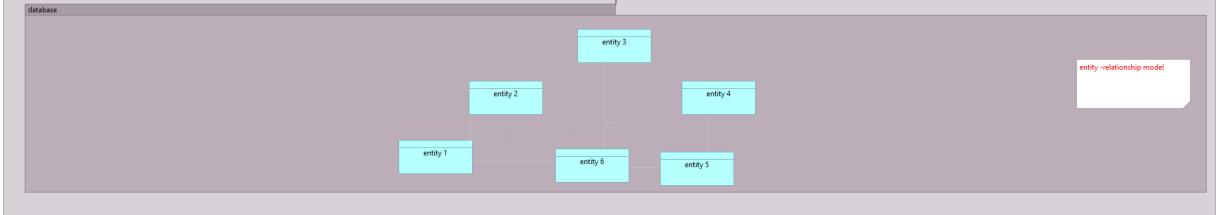
Fowler pattern: mapper



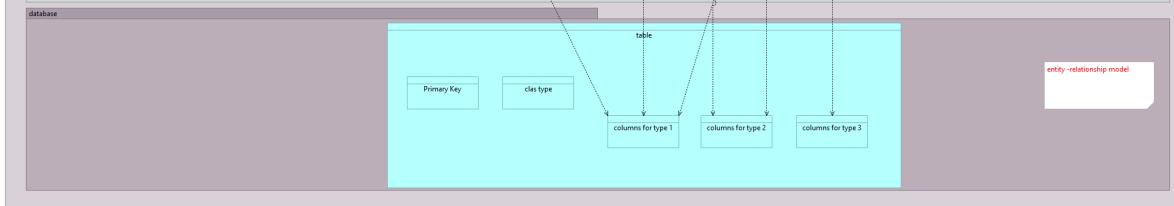
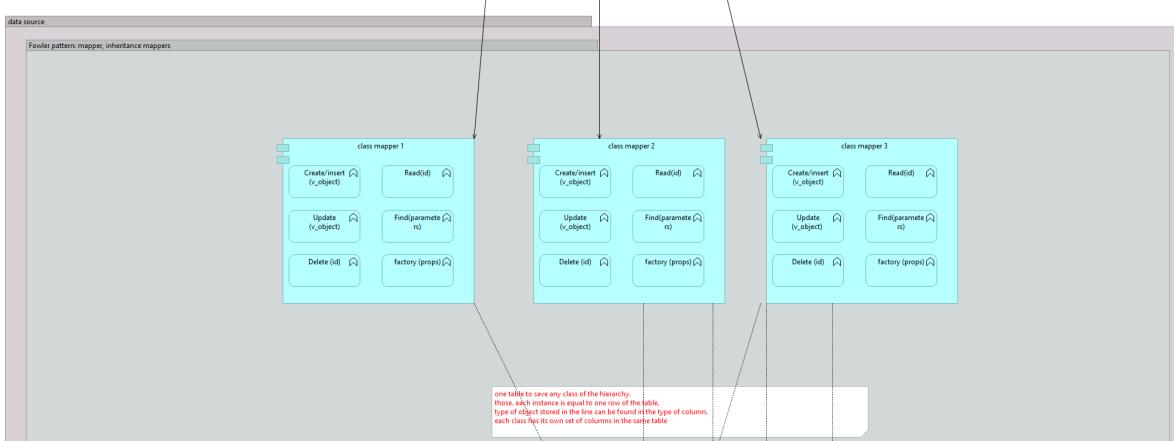
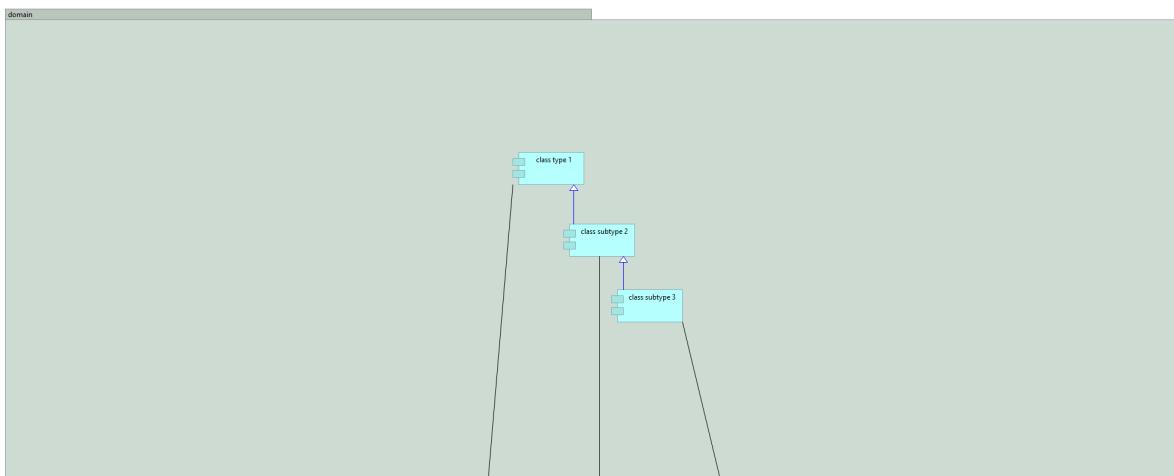
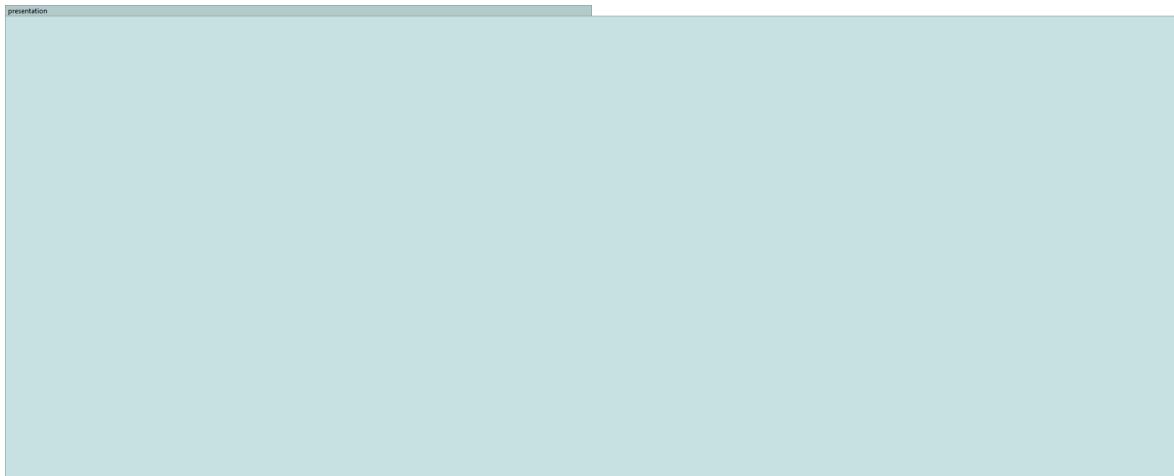
some relations

database

entity -relationship model



SINGLE TABLE INHERITANCE



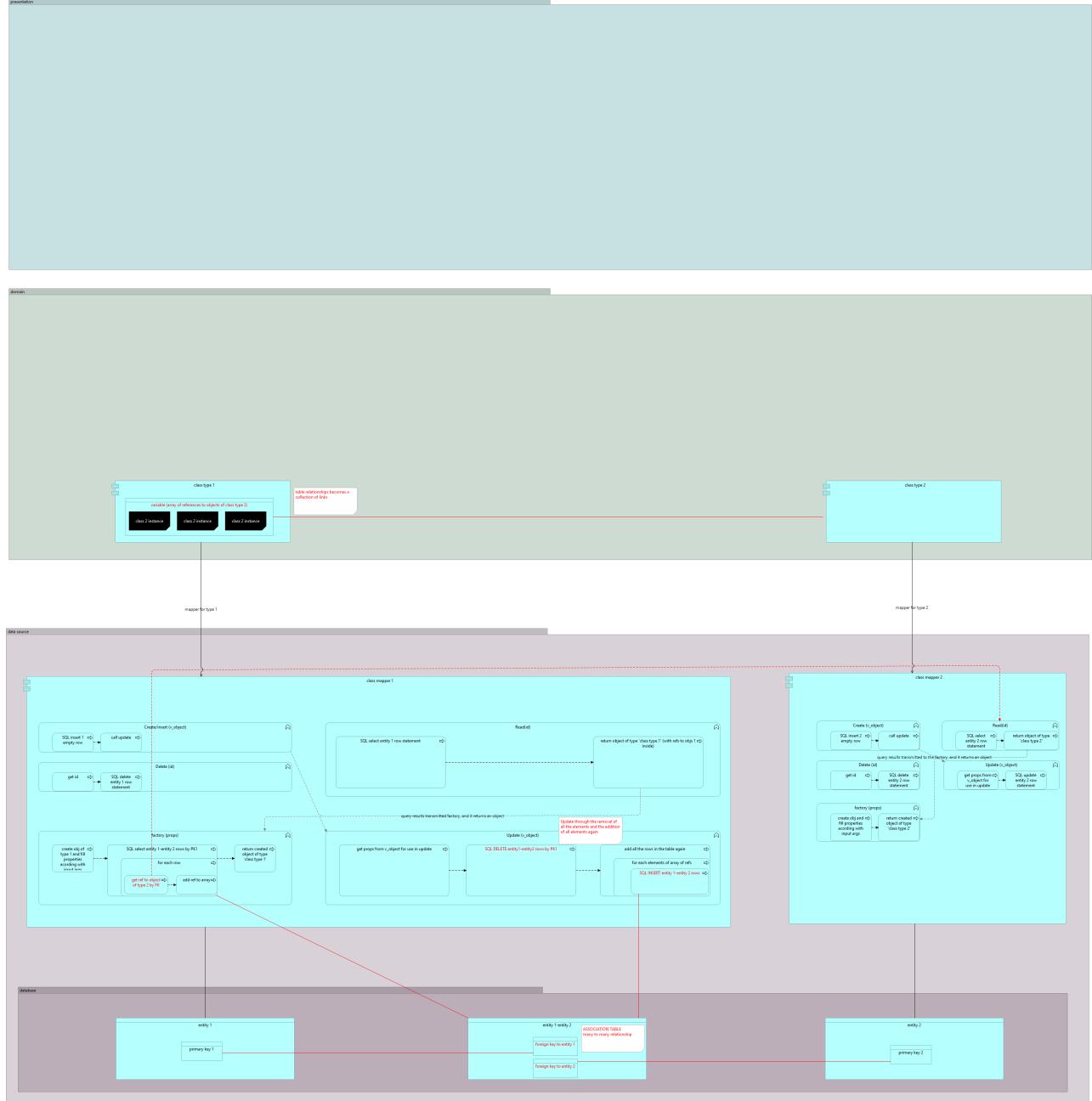
MODELING STRUCTURE RELATIONS

ENTERPRISE PATTERNS

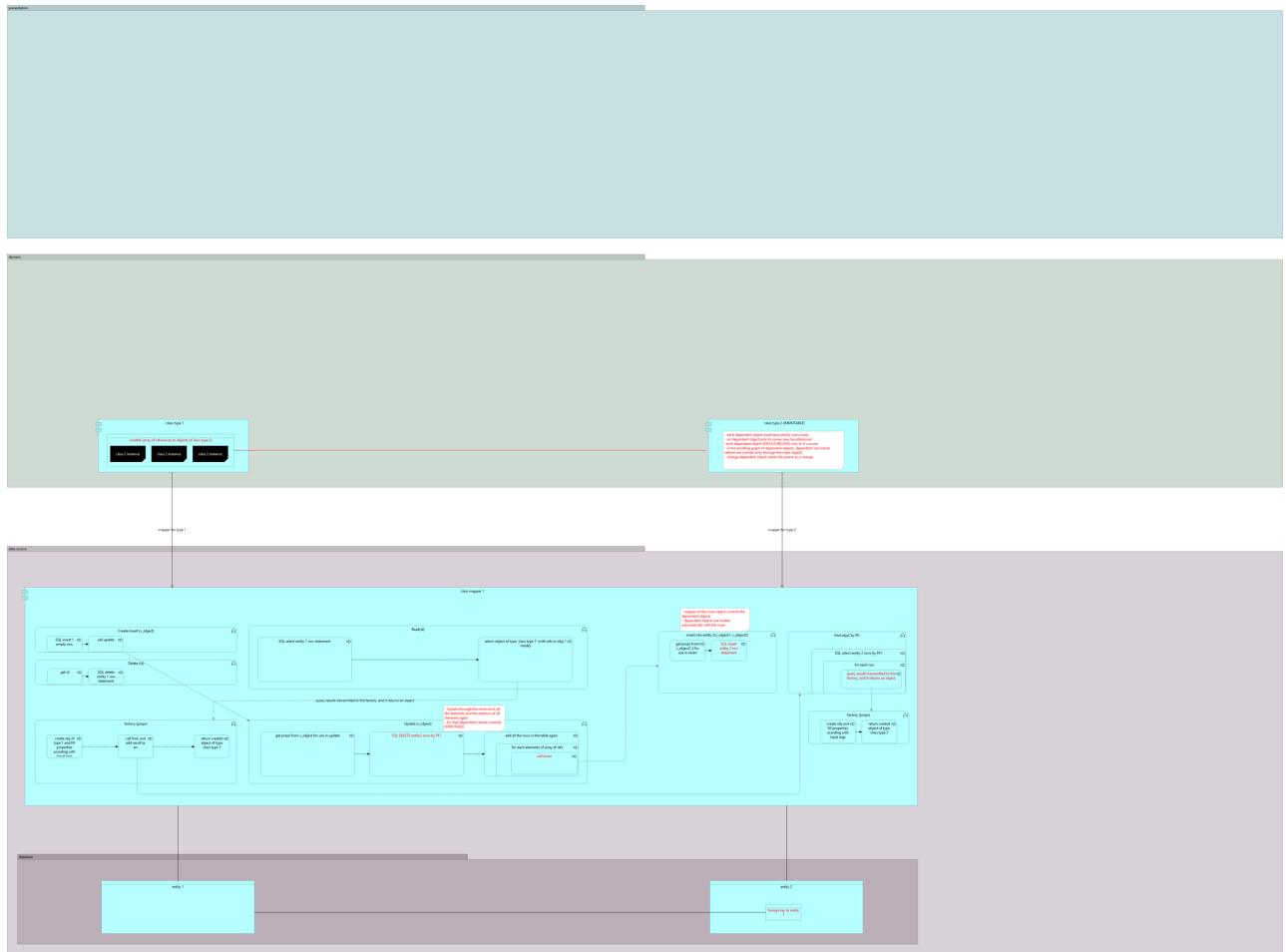
Martin Fowler



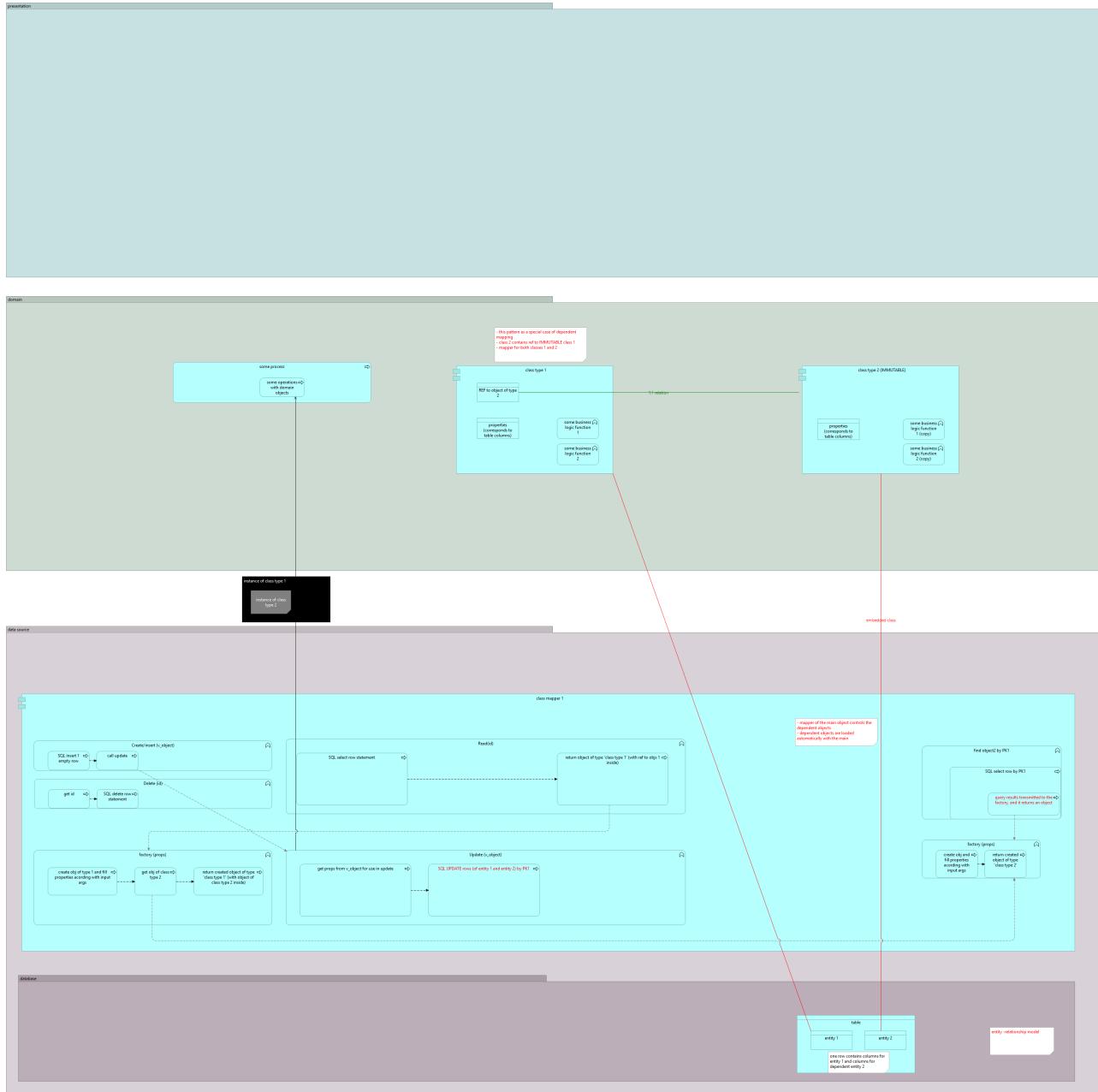
ASSOCIATION TABLE MAPPING



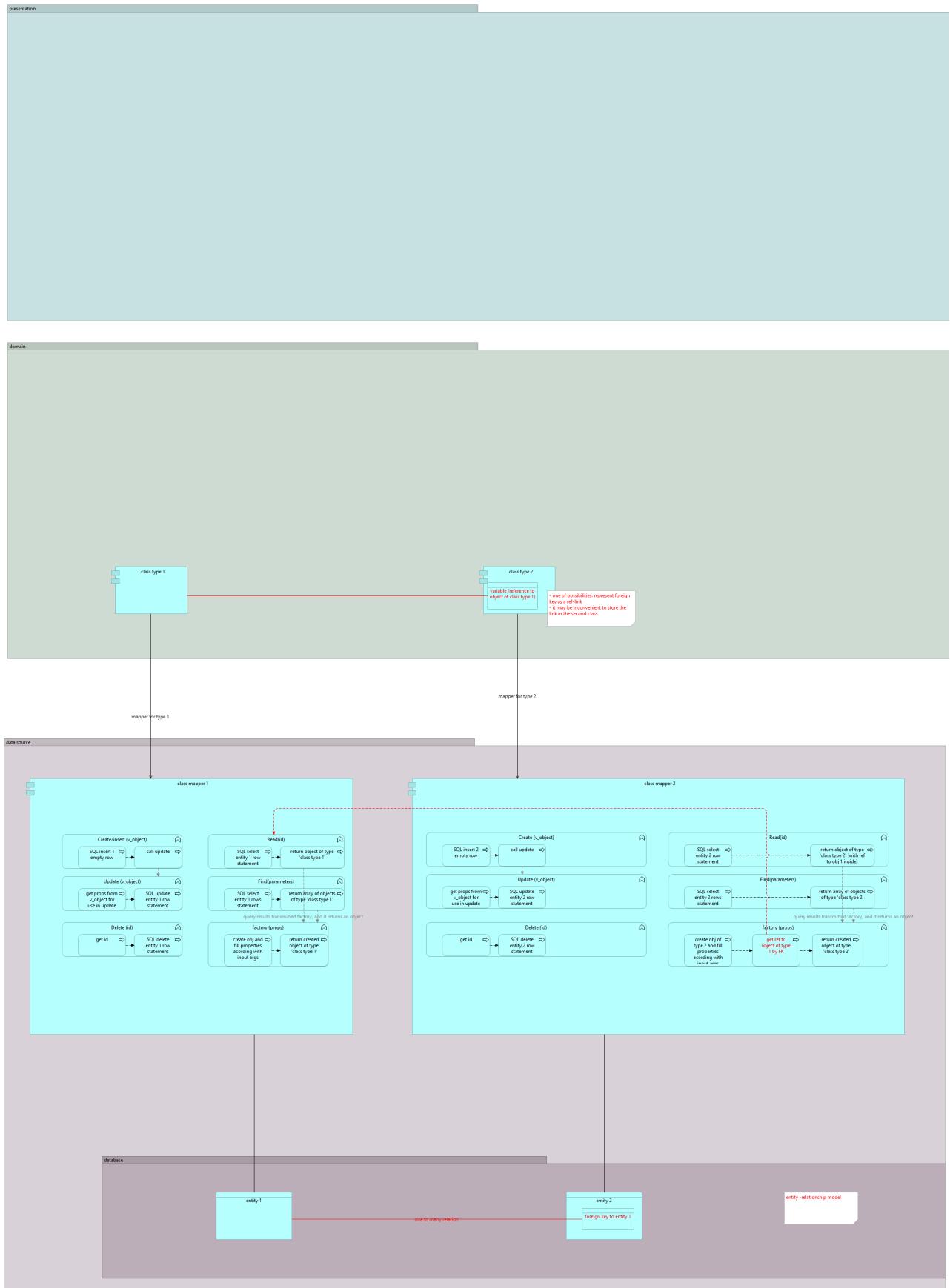
DEPENDENT MAPPING



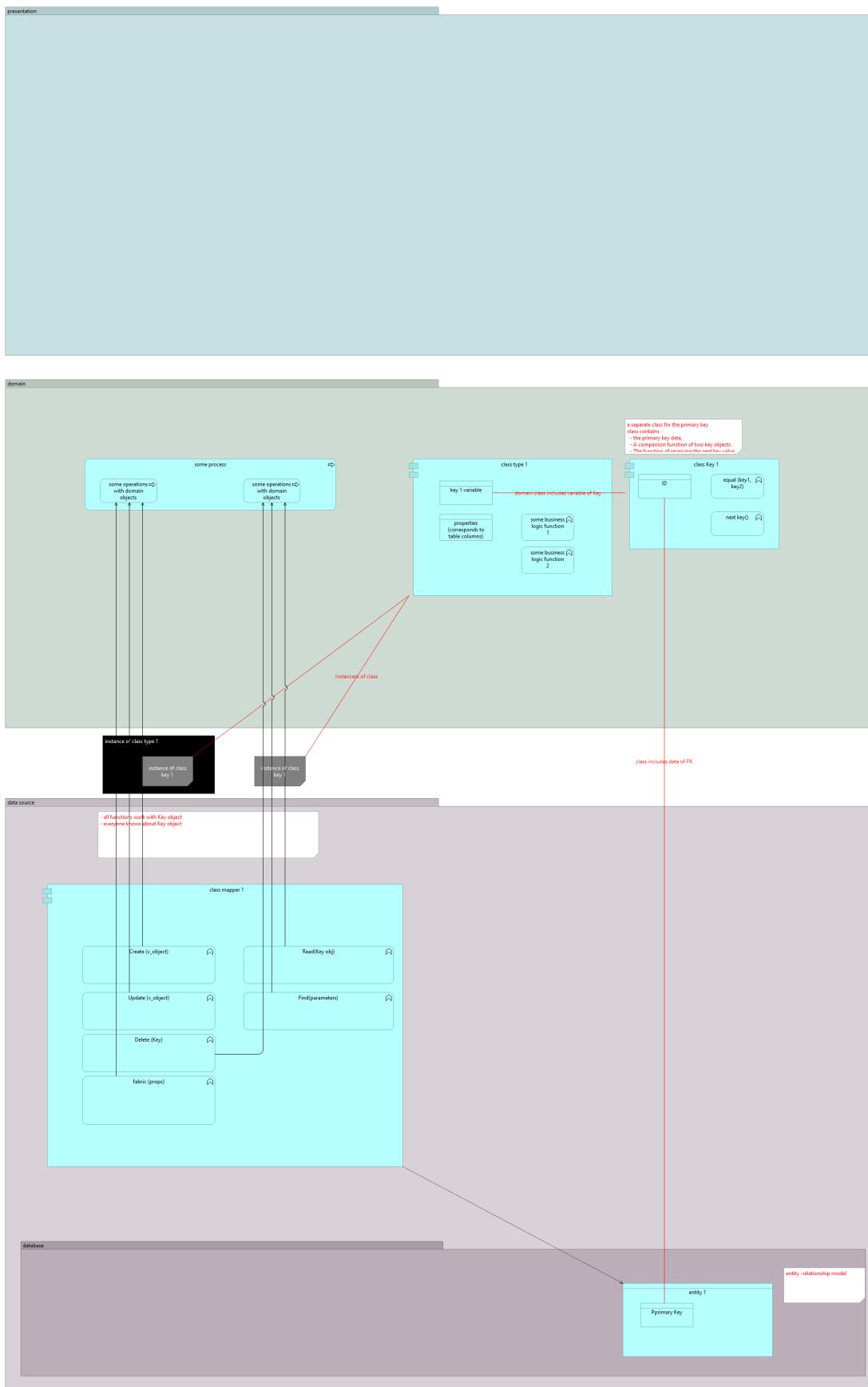
EMBEDDED VALUE



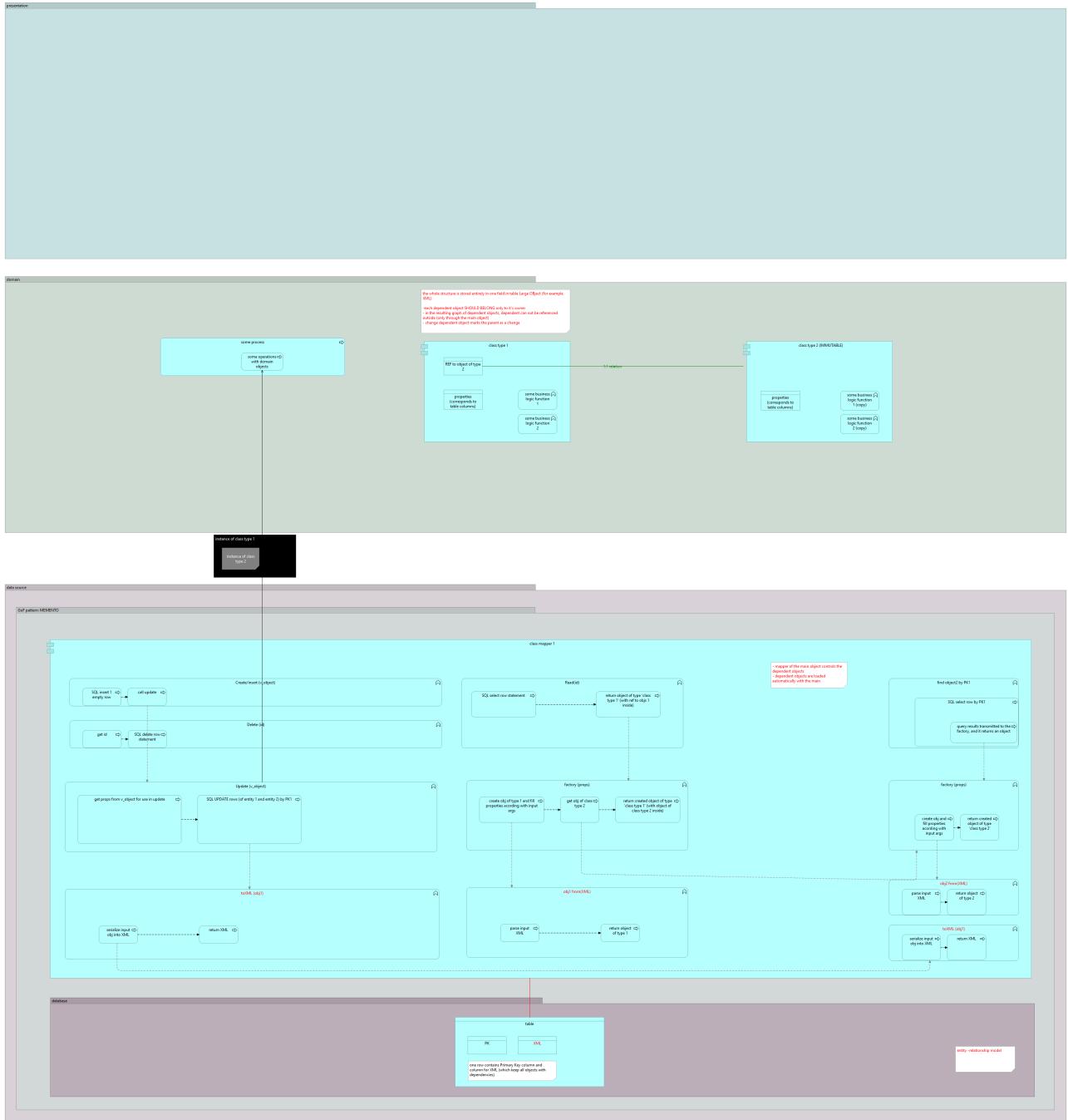
FOREIGN KEY MAPPING



IDENTITY FIELD



SERIALIZED LOB



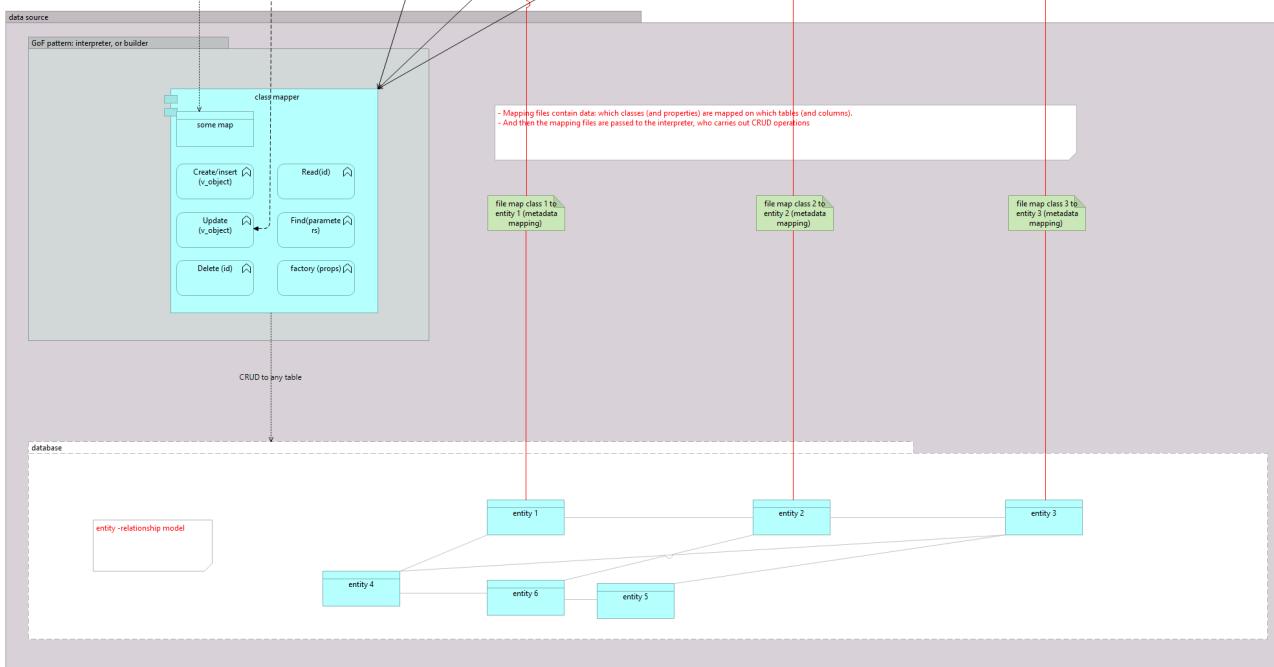
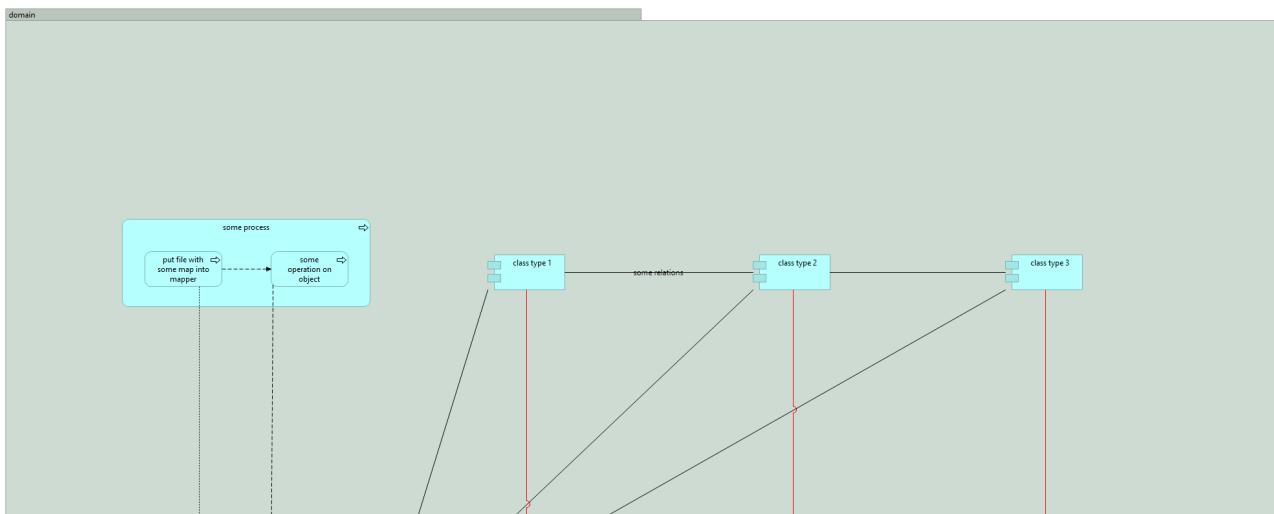
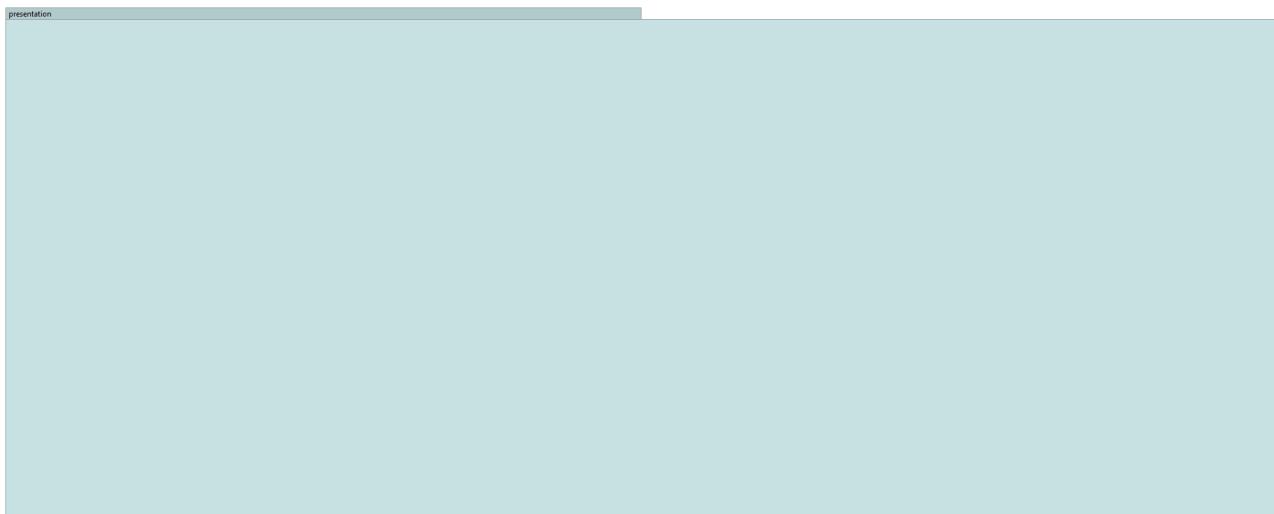
METADATA

ENTERPRISE PATTERNS

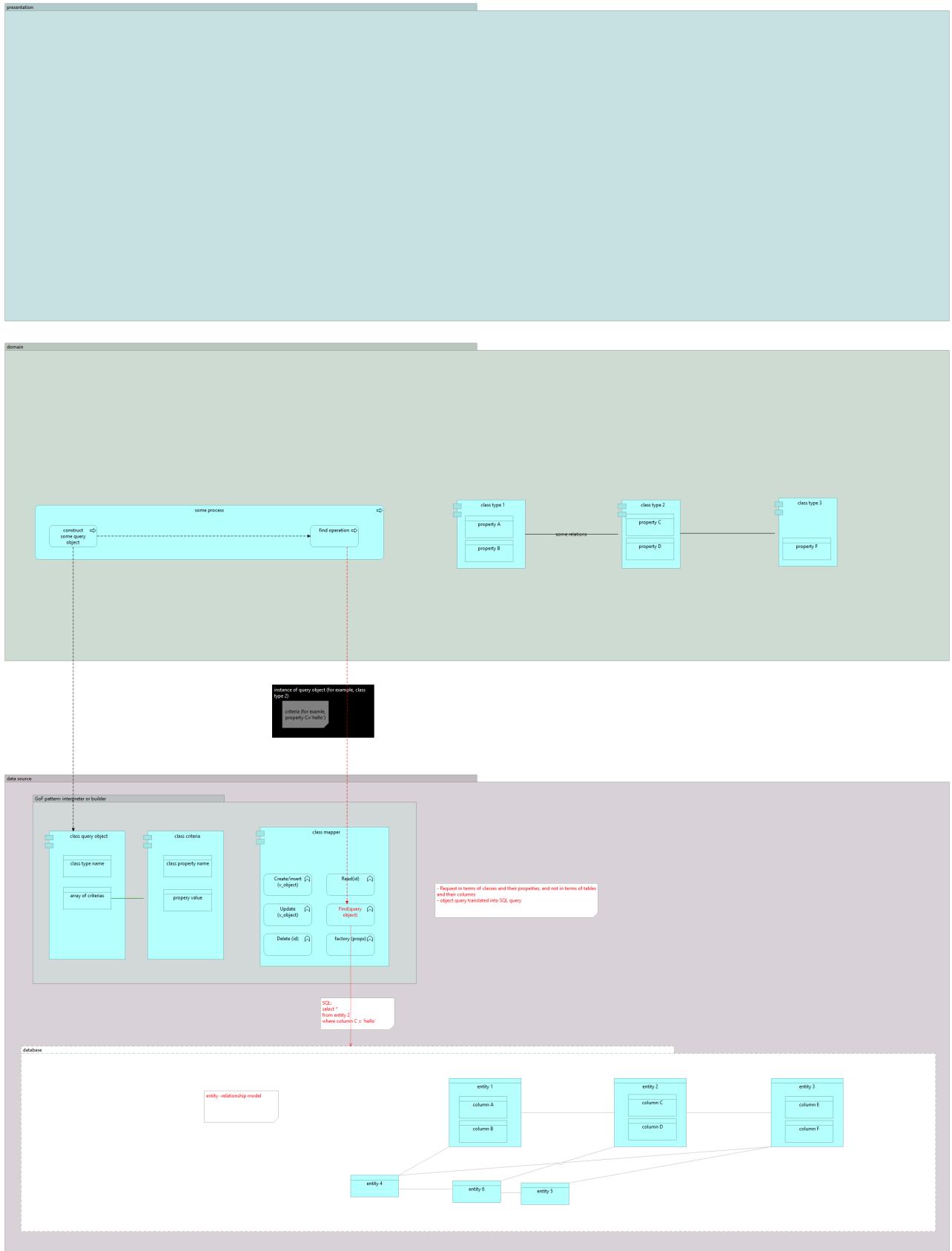
Martin Fowler



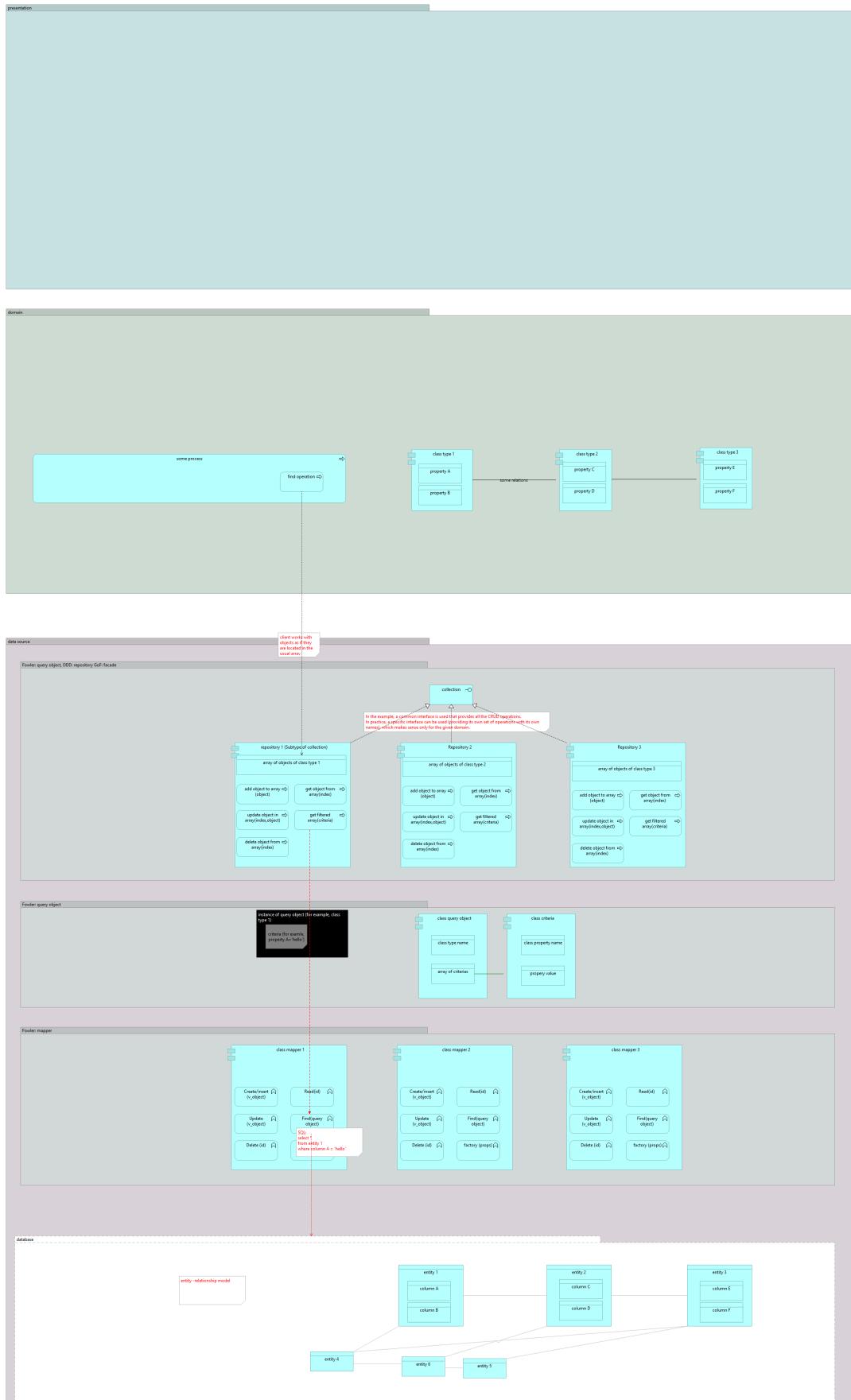
METADATA MAPPING



QUERY OBJECT



REPOSITORY



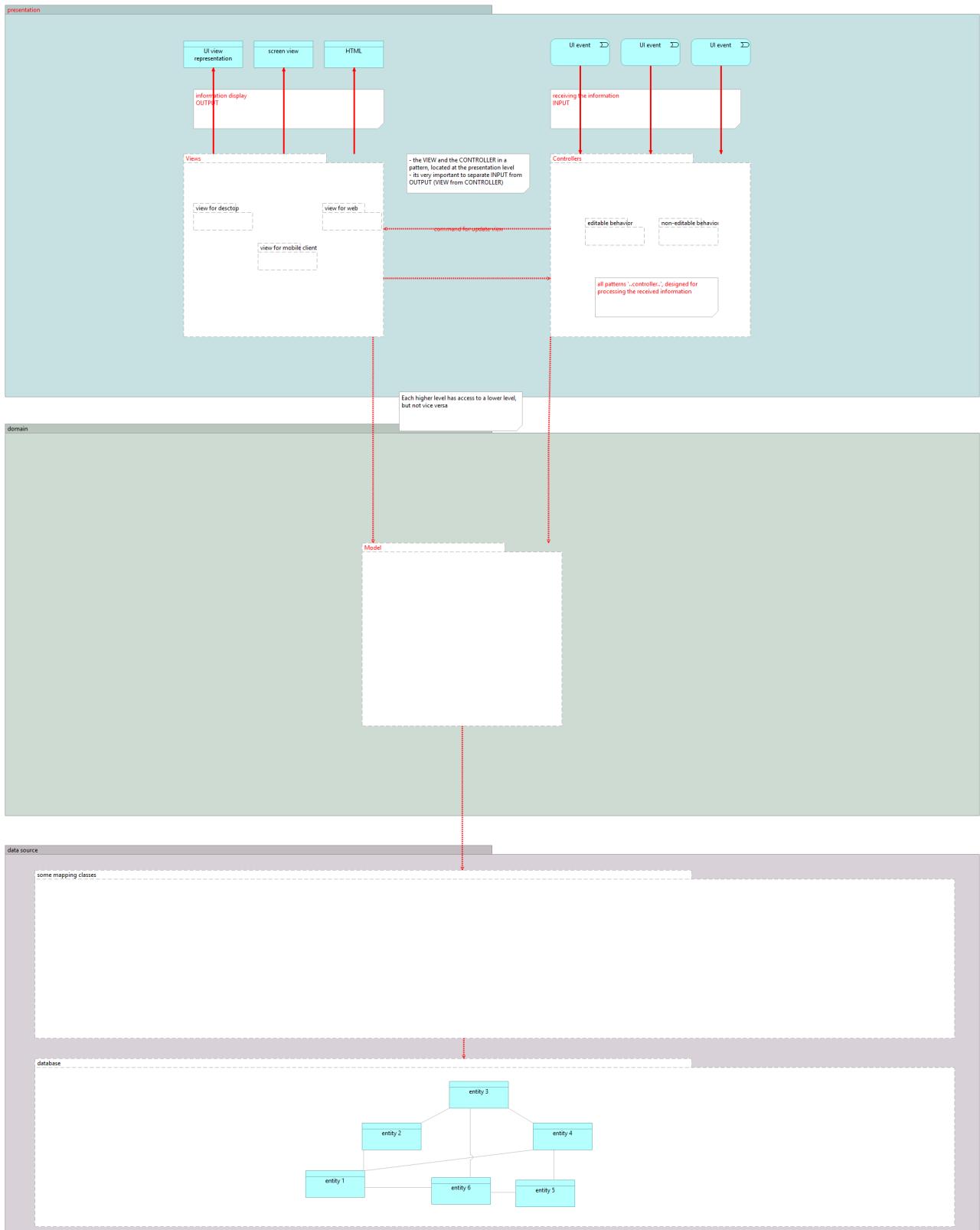
WEB REPRESENTATION CONTROLLER

ENTERPRISE PATTERNS

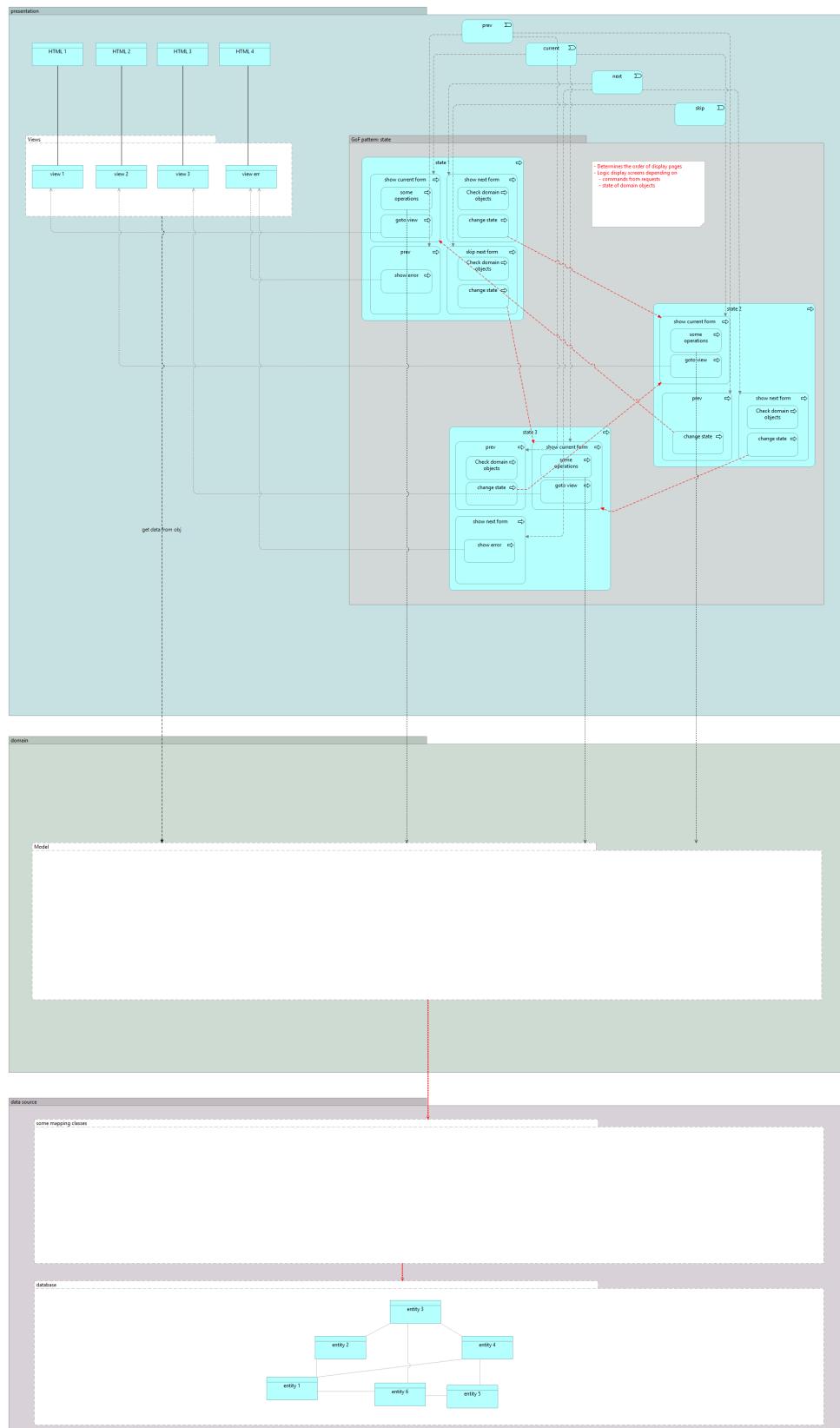
Martin Fowler



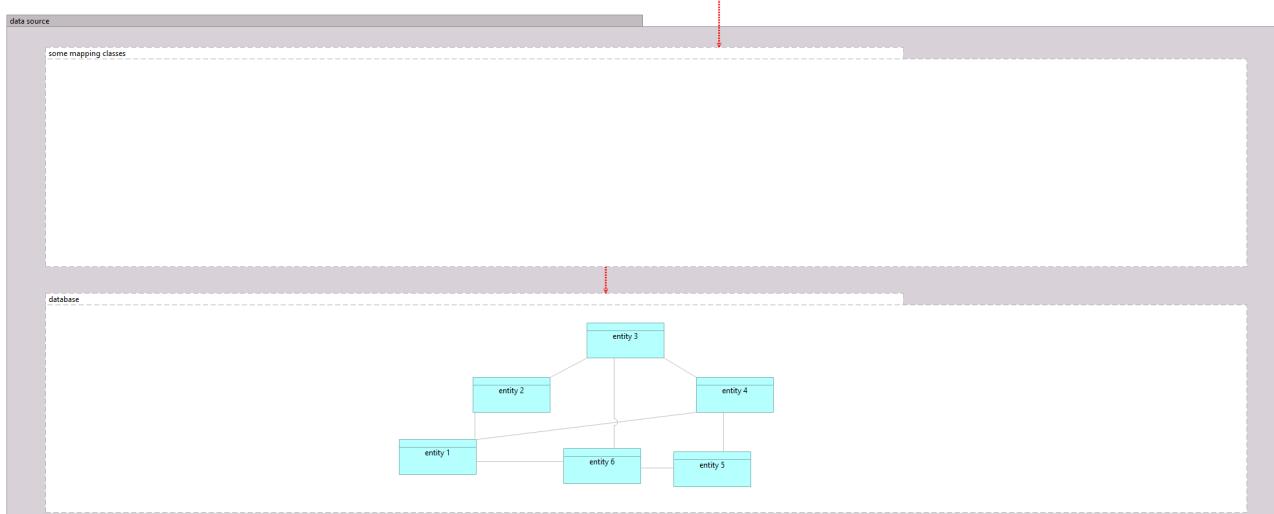
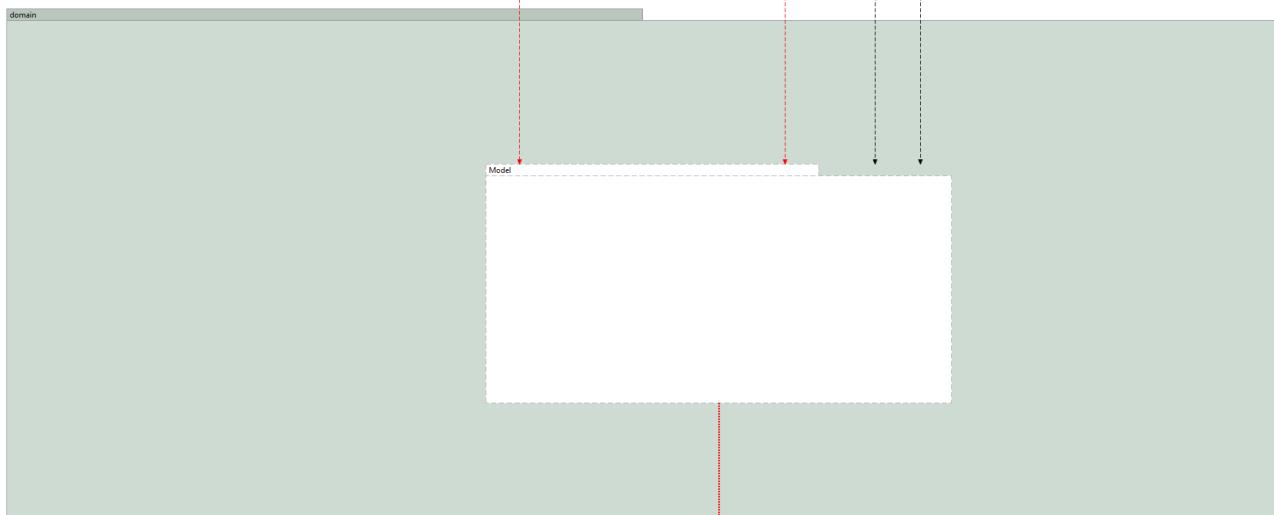
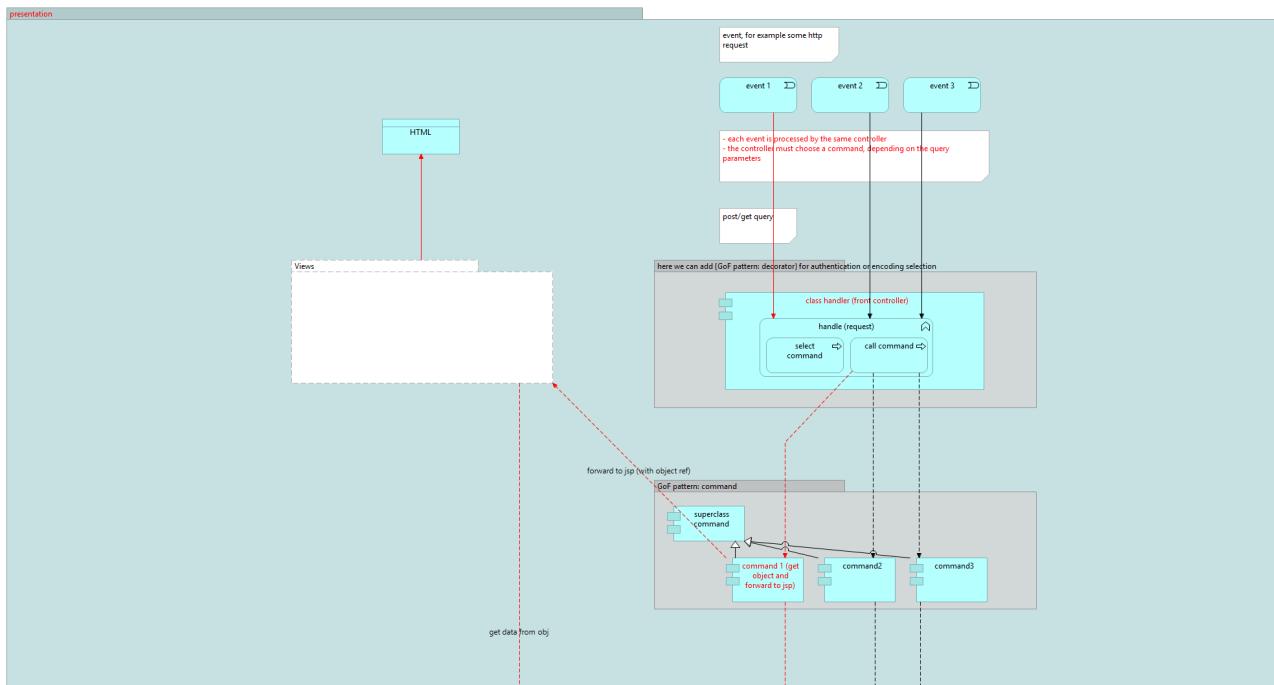
MODEL VIEW CONTROLLER



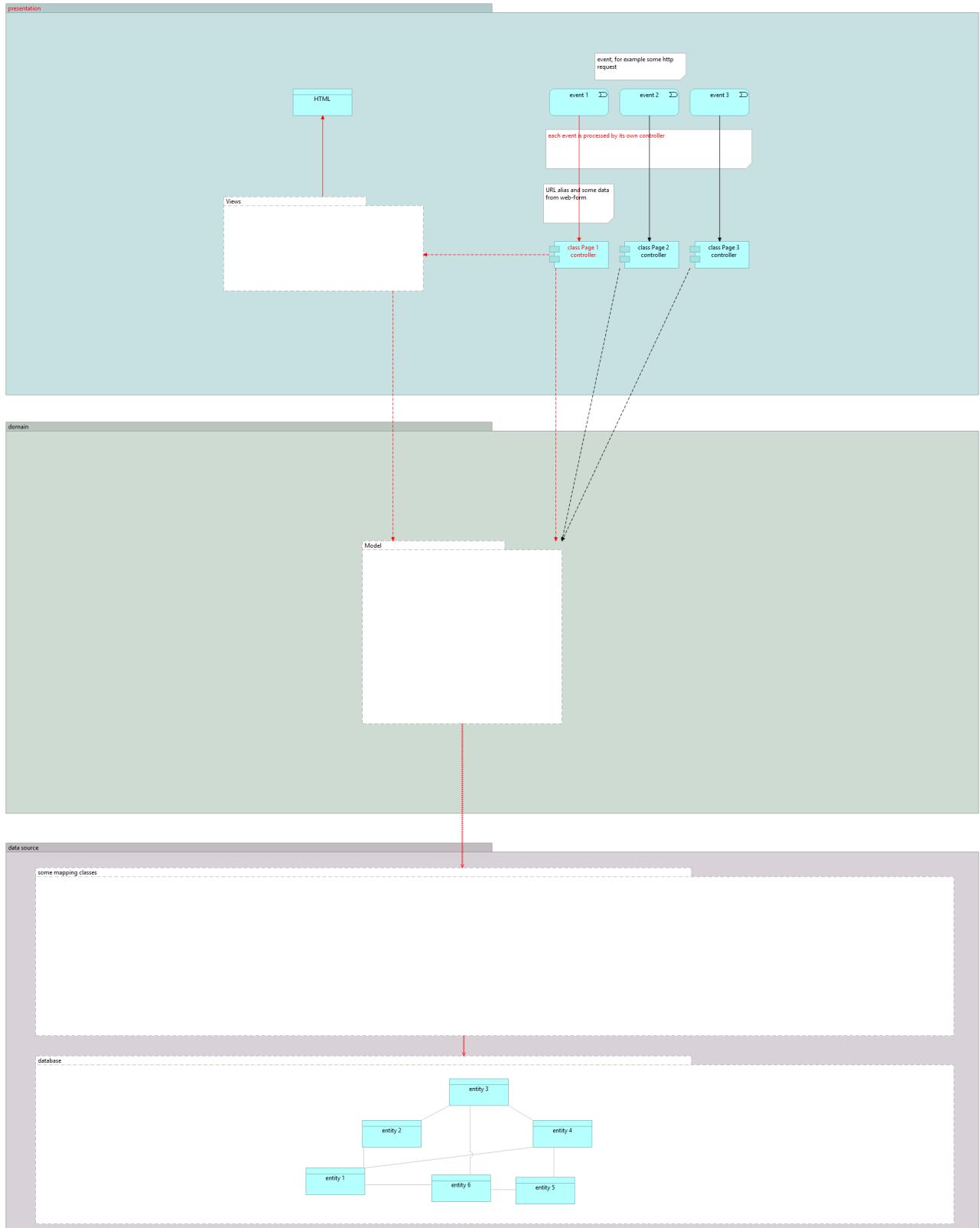
APPLICATION CONTROLLER



FRONT CONTROLLER



PAGE CONTROLLER



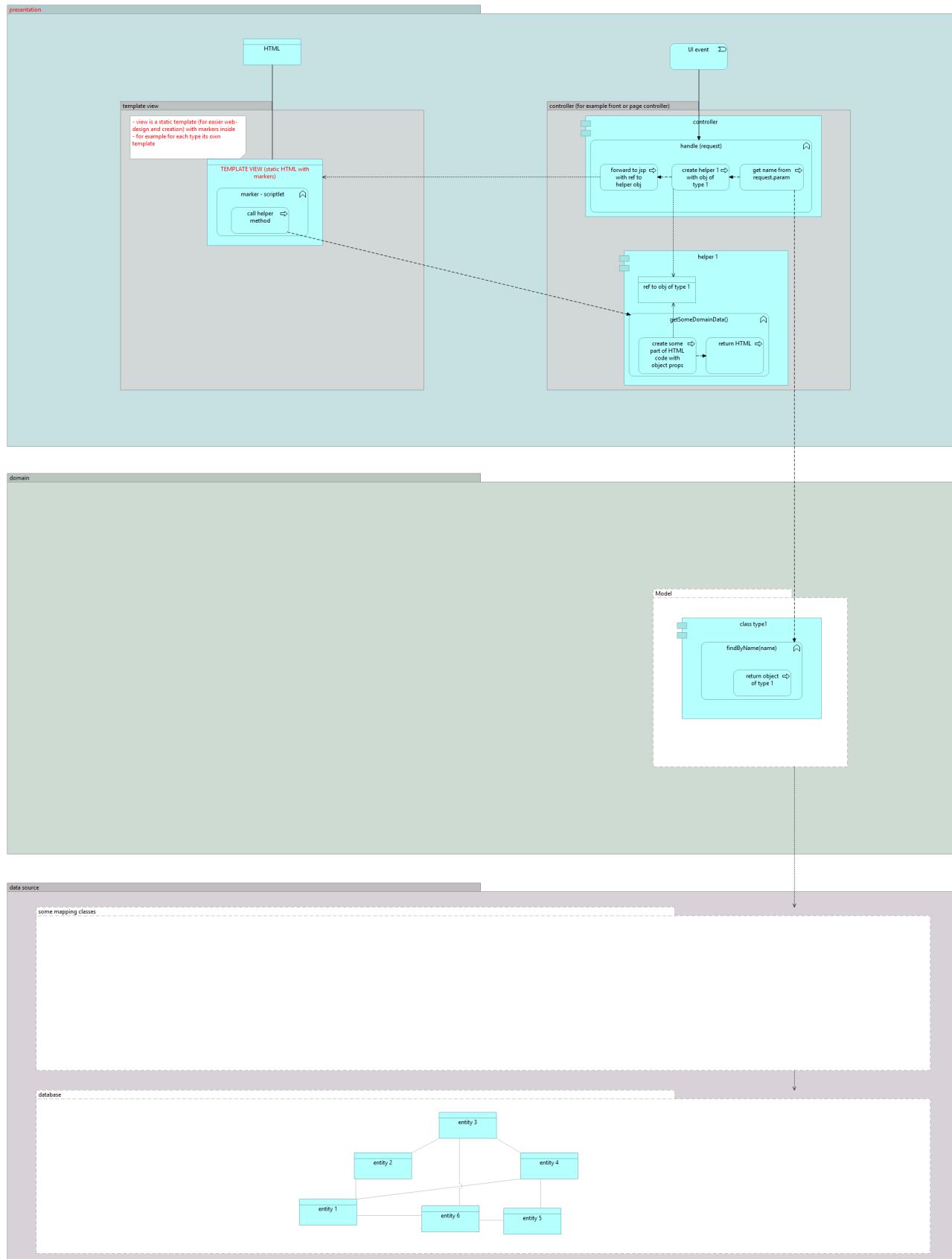
WEB REPRESENTATION VIEW

ENTERPRISE PATTERNS

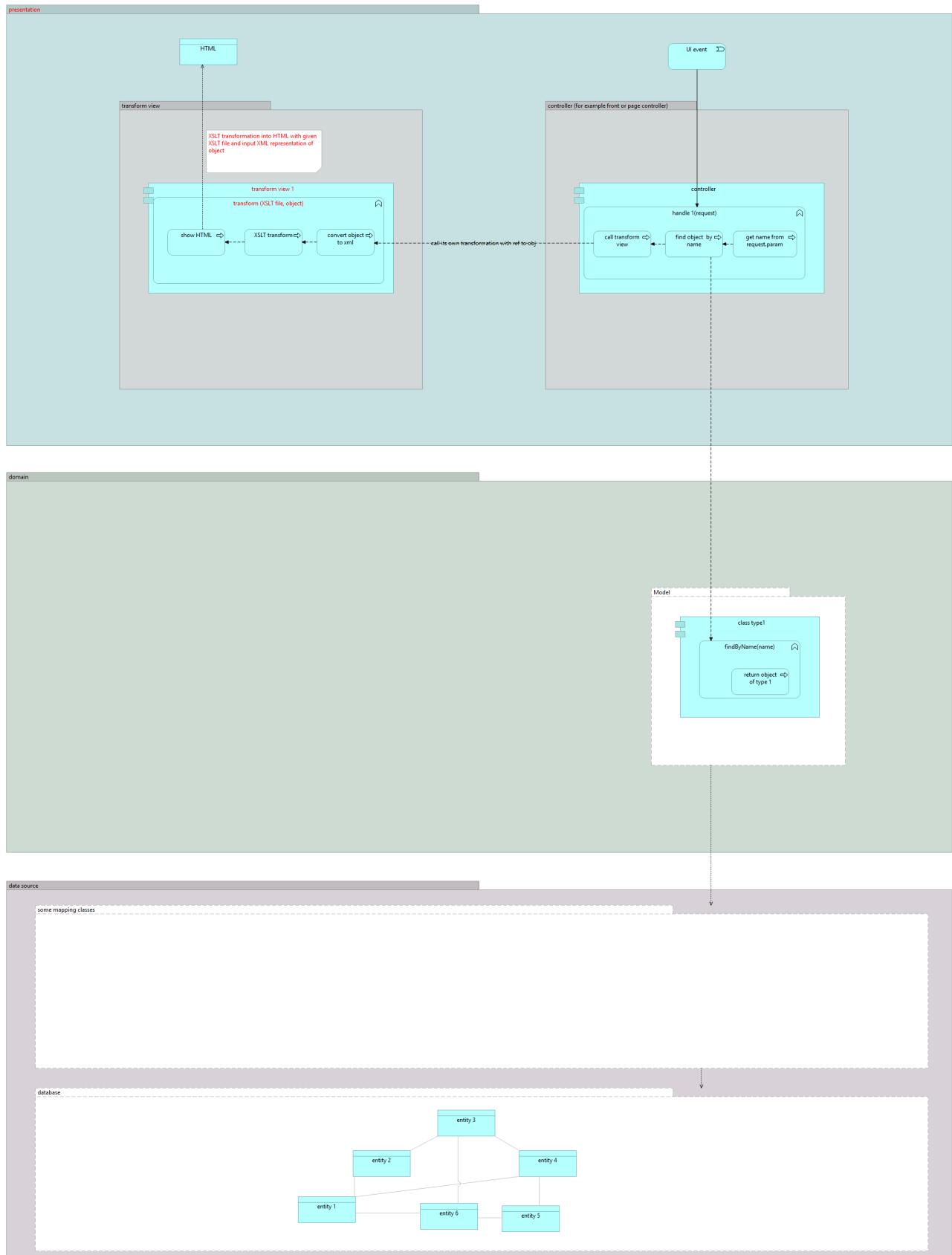
Martin Fowler



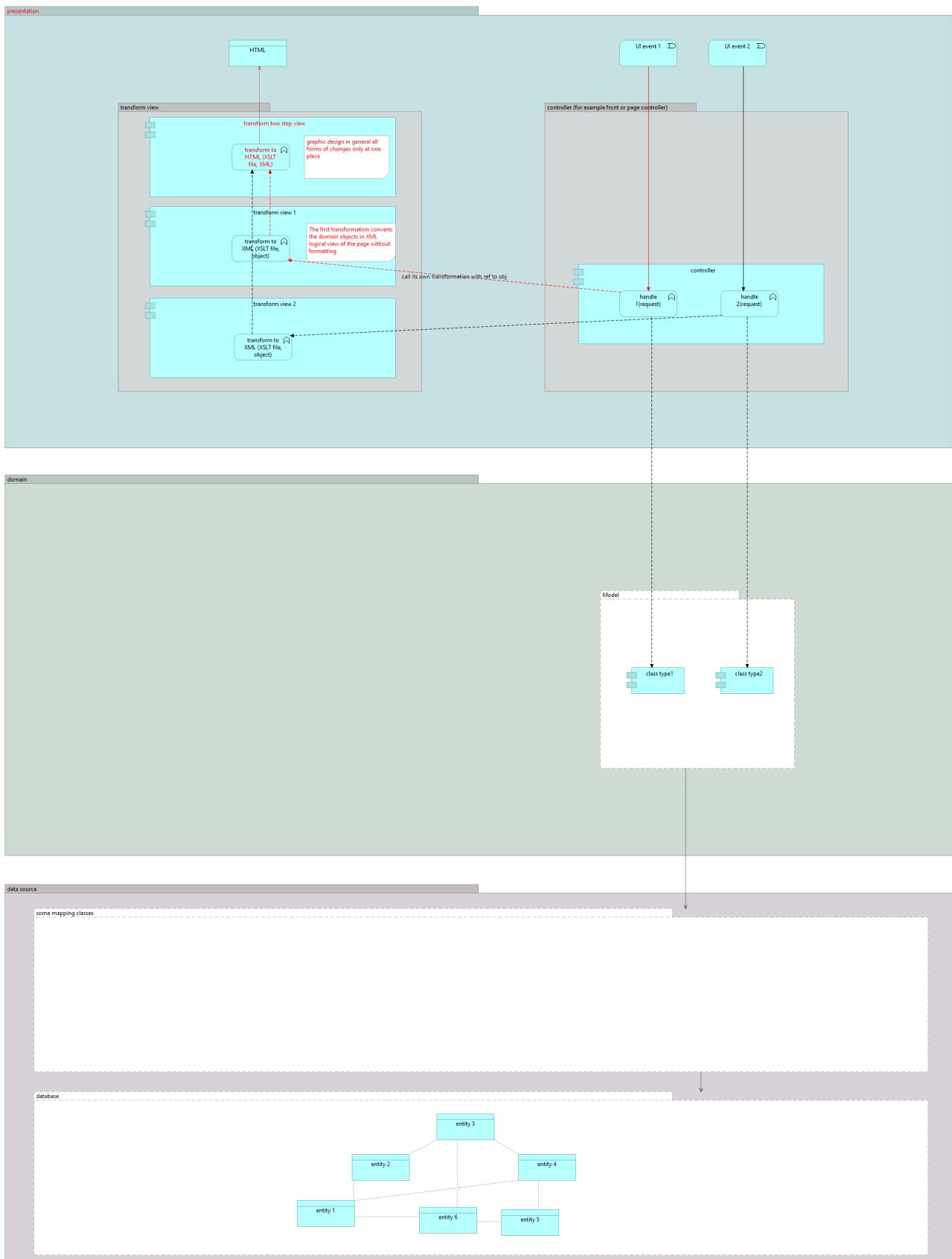
TEMPLATE VIEW



TRANSFORM VIEW



TWO STEP VIEW



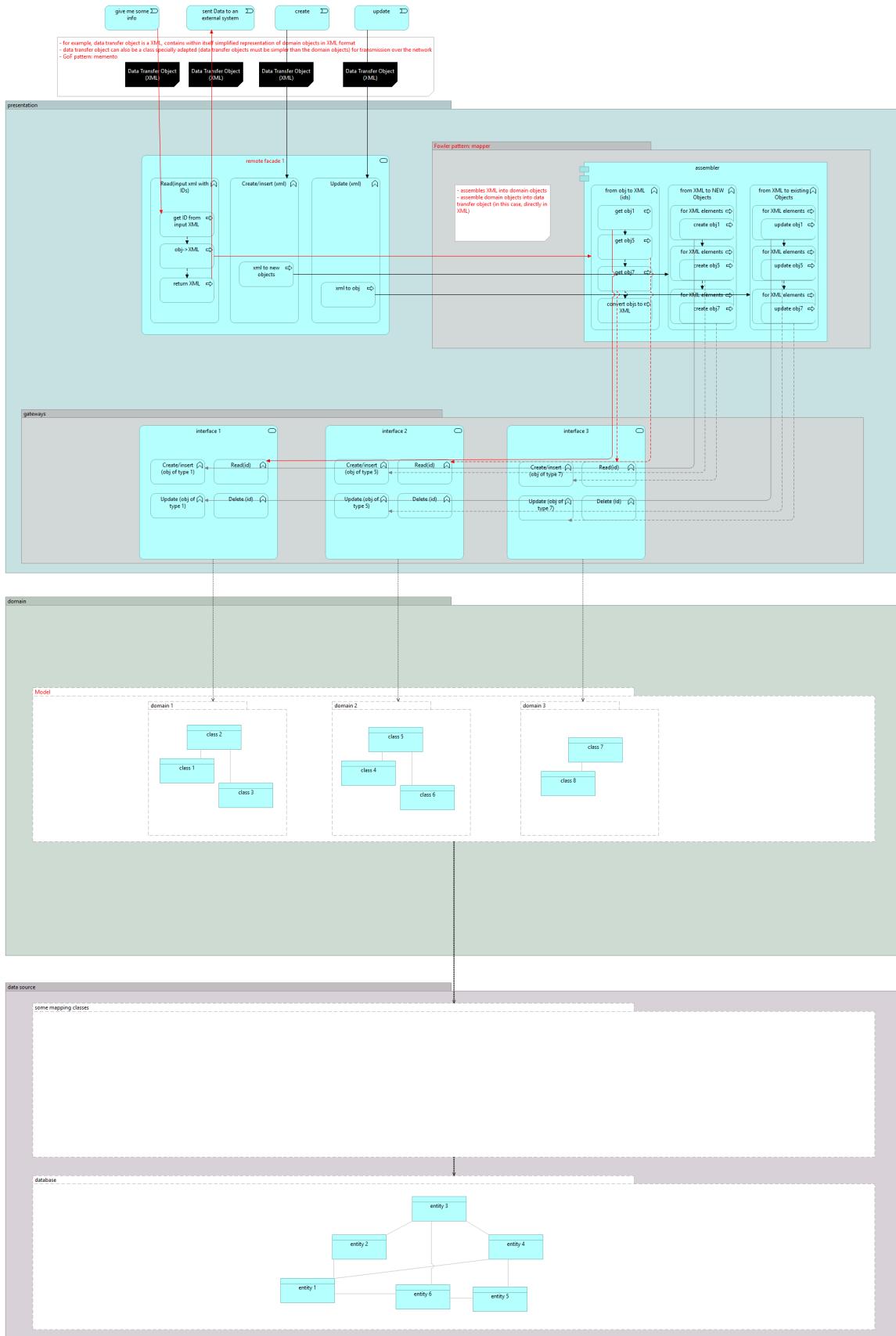
DISTRIBUTED PROCESSING

ENTERPRISE PATTERNS

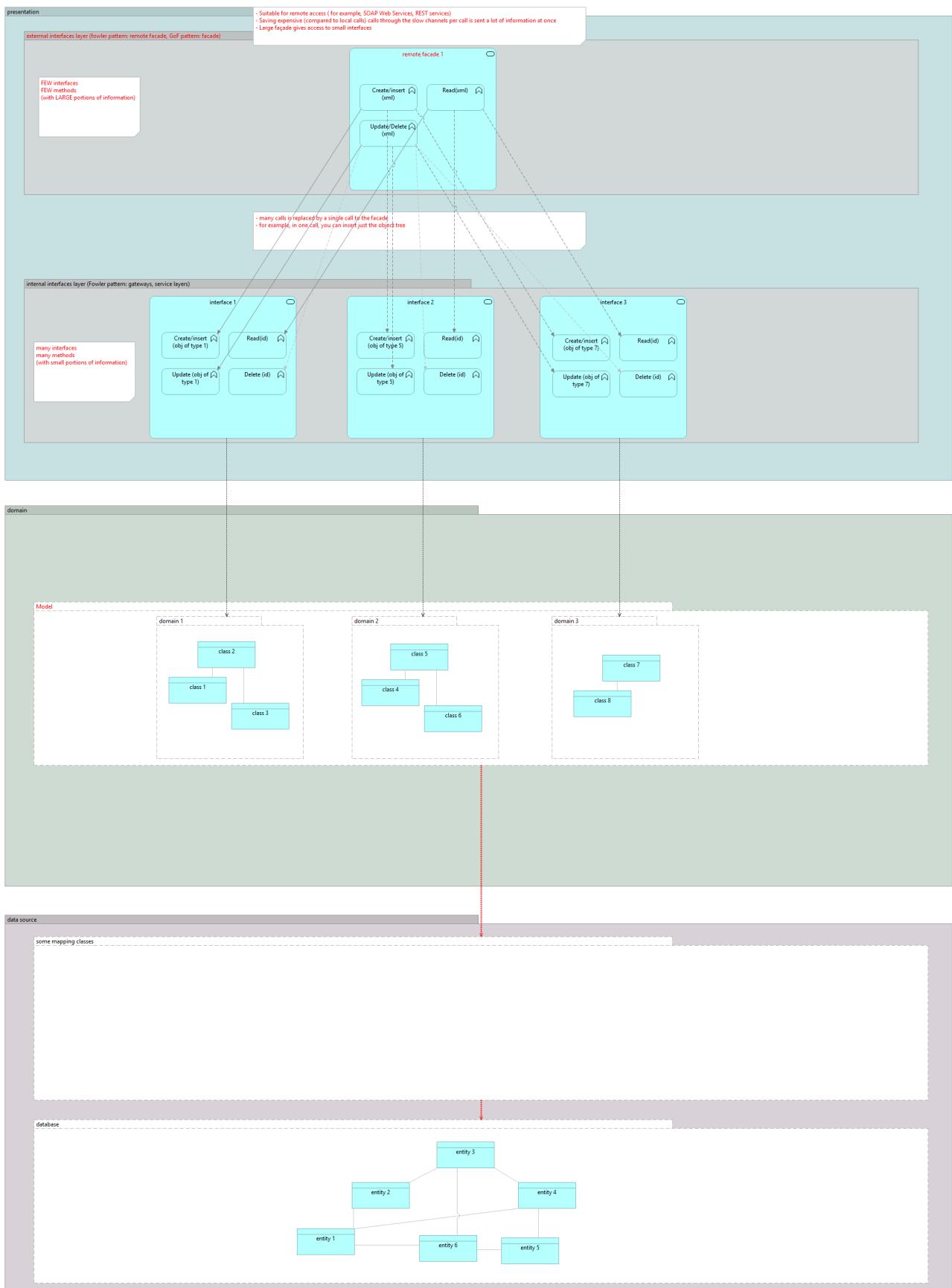
Martin Fowler



DATA TRANSFER OBJECT



REMOTE FAÇADE



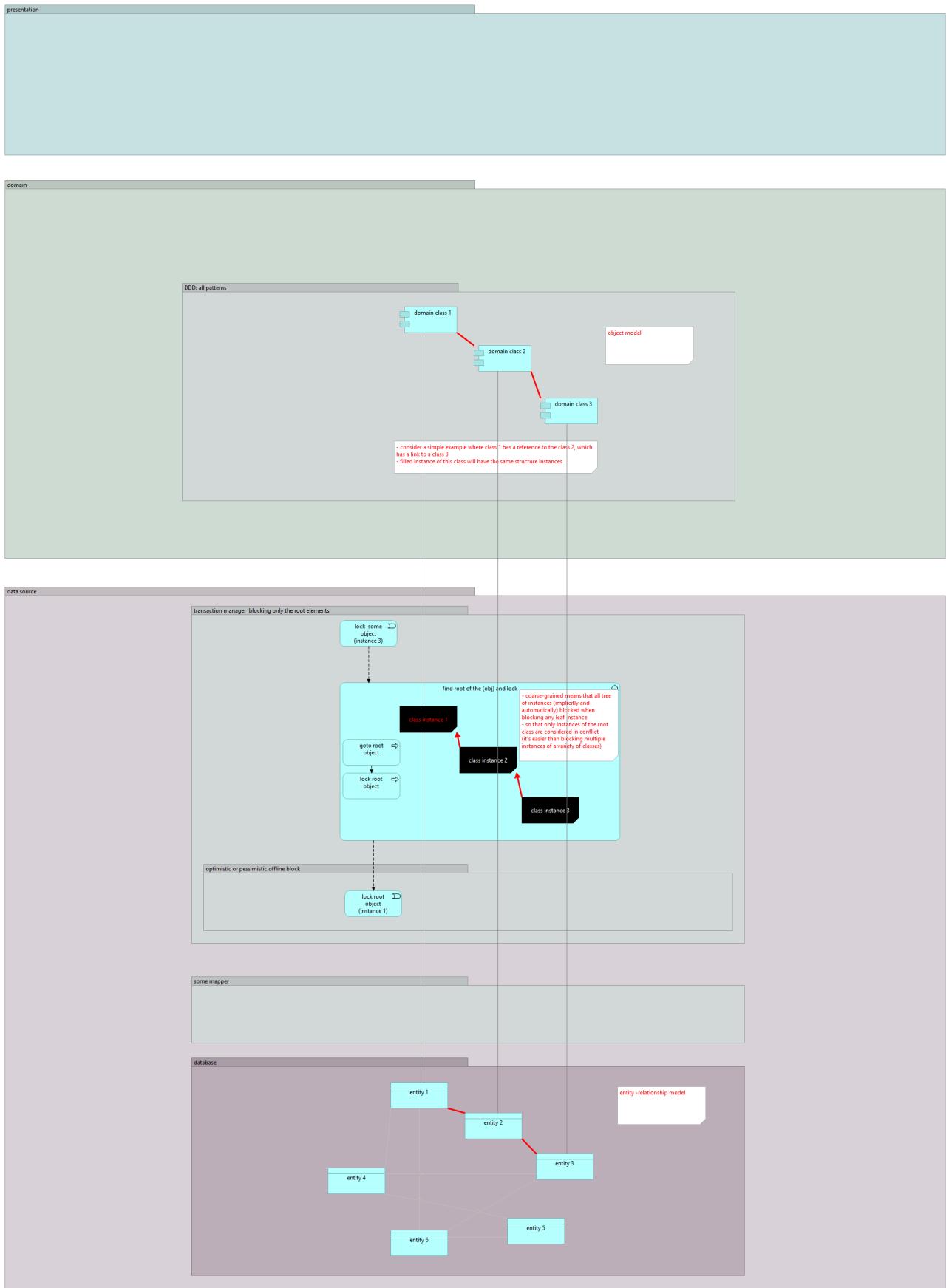
PARALLEL PROCESSING

ENTERPRISE PATTERNS

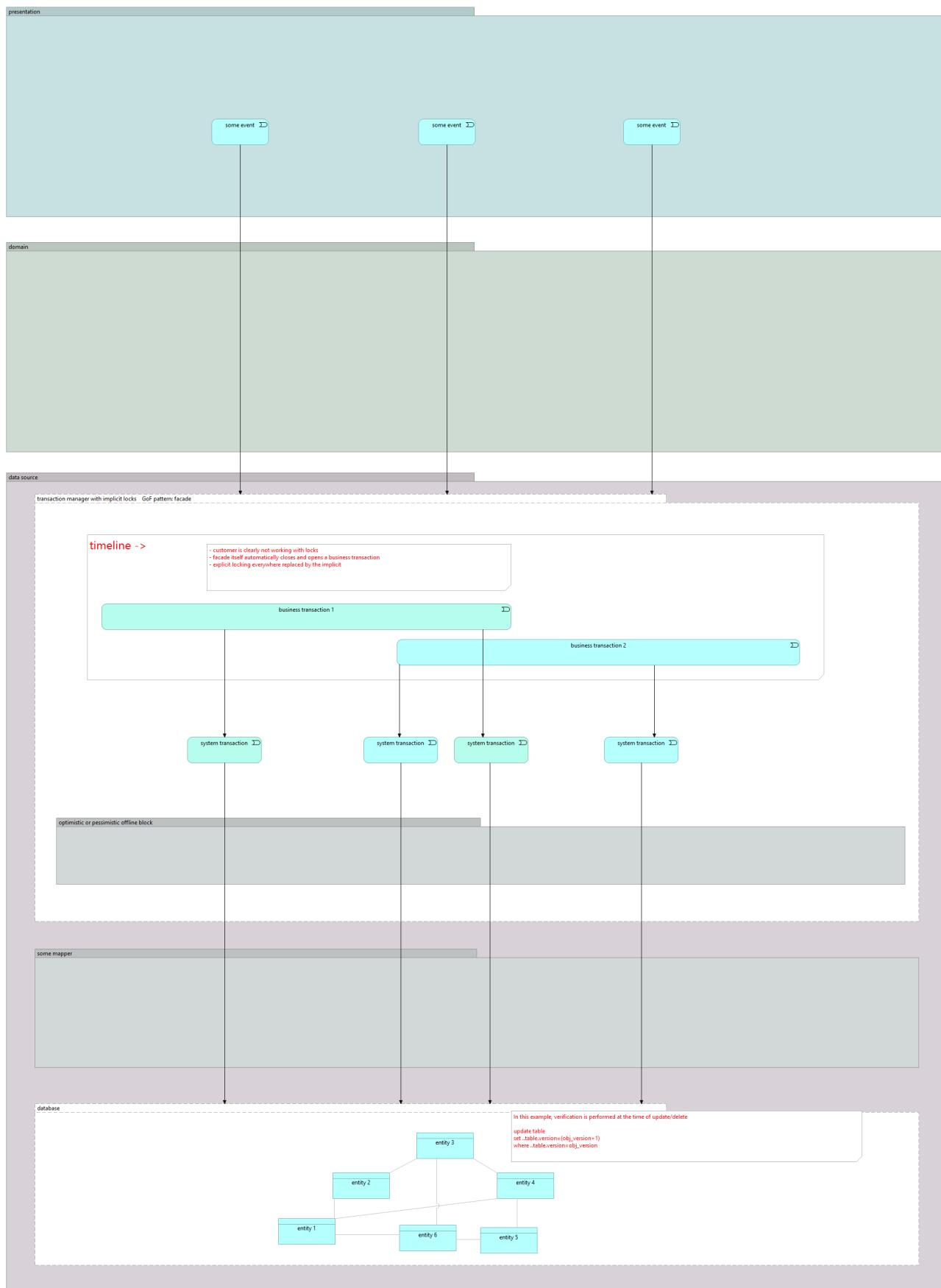
Martin Fowler



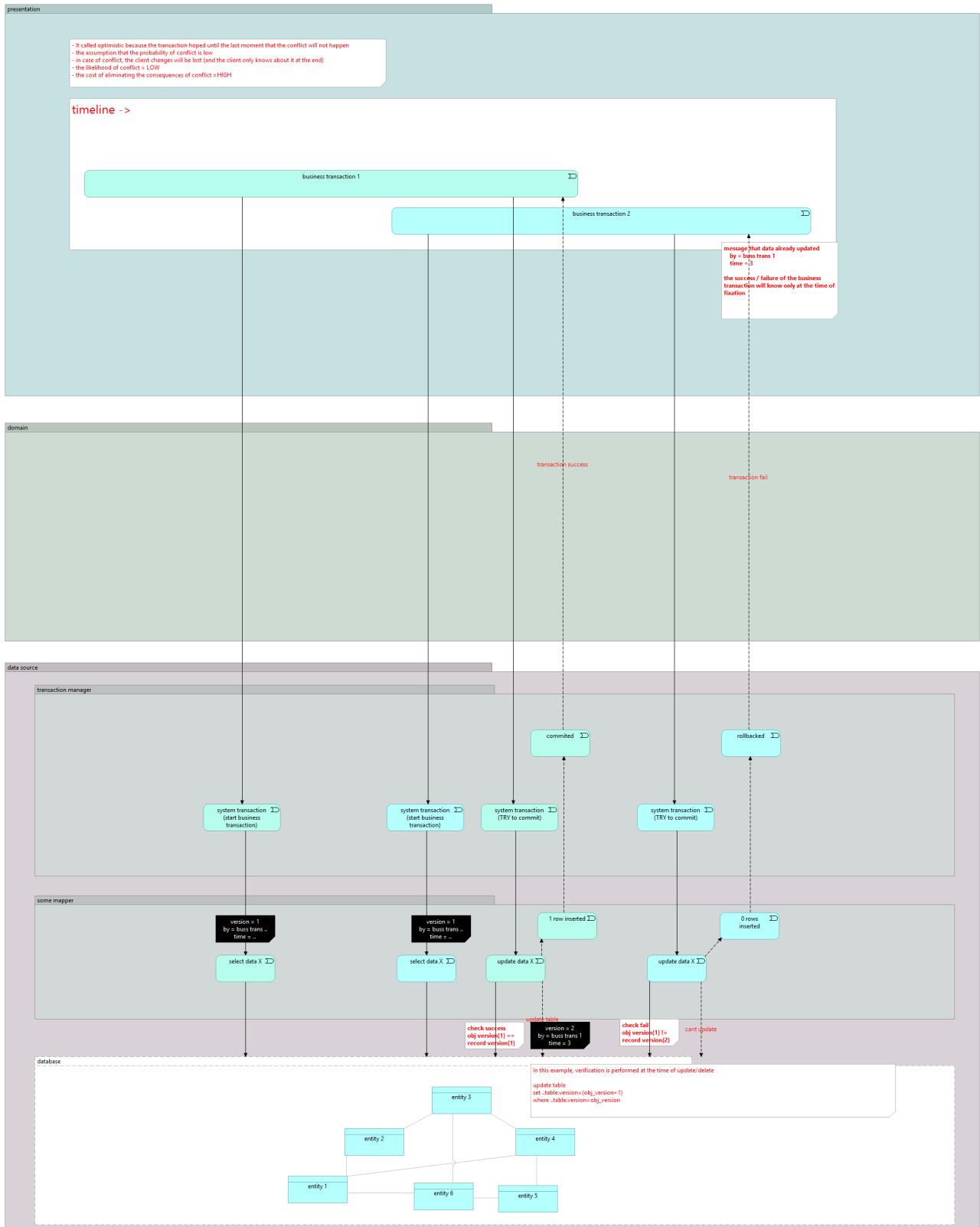
COARSE-GRAINED LOCK



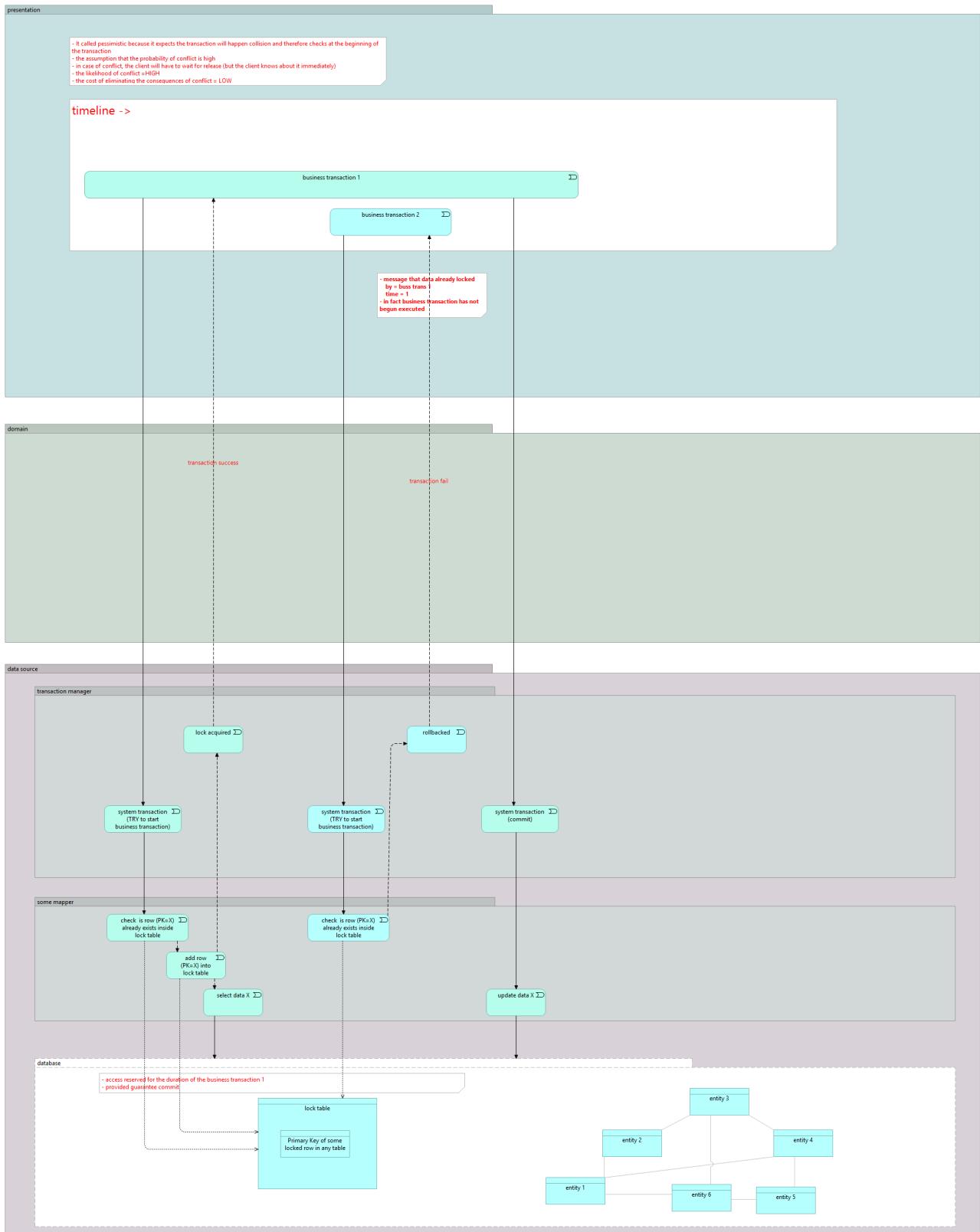
IMPLICIT LOCK



OPTIMISTIC OFFLINE LOCK



PESSIMISTIC OFFLINE LOCK



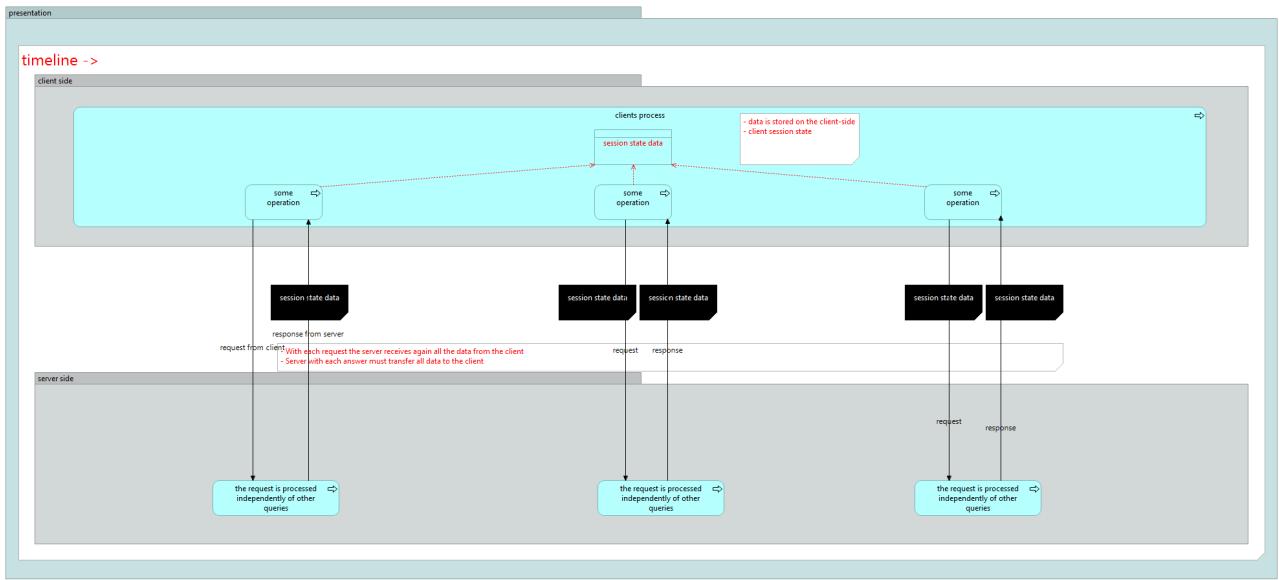
SESSION STATE

ENTERPRISE PATTERNS

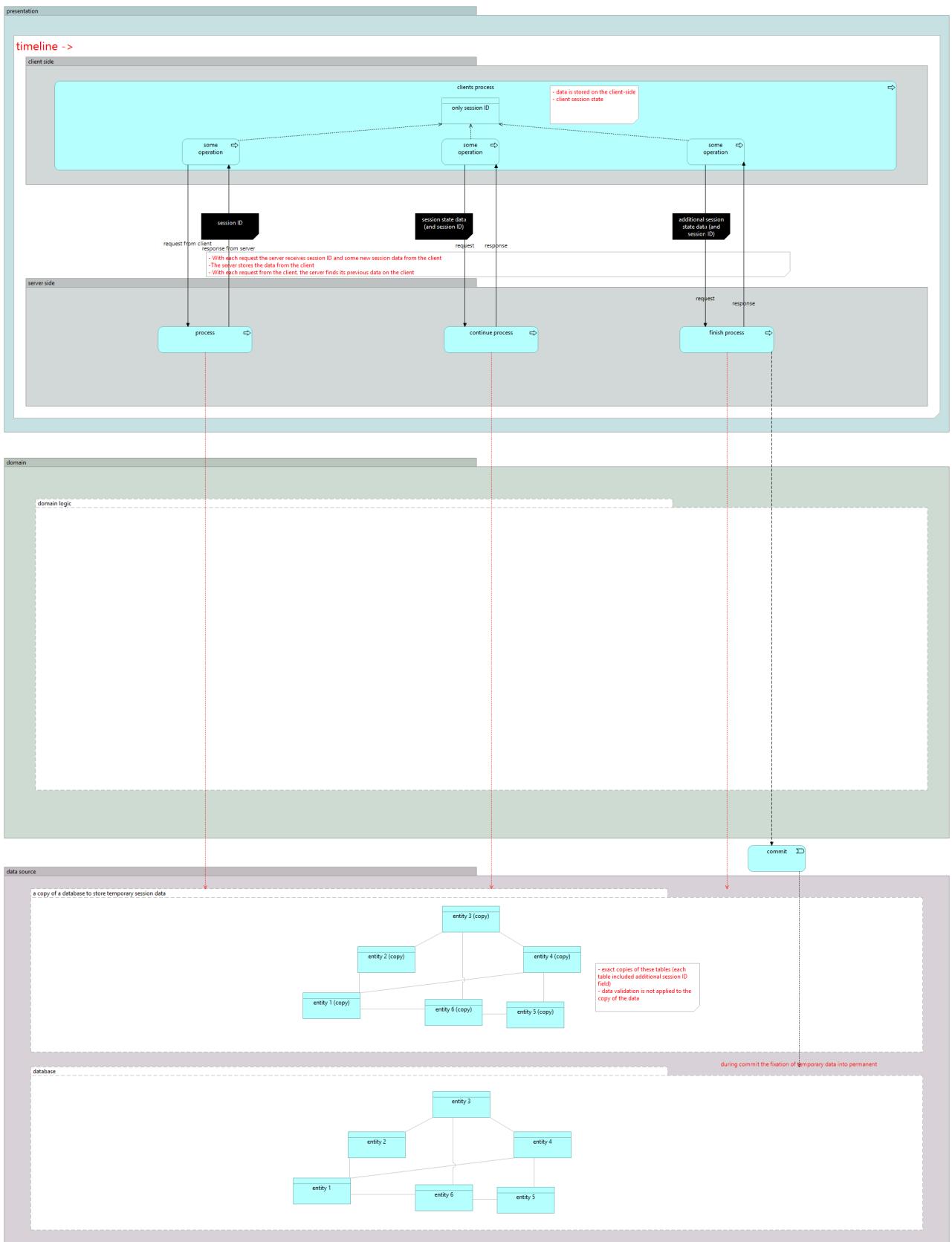
Martin Fowler



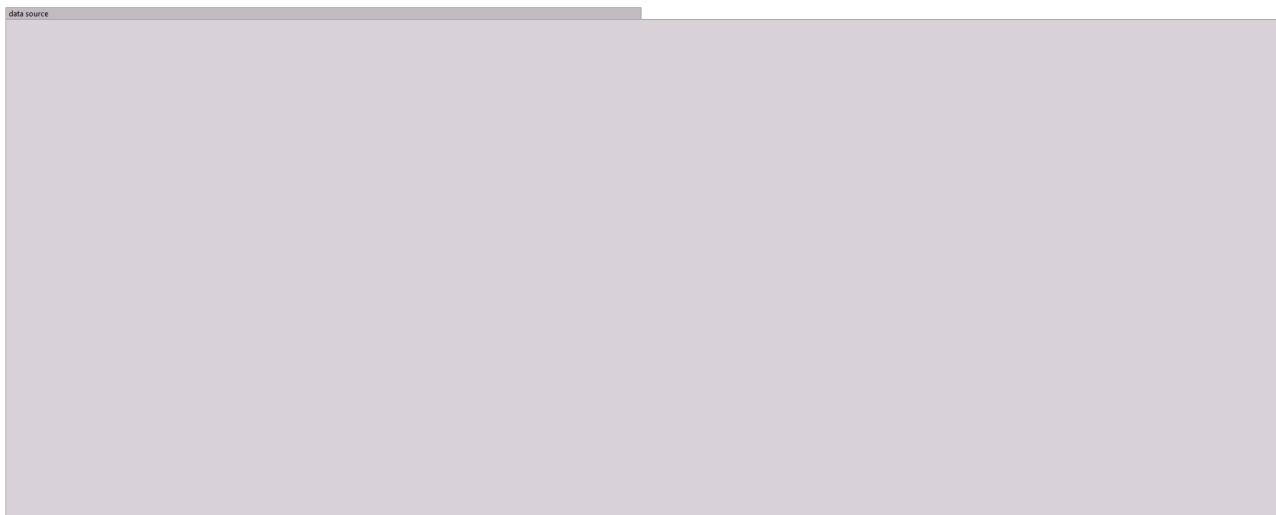
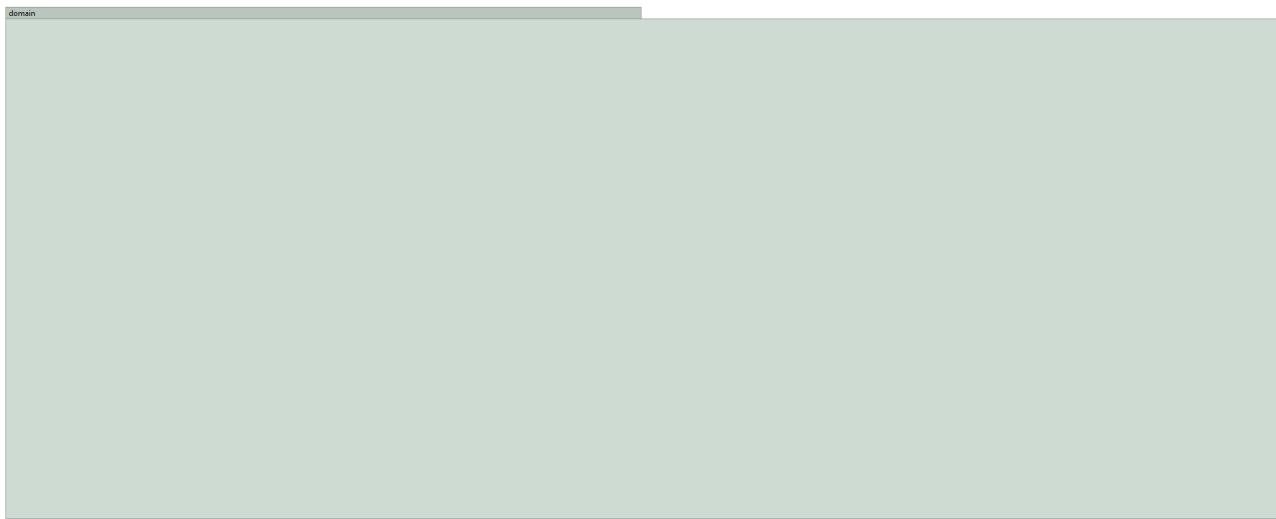
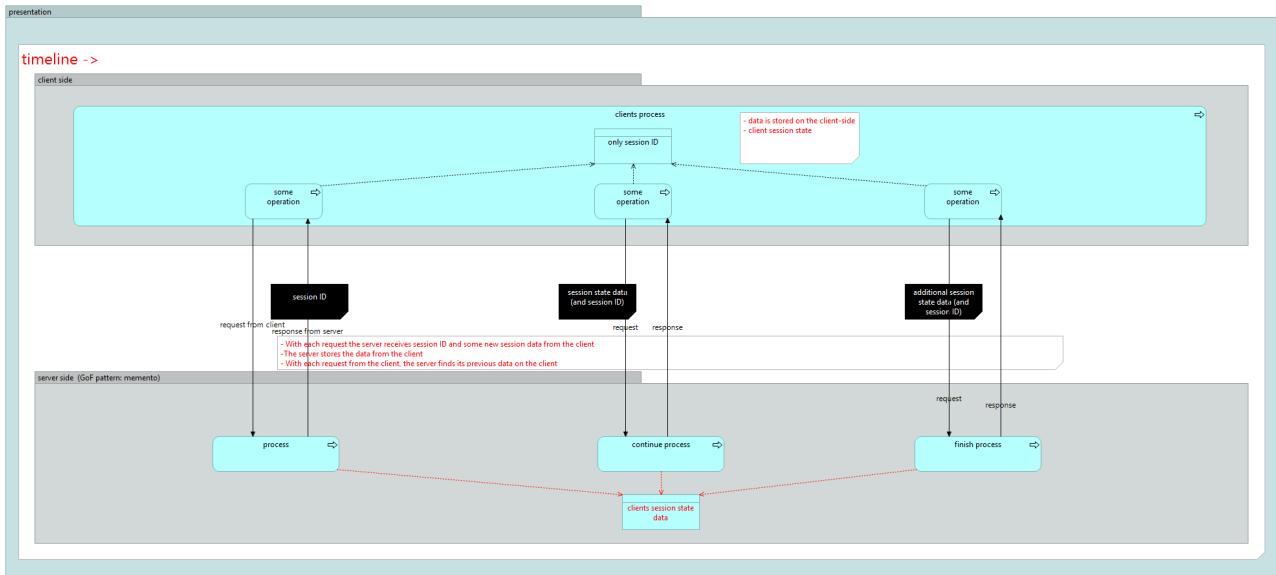
CLIENT SESSION STATE



DATABASE SESSION STATE



SERVER SESSION STATE



COMMON PATTERNS

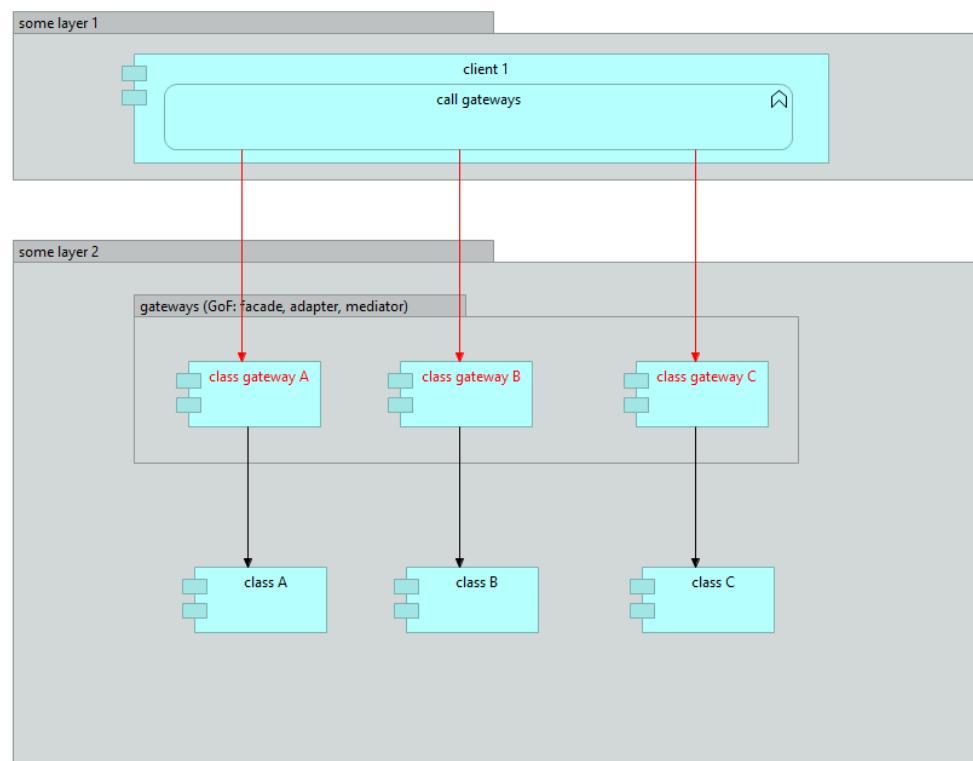
ENTERPRISE PATTERNS

Martin Fowler

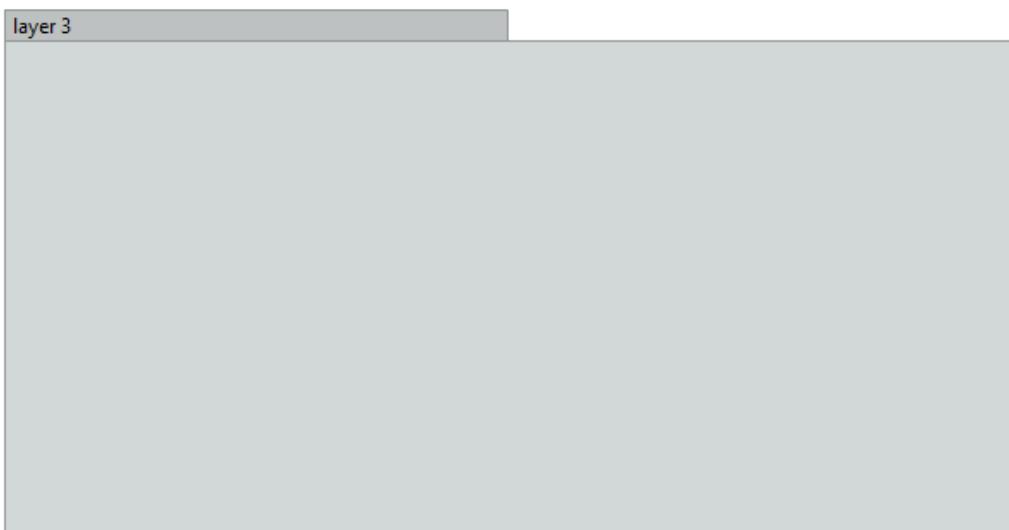
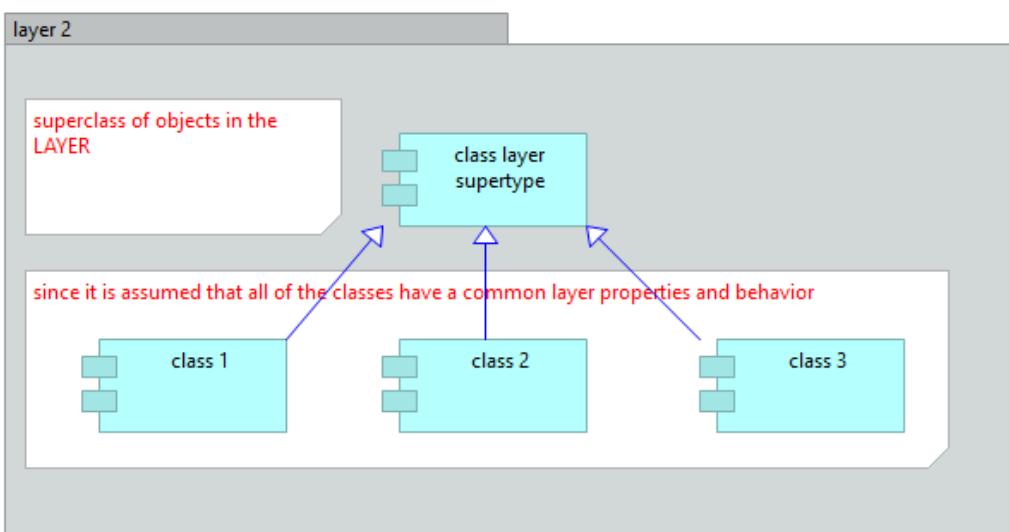


GATEWAY

- a wrapper of classes that simplifies access it from the CLIENT 1
- not too simplifying to all possible clients (as in the facade pattern)
- And not adapting one class to another (as in the adapter) because both sides are developed at the same time



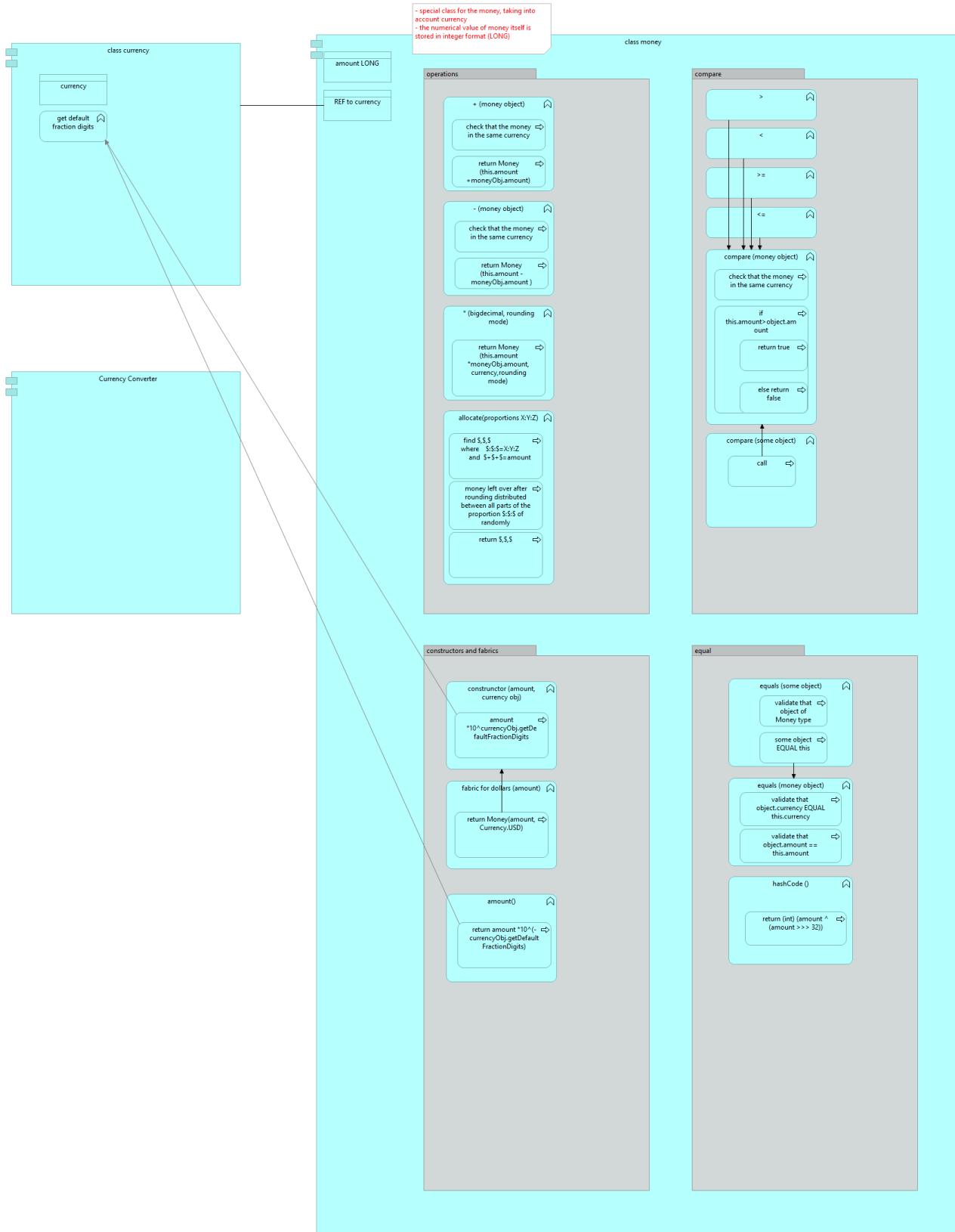
LAYER SUPERTYPE



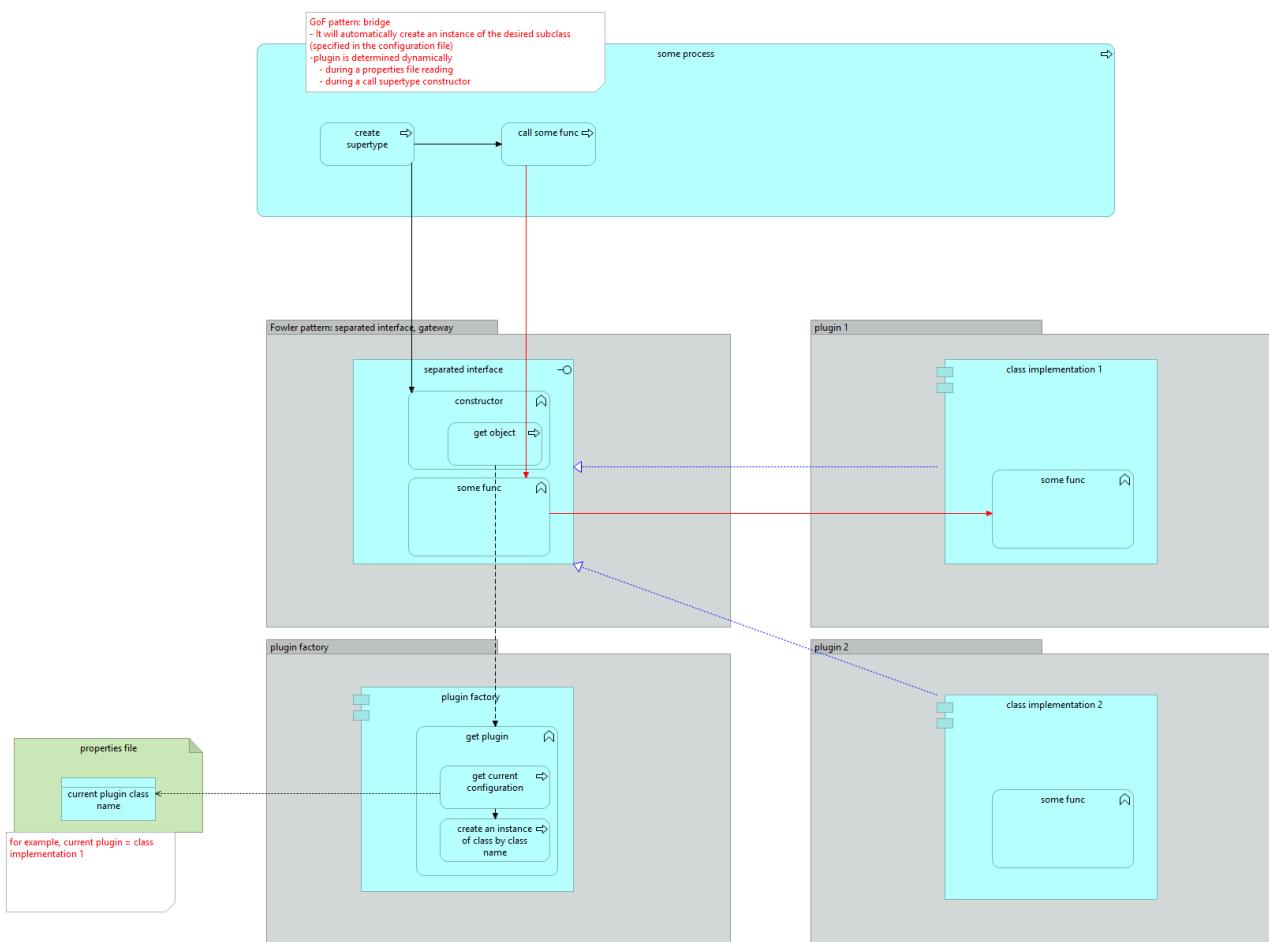
MAPPER



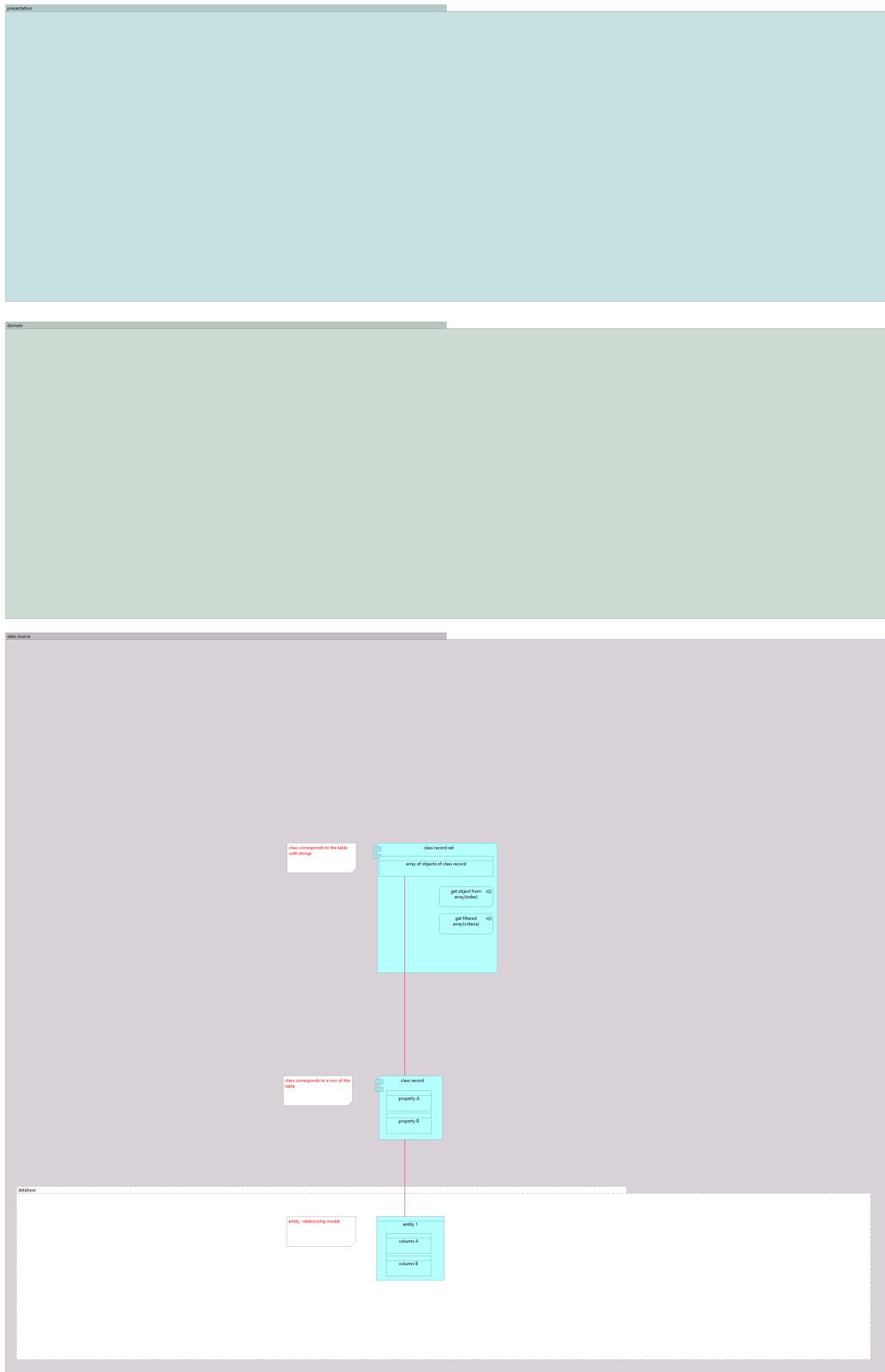
MONEY



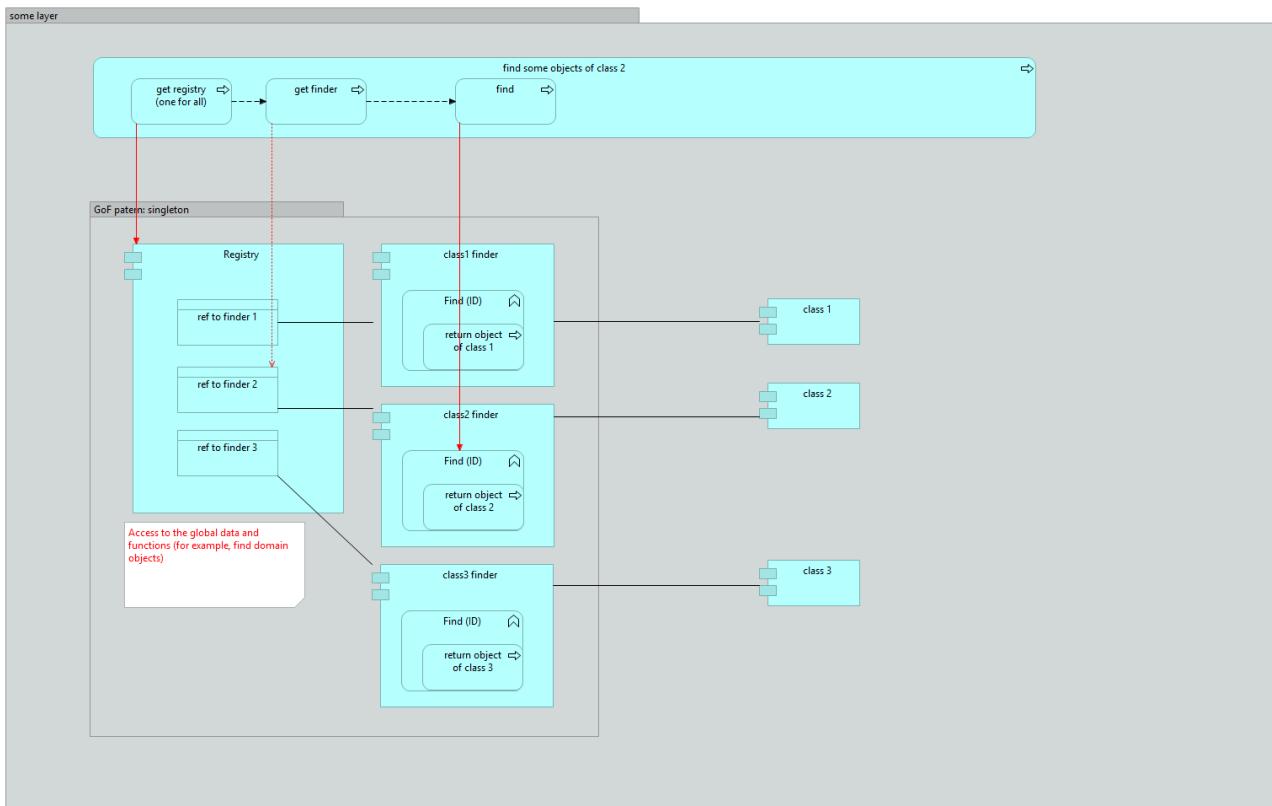
PLUGIN



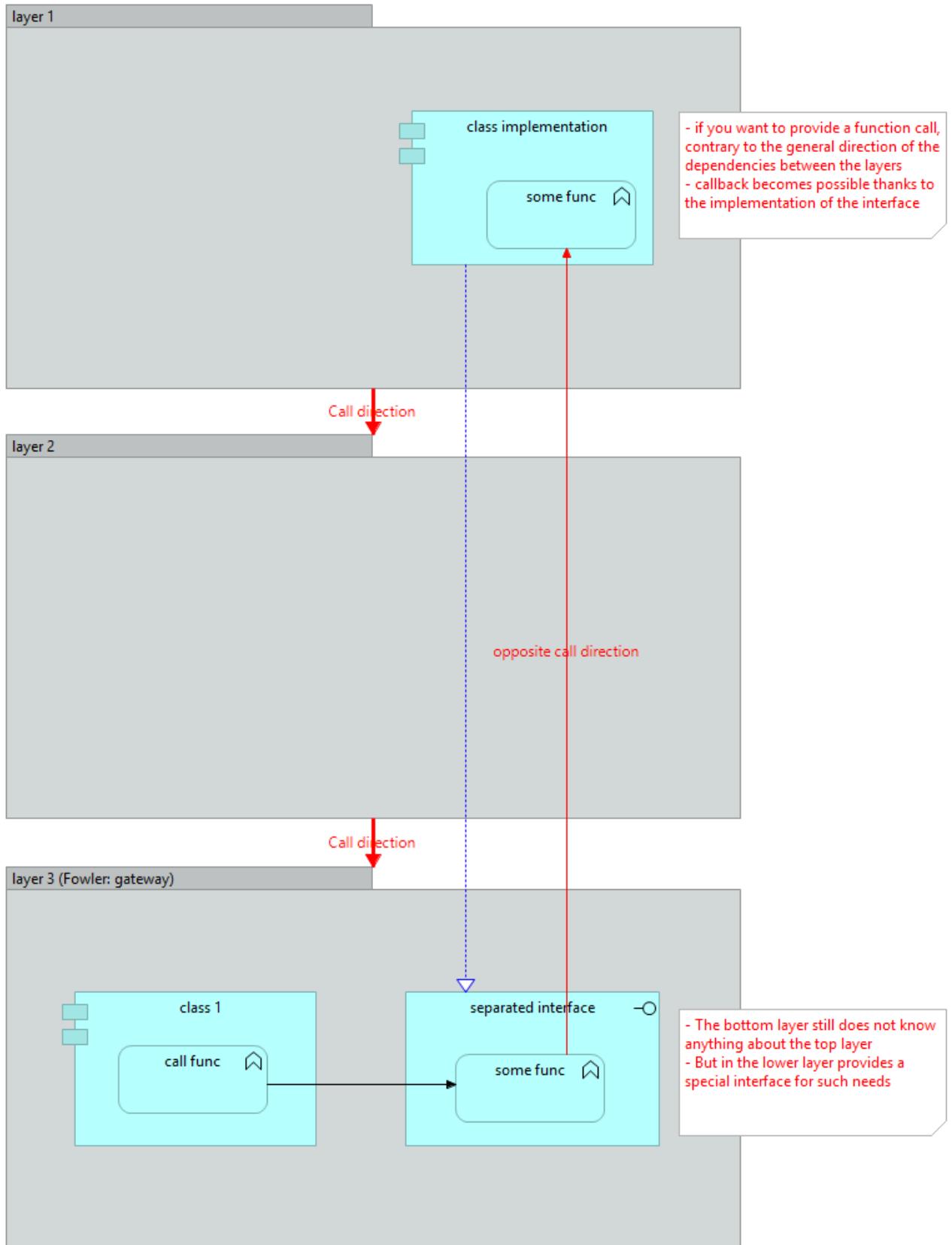
RECORD SET



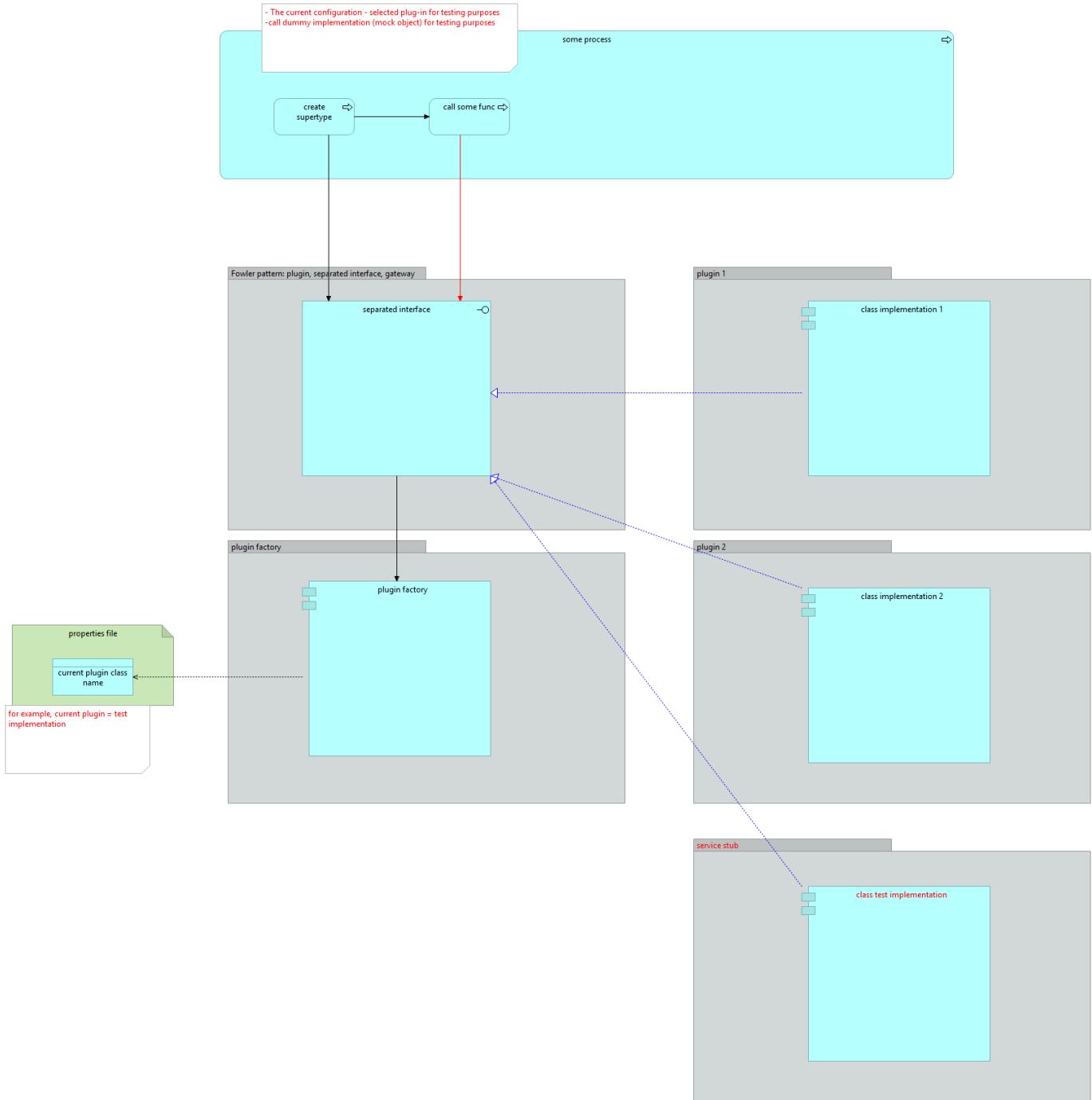
REGISTRY



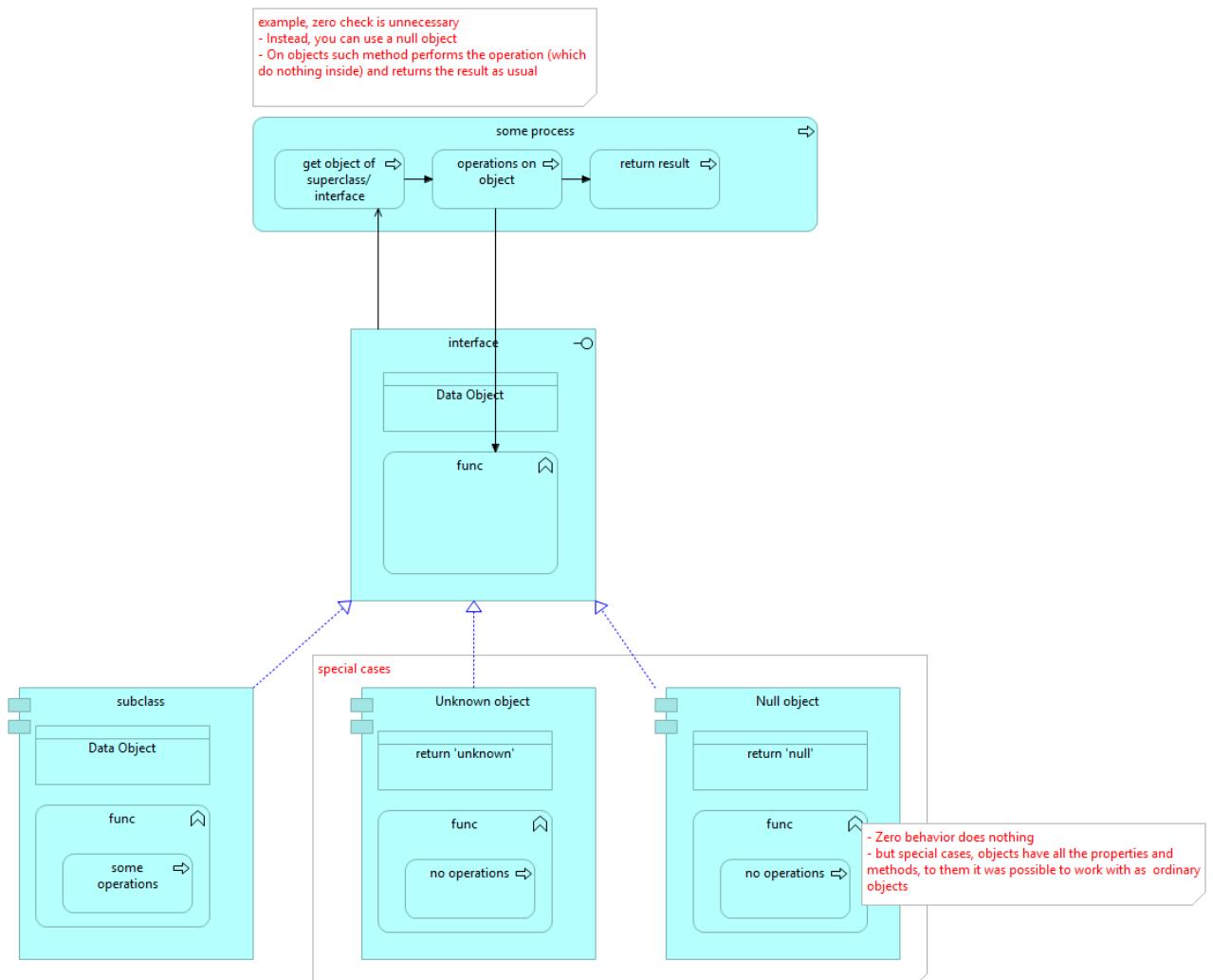
SEPARATED INTERFACE



SERVICE STUB

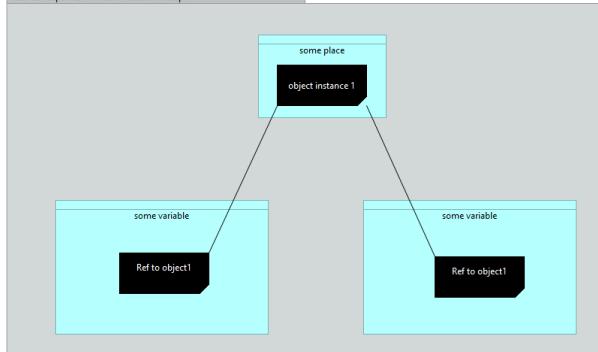


SPECIAL CASE

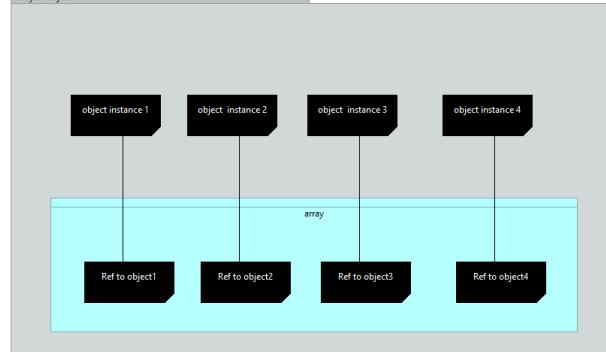


VALUE OBJECT

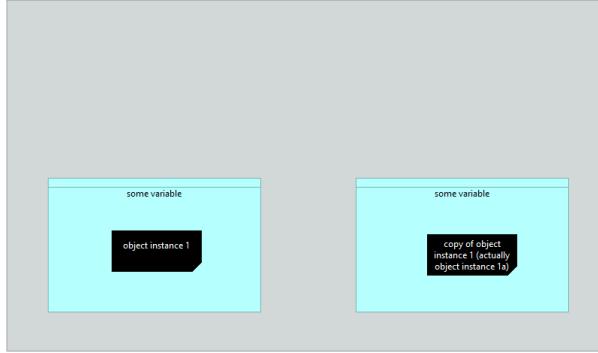
class concept and link transmission concept



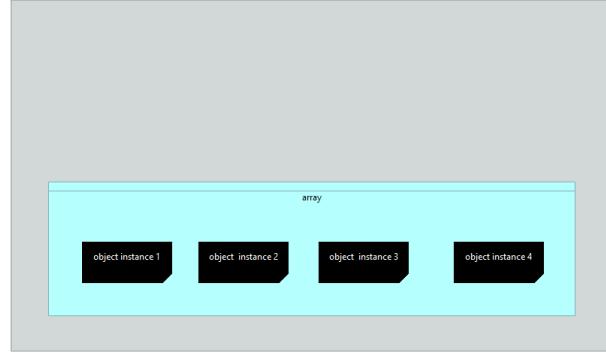
array of objects



value object concept and by value transfer concept



array of value objects

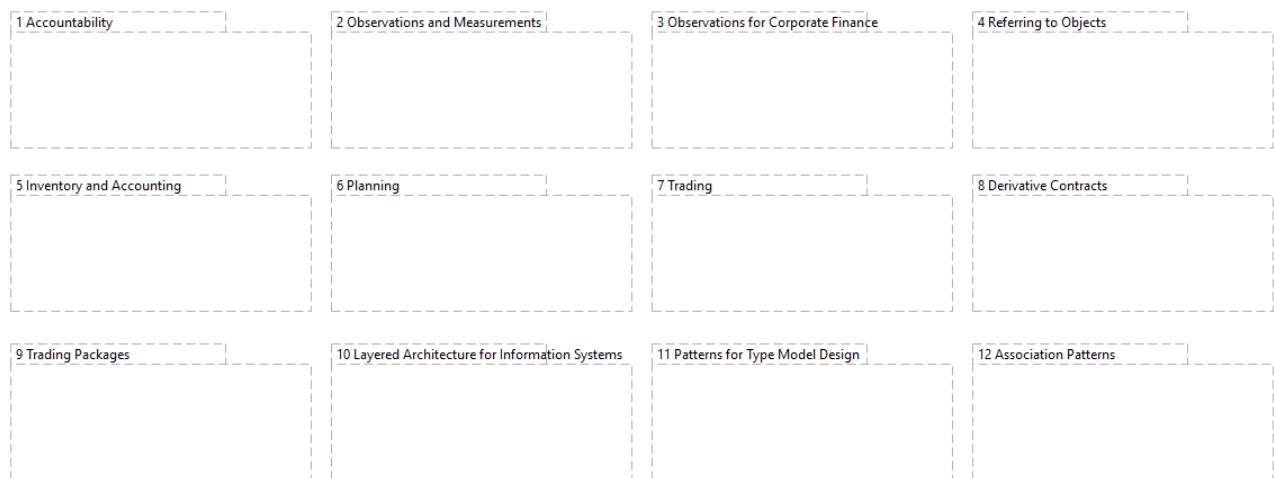


03

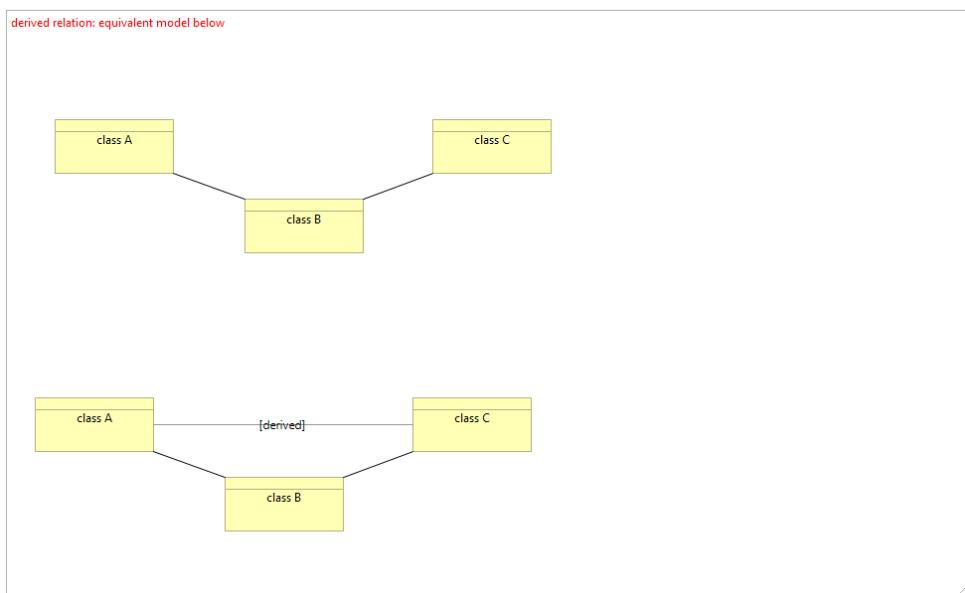
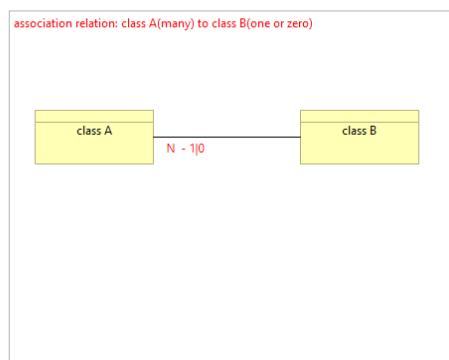
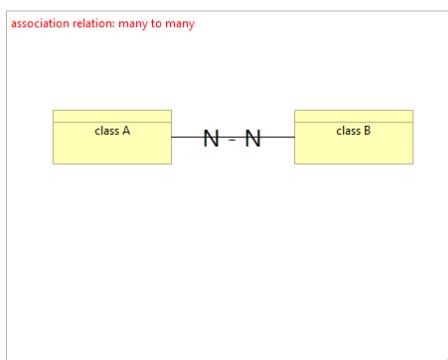
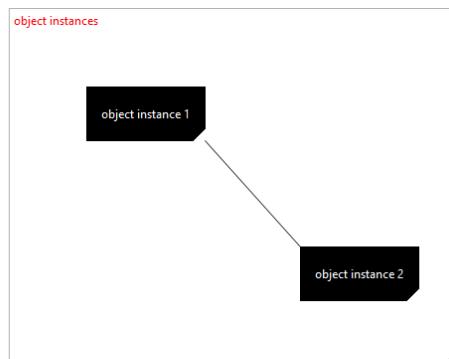
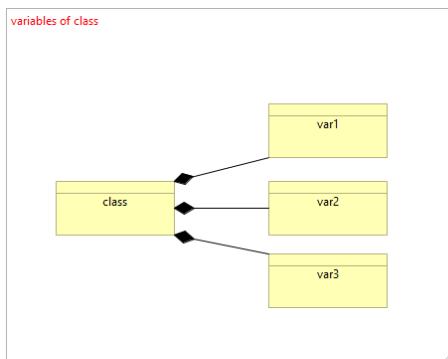
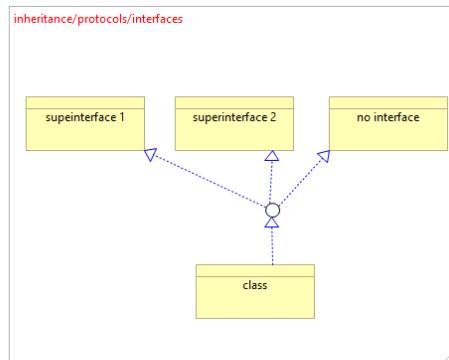
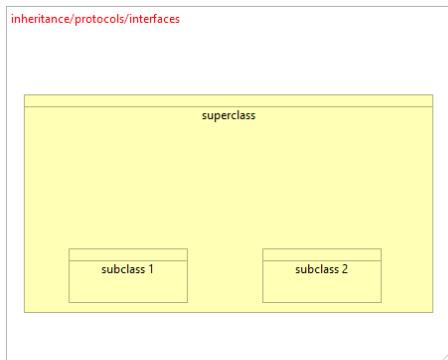
Analysis Patterns

Reusable Object Models

MARTIN FOWLER



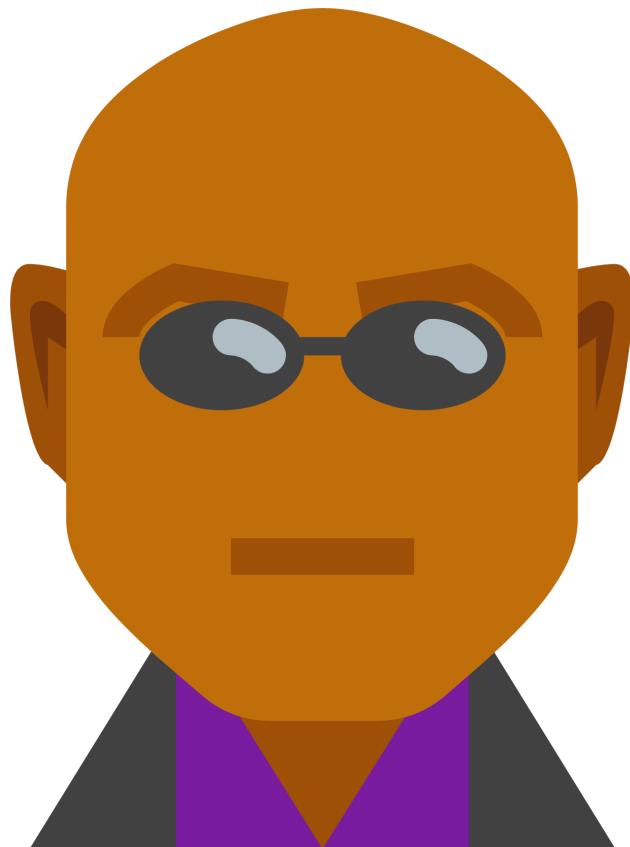
USED NOTATION



ACCOUNTABILITY

ANALYSIS PATTERNS

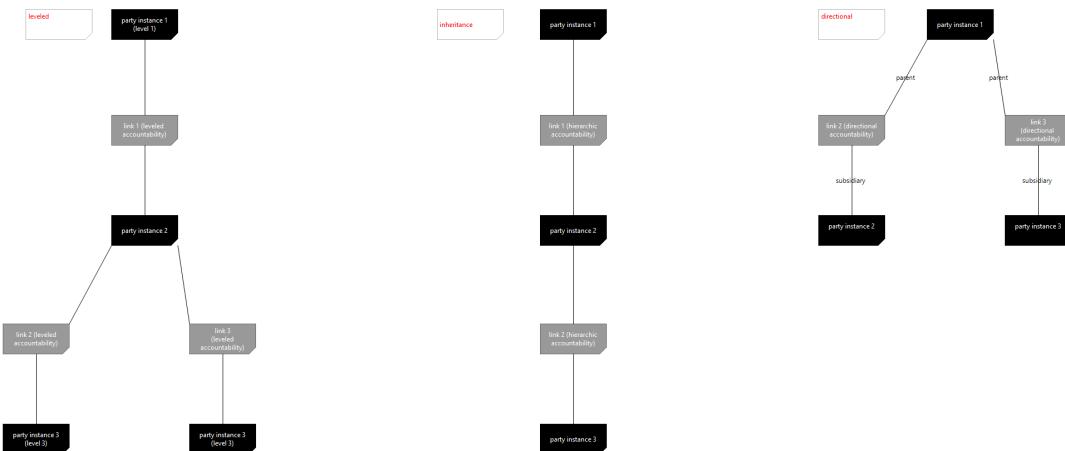
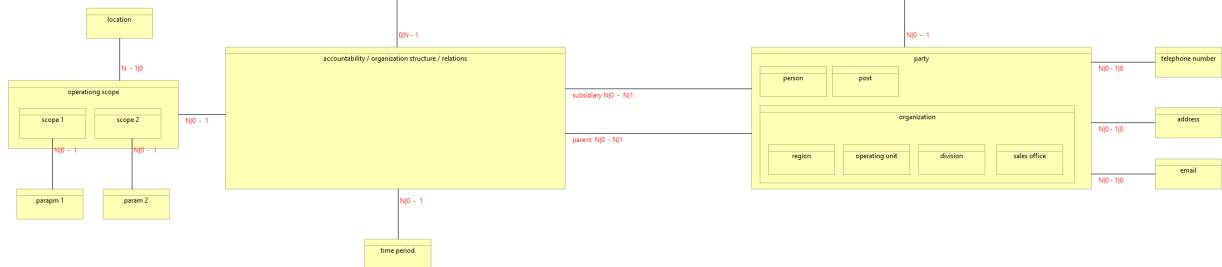
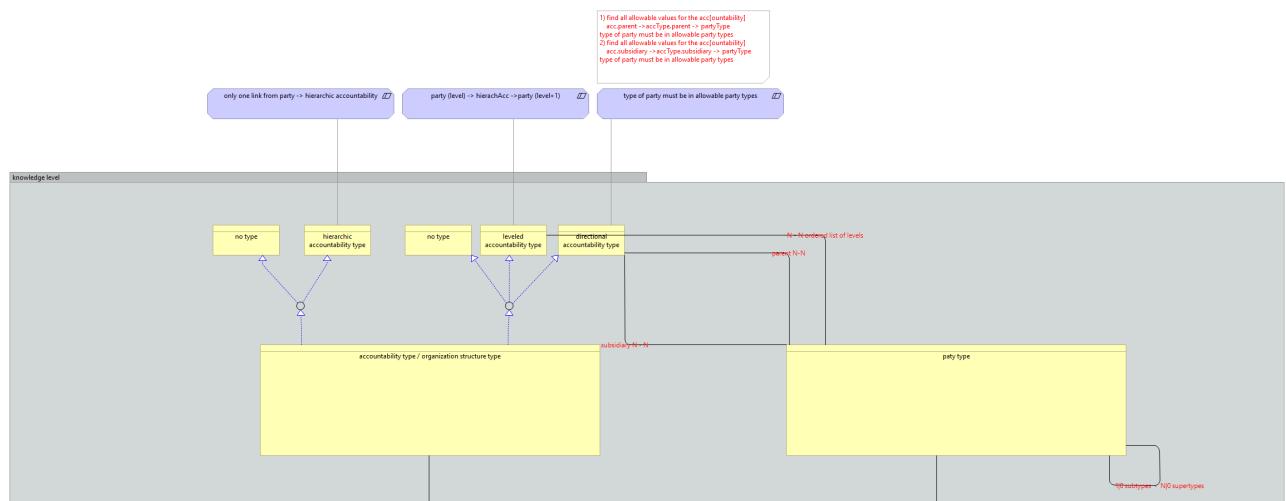
Martin Fowler

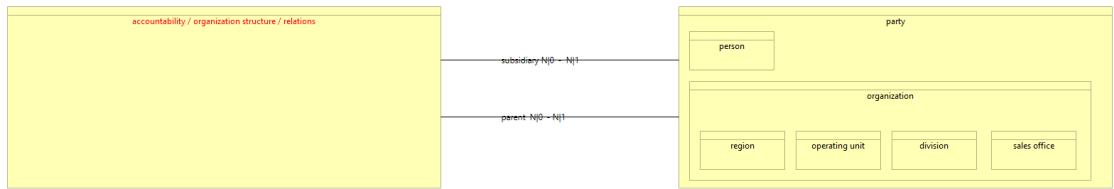


PARTY



ACCOUNTABILITY

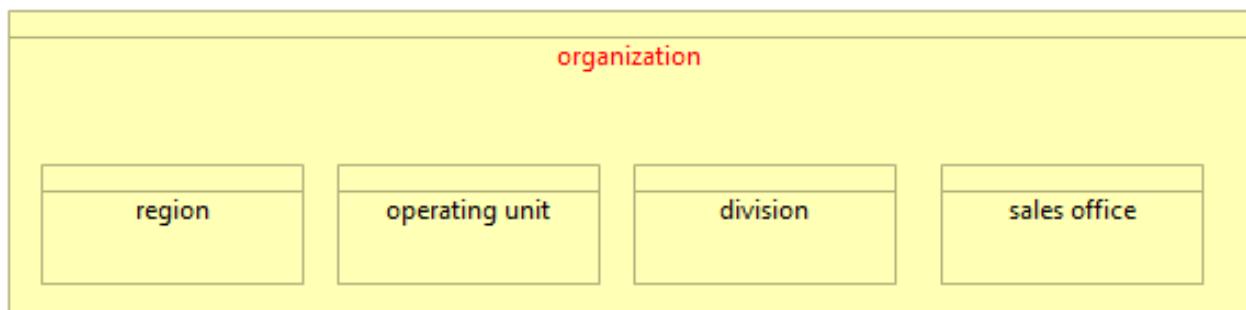




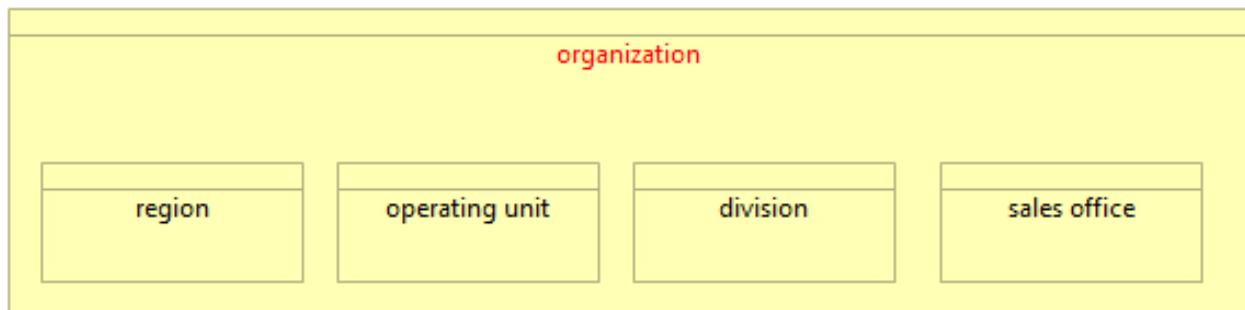
time period

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graph LR; A[time period]
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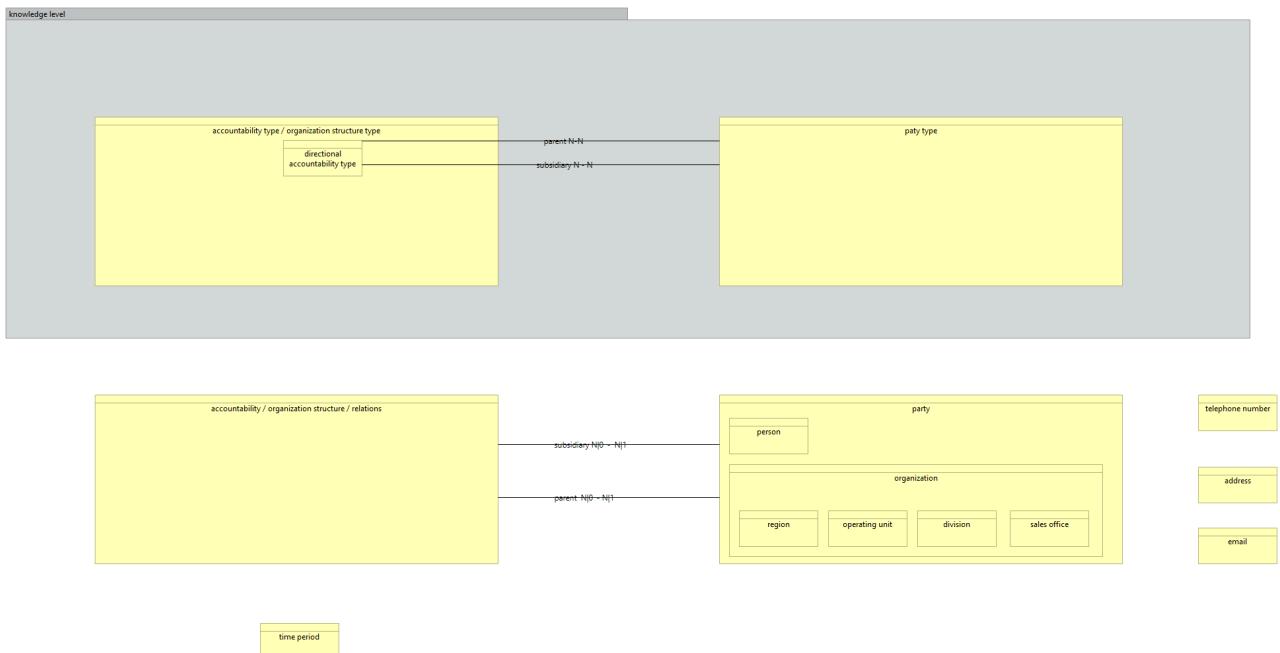
ORGANIZATION HIERARCHIES



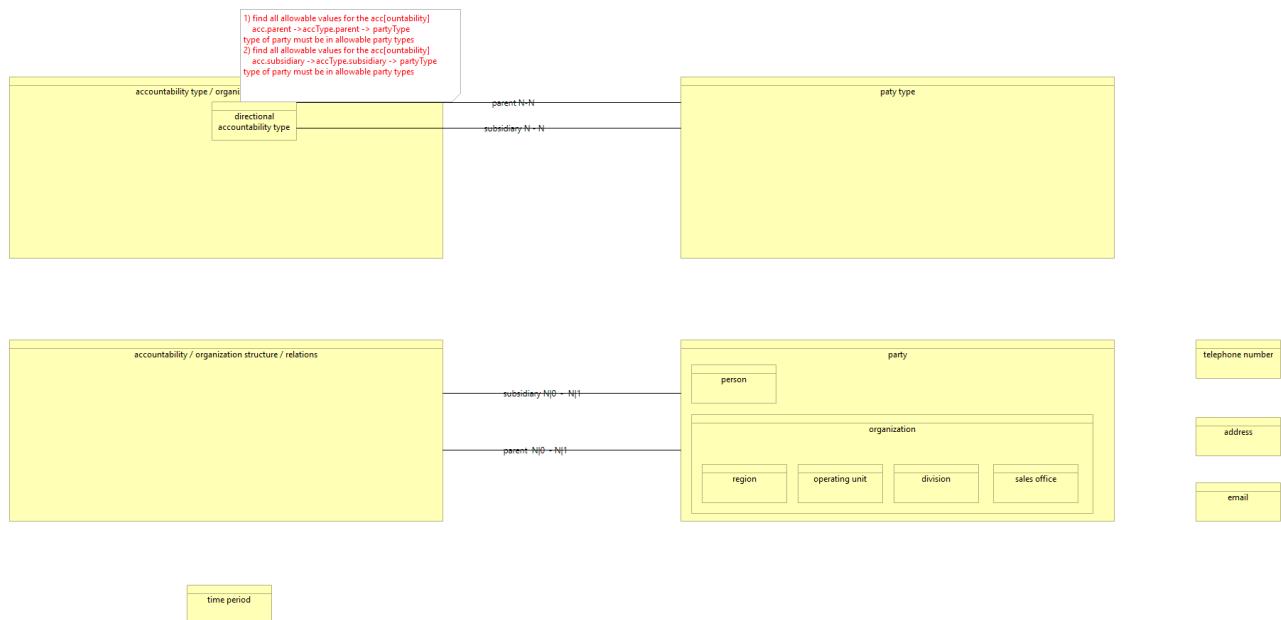
ORGANIZATION STRUCTURE



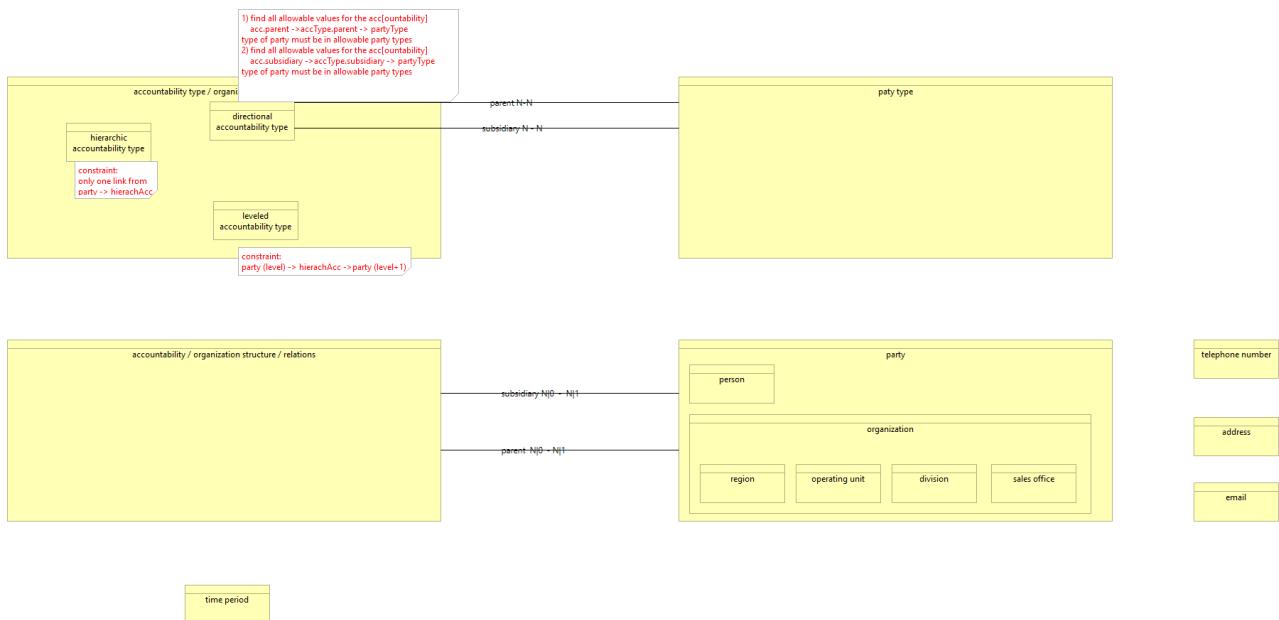
ACCOUNTABILITY KNOWLEDGE LEVEL



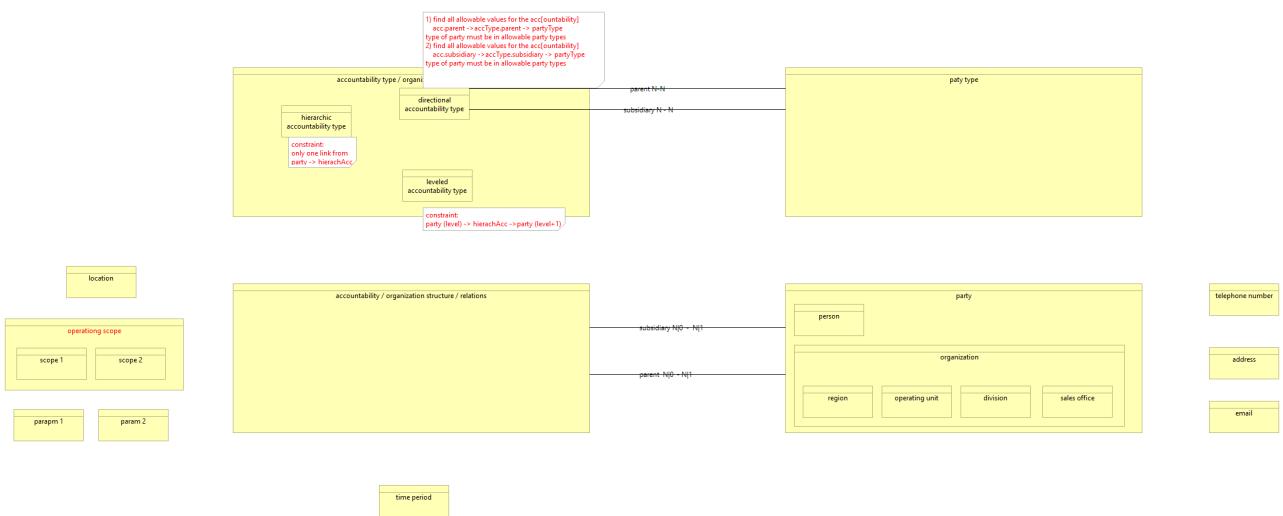
PARTY TYPE GENERALIZATIONS



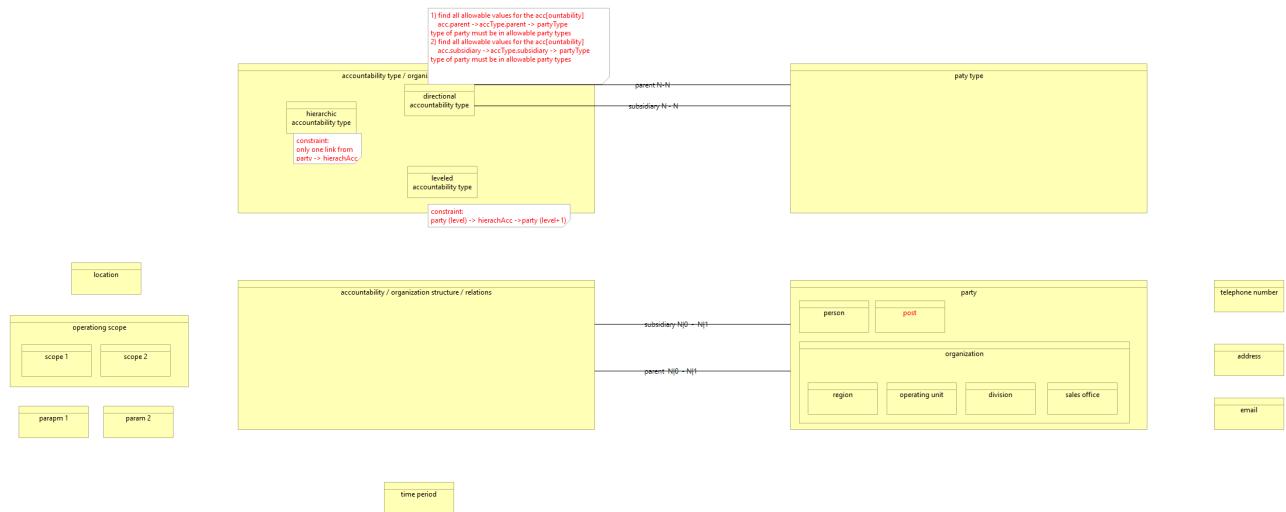
HIERARCHIC ACCOUNTABILITY



OPERATING SCOPES



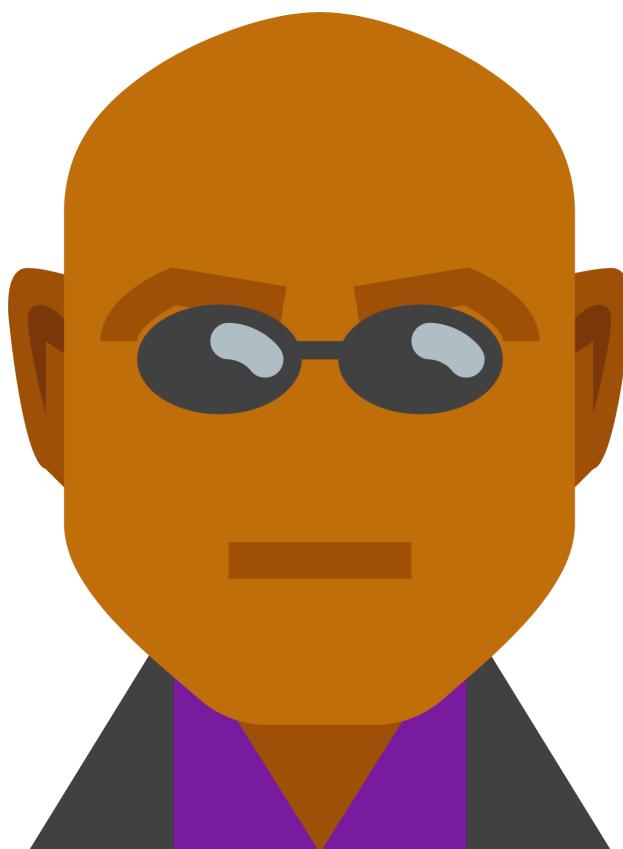
POST



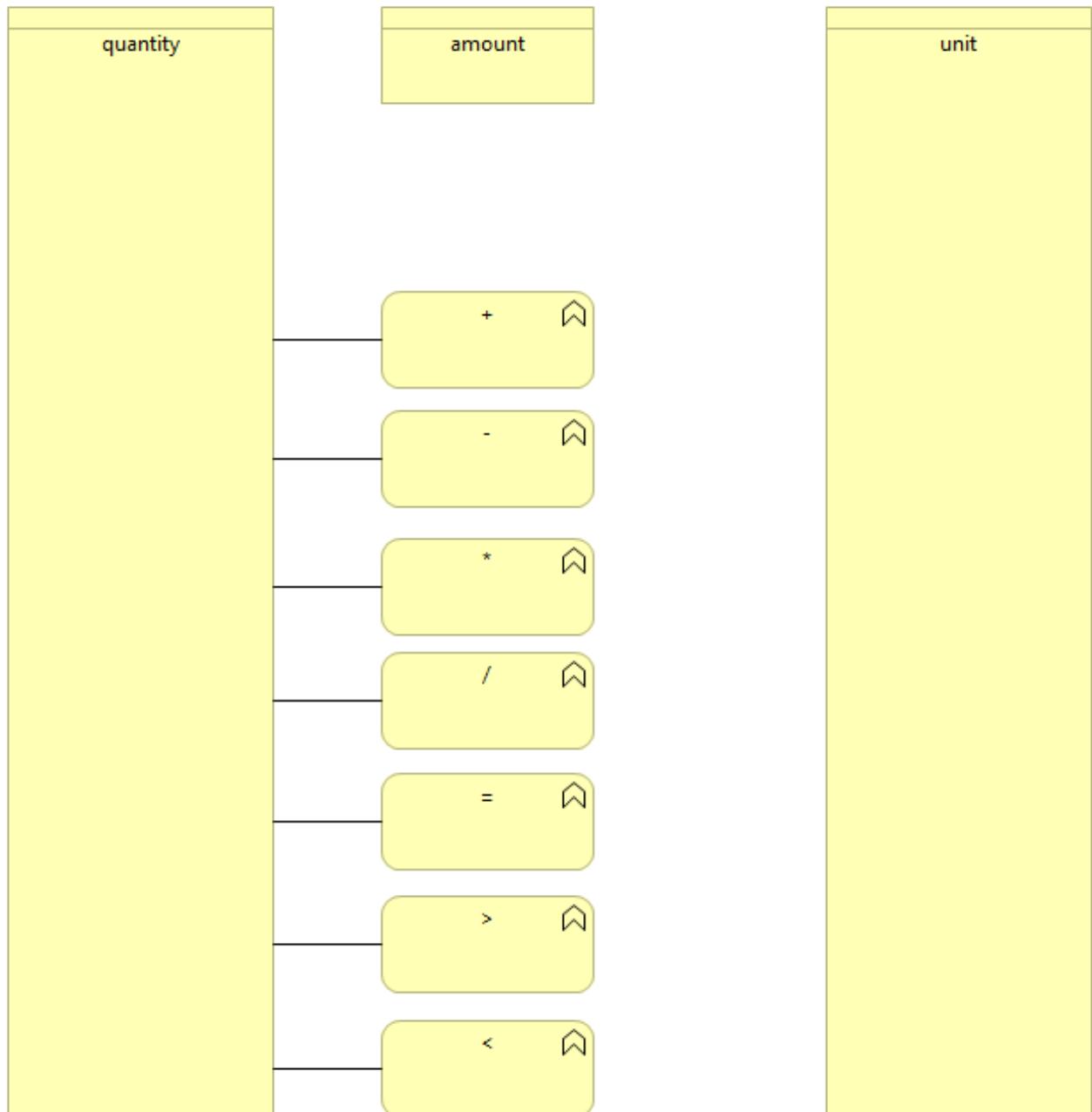
OBSERVATIONS AND MEASUREMENTS

ANALYSIS PATTERNS

Martin Fowler



QUANTITY

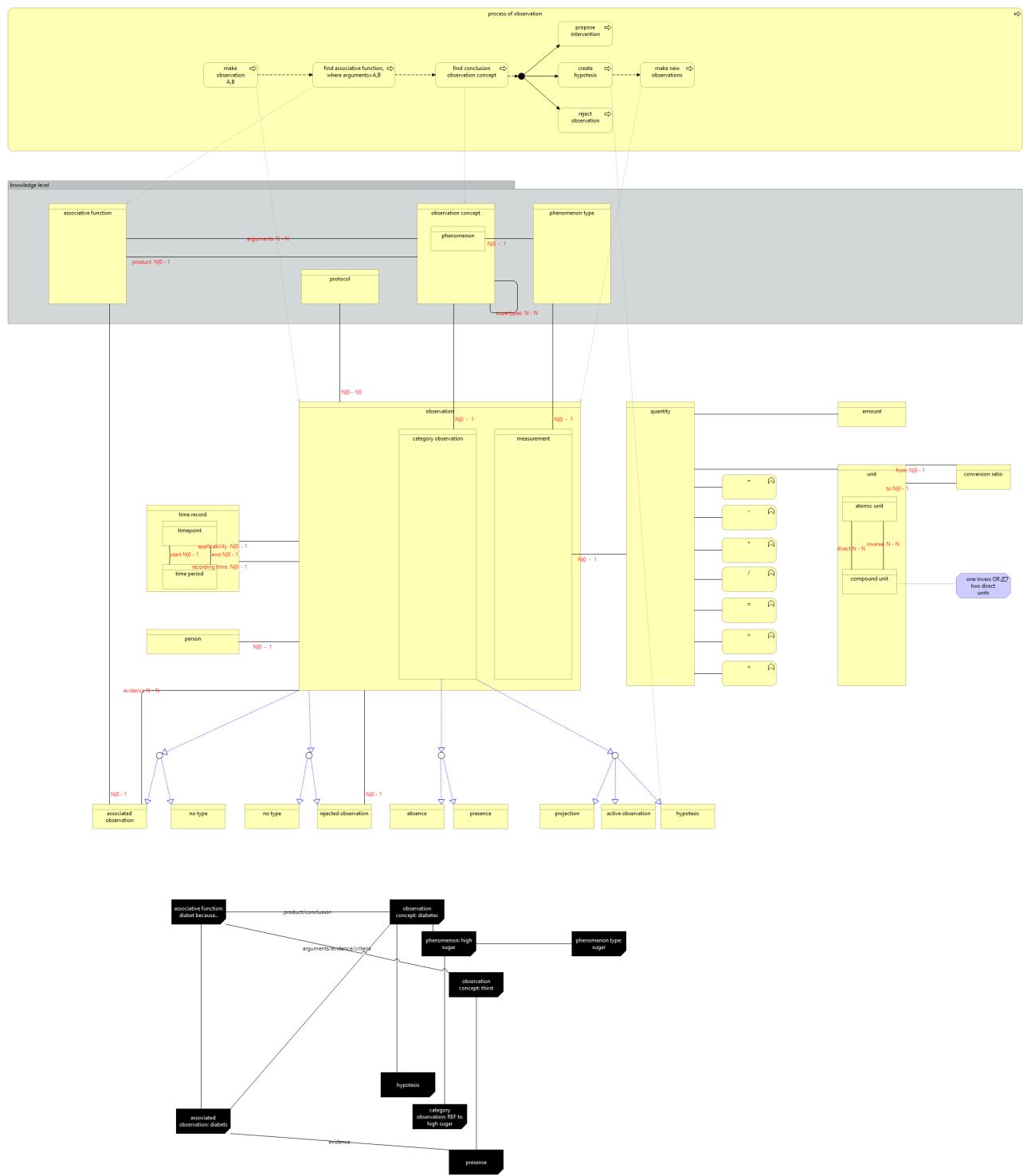


CONVERSION RATIO

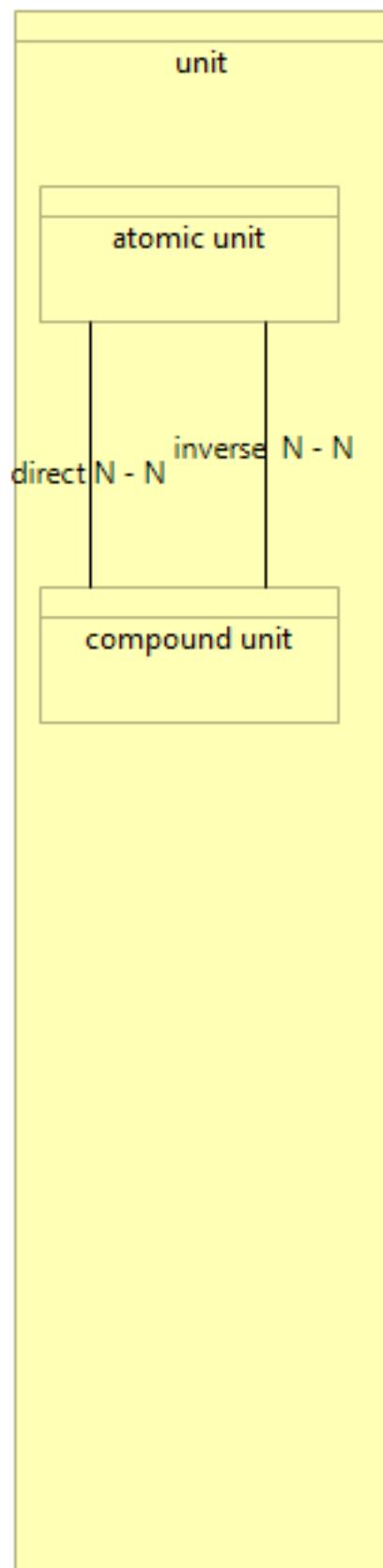
unit

conversion ratio

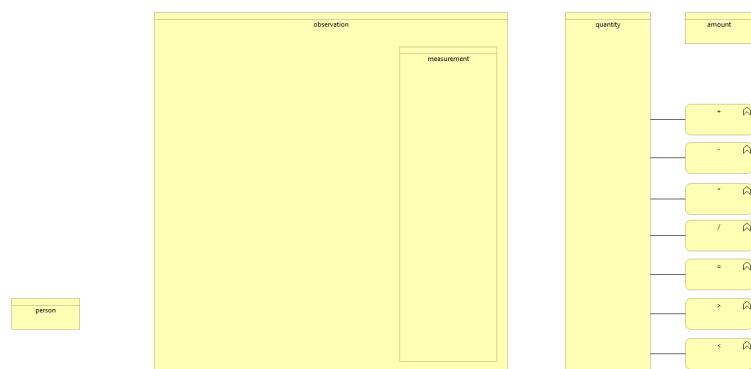
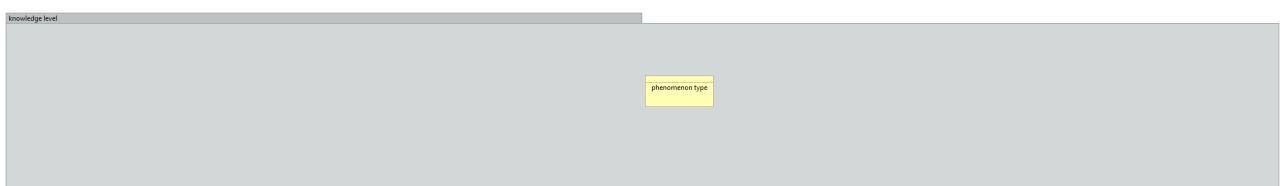
OBSERVATIONS AND MEASUREMENTS



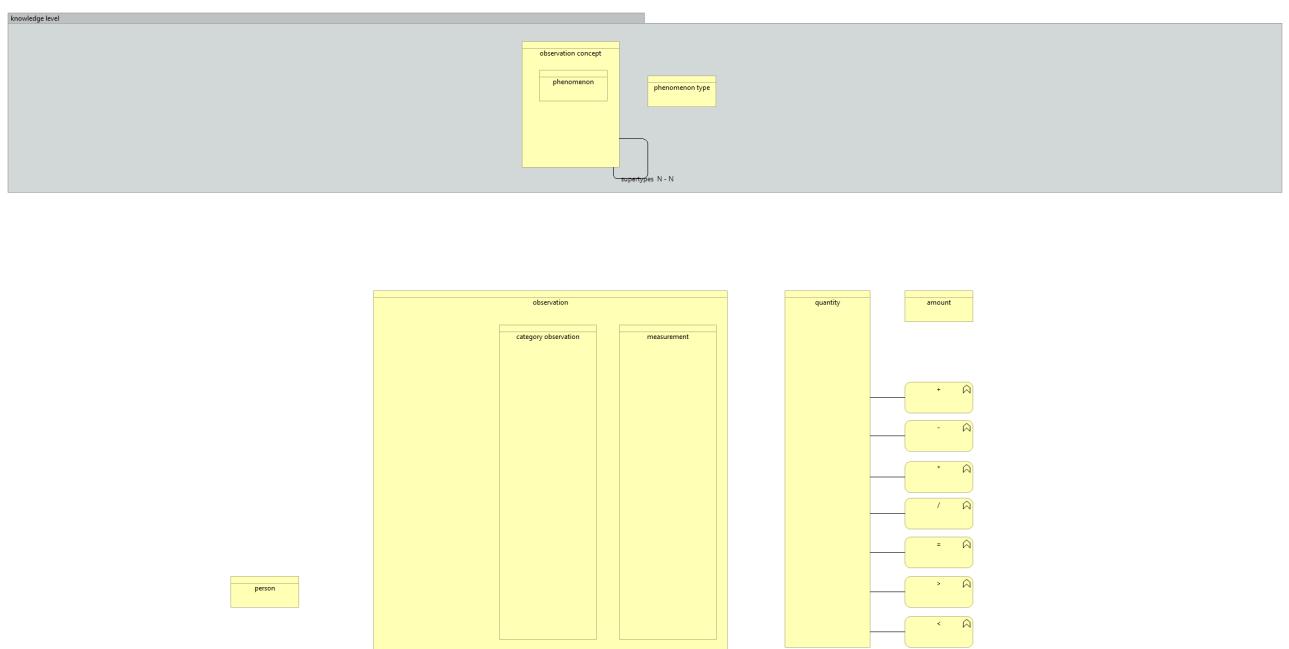
COMPOUND UNITS



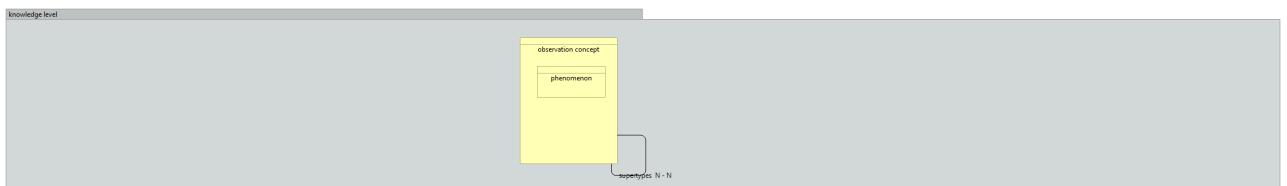
MEASUREMENT



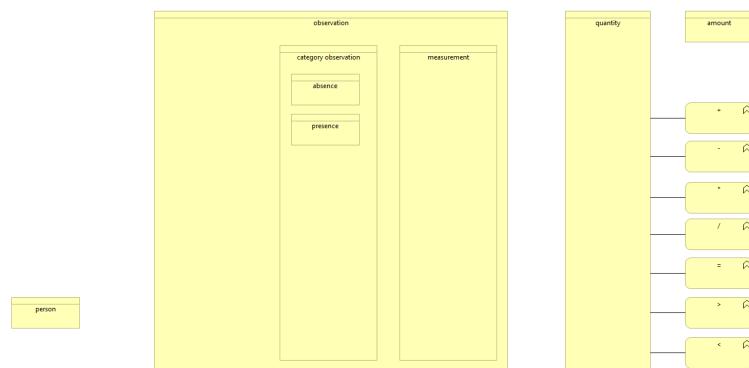
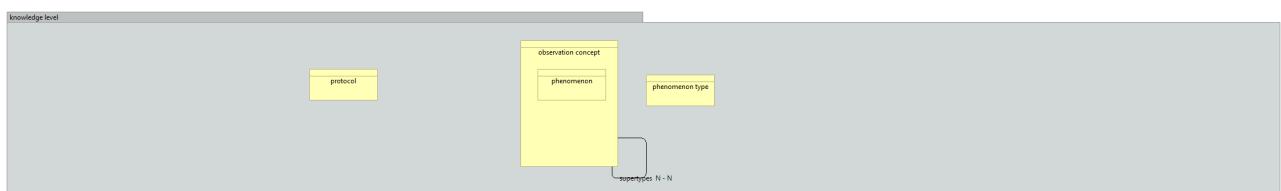
OBSERVATION



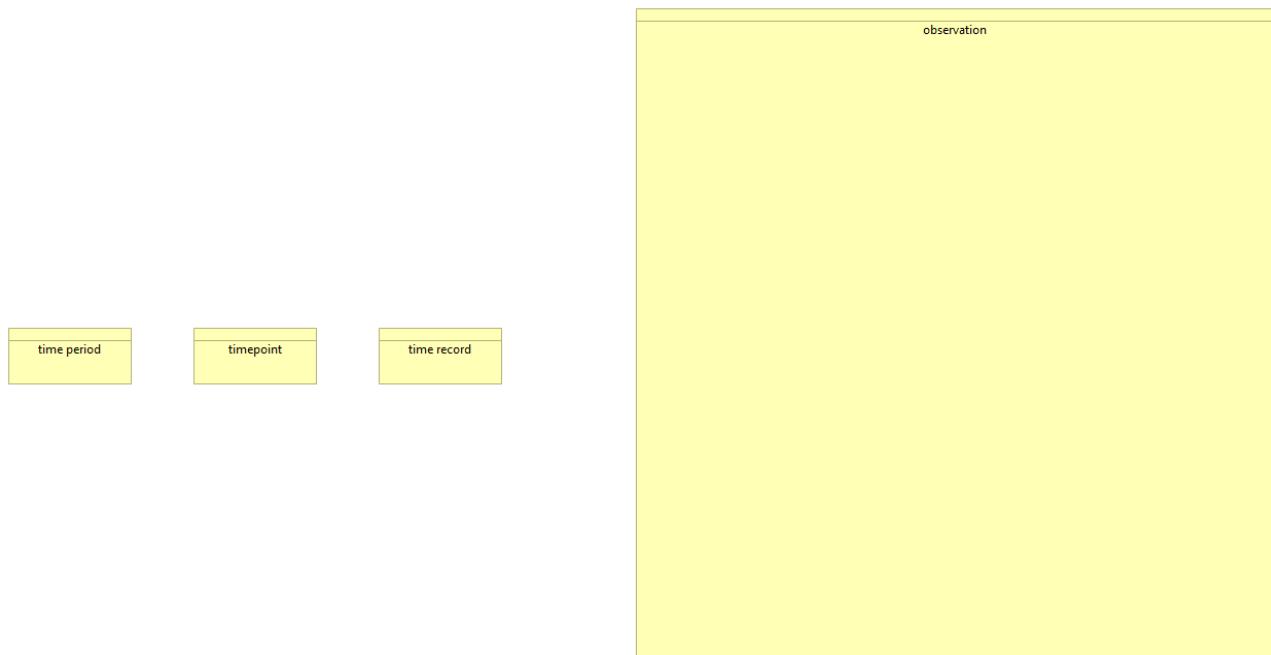
SUBTYPING OBSERVATION CONCEPTS



PROTOCOL



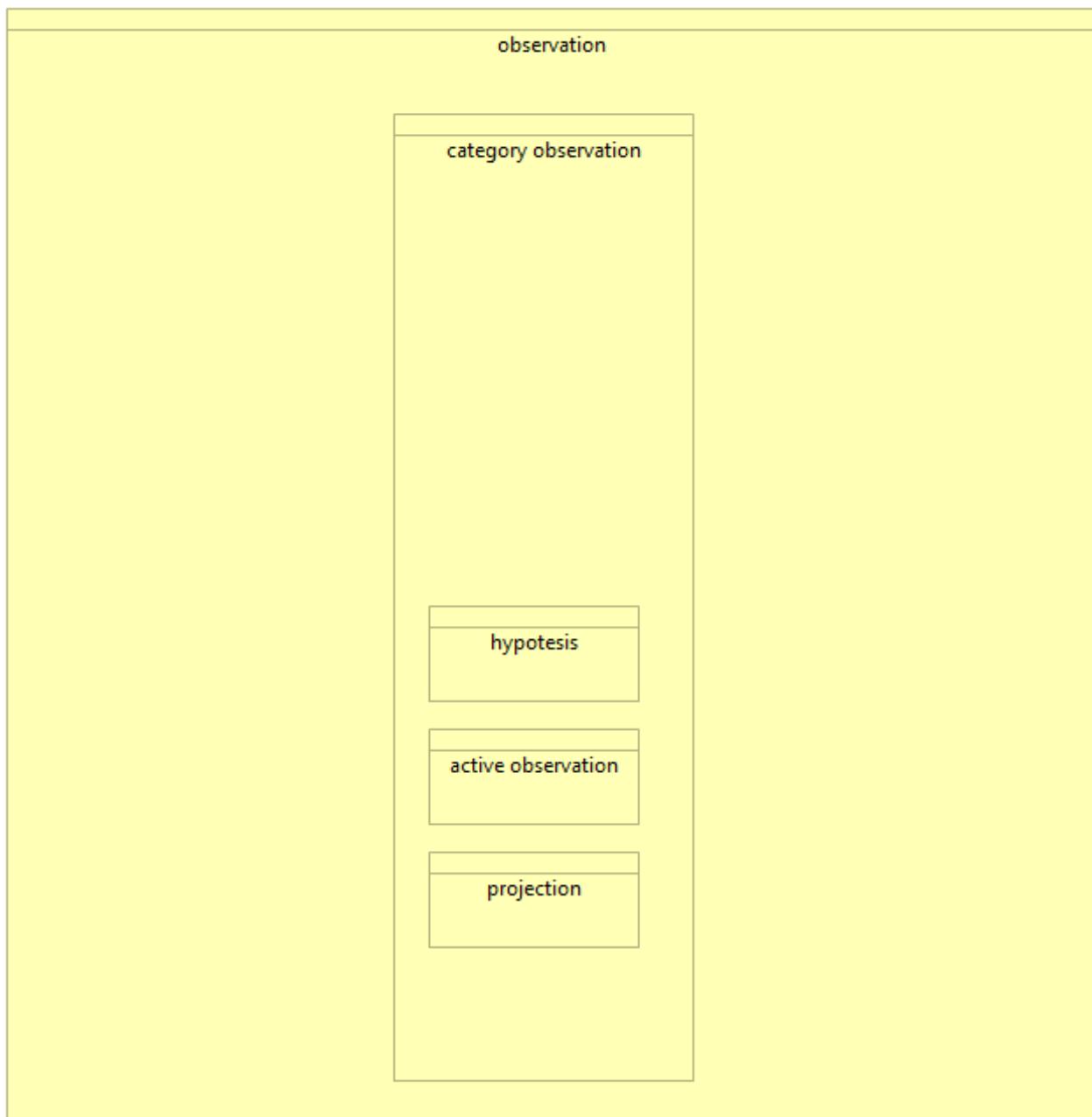
DUAL TIME RECORD



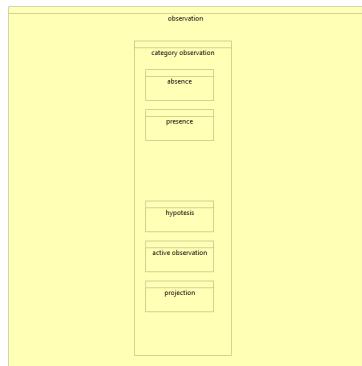
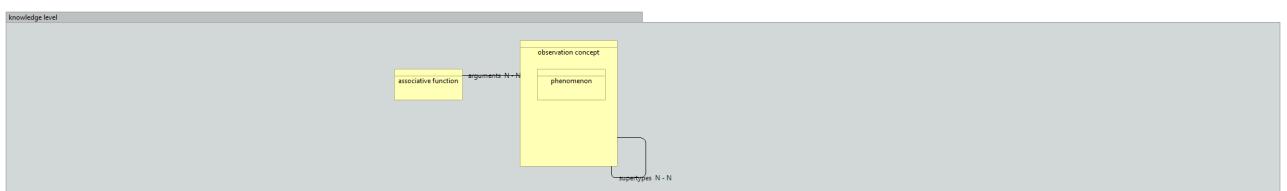
REJECTED OBSERVATION

observation

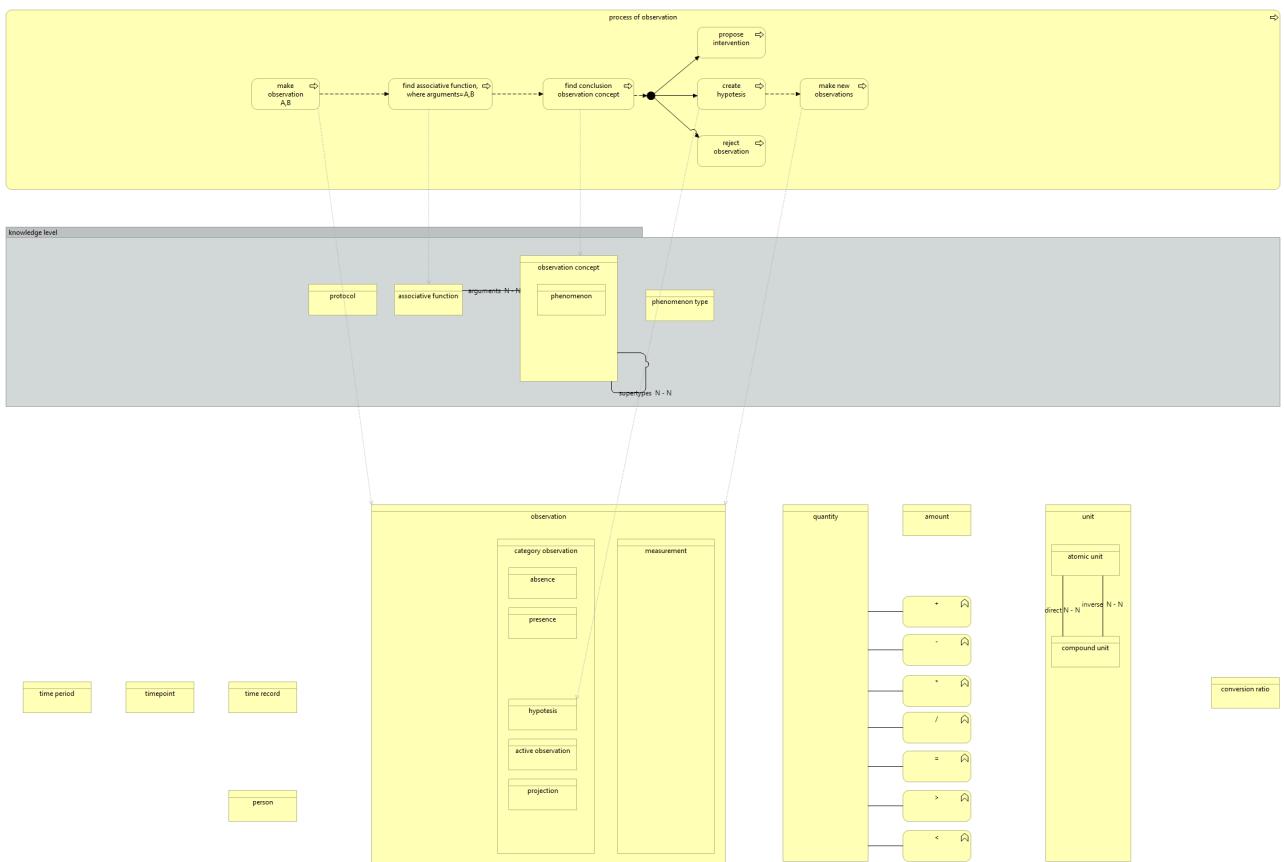
ACTIVE OBSERVATION, HYPOTHESIS, AND PROJECTION



ASSOCIATED OBSERVATION



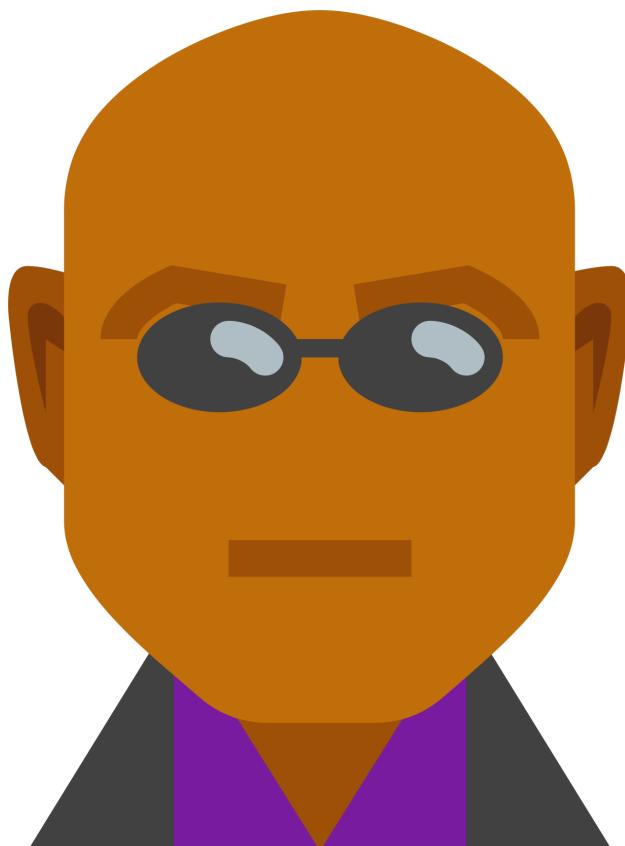
PROCESS OF OBSERVATION



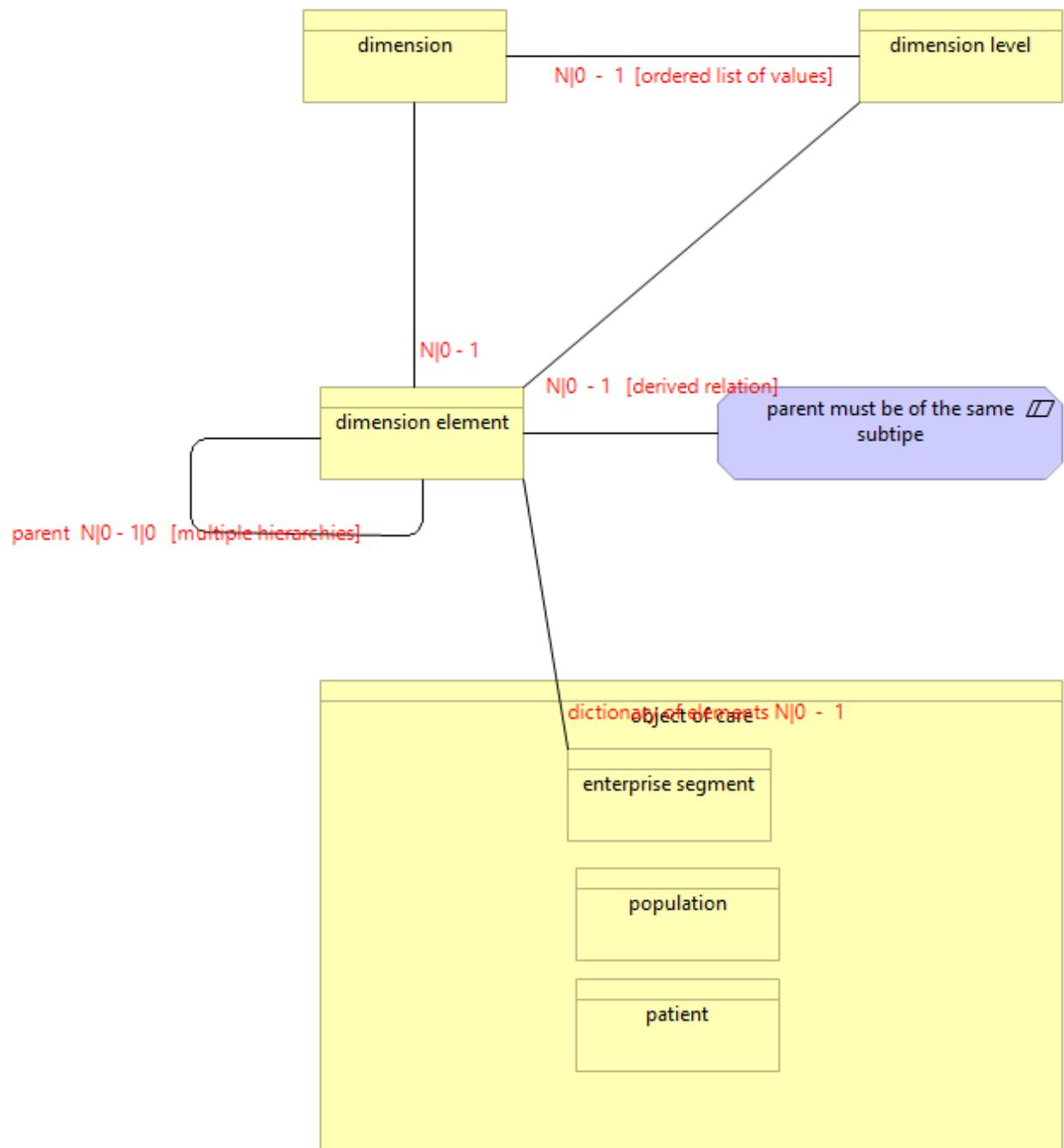
OBSERVATIONS FOR CORPORATE FINANCE

ANALYSIS PATTERNS

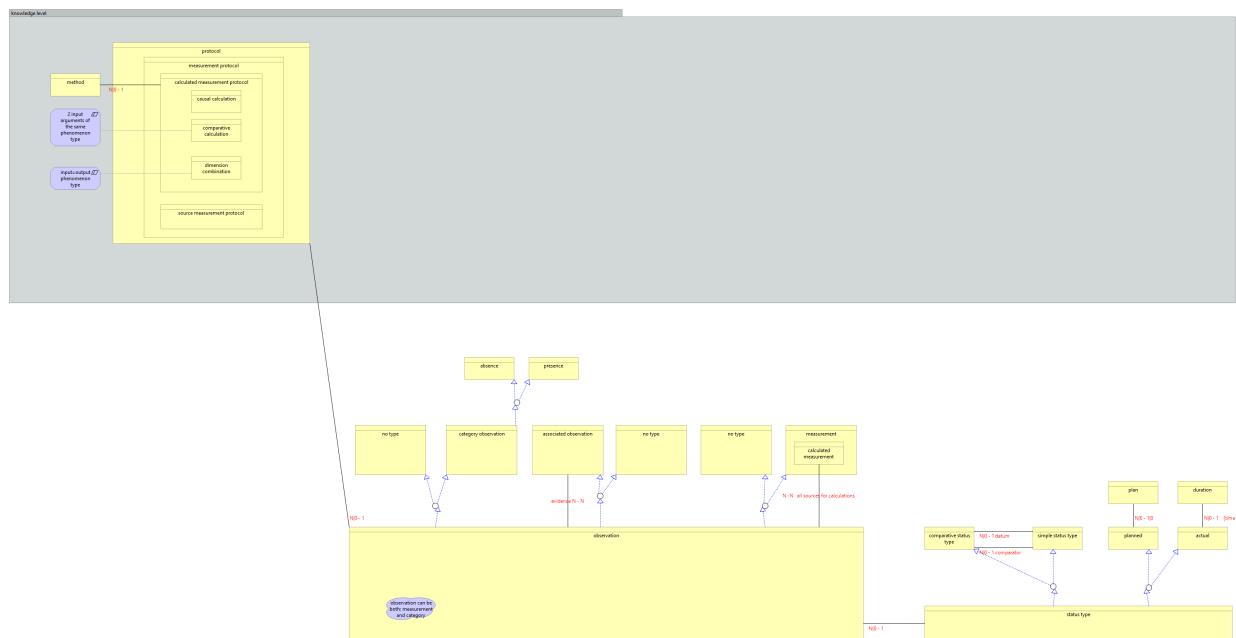
Martin Fowler



ENTERPRISE SEGMENT



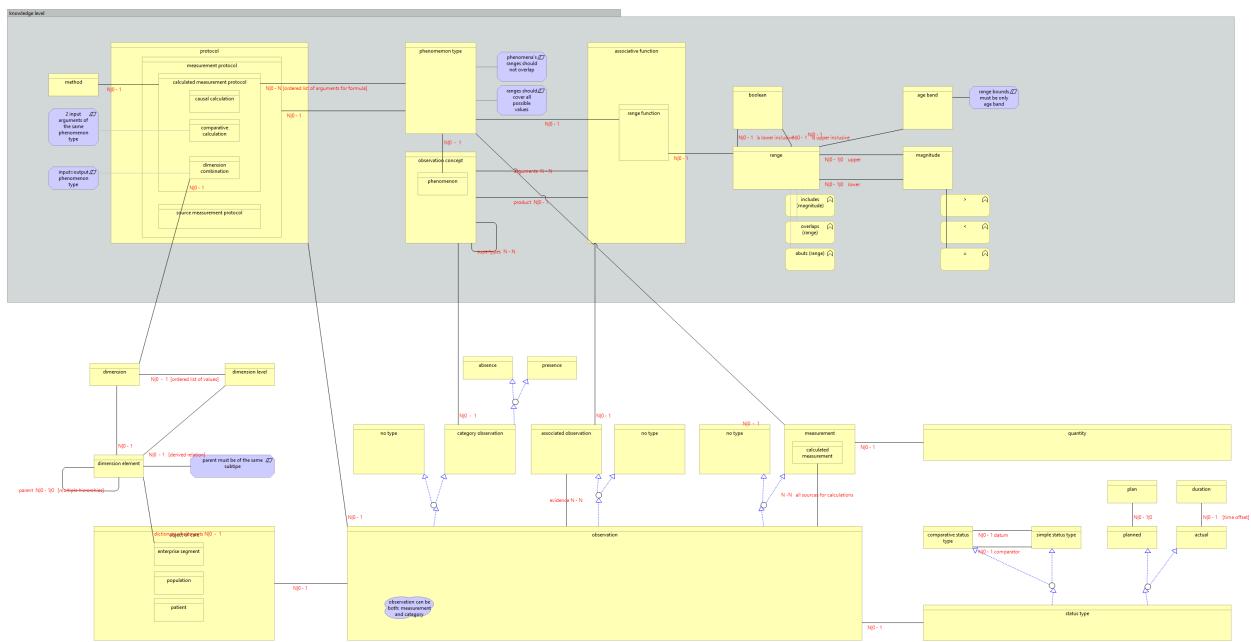
MEASUREMENT PROTOCOL

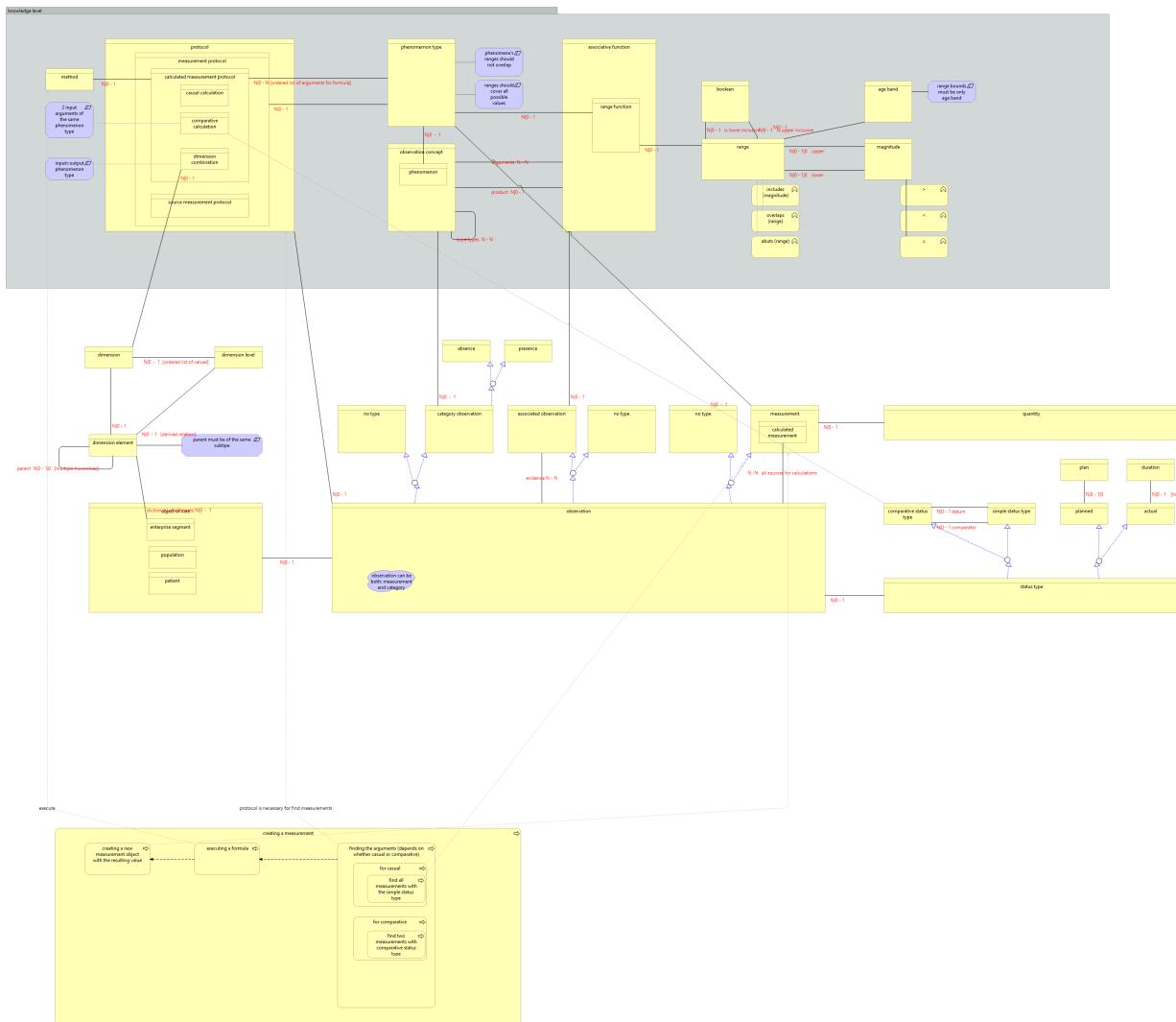


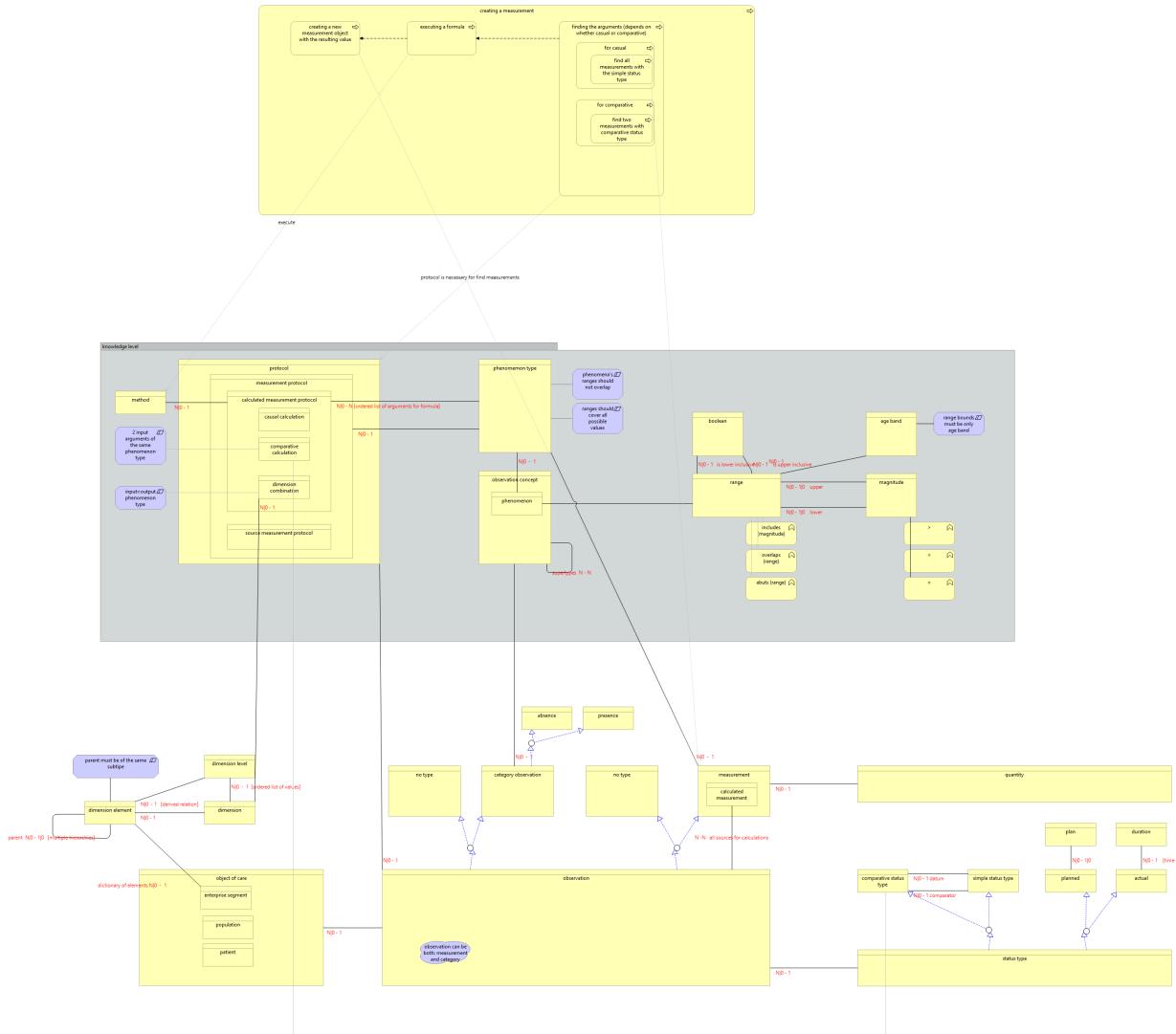
RANGE



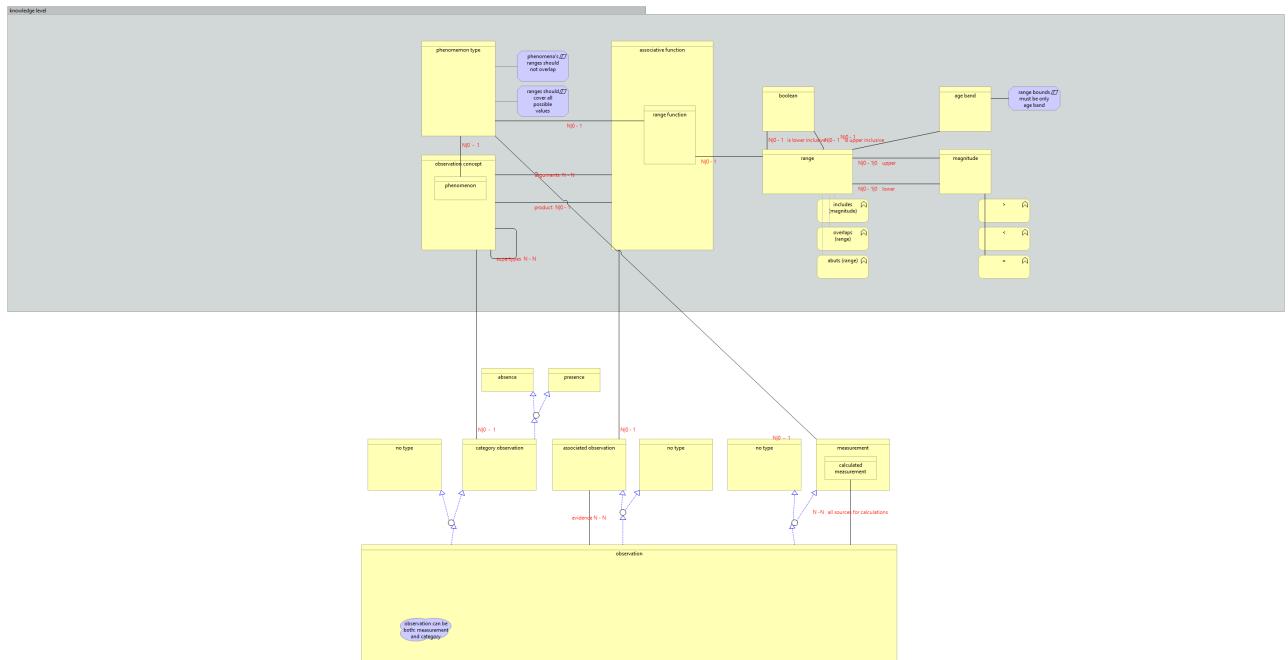
OBSERVATIONS FOR CORPORATE FINANCE







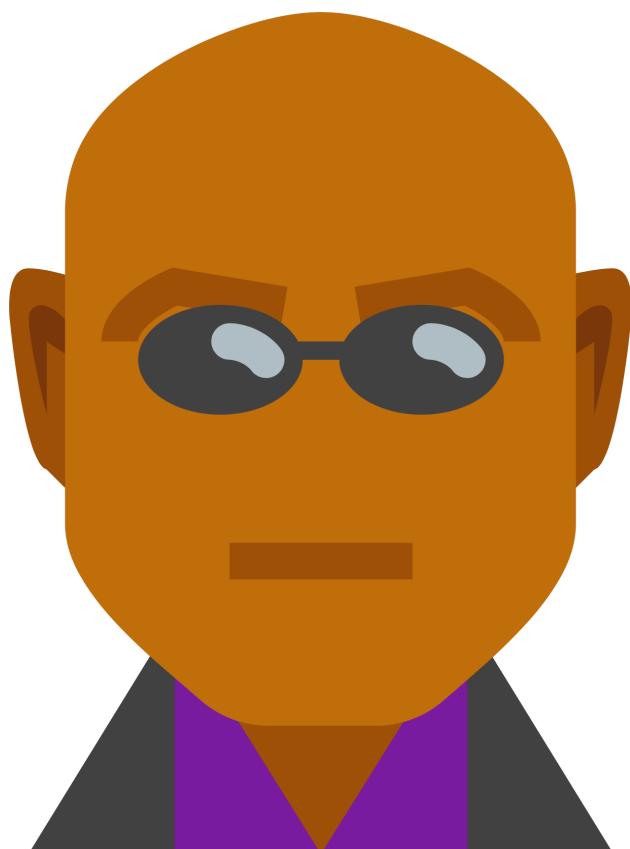
PHENOMENON WITH RANGE



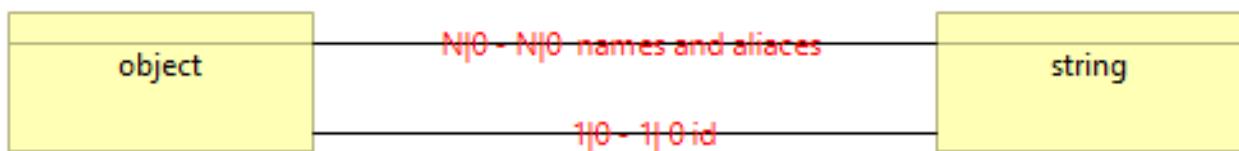
REFERRING TO OBJECTS

ANALYSIS PATTERNS

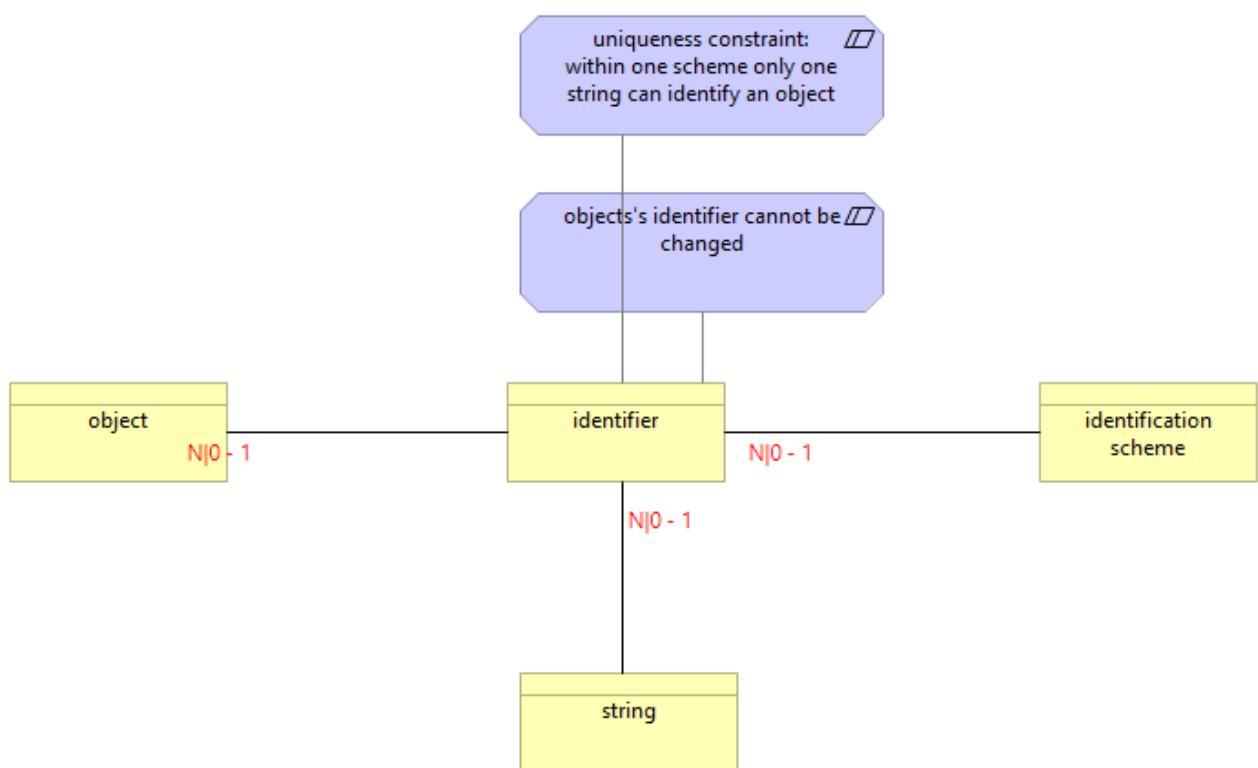
Martin Fowler



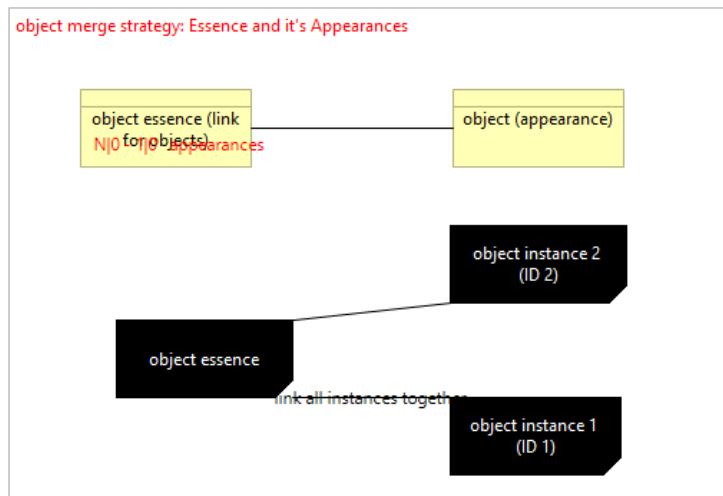
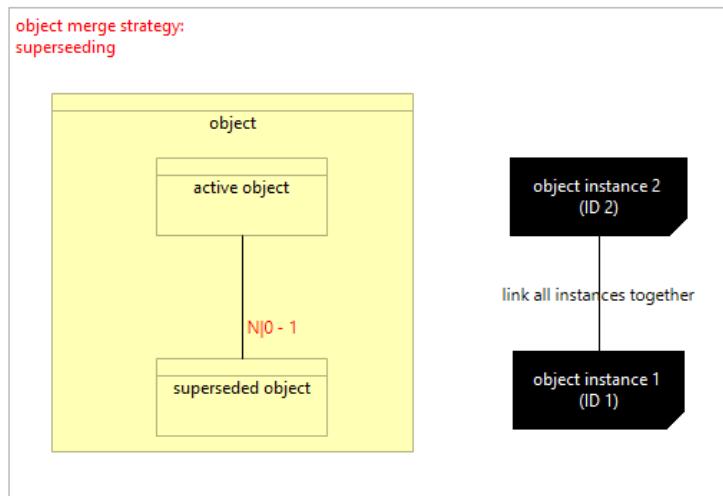
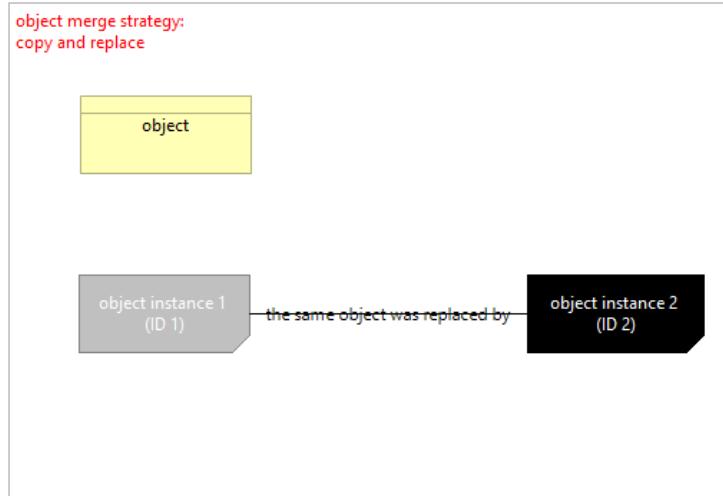
NAME



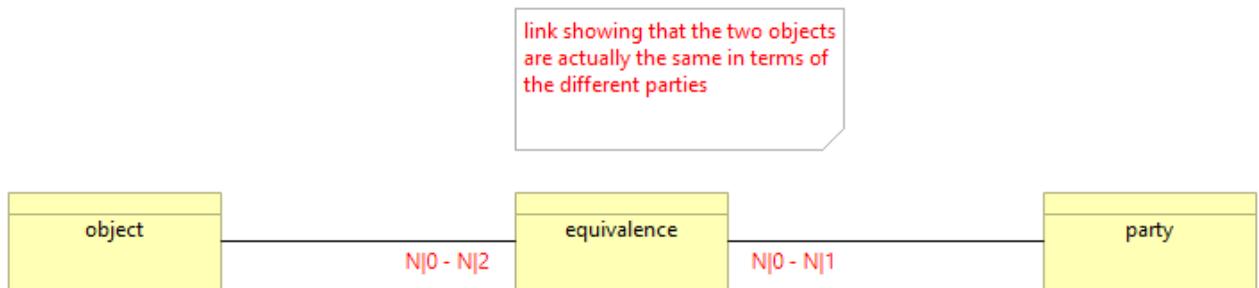
IDENTIFICATION SCHEME



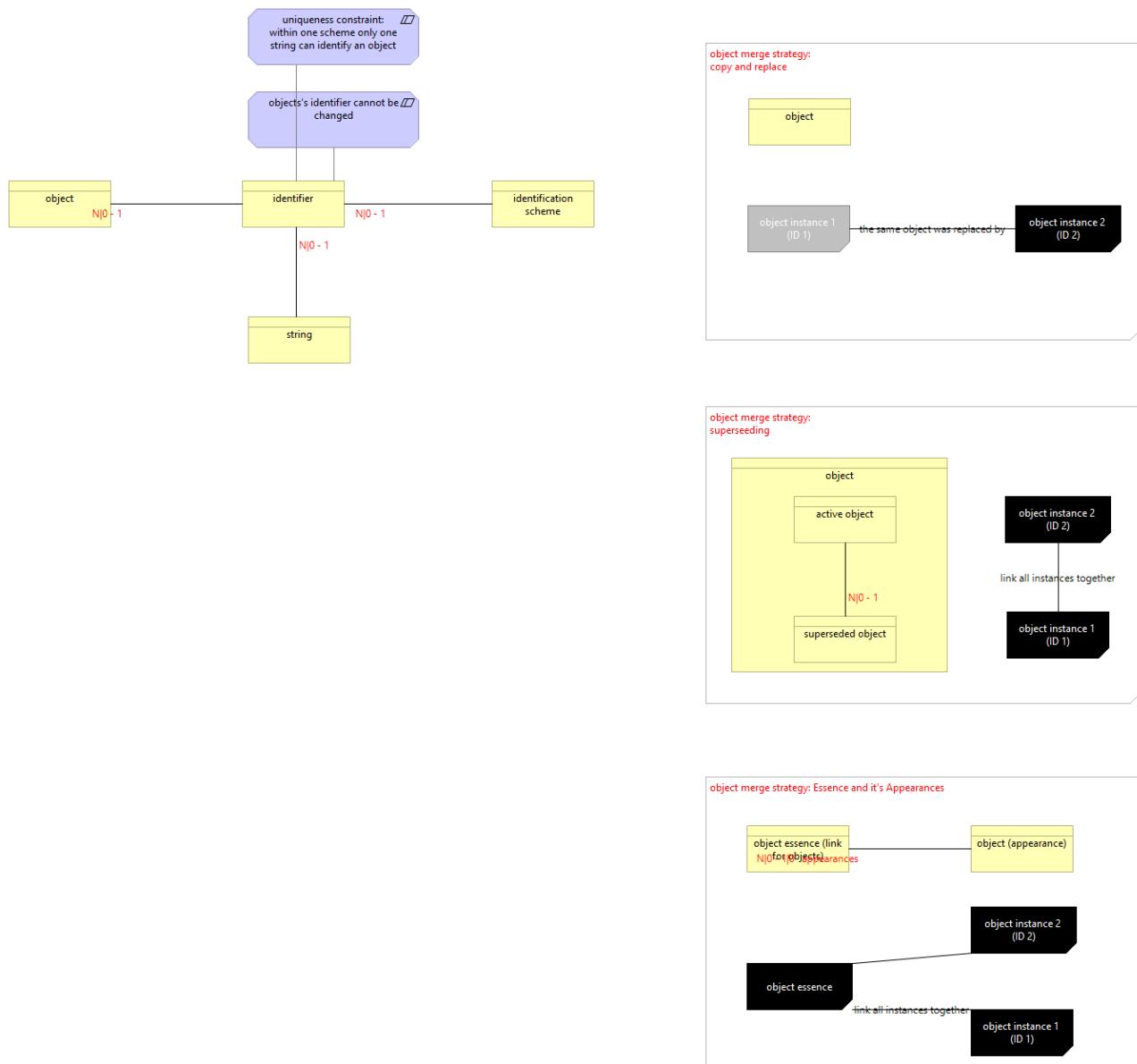
OBJECT MERGE



OBJECT EQUIVALENCE



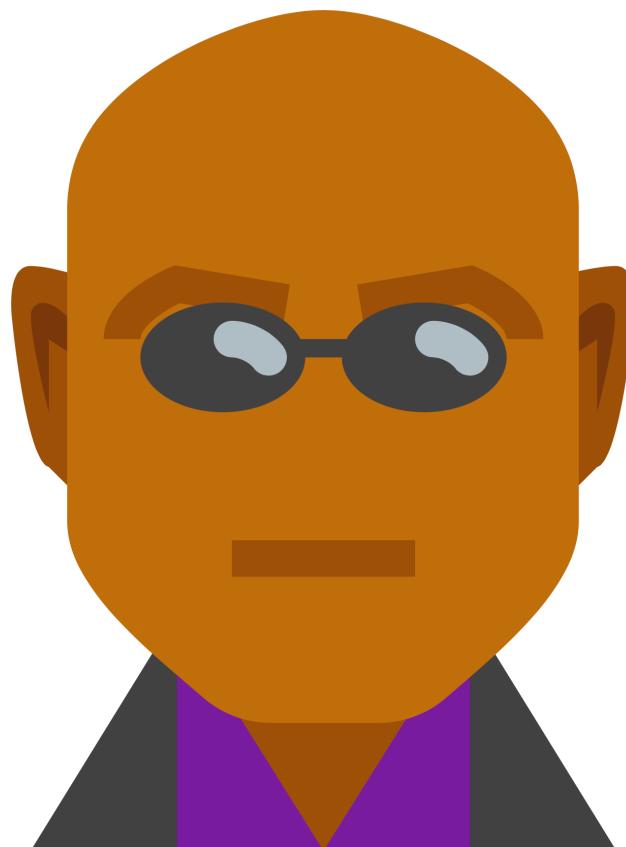
REFERRING TO OBJECTS



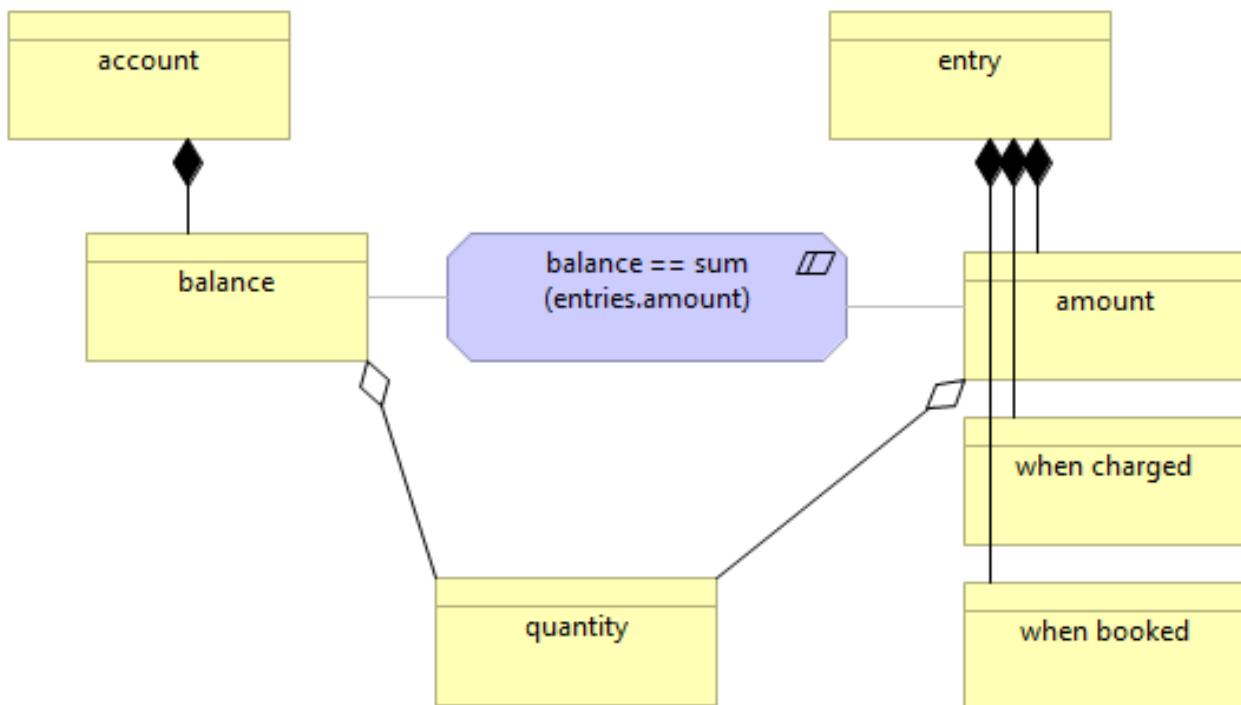
INVENTORY AND ACCOUNTING

ANALYSIS PATTERNS

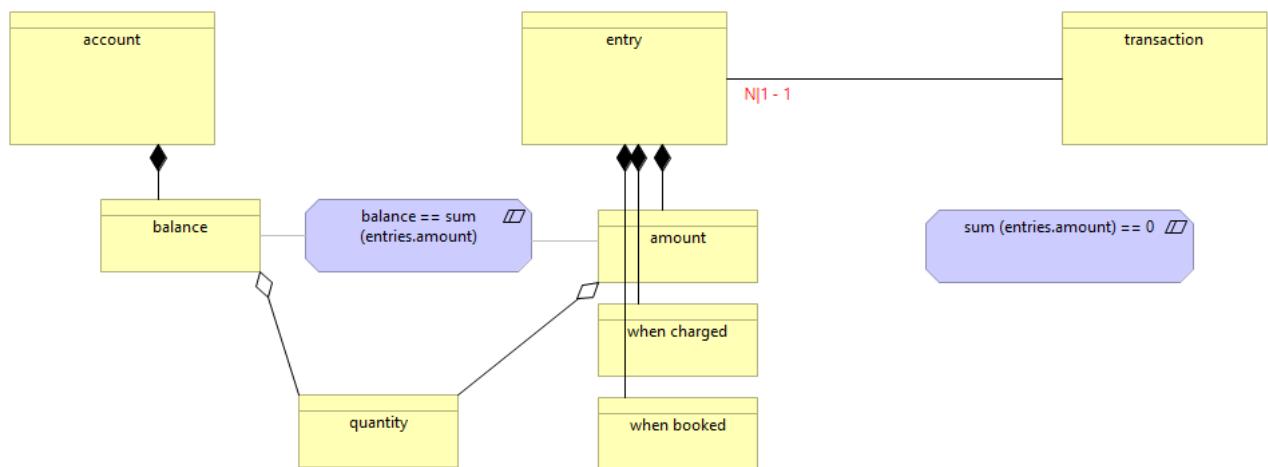
Martin Fowler



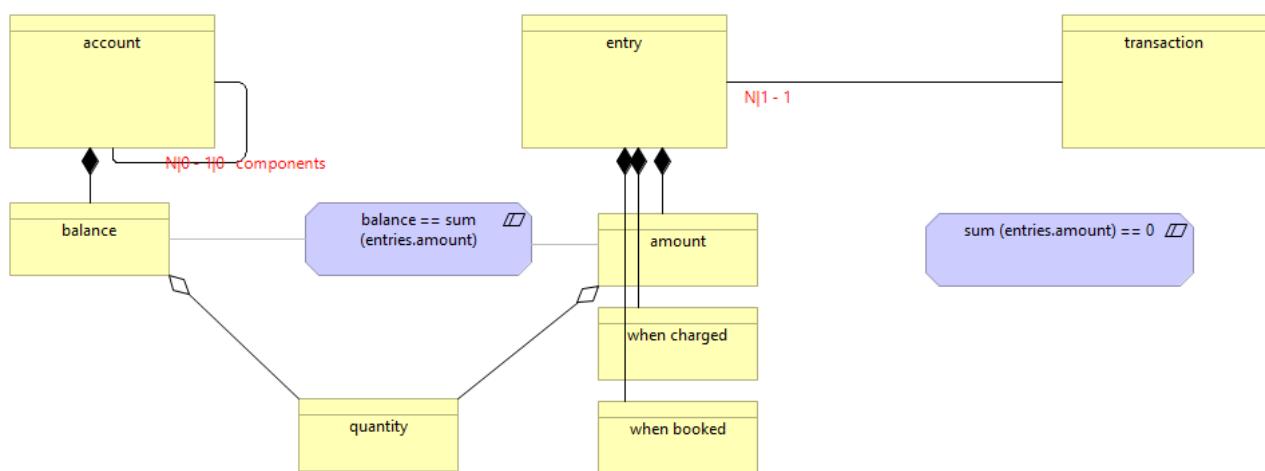
ACCOUNT



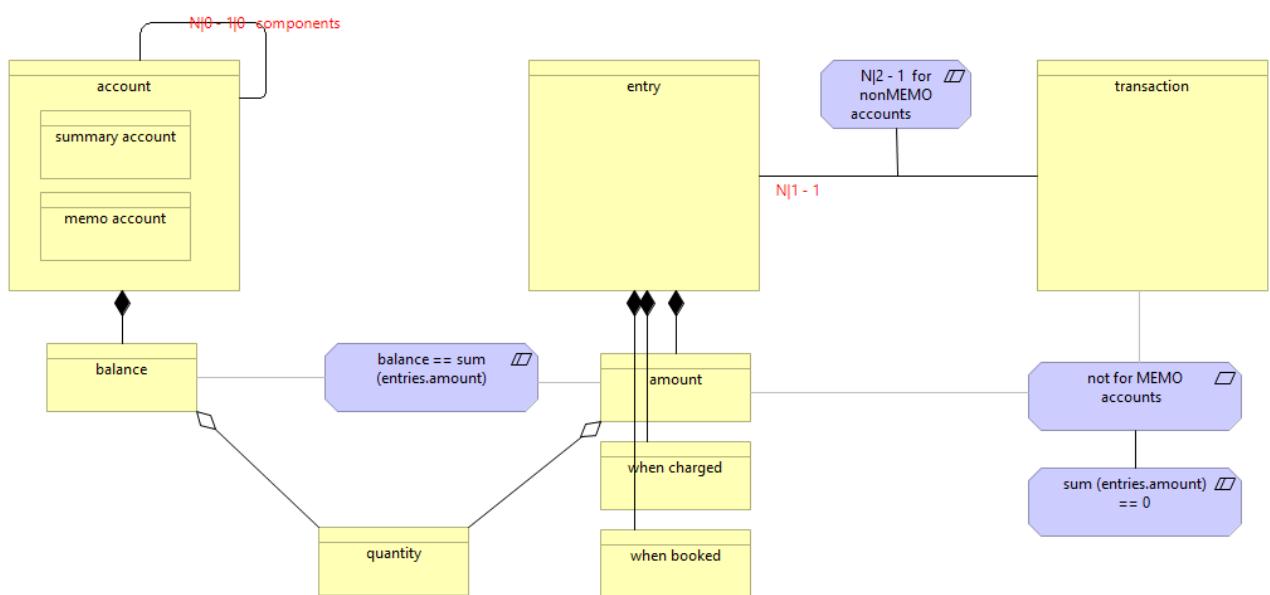
TRANSACTIONS



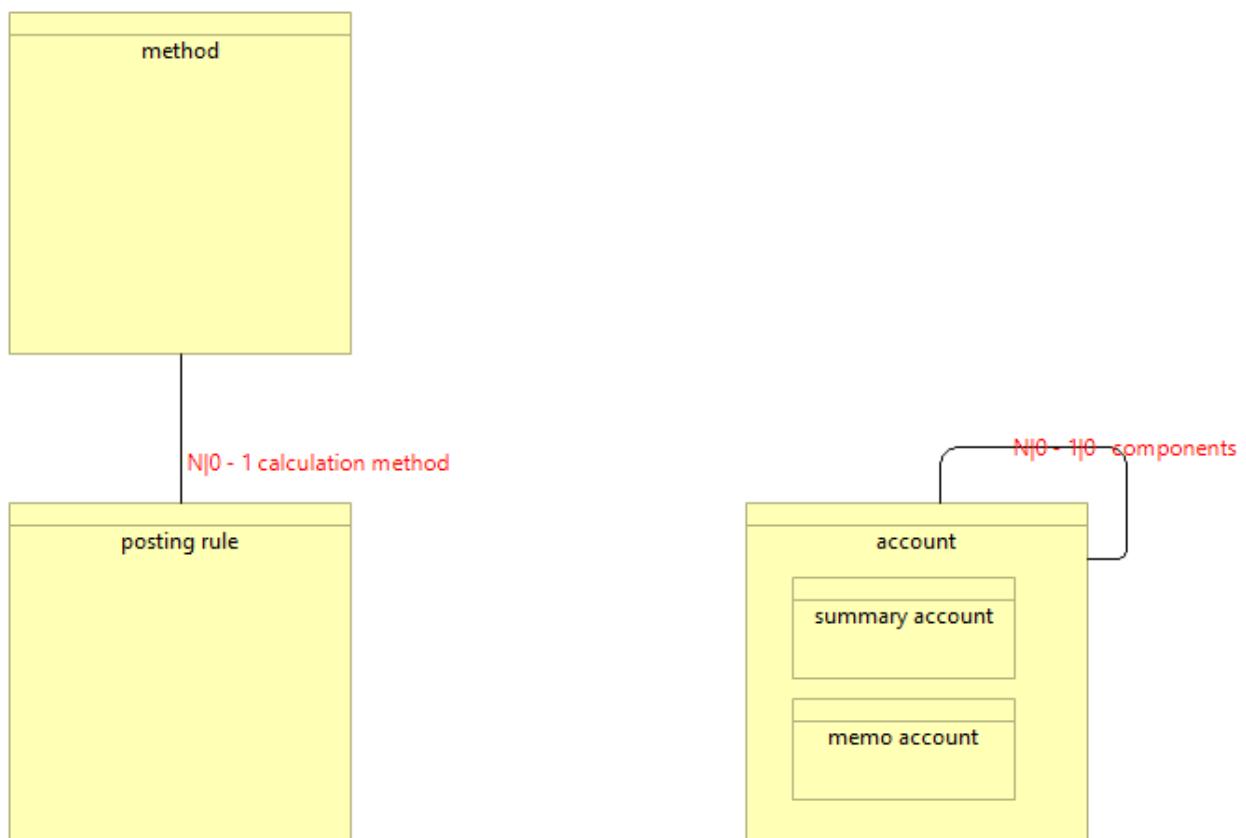
SUMMARY ACCOUNT



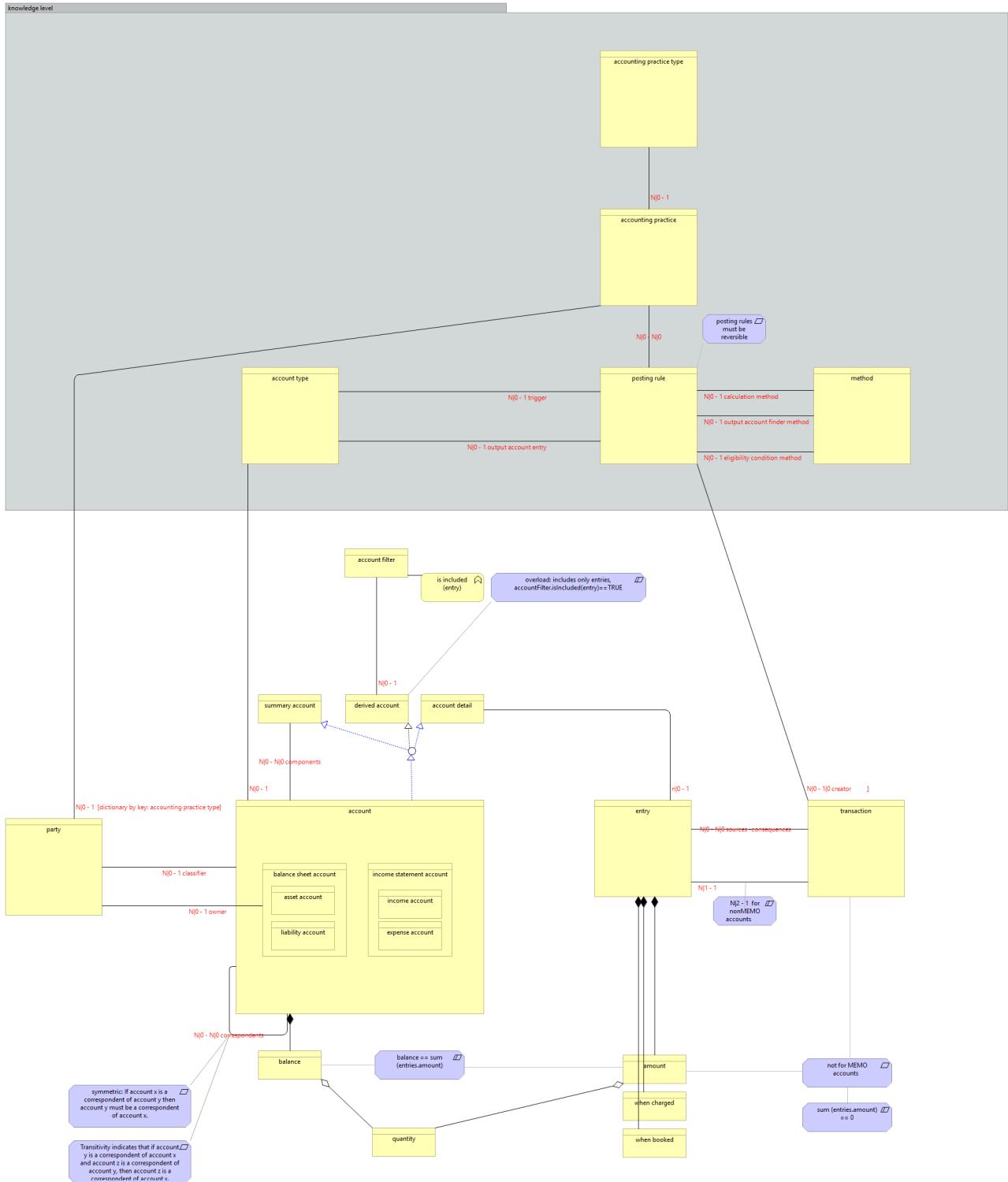
MEMO ACCOUNT



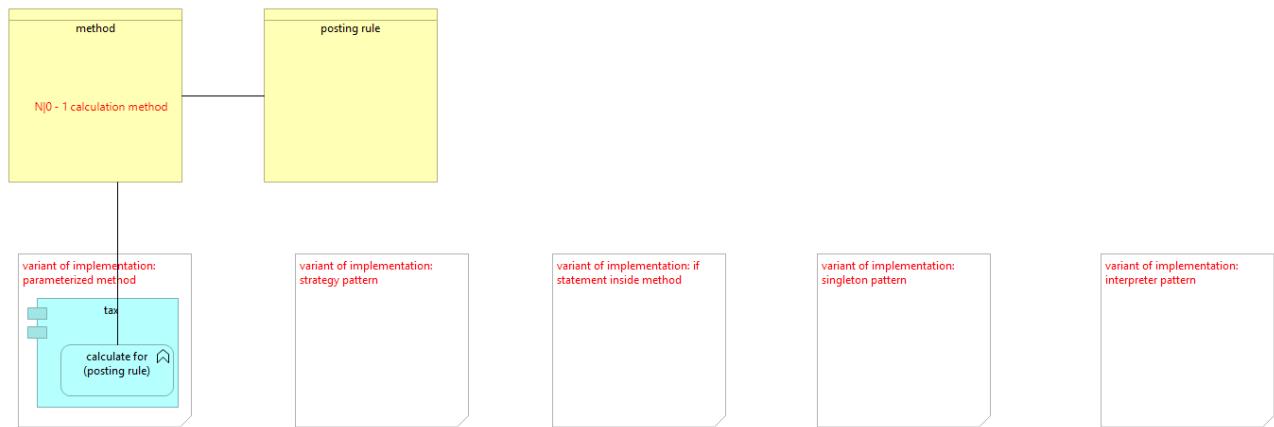
POSTING RULES



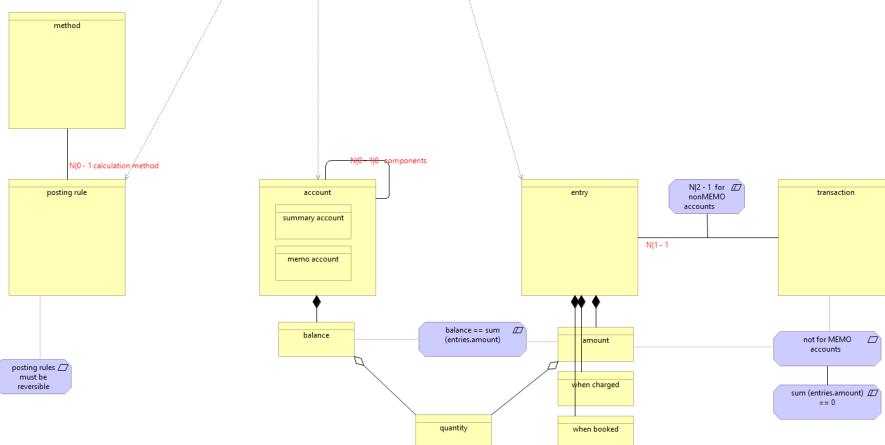
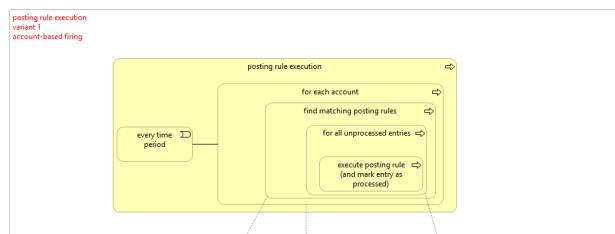
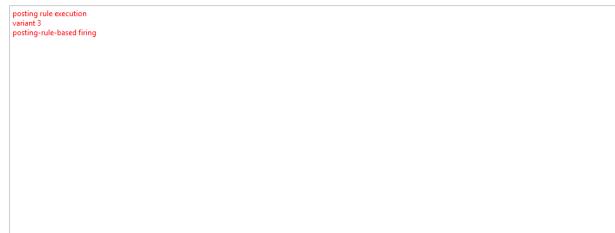
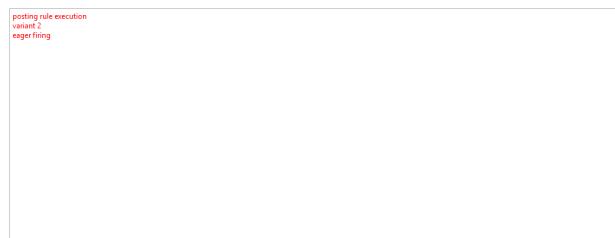
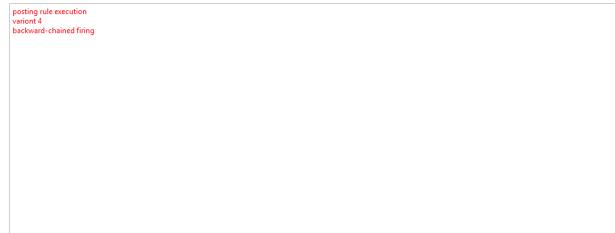
INVENTORY AND ACCOUNTING



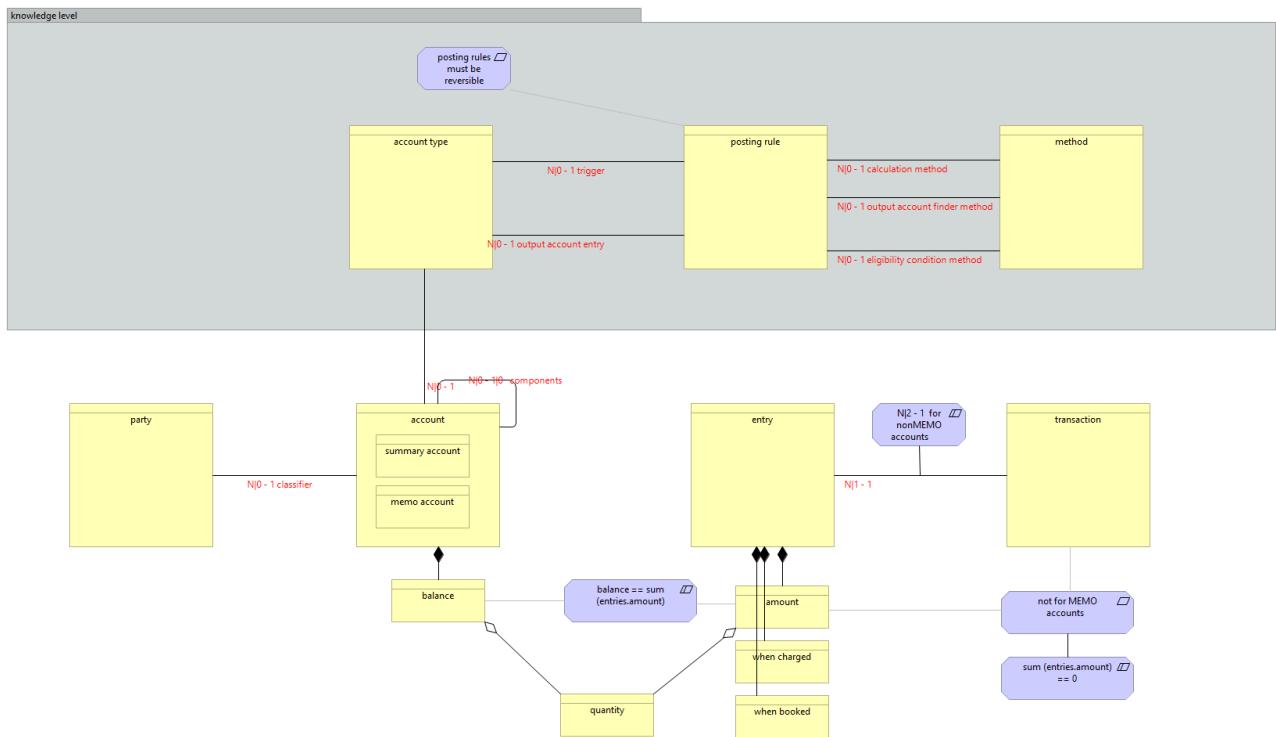
INDIVIDUAL INSTANCE METHOD



POSTING RULE EXECUTION



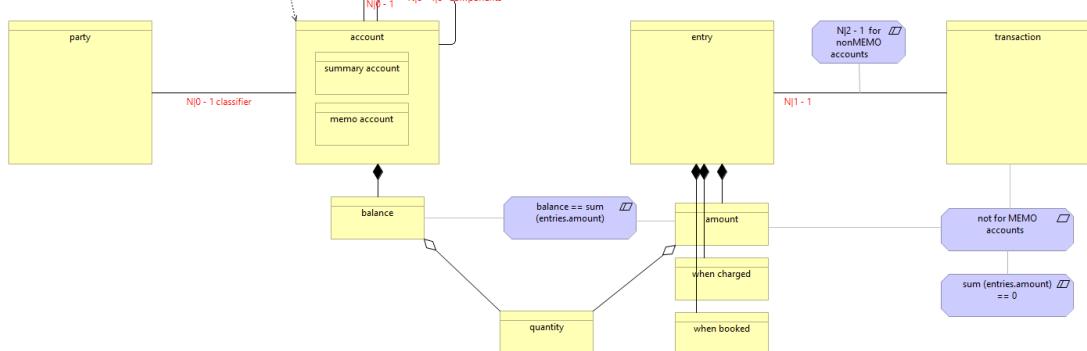
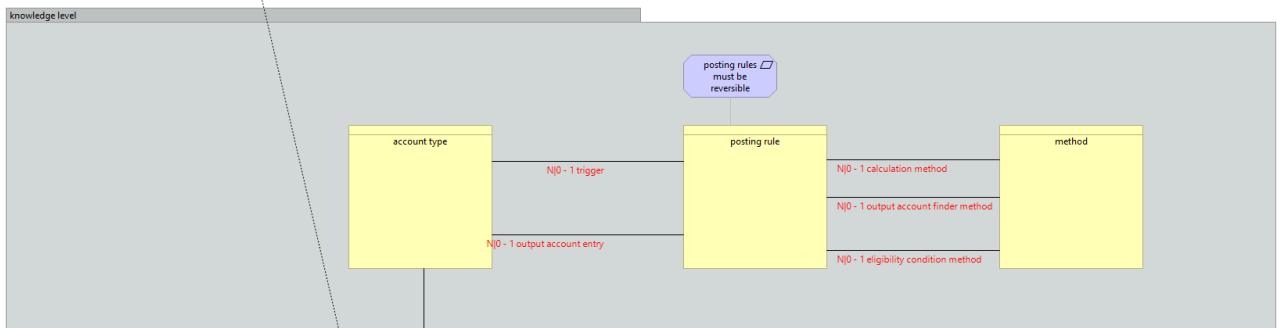
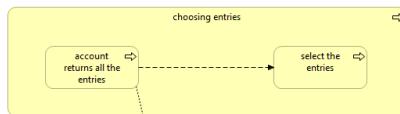
POSTING RULES FOR MANY ACCOUNTS



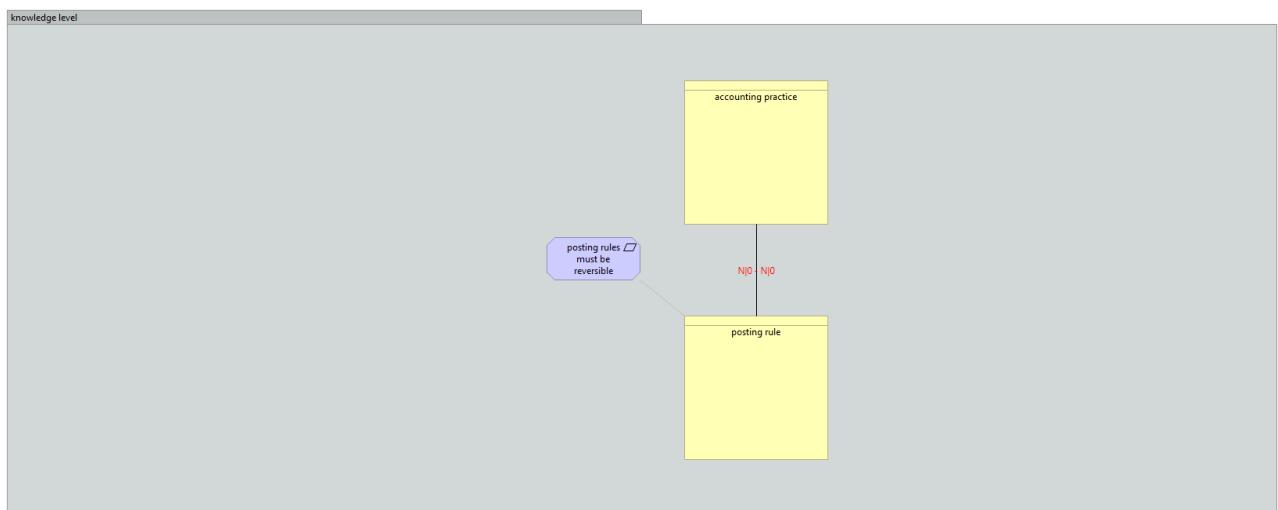
CHOOSING ENTRIES

selection of entries for the application of the posing rules:
variant 2
using account filter for select the entries

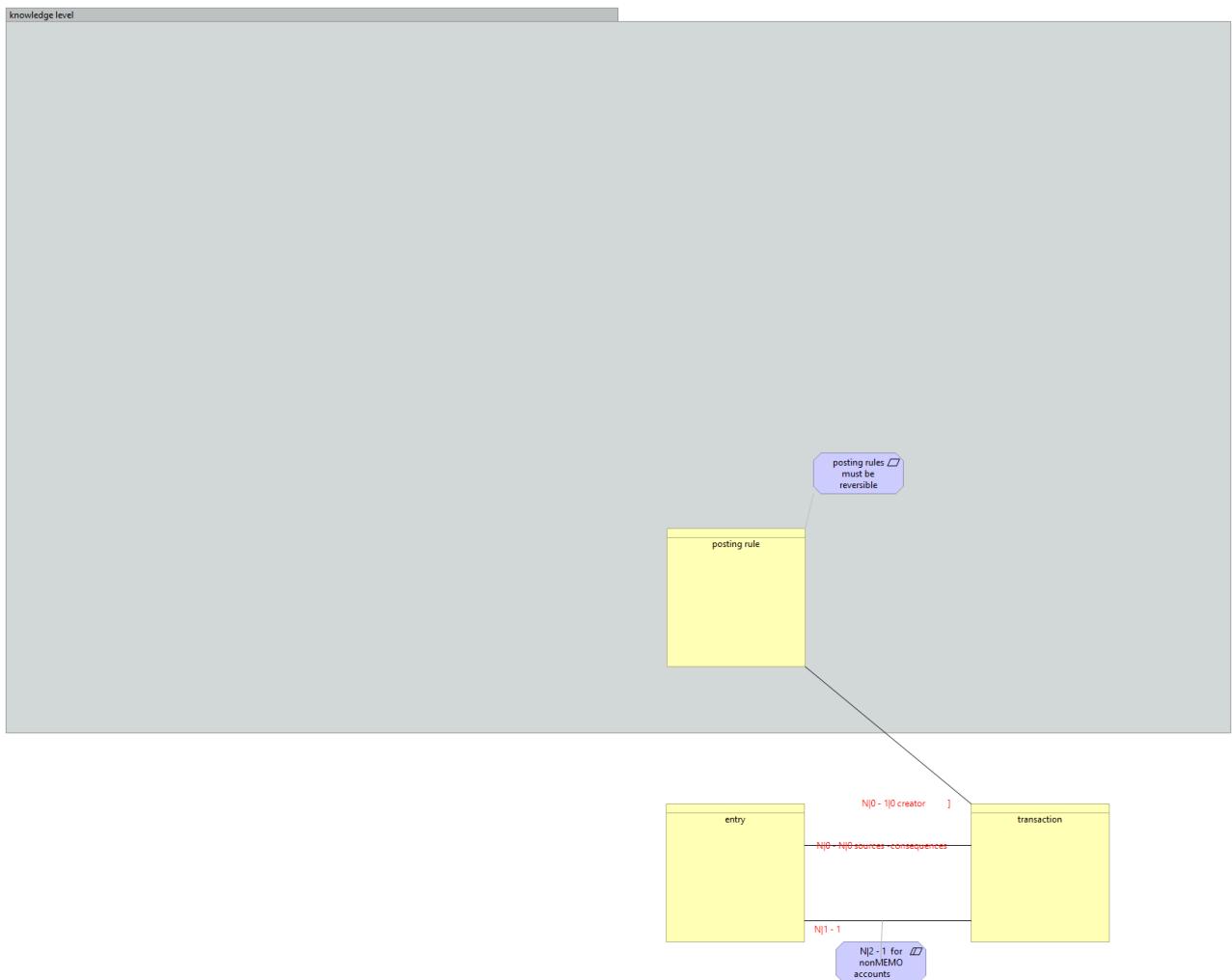
selection of entries for the application of the posing rules:
variant 1
The account returns all the entries, and the client selects the entries it needs.



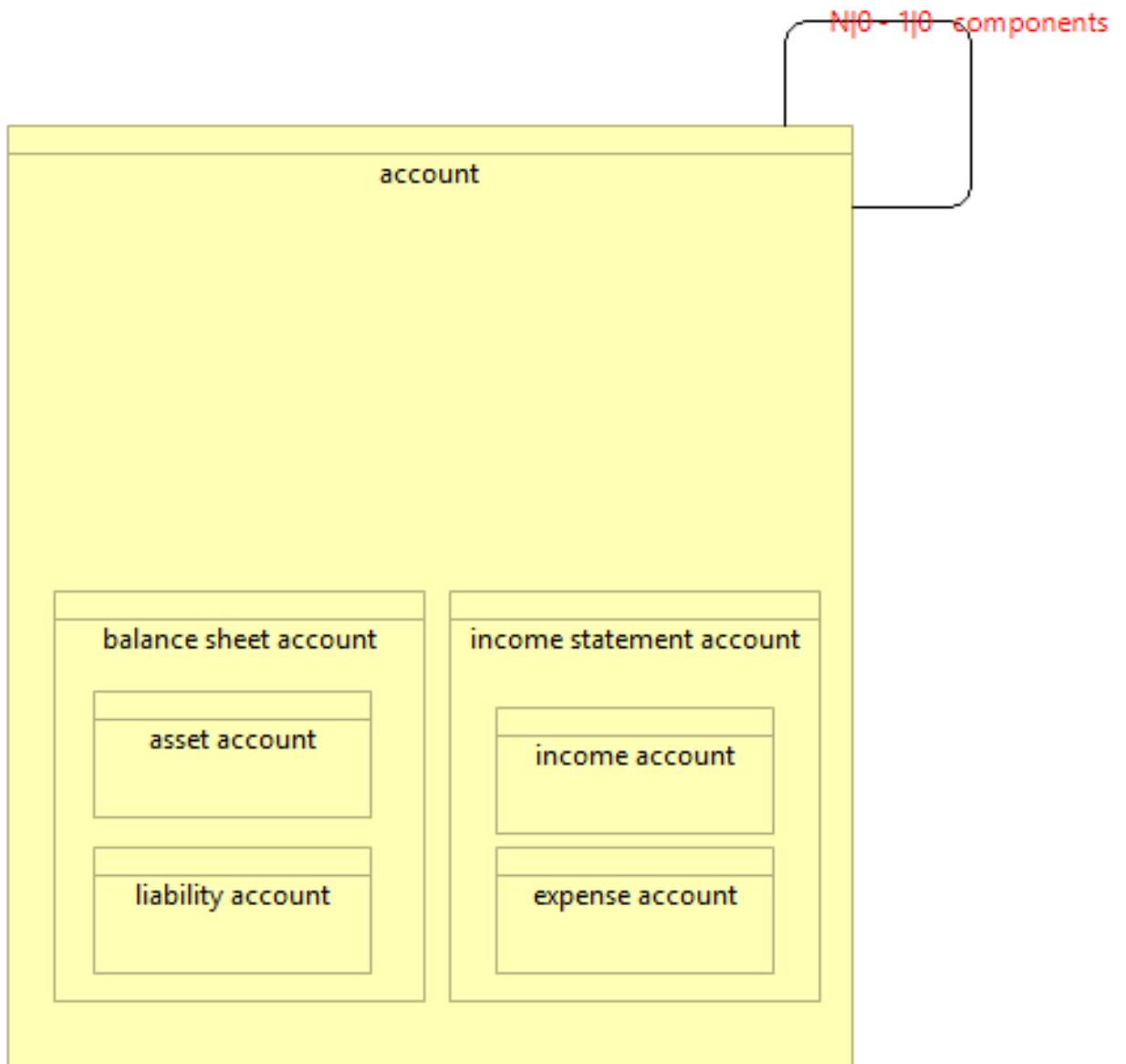
ACCOUNTING PRACTICE



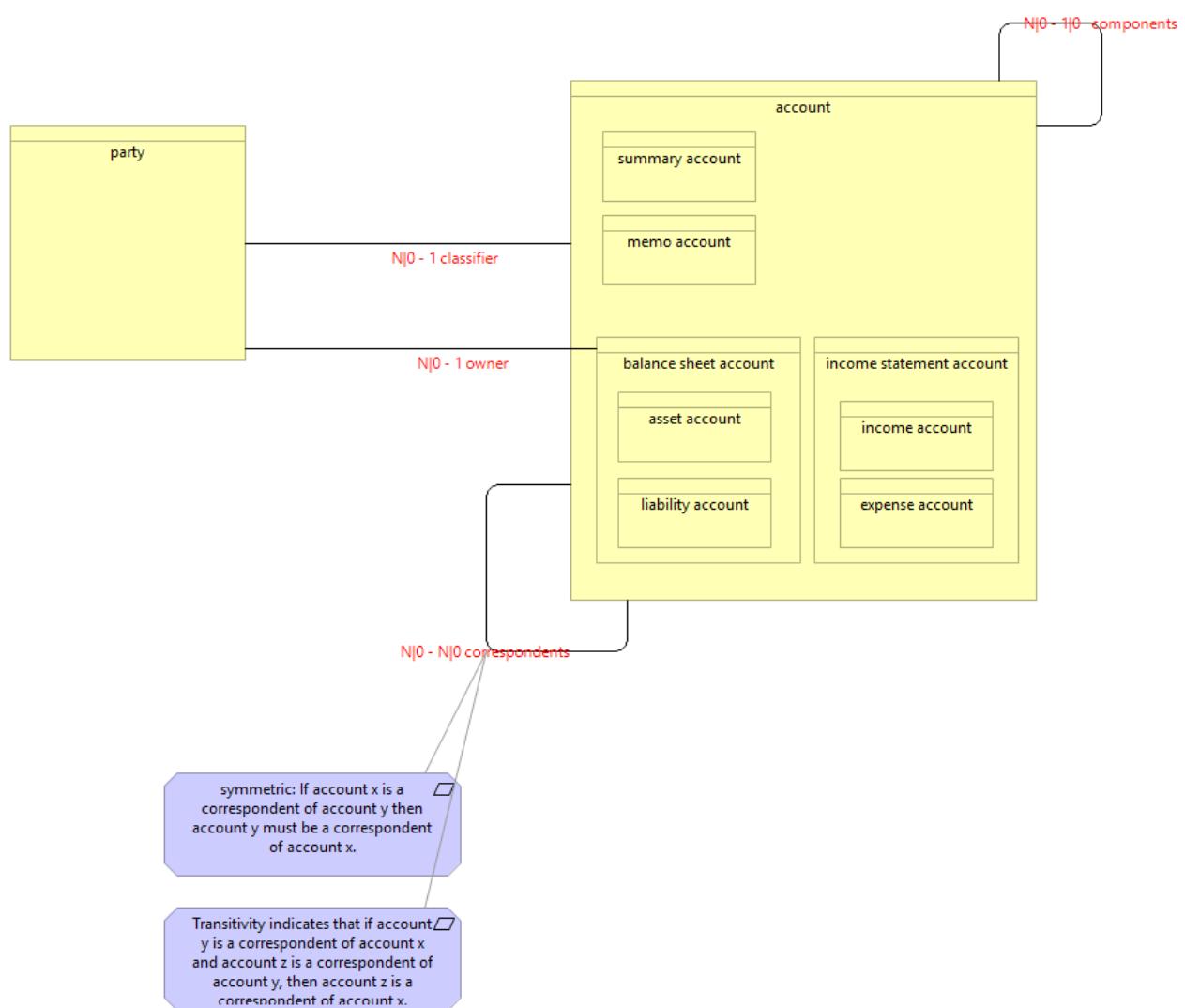
SOURCES OF AN ENTRY



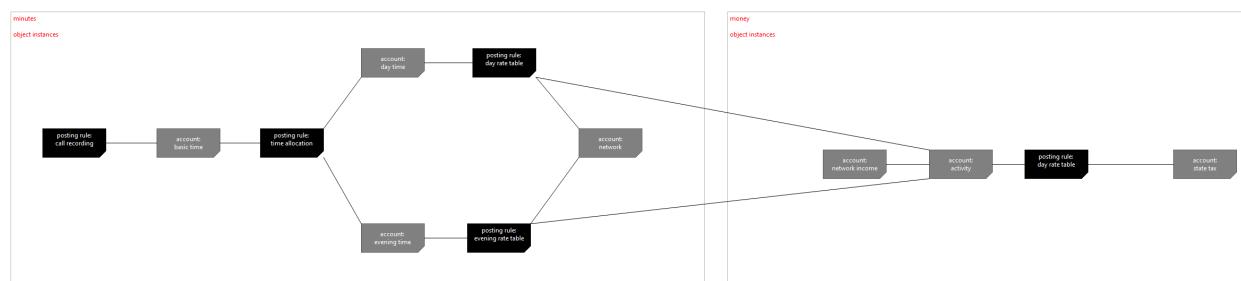
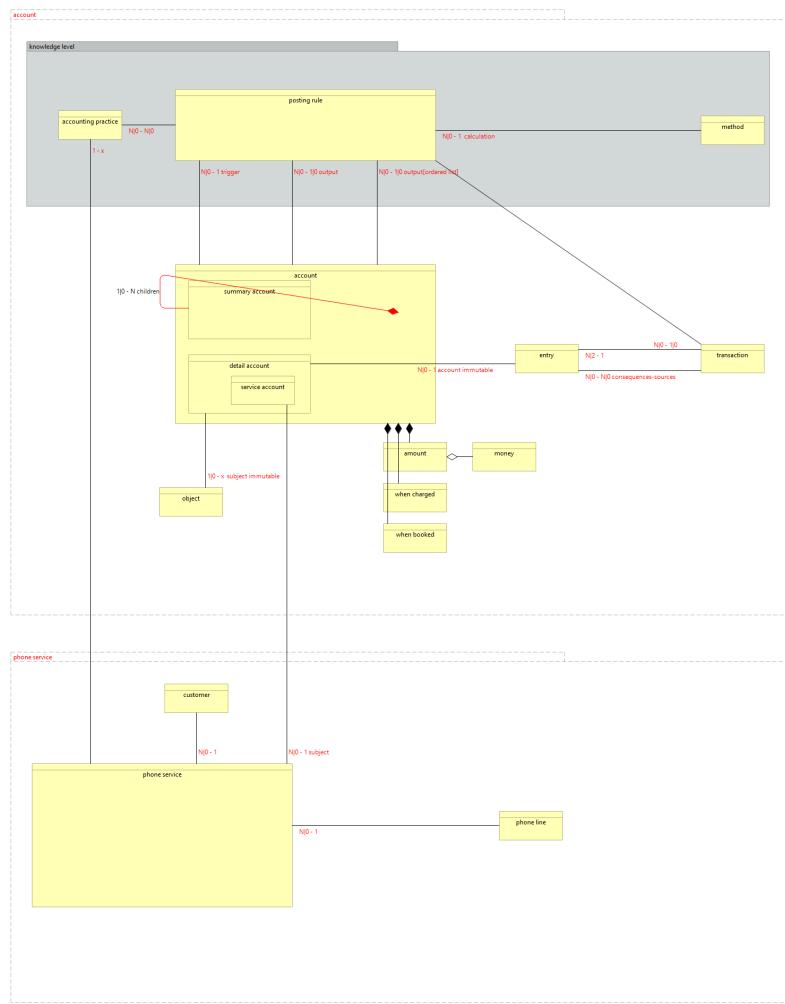
BALANCE SHEET AND INCOME STATEMENT



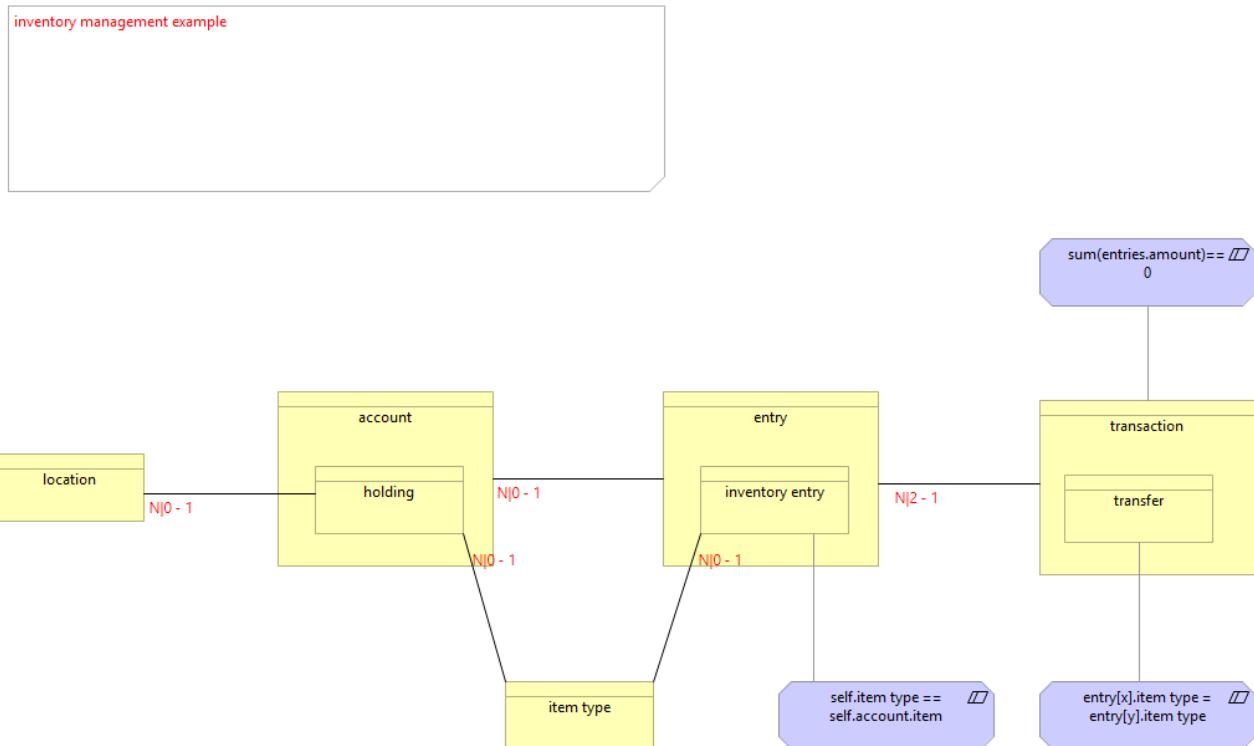
CORRESPONDING ACCOUNT



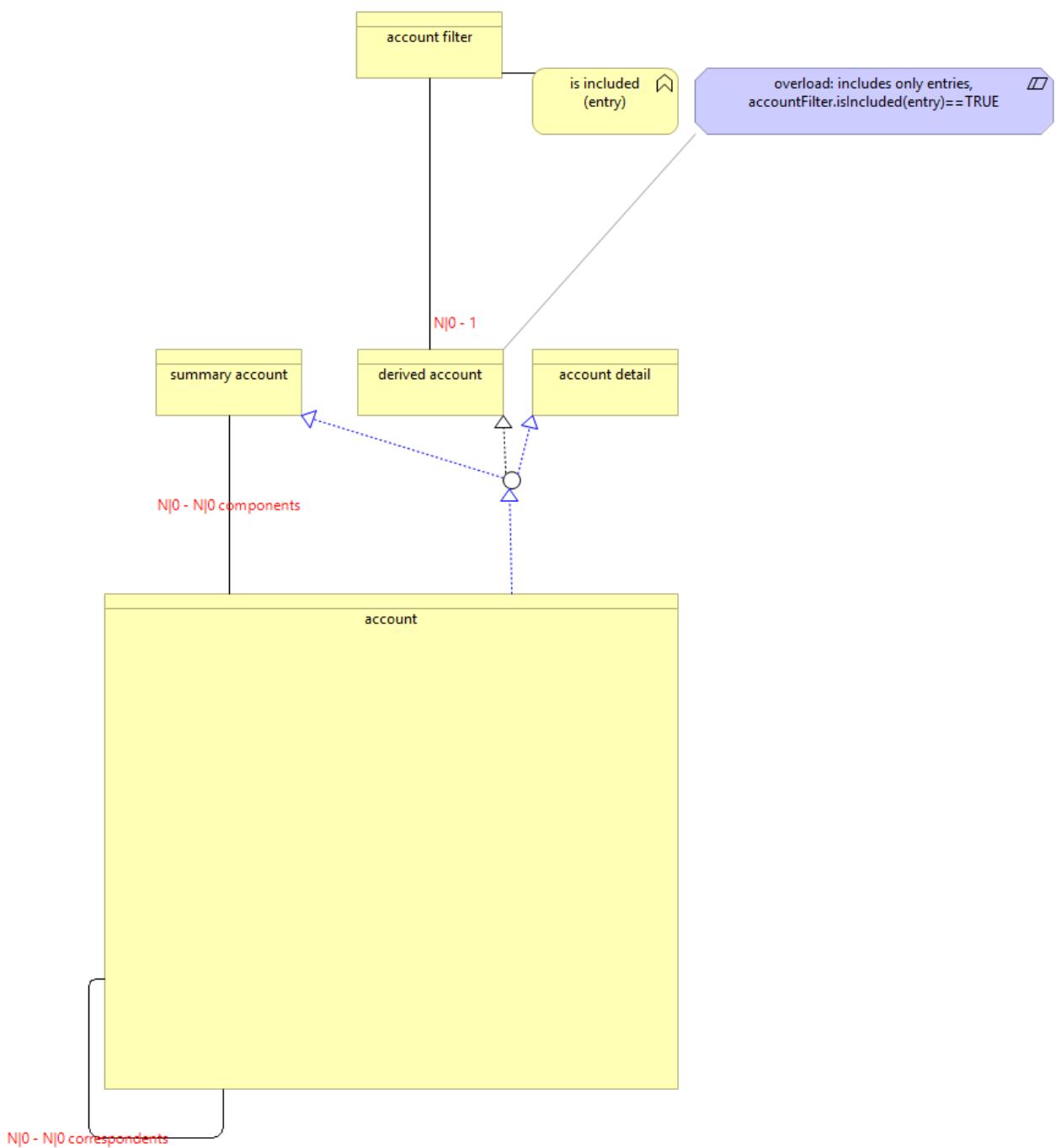
SPECIALIZED ACCOUNT MODEL (BILLING EXAMPLE)



SPECIALIZED ACCOUNT MODEL (INVENTORY EXAMPLE)



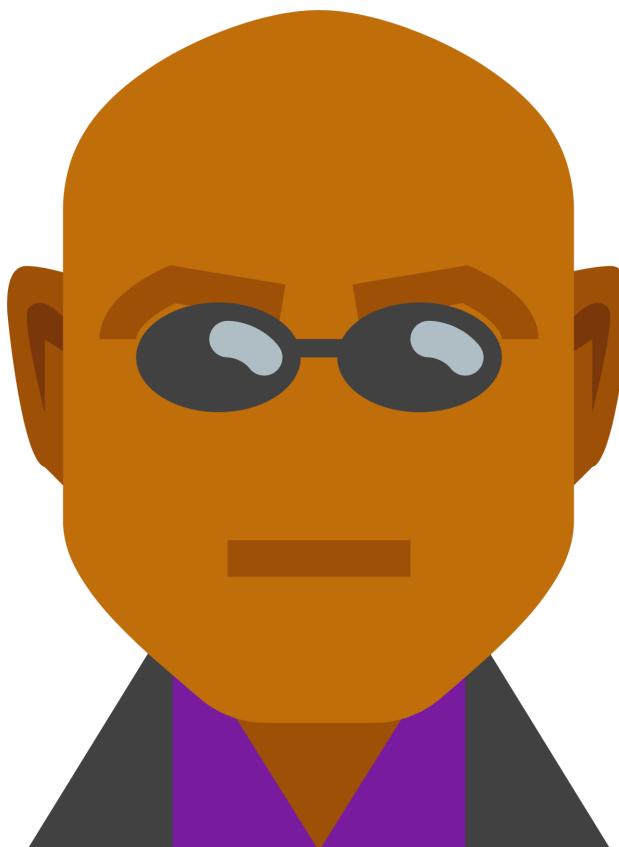
BOOKING ENTRIES TO MULTIPLE ACCOUNTS



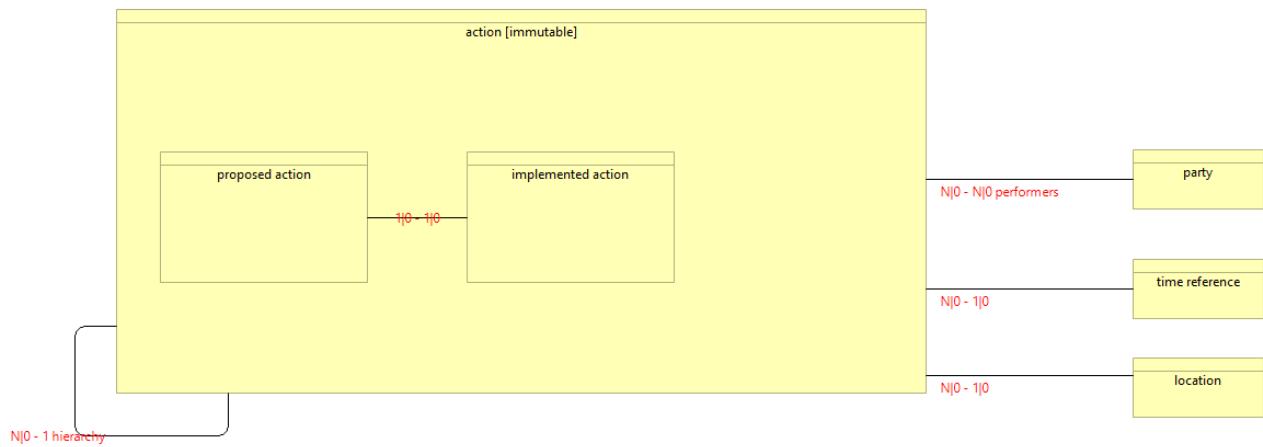
PLANNING

ANALYSIS PATTERNS

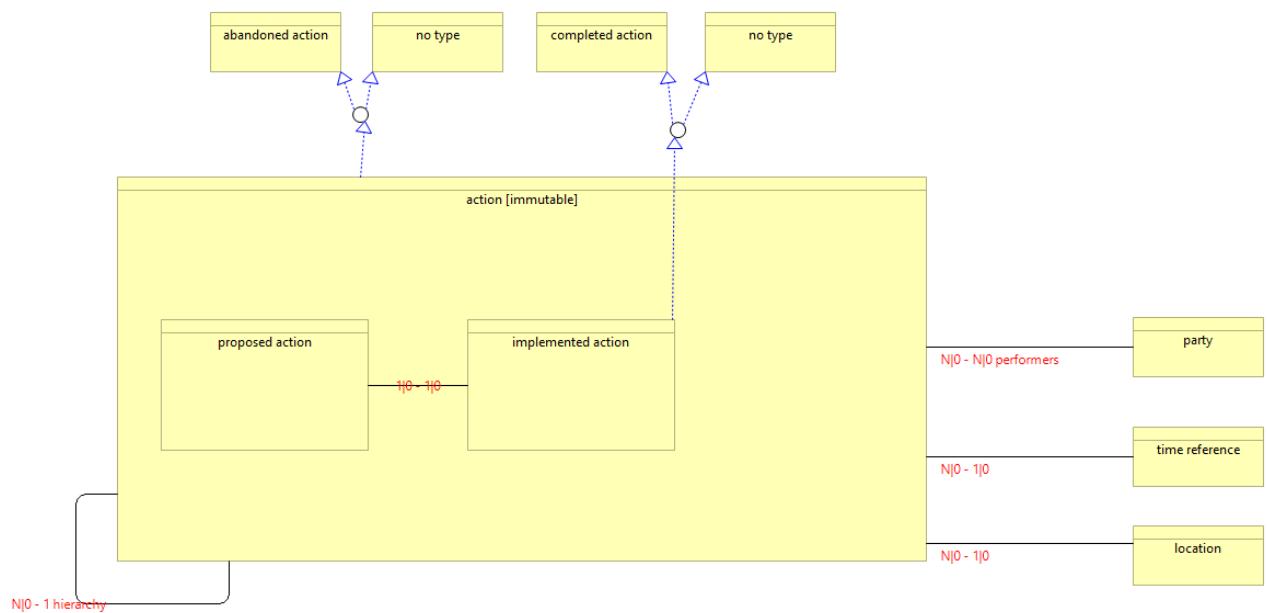
Martin Fowler



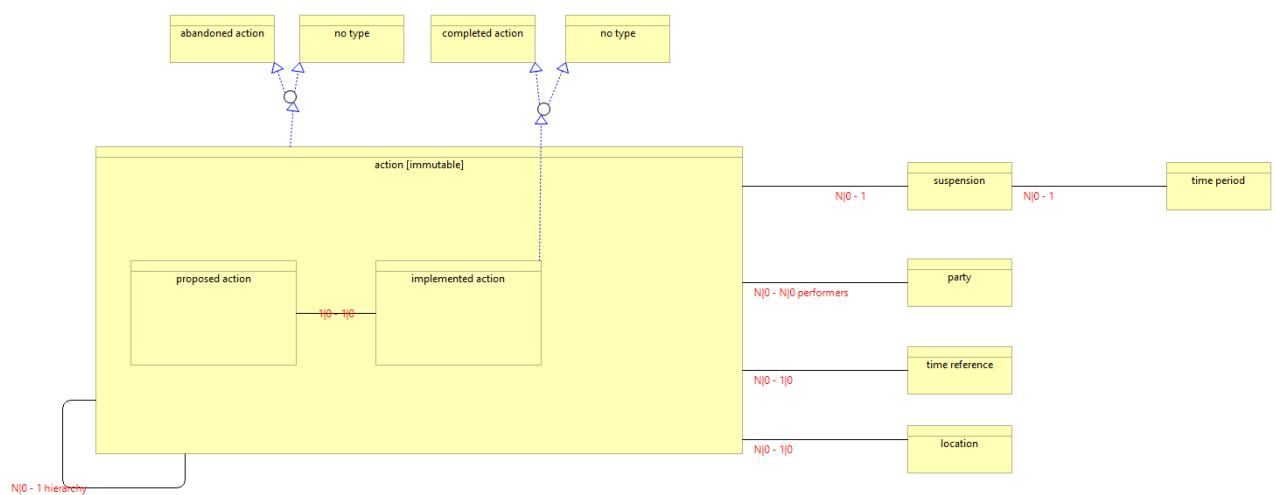
PROPOSED AND IMPLEMENTED ACTION



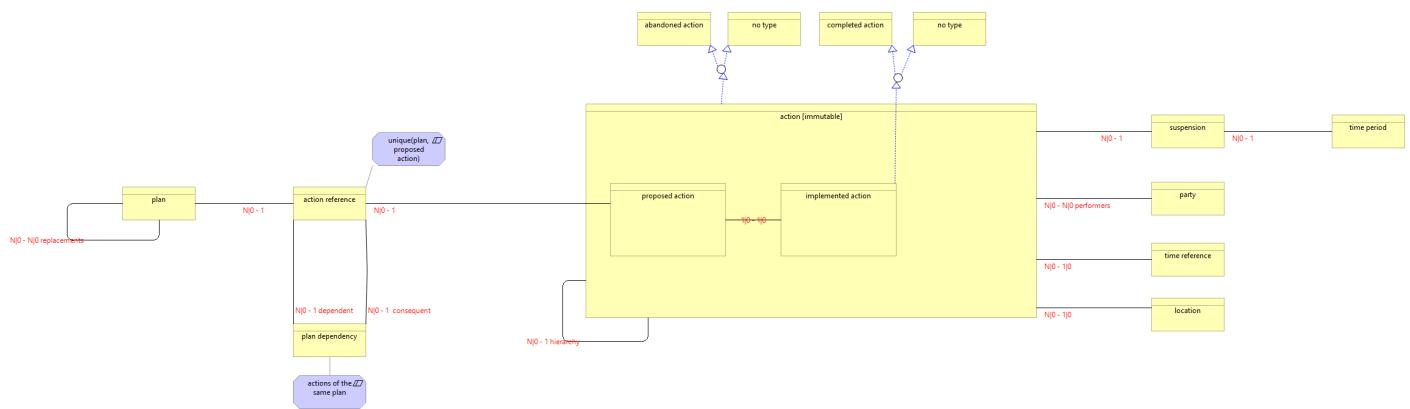
COMPLETED AND ABANDONED ACTIONS



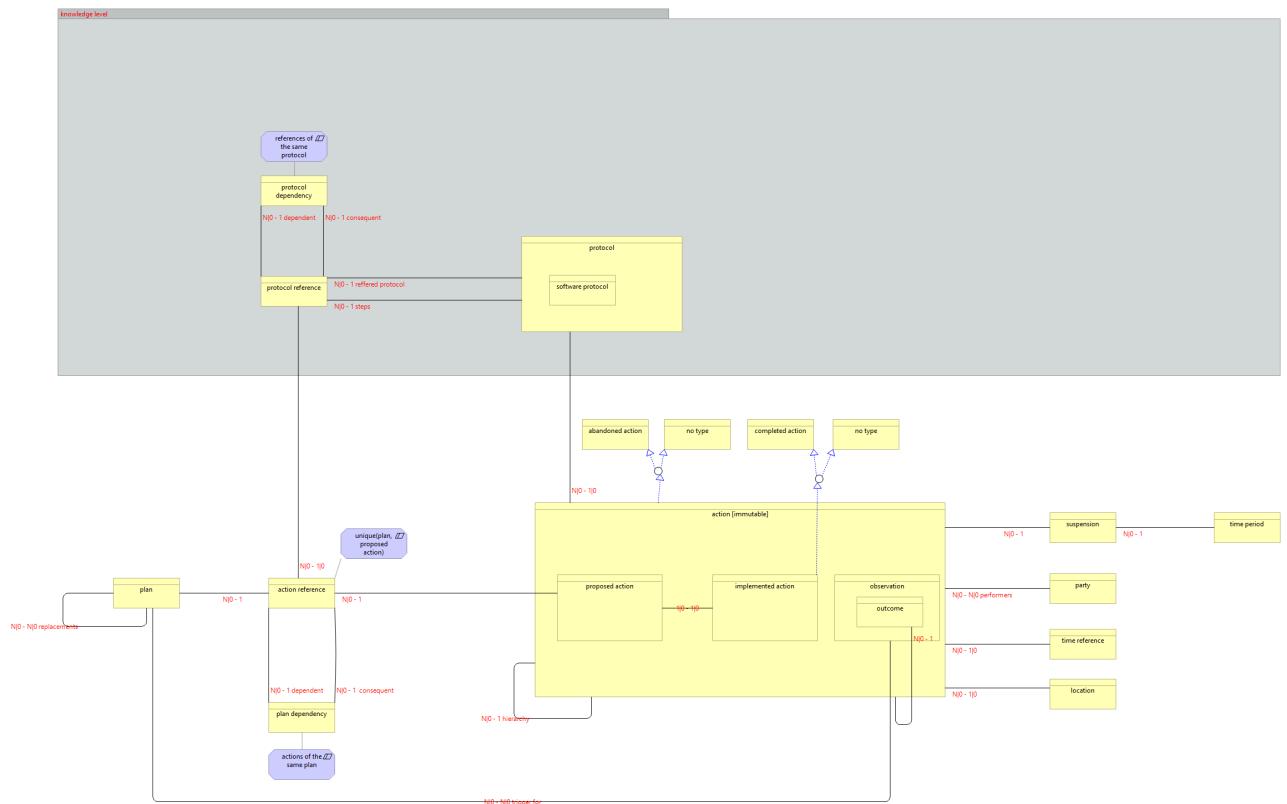
SUSPENSION



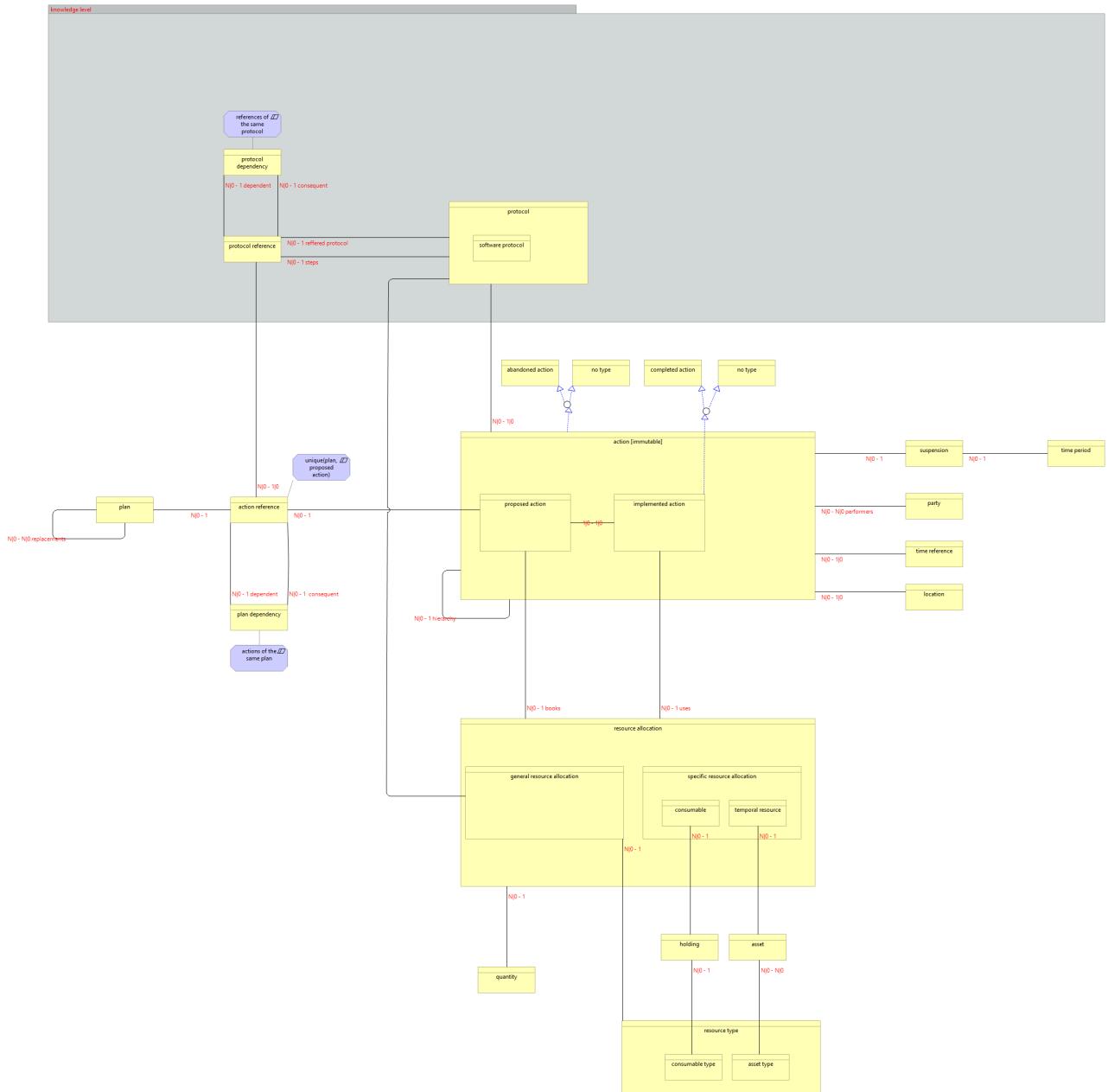
PLAN



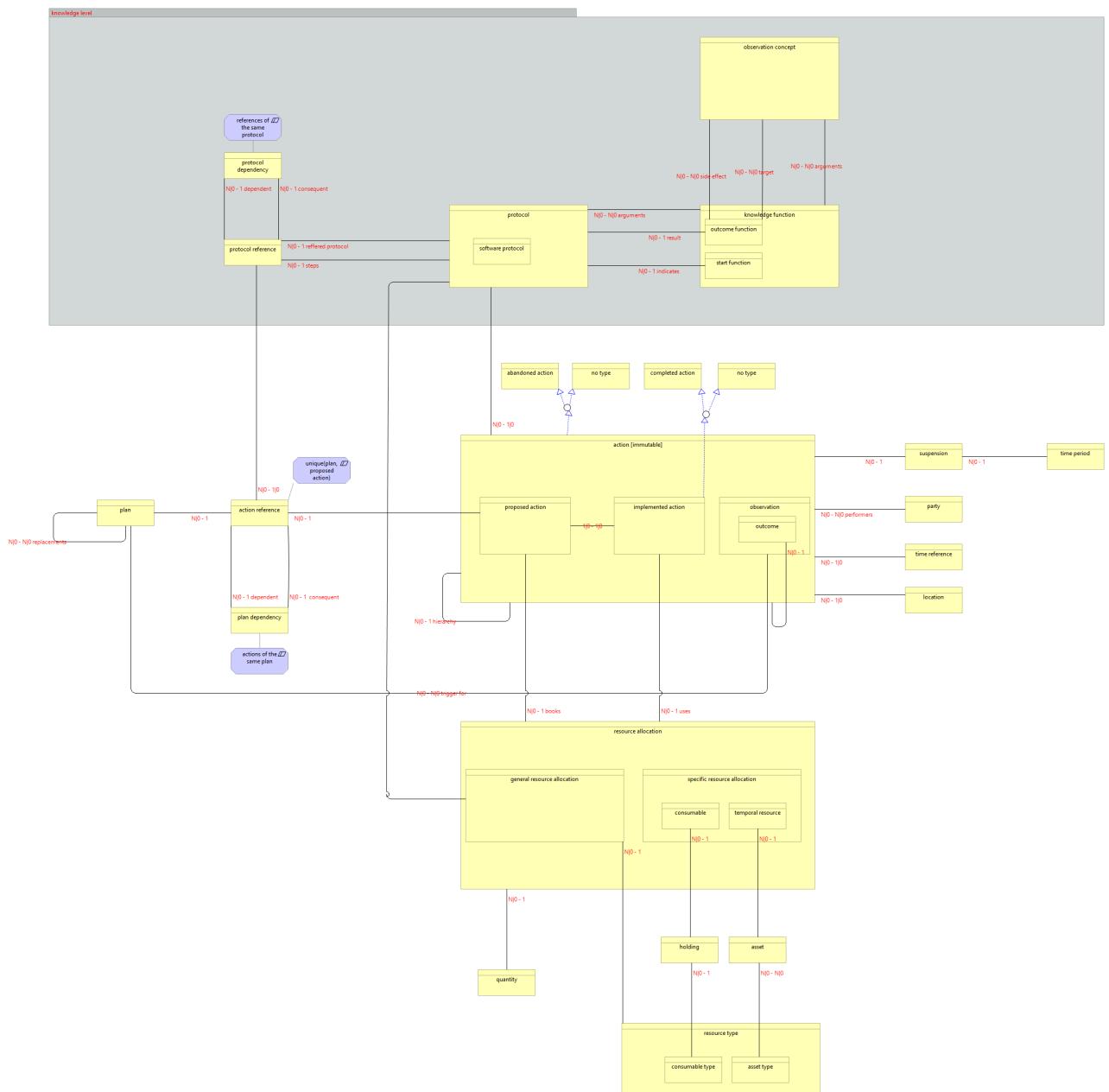
PROTOCOL



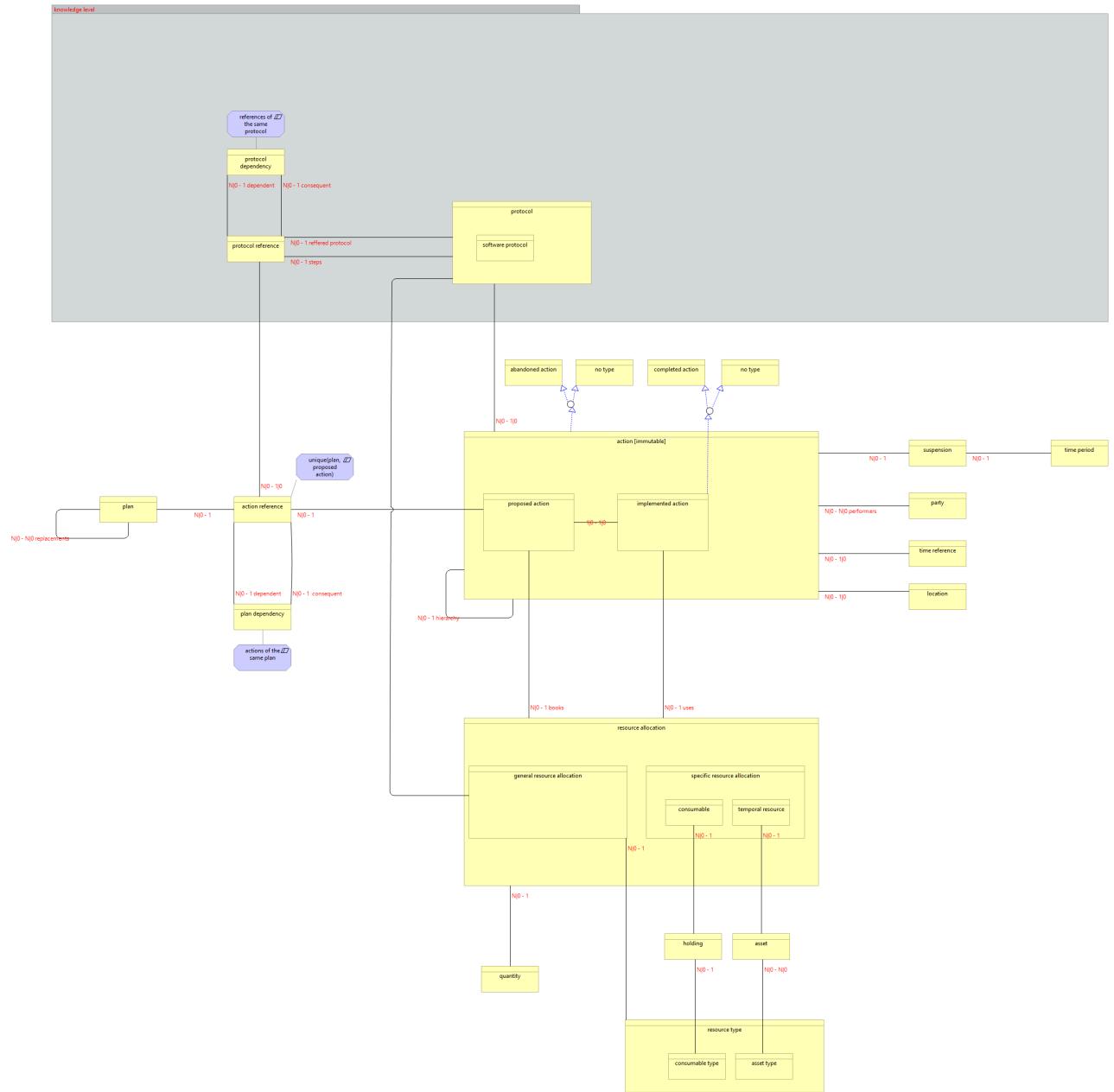
RESOURCE ALLOCATION



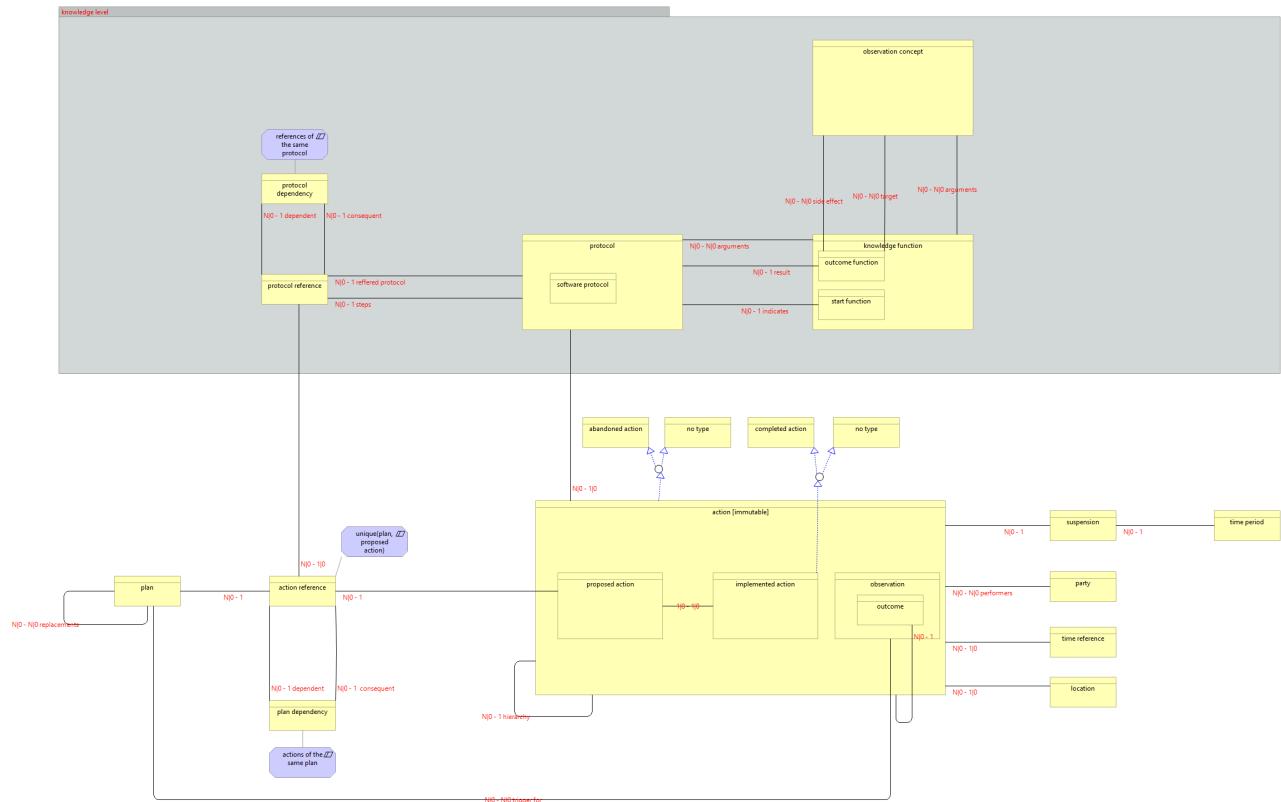
PLANNING



PLANNING (NO OUTCOME)



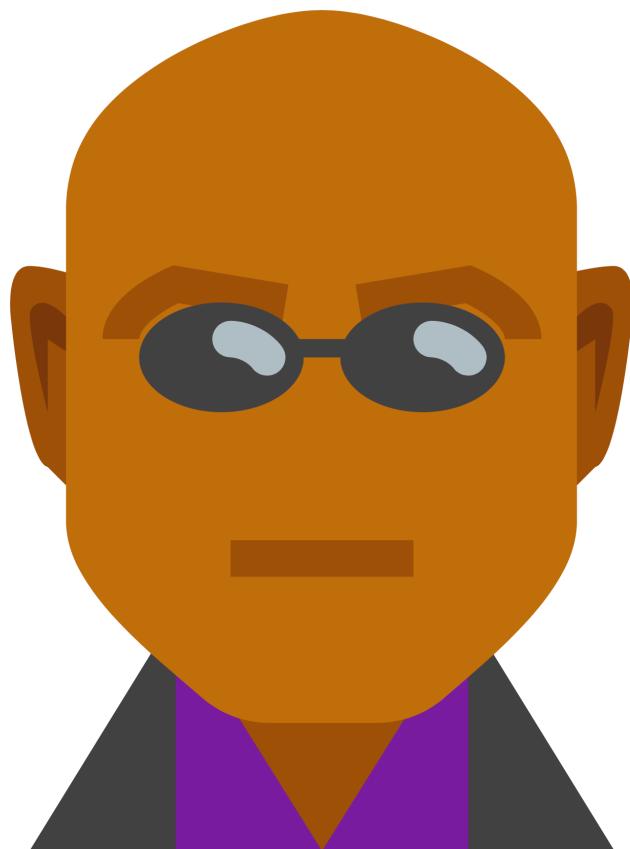
OUTCOME AND START FUNCTIONS



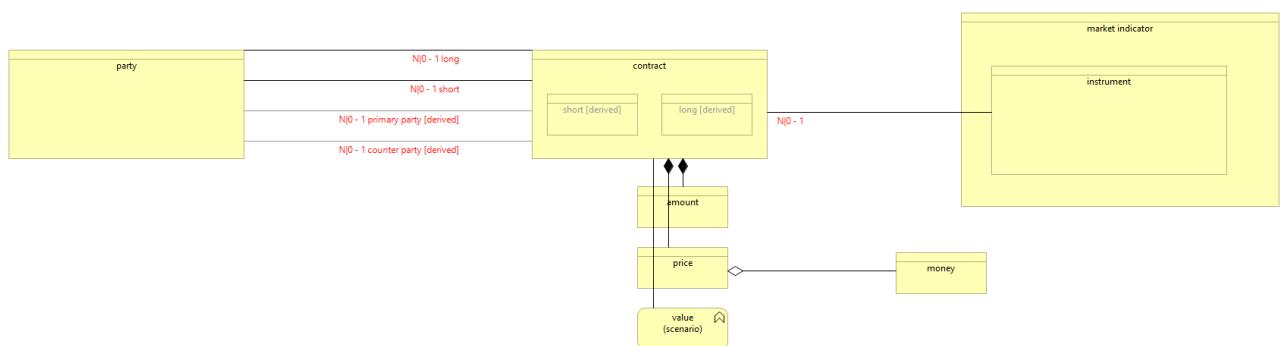
TRADING

ANALYSIS PATTERNS

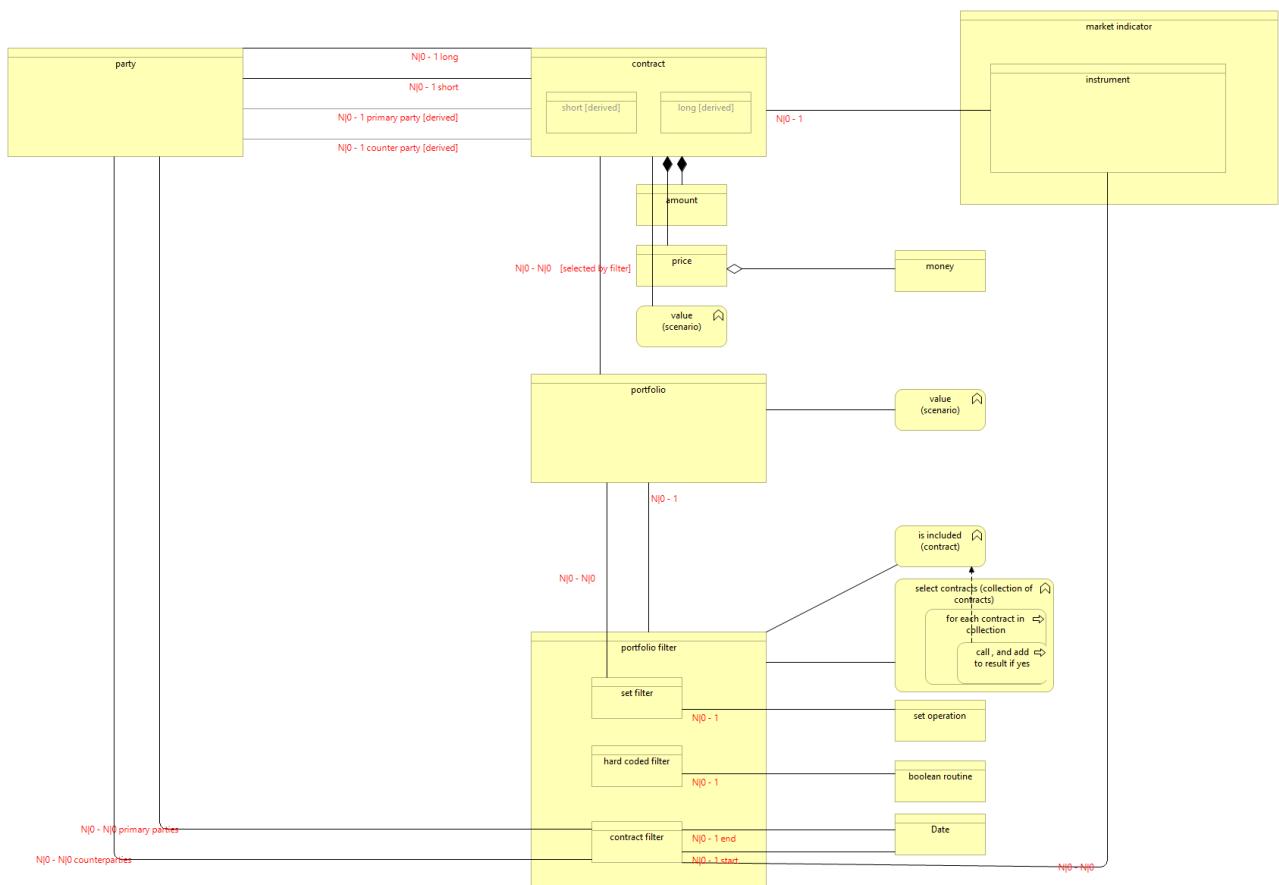
Martin Fowler



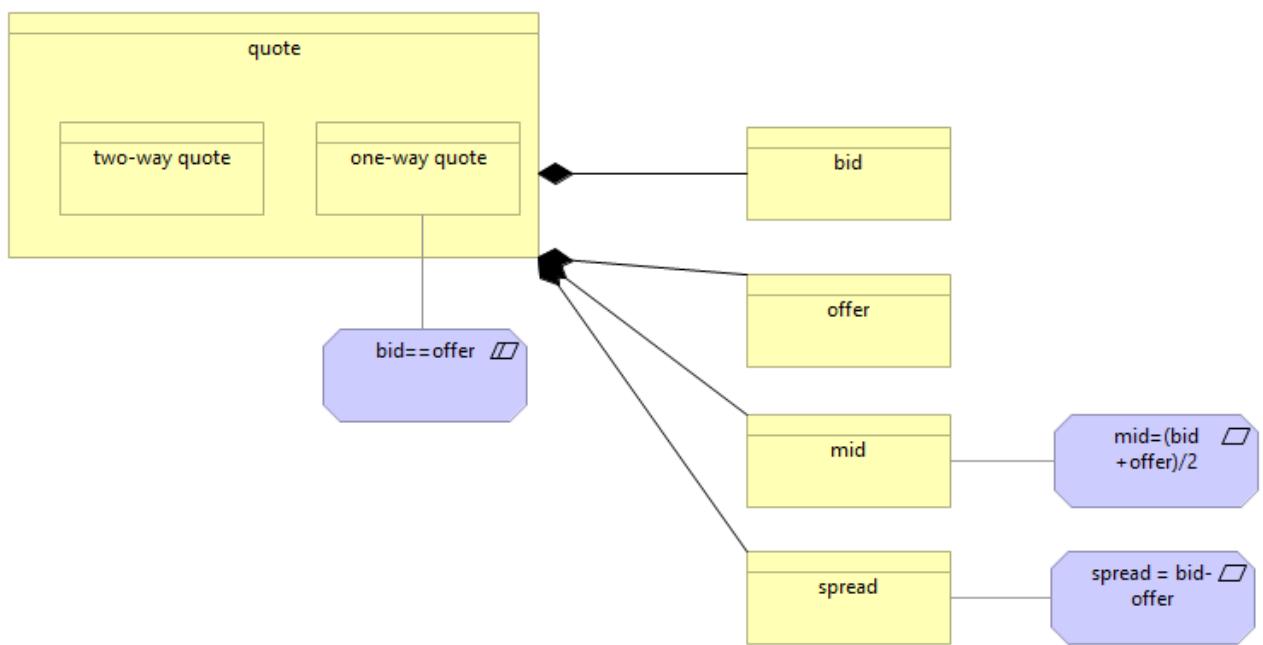
CONTRACT



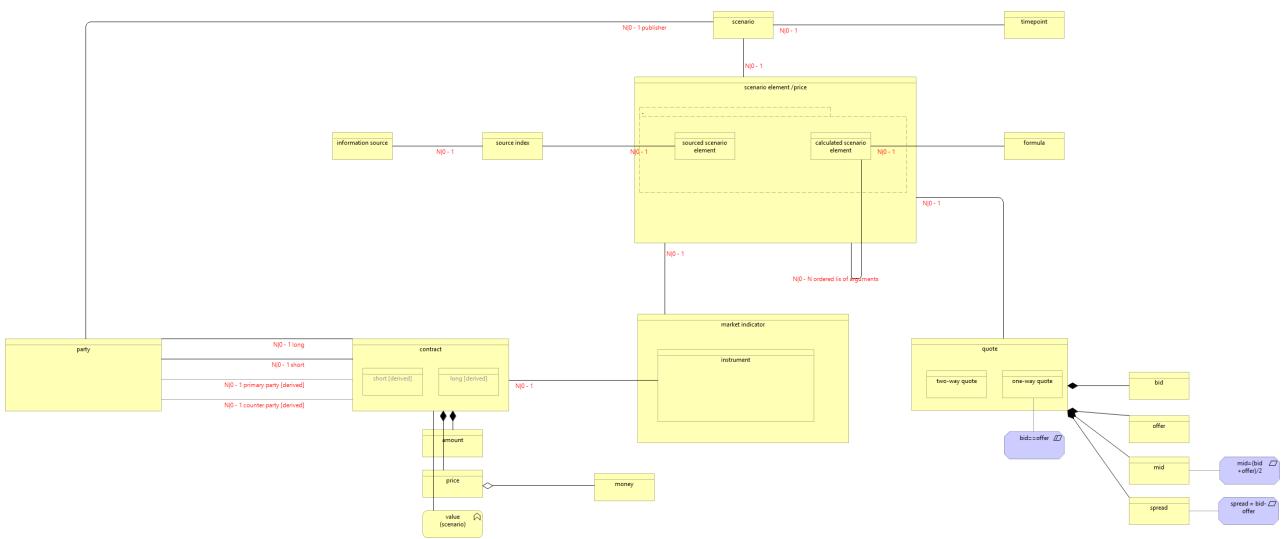
PORTFOLIO



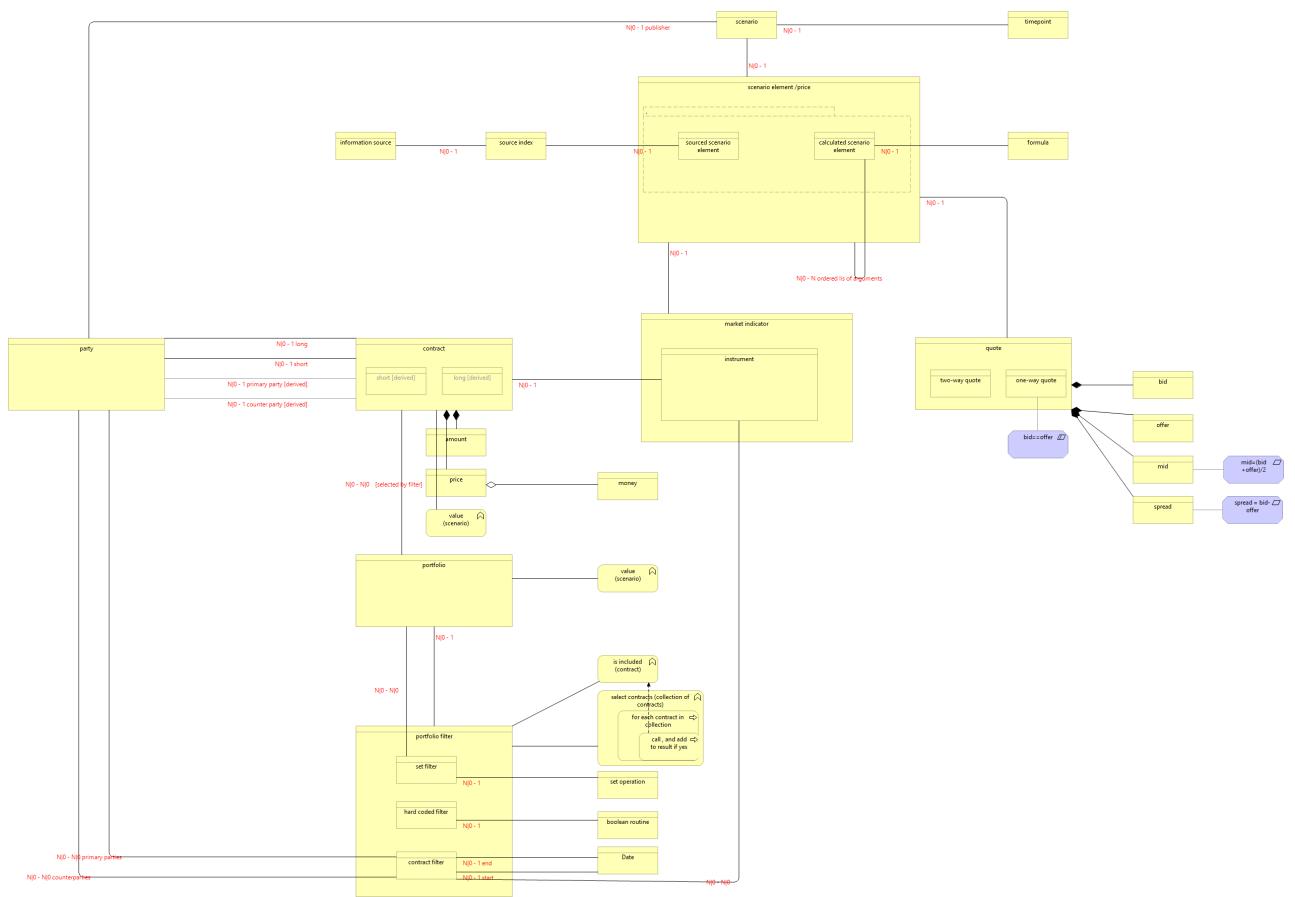
QUOTE



SCENARIO



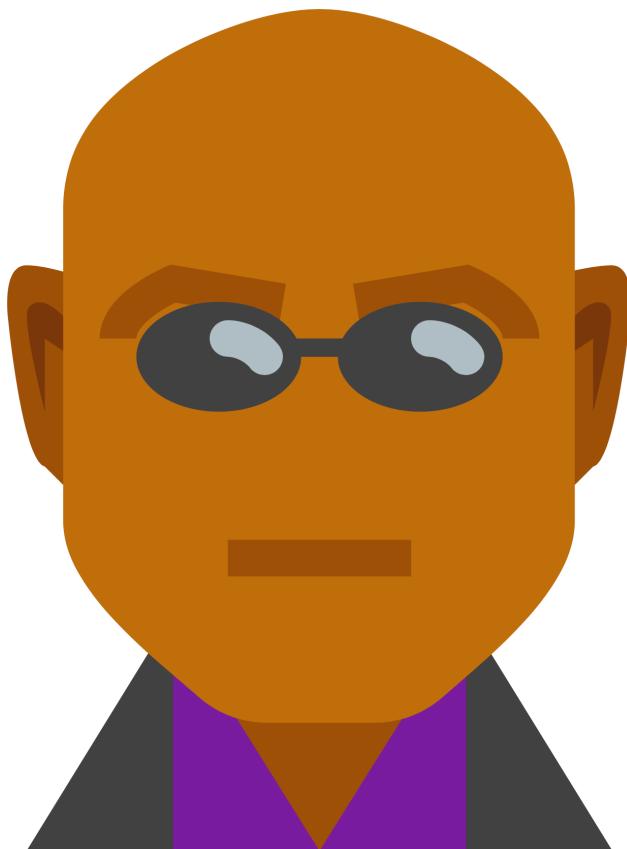
TRADING



DERIVATIVE CONTRACTS

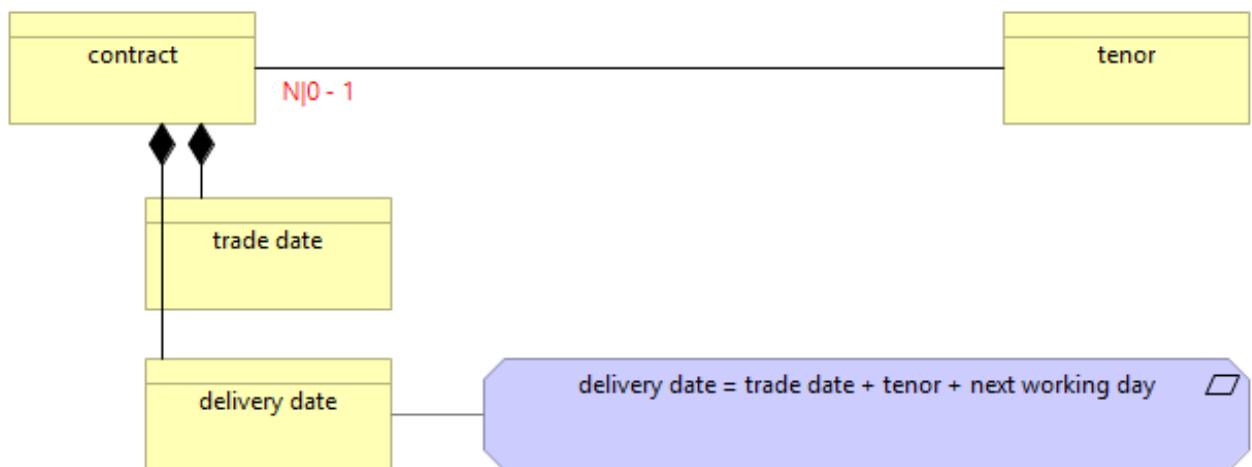
ANALYSIS PATTERNS

Martin Fowler



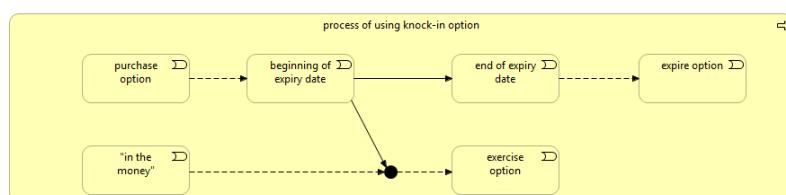
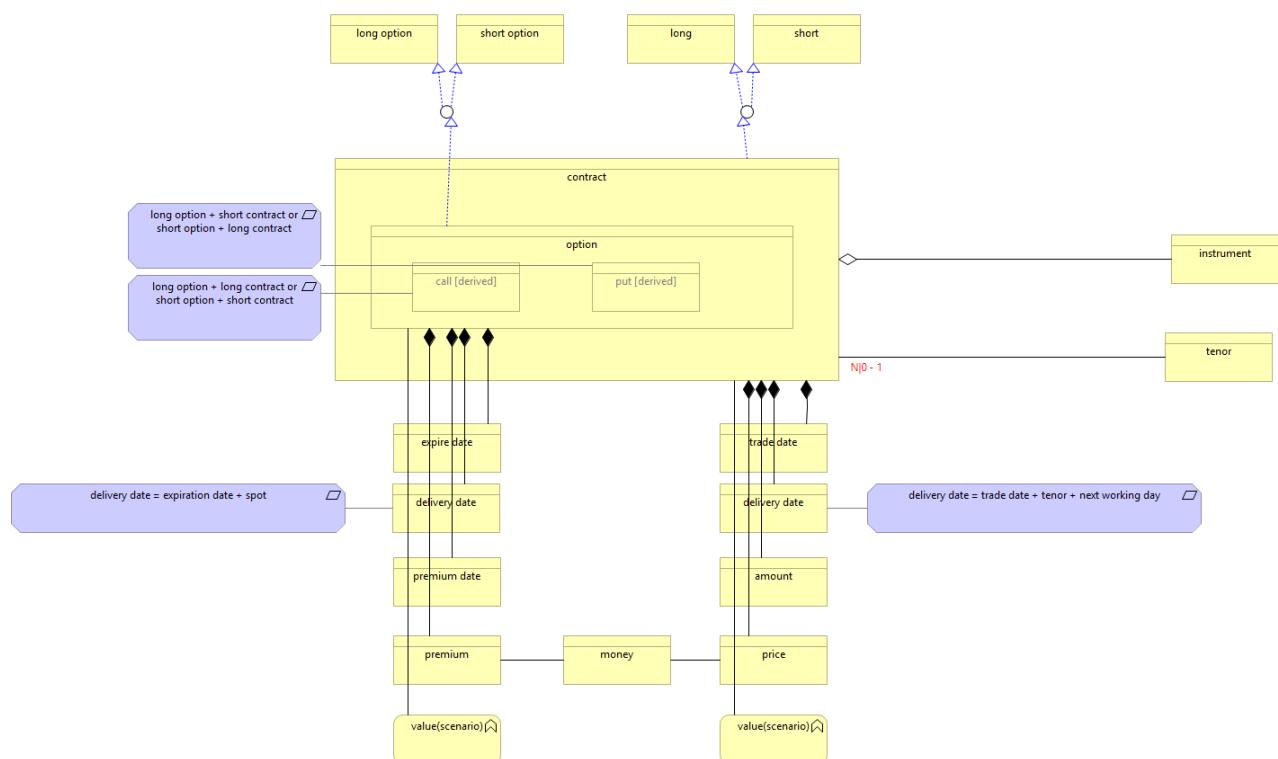
FORWARD CONTRACTS

- forward contracts
- Delivery usually occurs in a couple of months



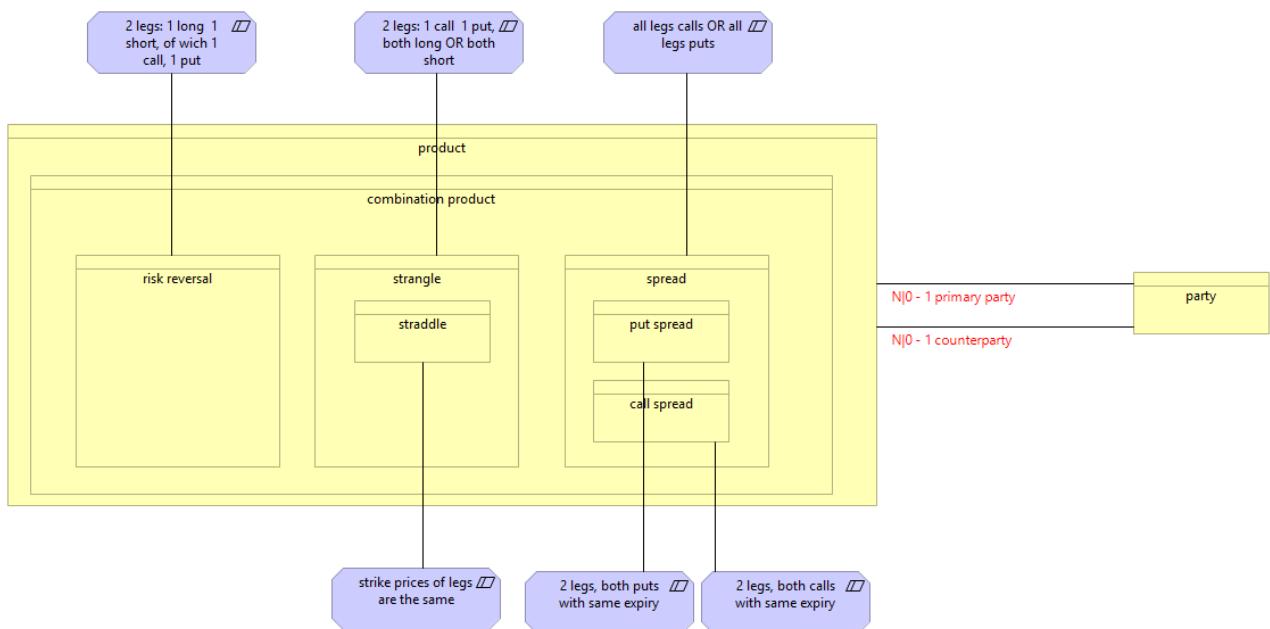
OPTIONS

- An option gives the buyer the right to buy dollars at a prearranged exchange rate if the holder wishes

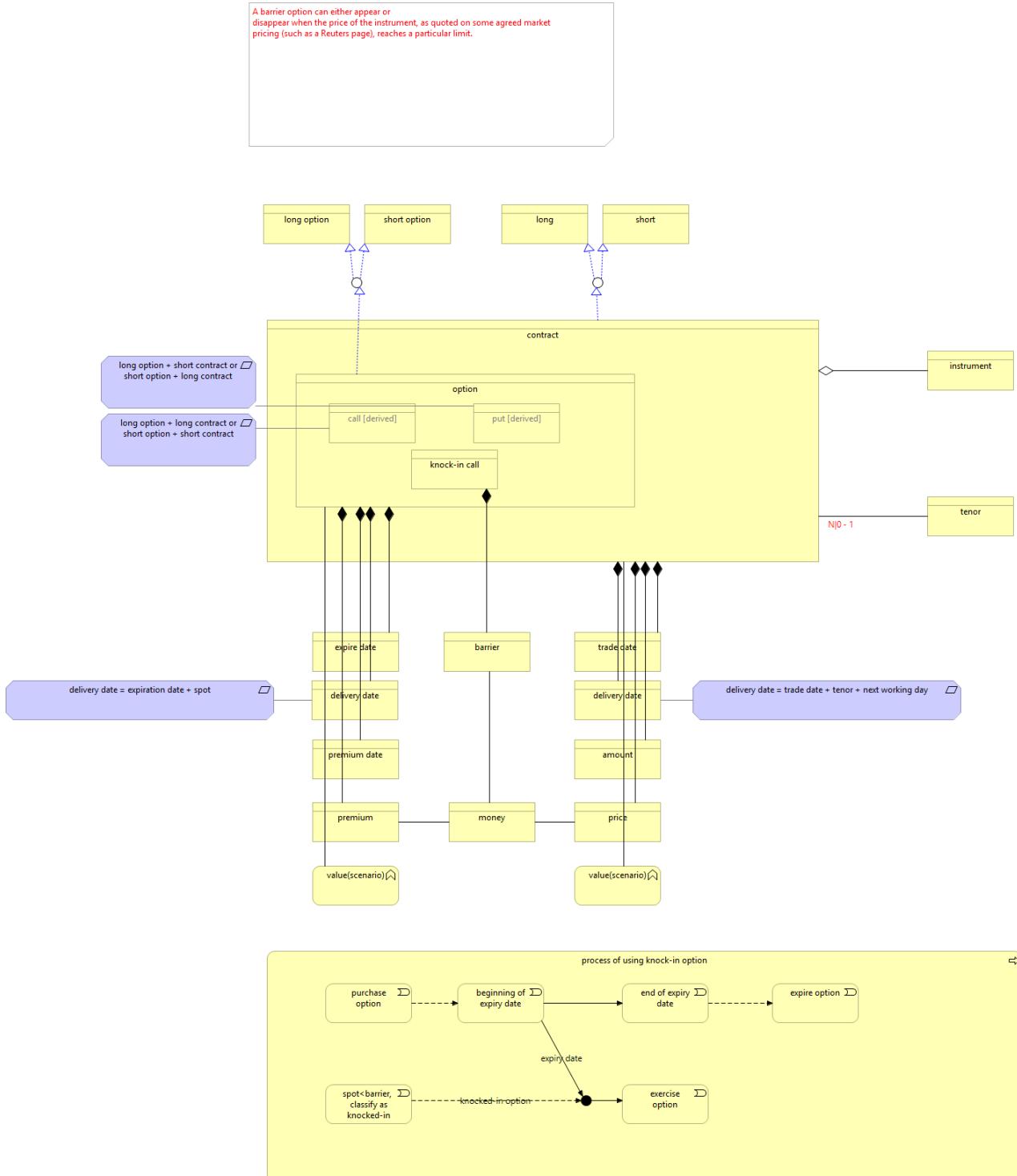


PRODUCT

- combination options can be seen as a composite of other options.

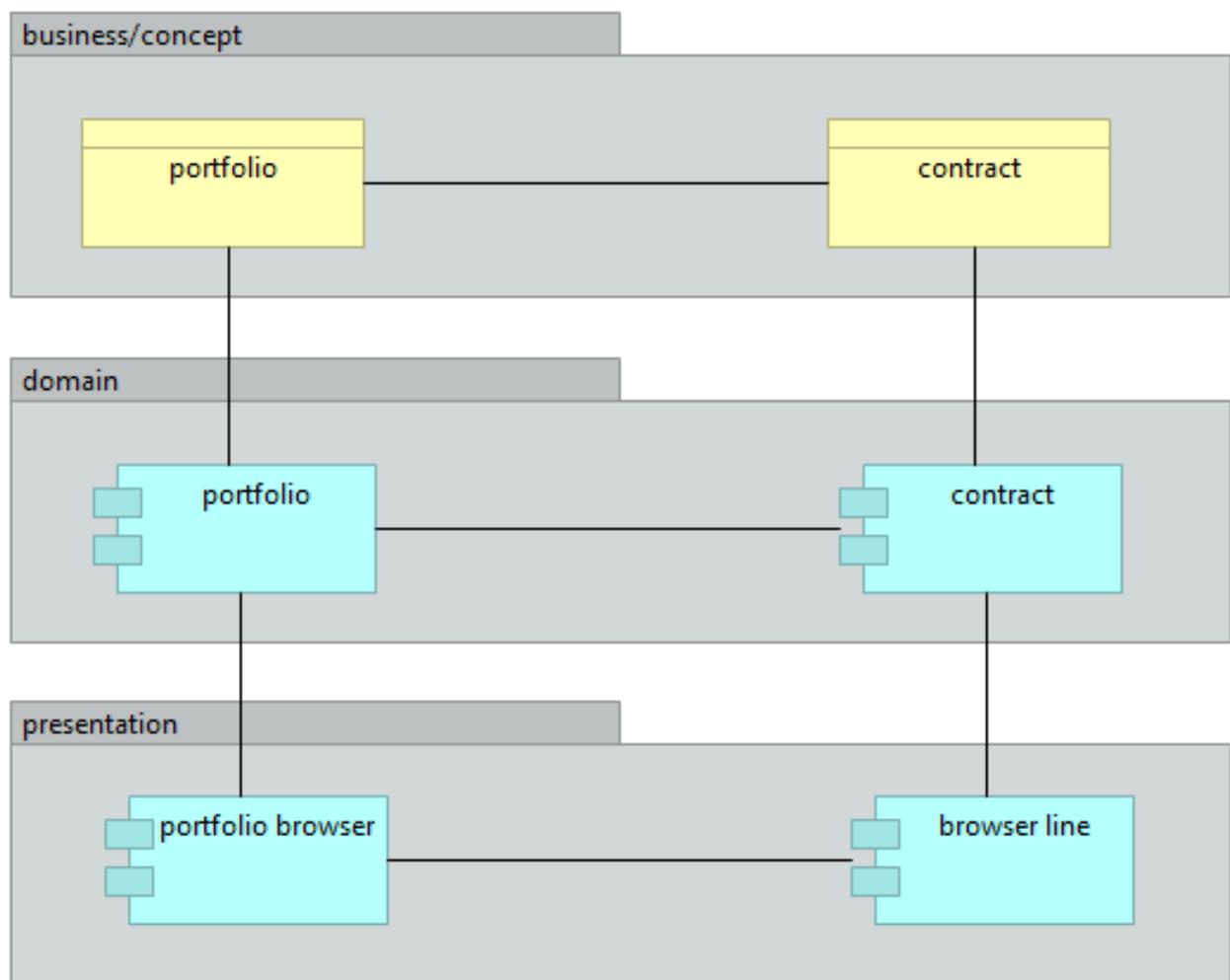


SUBTYPE STATE MACHINES

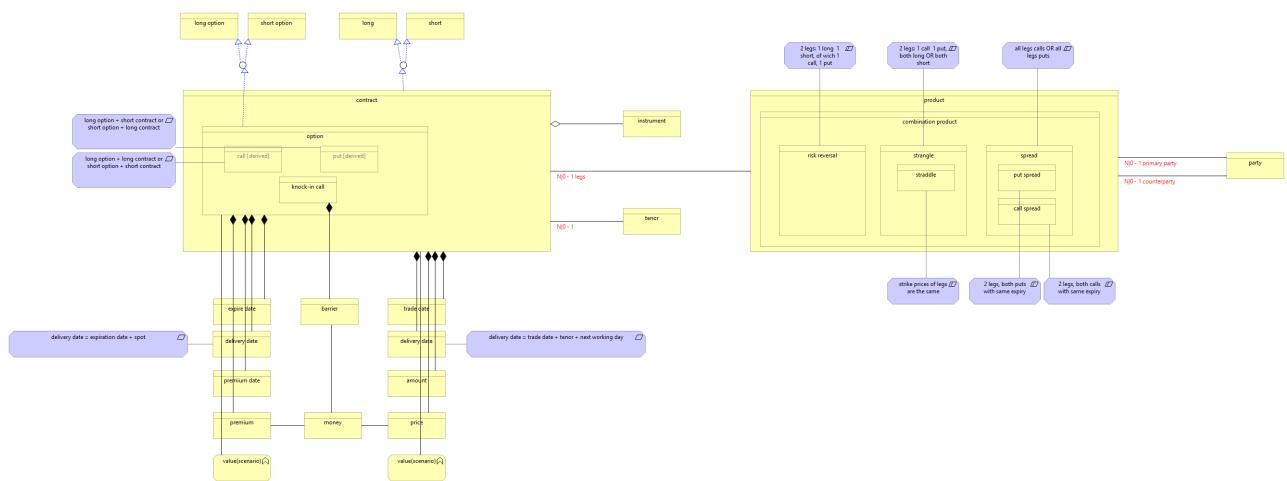


PARALLEL APPLICATION AND DOMAIN HIERARCHIES

example, a report containing a list of contracts



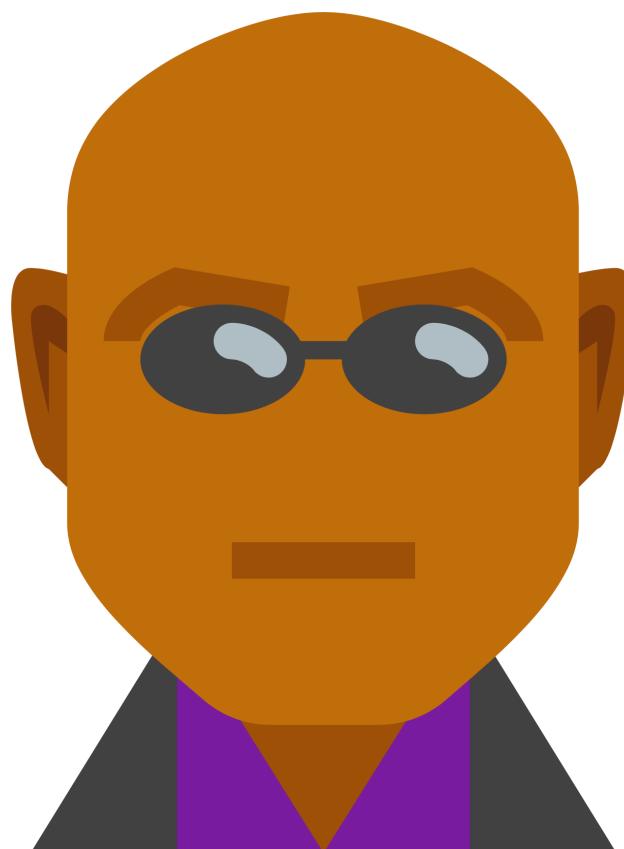
DERIVATIVE CONTRACTS



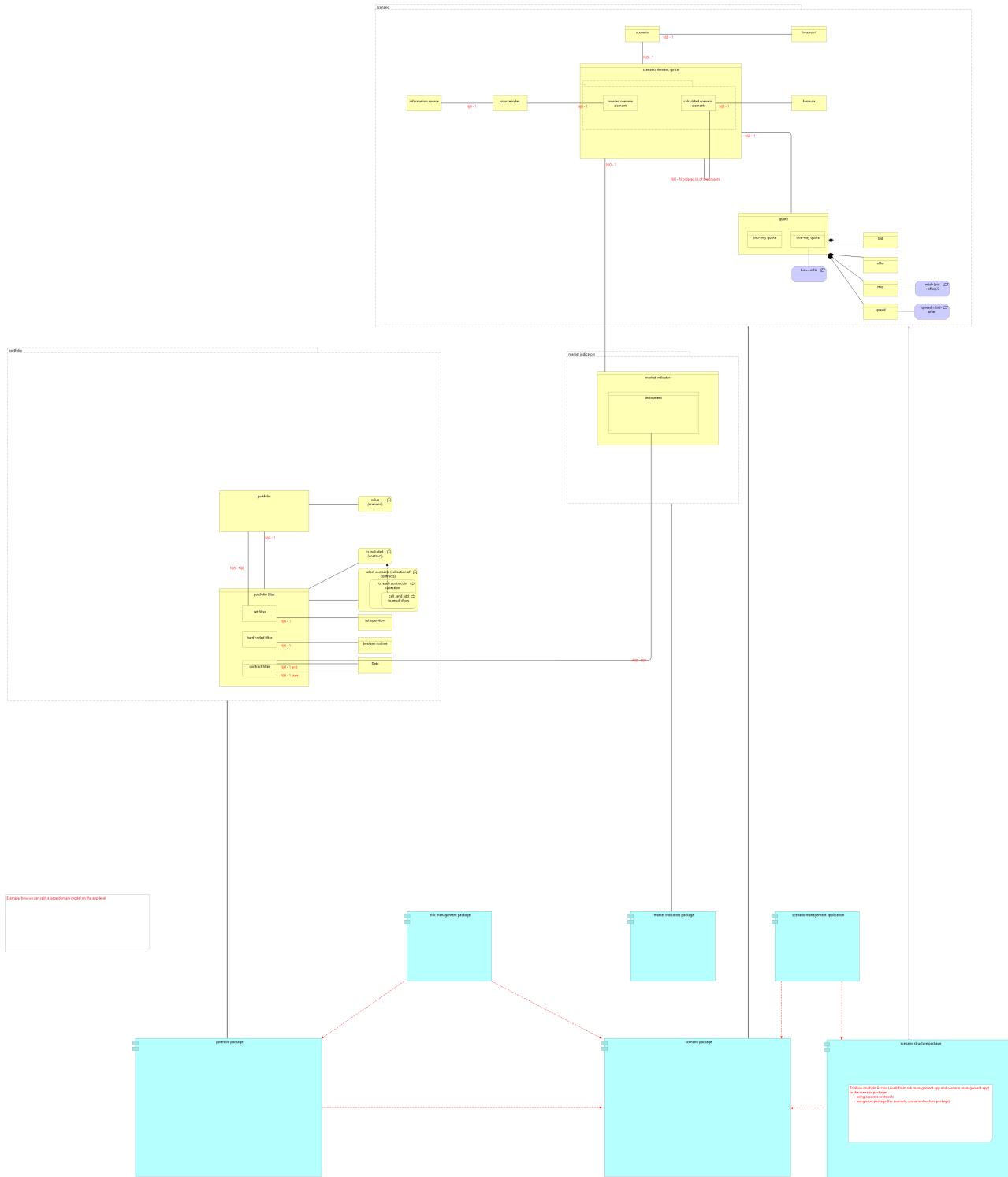
TRADING PACKAGES

ANALYSIS PATTERNS

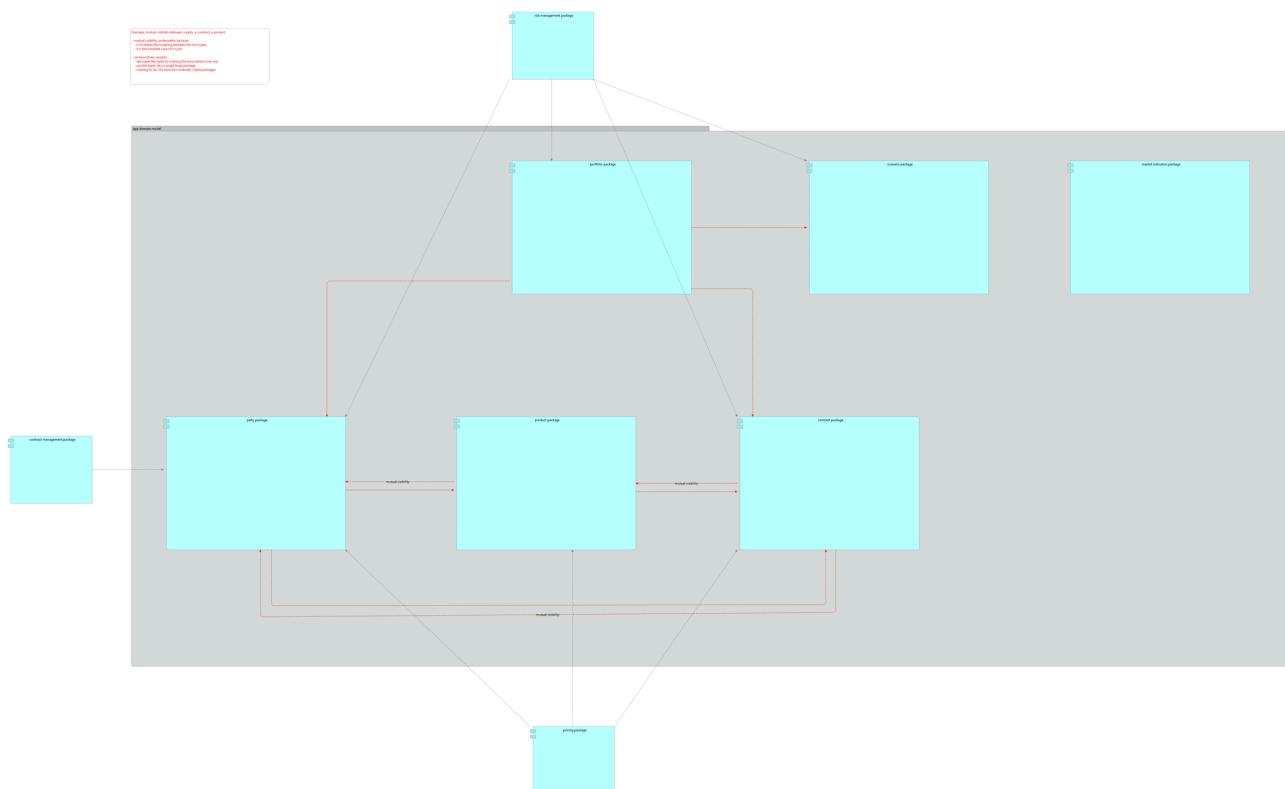
Martin Fowler



MULTIPLE ACCESS LEVELS TO A PACKAGE



MUTUAL VISIBILITY

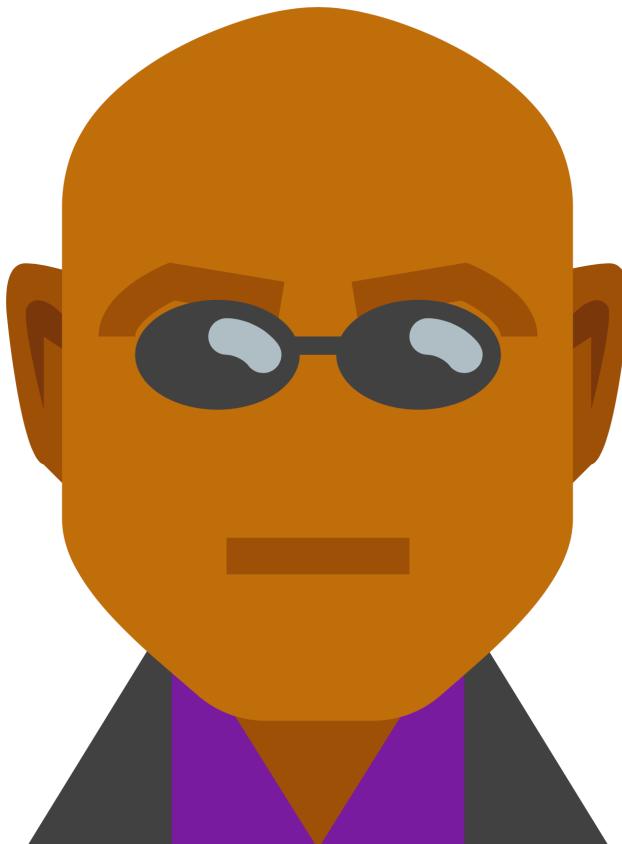


TRADING PACKAGES

LAYERED ARCHITECTURE

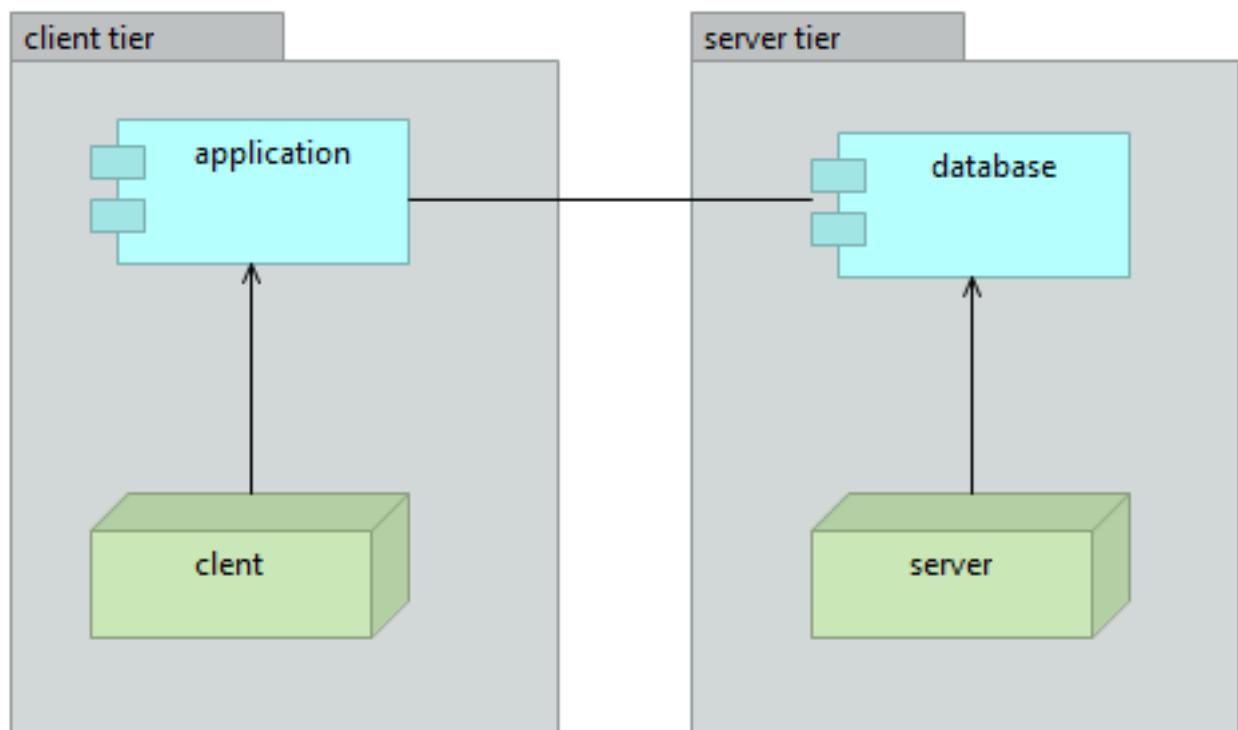
ANALYSIS PATTERNS

Martin Fowler

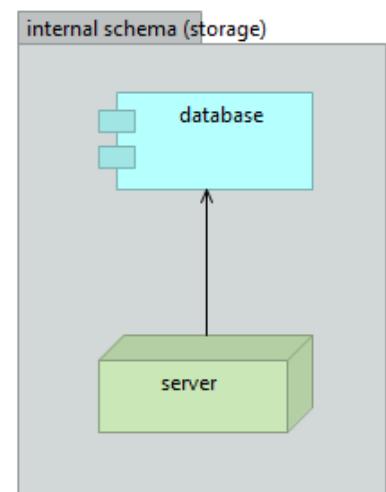
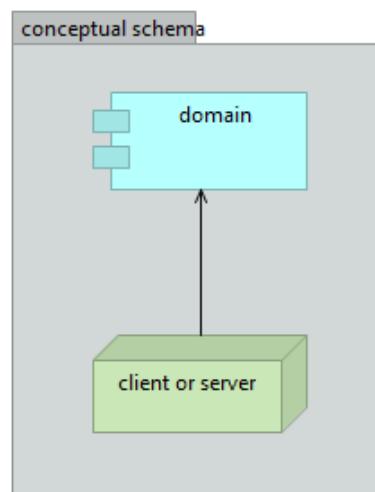
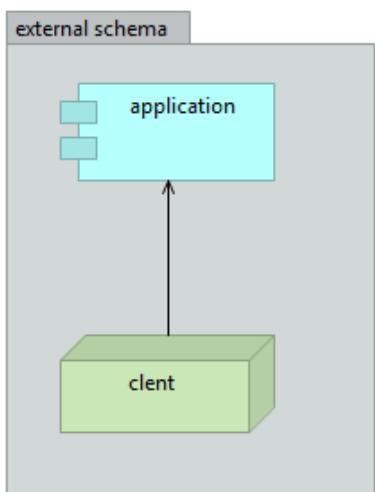


TWO-TIER ARCHITECTURE

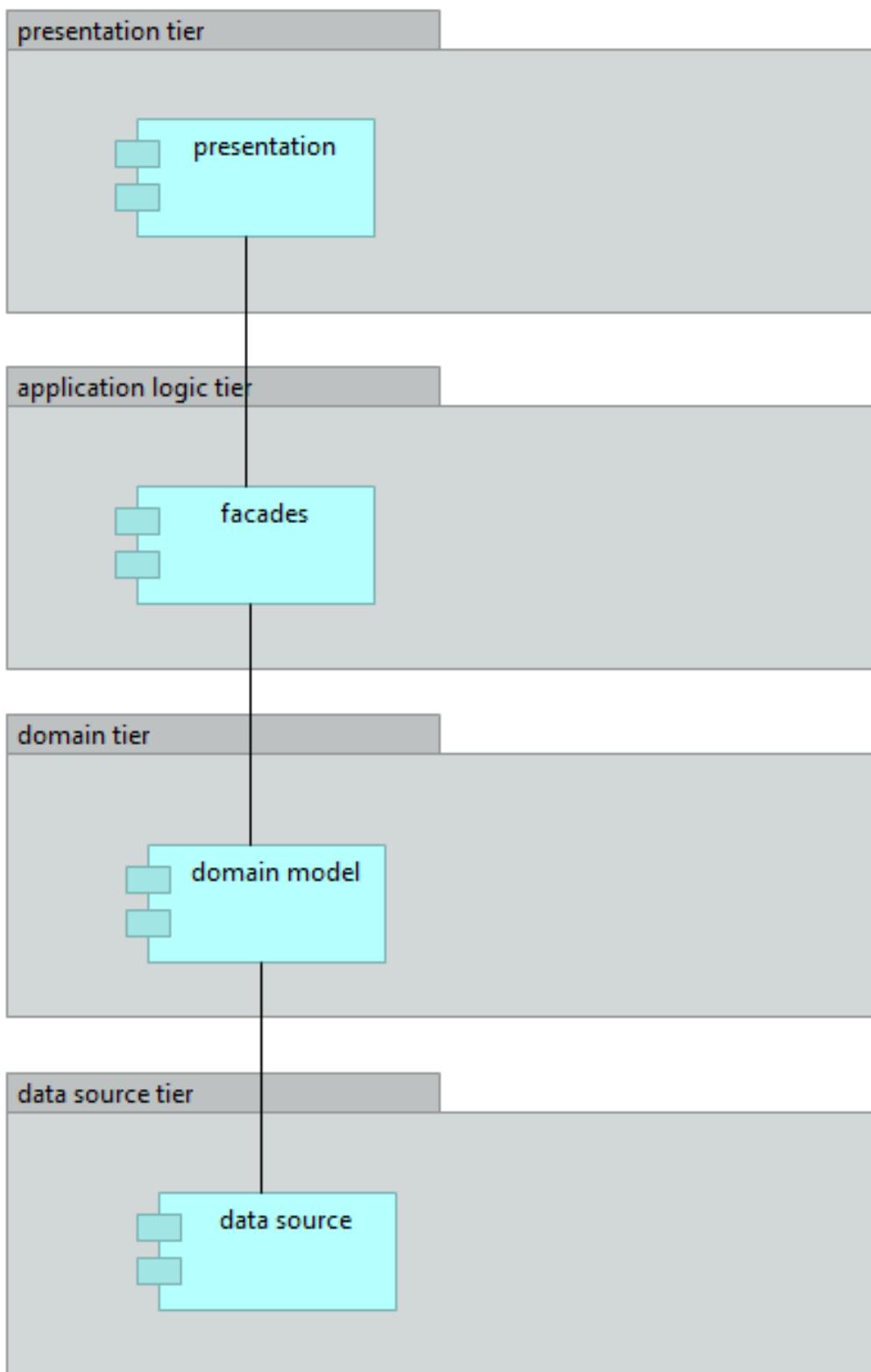
two-tier architecture



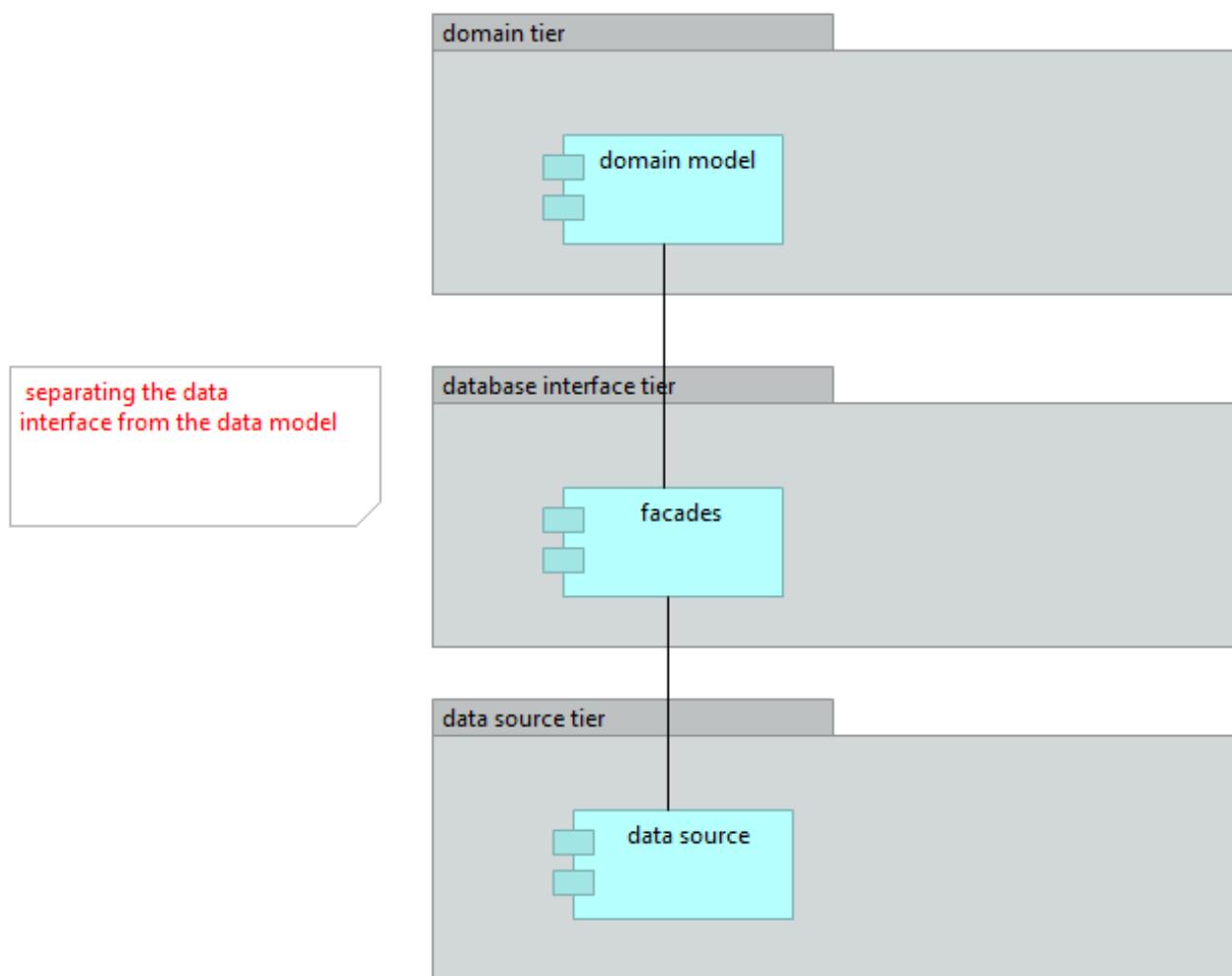
THREE-TIER ARCHITECTURE



PRESENTATION AND APPLICATION LOGIC



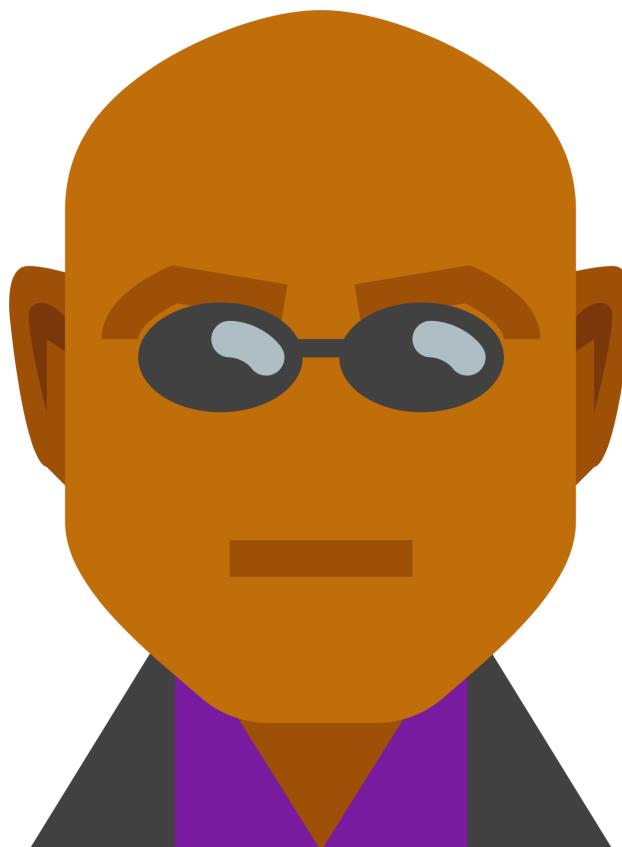
DATABASE INTERACTION



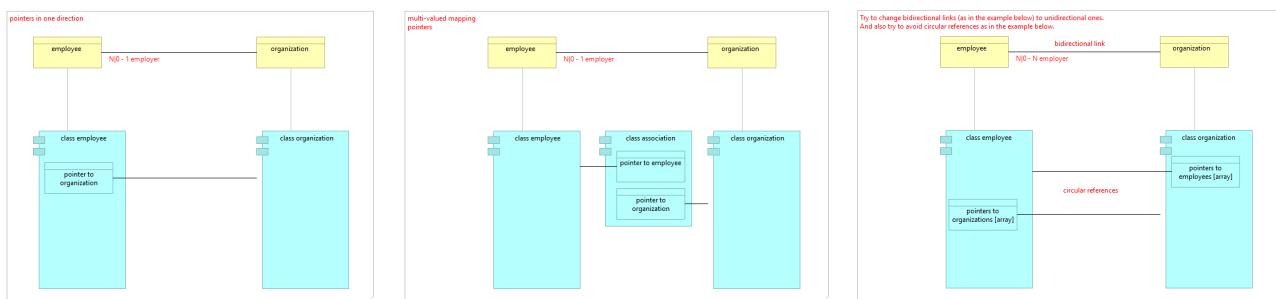
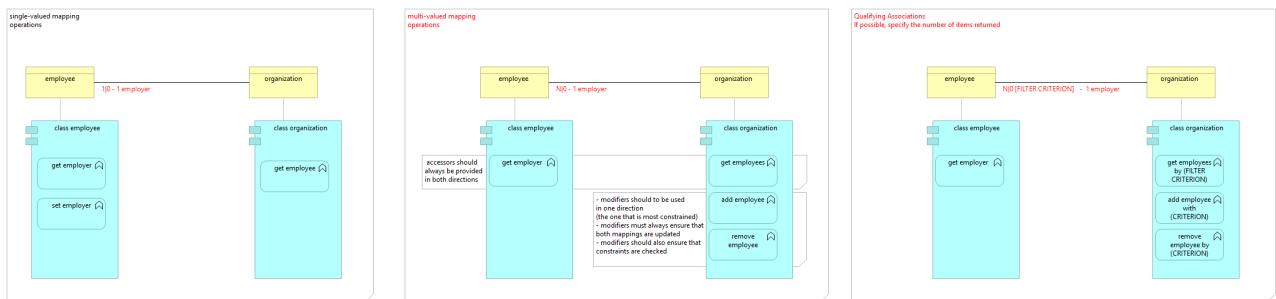
TYPE MODEL DESIGN

ANALYSIS PATTERNS

Martin Fowler

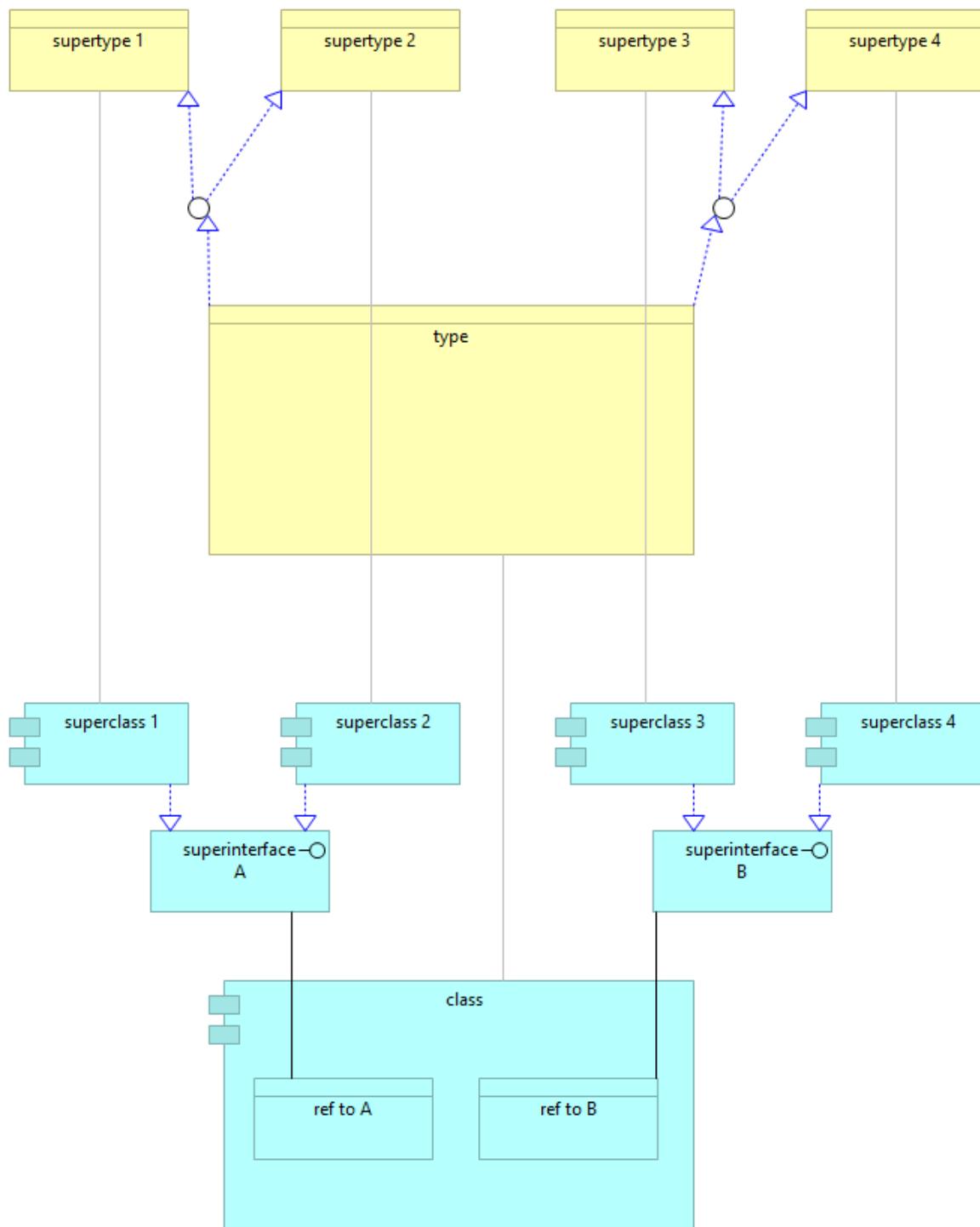


IMPLEMENTING ASSOCIATIONS

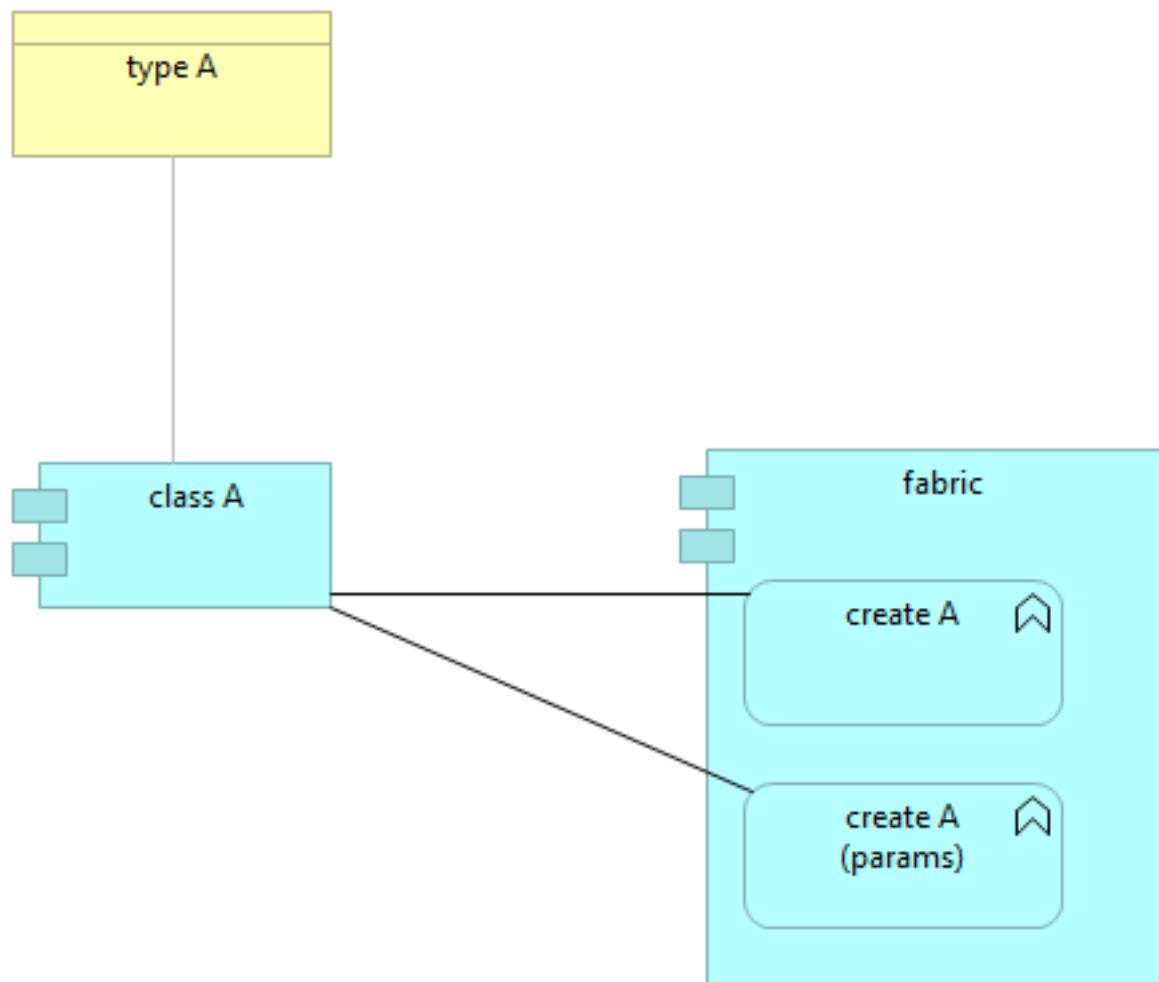


IMPLEMENTING GENERALIZATION

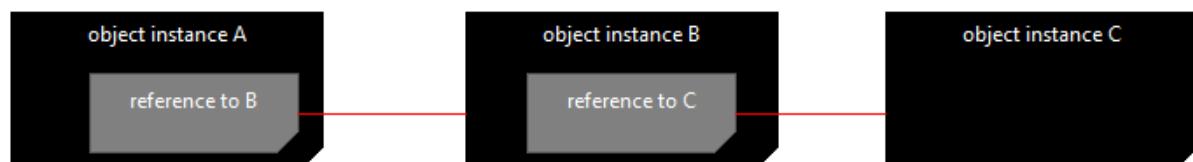
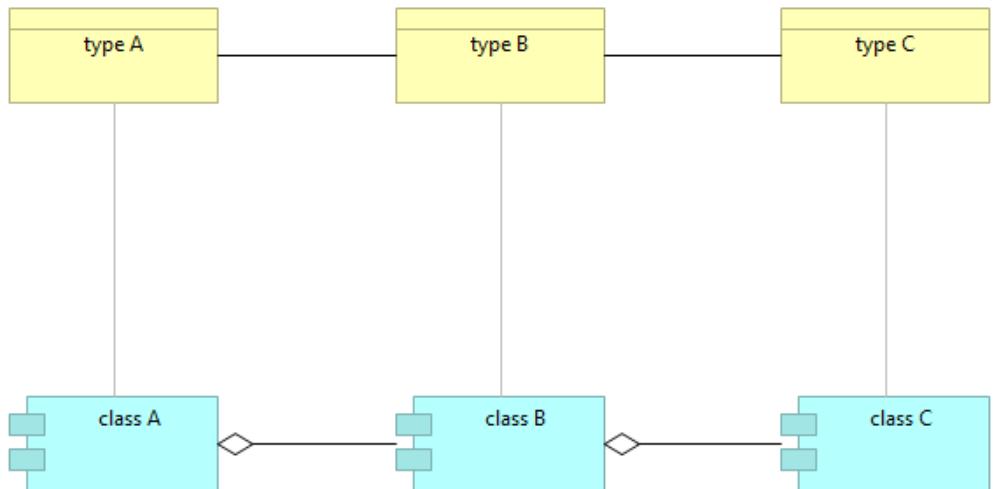
- example of implementation of multiple inheritance
- for example, the composition is applicable instead of inheritance



OBJECT CREATION



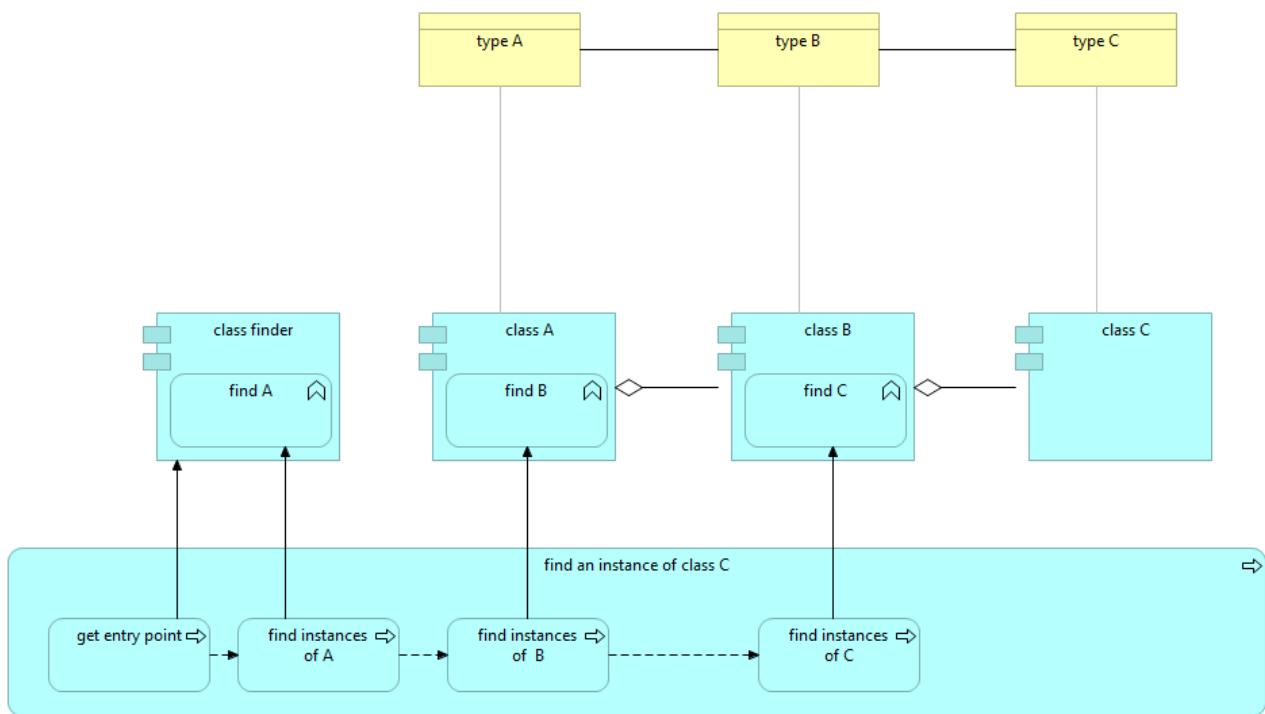
OBJECT DESTRUCTION



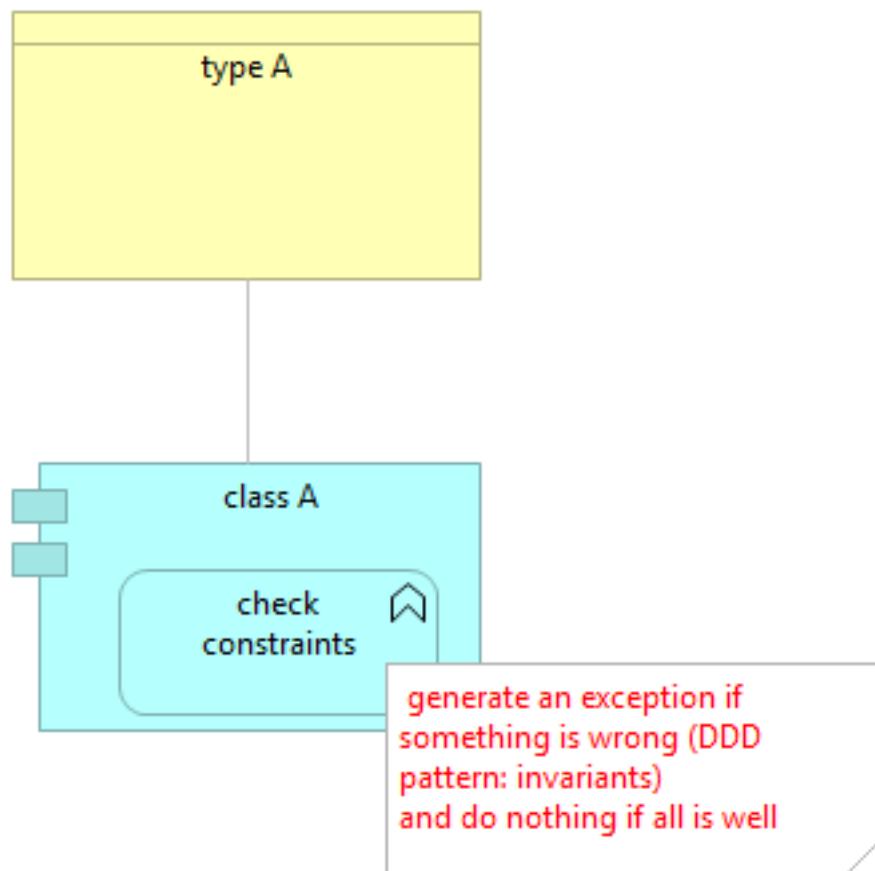
for example, delete object B
- all constraints are met
- no dangling references

object instance A

ENTRY POINT.



IMPLEMENTING CONSTRAINTS

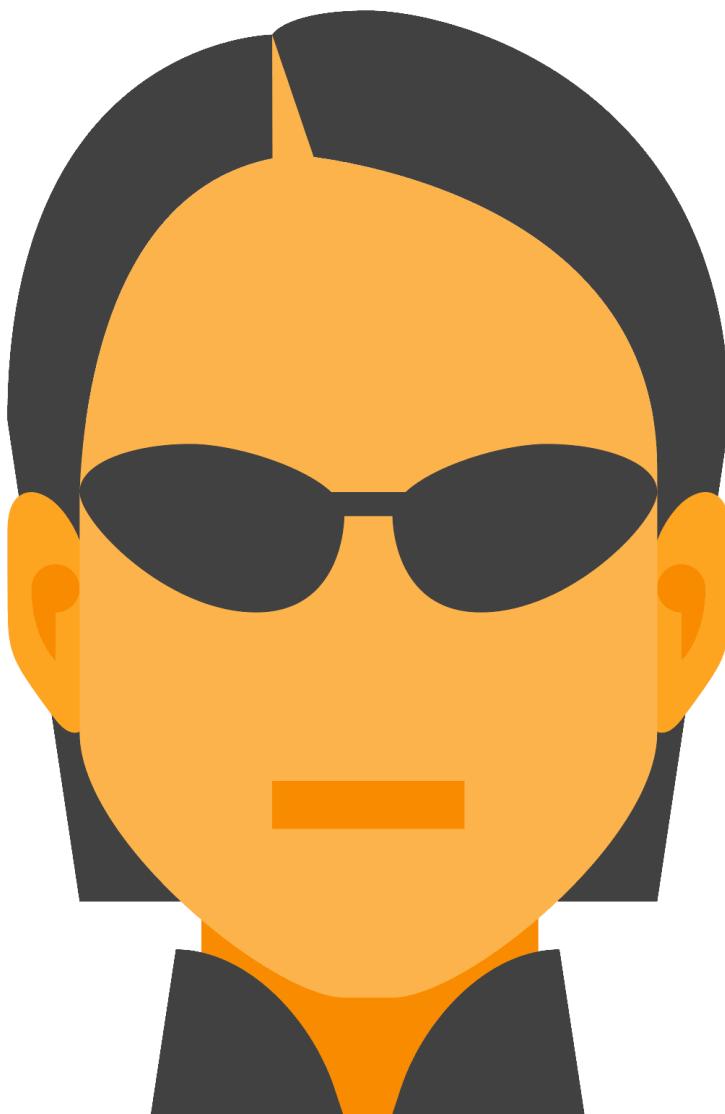


04

Domain Driven Design

Tackling Complexity in the Heart
of Software.

ERIC EVANS



MODEL AND STRUCTURAL ELEMENTS

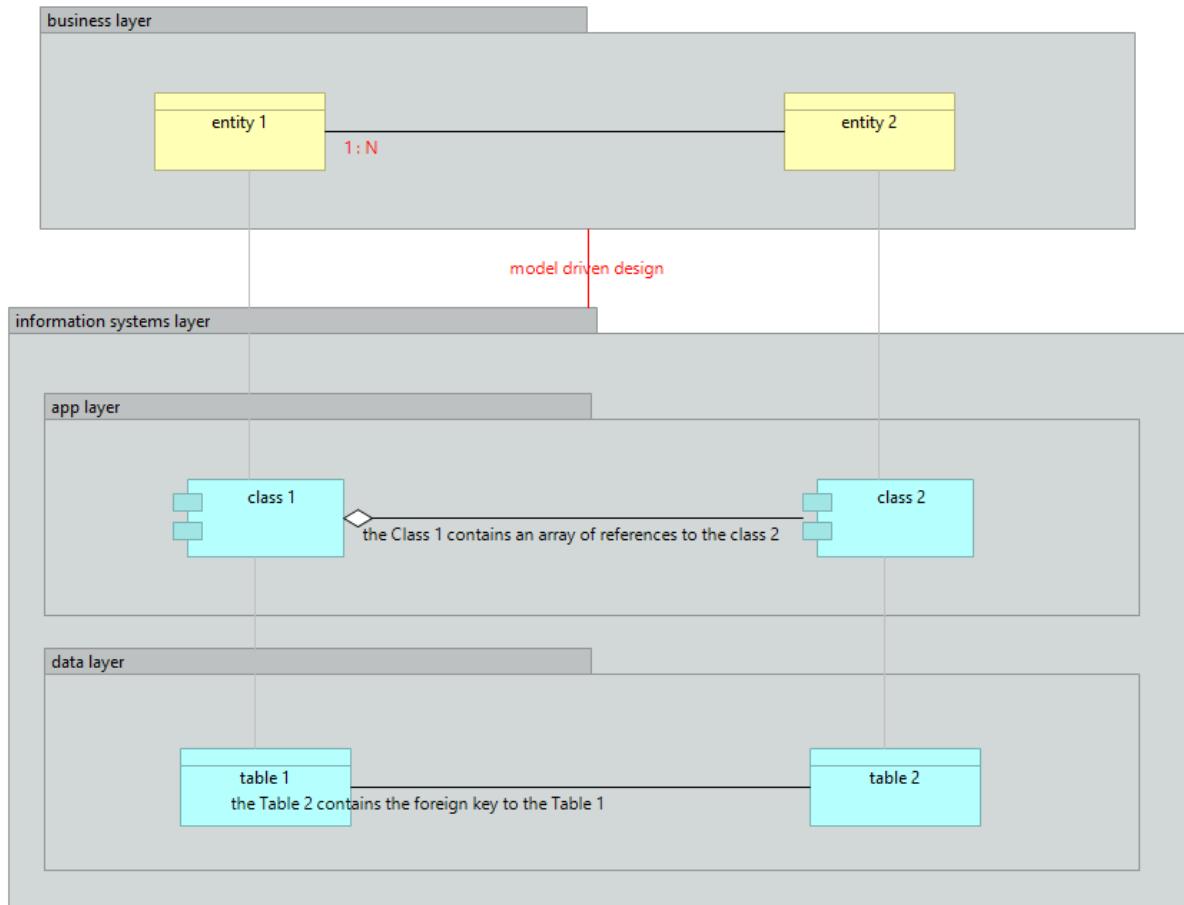
DOMAIN DRIVEN DESIGN

Eric Evans



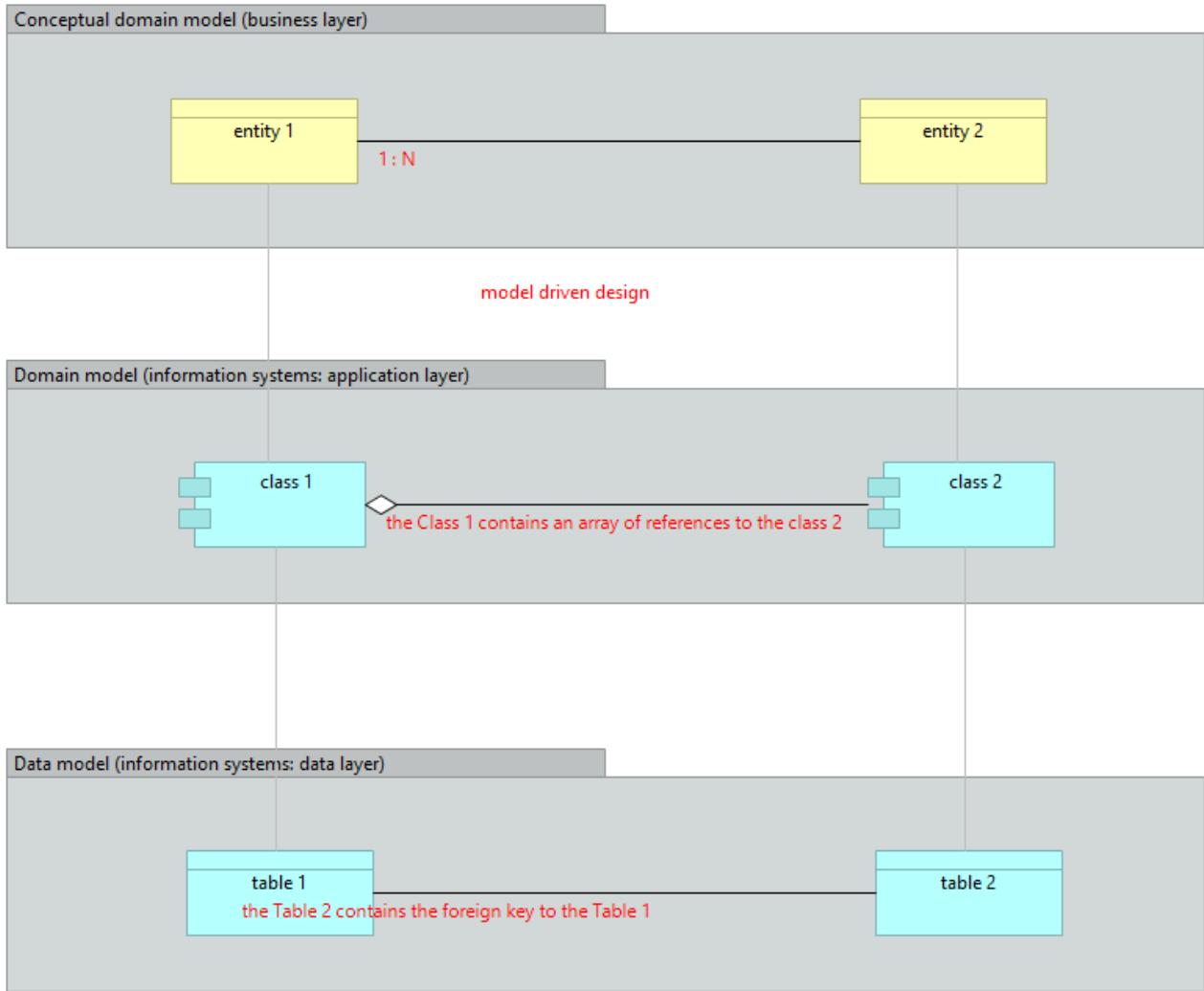
MODEL-DRIVEN DESIGN

layers - TOGAF's architecture domains



The creation of the model takes place simultaneously with the software implementation





Single responsibility principle from
the SOLID model

Conceptual domain model (business layer)

Business Actor 1 ♂

Business Actor 2 ♀

If we go to the cause of class changes – those to the business customer, it turns out that each class is associated with one such 'person'. This is due to Conway's law that the structure of the program reflects the structure of the organization.

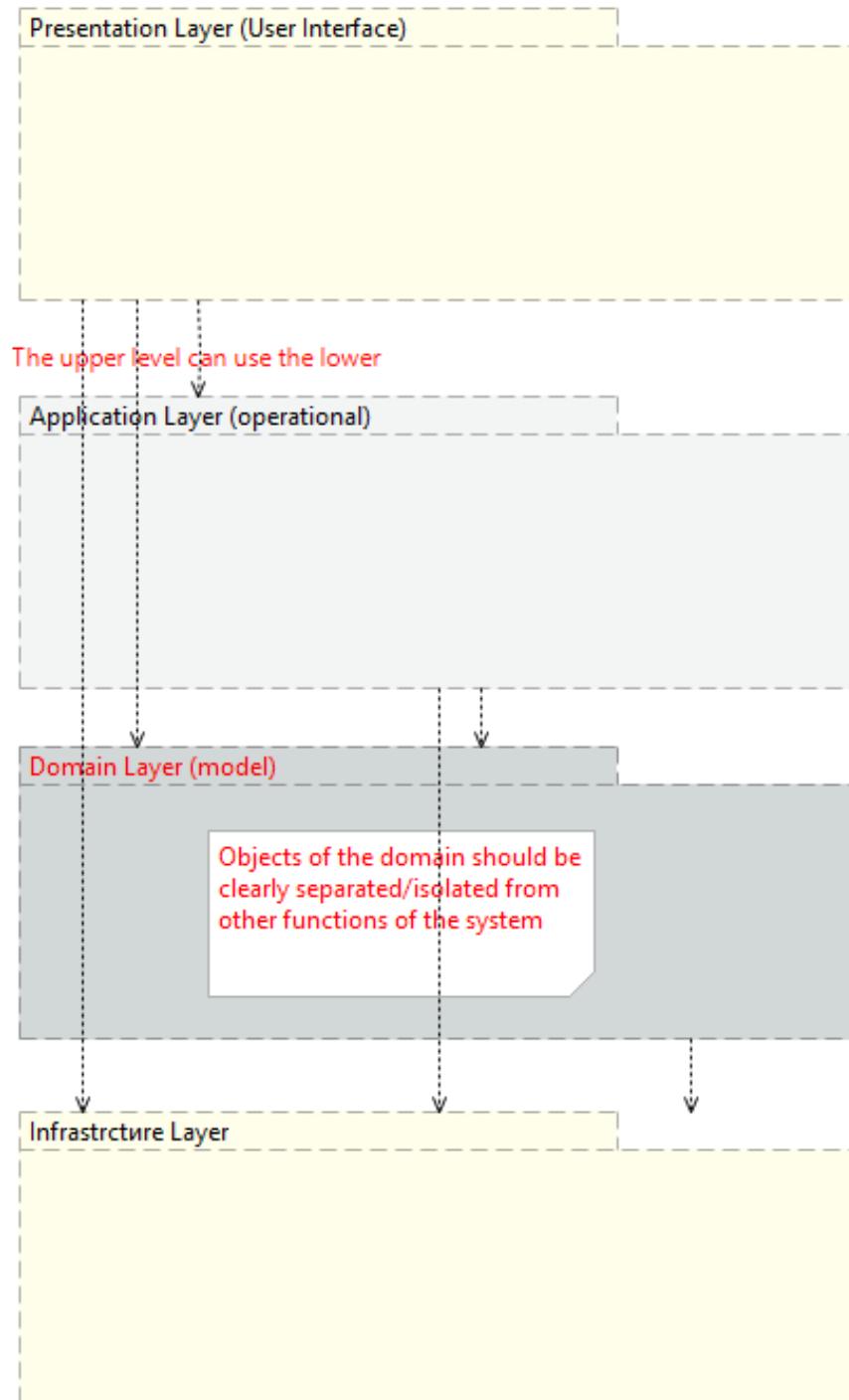
Domain model (information systems: application layer)

class 1

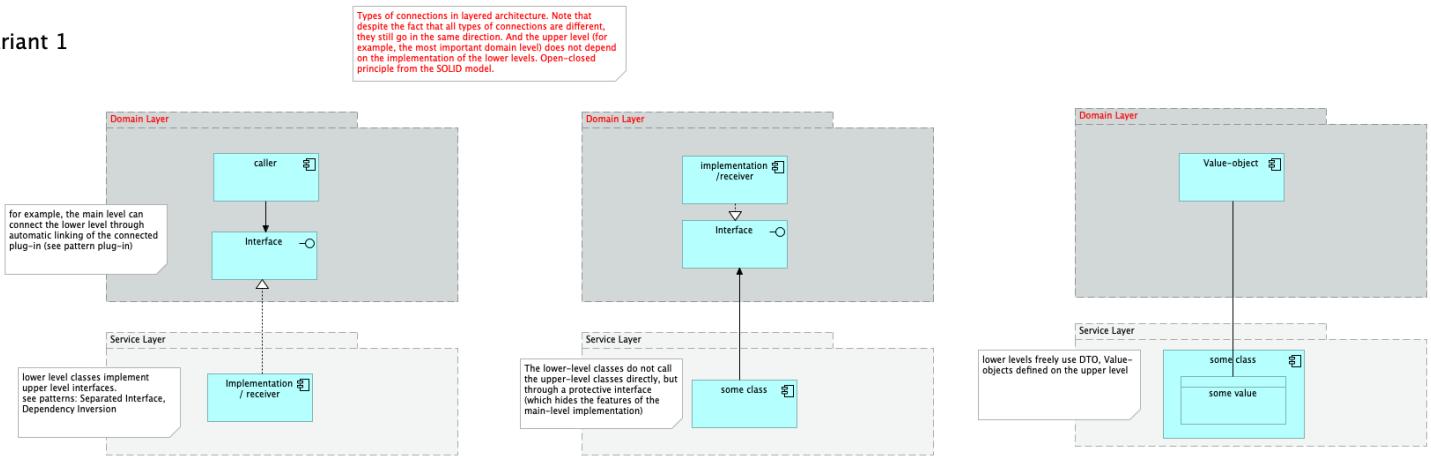
class 2

LAYERED ARCHITECTURE (ASYMMETRIC)

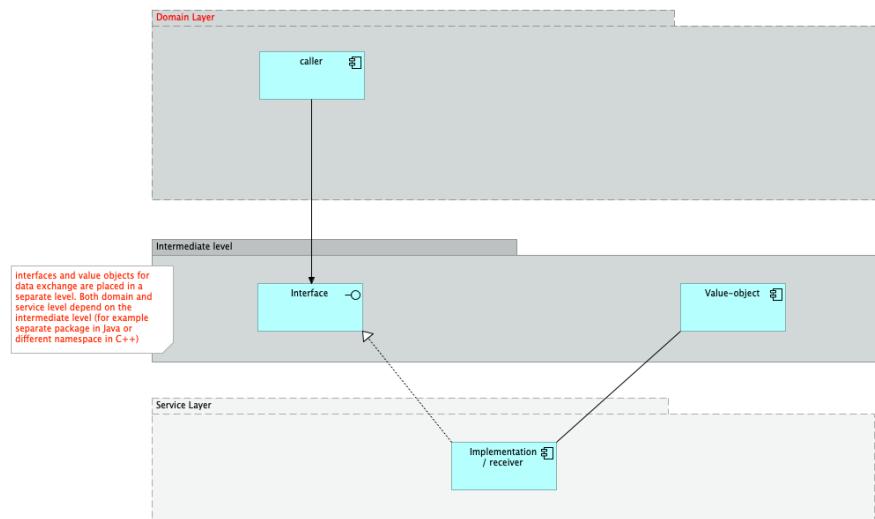
layered architecture
Only domain layer is required



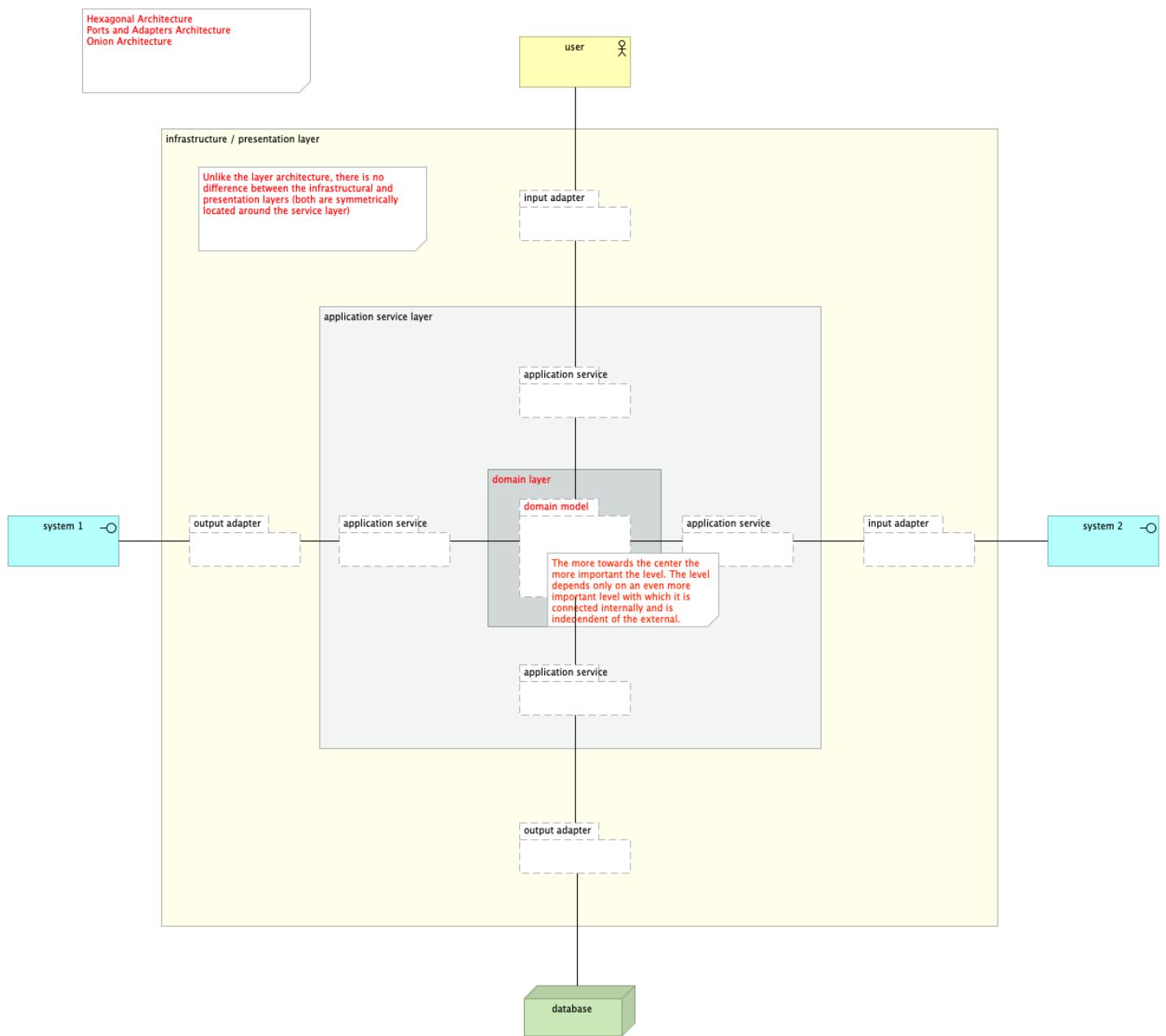
variant 1

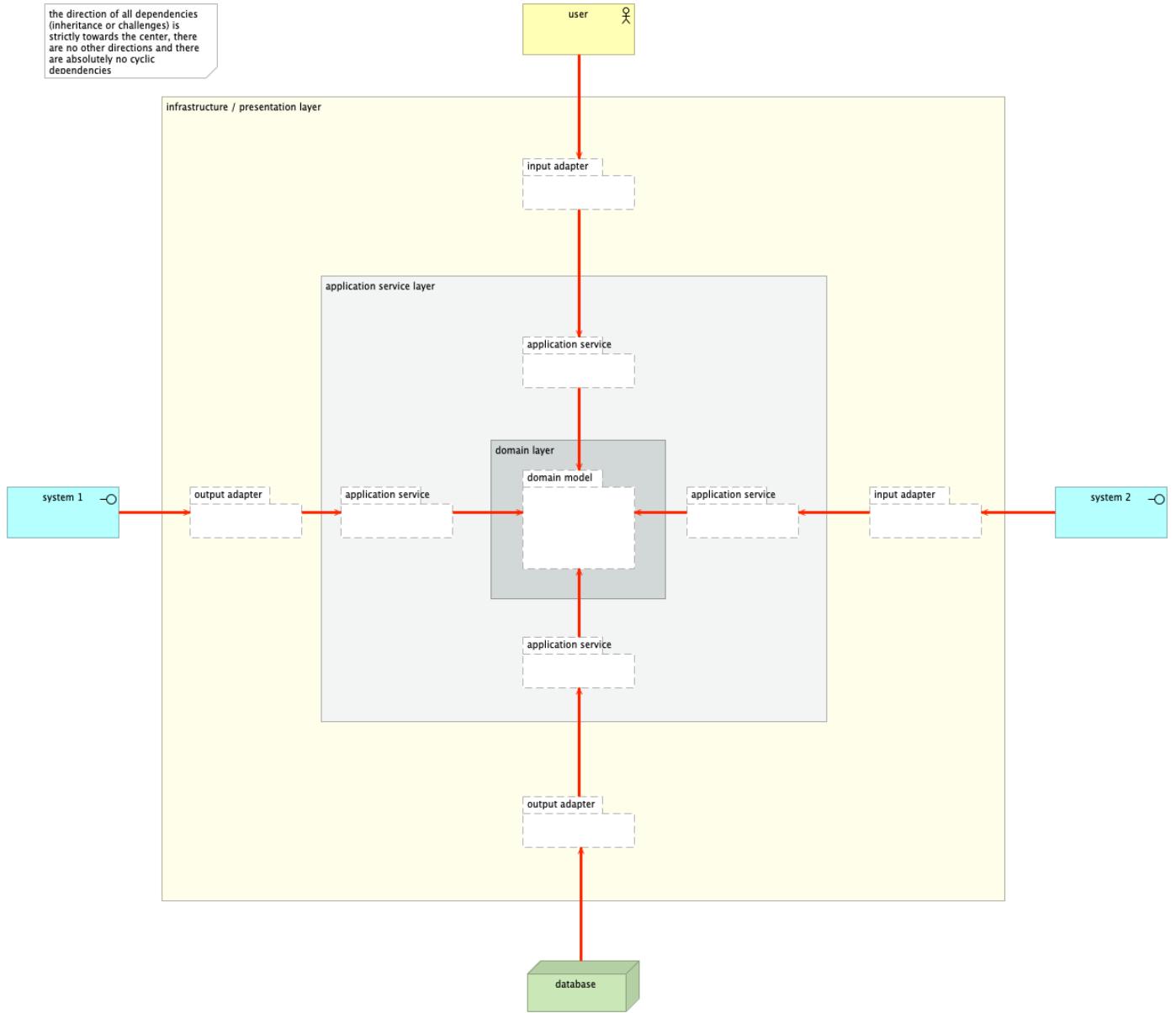


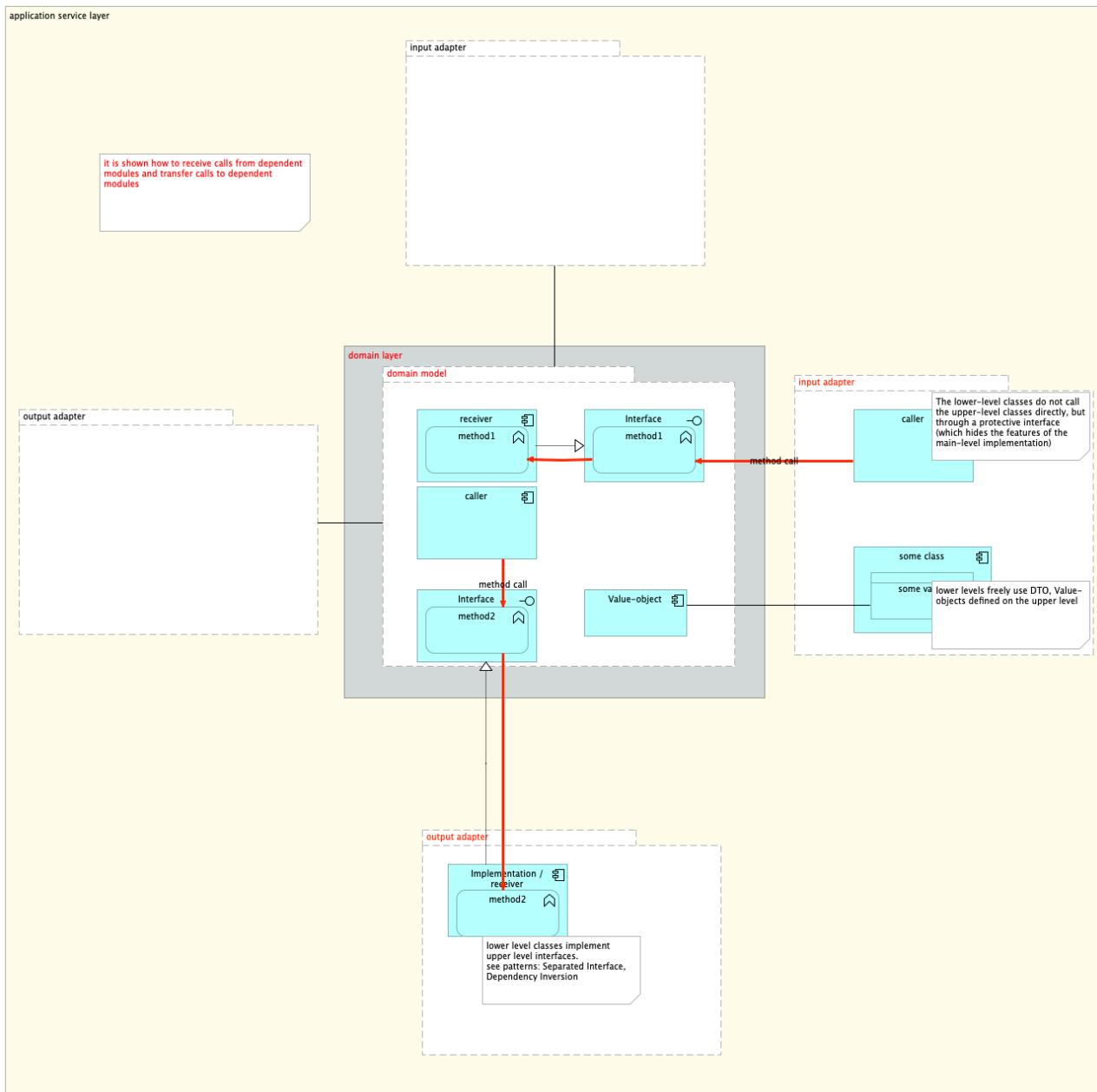
variant 2



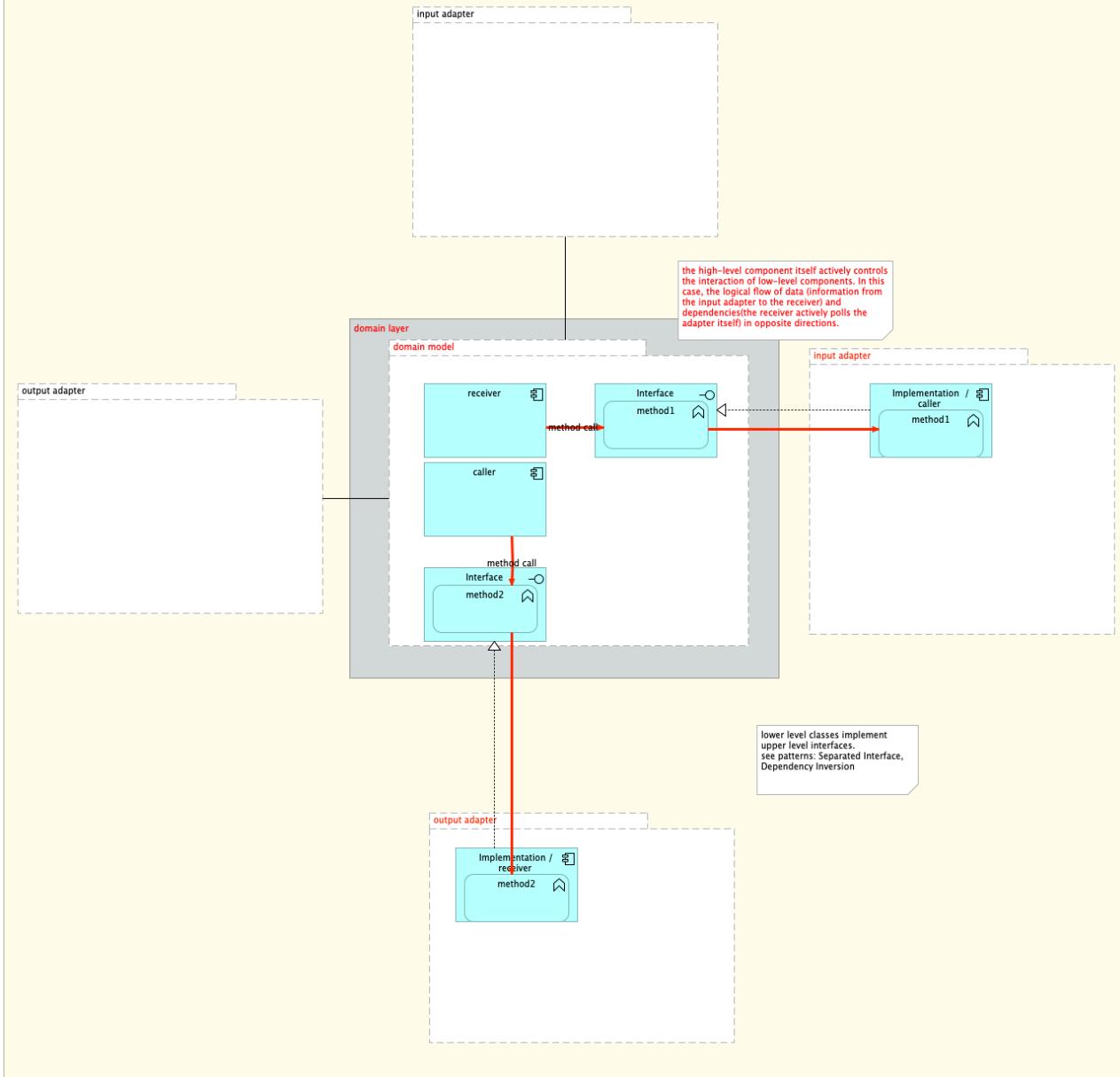
HEXAGONAL ARCHITECTURE (SYMMETRIC)



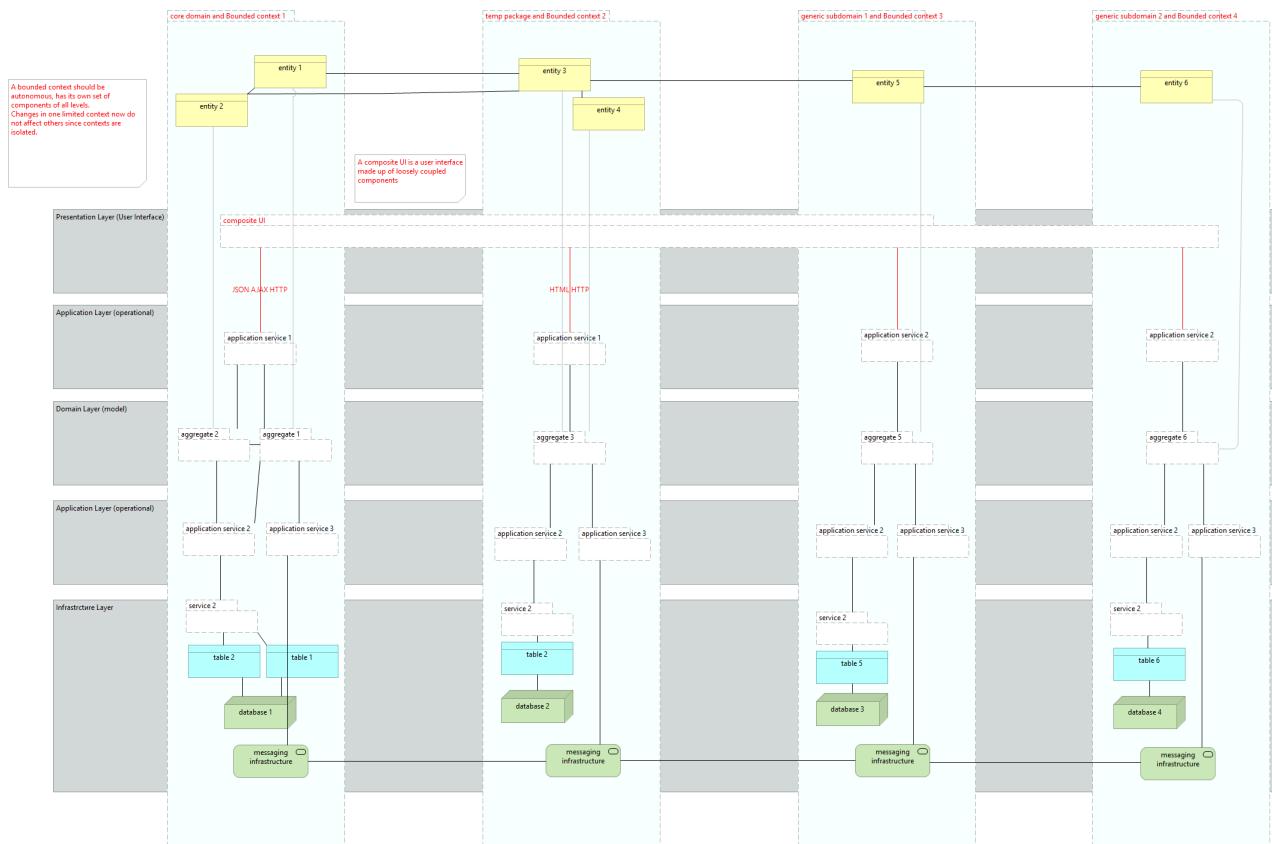




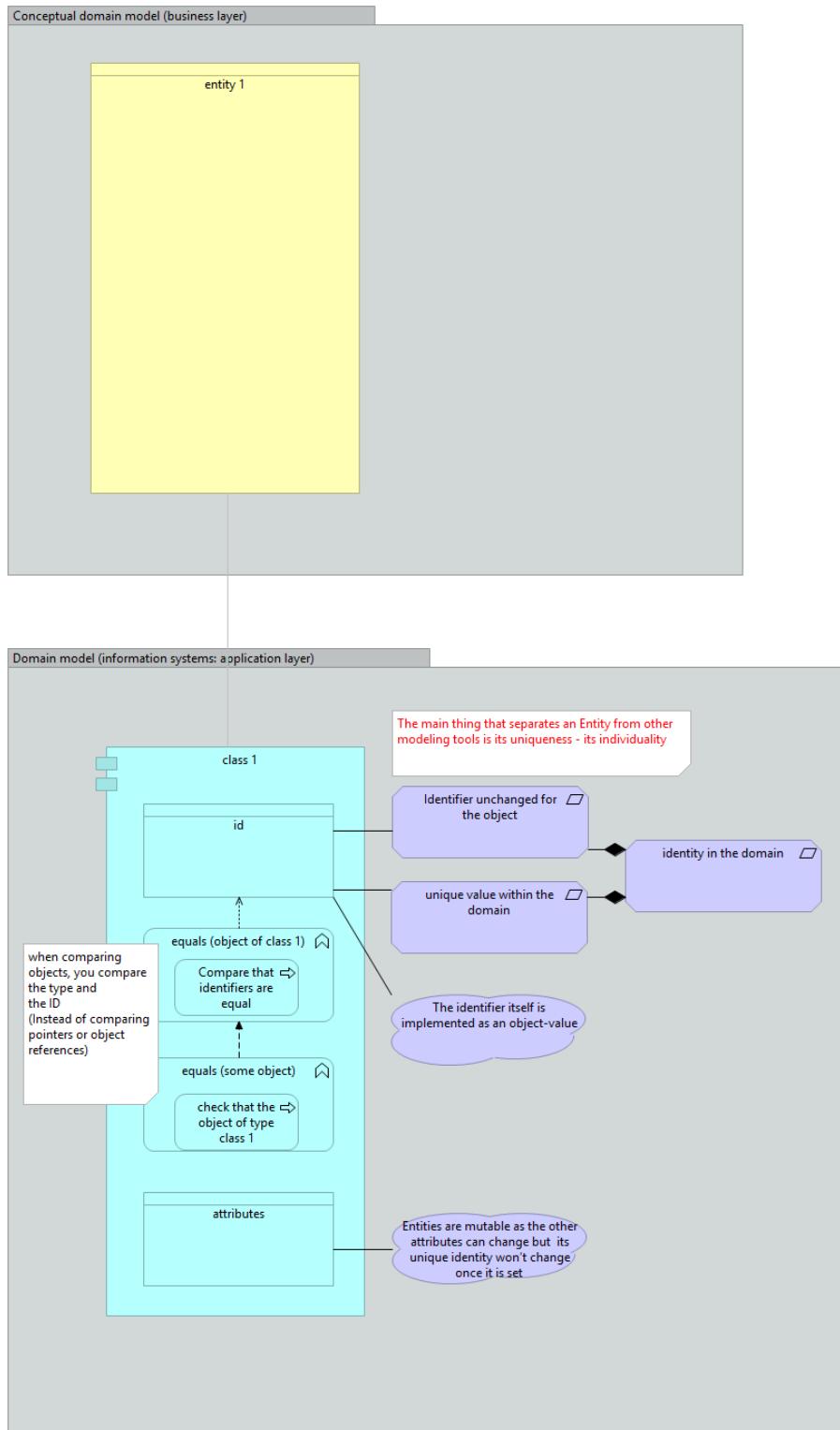
application service layer

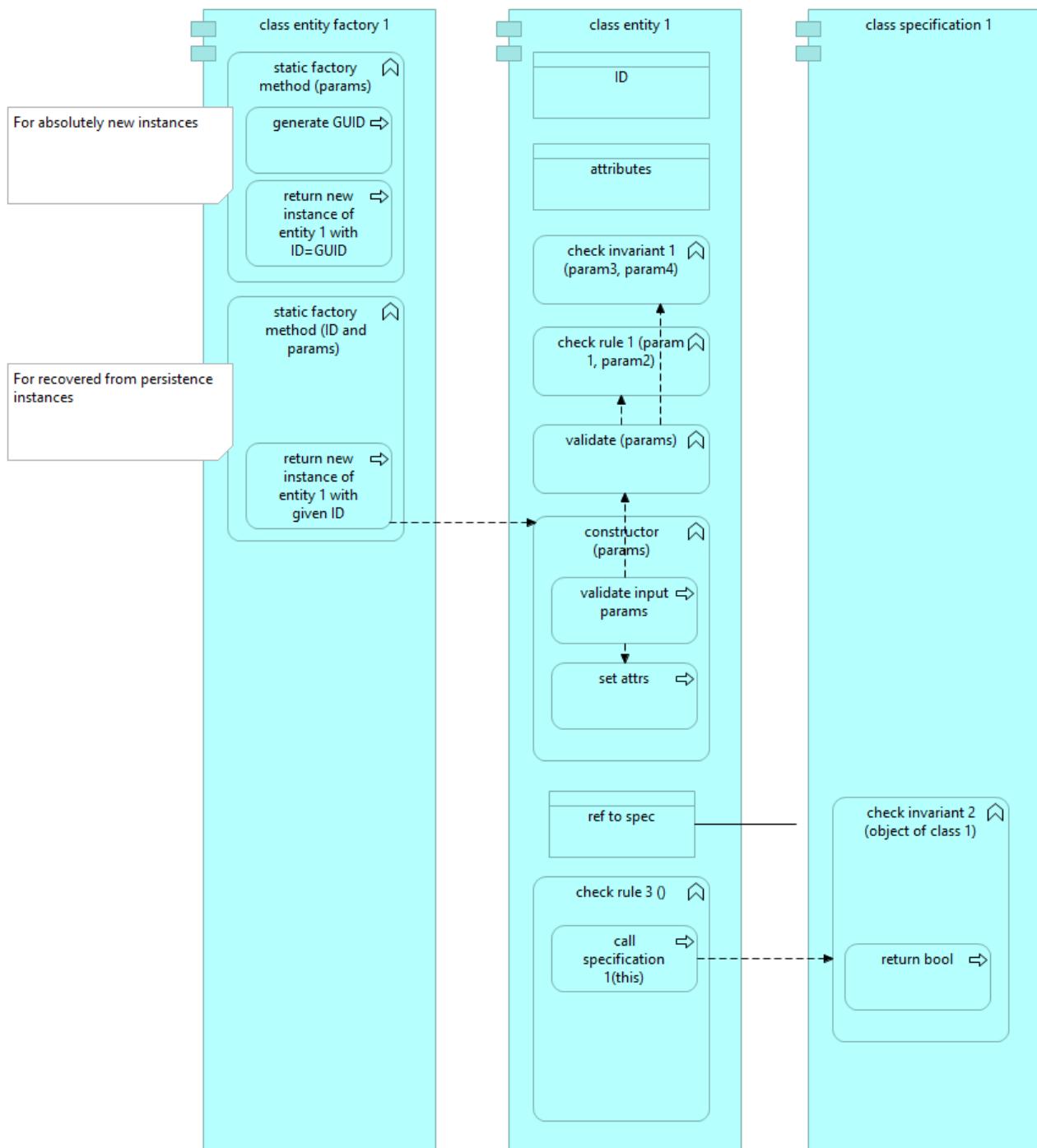


COMPOSITE UI

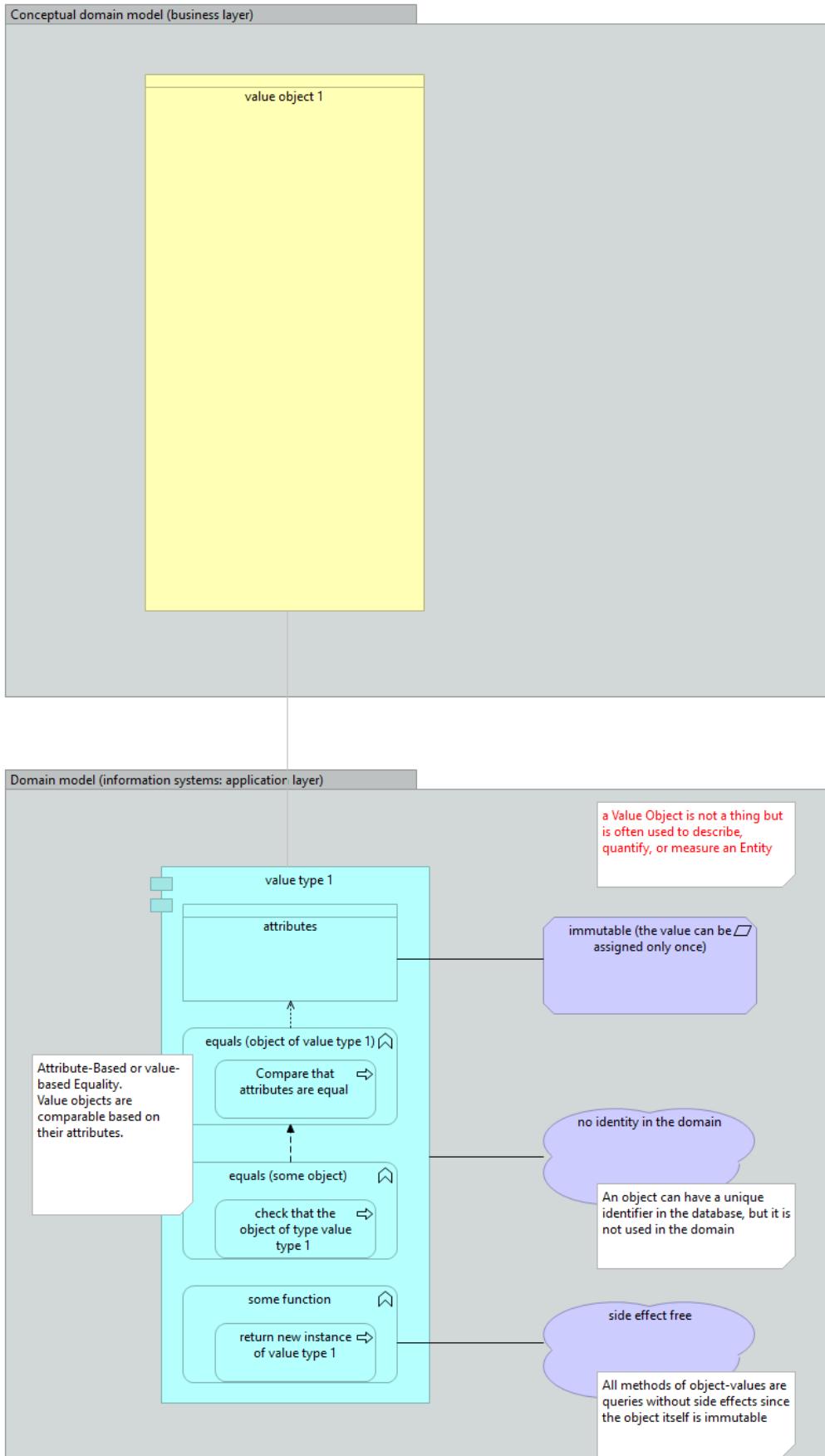


ENTITIES

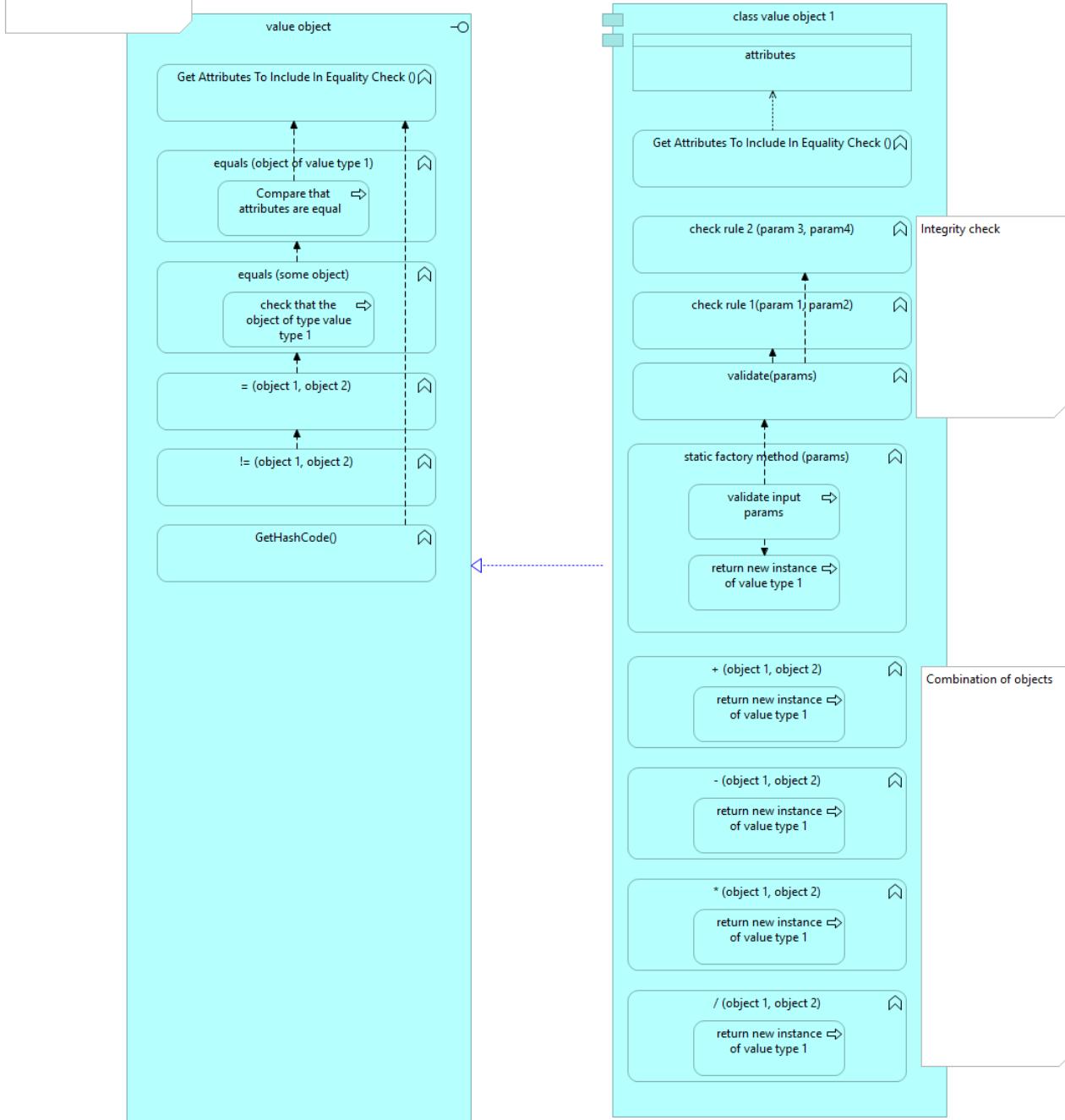




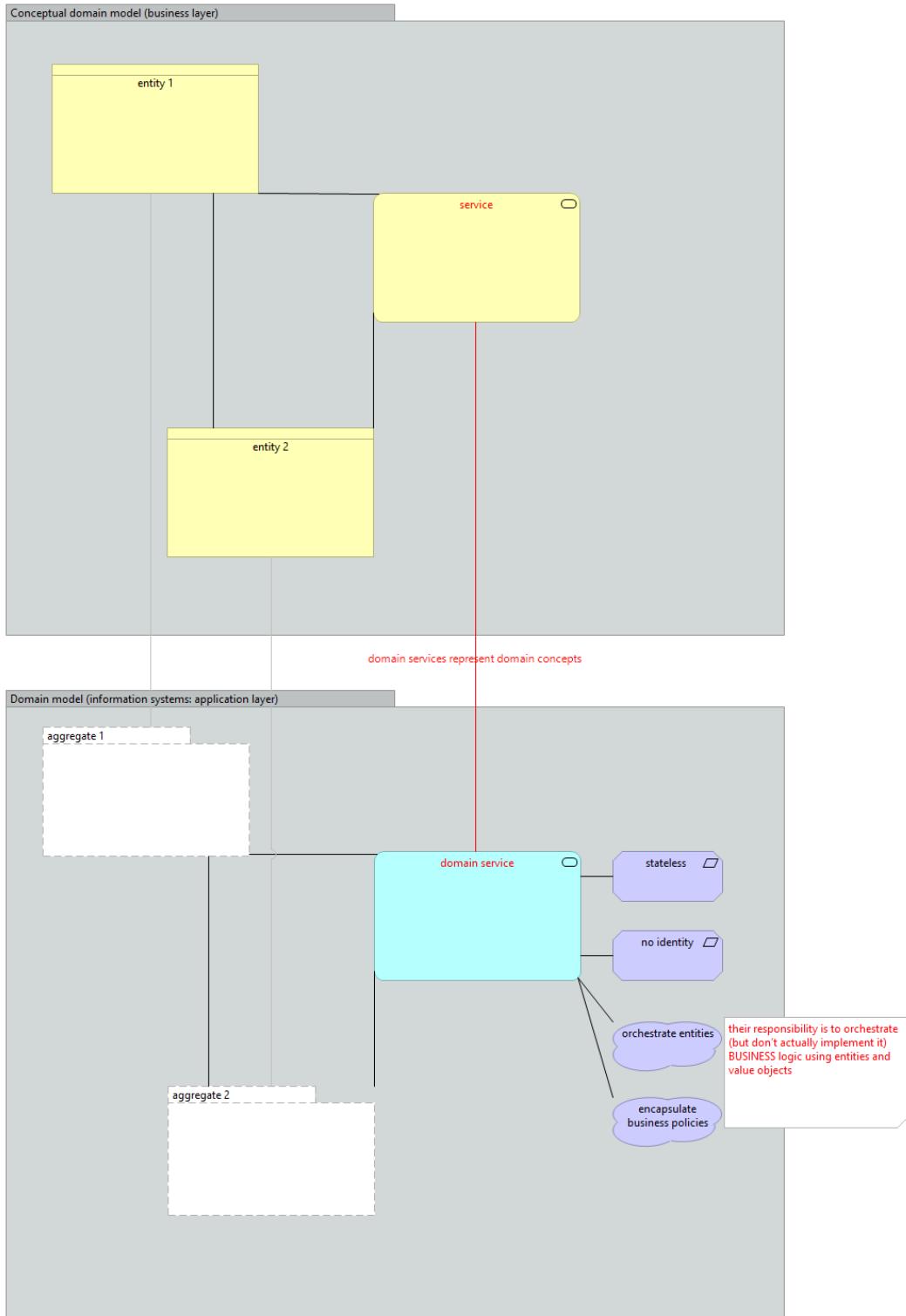
VALUE-OBJECTS



See example: Fowler's Money

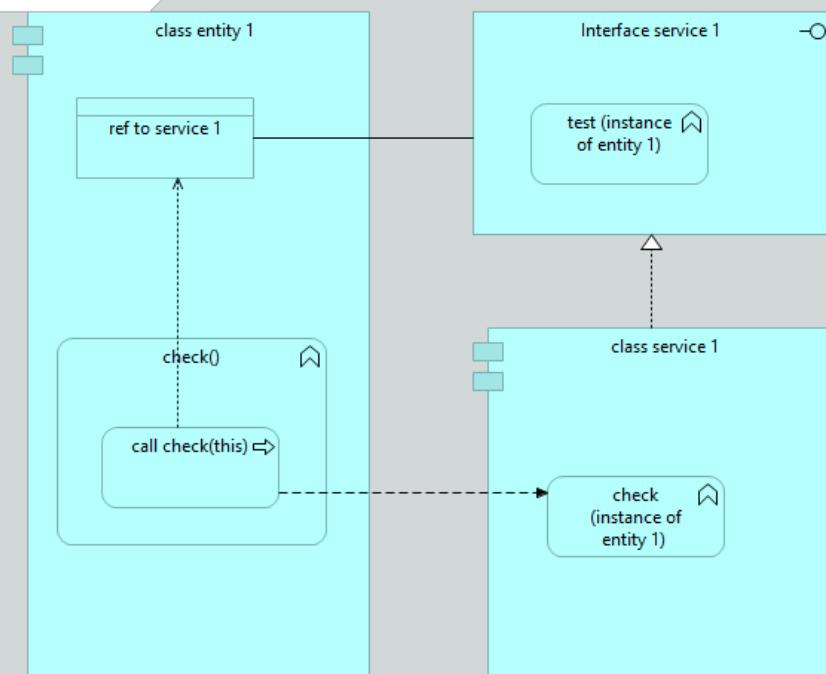


DOMAIN SERVICES

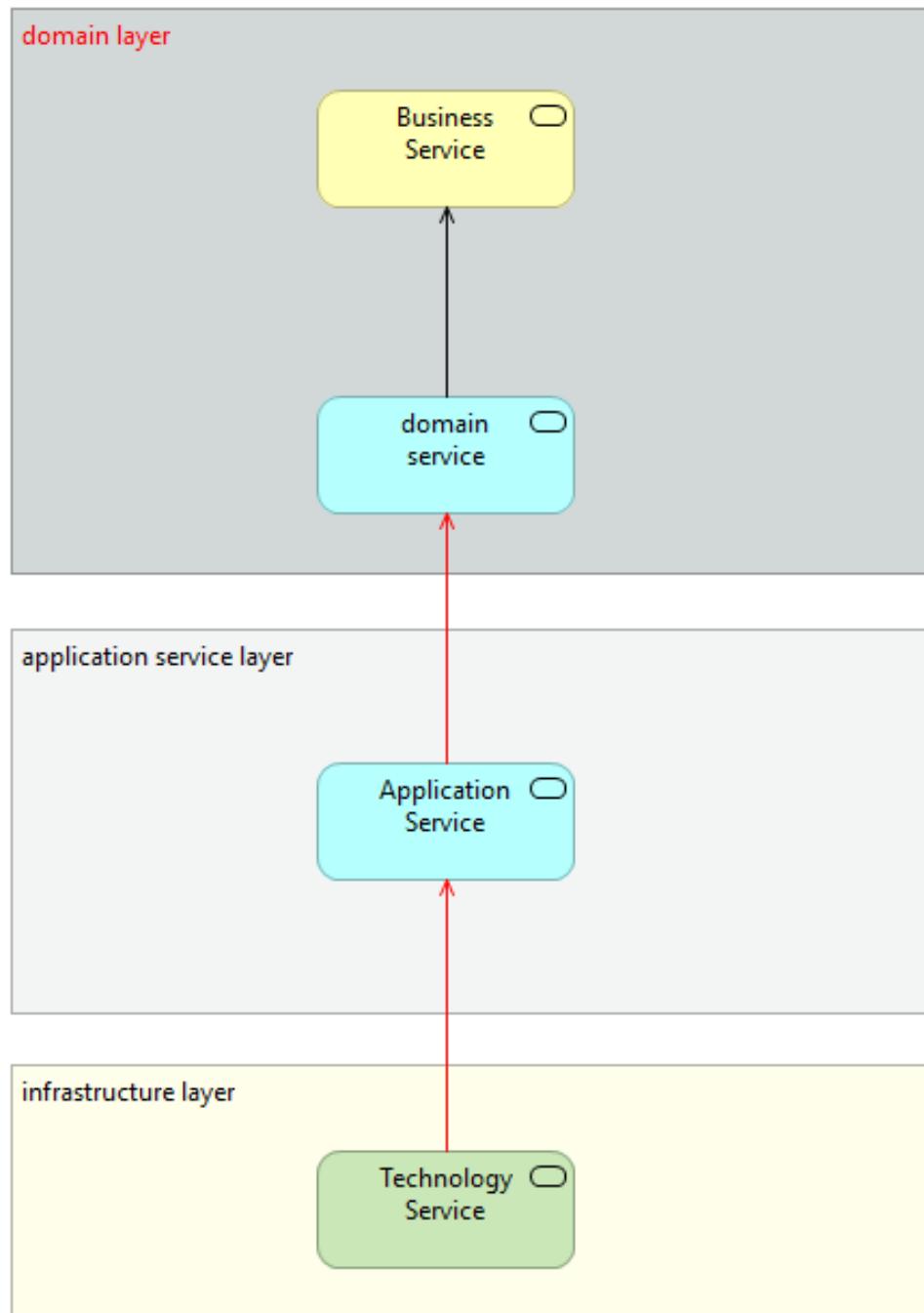


Domain model (information systems: application layer)

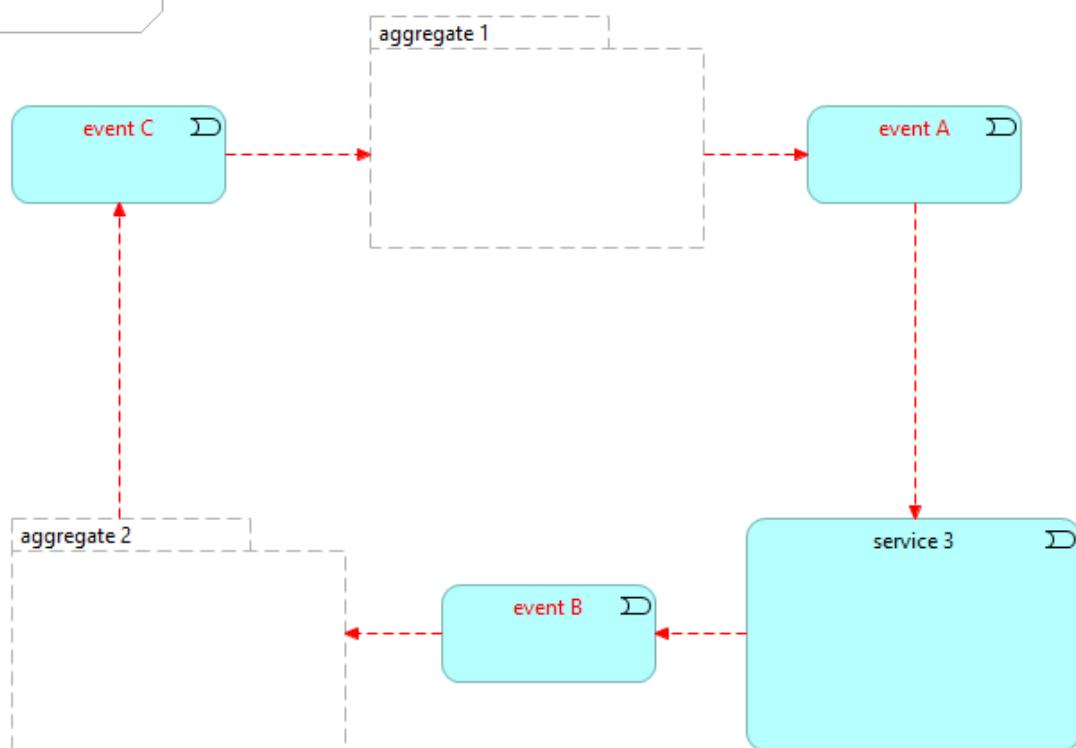
Example of communicating services with aggregates via direct service call

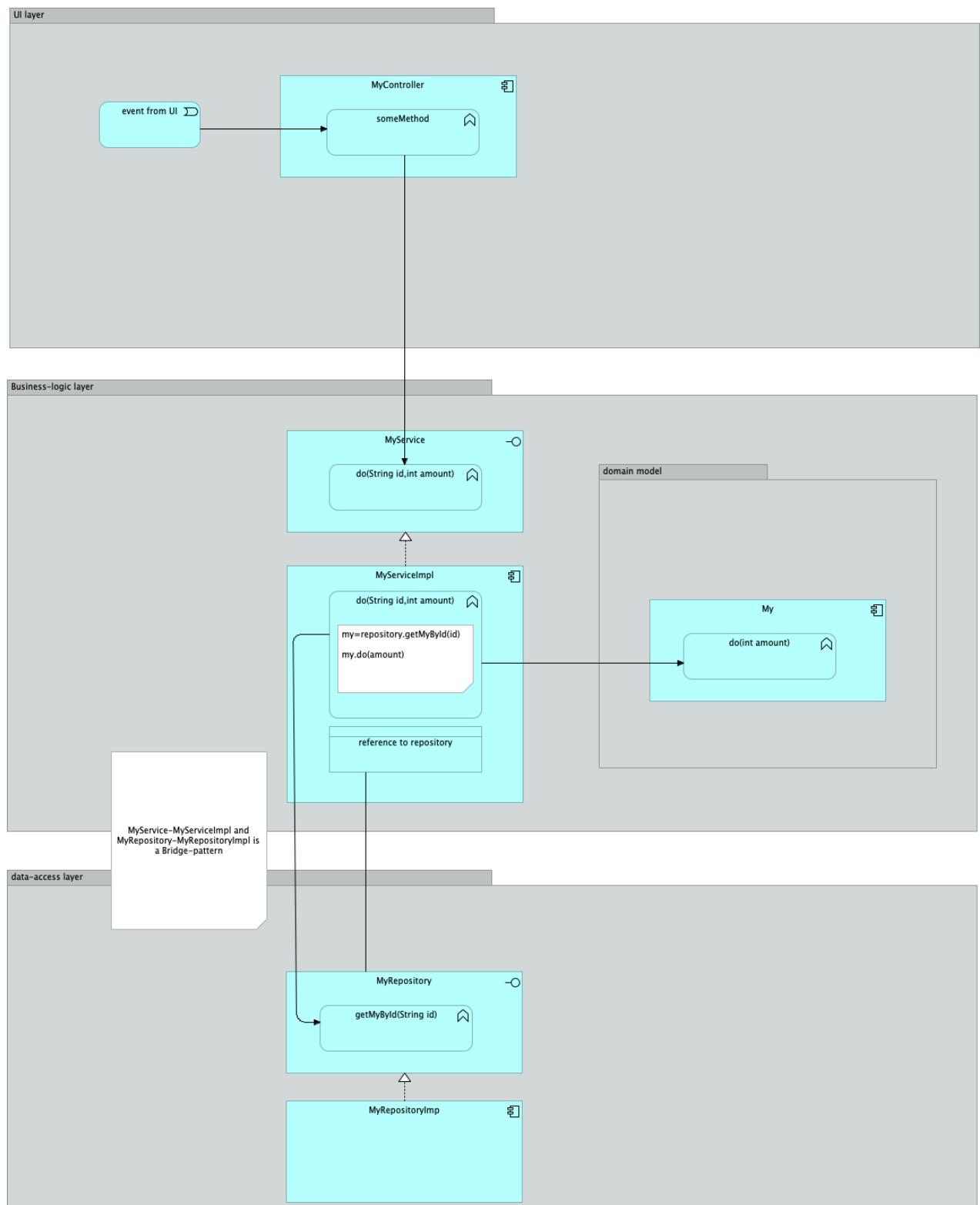


Services support each other

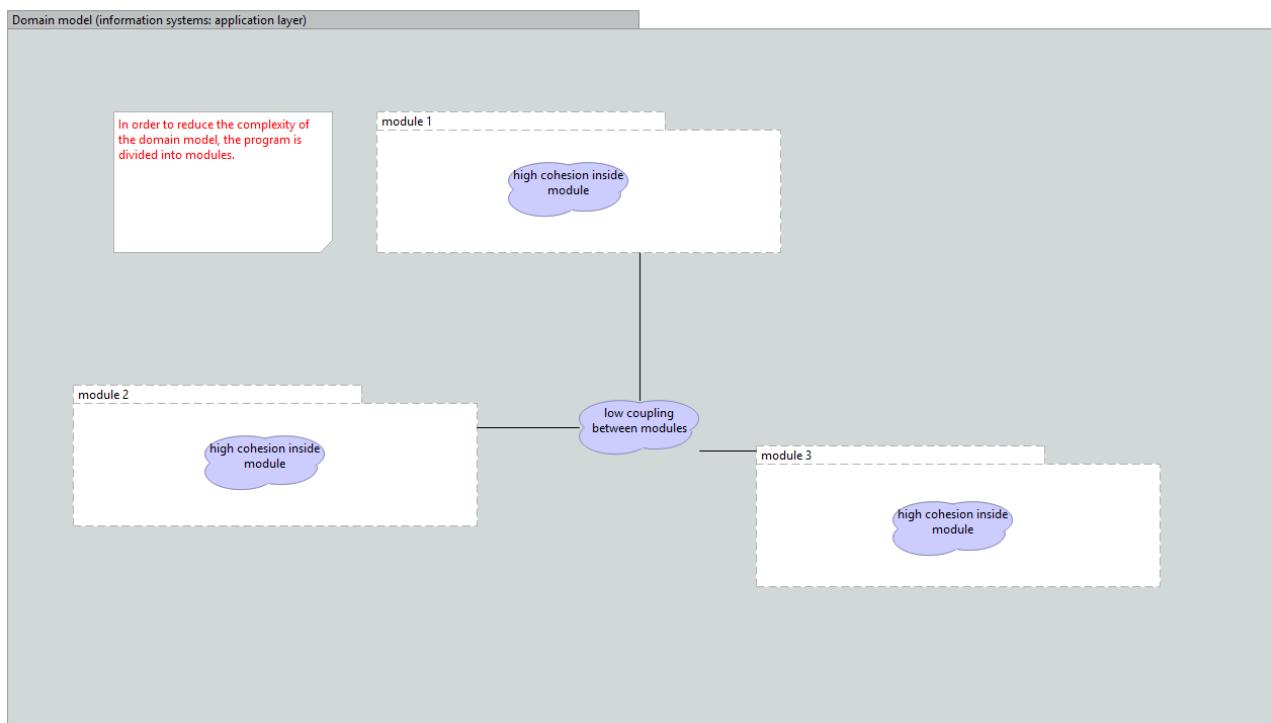


Example of communicating services with aggregates through events

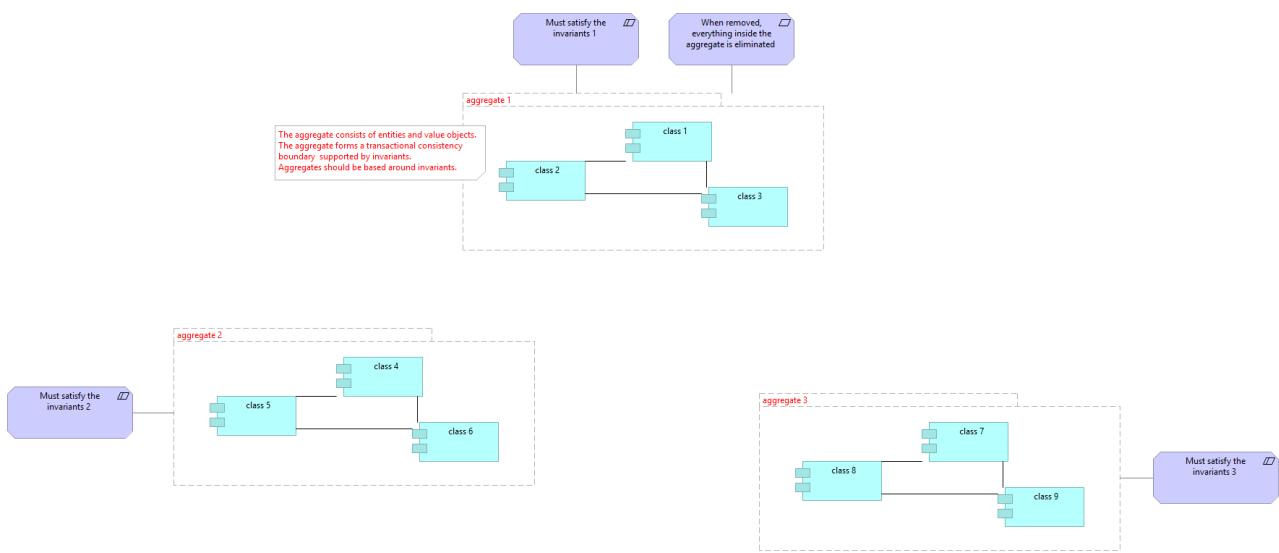




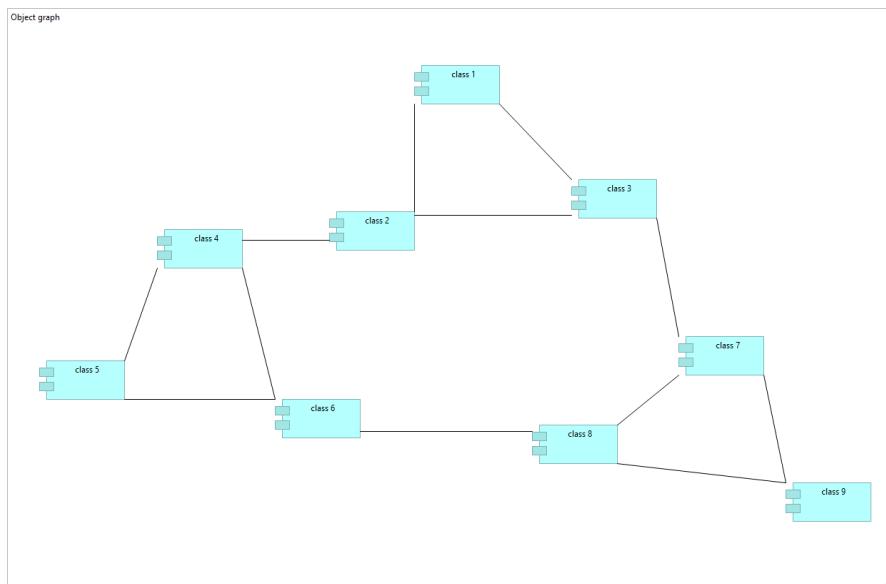
MODULES



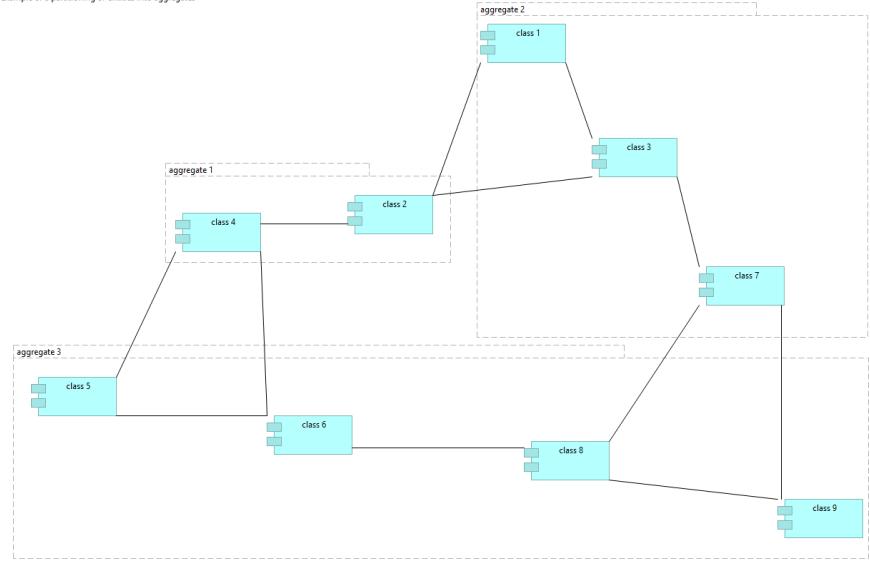
AGGREGATES



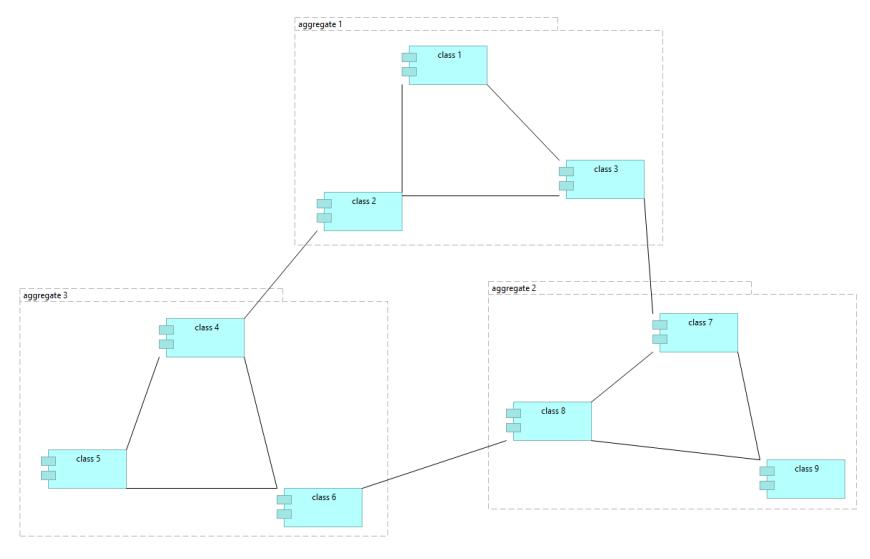
In the course of modeling, think about different ways of splitting the model into aggregates



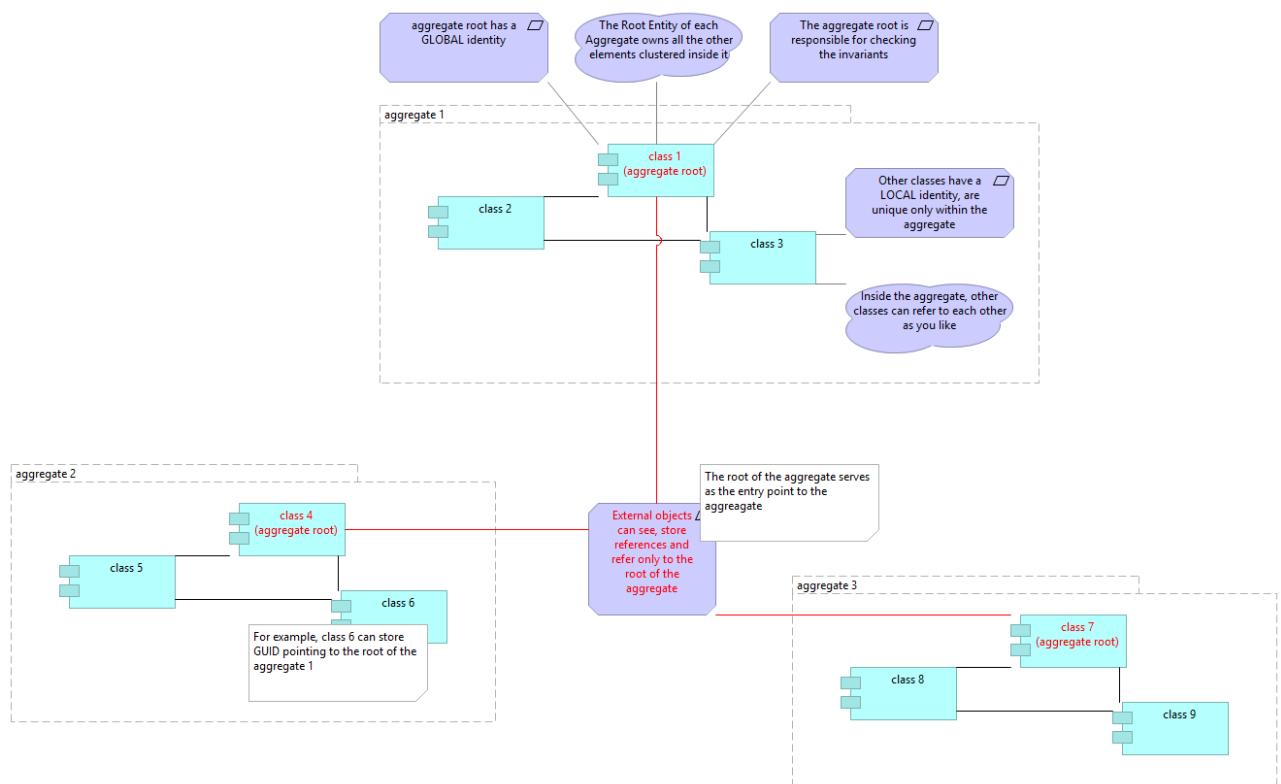
Example of a partitioning of entities into aggregates



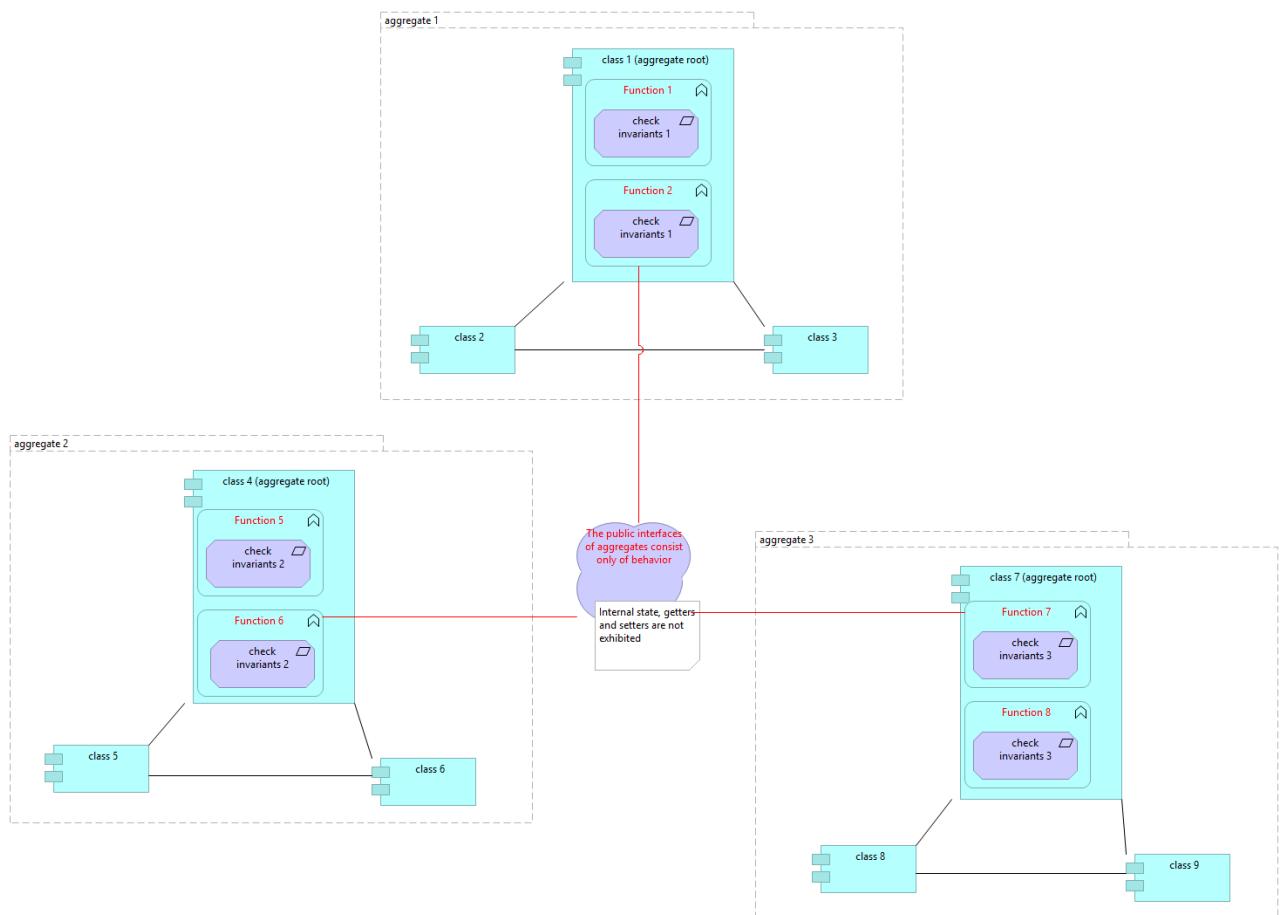
Example of a partitioning of entities into aggregates



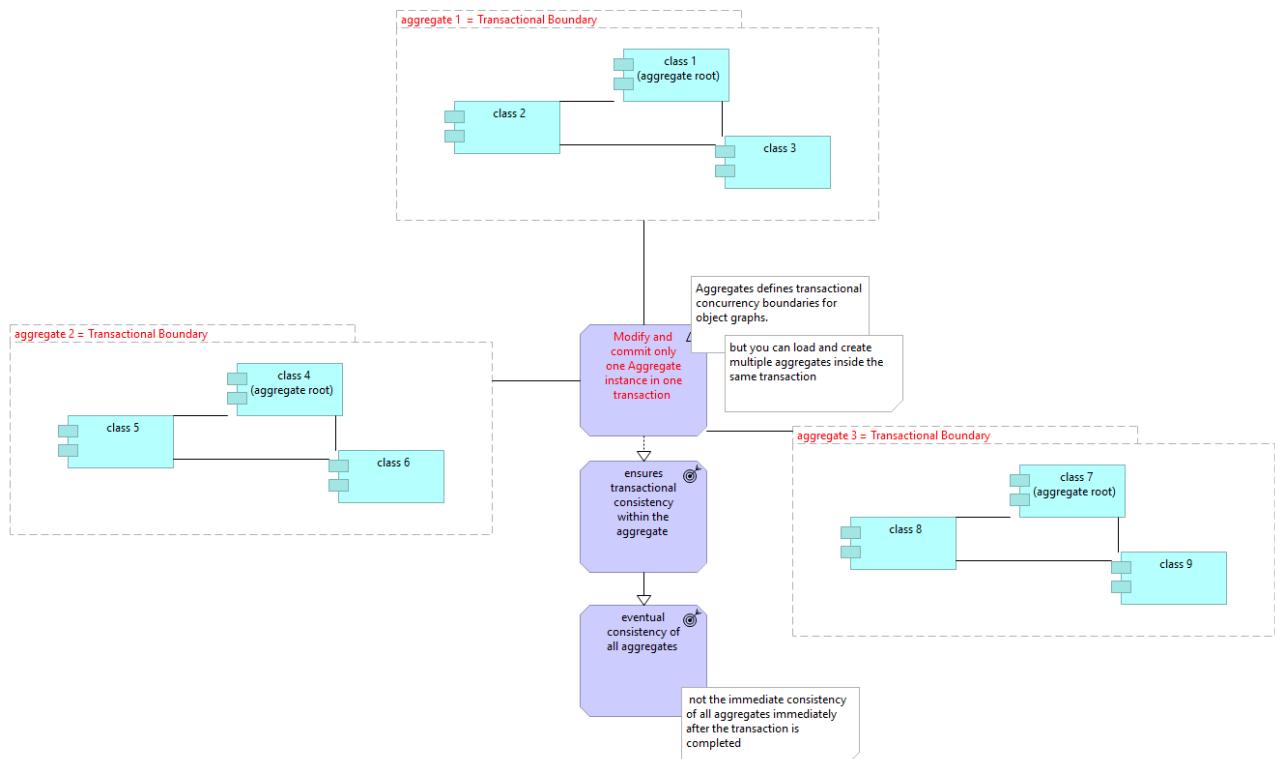
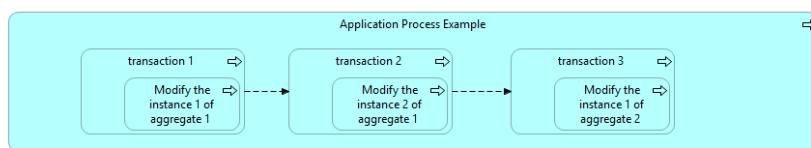
AGGREGATE ROOT



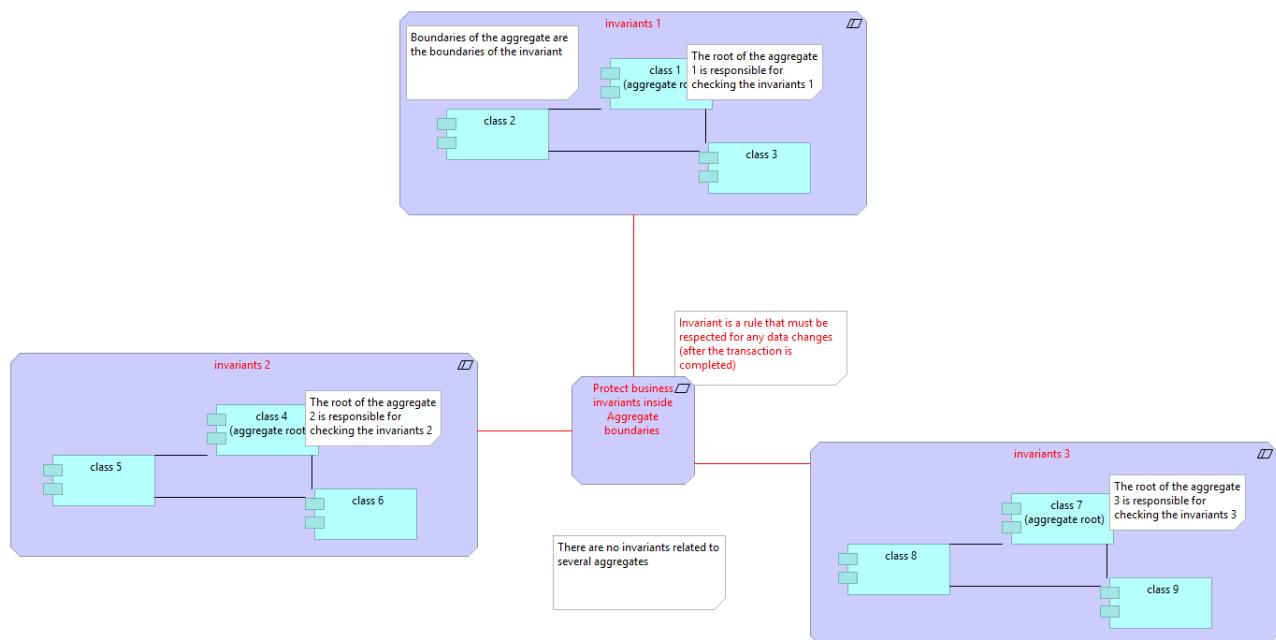
BEHAVIOR-FOCUSED AGGREGATE ROOT



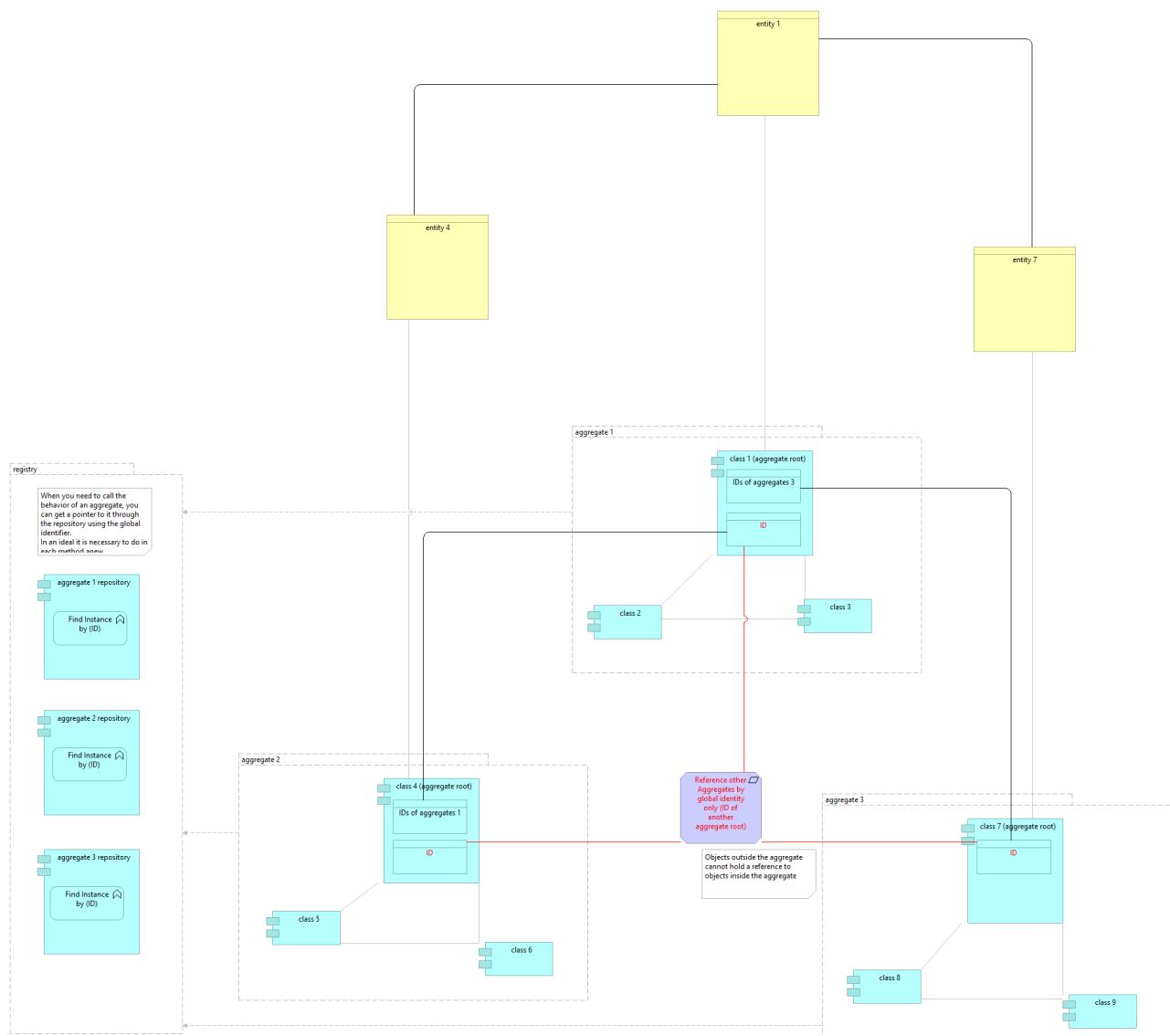
MODIFY AND COMMIT ONLY ONE AGGREGATE INSTANCE IN ONE TRANSACTION



PROTECT BUSINESS INVARIANTS INSIDE AGGREGATE BOUNDARIES



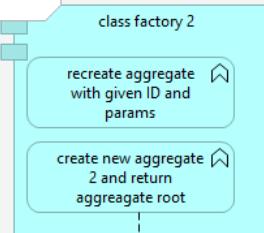
REFERENCE OTHER AGGREGATES BY IDENTITY ONLY



FACTORIES

application service layer

Use factory to create aggregates, complex entities and value objects.
Use factory to re-create domain objects from persistent storage.
The factory creates an aggregate entirely, with the satisfaction of all invariants
GoF pattern: factory

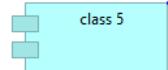


domain layer

Must satisfy the invariants 2 after creation

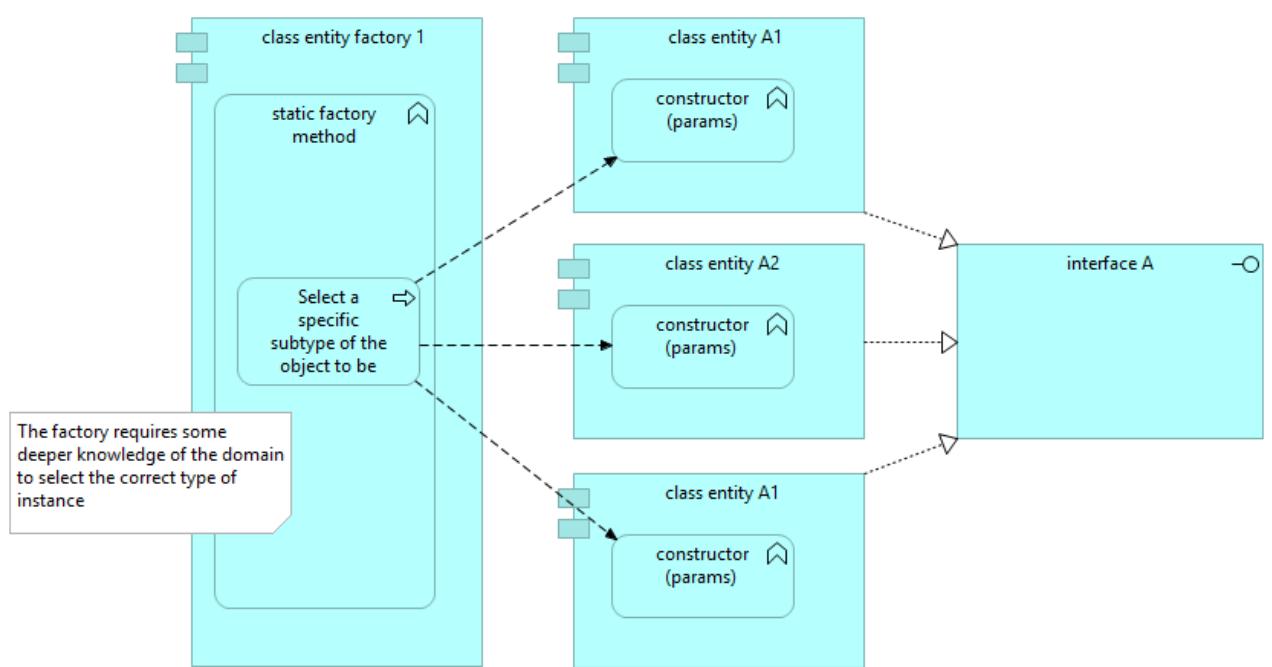
aggregate 2

The root of the aggregate itself creates all internal objects

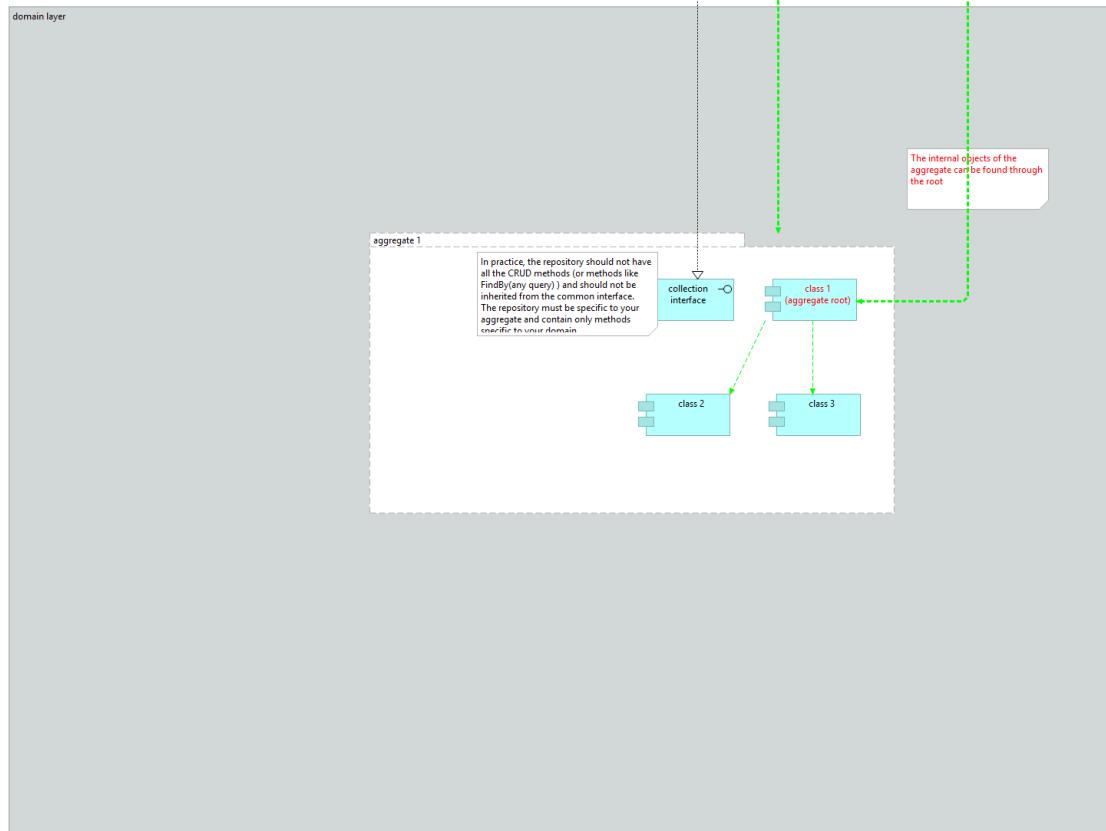
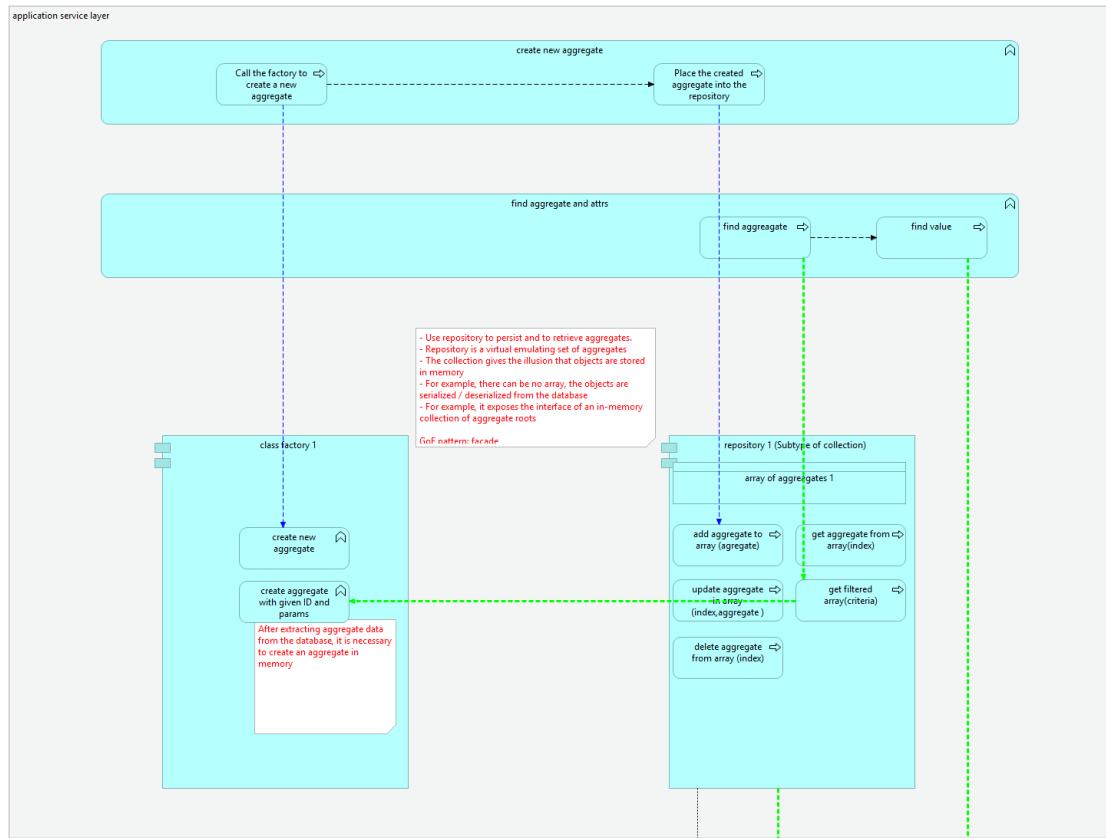


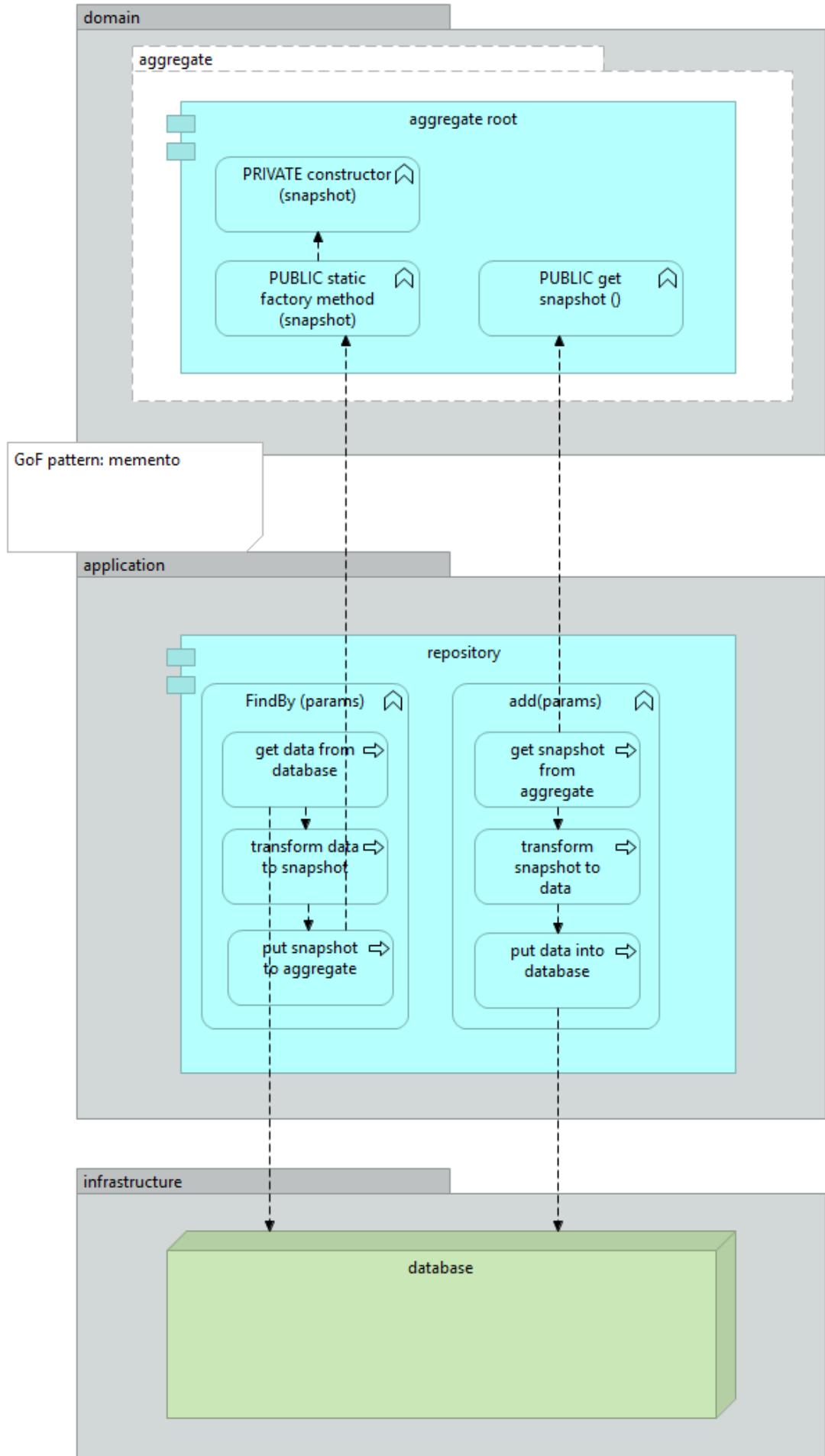
class 6

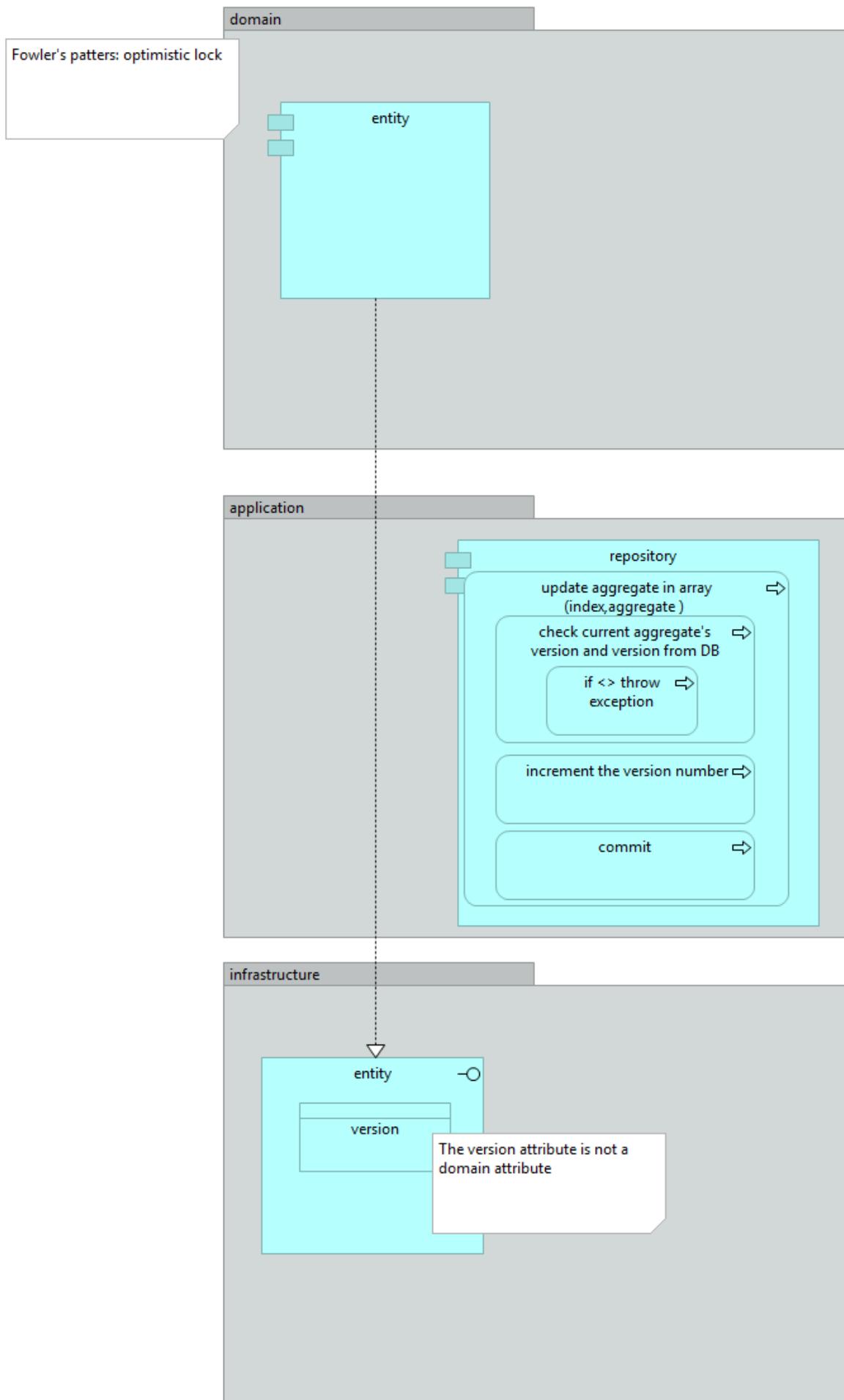


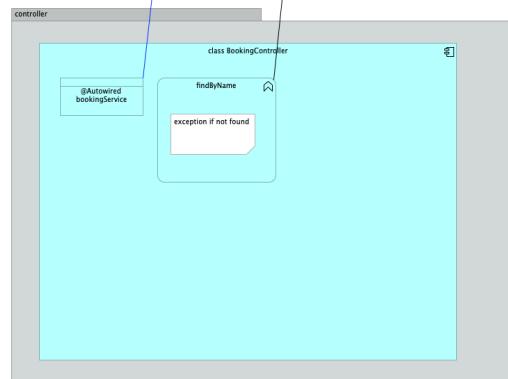
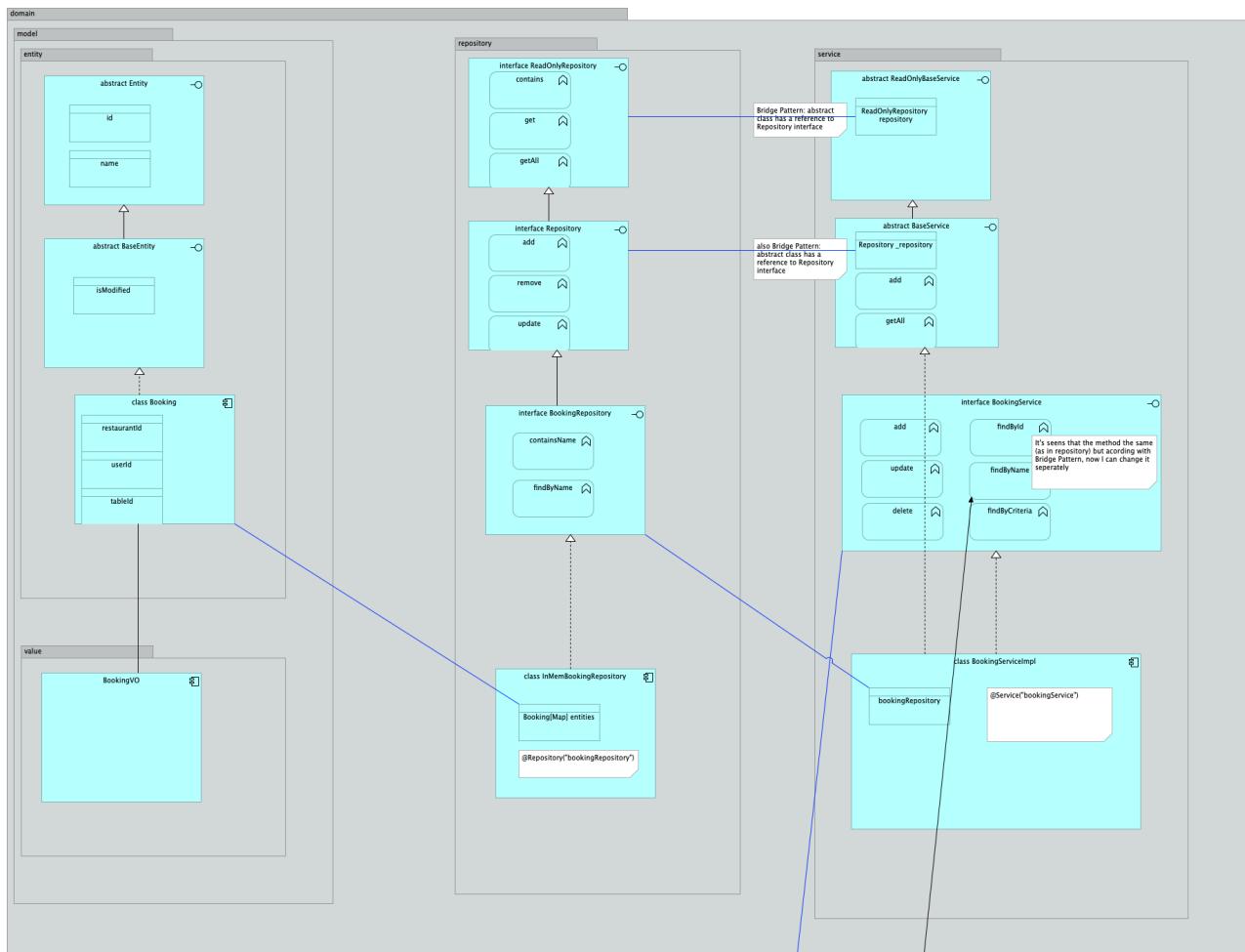


REPOSITORIES









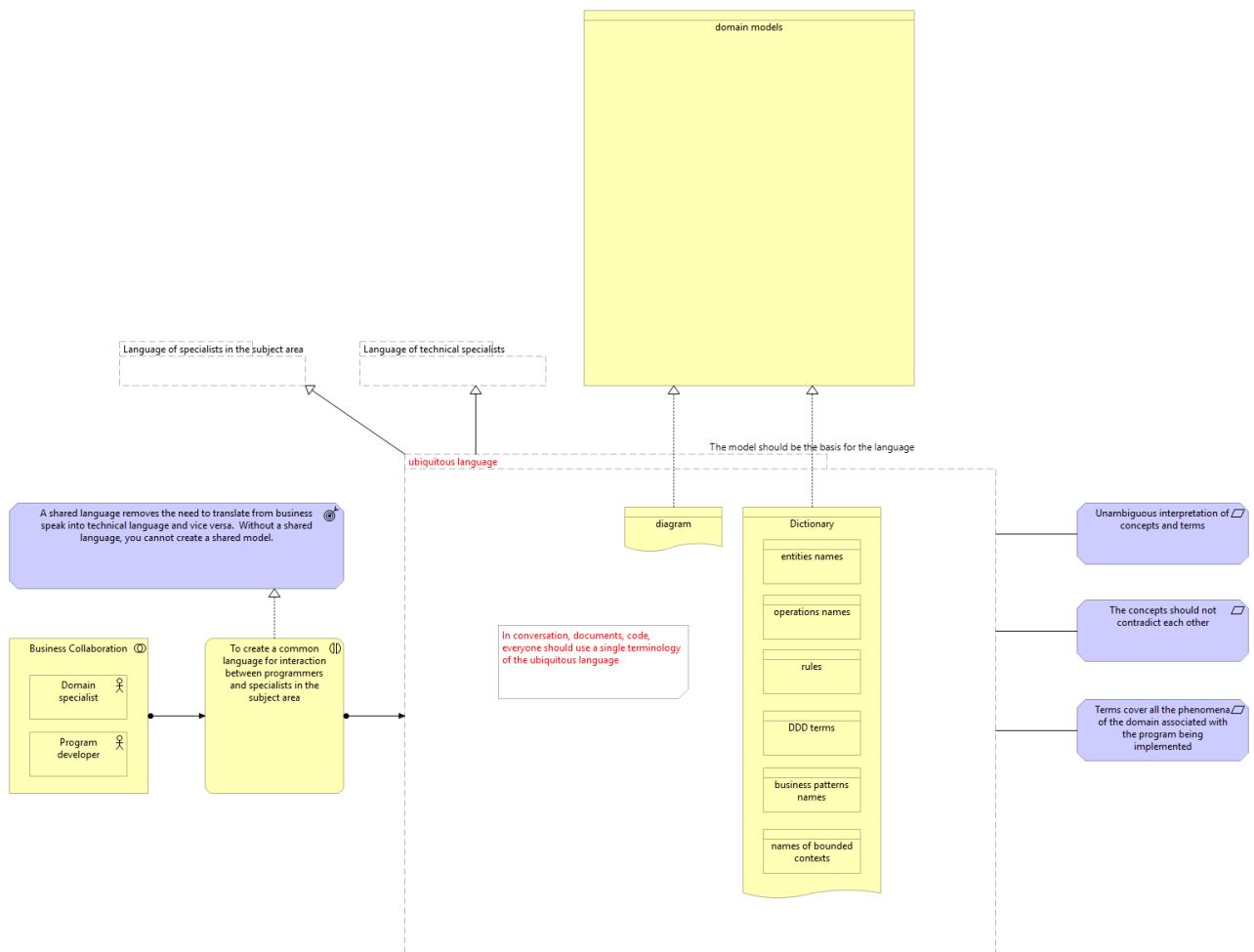
SUPPLE DESIGN

DOMAIN DRIVEN DESIGN

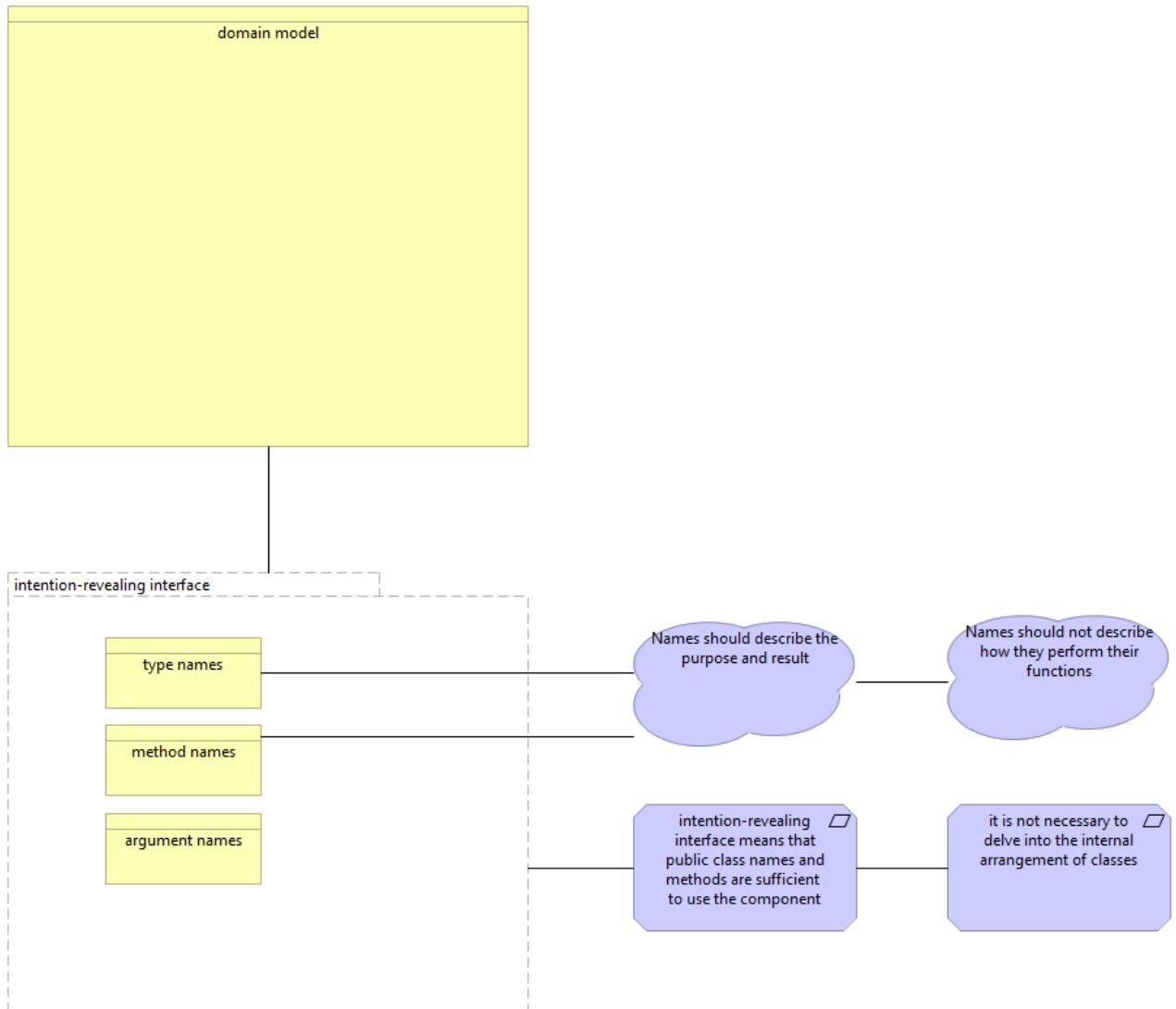
Eric Evans



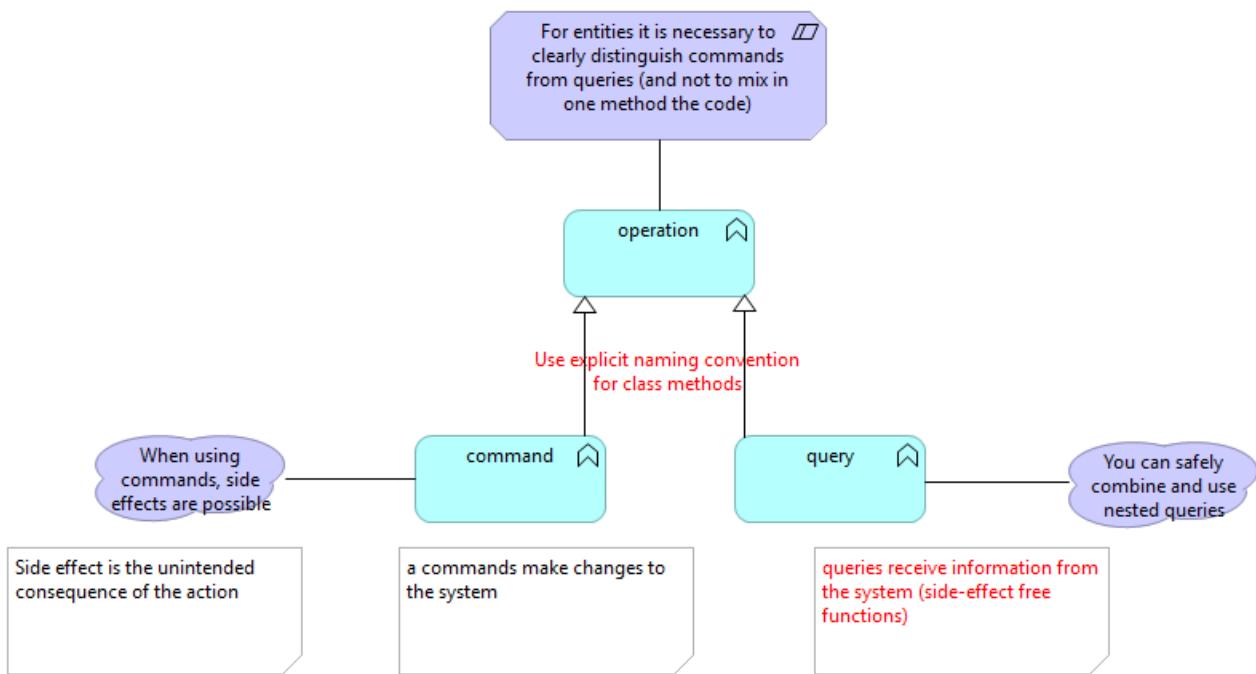
UBIQUITOUS LANGUAGE



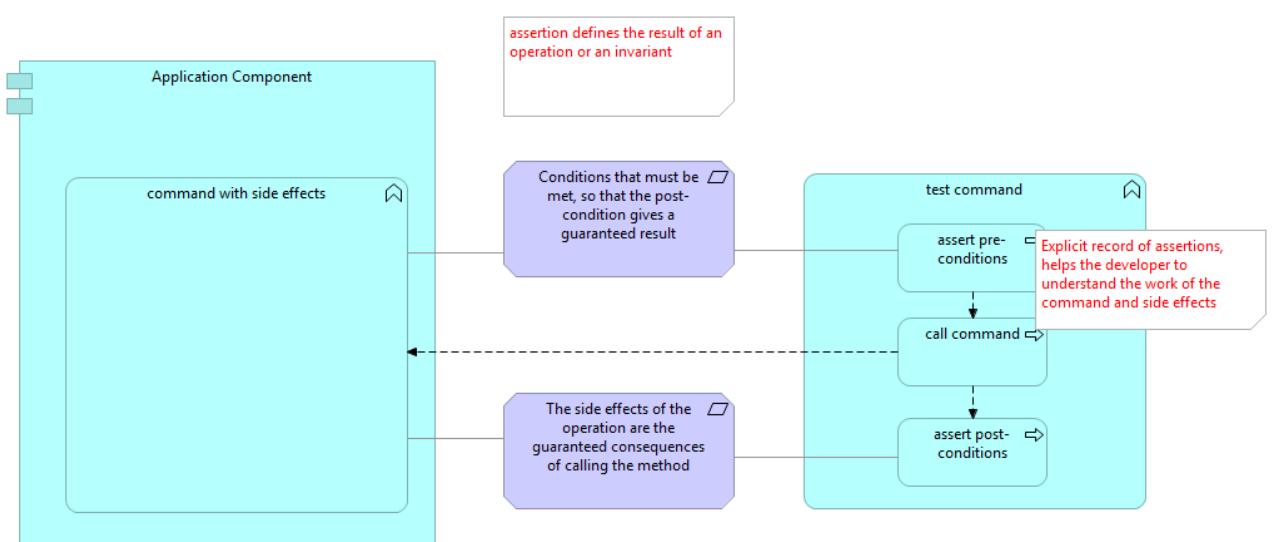
INTENTION-REVEALING INTERFACES



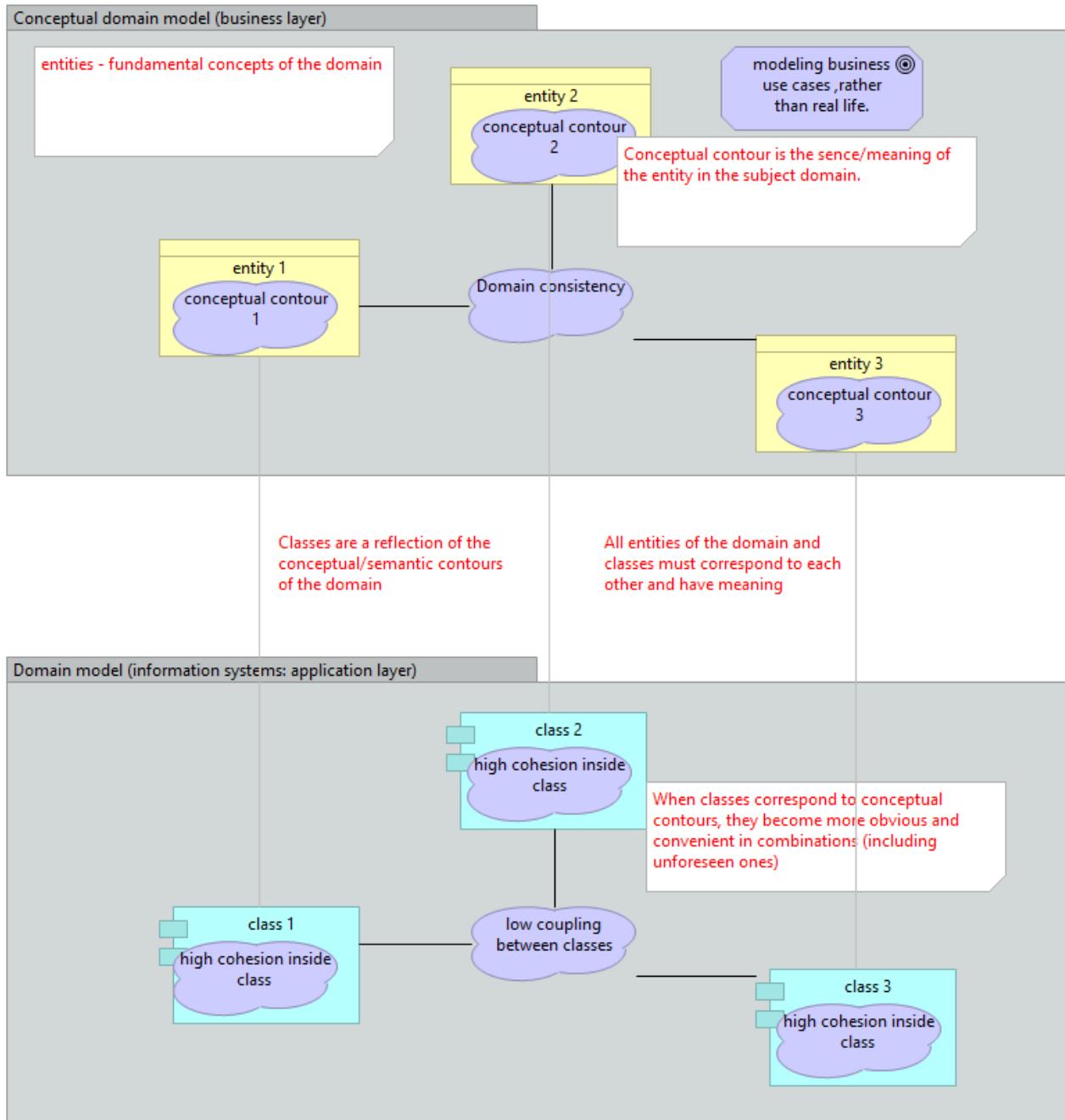
SIDE-EFFECT FREE FUNCTIONS



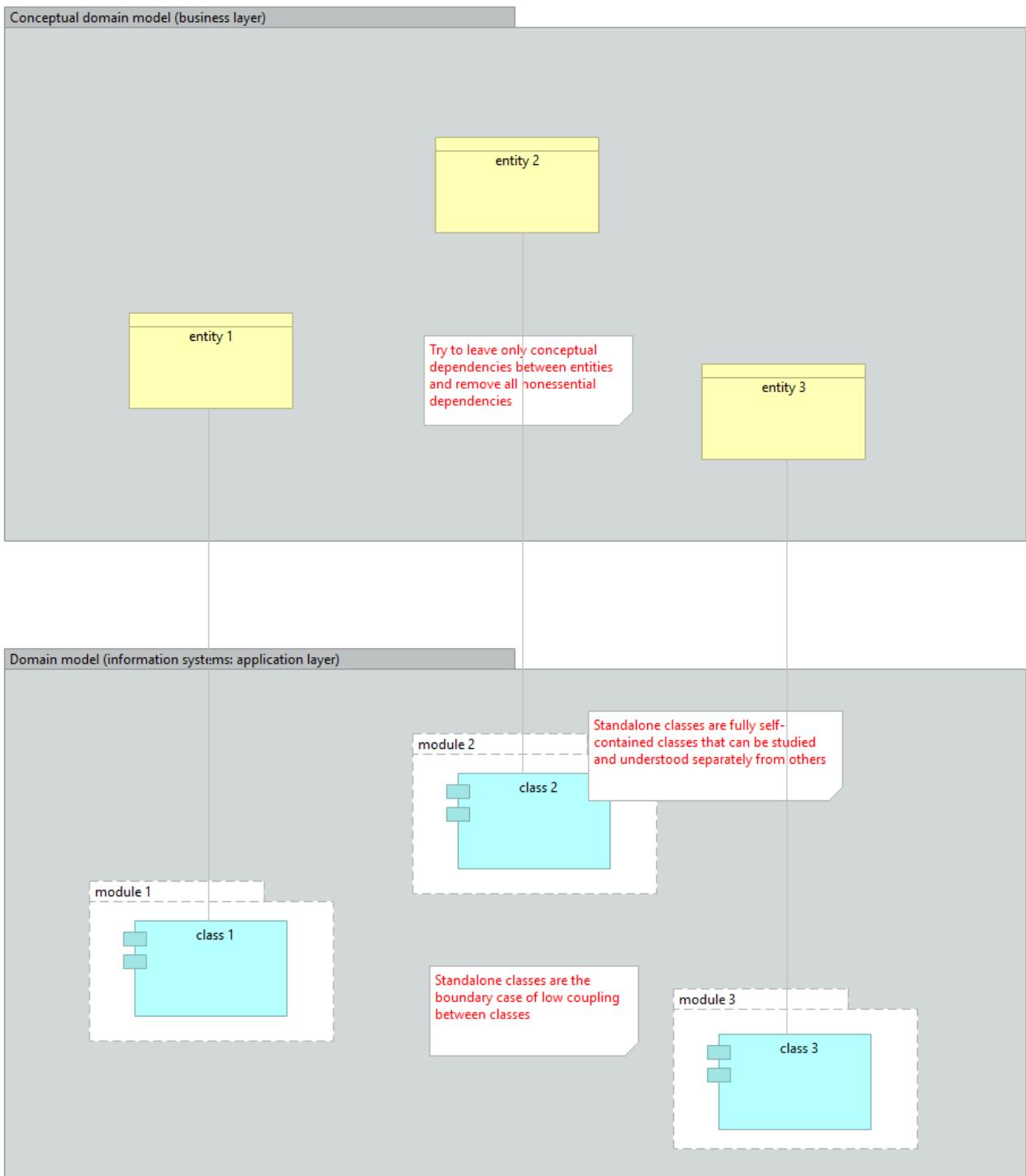
ASSERTIONS



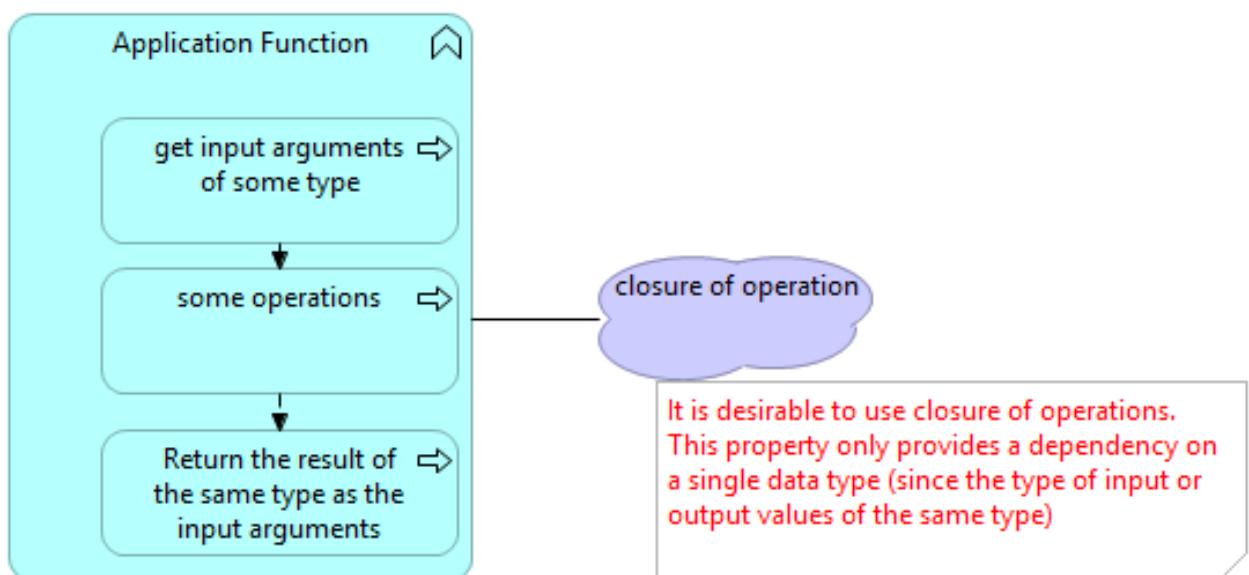
CONCEPTUAL CONTOURS



STANDALONE CLASSES



CLOSURE OF OPERATIONS



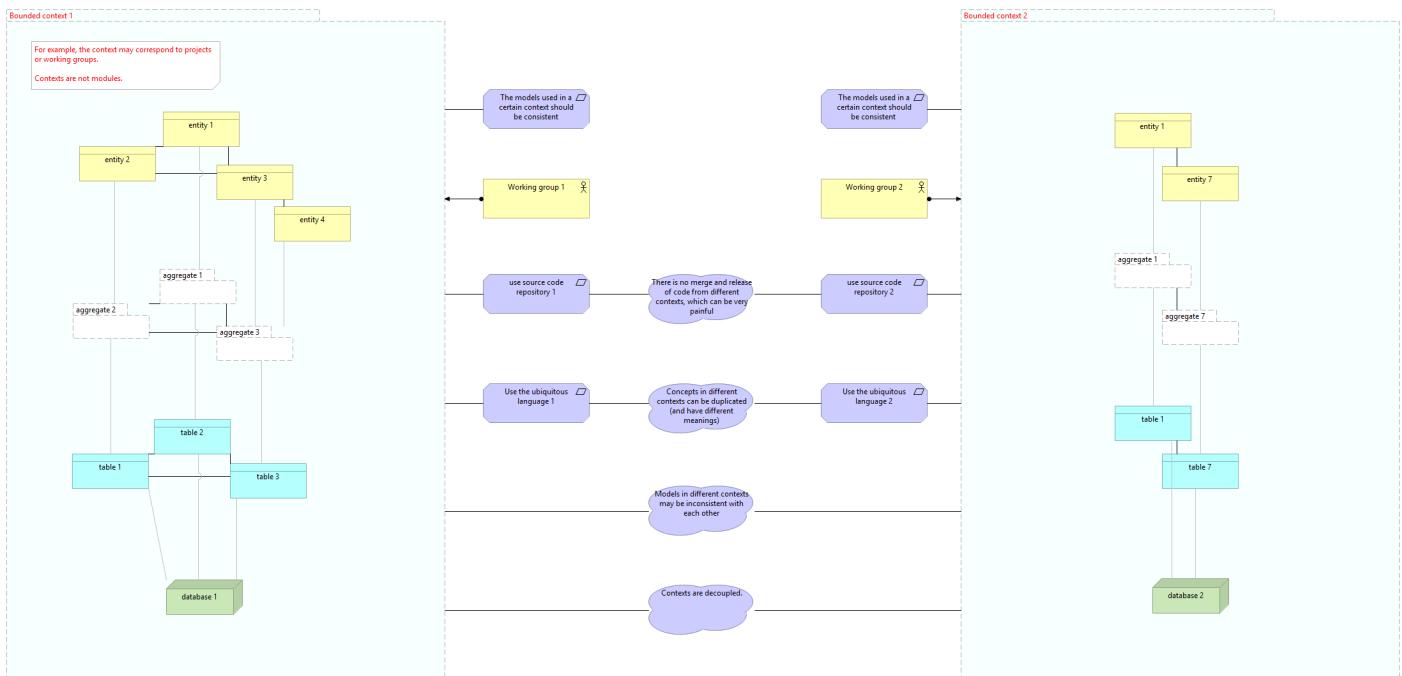
MODEL INTEGRITY AND CONTEXT

DOMAIN DRIVEN DESIGN

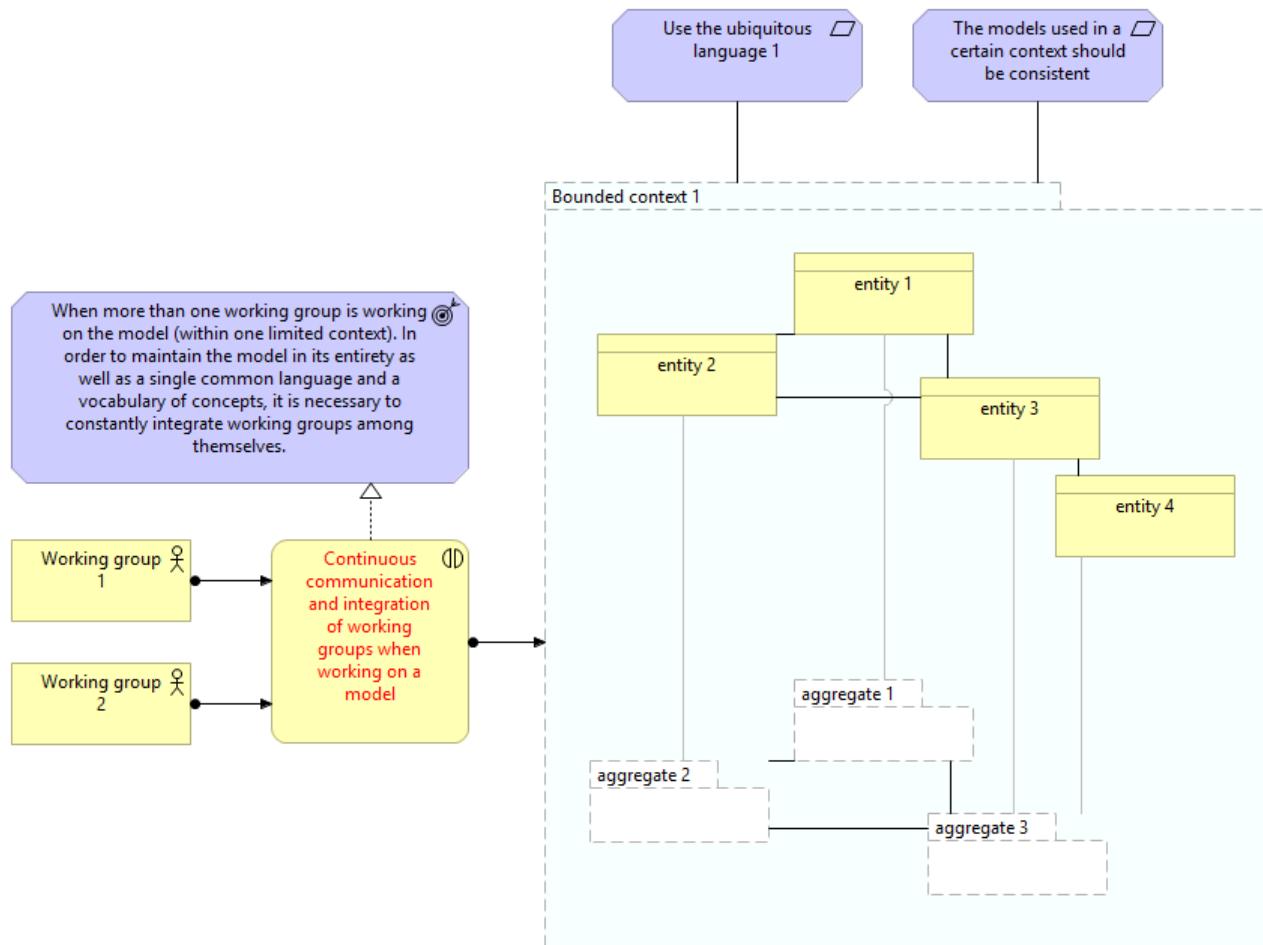
Eric Evans



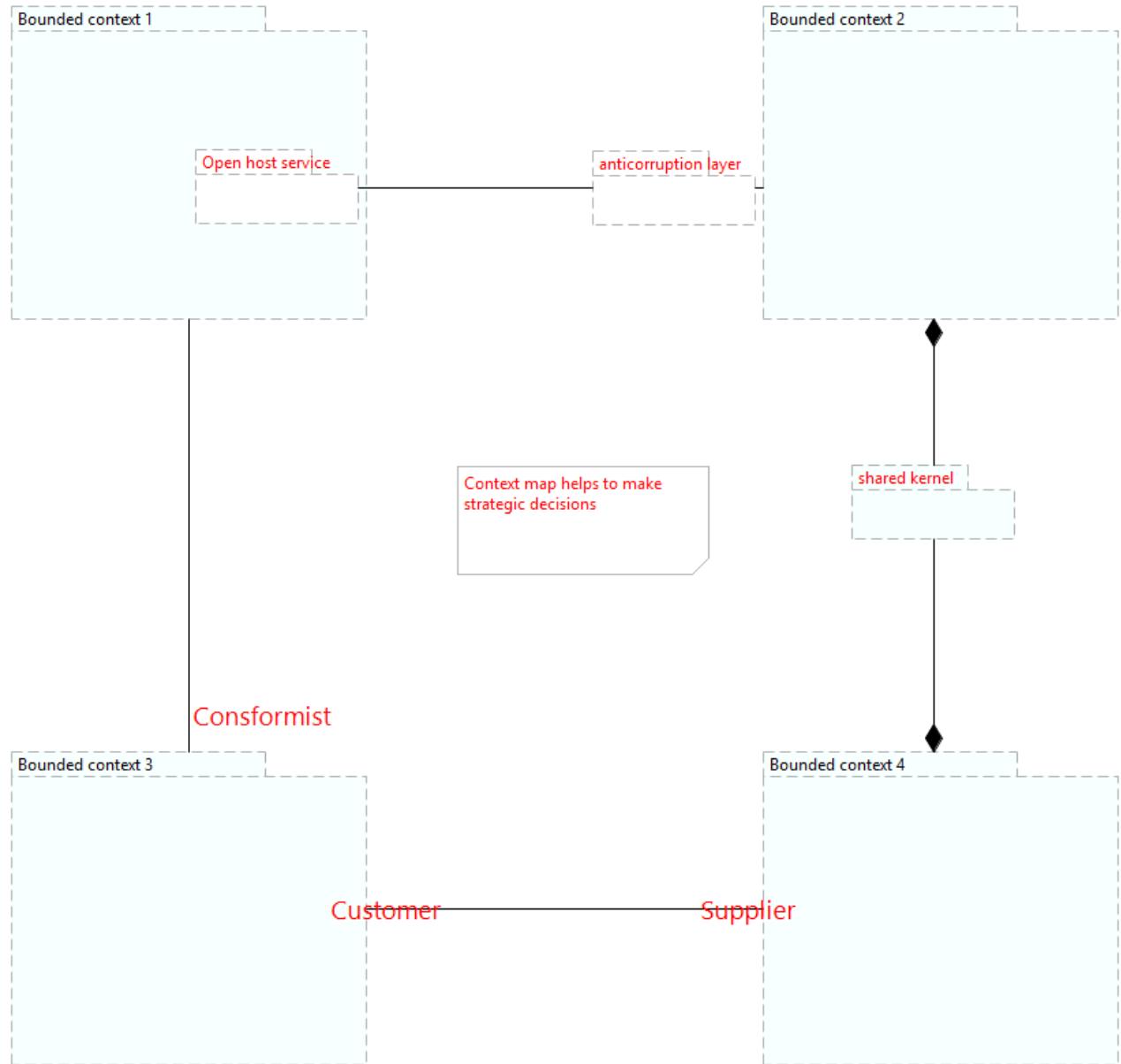
BOUNDED CONTEXT



CONTINUOUS INTEGRATION

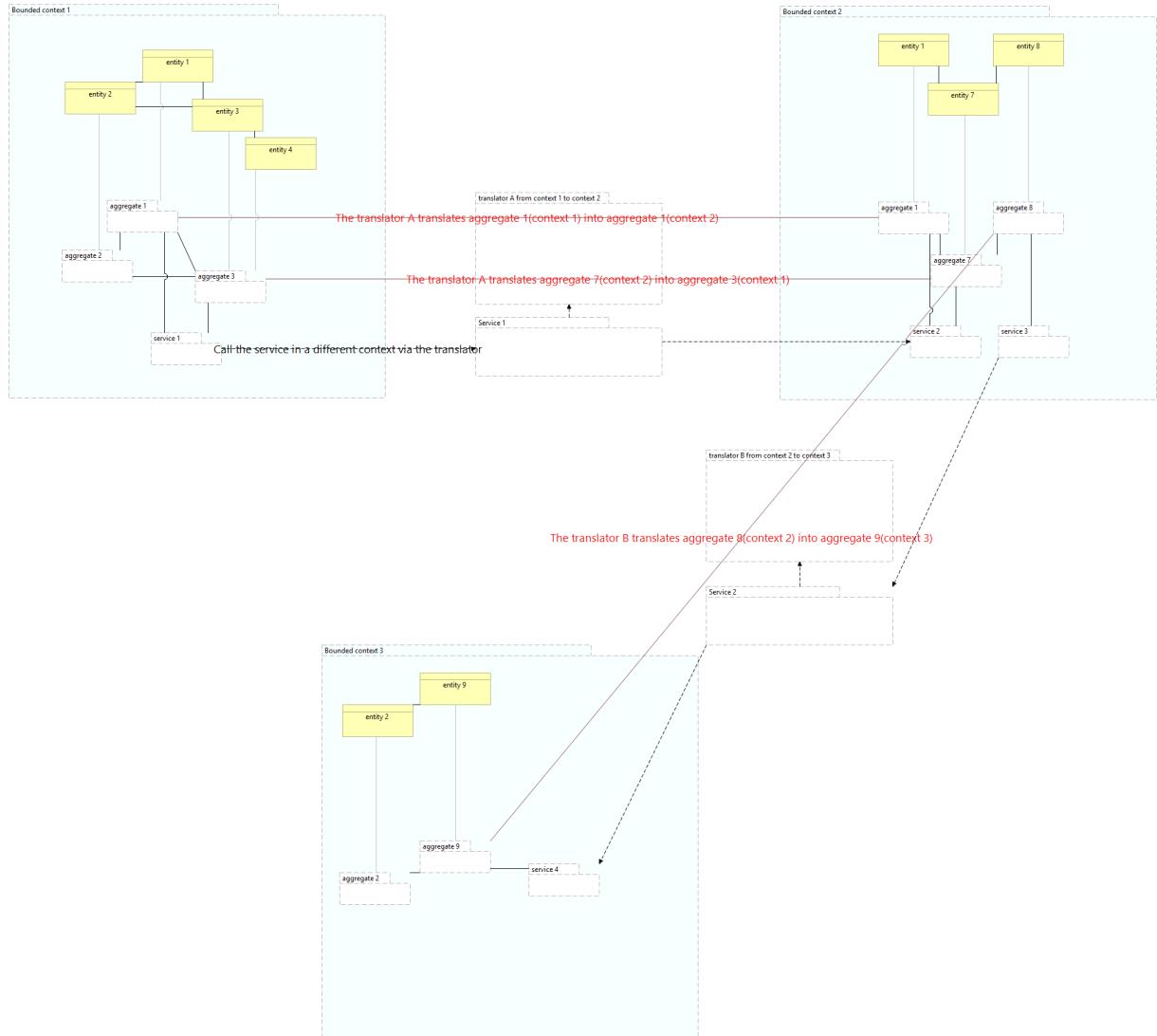


STRATEGIC CONTEXT MAP

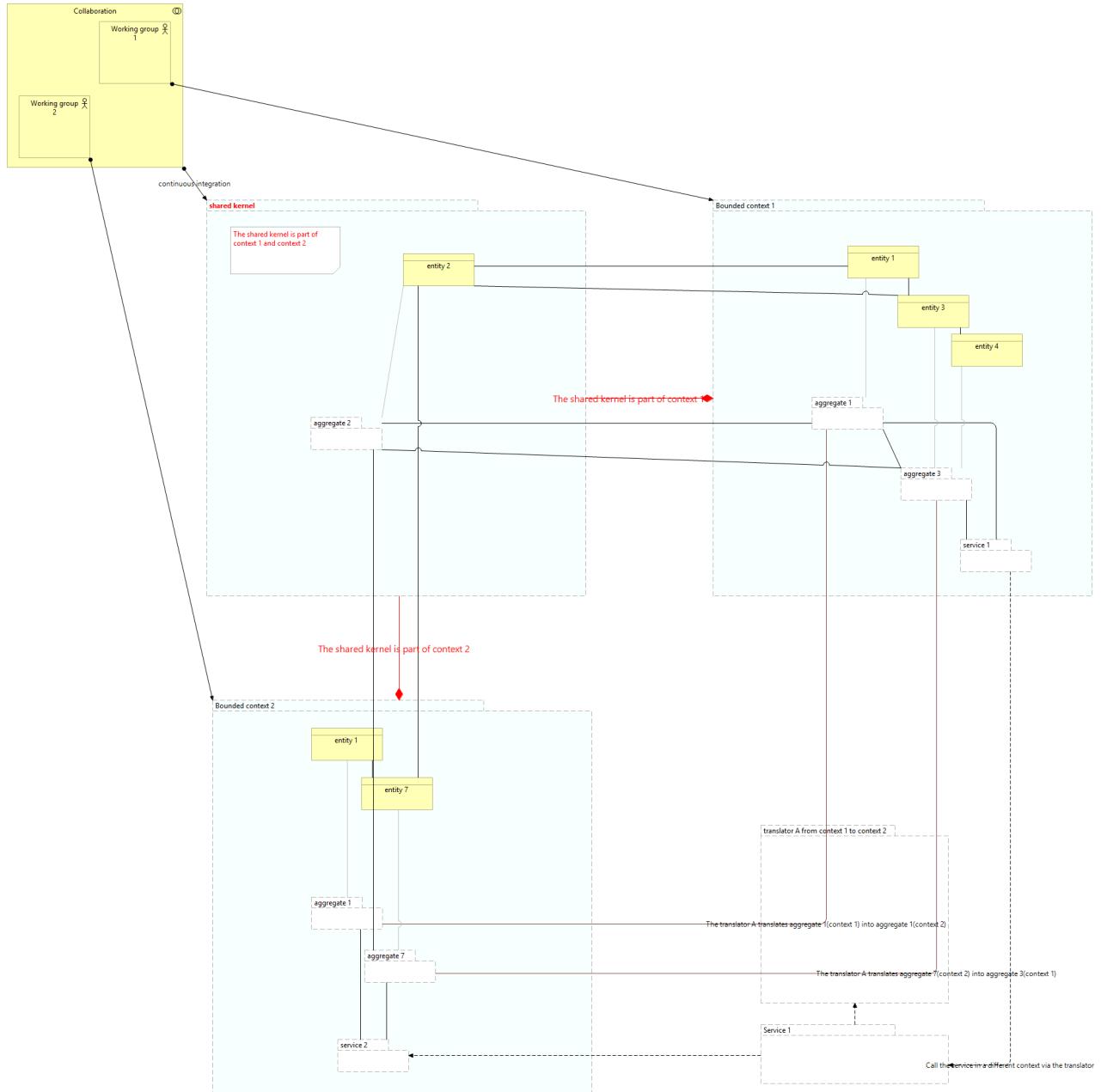


CONTEXTUAL MAP

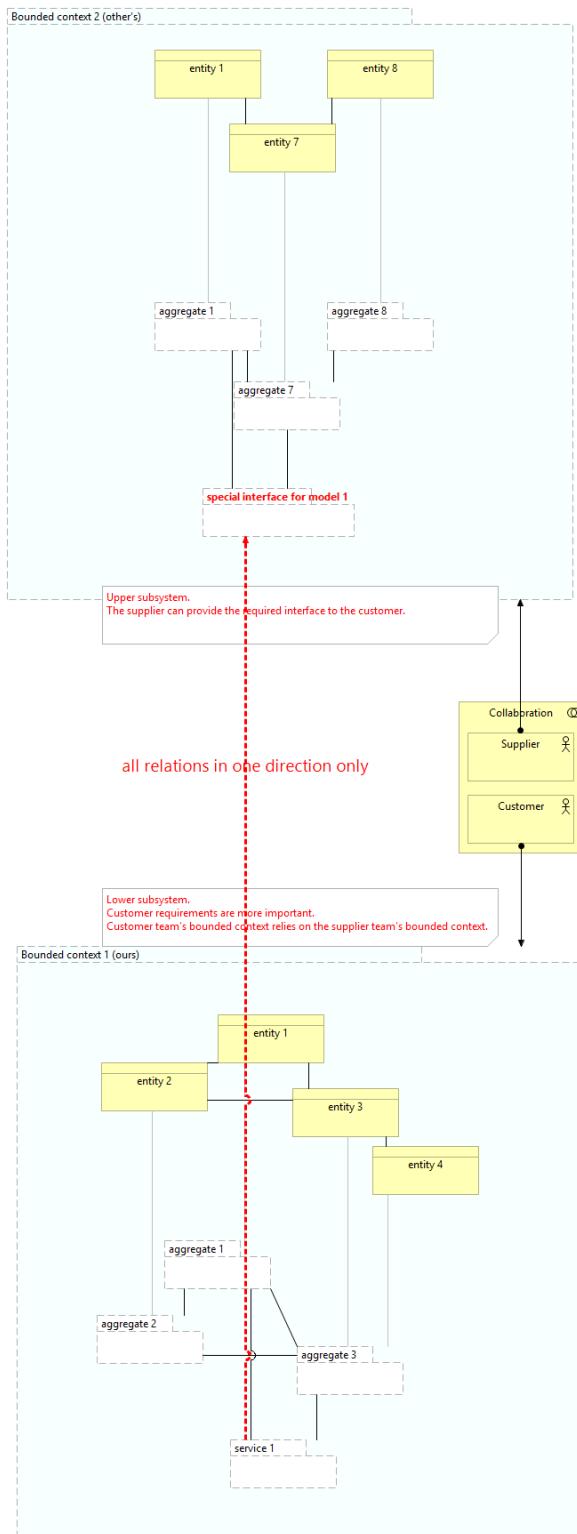
A single map of all contexts.
Integration of all bounded contexts.



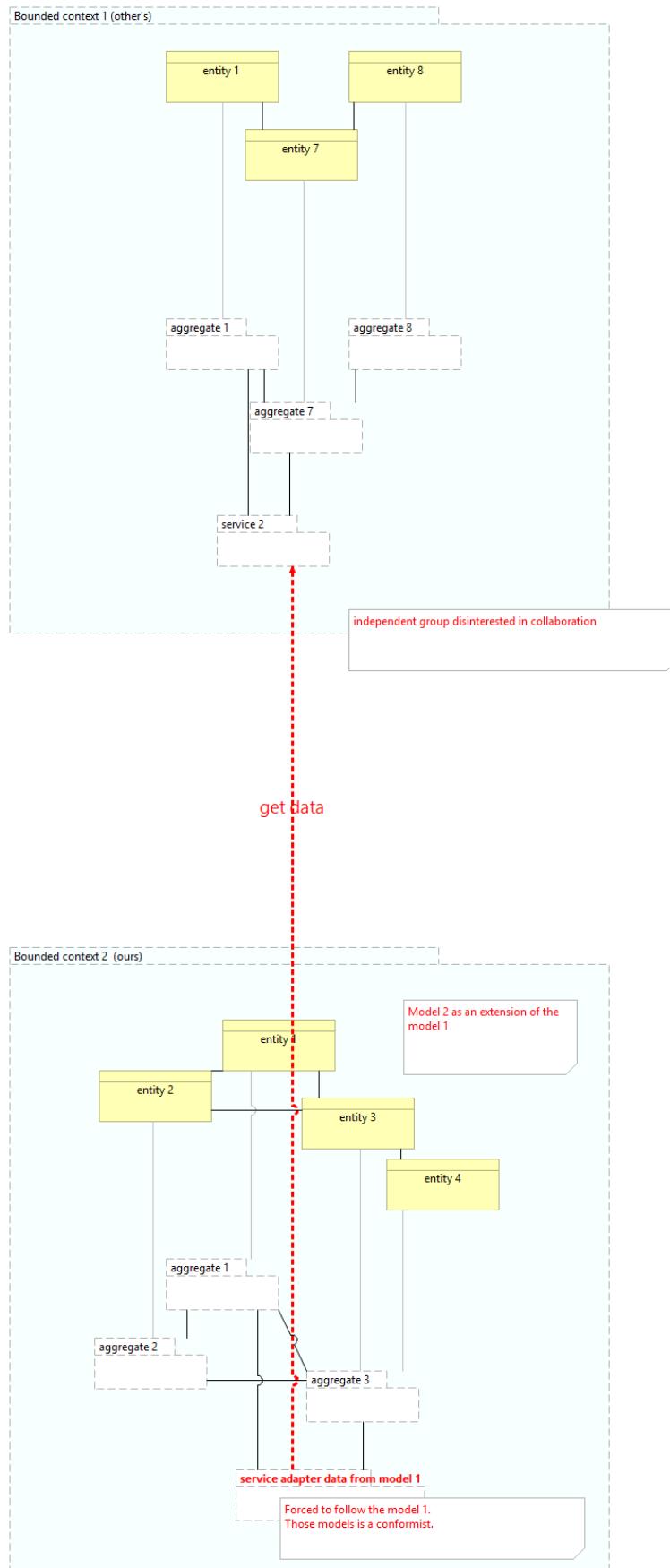
SHARED KERNEL



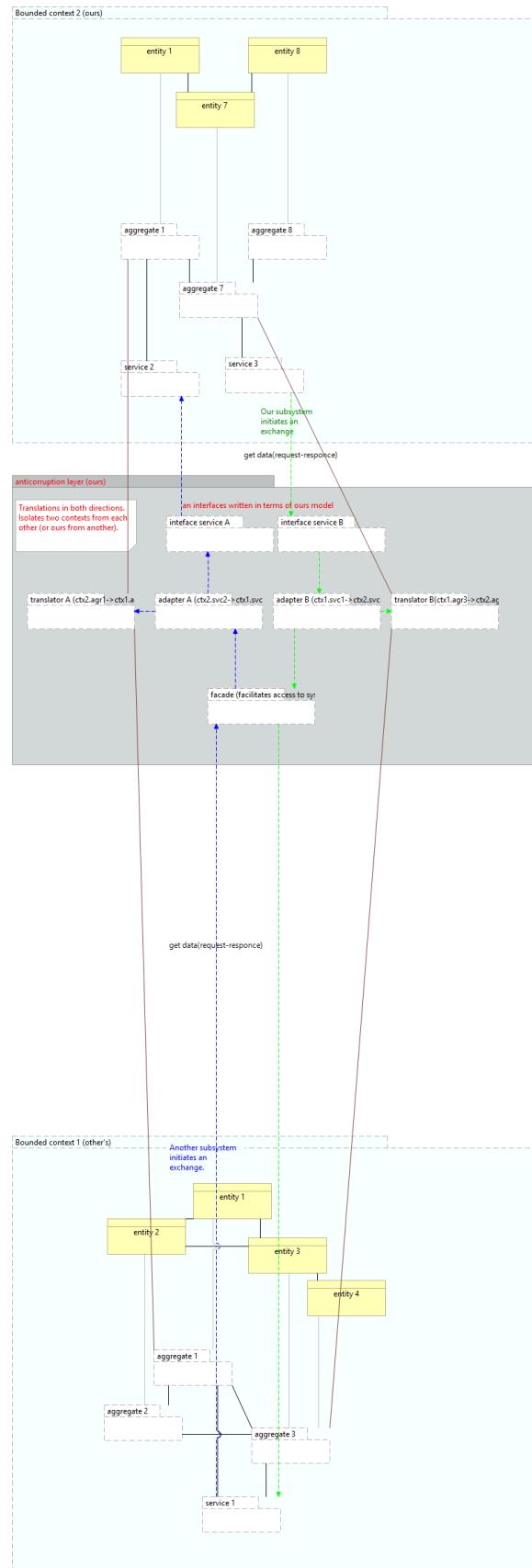
CUSTOMER-SUPPLIER TEAMS



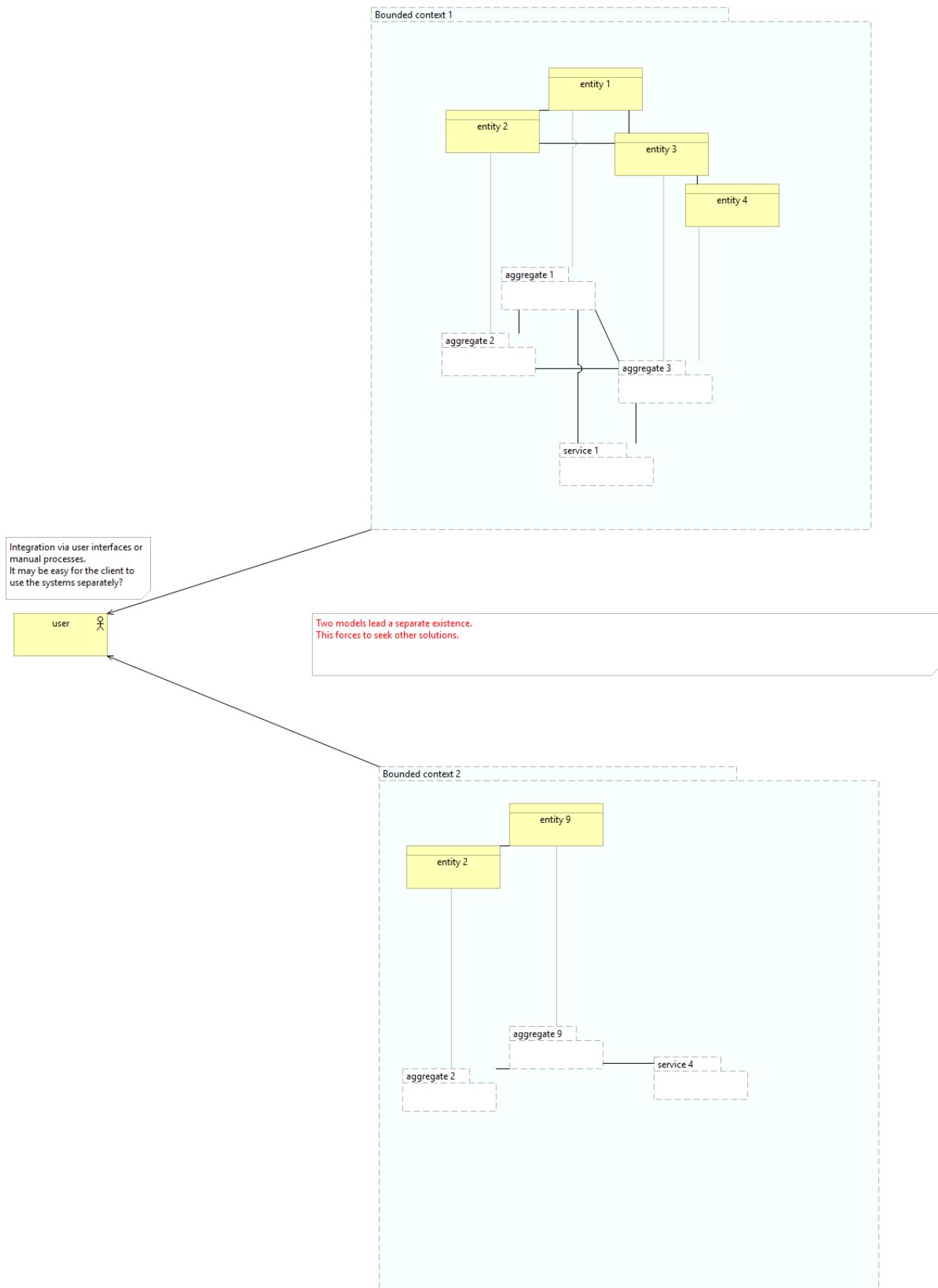
CONFORMIST



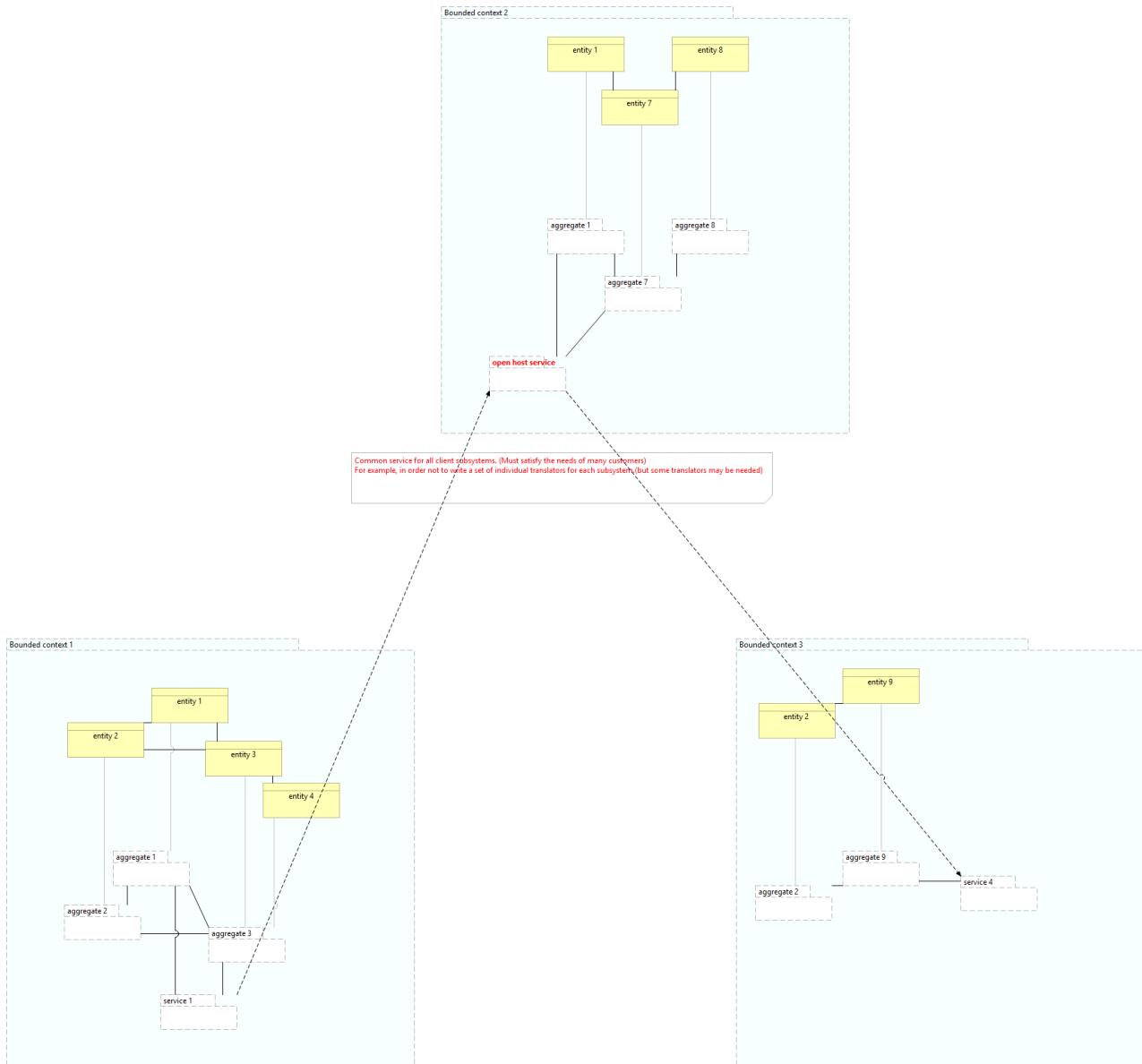
ANTICORRUPTION LAYER



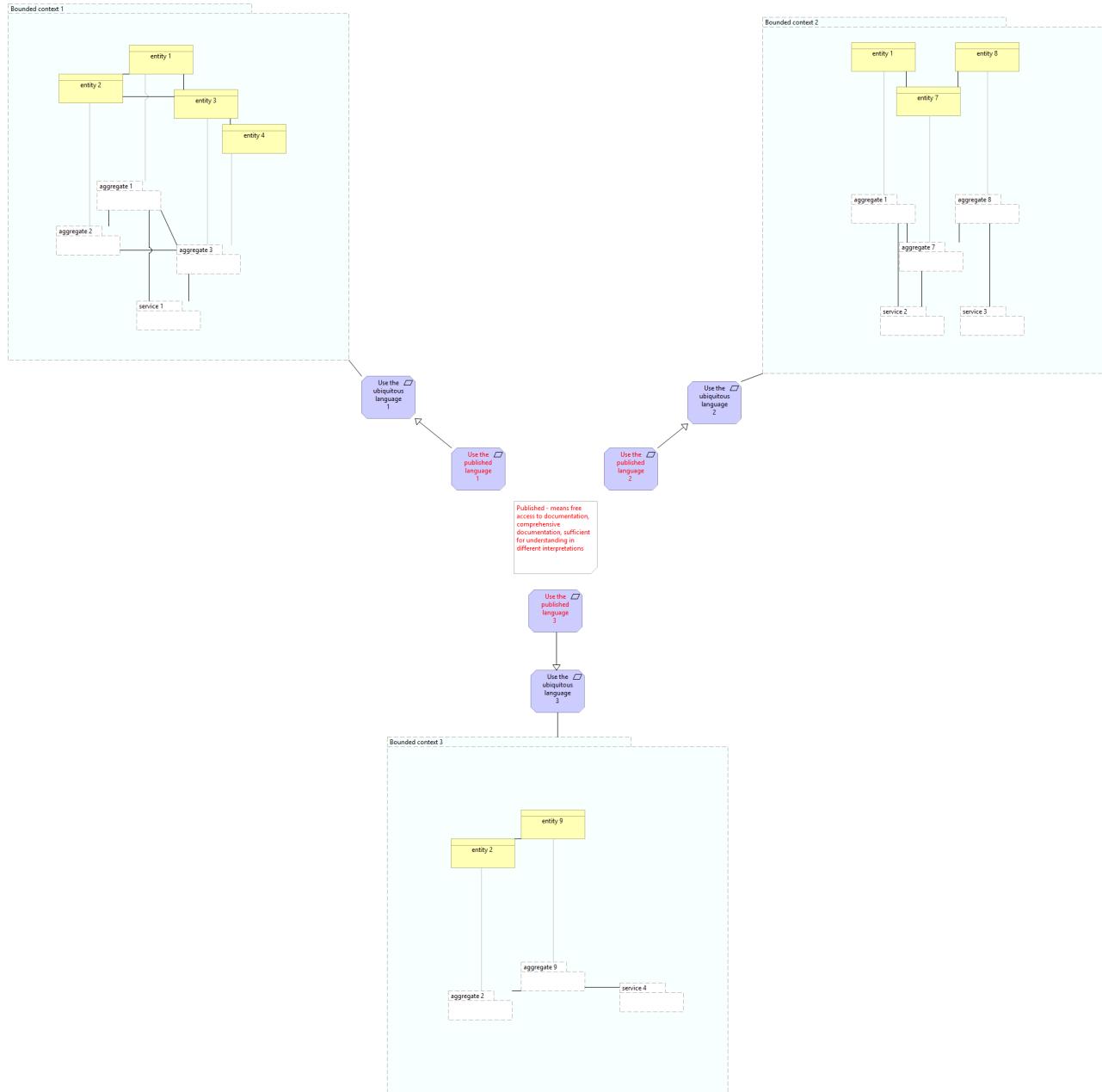
SEPARATE WAYS



OPEN HOST SERVICE



PUBLISHED LANGUAGE



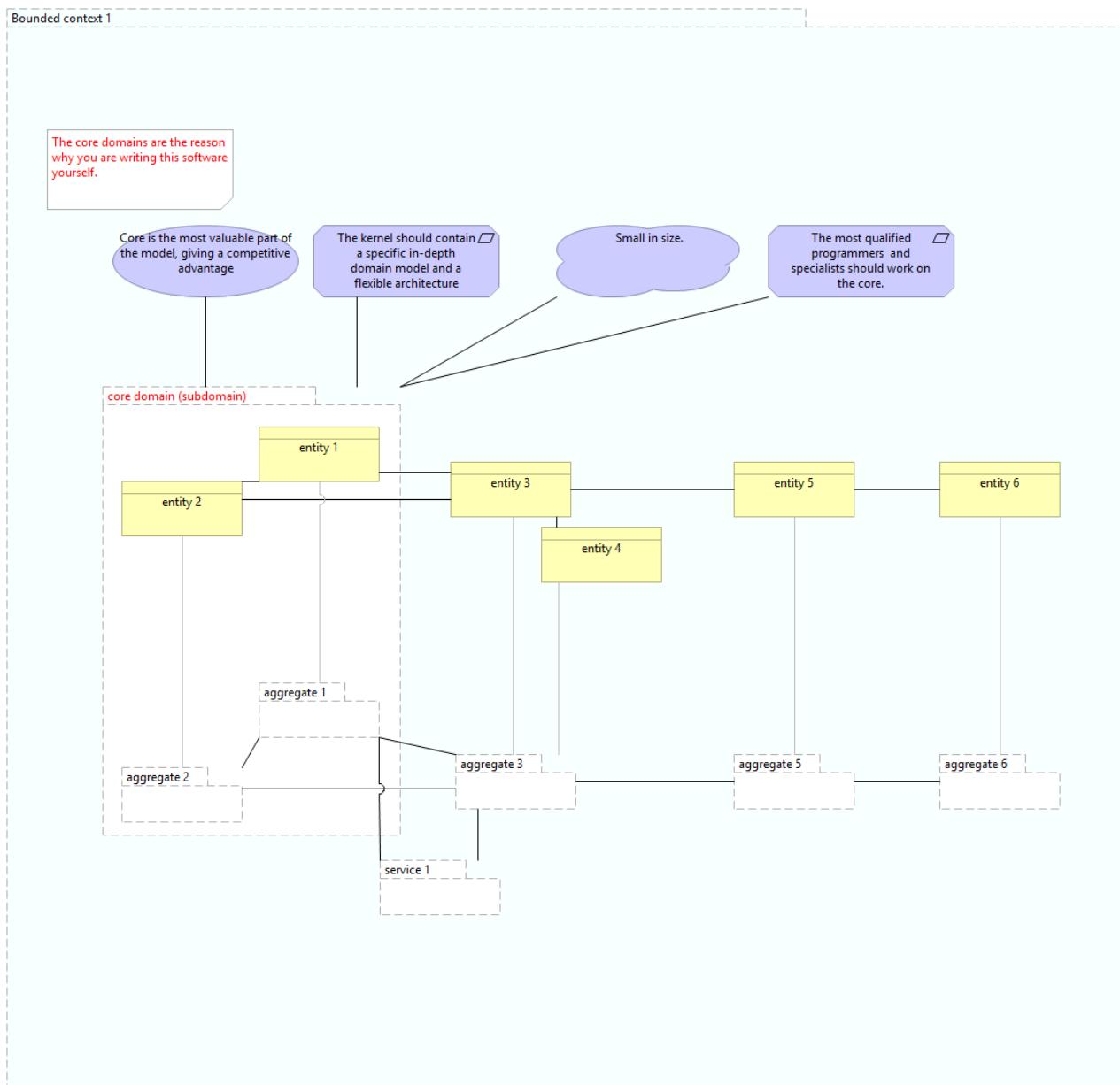
DISTILLATION

DOMAIN DRIVEN DESIGN

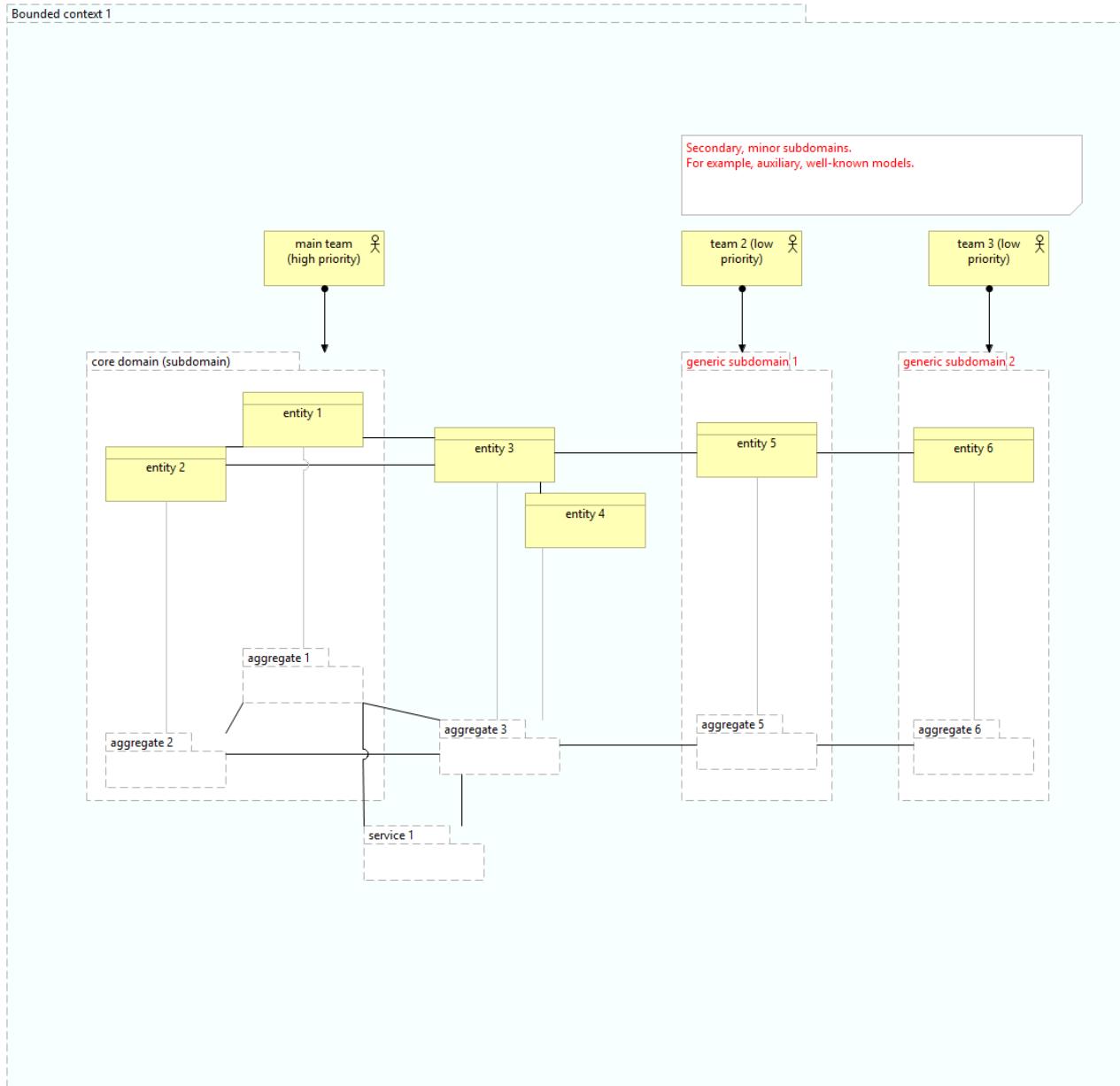
Eric Evans



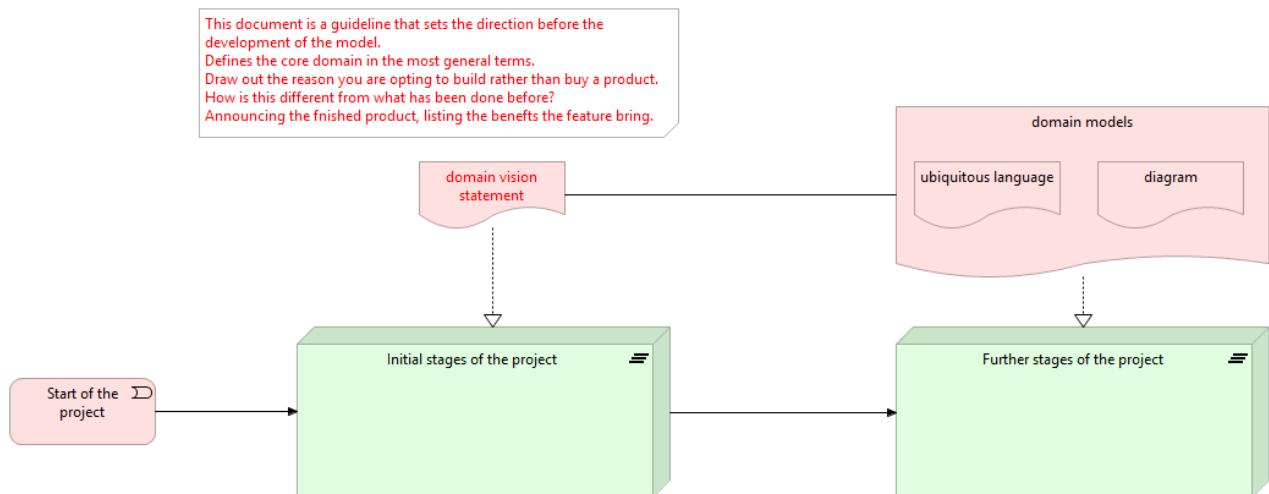
CORE DOMAIN



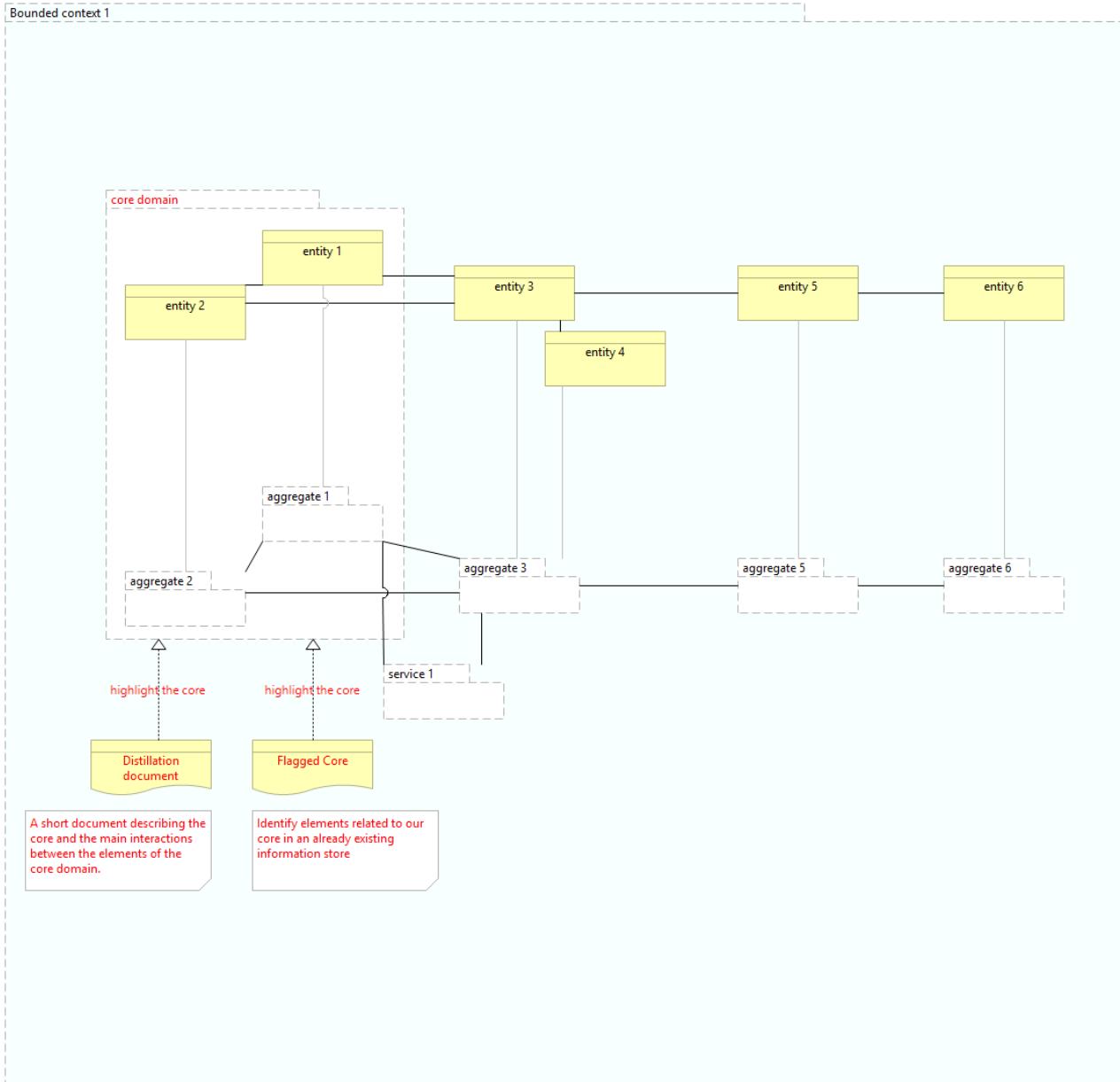
GENERIC SUBDOMAINS



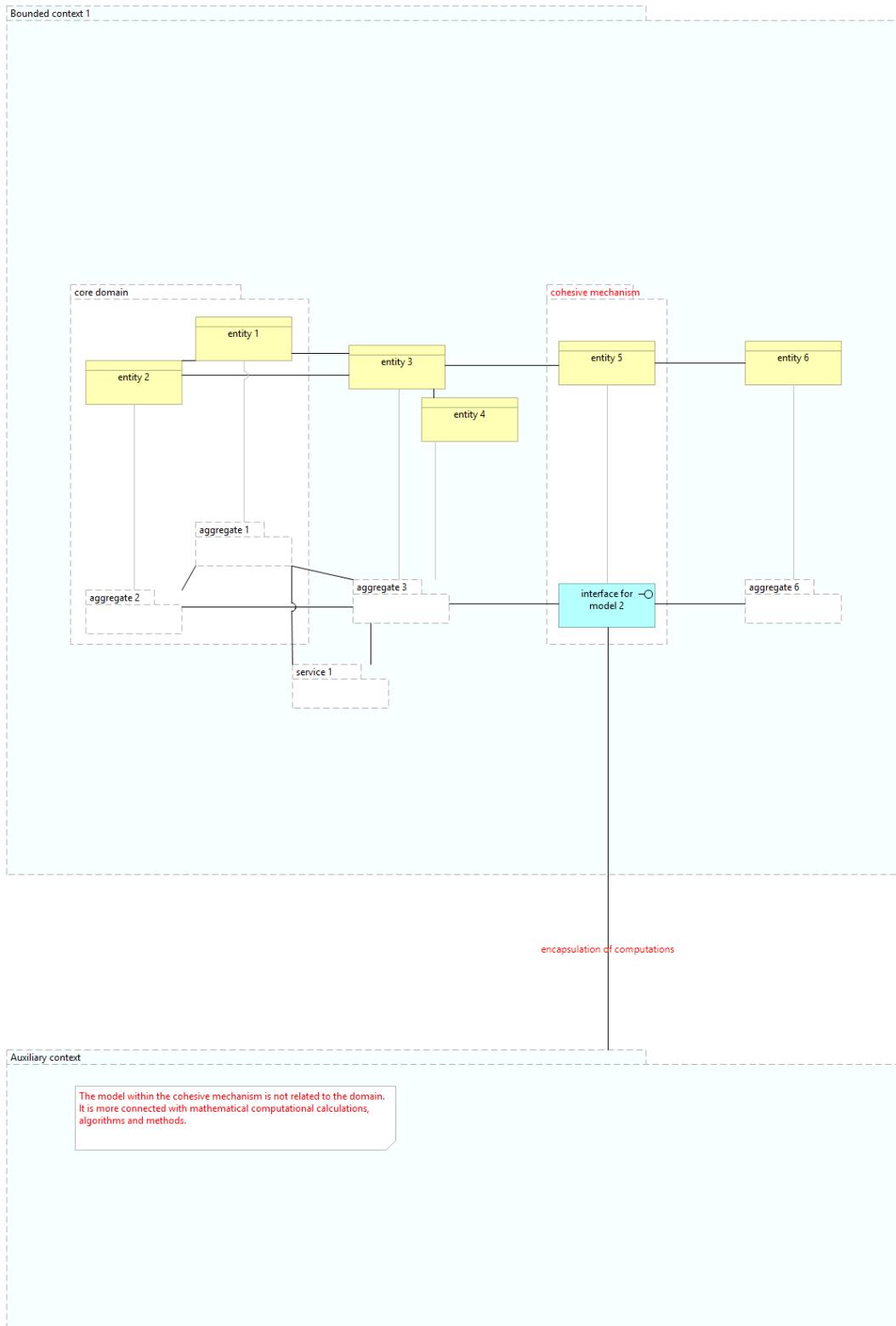
DOMAIN VISION STATEMENT



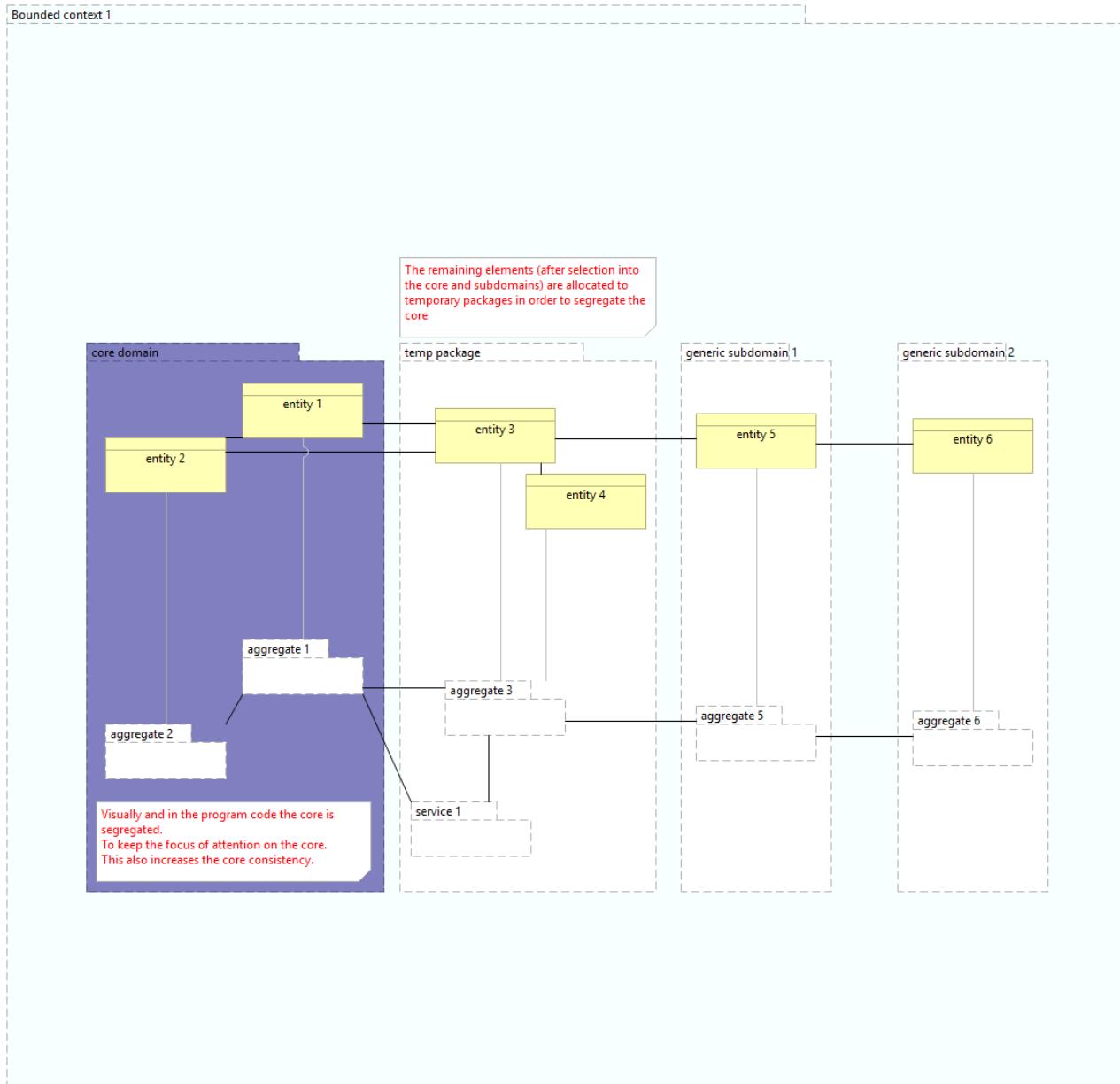
HIGHLIGHTED CORE



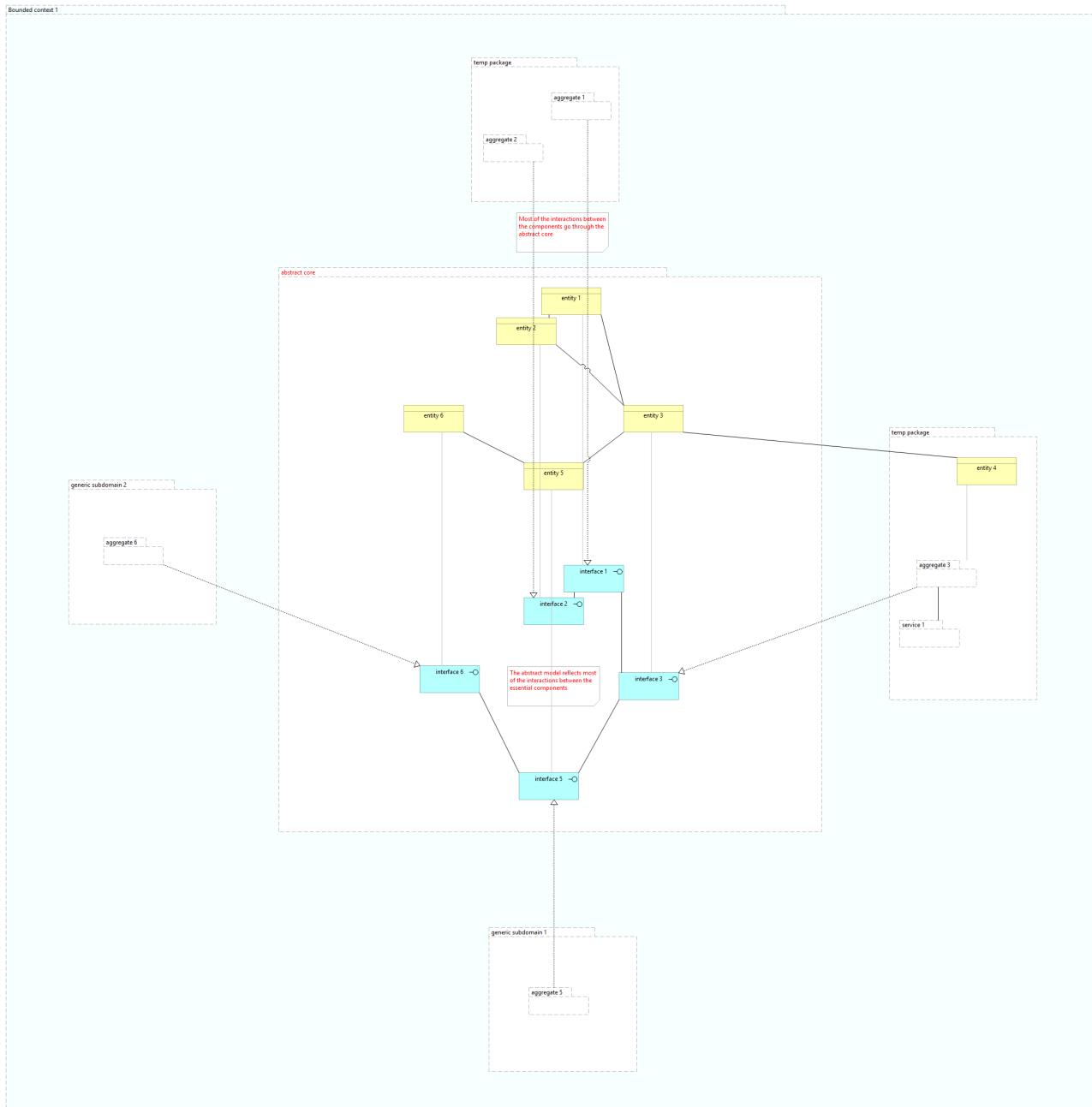
COHESIVE MECHANISMS



SEGREGATED CORE



ABSTRACT CORE



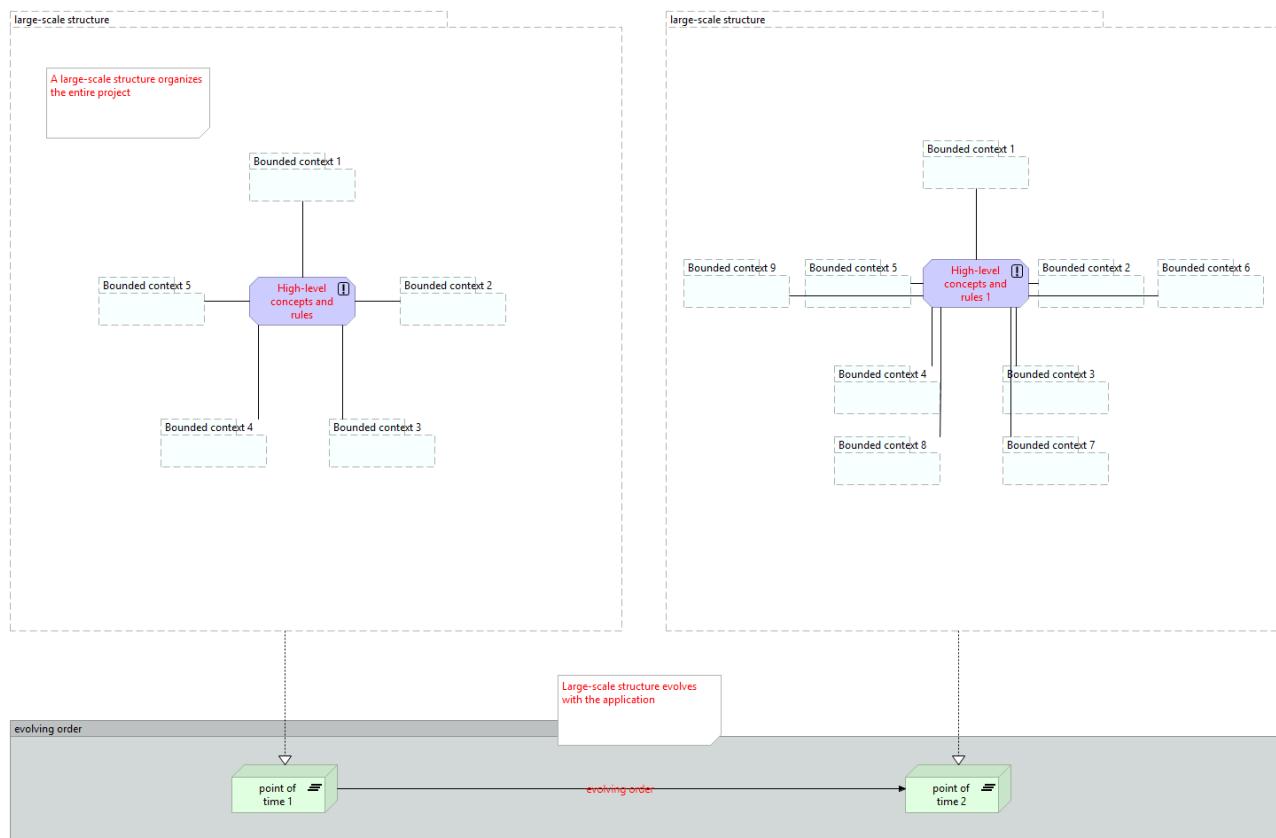
LARGE-SCALE STRUCTURE

DOMAIN DRIVEN DESIGN

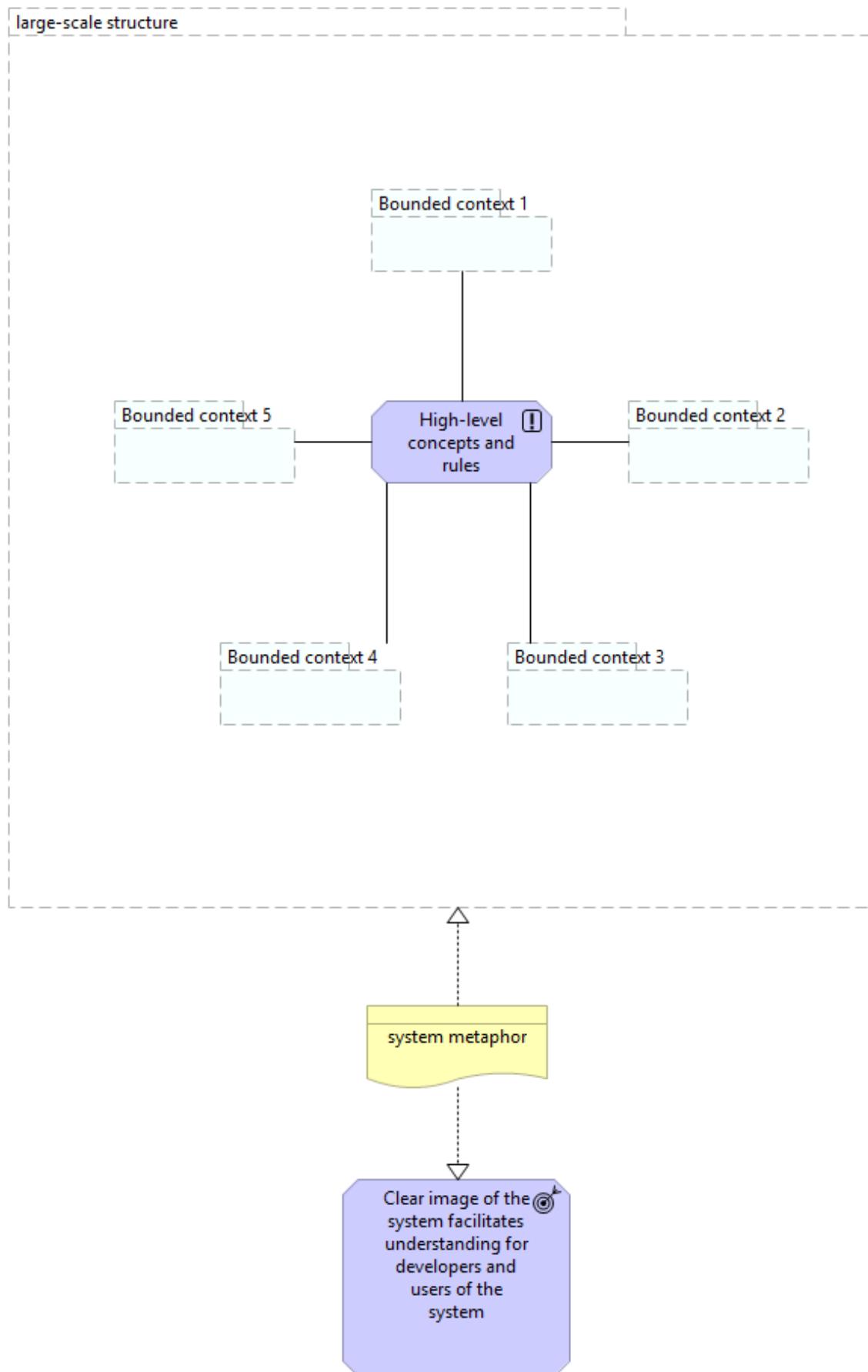
Eric Evans



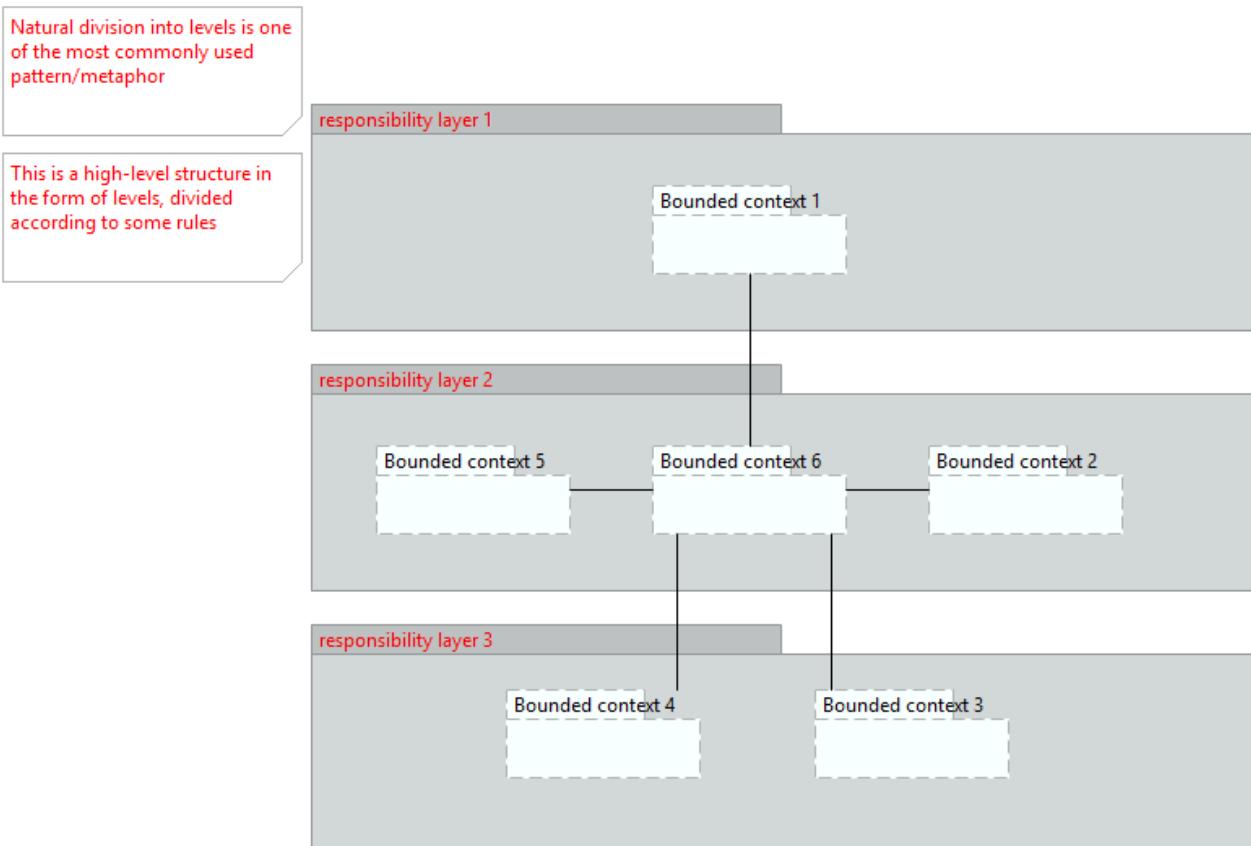
EVOLVING ORDER

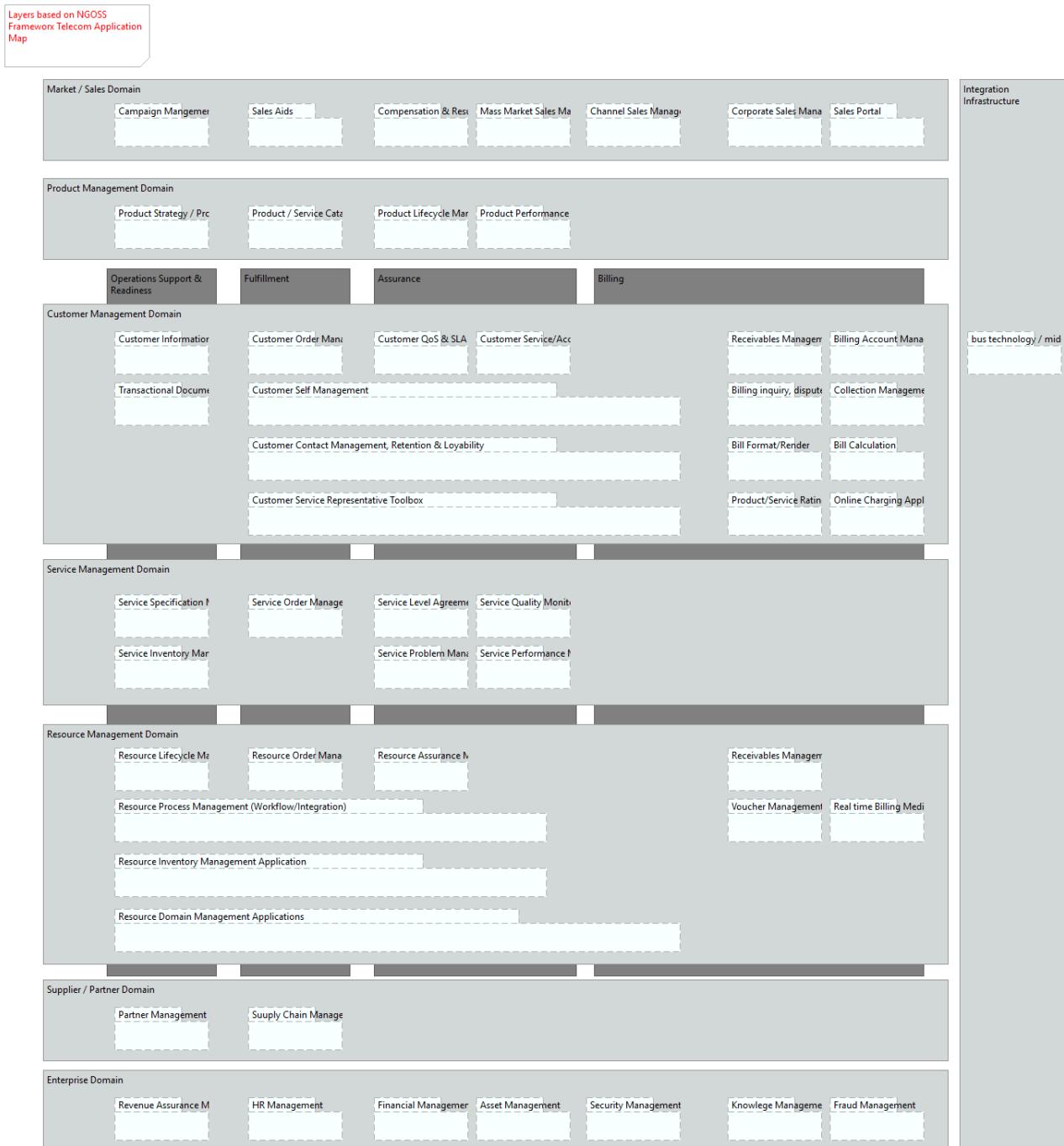


SYSTEM METAPHOR



RESPONSIBILITY LAYERS





Layers based on Porter's Value Chain

Firm infrastructure

Bounded context 1

Human Resources Management

Bounded context 5

Bounded context 6

Bounded context 2

Technological Development

Bounded context 4

Bounded context 3

Procurement

Bounded context 5

Bounded context 6

Inbound Logistics

Bounded context 7

Operations

Bounded context 8

Outbound Logistics

Bounded context 9

Marketing & Sales

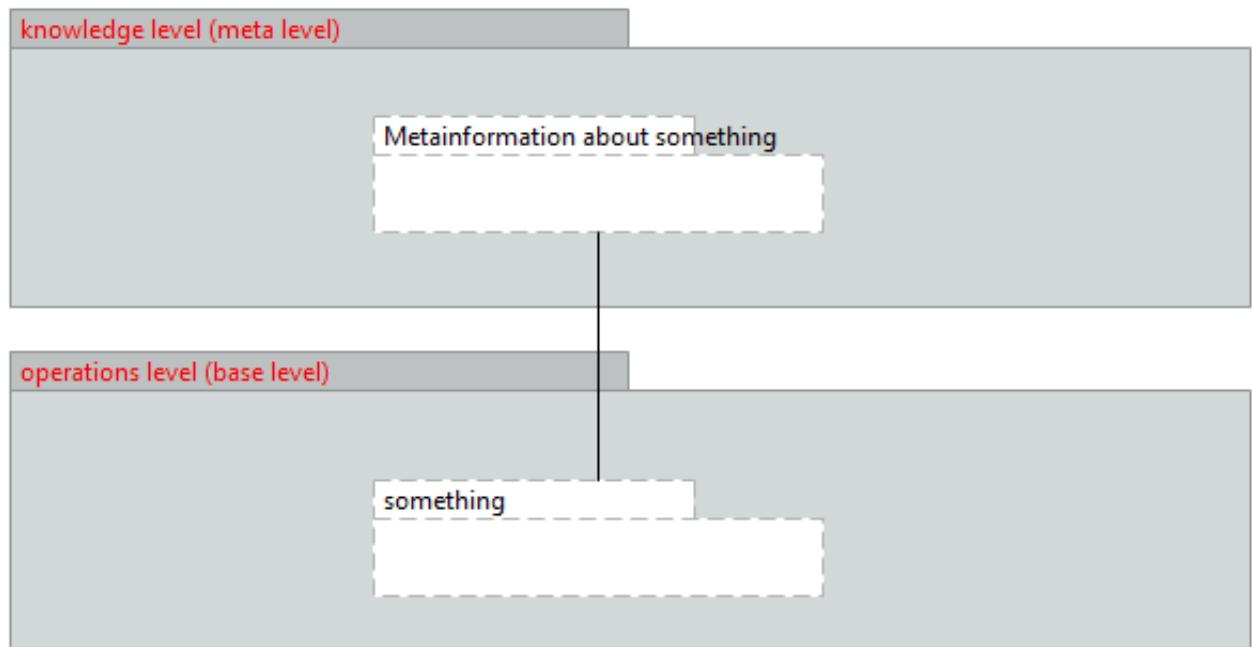
Bounded context 10

Service

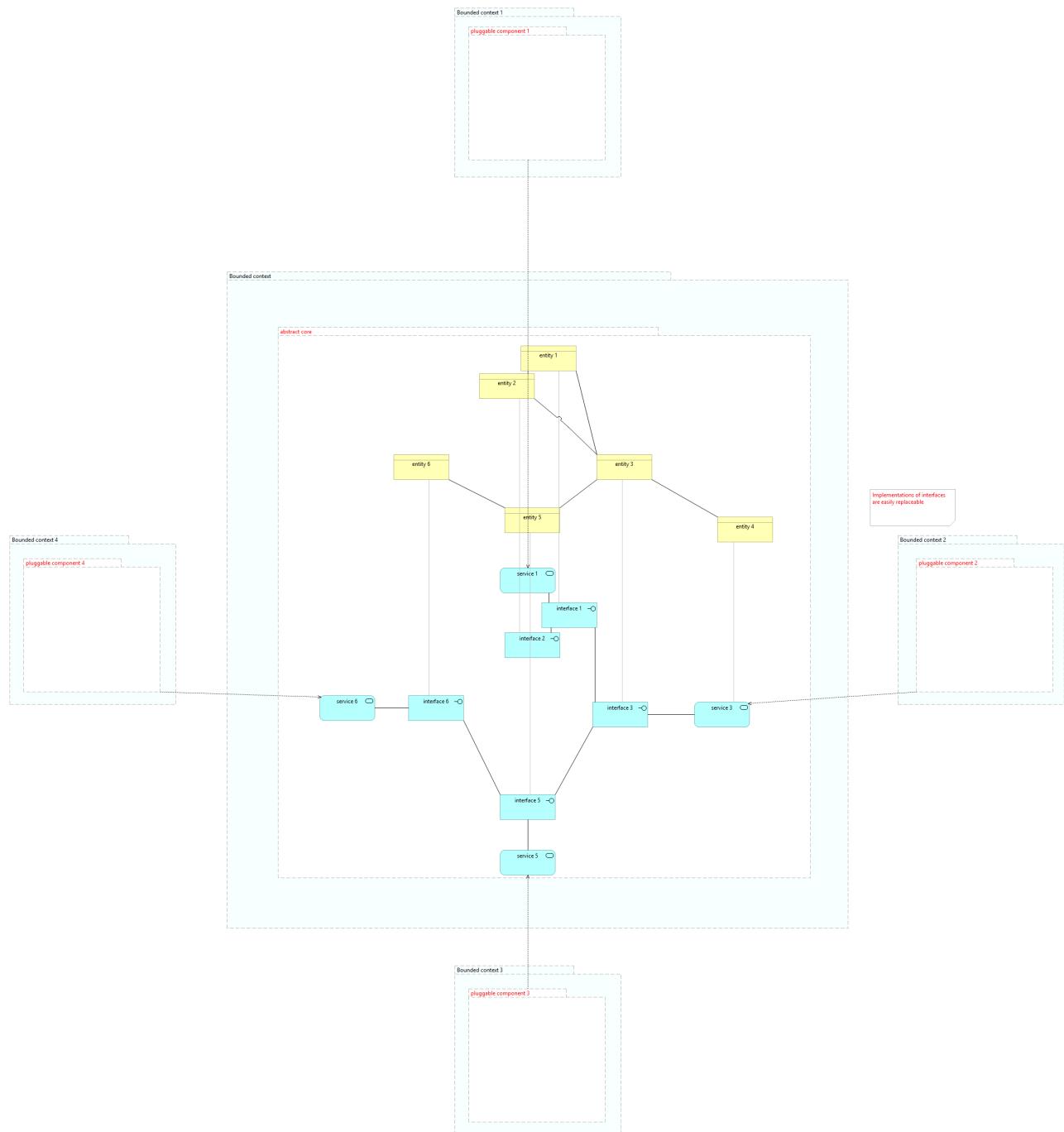
Bounded context 11



KNOWLEDGE LEVEL



PLUGGABLE COMPONENT FRAMEWORK



ADDITIONAL PATTERNS

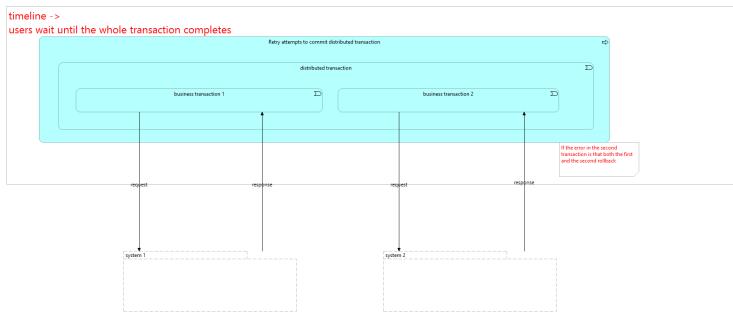
DOMAIN DRIVEN DESIGN

Eric Evans

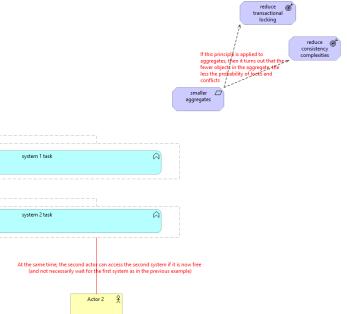
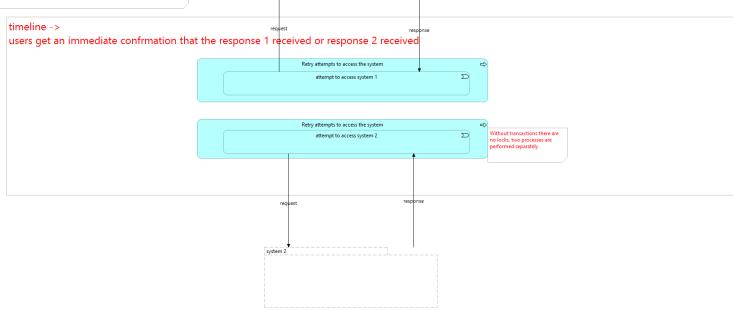


TYPES OF CONSISTENCY

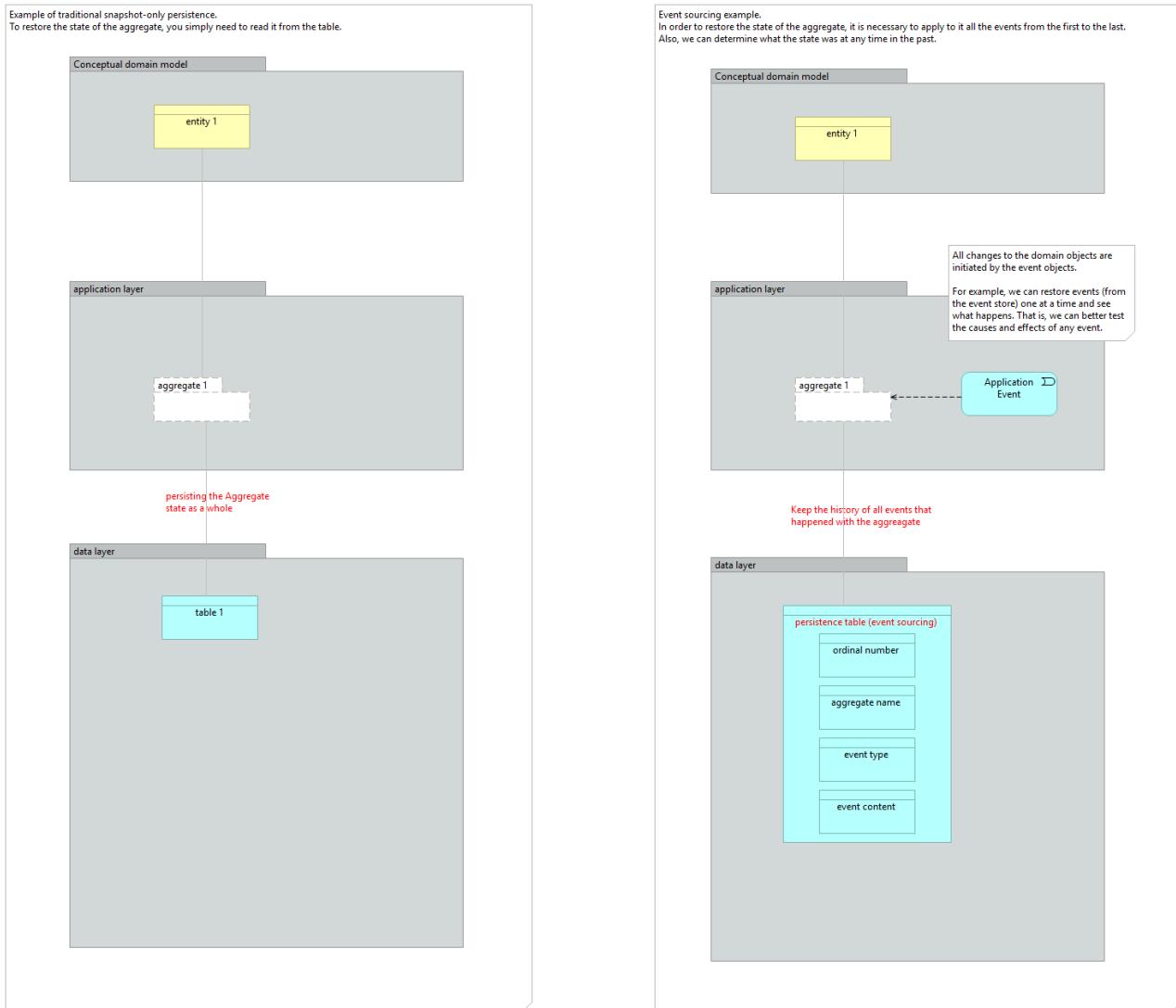
Transactional consistency:
When a transaction is finished the system is in a consistent state.
C� A distributed transaction is a workflow.
The more objects involved in a distributed transaction, the greater the risk of potential loss and conflicts.



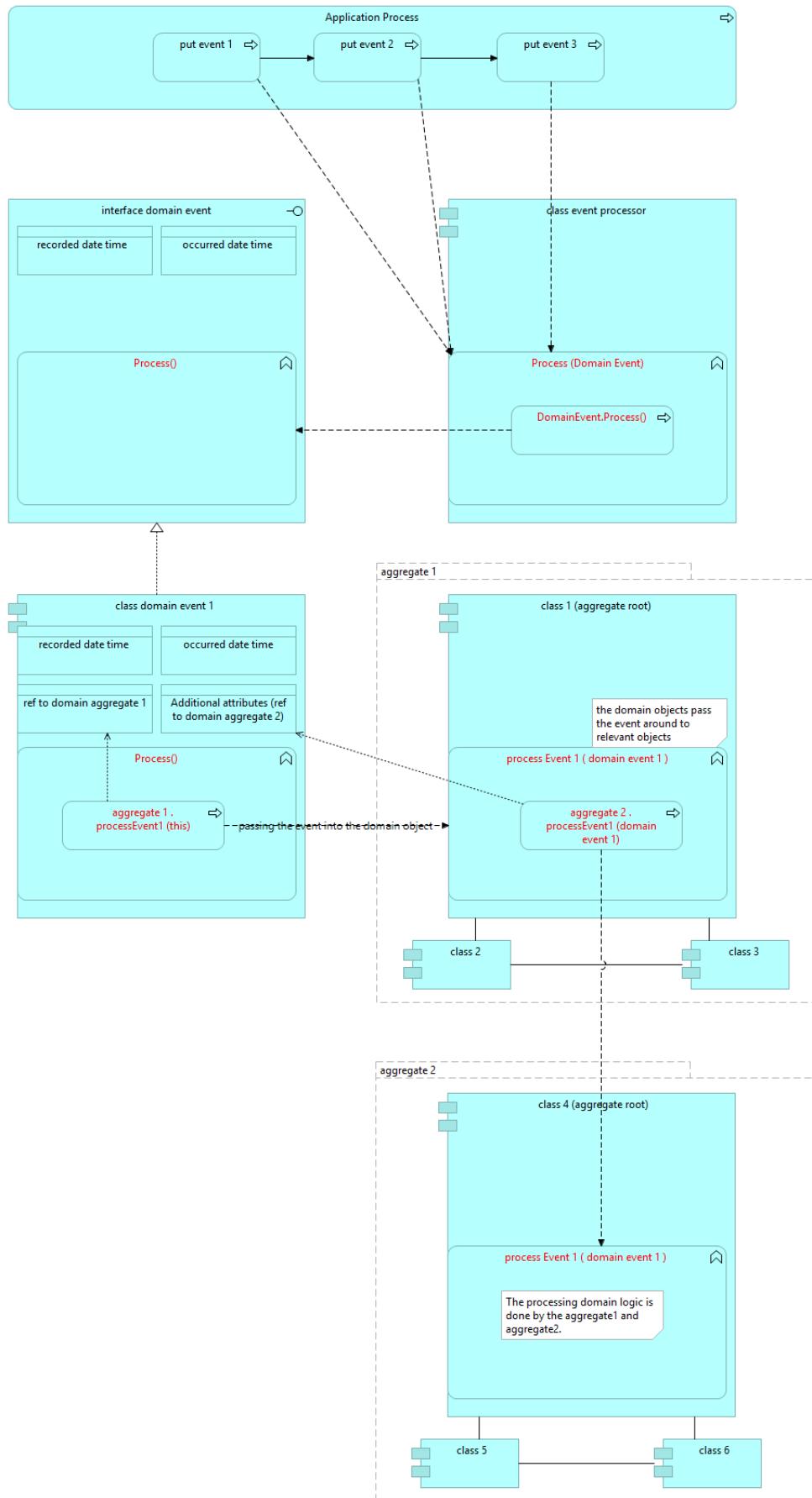
Eventual Consistency:
B&D (Best Available, Soft state, Eventual consistency)



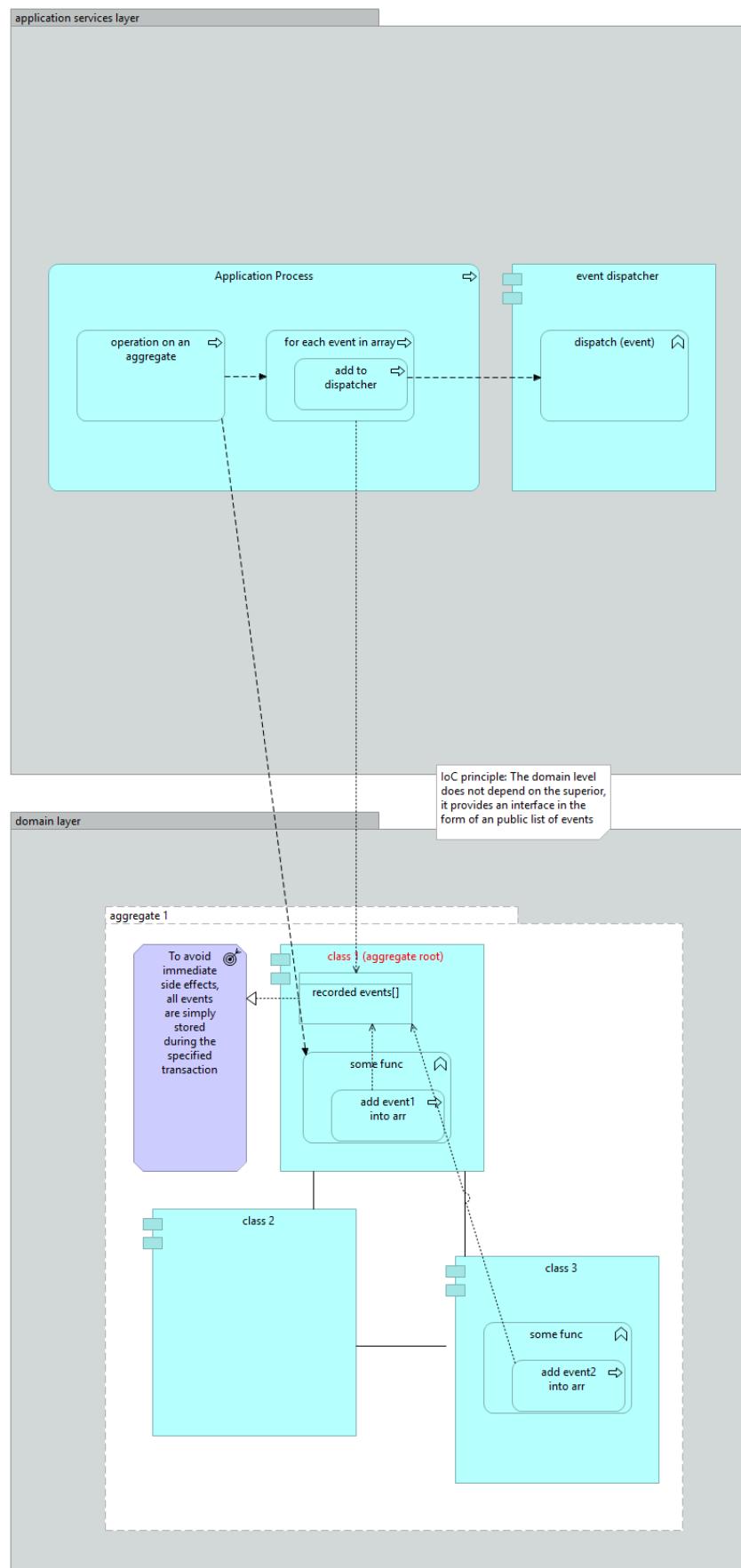
EVENT SOURCING



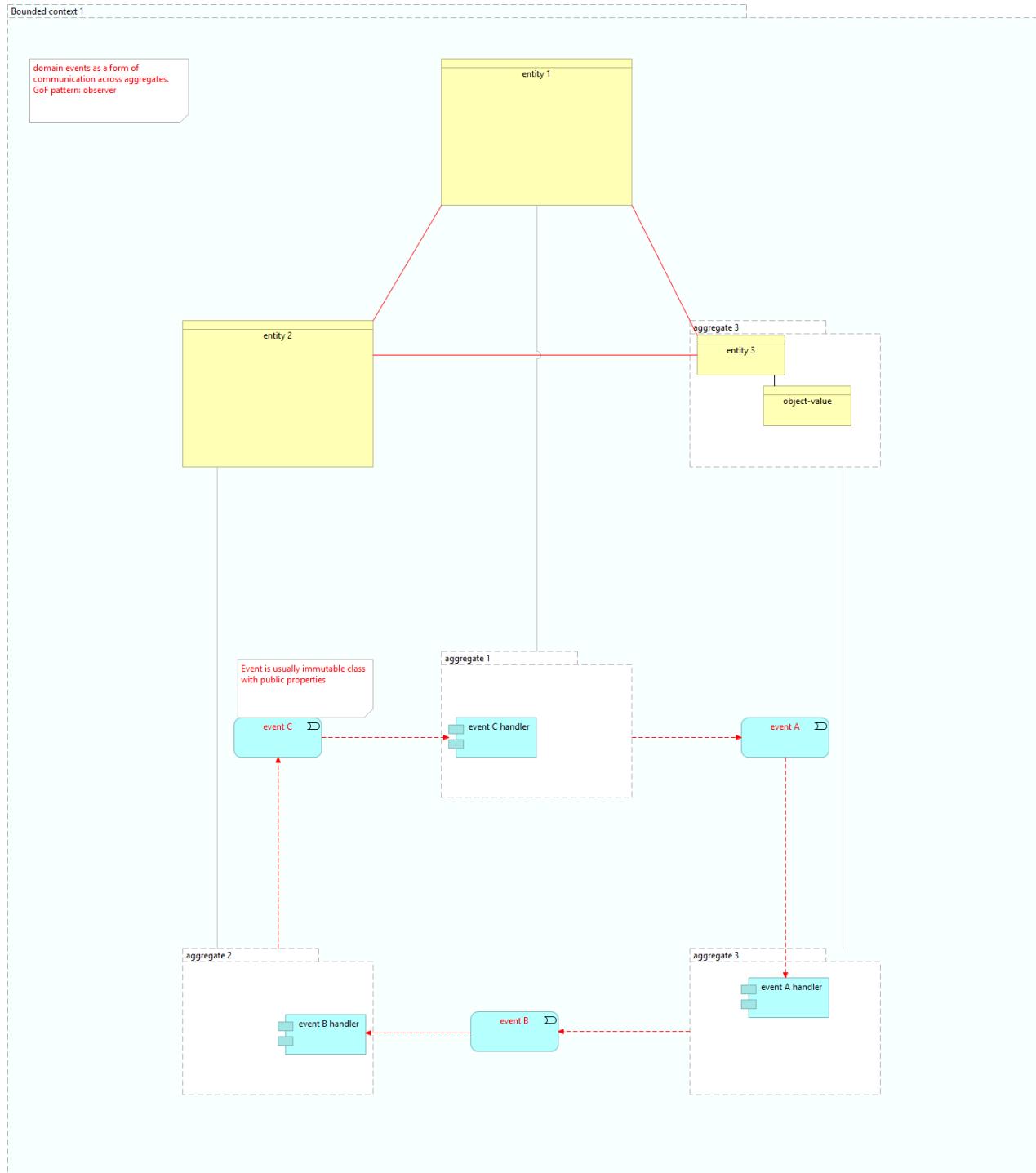
EVENT PROCESSOR



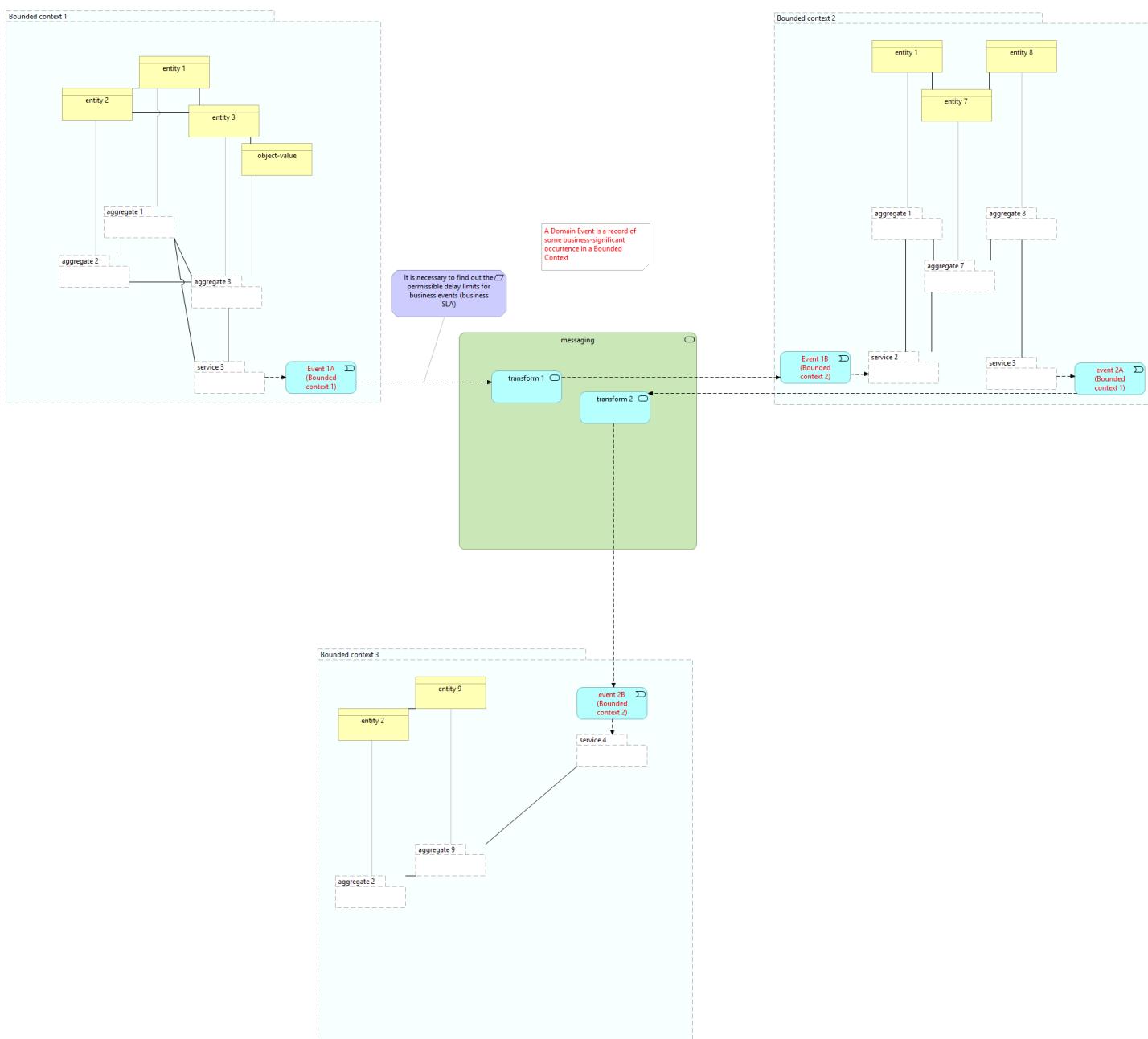
EVENT DISPATCHER



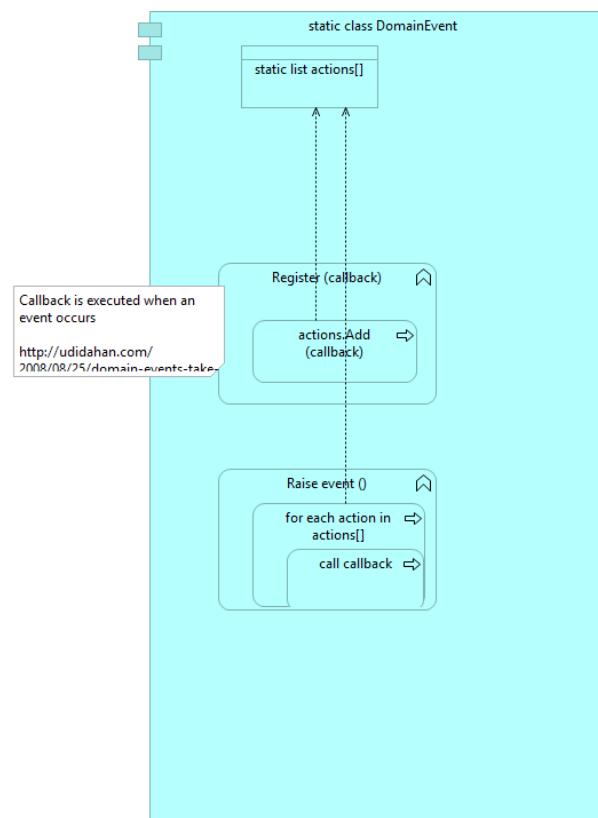
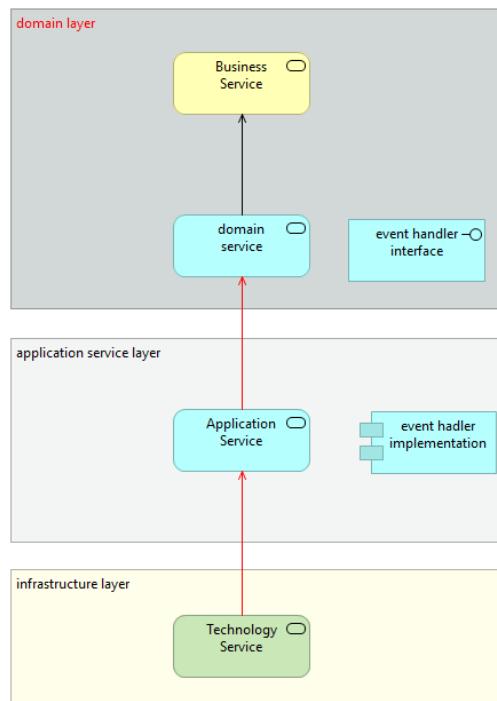
INTERNAL DOMAIN EVENTS



EXTERNAL DOMAIN EVENTS, TRANSFER BETWEEN CONTEXTS

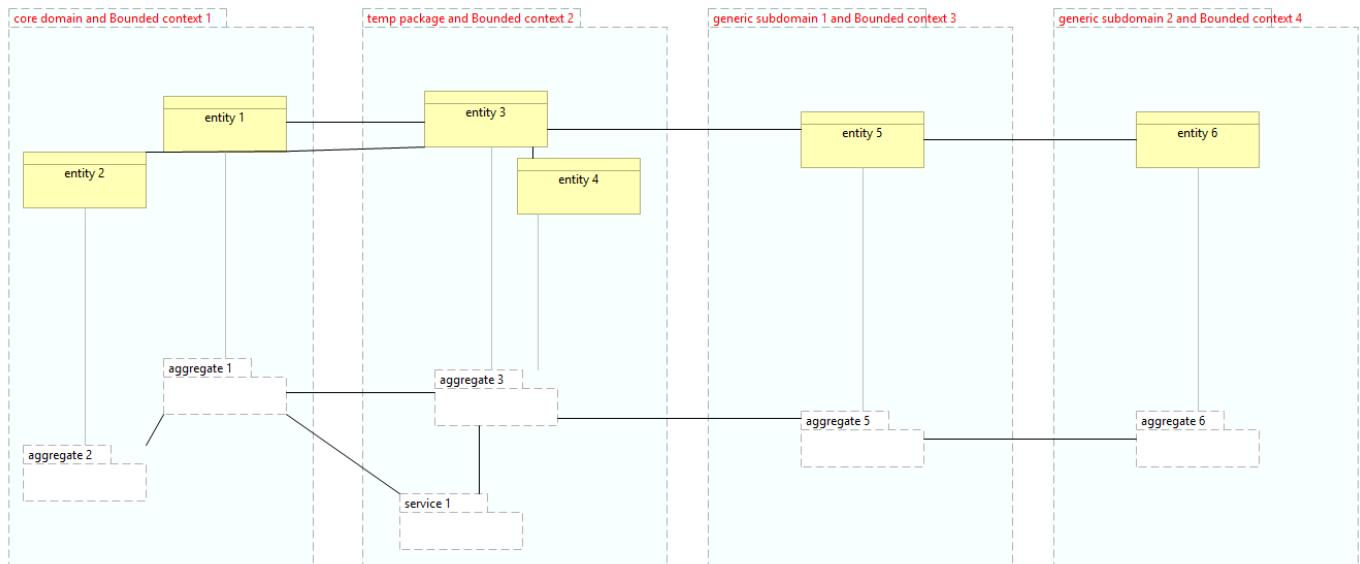


STATIC DOMAIN EVENTS CLASS

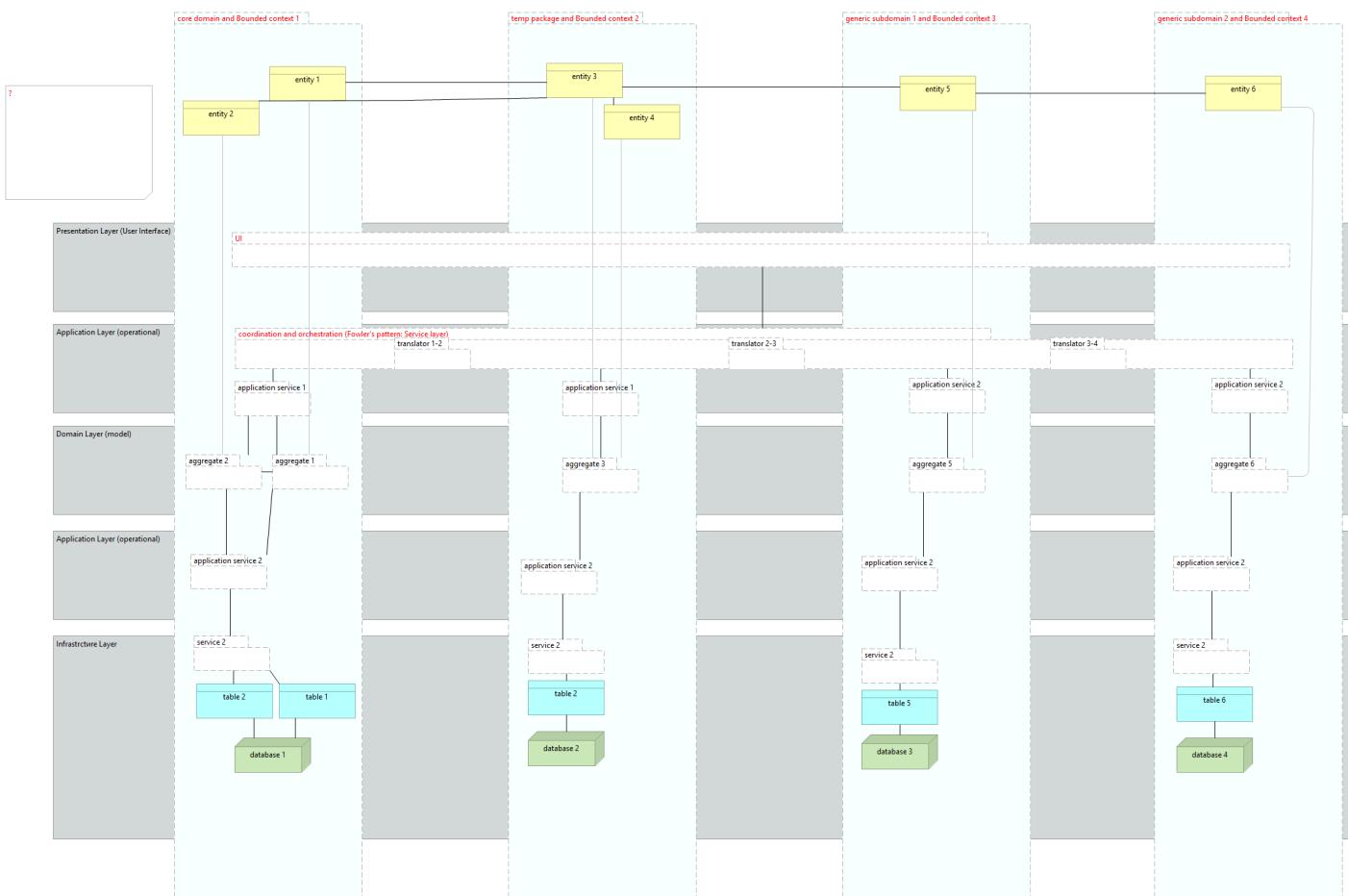


ONE SUBDOMAIN PER BOUNDED CONTEXT

May be multiple Subdomains in one Bounded Context
but most optimal to use one Subdomain per Bounded Context

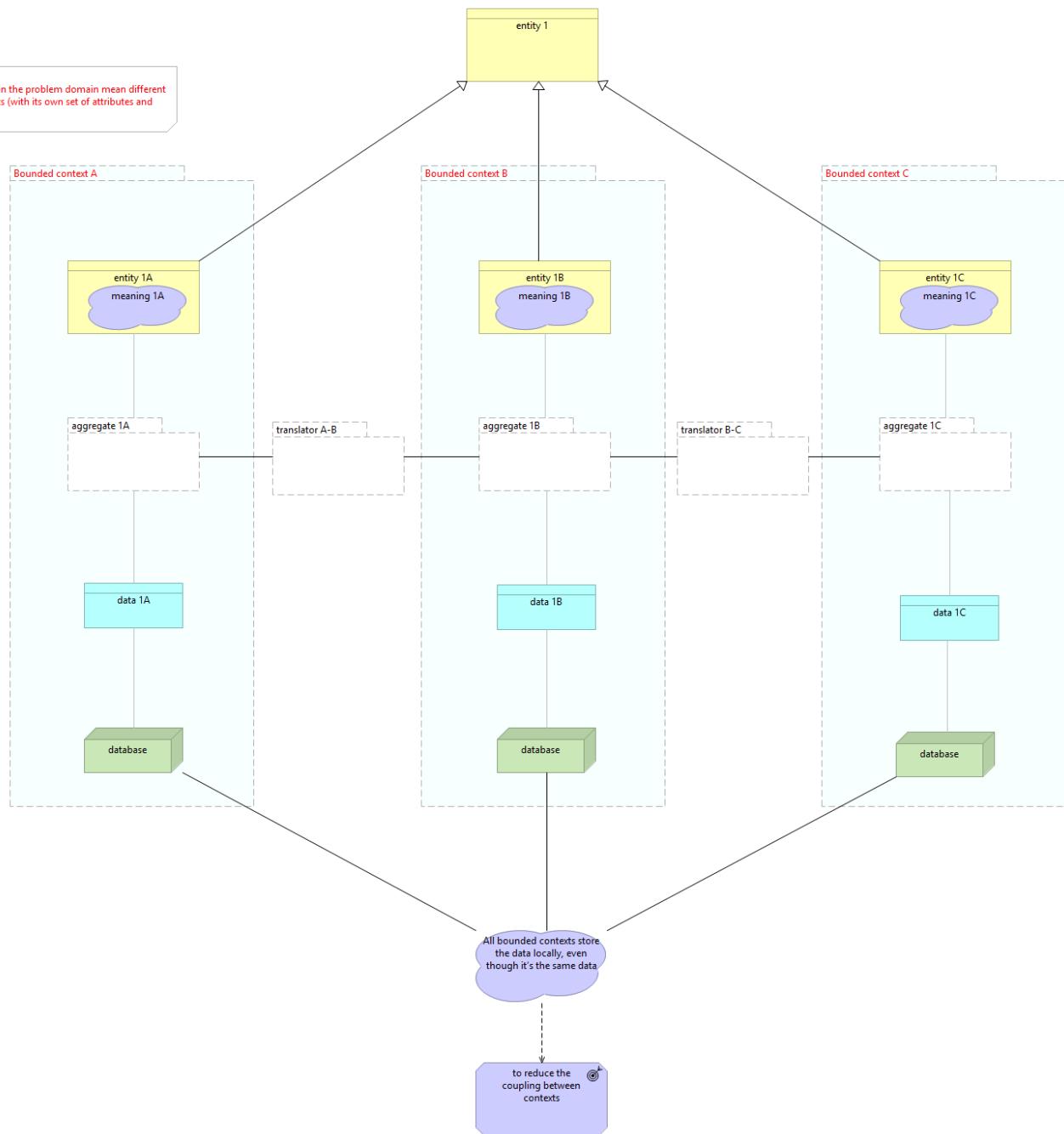


THE APPLICATION LAYER COORDINATES THE WORK BETWEEN CONTEXTS

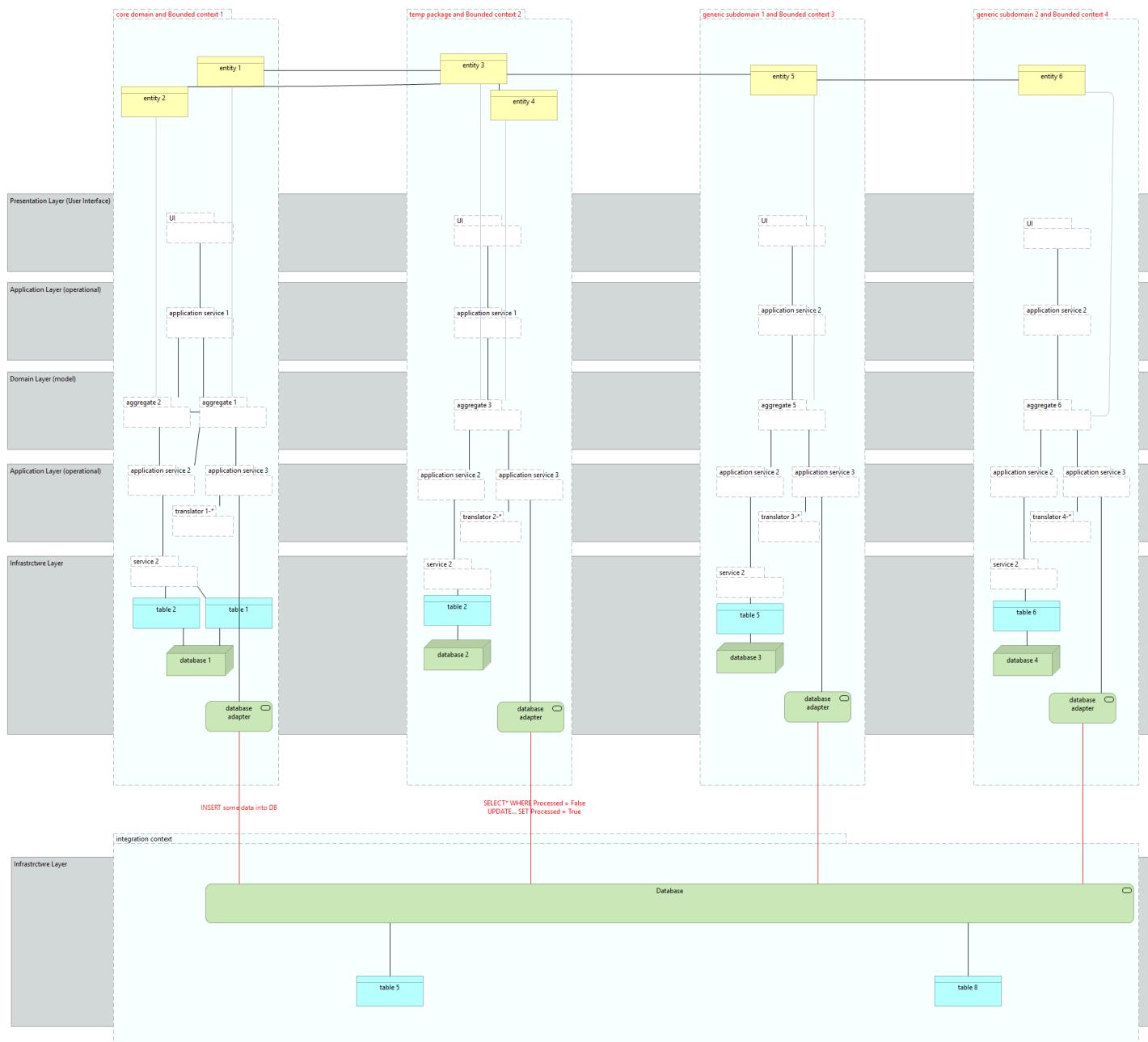


THE SAME PHYSICAL ENTITY IN DIFFERENT CONTEXTS

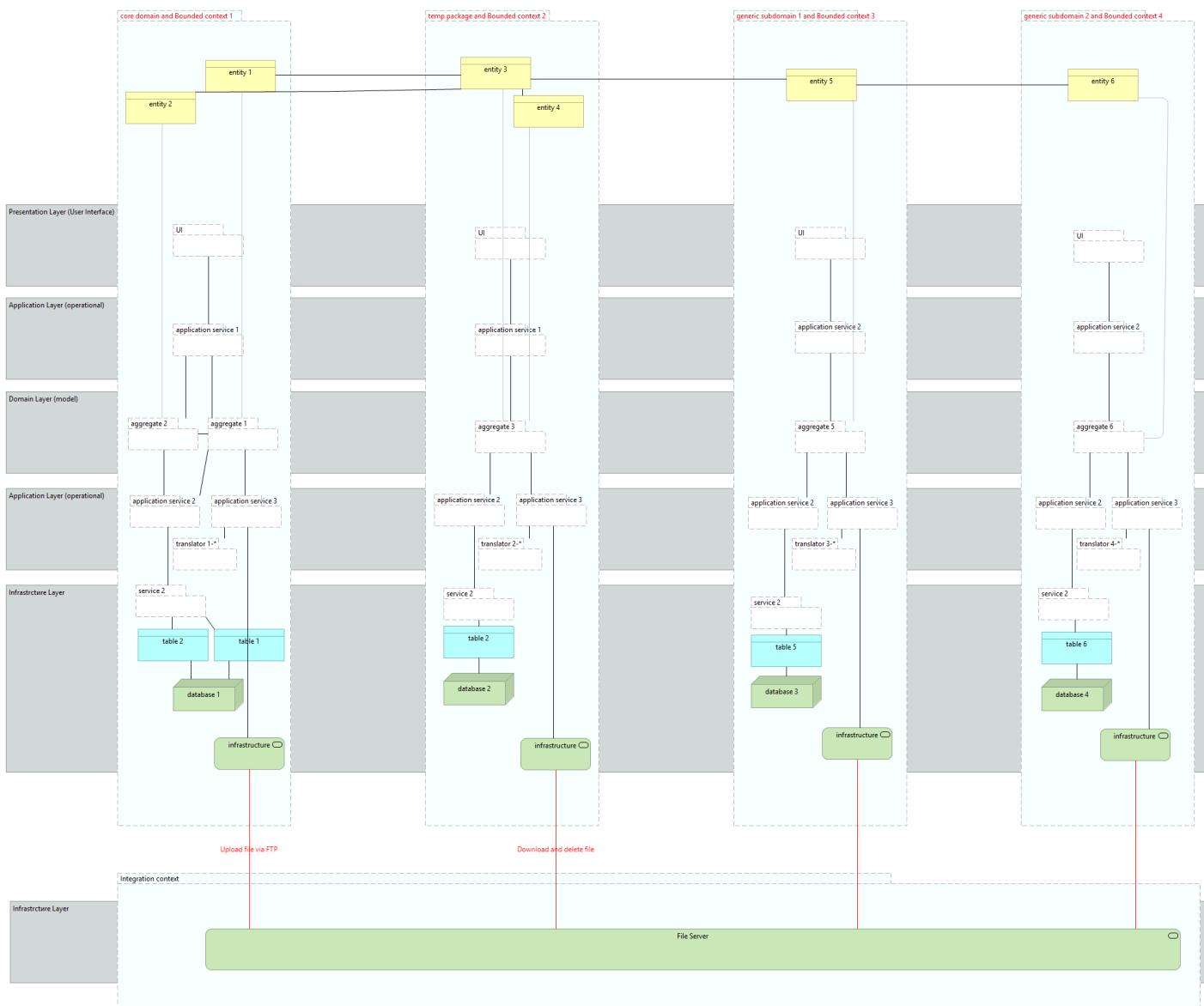
Example
The same physical entity in the problem domain mean different things in different contexts (with its own set of attributes and aspects of behavior).



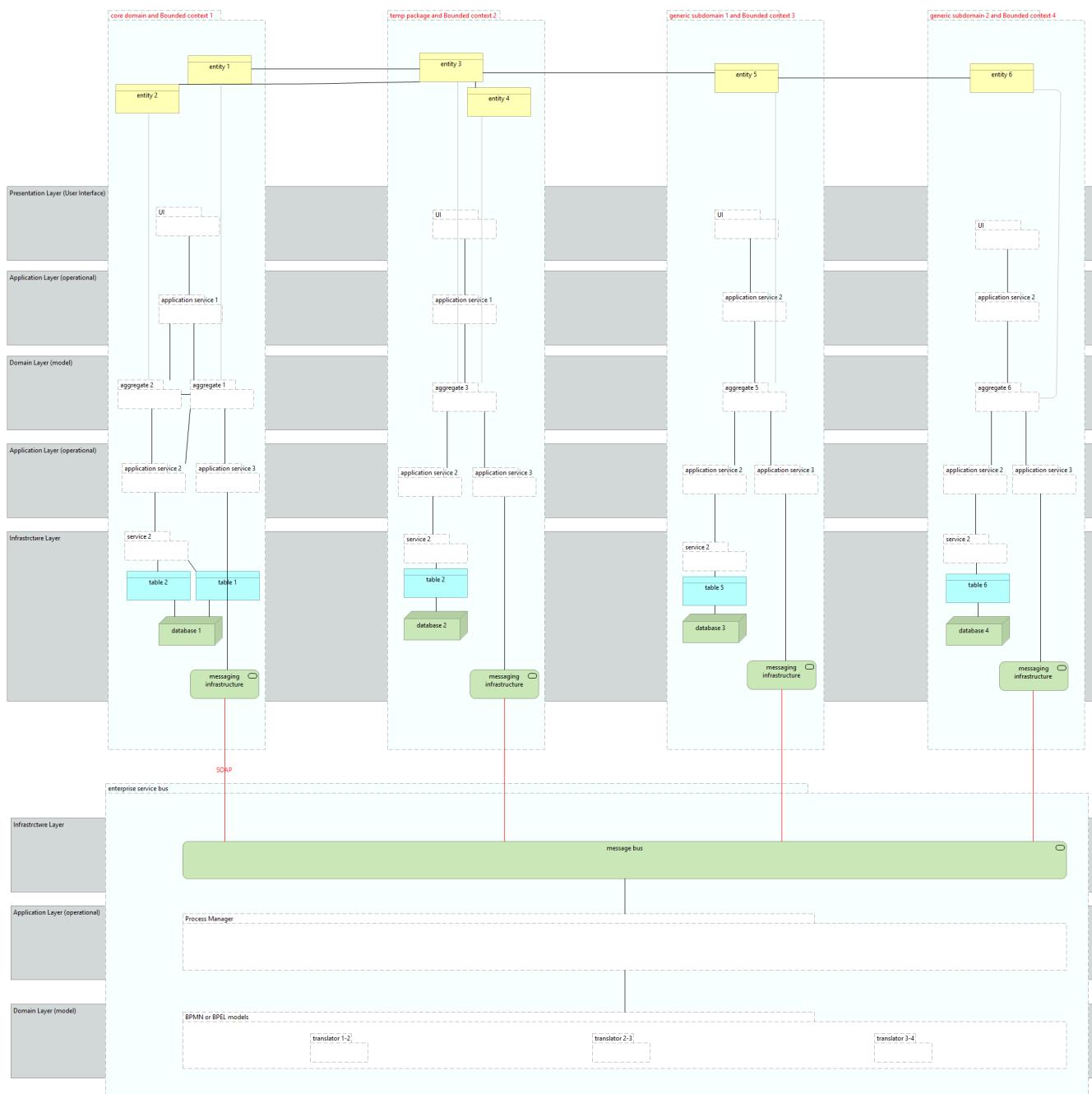
INTEGRATION OF BOUDED CONTEXTS THROUGH DATABASE



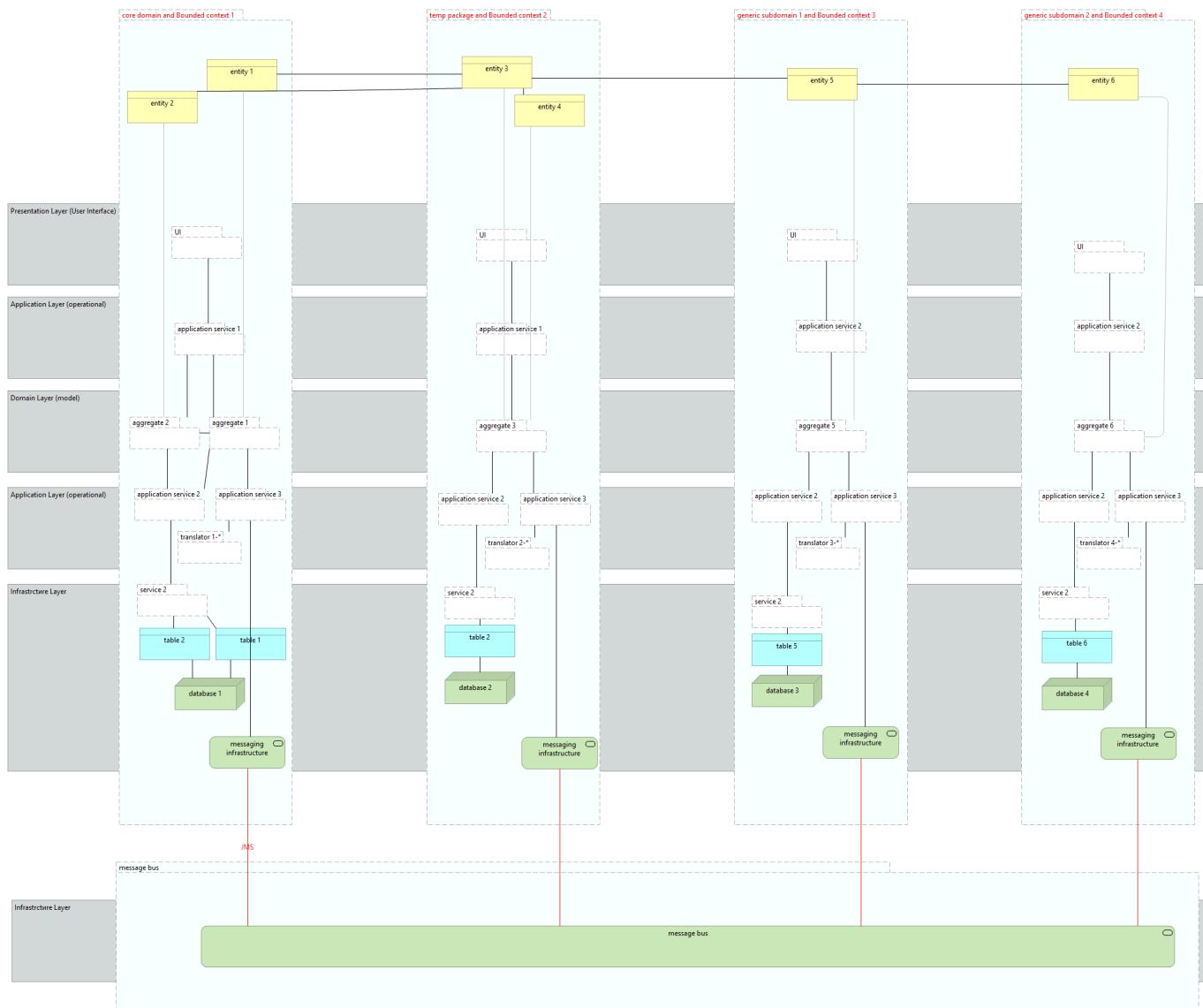
INTEGRATION OF BOUDED CONTEXTS THROUGH FLAT FILES



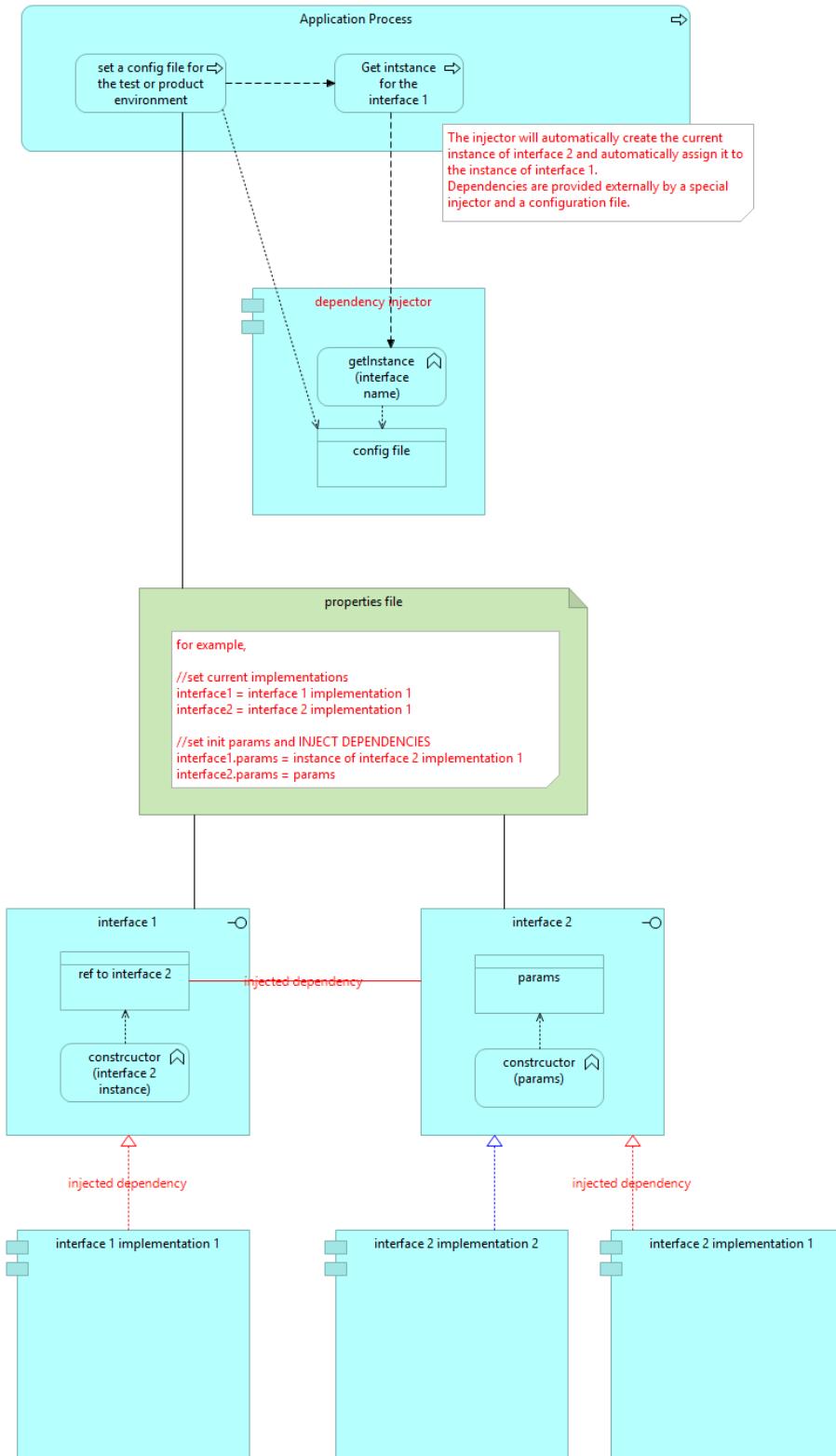
INTEGRATION OF BOUDED CONTEXTS THROUGH ENTERPRISE SERVICE BUS



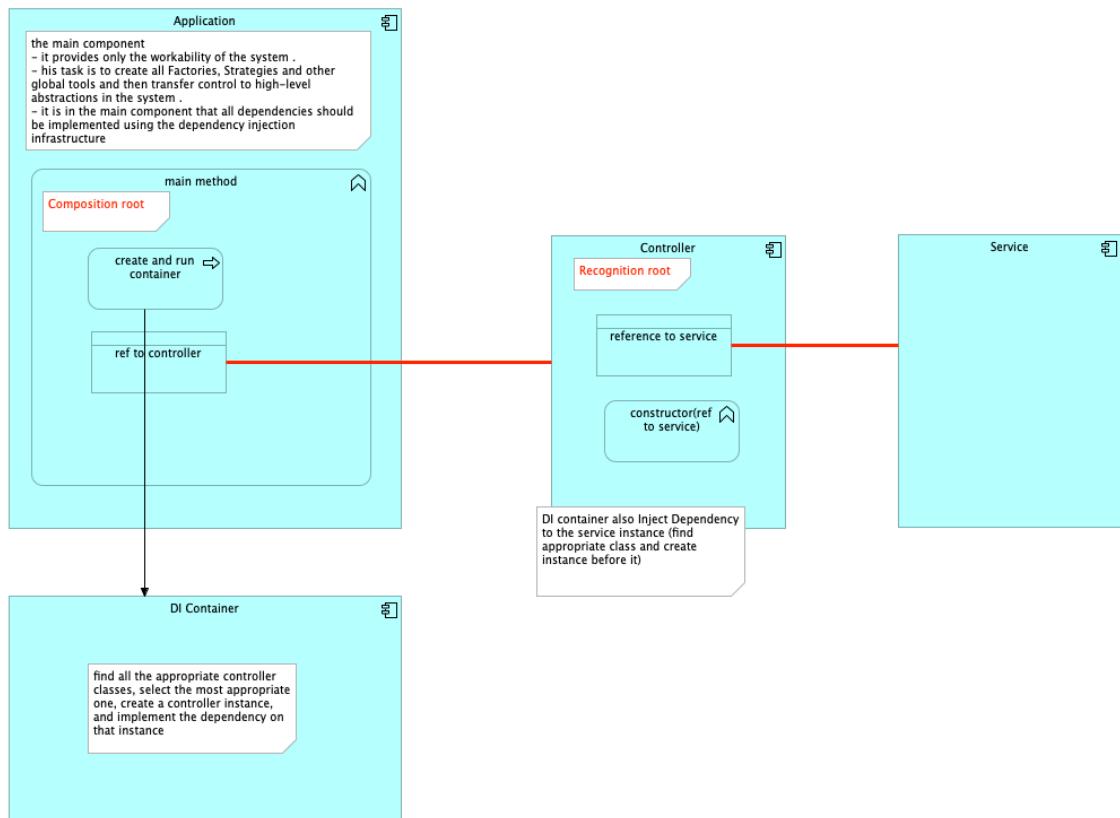
INTEGRATION OF BOUDED CONTEXTS THROUGH MESSAGE QUEUE



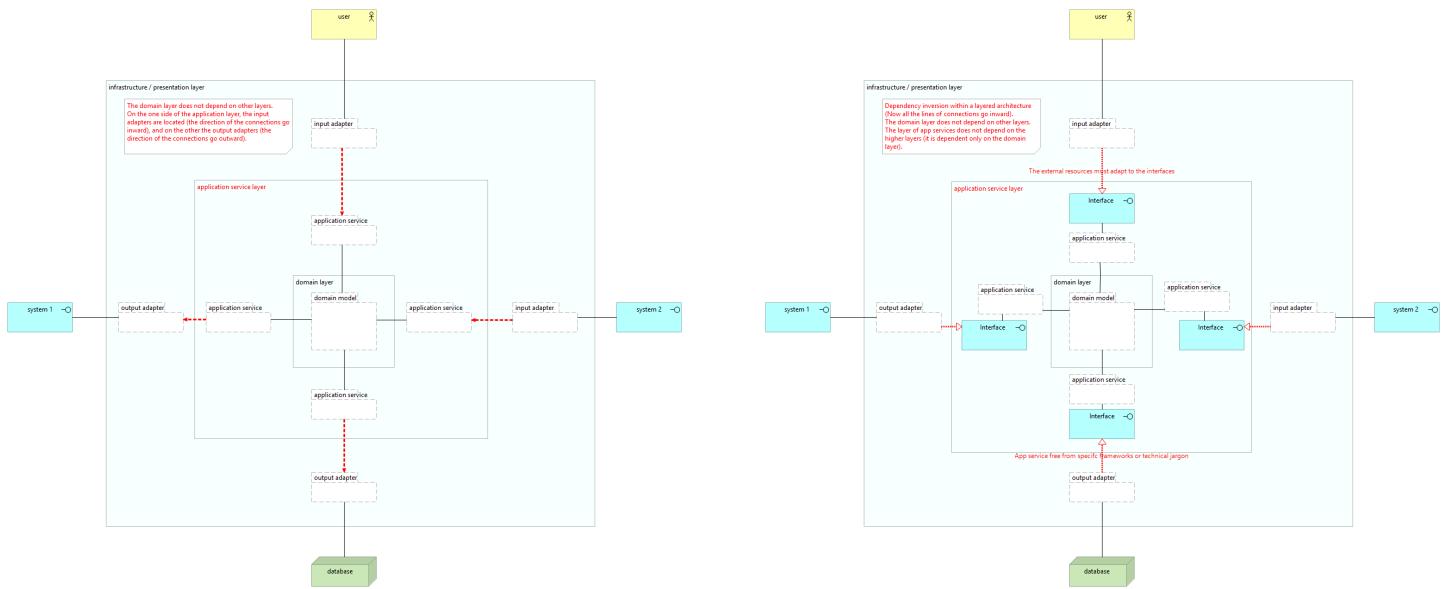
DEPENDENCY INJECTION



the diagram demonstrates the basic concepts of DI:
 - the main component
 - root of composition
 - recognition root – first recognized and injected class
 (the root of the object graph to be recognized)



DEPENDENCY INVERSION

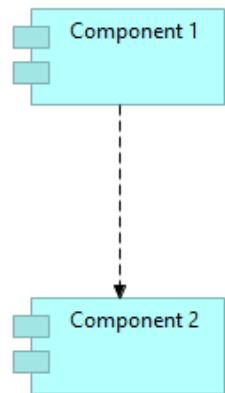


INVERSION OF CONTROL

IoC

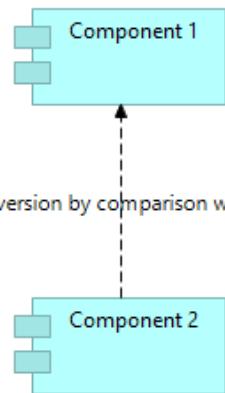
Inversion of control is about who initiates messages.

Variant 1



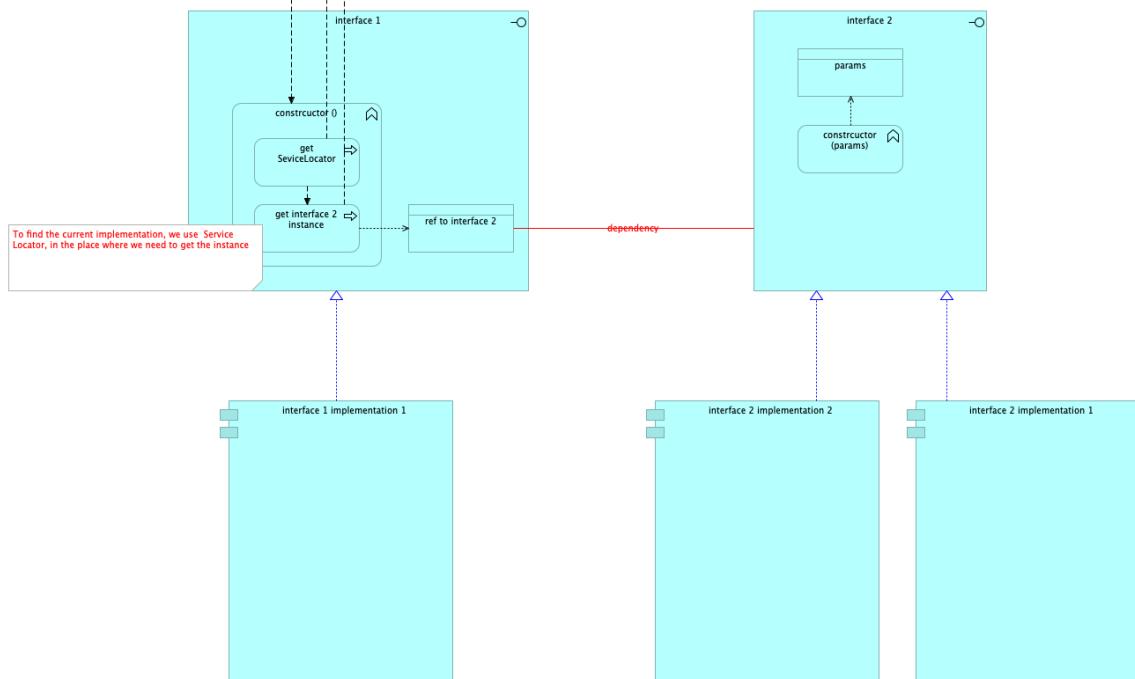
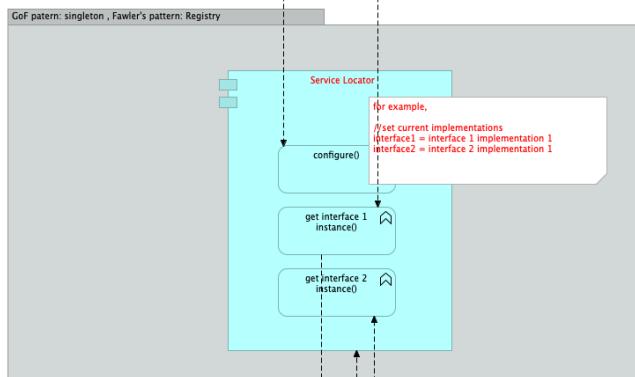
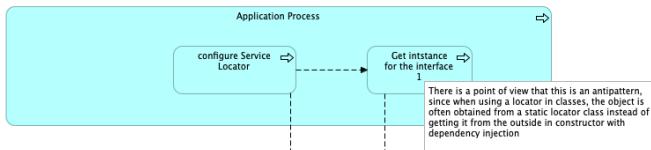
Variant 2

Here the control inversion by comparison with the previous case



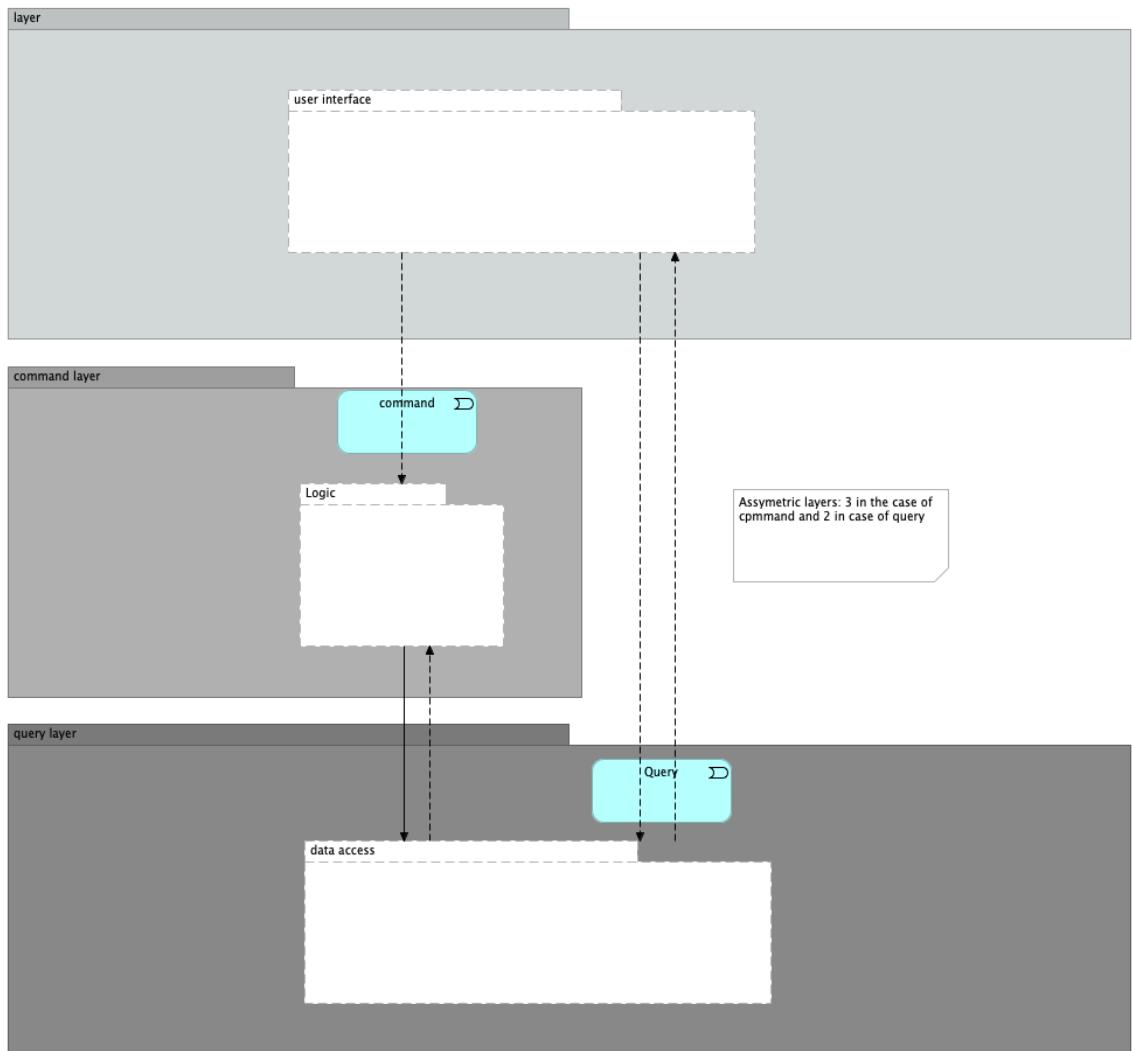
SERVICE LOCATOR

principle of separating configuration from use
 Fowler's pattern: plugin
 Fowler's pattern: Segregated Interface
 Fowler's pattern: Registry



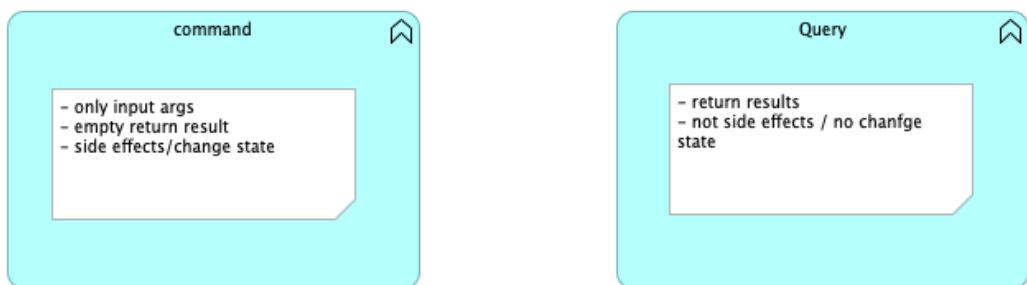
CQRS

Command Query Responsibility Segregation (CQRS)
Different layers for Commands and Queries

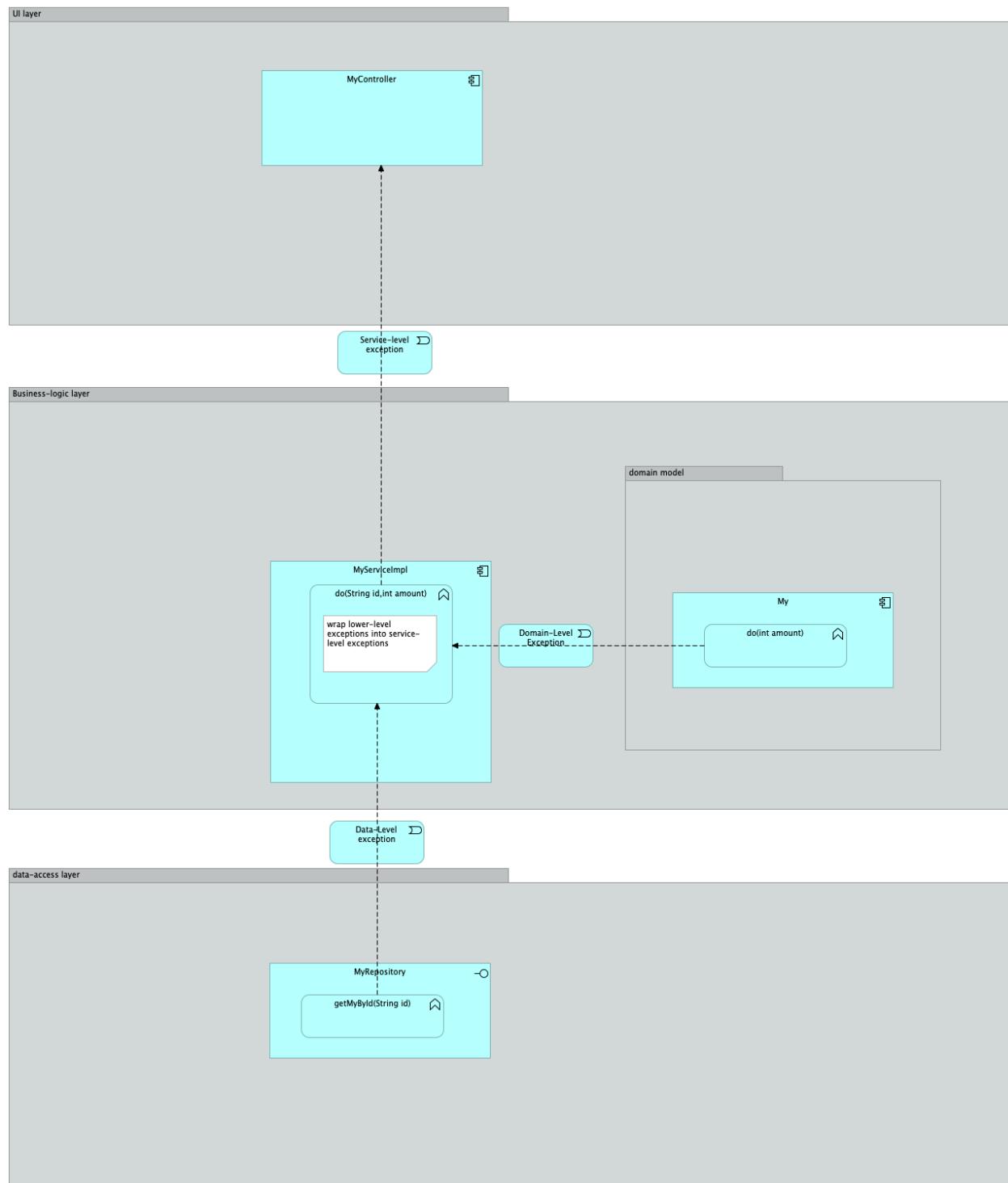


CQS

CQS Command/Query Separation

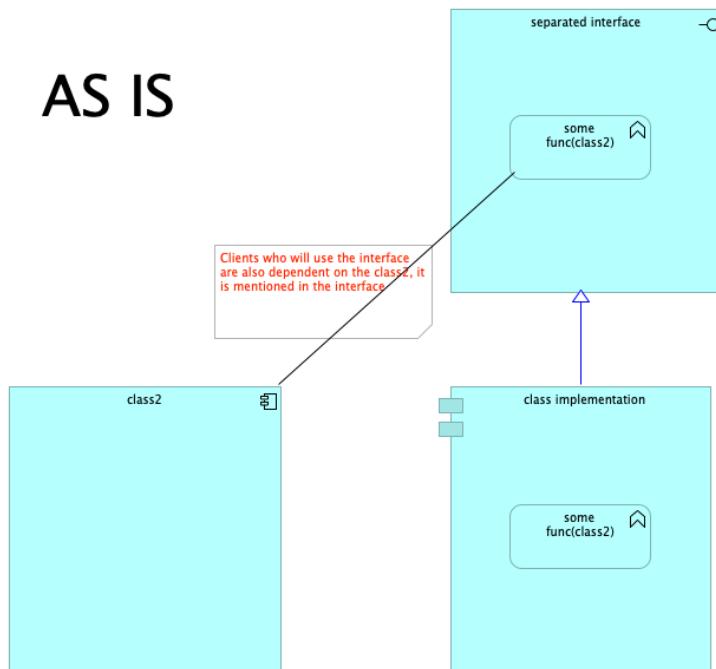


WRAP LOW-LEVEL EXCEPTIONS

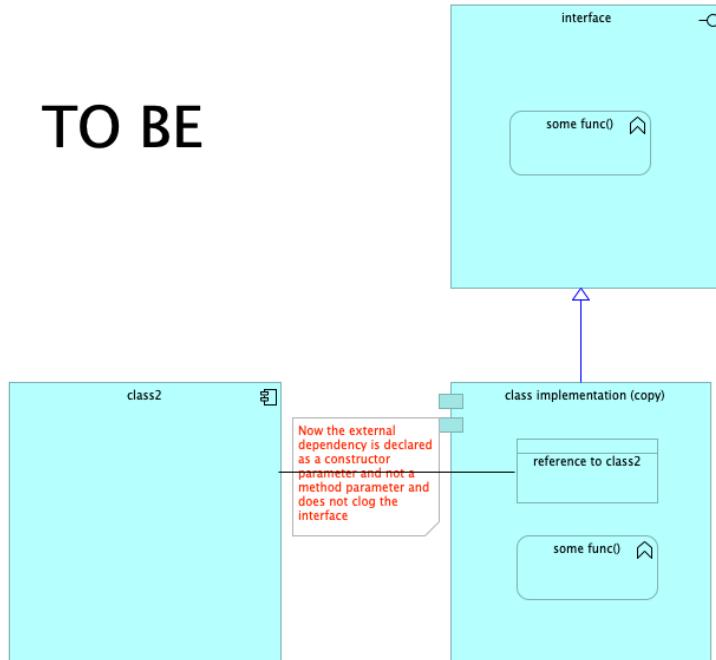


EXTRACT DEPENDENCY FROM INTERFACE TO CONSTRUCTOR

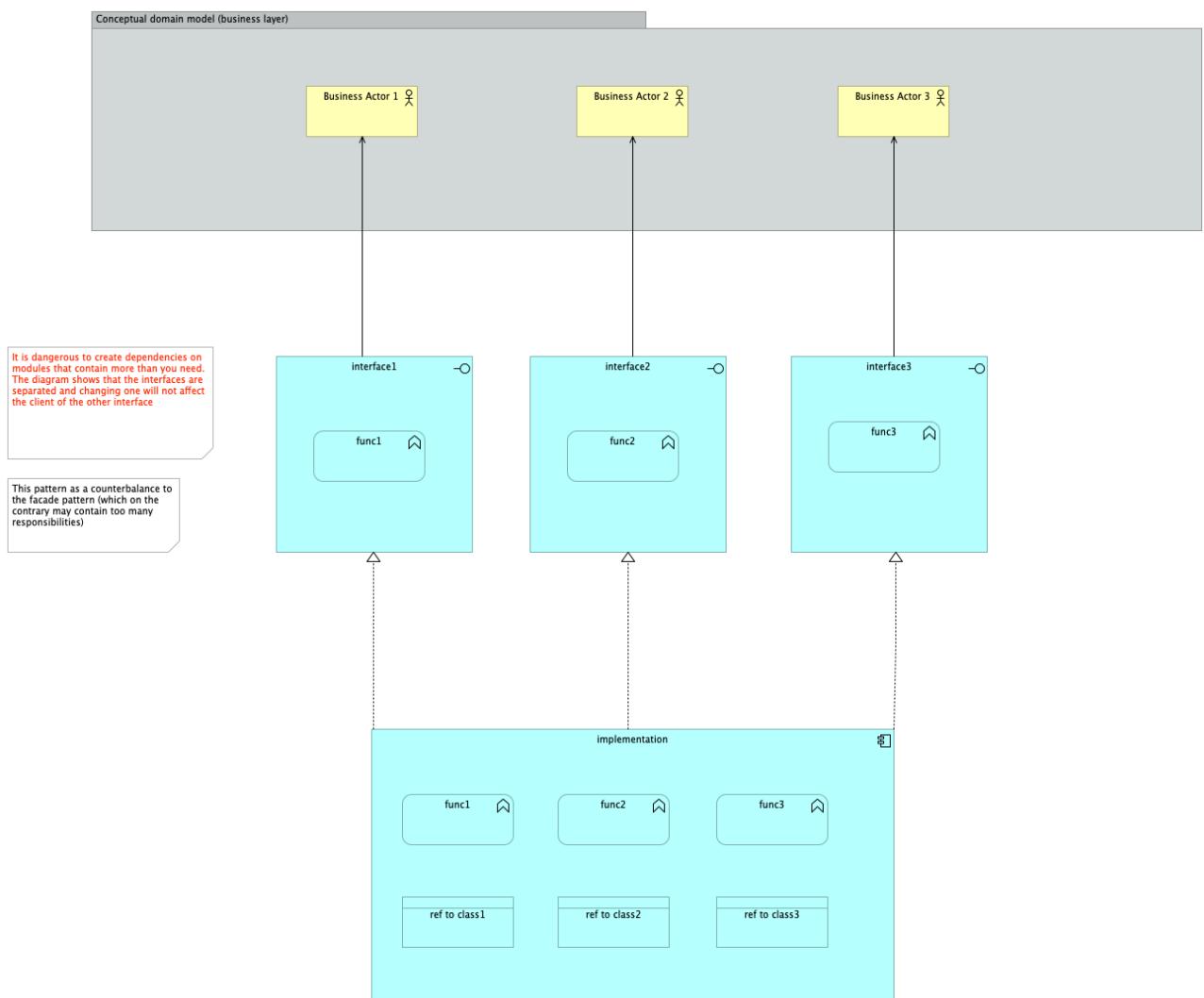
AS IS



TO BE

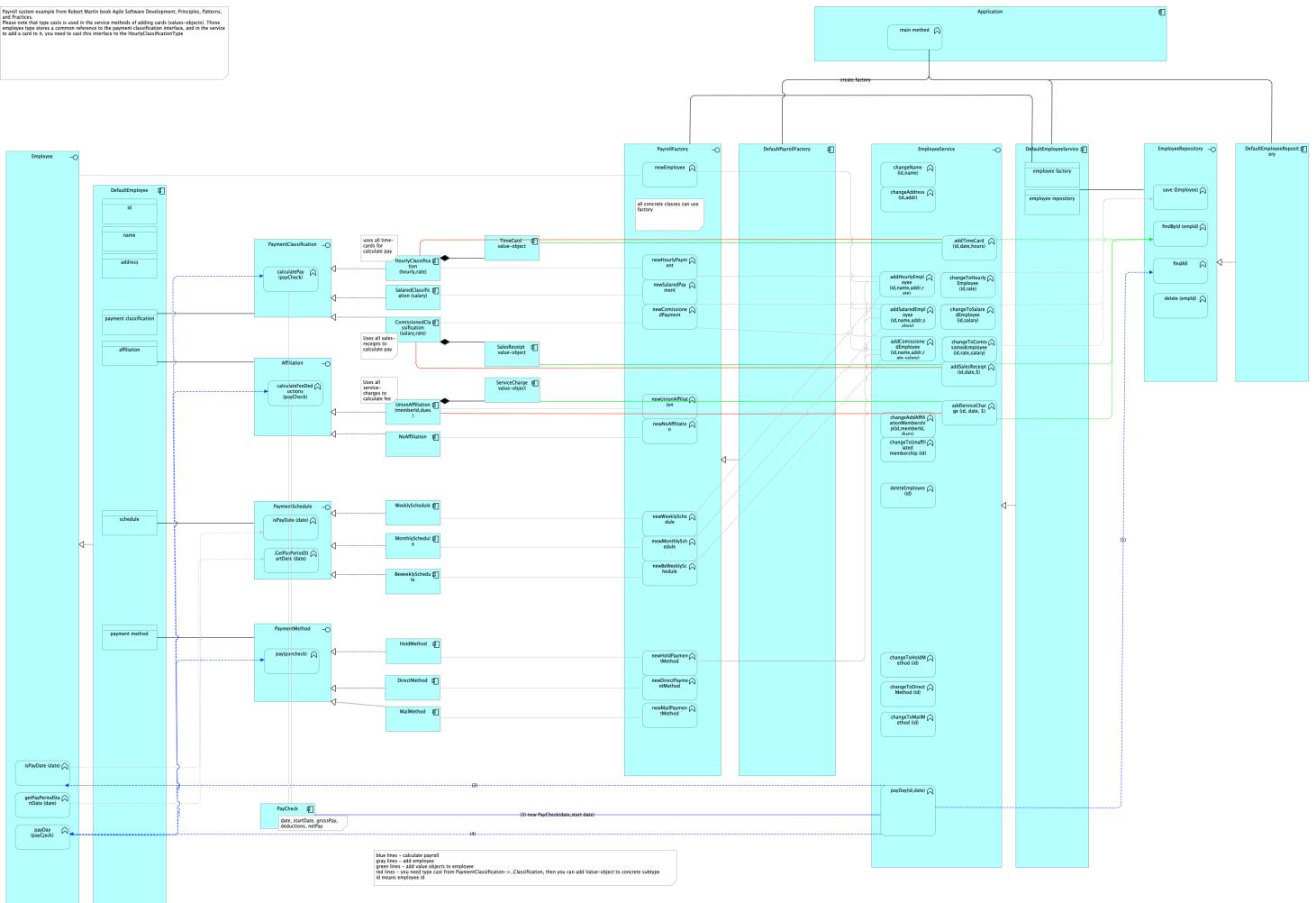


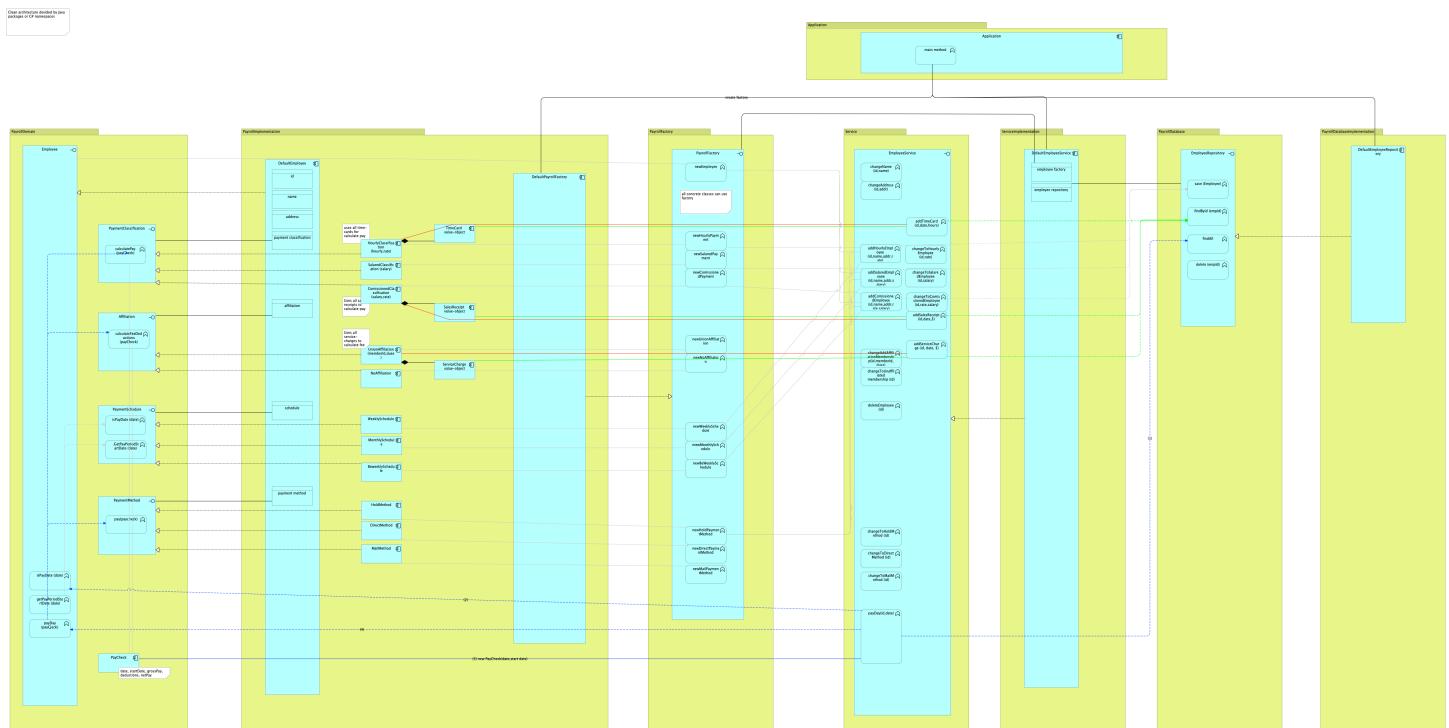
INTERFACE SEGREGATION



CLEAN ARCHITECTURE

Payroll system example from Robert Martin book *Agile Software Development, Principles, Patterns, and Practices*.
 Payroll system type casts is used in the service methods of adding card (value object). These employee type stores a concrete reference to the payment classification interface, and in the service to add a card to it, you need to cast this interface to the `HourlyClassification` type.







SOME ARCHITECTURAL DIAGRAMS
ARE CONSTRUCTED USING
JARCHITECT, COURTESY OF
CODEGEARS / CPPDEPEND

COMPLETE CATALOG OF ALL CLASSICAL PATTERNS IN THE
ARCHIMATE LANGUAGE (ARCHITOOL USED) THE VERSION
INCLUDES ALL 155+ PATTERNS COMPLETED (278+ MODELS).
IT'S GREAT OPPORTUNITY TO USE BEST PRACTICES IN YOUR
MICRO SERVICE ARCHITECTURE (ALSO AVIALABLE AT
[HTTPS://GITHUB.COM/WILMERKRISP/BIAN](https://github.com/wilmerkrisp/BIAN))



KrispWilmer