

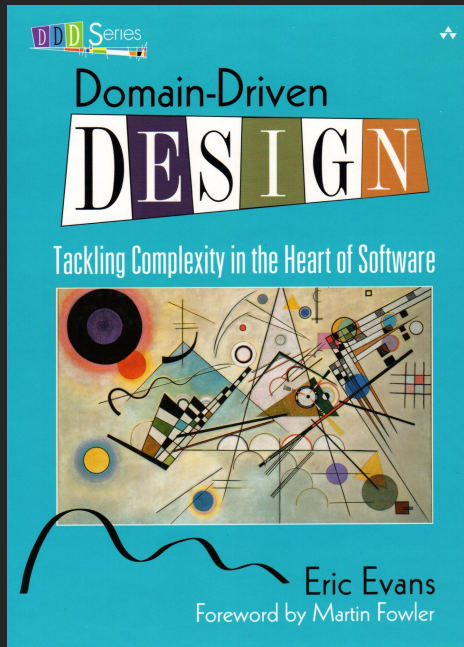
# An introduction to Domain Driven Design



Rob Allen, February 2024



# It started with a book



# Tackling Complexity in the Heart of Software



DDD provides for the  
Strategic and Tactical



A board game map with Arabic text and various colored pieces. The map features several regions with Arabic labels: 'الولايات المتحدة' (United States), 'شرق' (East), 'غرب' (West), 'البحر الأحمر' (Red Sea), and 'البحر الأبيض المتوسط' (Mediterranean Sea). The map is populated with numerous pieces in blue, red, yellow, and green. A compass rose is visible in the bottom left corner.

# Strategic Design



# Domains & Models



# London's Rail & Tube services



[tfl.gov.uk](http://tfl.gov.uk) [nationalrail.co.uk](http://nationalrail.co.uk)

## Holborn station

### Piccadilly line journey times

For timetable information, including first and last train times:

- Download the TfL Go app
- Visit [tfl.gov.uk/timetables](http://tfl.gov.uk/timetables)
- Scan the QR code below



Trains run every 2-5 minutes in central areas and 3-10 minutes in outer areas for most of the day.

\*Knowledge branch trains run at up to 20 minute intervals.

Early morning and late night trains may run less frequently.



Operates on Friday and Saturday nights between Cockfosters and Highbury between Highbury Terminal 4.

Trains run approximately every 5 minutes.

Victoria

Cambrian

Southglaze

Abchurch Lane

Waterloo

Victoria Park

Abchurch Lane

Waterloo

Waterloo

Waterloo

Waterloo

Waterloo

Waterloo

Waterloo

Waterloo

Waterloo

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Waterloo

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Waterloo

Waterloo

Waterloo

Waterloo

*A Domain is*

*something in the real-world*





*A Domain is*

*the subject of our project*



*A Domain is*

*understood by experts in the space*



*A Domain Model is*

*a representation of the Domain*



*A Domain Model is*

*an abstraction of reality*

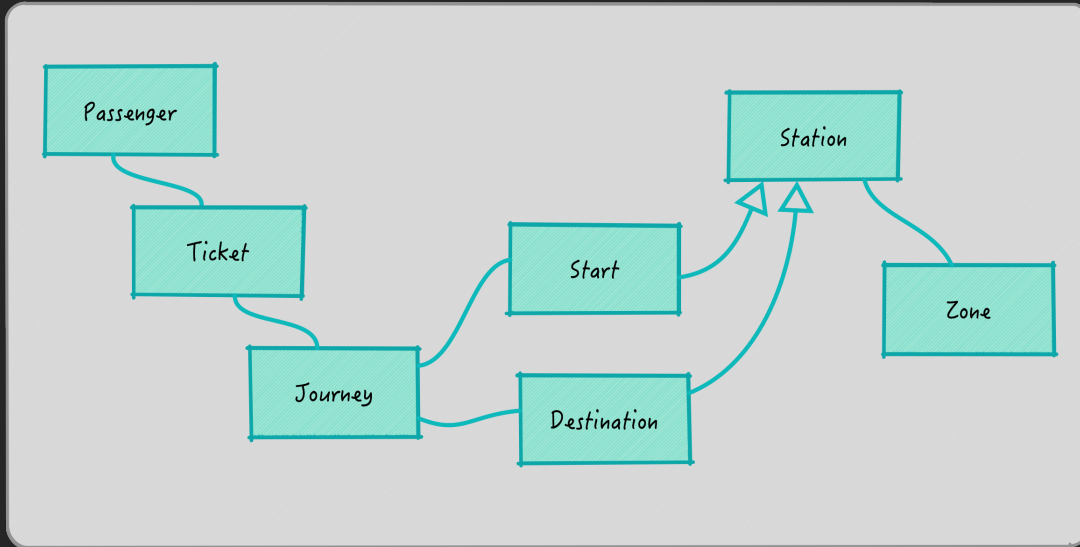


*A Domain Model is*

*expressed as diagrams, words, code*



# Expressed as a diagram



# Building domain knowledge

*"We have really everything in common with America nowadays except, of course, language"*

Oscar Wilde





# Ubiquitous Language



*Ubiquitous Language is*

*The agreed concepts, meanings and  
terms for the project*



*You have to talk!*



*Ubiquitous Language is*

*Foundational to implementing  
Domain Driven Design*



*In Domain-Driven Design*

*Everything revolves around  
Ubiquitous Language*



# Observations about creating a domain model



Focus effort  
where it matters



# Knowledge Crunching





*Knowledge Crunching*

# Event Storming





*Knowledge Crunching*

# User Story Mapping



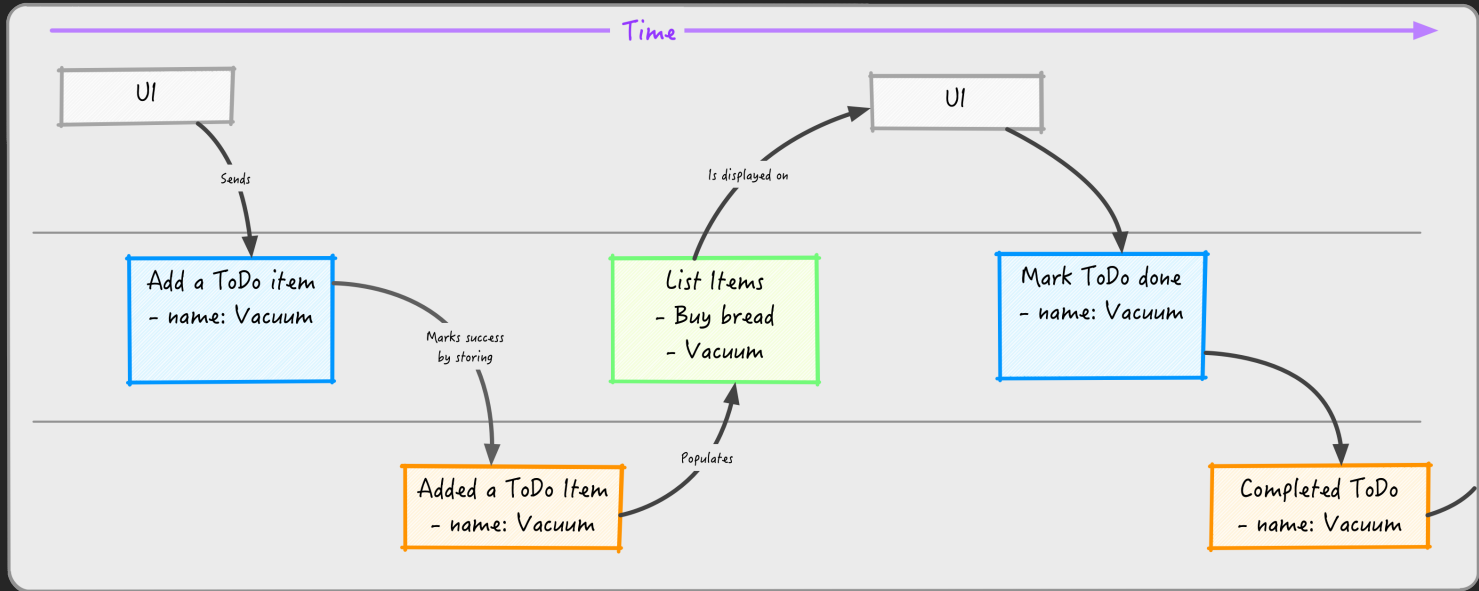


*Knowledge Crunching*

# Event Modelling



# Model change over time



# Managing Domain Complexity



# Bounded Contexts

*define the boundary for a model*





# Bounded Contexts

*protect the domain model from  
dilution*

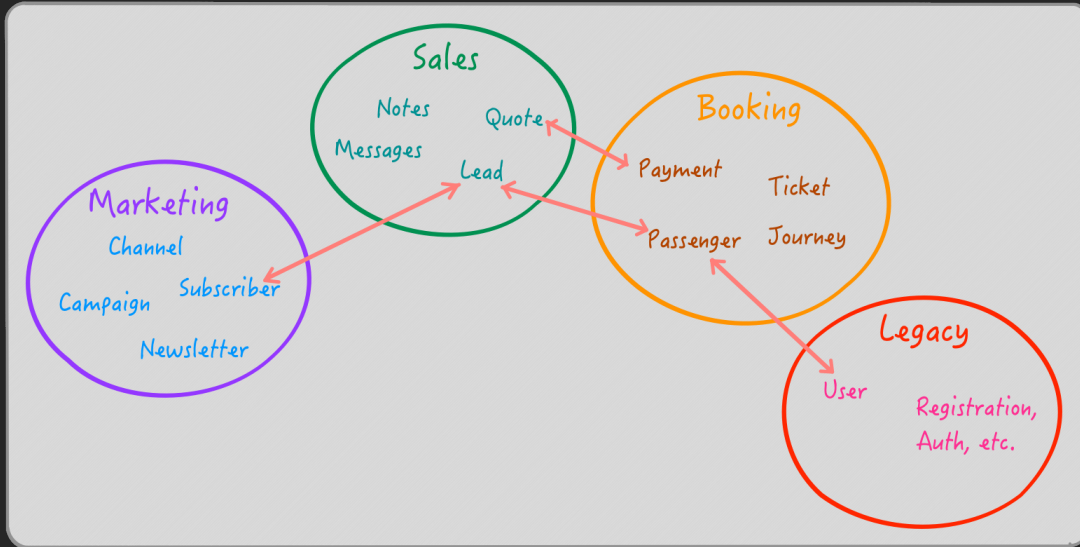


*Bounded Contexts*

*are composed into an application*



# Context maps



$$R = \frac{adt}{dx}$$

$$u_{k+1} = u_k + \frac{R}{2} \{ u_k - 2u_{k-1} + u_{k-2} \} - \frac{R}{2} \{ u_k - 4u_{k-1} + u_{k-2} \}$$

$$u(k\Delta x, n\Delta t) = u_k^n$$

$$\frac{\partial u}{\partial t} dt + \frac{\partial^2 u}{\partial t^2} \frac{dt^2}{2} + \frac{\partial^3 u}{\partial t^3} \frac{dt^3}{3!} + \dots$$

$$\left\{ \frac{\partial^2 u}{\partial x^2} \frac{dx^2}{2!} \cdot 2 + \frac{\partial^3 u}{\partial x^3} \frac{dx^3}{3!} (-6) + \frac{\partial^4 u}{\partial x^4} \frac{dx^4}{4!} (12) \right\} - \frac{R}{2} \left\{ \frac{\partial u}{\partial x} (dx) 2 + \frac{\partial^2 u}{\partial x^2} \frac{dx^2}{2!} (-4) \right\}$$

$$+ \frac{\partial^4 u}{\partial x^4} \left. \right\} \implies$$

$$u_k^{n+1} - u_k^n = -R(u_{k+1}^n - u_{k-1}^n)$$

$$u_k^{n+1} = \hat{u} \exp(i\omega\Delta t + k\beta\Delta x)$$

$$2 \sin(k\omega\Delta t) = -R \frac{e^{i\beta\Delta x} - e^{-i\beta\Delta x}}{e^{i\beta\Delta x}}$$

# Tactical Design

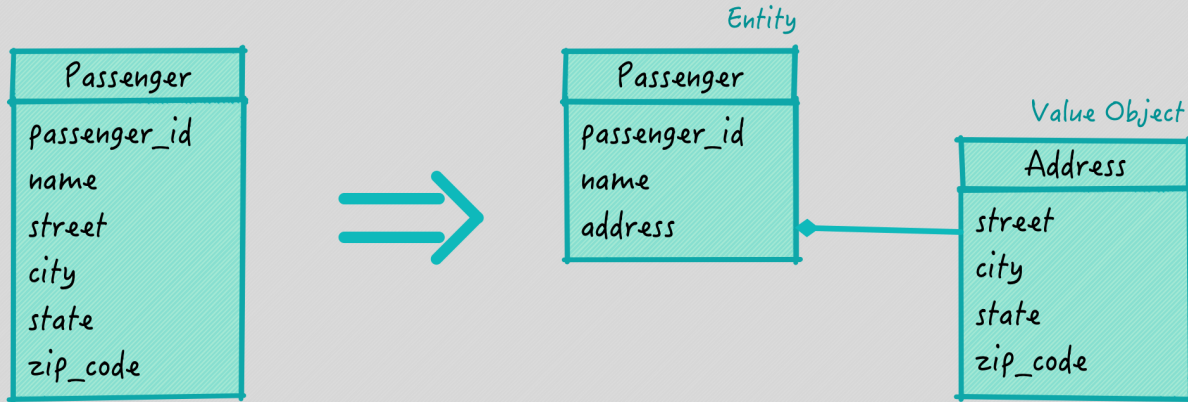


*Tactical Design*

*Entities, Value Objects &  
Aggregates*



# Entities & Value Objects



*Tactical Design*

*Storing State*



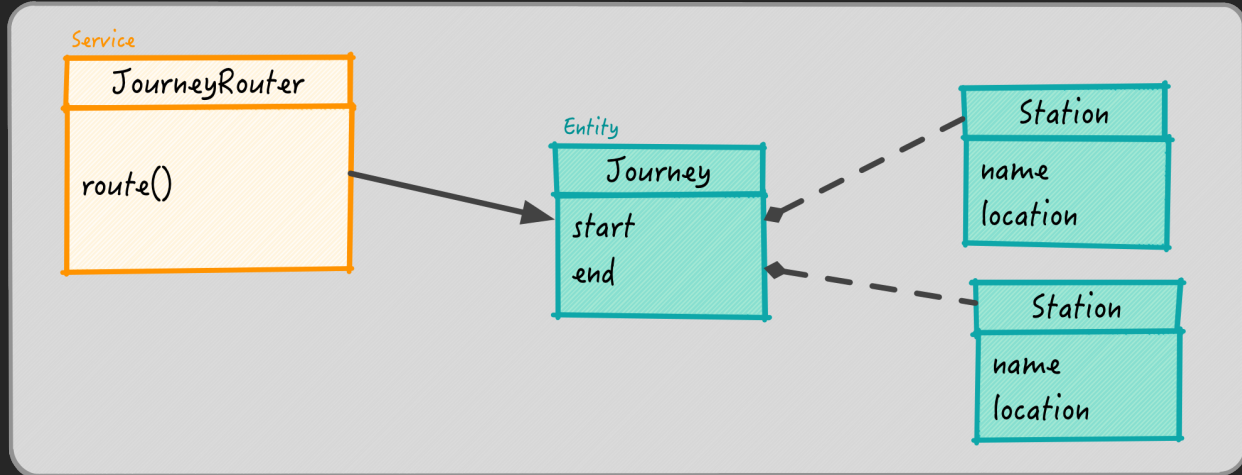
*Tactical Design*

*Services*





# Services



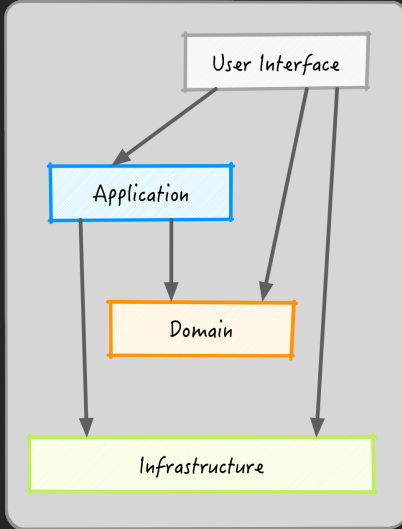
*Tactical Design*

*Architecture*

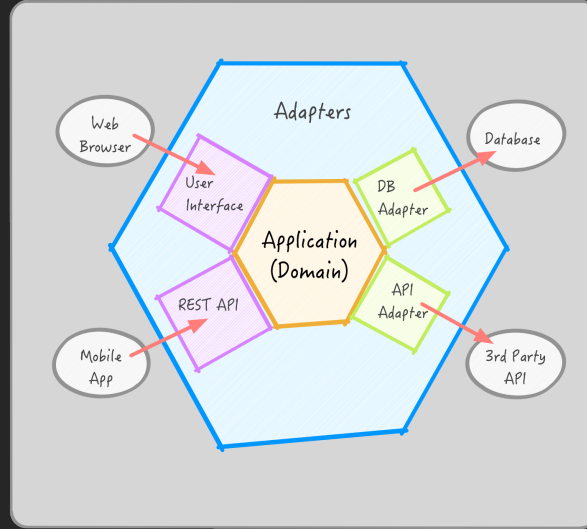


# Architecture

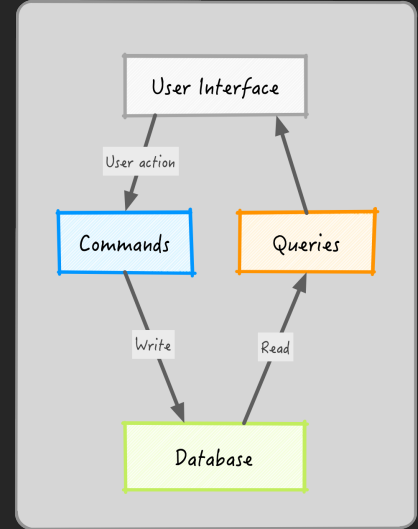
Layered



Ports & Adapters (a.k.a Hexagonal)

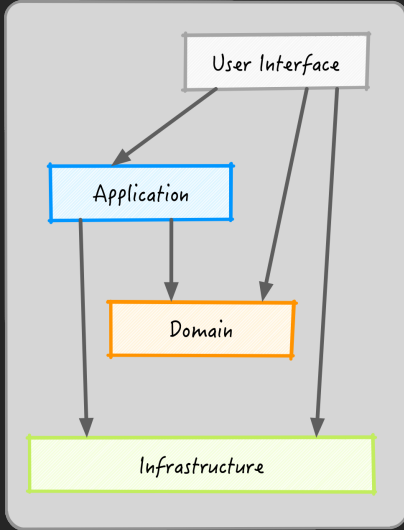


CQRS

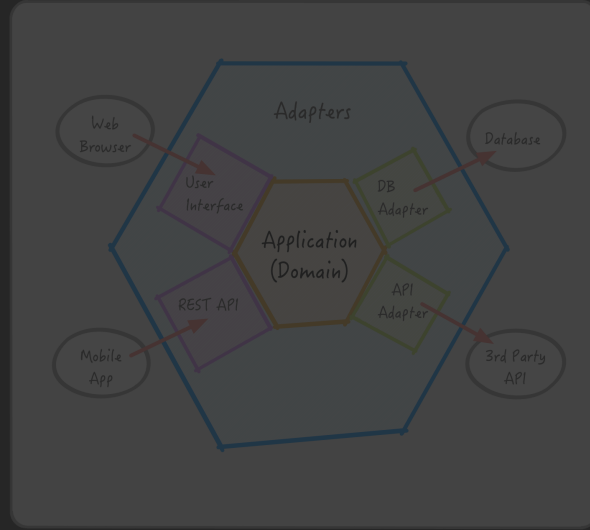


# Architecture

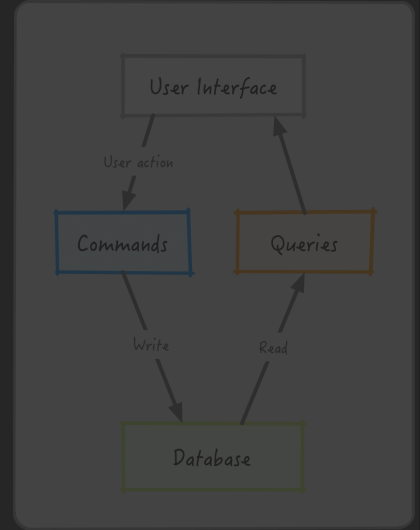
Layered



Ports & Adapters (a.k.a Hexagonal)

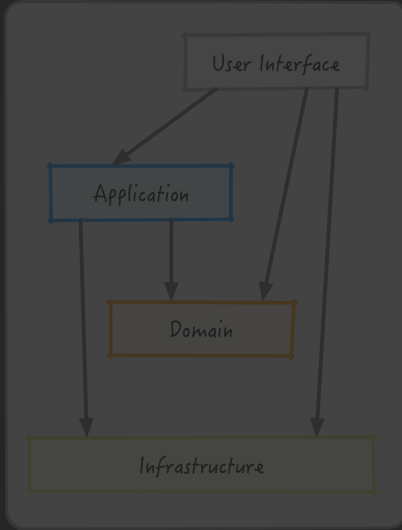


CQRS

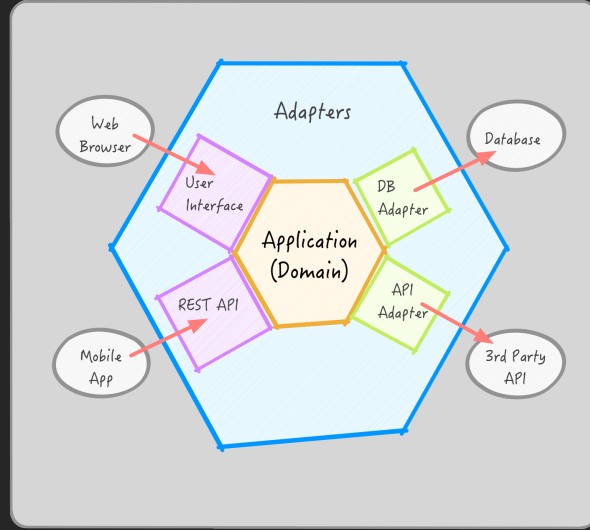


# Architecture

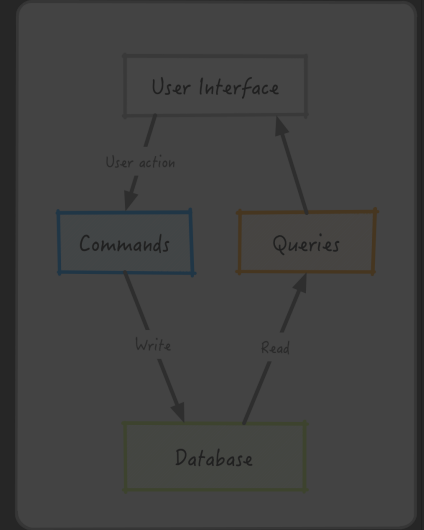
Layered



Ports & Adapters (a.k.a Hexagonal)

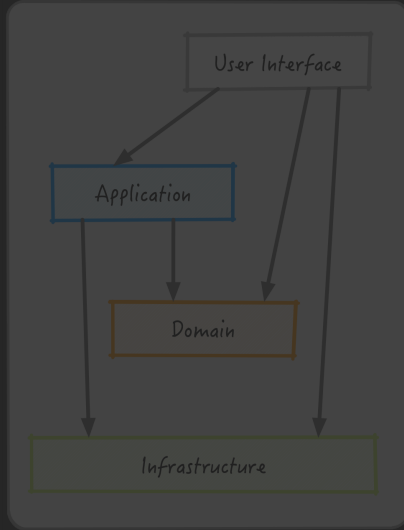


CQRS

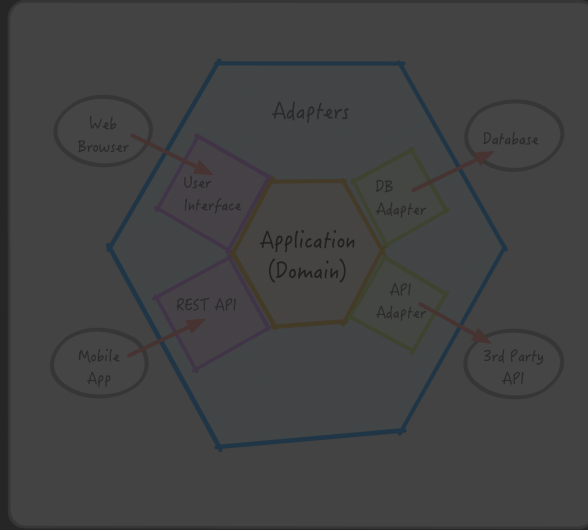


# Architecture

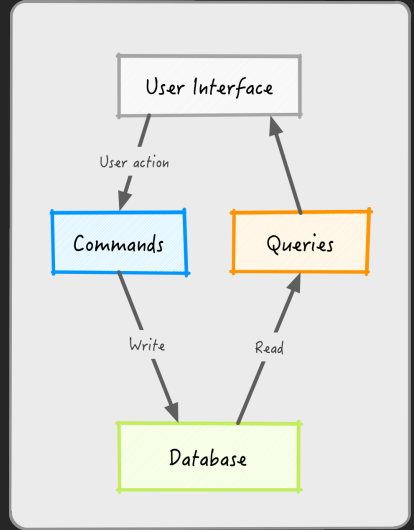
Layered



Ports & Adapters (a.k.a Hexagonal)



CQRS



# To sum up



# To sum up





*"Domain-Driven Design is about creating shared understanding of the problem space that is reinforced ubiquitously via conversations, code and diagrams."*

Nick Tune





Thank you!

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