

Implementing Domain Driven Design | 38228edc42d43296bcf88aed767a775a

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[Clean Architecture](#)

Get more out of your legacy systems: more performance, functionality, reliability, and manageability
Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance
Getting legacy code into a test harness
Writing tests that protect you against introducing new problems
Techniques that can be used with any language or platform—with examples in Java, C++, C, and C#
Accurately

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identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

[Functional and Reactive Domain Modeling](#)

Action Research: Living Theory is a brilliantly-written, passionate, and compelling book that defines the philosophy behind action research and the process of doing action research for all those interested in this fast growing area. It establishes the foundations of action research as a discipline, and roots action research as a compassionate, ethical, and politically-engaged form of inquiry.

[Behavior-Driven Development with Cucumber](#)

See how Domain-Driven Design (DDD) combines with Jakarta EE MicroProfile or Spring Boot to offer a complete suite for building enterprise-grade applications. In this book you will see how these all come together in one of the most efficient ways to develop complex software. Practical Domain-Driven Design in Enterprise Java starts by building out the Cargo Tracker reference application as a monolithic application using the Jakarta EE platform. By doing so, you will map concepts of DDD (bounded contexts, language, and aggregates) to the corresponding available tools (CDI, JAX-RS, and JPA) within the Jakarta EE platform. Once you have completed the monolithic application, you will walk through the complete conversion of the monolith to a microservices-based architecture, again mapping the concepts of DDD and the corresponding available tools within the MicroProfile platform (config, discovery, and fault tolerance). To finish this section, you will examine the same microservices architecture on the Spring Boot platform. The final set of chapters looks at what the application would be like if you used the CQRS and event sourcing patterns. Here you'll use the Axon framework as the base framework. What You Will Learn Discover the DDD architectural principles and use the DDD design patterns Use the new Eclipse Jakarta EE platform Work with the Spring Boot framework Implement microservices design patterns, including context mapping, logic design, entities, integration, testing, and security Carry out event sourcing Apply CQRS Who This Book Is For Junior developers intending to start working on enterprise Java; senior developers transitioning from monolithic- to microservices-based architectures; and architects transitioning to a DDD philosophy of building applications.

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[Entity Framework Core in Action](#)

Vaughn Vernon presents concrete and realistic domain-driven design (DDD) techniques through examples from familiar domains, such as a Scrum-based project management application that integrates with a collaboration suite and security provider. Each principle is backed up by realistic Java examples, and all content is tied together by a single case study of a company charged with delivering a set of advanced software systems with DDD.

[Head First Design Patterns](#)

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

[Domain-Driven Design in PHP](#)

You want increased customer satisfaction, faster development cycles, and less wasted work. Domain-driven design (DDD) combined with functional programming is the innovative combo that will get you there. In this pragmatic, down-to-earth guide, you'll see how applying the core principles of functional programming can result in software designs that model real-world requirements both elegantly and concisely - often more so than an object-oriented approach. Practical examples in the open-source F# functional language, and examples from familiar business domains, show you how to apply these techniques to build software that is business-focused, flexible, and high quality. Domain-driven design is a well-established approach to designing software that ensures that domain experts and developers work together effectively to create high-quality software. This book is the first to combine DDD with techniques from statically typed functional programming. This book is perfect for newcomers to DDD or functional programming - all the techniques you need will be introduced and explained. Model a complex domain accurately using the F# type system, creating compilable code that is also readable documentation---ensuring that the code and design never get out of sync. Encode business rules in the design so that you have "compile-time unit tests," and eliminate many potential bugs by making illegal states unrepresentable. Assemble a series of small, testable functions into a complete use case, and compose these individual scenarios into a large-scale design. Discover why the combination of functional programming and DDD leads naturally to service-oriented and hexagonal architectures. Finally, create a

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functional domain model that works with traditional databases, NoSQL, and event stores, and safely expose your domain via a website or API. Solve real problems by focusing on real-world requirements for your software. What You Need: The code in this book is designed to be run interactively on Windows, Mac and Linux. You will need a recent version of F# (4.0 or greater), and the appropriate .NET runtime for your platform. Full installation instructions for all platforms at fsharp.org.

[JavaScript Domain-Driven Design](#)

Your one-stop guide to the common patterns and practices, showing you how to apply these using the Go programming language About This Book This short, concise, and practical guide is packed with real-world examples of building microservices with Go It is easy to read and will benefit smaller teams who want to extend the functionality of their existing systems Using this practical approach will save your money in terms of maintaining a monolithic architecture and demonstrate capabilities in ease of use Who This Book Is For You should have a working knowledge of programming in Go, including writing and compiling basic applications. However, no knowledge of RESTful architecture, microservices, or web services is expected. If you are looking to apply techniques to your own projects, taking your first steps into microservice architecture, this book is for you. What You Will Learn Plan a microservice architecture and design a microservice Write a microservice with a RESTful API and a database Understand the common idioms and common patterns in microservices architecture Leverage tools and automation that helps microservices become horizontally scalable Get a grounding in containerization with Docker and Docker-Compose, which will greatly accelerate your development lifecycle Manage and secure Microservices at scale with monitoring, logging, service discovery, and automation Test microservices and integrate API tests in Go In Detail Microservice architecture is sweeping the world as the de facto pattern to build web-based applications. Golang is a language particularly well suited to building them. Its strong community, encouragement of idiomatic style, and statically-linked binary artifacts make integrating it with other technologies and managing microservices at scale consistent and intuitive. This book will teach you the common patterns and practices, showing you how to apply these using the Go programming language. It will teach you the fundamental concepts of architectural design and RESTful communication, and show you patterns that provide manageable code that is supportable in development and at scale in production. We will provide you with examples on how to put these concepts and patterns into practice with Go. Whether you are planning a new application or

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working in an existing monolith, this book will explain and illustrate with practical examples how teams of all sizes can start solving problems with microservices. It will help you understand Docker and Docker-Compose and how it can be used to isolate microservice dependencies and build environments. We finish off by showing you various techniques to monitor, test, and secure your microservices. By the end, you will know the benefits of system resilience of a microservice and the advantages of Go stack. Style and approach The step-by-step tutorial focuses on building microservices. Each chapter expands upon the previous one, teaching you the main skills and techniques required to be a successful microservice practitioner.

[Domain Driven Design : How to Easily Implement Domain Driven Design - A Quick & Simple Guide](#)

Methods for managing complex software construction following the practices, principles and patterns of Domain-Driven Design with code examples in C# This book presents the philosophy of Domain-Driven Design (DDD) in a down-to-earth and practical manner for experienced developers building applications for complex domains. A focus is placed on the principles and practices of decomposing a complex problem space as well as the implementation patterns and best practices for shaping a maintainable solution space. You will learn how to build effective domain models through the use of tactical patterns and how to retain their integrity by applying the strategic patterns of DDD. Full end-to-end coding examples demonstrate techniques for integrating a decomposed and distributed solution space while coding best practices and patterns advise you on how to architect applications for maintenance and scale. Offers a thorough introduction to the philosophy of DDD for professional developers Includes masses of code and examples of concept in action that other books have only covered theoretically Covers the patterns of CQRS, Messaging, REST, Event Sourcing and Event-Driven Architectures Also ideal for Java developers who want to better understand the implementation of DDD

[Inside C#](#)

*A complete practitioner's catalog of proven domain services design solutions that can help any organization leverage SOA's full benefits * Provides a vocabulary of proven SOA design solutions, with concrete examples and code that is easy for architects to adapt and implement. *By Rob Daigneau, one of the industry's leading experts in complex systems integration. *Helps architects and IT leaders accurately set stakeholder expectations for major SOA initiatives. Service-*

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oriented architectures are typically called upon to deliver two general categories of services: enterprise services and domain services. Enterprise services are essentially composite services that typically leverage technologies such as message-oriented middleware. Domain services are the building blocks these composites depend upon. Each service category is best served by a distinct set of design solutions. This is the first book to systematically identify and explain best practice patterns for domain services. Rob Daigneau expands upon the Service Layer concept (covered expertly by Fowler in Patterns of Enterprise Application Architecture) domain services can be used with Enterprise Integration Patterns (made famous by Hohpe and Woolf). Daigneau begins by reviewing SOA concepts, illuminating the distinctions between enterprise and domain services, and identifying key relationships between domain services and other pattern groups. Next, he introduces each essential pattern for creating and delivering domain services, providing a vocabulary of design solutions that architects and other IT professionals can implement by referencing and adapting the concrete examples he supplies.

[Domain Modeling Made Functional](#)

Describes ways to incorporate domain modeling into software development.

[Building Microservices with Go](#)

A strategy and implementation guide for building, deploying, and managing APIs Key Features Comprehensive, end-to-end guide to business-driven enterprise APIs Distills years of experience with API and microservice strategies Provides detailed guidance on implementing API-led architectures in any business Book Description APIs are the cornerstone of modern, agile enterprise systems. They enable access to enterprise services from a wide variety of devices, act as a platform for innovation, and open completely new revenue streams. Enterprise API Management shows how to define the right architecture, implement the right patterns, and define the right organization model for business-driven APIs. Drawing on his experience of developing API and microservice strategies for some of the world's largest companies, Luis Weir explains how APIs deliver value across an enterprise. The book explores the architectural decisions, implementation patterns, and management practices for successful enterprise APIs, as well as providing clear, actionable advice on choosing and executing the right API strategy in your enterprise. With a relentless focus on creating business value, Luis Weir reveals an effective method for planning, building, and running business products and services with APIs. What you will learn Create API

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strategies to deliver business value Monetize APIs, promoting them through public marketplaces and directories Develop API-led architectures, applying best practice architecture patterns Choose between REST, GraphQL, and gRPC-style API architectures Manage APIs and microservices through the complete life cycle Deploy APIs and business products, as well as Target Operating Models Lead product-based organizations to embrace DevOps and focus on delivering business capabilities Who this book is for Architects, developers, and technology executives who want to deliver successful API strategies that bring business value.

[Object Design](#)

Domain Driven Design is a vision and approach for dealing with highly complex domains that is based on making the domain itself the main focus of the project, and maintaining a software model that reflects a deep understanding of the domain. This book is a short, quickly-readable summary and introduction to the fundamentals of DDD; it does not introduce any new concepts; it attempts to concisely summarize the essence of what DDD is, drawing mostly Eric Evans' original book, as well other sources since published such as Jimmy Nilsson's Applying Domain Driven Design, and various DDD discussion forums. The main topics covered in the book include: Building Domain Knowledge, The Ubiquitous Language, Model Driven Design, Refactoring Toward Deeper Insight, and Preserving Model Integrity. Also included is an interview with Eric Evans on Domain Driven Design today.

[Applying Domain-Driven Design and Patterns](#)

Patterns, Domain-Driven Design (DDD), and Test-Driven Development (TDD) enable architects and developers to create systems that are powerful, robust, and maintainable. Now, there's a comprehensive, practical guide to leveraging all these techniques primarily in Microsoft .NET environments, but the discussions are just as useful for Java developers. Drawing on seminal work by Martin Fowler (Patterns of Enterprise Application Architecture) and Eric Evans (Domain-Driven Design), Jimmy Nilsson shows how to create real-world architectures for any .NET application. Nilsson illuminates each principle with clear, well-annotated code examples based on C# 1.1 and 2.0. His examples and discussions will be valuable both to C# developers and those working with other .NET languages and any databases—even with other platforms, such as J2EE. Coverage includes

- Quick primers on patterns, TDD, and refactoring*
- Using architectural techniques to improve software quality*
- Using domain models to*

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support business rules and validation · Applying enterprise patterns to provide persistence support via NHibernate · Planning effectively for the presentation layer and UI testing · Designing for Dependency Injection, Aspect Orientation, and other new paradigms

[Implementing Domain-driven Design](#)

As the first technical book of its kind, this unique resource walks you through the process of building a real-world application using Domain-Driven Design implemented in C#. Based on a real application for an existing company, each chapter is broken down into specific modules so that you can identify the problem, decide what solution will provide the best results, and then execute that design to solve the problem. With each chapter, you'll build a complete project from beginning to end.

[Architecture Patterns with Python](#)

For years, developers have wished for a programming language with the power and flexibility of C++ that's also easy to write, read, and maintain like Microsoft "RM" Visual Basic "RM". Visual C# "TM", the hot new Web-enabled programming language from Microsoft, satisfies those wishes. Its object-oriented, programmer-friendly capabilities make it vastly easier to learn and use than older languages such as C++ -- especially for developing Web application. "Inside C#" provides the ideal in-depth look at the architecture and programming elements of Microsoft Visual C#. While other books may concentrate on C# development and runtime environments, this book is devoted to the language itself. It will have an exceptionally long shelf life, since the core C# language will change very little over time, while environments such as Microsoft Visual Studio "RM" may change yearly. This book is perfect for any Visual Basic developer who wants to move up to the next-generation language, and for any Visual C++ developer who wants an easier language to use for developing Web-enabled applications for the Internet. It includes tips throughout that highlight differences between Visual Basic, C++, and C# to help select the best language for the job, plus C# sample code both in the text and on an accompanying CD.

[Domain-driven Design Using Naked Objects](#)

Design patterns are time-tested solutions to recurring problems, letting the designer build programs on solutions that have already proved effective Provides developers with more than a dozen ASP.NET examples showing standard design

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patterns and how using them helps build a richer understanding of ASP.NET architecture, as well as better ASP.NET applications Builds a solid understanding of ASP.NET architecture that can be used over and over again in many projects Covers ASP.NET code to implement many standard patterns including Model-View-Controller (MVC), ETL, Master-Master Snapshot, Master-Slave-Snapshot, Façade, Singleton, Factory, Single Access Point, Roles, Limited View, observer, page controller, common communication patterns, and more

[Practical Domain-Driven Design in Enterprise Java](#)

USE THE ACTOR MODEL TO BUILD SIMPLER SYSTEMS WITH BETTER PERFORMANCE AND SCALABILITY Enterprise software development has been much more difficult and failure-prone than it needs to be. Now, veteran software engineer and author Vaughn Vernon offers an easier and more rewarding method to succeeding with Actor model. Reactive Messaging Patterns with the Actor Model shows how the reactive enterprise approach, Actor model, Scala, and Akka can help you overcome previous limits of performance and scalability, and skillfully address even the most challenging non-functional requirements. Reflecting his own cutting-edge work, Vernon shows architects and developers how to translate the longtime promises of Actor model into practical reality. First, he introduces the tenets of reactive software, and shows how the message-driven Actor model addresses all of them—making it possible to build systems that are more responsive, resilient, and elastic. Next, he presents a practical Scala bootstrap tutorial, a thorough introduction to Akka and Akka Cluster, and a full chapter on maximizing performance and scalability with Scala and Akka. Building on this foundation, you'll learn to apply enterprise application and integration patterns to establish message channels and endpoints; efficiently construct, route, and transform messages; and build robust systems that are simpler and far more successful. Coverage Includes How reactive architecture replaces complexity with simplicity throughout the core, middle, and edges The characteristics of actors and actor systems, and how Akka makes them more powerful Building systems that perform at scale on one or many computing nodes Establishing channel mechanisms, and choosing appropriate channels for each application and integration challenge Constructing messages to clearly convey a sender's intent in communicating with a receiver Implementing a Process Manager for your Domain-Driven Designs Decoupling a message's source and destination, and integrating appropriate business logic into its router Understanding the transformations a message may experience in applications and integrations Implementing persistent actors using Event Sourcing and reactive views using CQRS Find unique online training on Domain-Driven

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Design, Scala, Akka, and other software craftsmanship topics using the for{comprehension} website at forcomprehension.com.

[Patterns, Principles, and Practices of Domain-Driven Design](#)

JavaScript backs some of the most advanced applications. It is time to adapt modern software development practices from JavaScript to model complex business needs. JavaScript Domain-Driven Design allows you to leverage your JavaScript skills to create advanced applications. You'll start with learning domain-driven concepts and working with UML diagrams. You'll follow this up with how to set up your projects and utilize the TDD tools. Different objects and prototypes will help you create model for your business process and see how DDD develops common language for developers and domain experts. Context map will help you manage interactions in a system. By the end of the book, you will learn to use other design patterns such as DSLs to extend DDD with object-oriented design base, and then get an insight into how to select the right scenarios to implement DDD.

[Software Engineering at Google](#)

I want to thank you for checking out the book, "Domain Driven Design: How to Easily Implement Domain Driven Design - A Quick & Simple Guide". This book contains proven steps and strategies on how you can implement the domain-driven design approach in your projects to bring out better results. Through the domain-driven design approach, you and your project team will better understand the domain that you aim to serve and communicate in a common language that can ensure harmony and team work with your group. You will be able to finish the whole design and development process focused on what is truly essential. Thanks again and I hope you enjoy it!

[Learning Domain-Driven Design](#)

Solve complex business problems by understanding users better, finding the right problem to solve, and building lean event-driven systems to give your customers what they really want Key Features Apply DDD principles using modern tools such as EventStorming, Event Sourcing, and CQRS Learn how DDD applies directly to various architectural styles such as REST, reactive systems, and microservices Empower teams to work flexibly with improved services and decoupled interactions Book Description Developers across the world are rapidly adopting DDD principles to deliver powerful results when writing software that

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deals with complex business requirements. This book will guide you in involving business stakeholders when choosing the software you are planning to build for them. By figuring out the temporal nature of behavior-driven domain models, you will be able to build leaner, more agile, and modular systems. You'll begin by uncovering domain complexity and learn how to capture the behavioral aspects of the domain language. You will then learn about EventStorming and advance to creating a new project in .NET Core 2.1; you'll also and write some code to transfer your events from sticky notes to C#. The book will show you how to use aggregates to handle commands and produce events. As you progress, you'll get to grips with Bounded Contexts, Context Map, Event Sourcing, and CQRS. After translating domain models into executable C# code, you will create a frontend for your application using Vue.js. In addition to this, you'll learn how to refactor your code and cover event versioning and migration essentials. By the end of this DDD book, you will have gained the confidence to implement the DDD approach in your organization and be able to explore new techniques that complement what you've learned from the book. What you will learn Discover and resolve domain complexity together with business stakeholders Avoid common pitfalls when creating the domain model Study the concept of Bounded Context and aggregate Design and build temporal models based on behavior and not only data Explore benefits and drawbacks of Event Sourcing Get acquainted with CQRS and to-the-point read models with projections Practice building one-way flow UI with Vue.js Understand how a task-based UI conforms to DDD principles Who this book is for This book is for .NET developers who have an intermediate level understanding of C#, and for those who seek to deliver value, not just write code. Intermediate level of competence in JavaScript will be helpful to follow the UI chapters.

[Fundamentals of Software Architecture](#)

Summary Functional and Reactive Domain Modeling teaches you how to think of the domain model in terms of pure functions and how to compose them to build larger abstractions. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Traditional distributed applications won't cut it in the reactive world of microservices, fast data, and sensor networks. To capture their dynamic relationships and dependencies, these systems require a different approach to domain modeling. A domain model composed of pure functions is a more natural way of representing a process in a reactive system, and it maps directly onto technologies and patterns like Akka, CQRS, and event sourcing. About the Book Functional and Reactive Domain Modeling teaches you consistent, repeatable

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techniques for building domain models in reactive systems. This book reviews the relevant concepts of FP and reactive architectures and then methodically introduces this new approach to domain modeling. As you read, you'll learn where and how to apply it, even if your systems aren't purely reactive or functional. An expert blend of theory and practice, this book presents strong examples you'll return to again and again as you apply these principles to your own projects. What's Inside Real-world libraries and frameworks Establish meaningful reliability guarantees Isolate domain logic from side effects Introduction to reactive design patterns About the Reader Readers should be comfortable with functional programming and traditional domain modeling. Examples use the Scala language. About the Author Software architect Debasish Ghosh was an early adopter of reactive design using Scala and Akka. He's the author of DSLs in Action, published by Manning in 2010. Table of Contents Functional domain modeling: an introduction Scala for functional domain models Designing functional domain models Functional patterns for domain models Modularization of domain models Being reactive Modeling with reactive streams Reactive persistence and event sourcing Testing your domain model Summary - core thoughts and principles

[.NET Domain-Driven Design with C#](#)

Real examples written in PHP showcasing DDD Architectural Styles, Tactical Design, and Bounded Context Integration About This Book Focuses on practical code rather than theory Full of real-world examples that you can apply to your own projects Shows how to build PHP apps using DDD principles Who This Book Is For This book is for PHP developers who want to apply a DDD mindset to their code. You should have a good understanding of PHP and some knowledge of DDD. This book doesn't dwell on the theory, but instead gives you the code that you need. What You Will Learn Correctly design all design elements of Domain-Driven Design with PHP Learn all tactical patterns to achieve a fully worked-out Domain-Driven Design Apply hexagonal architecture within your application Integrate bounded contexts in your applications Use REST and Messaging approaches In Detail Domain-Driven Design (DDD) has arrived in the PHP community, but for all the talk, there is very little real code. Without being in a training session and with no PHP real examples, learning DDD can be challenging. This book changes all that. It details how to implement tactical DDD patterns and gives full examples of topics such as integrating Bounded Contexts with REST, and DDD messaging strategies. In this book, the authors show you, with tons of details and examples, how to properly design Entities, Value Objects, Services, Domain Events, Aggregates, Factories, Repositories, Services, and

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Application Services with PHP. They show how to apply Hexagonal Architecture within your application whether you use an open source framework or your own. Style and approach This highly practical book shows developers how to apply domain-driven design principles to PHP. It is full of solid code examples to work through.

[Your Code as a Crime Scene](#)

As Python continues to grow in popularity, projects are becoming larger and more complex. Many Python developers are now taking an interest in high-level software design patterns such as hexagonal/clean architecture, event-driven architecture, and the strategic patterns prescribed by domain-driven design (DDD). But translating those patterns into Python isn't always straightforward. With this hands-on guide, Harry Percival and Bob Gregory from MADE.com introduce proven architectural design patterns to help Python developers manage application complexity—and get the most value out of their test suites. Each pattern is illustrated with concrete examples in beautiful, idiomatic Python, avoiding some of the verbosity of Java and C# syntax. Patterns include: Dependency inversion and its links to ports and adapters (hexagonal/clean architecture) Domain-driven design's distinction between entities, value objects, and aggregates Repository and Unit of Work patterns for persistent storage Events, commands, and the message bus Command-query responsibility segregation (CQRS) Event-driven architecture and reactive microservices

[Domain-driven Design](#)

Practical Software Architecture Solutions from the Legendary Robert C. Martin (“Uncle Bob”) By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books Clean Code and The Clean Coder, legendary software craftsman Robert C. Martin (“Uncle Bob”) reveals those rules and helps you apply them. Martin’s Clean Architecture doesn’t merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you’ve come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you’ll face—the ones that will make or break your projects. Learn what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms

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impose discipline by restricting what developers can do Understand what's critically important and what's merely a "detail" Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who must execute someone else's designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

[Domain-Driven Design Quickly](#)

Jack the Ripper and legacy codebases have more in common than you'd think. Inspired by forensic psychology methods, you'll learn strategies to predict the future of your codebase, assess refactoring direction, and understand how your team influences the design. With its unique blend of forensic psychology and code analysis, this book arms you with the strategies you need, no matter what programming language you use. Software is a living entity that's constantly changing. To understand software systems, we need to know where they came from and how they evolved. By mining commit data and analyzing the history of your code, you can start fixes ahead of time to eliminate broken designs, maintenance issues, and team productivity bottlenecks. In this book, you'll learn forensic psychology techniques to successfully maintain your software. You'll create a geographic profile from your commit data to find hotspots, and apply temporal coupling concepts to uncover hidden relationships between unrelated areas in your code. You'll also measure the effectiveness of your code improvements. You'll learn how to apply these techniques on projects both large and small. For small projects, you'll get new insights into your design and how well the code fits your ideas. For large projects, you'll identify the good and the fragile parts. Large-scale development is also a social activity, and the team's dynamics influence code quality. That's why this book shows you how to uncover social biases when analyzing the evolution of your system. You'll use commit messages as eyewitness accounts to what is really happening in your code. Finally, you'll put it all together by tracking organizational problems in the code and finding out how to fix them. Come join the hunt for better code! What You Need: You need Java 6 and Python 2.7 to run the accompanying analysis tools. You also need Git to follow along with the examples.

[Reactive Messaging Patterns with the Actor Model](#)

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Science, engineering, and technology permeate nearly every facet of modern life and hold the key to solving many of humanity's most pressing current and future challenges. The United States' position in the global economy is declining, in part because U.S. workers lack fundamental knowledge in these fields. To address the critical issues of U.S. competitiveness and to better prepare the workforce, A Framework for K-12 Science Education proposes a new approach to K-12 science education that will capture students' interest and provide them with the necessary foundational knowledge in the field. A Framework for K-12 Science Education outlines a broad set of expectations for students in science and engineering in grades K-12. These expectations will inform the development of new standards for K-12 science education and, subsequently, revisions to curriculum, instruction, assessment, and professional development for educators. This book identifies three dimensions that convey the core ideas and practices around which science and engineering education in these grades should be built. These three dimensions are: crosscutting concepts that unify the study of science through their common application across science and engineering; scientific and engineering practices; and disciplinary core ideas in the physical sciences, life sciences, and earth and space sciences and for engineering, technology, and the applications of science. The overarching goal is for all high school graduates to have sufficient knowledge of science and engineering to engage in public discussions on science-related issues, be careful consumers of scientific and technical information, and enter the careers of their choice. A Framework for K-12 Science Education is the first step in a process that can inform state-level decisions and achieve a research-grounded basis for improving science instruction and learning across the country. The book will guide standards developers, teachers, curriculum designers, assessment developers, state and district science administrators, and educators who teach science in informal environments.

[Action Research](#)

How well does your organization respond to changing market conditions, customer needs, and emerging technologies when building software-based products? This practical guide presents Lean and Agile principles and patterns to help you move fast at scale—and demonstrates why and how to apply these paradigms throughout your organization, rather than with just one department or team. Through case studies, you'll learn how successful enterprises have rethought everything from governance and financial management to systems architecture and organizational culture in the pursuit of radically improved performance. Discover how Lean focuses on people and teamwork at every level,

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in contrast to traditional management practices Approach problem-solving experimentally by exploring solutions, testing assumptions, and getting feedback from real users Lead and manage large-scale programs in a way that empowers employees, increases the speed and quality of delivery, and lowers costs Learn how to implement ideas from the DevOps and Lean Startup movements even in complex, regulated environments

[Professional ASP.NET Design Patterns](#)

The software development ecosystem is constantly changing, providing a constant stream of new tools, frameworks, techniques, and paradigms. Over the past few years, incremental developments in core engineering practices for software development have created the foundations for rethinking how architecture changes over time, along with ways to protect important architectural characteristics as it evolves. This practical guide ties those parts together with a new way to think about architecture and time.

[A Framework for K-12 Science Education](#)

Object technology pioneer Wirfs-Brock teams with expert McKean to present a thoroughly updated, modern, and proven method for the design of software. The book is packed with practical design techniques that enable the practitioner to get the job done.

[Working Effectively with Legacy Code](#)

Enterprise Patterns and MDA teaches you how to customize any archetype pattern—such as Customer, Product, and Order—to reflect the idiosyncrasies of your own business environment. Because all the patterns work harmoniously together and have clearly documented relationships to each other, you'll come away with a host of reusable solutions to common problems in business-software design. This book shows you how using a pattern or a fragment of a pattern can save you months of work and help you avoid costly errors. You'll also discover how—when used in literate modeling—patterns can solve the difficult challenge of communicating UML models to broad audiences. The configurable patterns can be used manually to create executable code. However, the authors draw on their extensive experience to show you how to tap the significant power of MDA and UML for maximum automation. Not surprisingly, the patterns included in this book are highly valuable; a blue-chip company recently valued a similar, but less mature, set of patterns at hundreds of thousands of dollars. Use this practical

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guide to increase the efficiency of your designs and to create robust business applications that can be applied immediately in a business setting.

[UML Distilled](#)

Today, more than ever, building software is hard. Not only we have to chase ever-changing technological trends, but we also have to grasp business domains that we are building the software for. The latter is often overseen, and it explains why so many projects are doomed to fail. After all, how can you build a solution if you don't understand the problem? Through this book, you will learn the Domain-Driven Design (DDD) methodology which provides a set of core patterns, principles, and practices for analyzing business domains, understanding business strategy, and, most importantly, aligning software design with its business needs. These include Ubiquitous Language, Bounded Contexts, Event Storming, and others. You will see how these practices not only lead to robust implementation of business logic, but also to future-proof software design and architecture. You will also learn the relationship between DDD and other methodologies to ensure that you are able to make architectural decisions that will meet the business needs. The final section puts all of this into practice using a real life story of implementing Domain-Driven Design in a startup company. Reading the book will allow you to use DDD for analyzing business domains, aligning software and business strategies, and making socio-technical design decisions. By the end of this book, you will be able to:

- Build a shared understanding of a business domain*
- Analyze a company's business domain and competitive strategy*
- Decompose a system into bounded contexts*
- Coordinate the work of multiple teams working together*
- Gradually start implementing domain-driven design*

[Lean Enterprise](#)

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore

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three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

[Getting Things Done](#)

Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture's many aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics. Mark Richards and Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You'll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book examines: Architecture patterns: The technical basis for many architectural decisions Components: Identification, coupling, cohesion, partitioning, and granularity Soft skills: Effective team management, meetings, negotiation, presentations, and more Modernity: Engineering practices and operational approaches that have changed radically in the past few years Architecture as an engineering discipline: Repeatable results, metrics, and concrete valuations that add rigor to software architecture

[Building Evolutionary Architectures](#)

Map concepts and ideas in domain-driven design (DDD) and transpose them into clean, testable, and quality code that is effective alongside the Laravel framework. This book teaches you how to implement the concepts and patterns present in DDD in the real world as a complete web application. With these tactics and concepts in place, you'll engage in a variety of example applications, built from the ground up, and taken directly from real-world domains. Begin by reviewing foundational stepping stones (with small, manageable examples to show proof of concepts as well as illustrations to conceptualize the more complex topics) of both DDD and Laravel. Specifically, such topics as entities, value objects, developing an ubiquitous language, DTOs, and knowledge discovery. Next, you will dive into some more advanced topics of DDD and use these

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concepts as a guide to make customizations to the default Laravel installation, giving you an understanding of why these alterations are vital to the DDD and Laravel platform. Finally, you will cover the very powerful Eloquent ORM that comes stock with Laravel and understand how it can be utilized to represent entities, handle repositories, and support domain events. Although there is a basic coverage chapter and a setup tutorial for Laravel (along with a high level intro about the components used within it), Domain-Driven Laravel is best suited to readers who have been at least exposed to the framework and have had the opportunity to tinker around with it. What You'll Learn Utilize a blazing-fast rapid development pipeline built from DDD building blocks and facilitated with Laravel Implement value objects, repositories, entities, anti-corruption layers and others using Laravel as a web framework Apply enhanced techniques for quick prototyping of complex requirements and quality results using an iterative and focused approach Create a base framework (Laravel) that can serve as a template to start off any project Gain insight on which details are important to a project's success and how to acquire the necessary knowledge Who This Book Is For Ideal for for frontend/backend web developers, devops engineers, Laravel framework lovers and PHP developers hoping to learn more about either Domain Driven Design or the possibilities with the Laravel framework. Those with a working knowledge of plain PHP can also gain value from reading this book.

[Service Design Patterns](#)

Master BDD to deliver higher-value software more quickly To develop high-value products quickly, software development teams need better ways to collaborate. Agile methods like Scrum and Kanban are helpful, but they're not enough. Teams need better ways to work inside each sprint or work item. Behavior-driven development (BDD) adds just enough structure for product experts, testers, and developers to collaborate more effectively. Drawing on extensive experience helping teams adopt BDD, Richard Lawrence and Paul Rayner show how to explore changes in system behavior with examples through conversations, how to capture your examples in expressive language, and how to flow the results into effective automated testing with Cucumber. Where most BDD resources focus on test automation, this guide goes deep into how BDD changes team collaboration and what that collaboration looks like day to day. Concrete examples and practical advice will prepare you to succeed with BDD, whatever your context or role. · Learn how to collaborate better by using concrete examples of system behavior · Identify your project's meaningful increment of value so you're always working on something important · Begin experimenting with BDD slowly and at low risk · Move smoothly from informal examples to automated tests in

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Cucumber · Use BDD to deliver more frequently with greater visibility · Make Cucumber scenarios more expressive to ensure you're building the right thing · Grow a Cucumber suite that acts as high-value living documentation · Sustainably work with complex scenario data · Get beyond the “mini-waterfalls” that often arise on Scrum teams

[Domain-Driven Design Distilled](#)

ALLEN/GETTING THINGS DONE

[Enterprise API Management](#)

Summary Entity Framework Core in Action teaches you how to access and update relational data from .NET applications. Following the crystal-clear explanations, real-world examples, and around 100 diagrams, you'll discover time-saving patterns and best practices for security, performance tuning, and unit testing. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology There's a mismatch in the way OO programs and relational databases represent data. Entity Framework is an object-relational mapper (ORM) that bridges this gap, making it radically easier to query and write to databases from a .NET application. EF creates a data model that matches the structure of your OO code so you can query and write to your database using standard LINQ commands. It will even automatically generate the model from your database schema. About the Book Using crystal-clear explanations, real-world examples, and around 100 diagrams, Entity Framework Core in Action teaches you how to access and update relational data from .NET applications. You'll start with a clear breakdown of Entity Framework, long with the mental model behind ORM. Then you'll discover time-saving patterns and best practices for security, performance tuning, and even unit testing. As you go, you'll address common data access challenges and learn how to handle them with Entity Framework. What's Inside Querying a relational database with LINQ Using EF Core in business logic Integrating EF with existing C# applications Applying domain-driven design to EF Core Getting the best performance out of EF Core Covers EF Core 2.0 and 2.1 About the Reader For .NET developers with some awareness of how relational databases work. About the Author Jon P Smith is a full-stack developer with special focus on .NET Core and Azure. Table of Contents Part 1 - Getting started Introduction to Entity FrameworkCore Querying the database Changing the database content Using EF Core in business logic Using EF Core in ASP.NET Core web applications Part 2 - Entity Framework in depth Configuring

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nonrelational properties Configuring relationships Configuring advanced features and handling concurrency conflicts Going deeper into the DbContext Part 3 - Using Entity Framework Core in real-world applications Useful software patterns for EF Core applications Handling database migrations EF Core performance tuning A worked example of performance tuning Different database types and EF Core services Unit testing EF Core applications Appendix A - A brief introduction to LINQ Appendix B - Early information on EF Core version 2.1

[Domain-Driven Laravel](#)

Domain-Driven Design (DDD) software modeling delivers powerful results in practice, not just in theory, which is why developers worldwide are rapidly moving to adopt it. Now, for the first time, there's an accessible guide to the basics of DDD: What it is, what problems it solves, how it works, and how to quickly gain value from it. Concise, readable, and actionable, Domain-Driven Design Distilled never buries you in detail—it focuses on what you need to know to get results. Vaughn Vernon, author of the best-selling Implementing Domain-Driven Design, draws on his twenty years of experience applying DDD principles to real-world situations. He is uniquely well-qualified to demystify its complexities, illuminate its subtleties, and help you solve the problems you might encounter. Vernon guides you through each core DDD technique for building better software. You'll learn how to segregate domain models using the powerful Bounded Contexts pattern, to develop a Ubiquitous Language within an explicitly bounded context, and to help domain experts and developers work together to create that language. Vernon shows how to use Subdomains to handle legacy systems and to integrate multiple Bounded Contexts to define both team relationships and technical mechanisms. Domain-Driven Design Distilled brings DDD to life. Whether you're a developer, architect, analyst, consultant, or customer, Vernon helps you truly understand it so you can benefit from its remarkable power. Coverage includes What DDD can do for you and your organization—and why it's so important The cornerstones of strategic design with DDD: Bounded Contexts and Ubiquitous Language Strategic design with Subdomains Context Mapping: helping teams work together and integrate software more strategically Tactical design with Aggregates and Domain Events Using project acceleration and management tools to establish and maintain team cadence

[Hands-On Domain-Driven Design with .NET Core](#)

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Provides information on domain-driven design to guild application software for enterprise applications.

[Enterprise Patterns and MDA](#)

More than 300,000 developers have benefited from past editions of UML Distilled . This third edition is the best resource for quick, no-nonsense insights into understanding and using UML 2.0 and prior versions of the UML. Some readers will want to quickly get up to speed with the UML 2.0 and learn the essentials of the UML. Others will use this book as a handy, quick reference to the most common parts of the UML. The author delivers on both of these promises in a short, concise, and focused presentation. This book describes all the major UML diagram types, what they're used for, and the basic notation involved in creating and deciphering them. These diagrams include class, sequence, object, package, deployment, use case, state machine, activity, communication, composite structure, component, interaction overview, and timing diagrams. The examples are clear and the explanations cut to the fundamental design logic. Includes a quick reference to the most useful parts of the UML notation and a useful summary of diagram types that were added to the UML 2.0. If you are like most developers, you don't have time to keep up with all the new innovations in software engineering. This new edition of Fowler's classic work gets you acquainted with some of the best thinking about efficient object-oriented software design using the UML--in a convenient format that will be essential to anyone who designs software professionally.

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