



# Why You Might Fail with Domain-driven Design

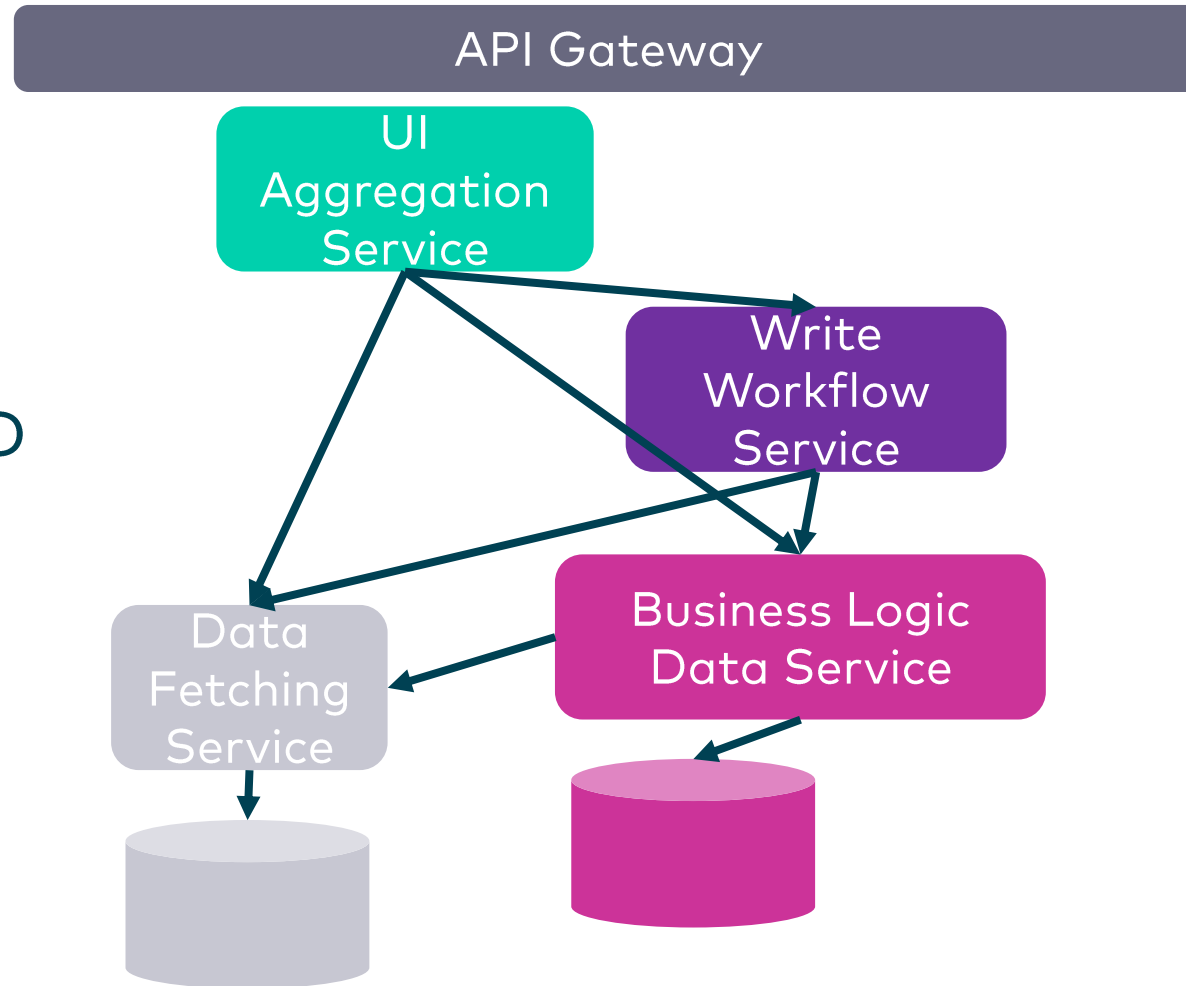
**INNOQ**



**Eberhard Wolff**  
Fellow @ewolff

# Is This a Great Architecture?

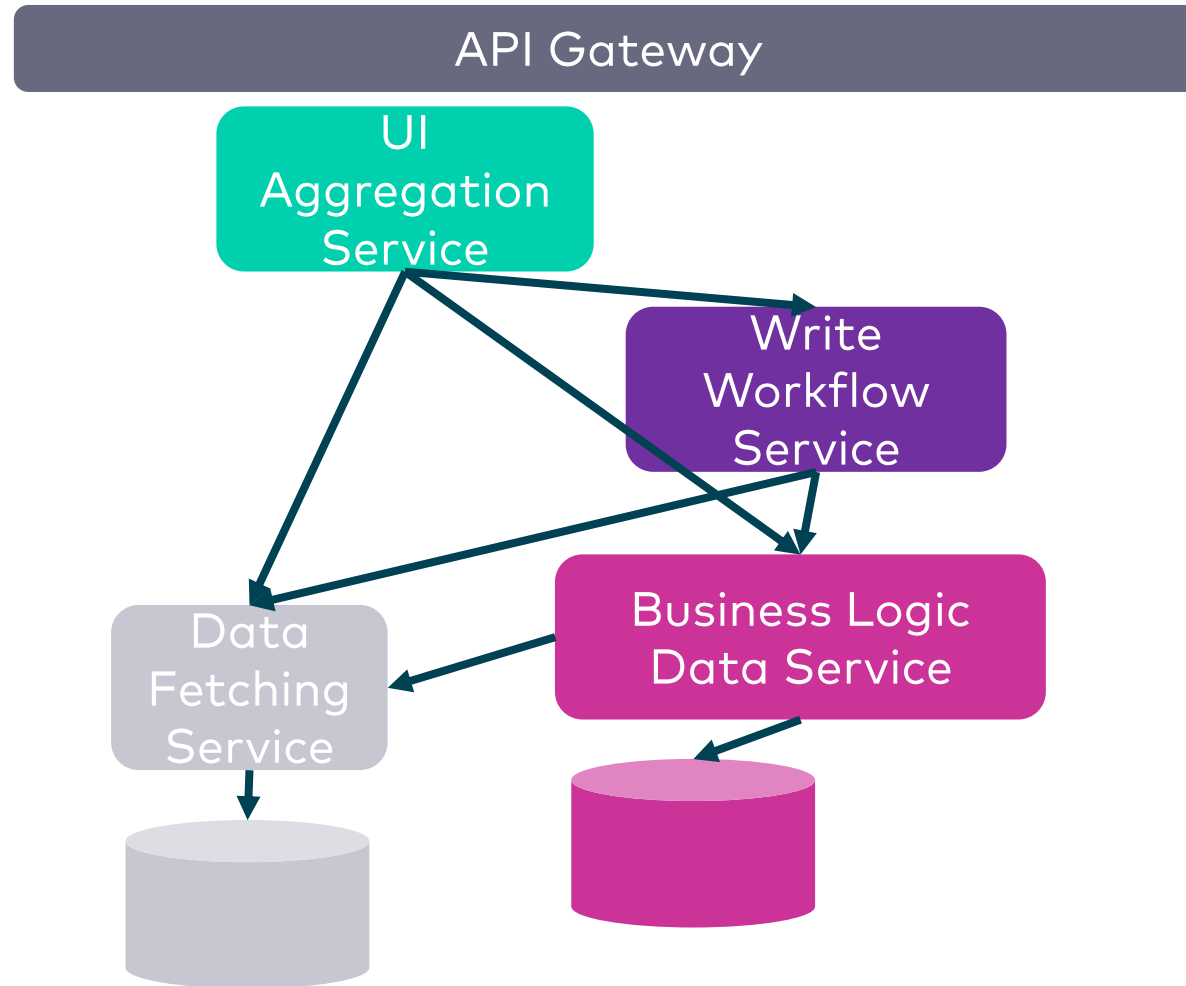
We are using all  
the tactical DDD  
pattern like  
Service,  
Repository, ...



# DDD Domain-driven Design

- Software should provide business value.
- Software should support business processes.
- Typical changes are to business logic.
- Therefore:  
Let the domain drive the design!

# What is Even the Domain?



nDDD

# DDD vs nDDD

- DDD Domain-driven Design  
Domain drives the design
- nDDD Non-domain-driven Design  
Something else drives the design

# How to Detect nDDD

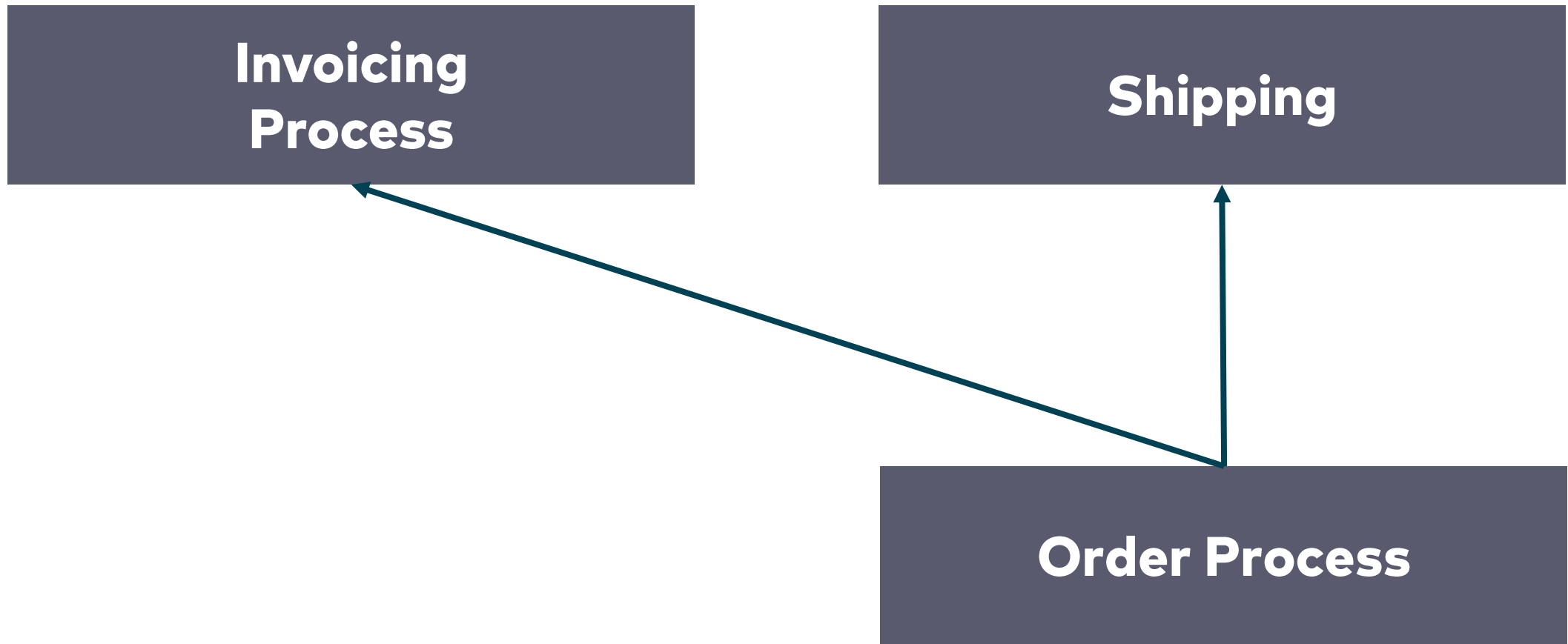
- Can you tell which domain the architecture is for?
- Can you use the architecture for a self-driving car or a video game?
- My experience:  
Technical architecture much too common

Would you rather show / discuss  
something technical or business-  
related if asked for the  
architecture?

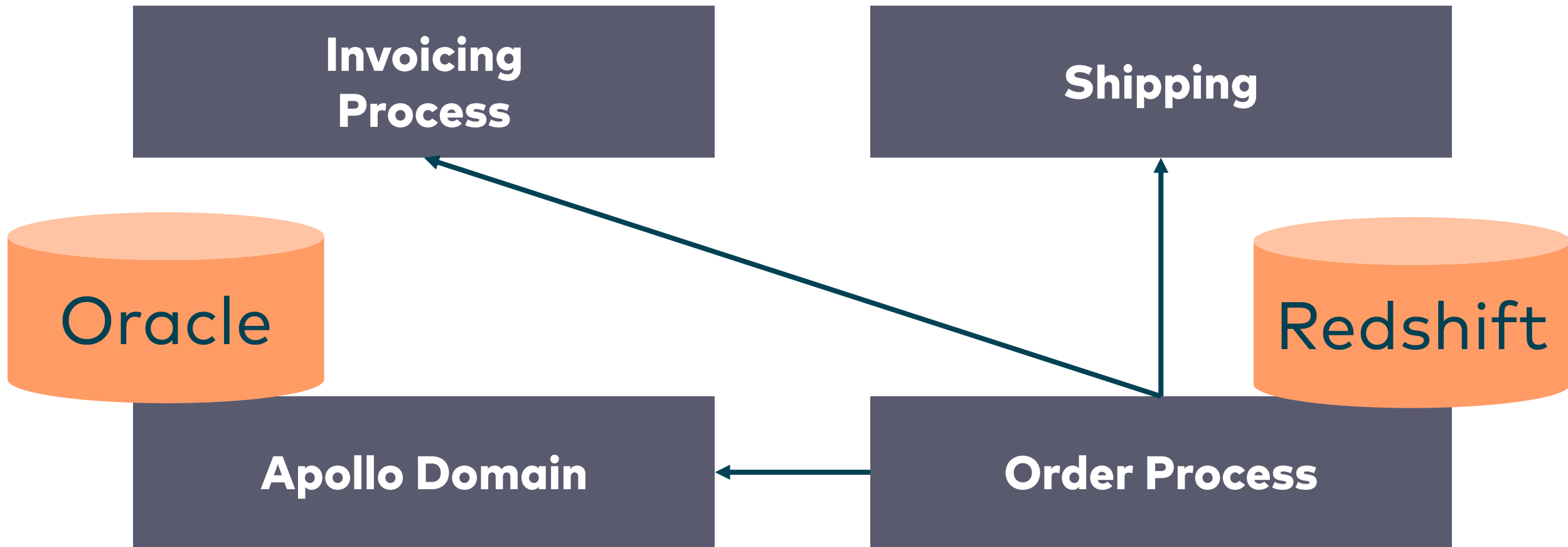


Usually, I'm presented with  
technical architecture diagrams.

# Better



# Even Worse: Tech + Business Chaos



# DDD vs nDDD

- Can the team execute the business process the application implements?
- When was the last time the team talked to a user / customer?
- Can you explain the business purpose of the application to your partner?
- How does the architecture structure the business logic?

Why would I care?

There are requirements, right?

# Domain-driven Design

- Domain-driven Design:  
software should structure domain logic
- DDD's aim is to support the business as well as possible
- So: Must understand the domain

# DDD = Collaboration

- Technical people can't define the business purpose by themselves.
- So: Ask & support businesspeople
- Might be hard
- Sometimes, you might fail
- Collaborative Modeling e.g. event storming / domain story telling can help

# Bounded Context



# Bounded Context



- Usually handled by one team.
- Example: Order process, delivery process

# Bounded Context

- Bounded context = module
- No other concept is so poorly understood.

# Bounded Context Example

**Invoicing  
Process**

Invoicing

VAT

**Shipping**

Tracking

Delivery

**Order Process**

Shopping Cart

Accept order

# Example Non Bounded Contexts

- Customer
- Product
- Very likely data-driven,  
not domain-driven

# Module



Public  
Information

# Class

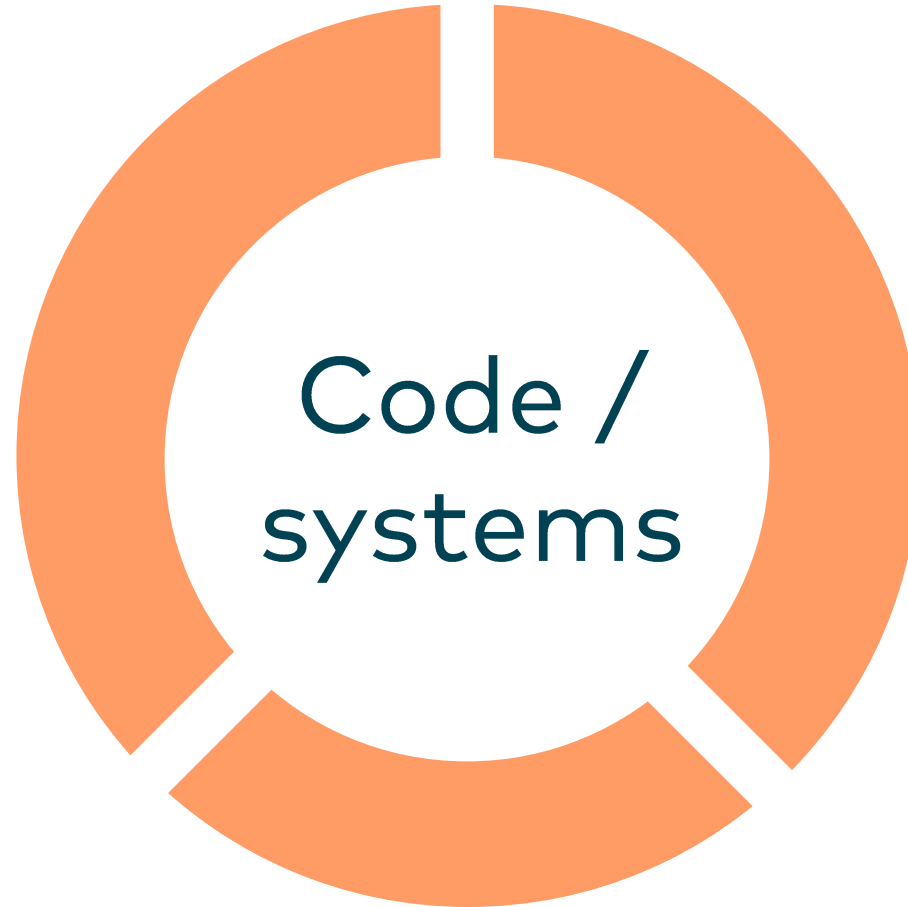


Public  
Methods

# CRC Cards for Classes

Class Order Service	Responsibility Accepting Orders
<b>Collaboration</b>  Order Repository Invoice Service Shipment Service Statistics Service	

# Bounded Context



Interfaces



# Bounded Context Canvas

<b>Name</b> Payment <b>Core</b>		<b>Description</b> Processing Payments
<b>Inbound Communication</b>	<b>Ubiquitous Language</b>	<b>Outbound Communication</b>
Order Processing	Receipt Payment	Payment Provider Book keeping Order Processing

# Bounded Context Canvas

## Collaboration

Name Payment	Core	Description Processing Payments
<b>Inbound Communication</b>  Order Processing	<b>Ubiquitous Language</b>  Receipt Payment	<b>Outbound Communication</b>  Payment Provider Book keeping Order Processing

# Bounded Context Canvas

## Responsibility

Name	Payment	Core	Description	Processing Payments
<b>Inbound Communication</b>	Order Processing	<b>Ubiquitous Language</b>	Receipt Payment	<b>Outbound Communication</b>  Payment Provider Book keeping Order Processing

BUILD MODULES BY  
FUNCTIONALITY NOT DATA!

Seriously:

**BUILD MODULES BY  
FUNCTIONALITY NOT DATA!**

# CRC Cards for Classes: No Data!

Class Order Service	Responsibility Accepting Orders
<b>Collaboration</b>  Order Repository Invoice Service Shipment Service Statistics Service	

Bounded  
Context  
Canvas:  
No Data!

Name Payment      Core		Description Processing Payments
Inbound Communication	Ubiquitous Language	Outbound Communication
Order Processing	Receipt Payment	Payment Provider Book keeping Order Processing

# Bounded Context Example

## Invoicing Process

Customer e.g. billing  
address

Product e.g. price

## Shipping

Customer e.g. shipping  
address

Product e.g. size

## Order Process

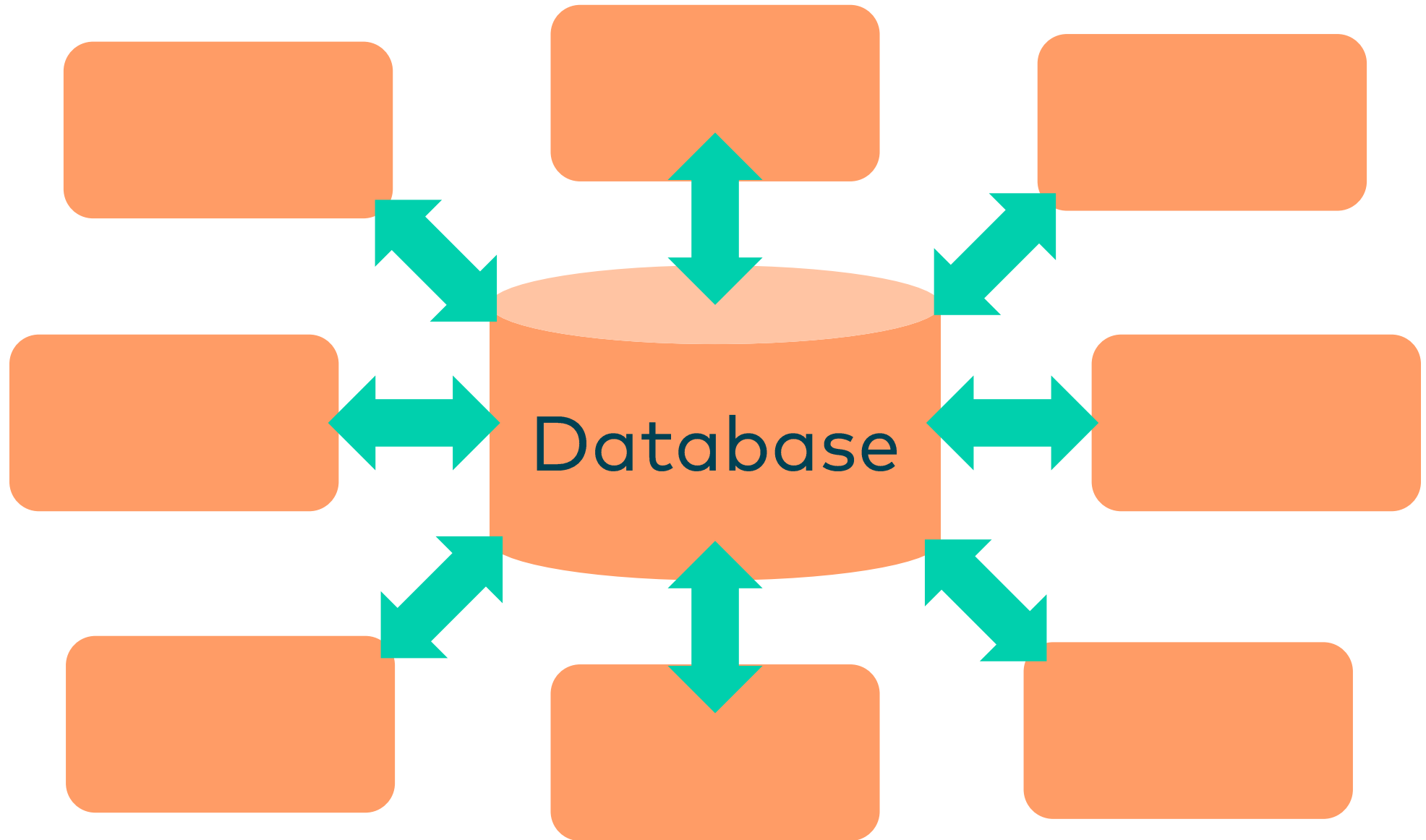
Customer e.g. product  
preferences

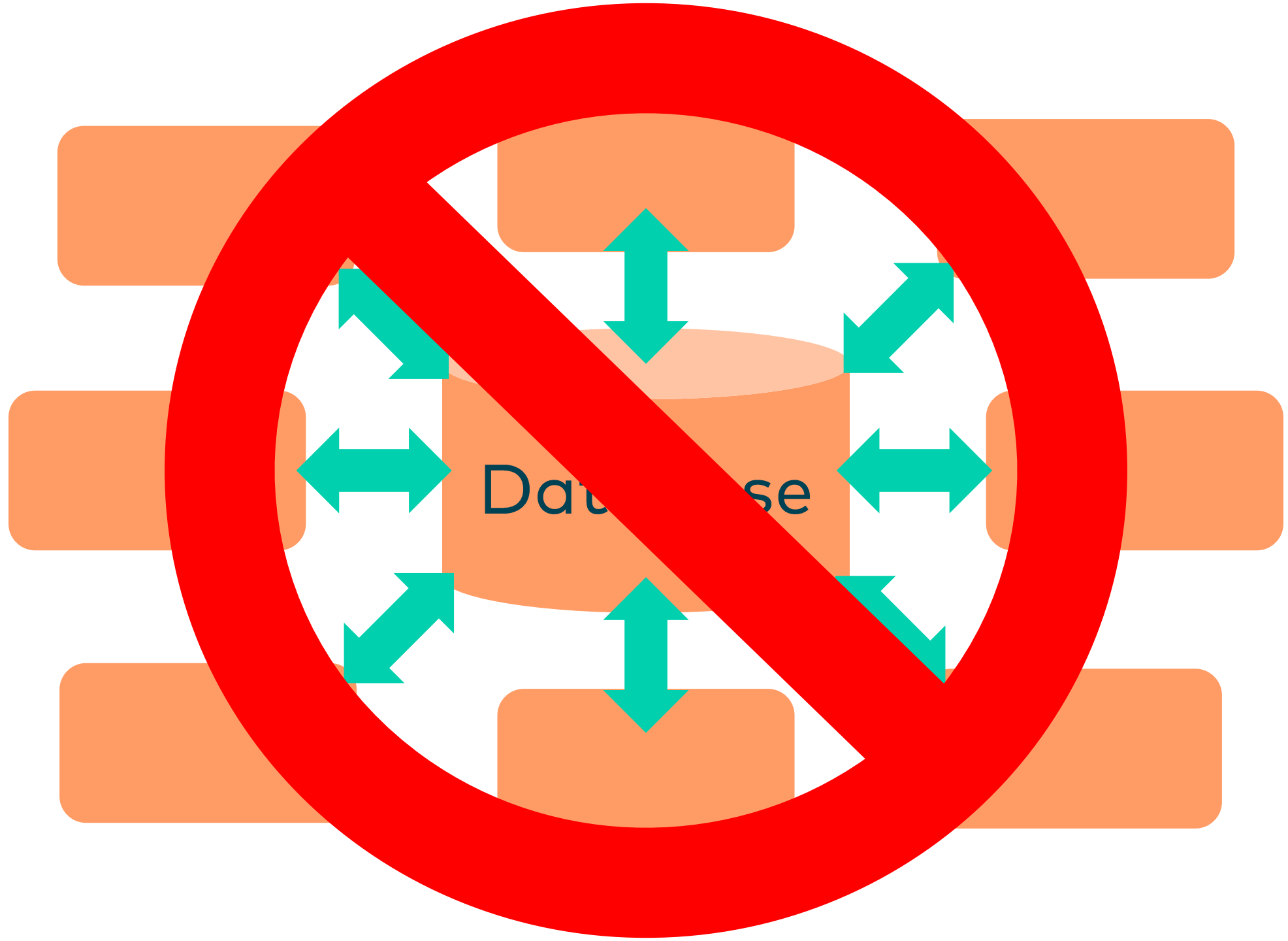
Product e.g. marketing  
information

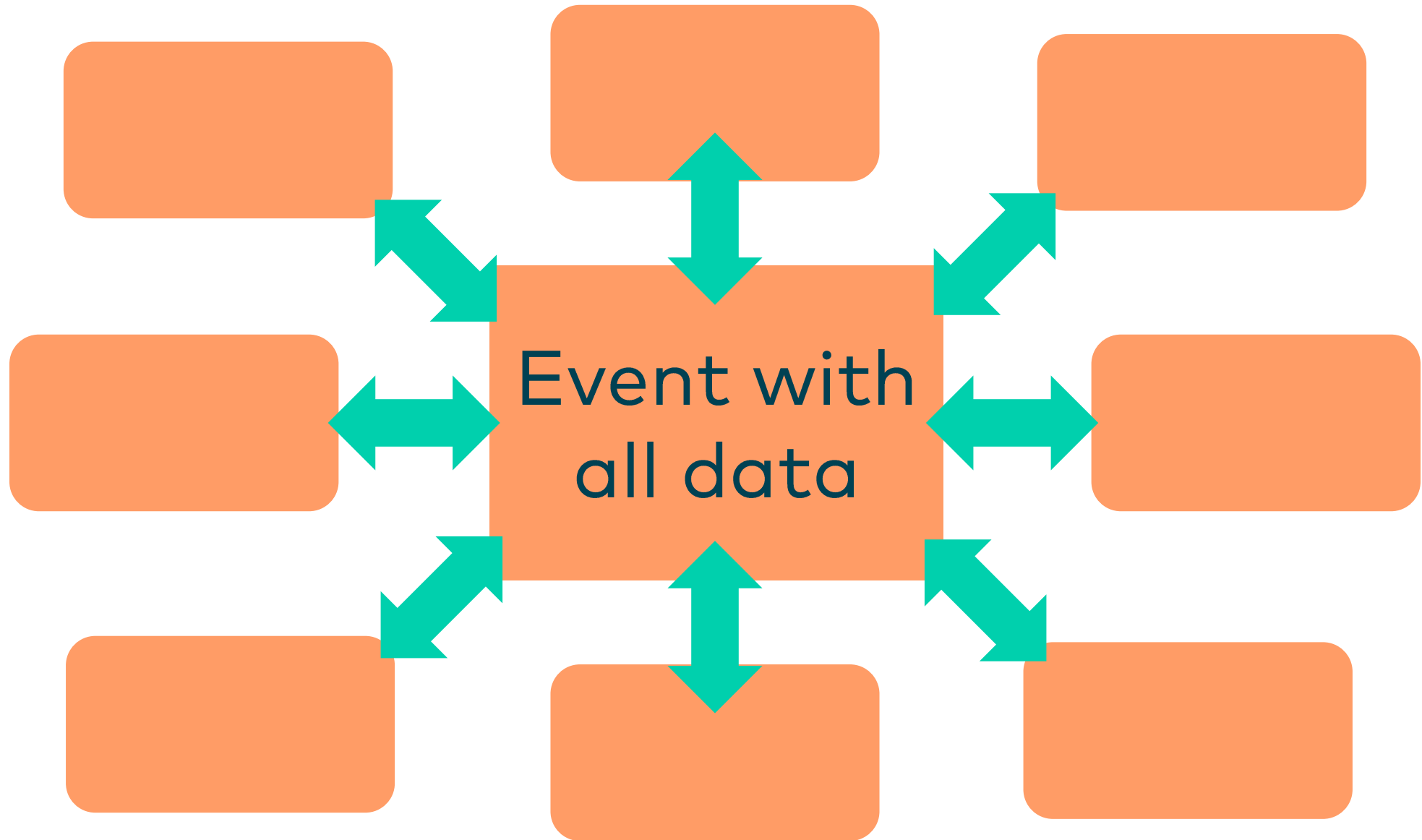


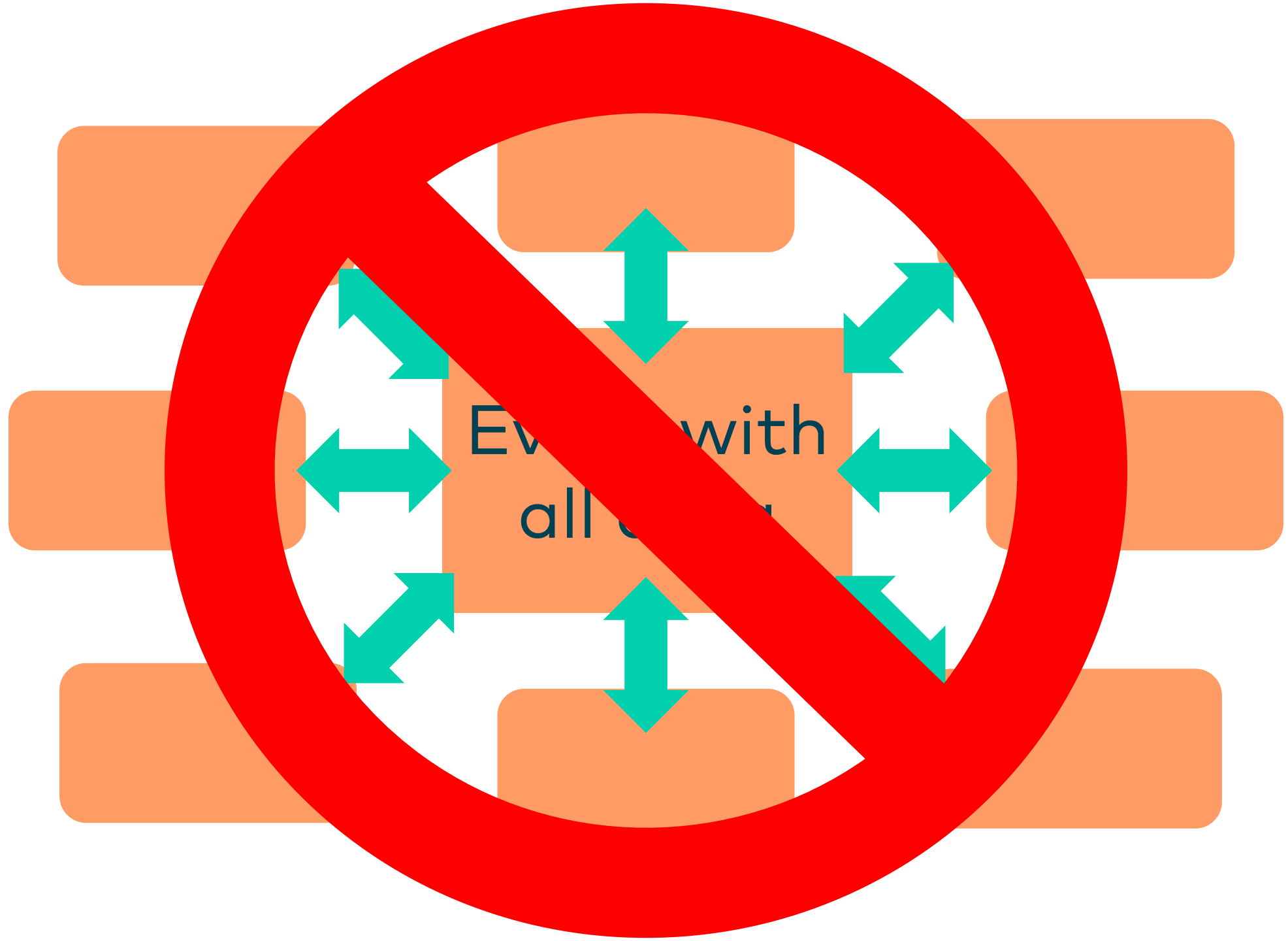
# Bounded Context & Modules

- Data model internal
  - i.e. hides most design decisions.
  - E.g. how data is stored
- 
- Bounded Contexts are naturally great modules!









**Quality**

Highest quality everywhere!

eXtreme Programming  
Software Craftsmanship

"The harsh reality is that not all parts of the design are going to be equally refined. Priorities must be set."

Core Domain Pattern, Eric Evans



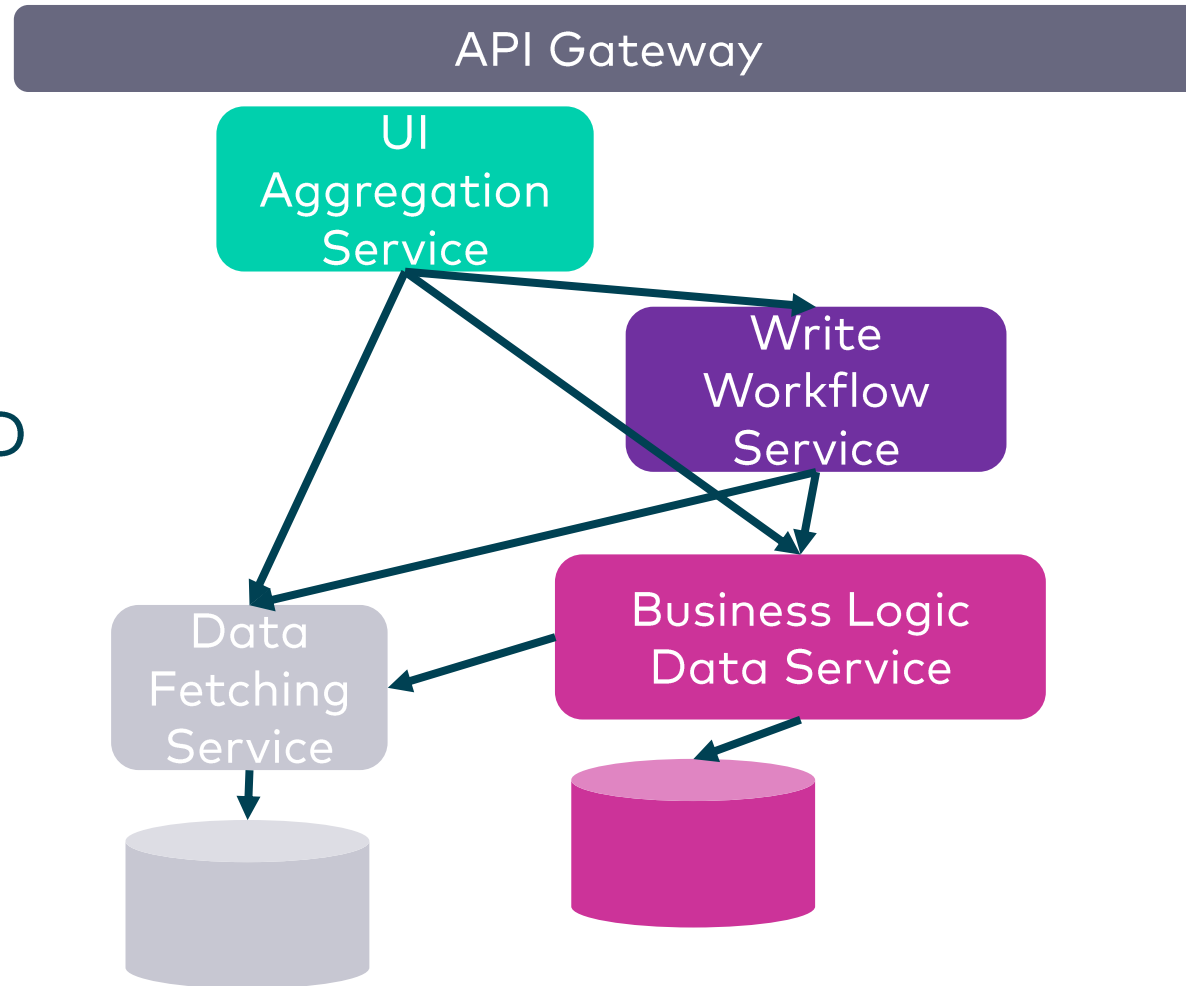
What part has the highest  
business value?

How can you focus if you don't  
know which part has the highest  
business value?

~~Quality~~  
**No Focus**

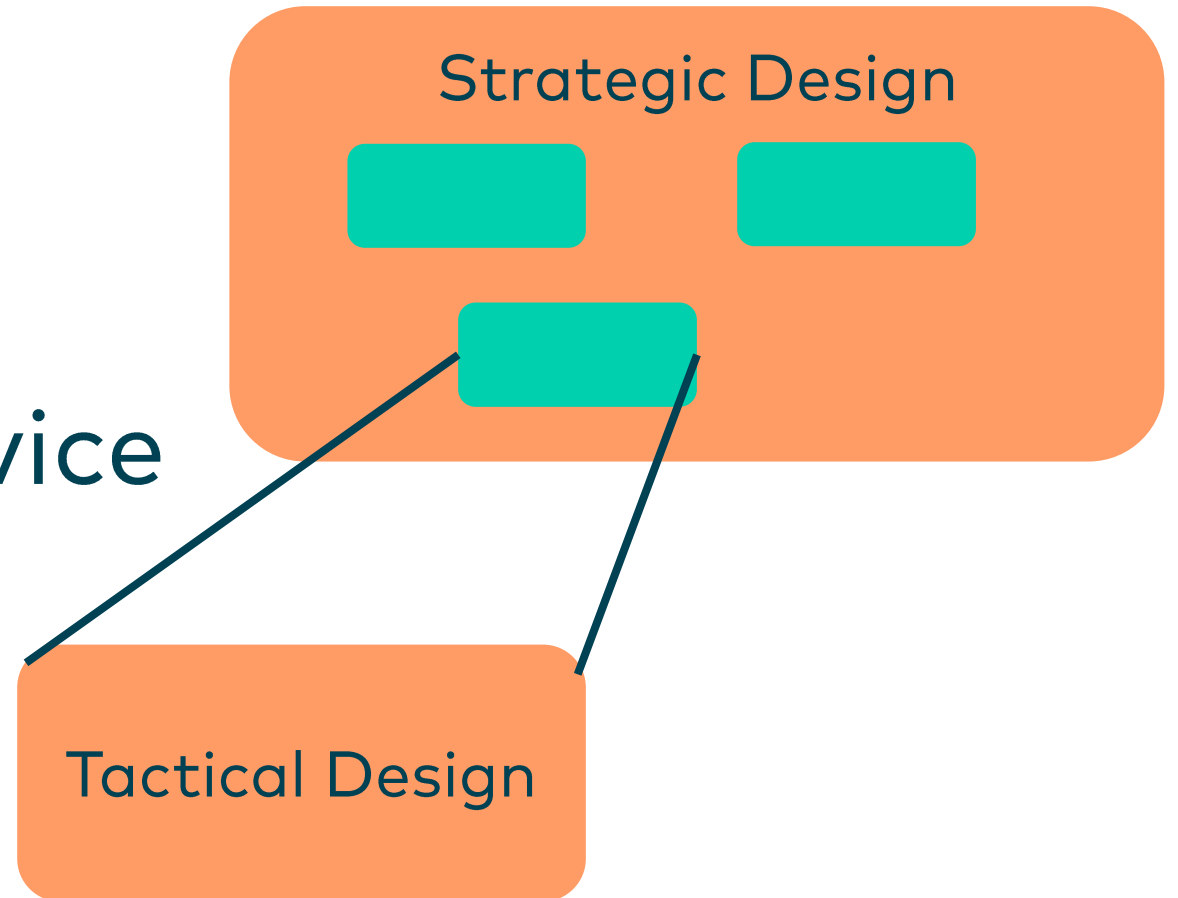
# Is This a Great Architecture?

We are using all  
the tactical DDD  
pattern like  
Service,  
Repository, ...



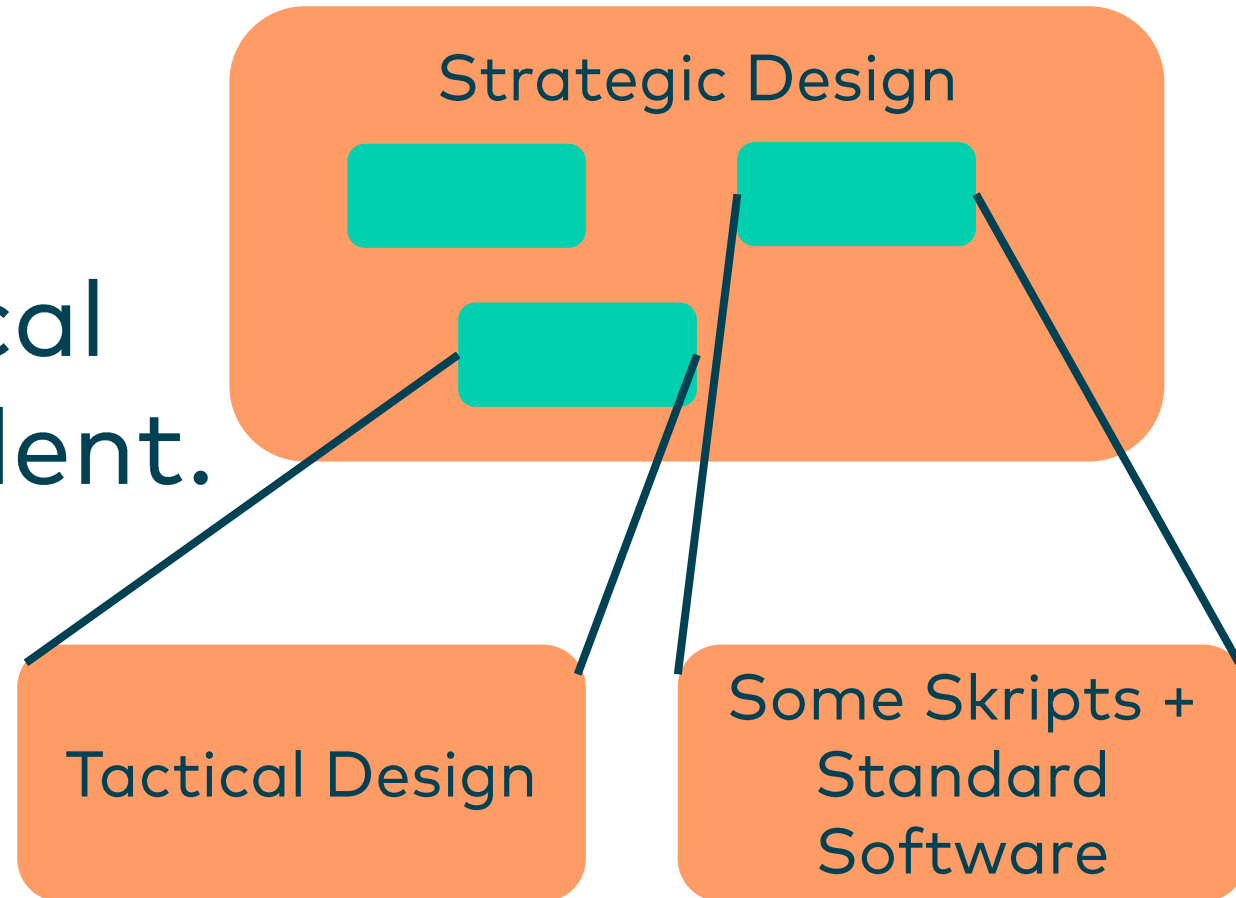
# DDD: Strategic / Tactical

- Strategic Design:  
Coarse grained  
Modules / microservice
- Tactical Design:  
Fine grained  
Classes



# DDD: Strategic / Tactical

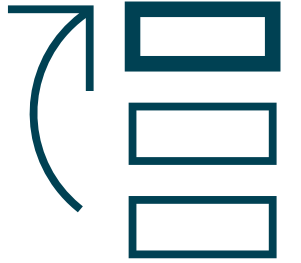
- Strategic and tactical design are independent.
- You can use one of them or both.



# Strategic Design

- More important for architecture.
- More impact
- Sets priorities (Core domain)
- Solves problems between teams

# Priorities



- No need to use tactical design to just move data around.
- Data by itself is not valuable
- What happens with data is valuable
- So: Simple business logic might be a missed opportunity to implement valuable business logic.



# Architecture & Migration

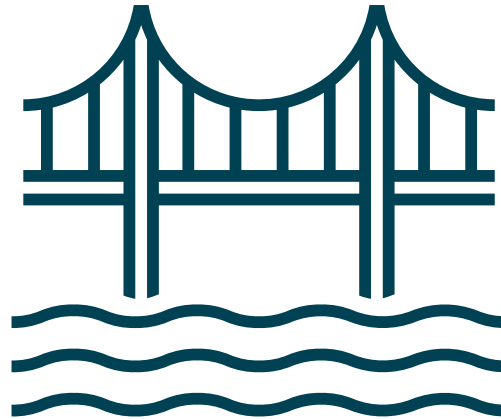
- No more green fields
- Brown fields
- So: Migration
- Hardly discussed and very complex



# Migrate



What is the next step?  
How will it provide value?



How do we overcome  
the next obstacles?

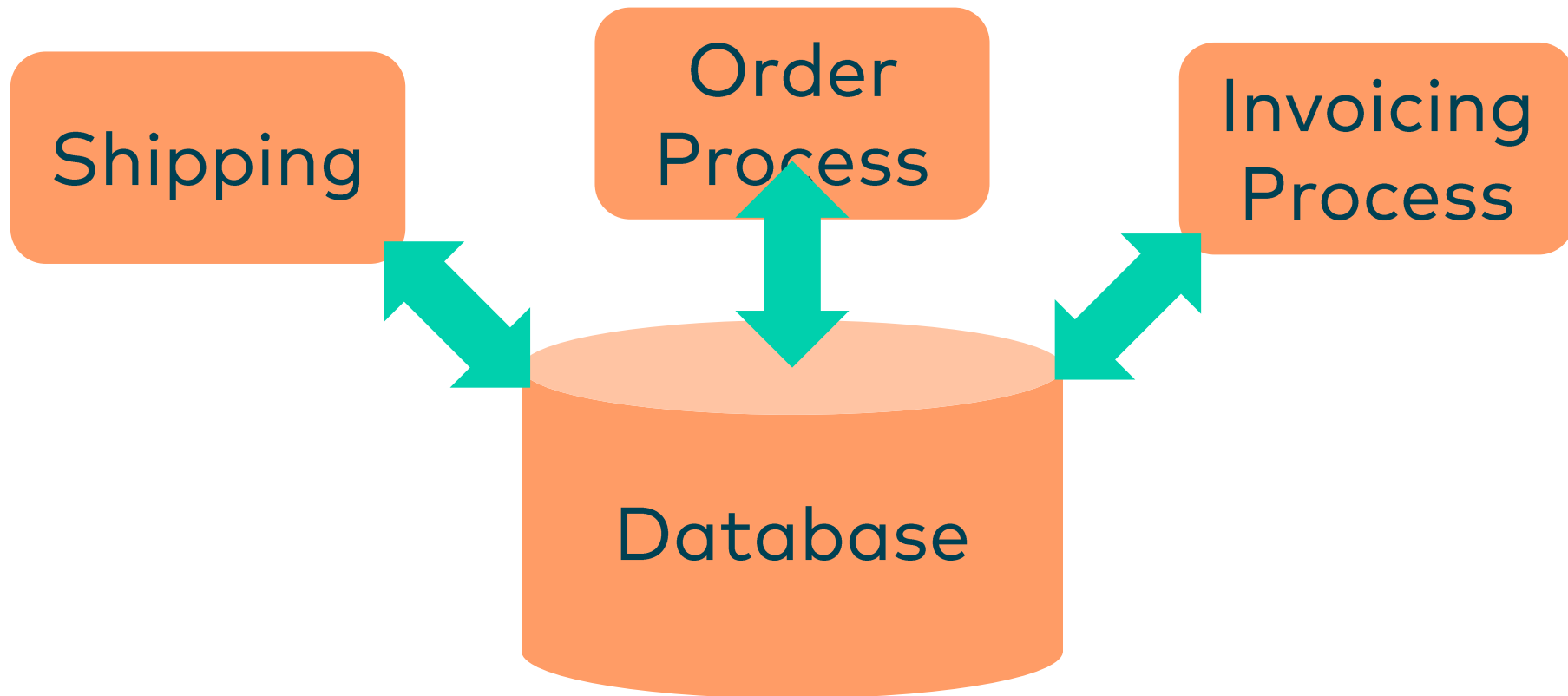


Goal: Full migration  
in a few years  
Bounded contexts

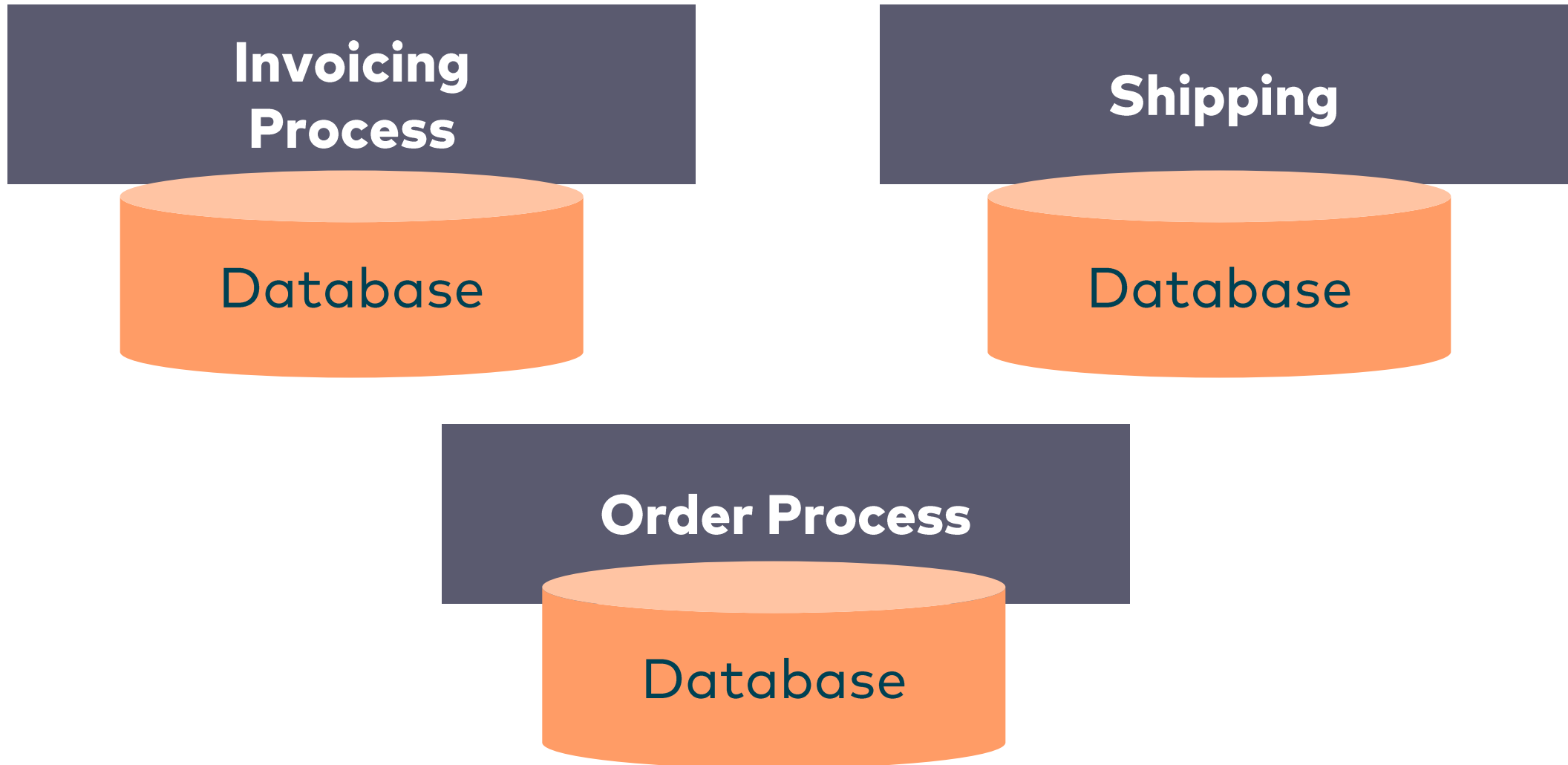
# Migrating to Bounded Context

# State before Migration

- Modules might share data



# Goal: Bounded Contexts



# Results

- Independent modules
- Less coordination
- More productivity

# Migration



- Lots of effort to fully migrate
  - often years
- Business value? Just better productivity?
- First step?
- Value of first step?

# Domain-driven Migration



- The domain should drive the design.
- The domain should drive the migration.
- Where is the business value?
- Why are we doing this migration now?



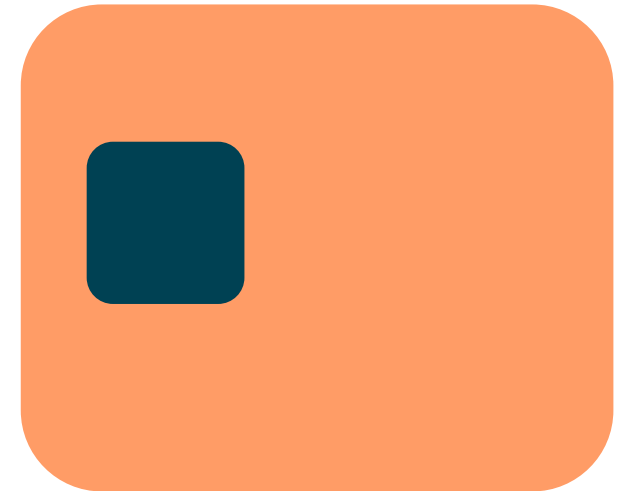
# Domain-driven Migration

- Might build new, separate bounded context for new features



# Domain-driven Migration

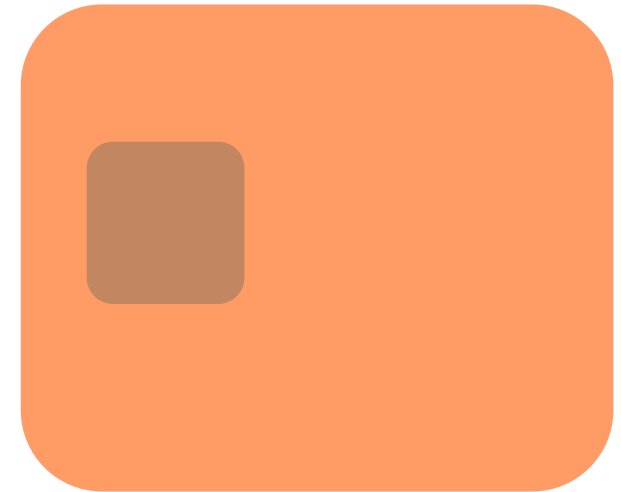
- Might build transient "bubble context" inside existing systems



<https://www.domainlanguage.com/ddd/surrounded-by-legacy-software/>  
<https://software-architektur.tv/2020/07/14/folge006.html>

# Domain-driven Migration

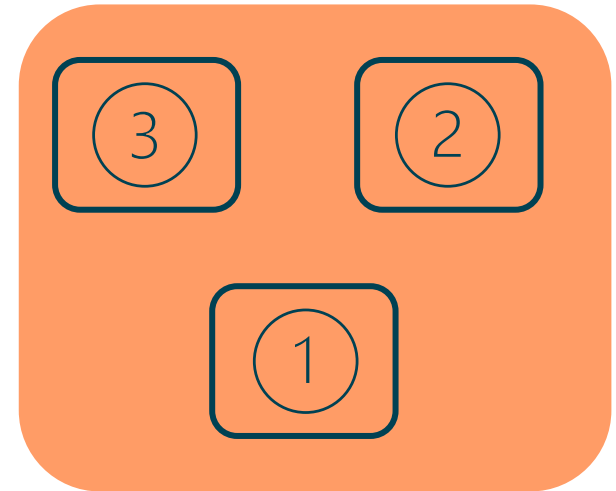
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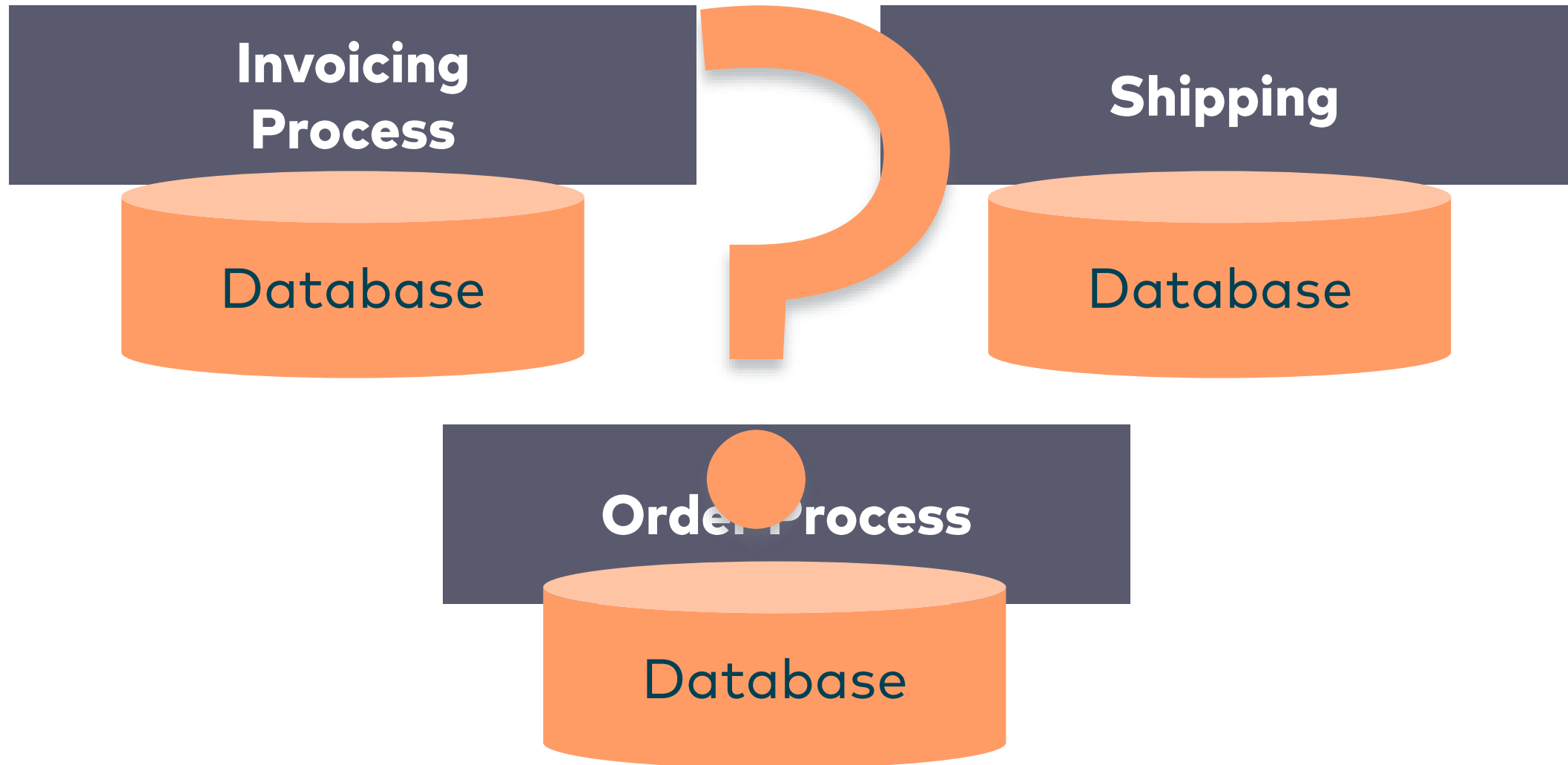
<https://www.domainlanguage.com/dd/surrounded-by-legacy-software/>  
<https://software-architektur.tv/2020/07/14/folge006.html>

# Domain-driven Migration

- Define a core domain
- Might prioritize modules differently
  - not change them



# Bounded Contexts: Really the Goal?



# Domain-driven Migration

- Understanding bounded context is hard.
- Not actually implementing them is even harder

# DDD: Migration

- Ask questions:
- Why is the migration done now?
- What are the next planned changes to the system?
- What has business given up asking for?

# Strategic Domain-driven Design



# Strategic Domain-driven Design

- A bounded context might be more or less important.
- A team might need support from other teams to be successful.
- Only solution: Patterns for collaboration between teams

# Strategic Domain-driven Design



- Downstream team depends on upstream team to be successful.

# Customer / Supplier

- Factor downstream priorities (customer) into planning of upstream team (supplier)!
- Negotiate and budget tasks!

# Strategic Domain-driven Design

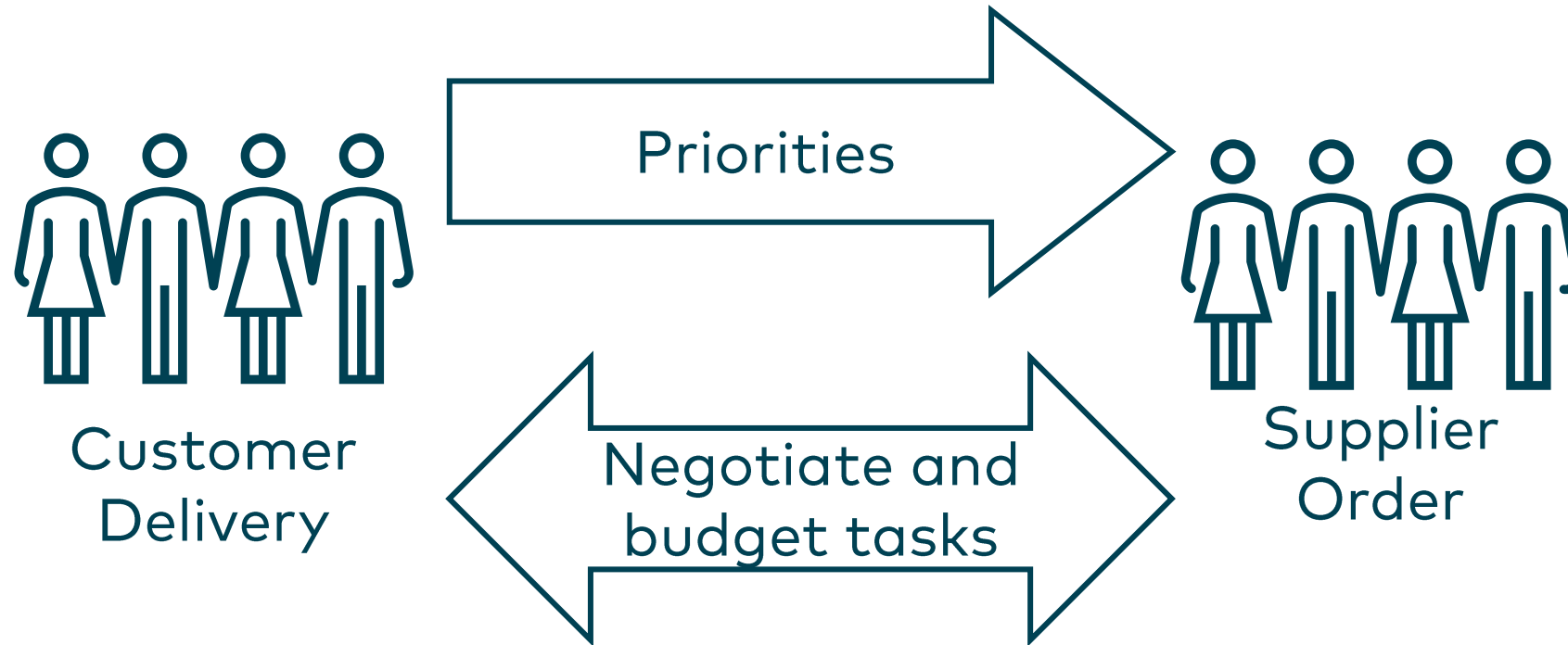
**Shipping**

Customer

**Order Process**

Supplier

# Customer / Supplier



Why do I see so little adoption of  
strategic domain-driven design?

Can you set up a Customer /  
Supplier relationship?

# Customer / Supplier

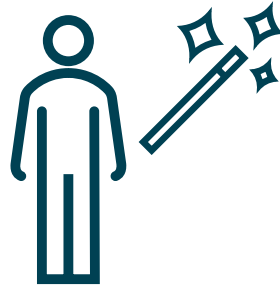
- Customer / supplier is about who does what.
- Probably not what an architect decides.



# Setting Up Customer / Supplier

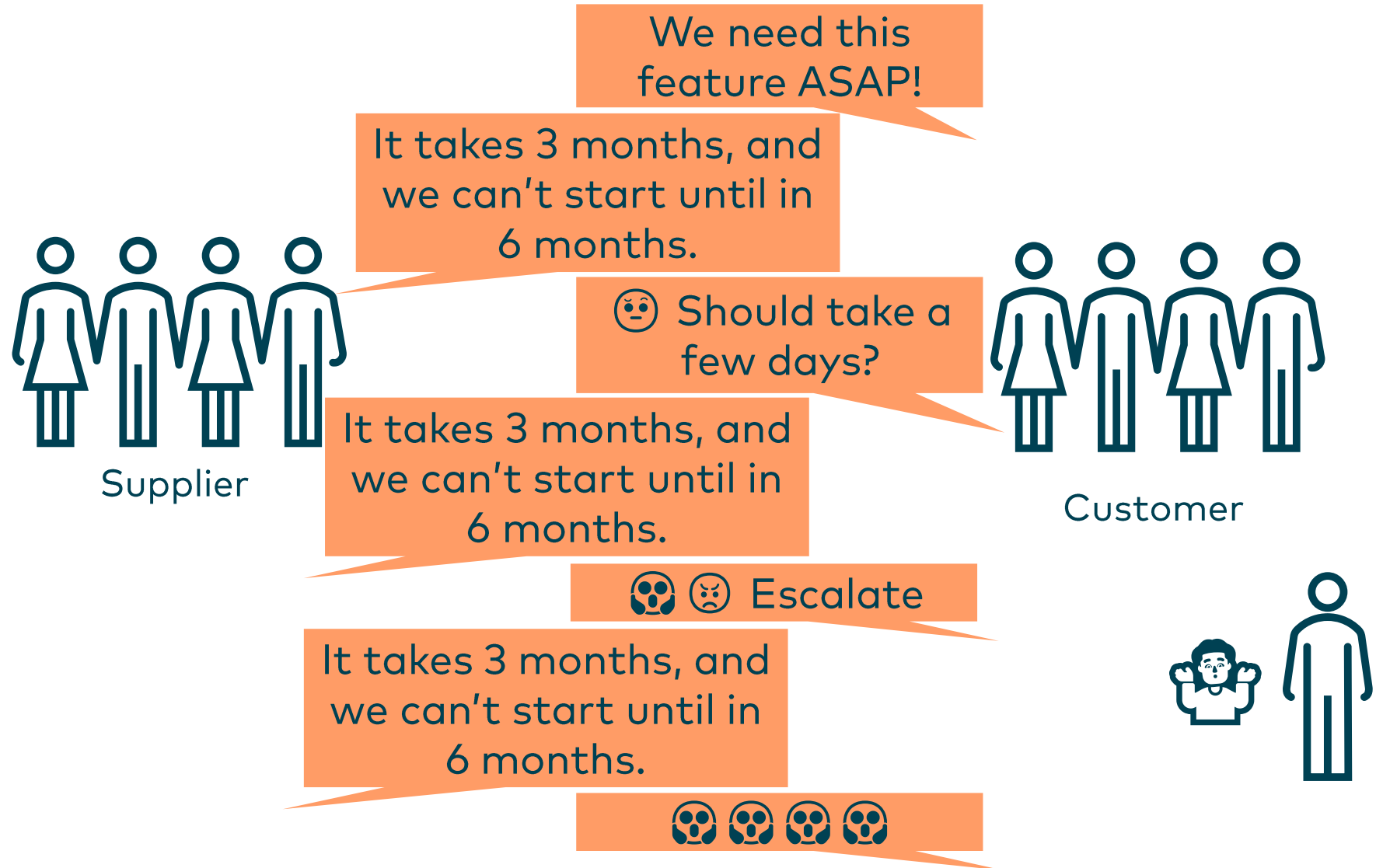


Supplier



Customer

# Customer / Supplier in Practise



# Customer / Supplier

- Managers can set up a customer / supplier relationship.
- In real life, teams can circumvent or fight such rules.

# Is this Customer / Supplier?



At the end, she and her team got the help they needed...

Even if you don't have formal control over a team, you can still try to influence it.

## Organisation #

- Folge 163 - Kommunikation im Entwicklungsprozess mit Rebecca Temme
- Folge 147 - Wie reißt man den Elfenbeinturm ein? mit Anja Kammer
- Folge 141 - Auftragstaktik - Agilität beim Militär? mit Sönke Marahrens
- Folge 125 - Organisation und Architektur - ein Beispiel
- Folge 115 - Data Mesh - nur ein neuer Datenanalyse-Hype?
- Folge 110 - Conway's Law
- Folge 106 - Anne Herwanger, Alexandra Hoitz, Stefan Link - Resiliente Organisation und resiliente Software Architektur - live von der OOP
- Episode 101 - Kenny Baas-Schwegler, Gien Verschatse, Evelyn Van Kelle - Facilitating Collaborative Design Decisions - Live from OOP
- Folge 96 - Organisation, Architektur - Was ich im Stream gelernt habe
- Folge 91 - Sven Johann - Cross-funktionale Teams zielgerichtet in den Abgrund stürzen
- Episode 82 - Avraham Poupko & Kenny Baas-Schwegler - The Influence of Culture on Software Design
- Episode 80 - Microservices, Inverse Conway Maneuver, and Flow with James Lewis - Live from Software Architecture Gathering
- Folge 73 - Das Spotify-Modell gibt es gar nicht!
- Folge 63 - Kim Nena Duggen zu Soft Skills für Software-Architekt:innen
- Folge 16 - Gerrit Beine zu Sozialwissenschaften und Software-Architektur
- Folge 2 - Organisation und Architektur

<https://software-architektur.tv/tags.html#Organisation>

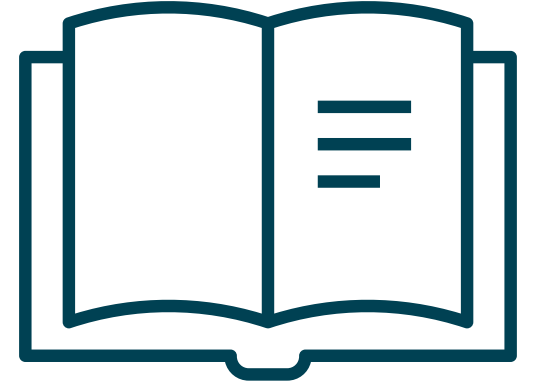
# Iterations

These [domain] models are never perfect; they evolve.

Eric Evans

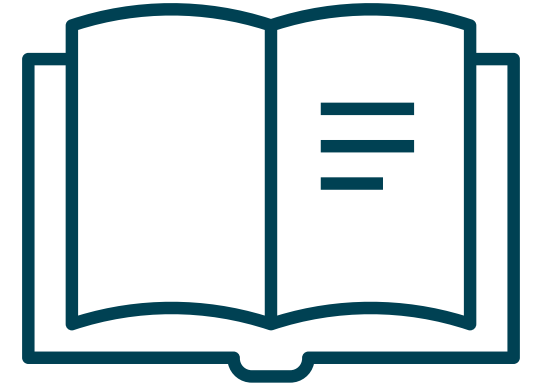


# A True Story



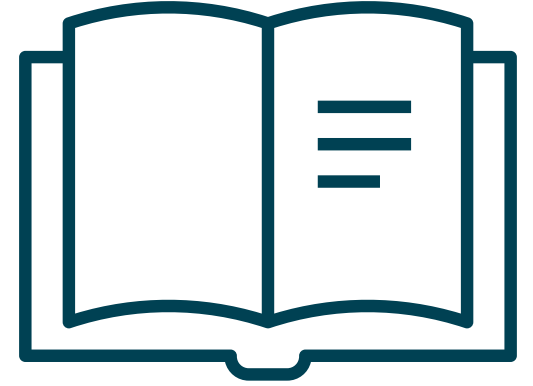
- Plan at start:  
Migrate the system module-by-module
- Prototype to validate migration.

# A True Story: The Start



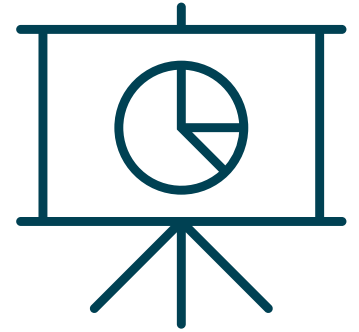
- Project start
- Learn more about the domain
- Migration by module makes it impossible  
...to improve support for business.  
...to improve automation

# A True Story: Result



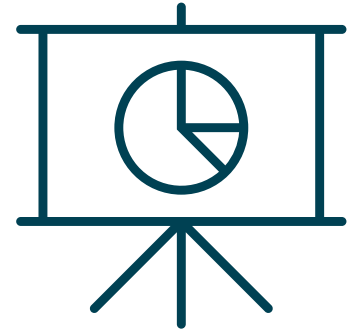
- There were other issues, too.
  - Project cancelled
- ...and considered a failure.

# Intuitive Lesson Learned



- Do more research up front!
- Be more restrict in approving projects!
- IMHO this is wrong.
- You will always learn about the domain!
- i.e. there will always be something wrong.
- Not just at the start.

# Recommended Lesson Learned



- Consider dropping the technical validation of an architecture.
- It might need to be changed.
- You might be too (emotionally) invested.
- Be prepared to change the architecture.
- But: don't be intentionally stupid!

# Conclusion

# Conclusion: DDD vs nDDD

- Domain-driven Design means the domain drives the design.
- Actually learn and understand the domain!

# Conclusion: Quality & Focus

- Focus on the parts with the highest business value!
- Don't invest too much in other parts.



# Strategic Design & Iterations

- You can do strategic design.  
...even if you don't have the formal authority.

# Iterations

- You will learn about the domain.
- So: Work in iterations.

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## Domain-driven Design #

- Folge 134 - Domain Prototyping - Iterative Entwicklung mit Domain-driven Design & User Experience mit Tobias Goeschel
- Folge 116 - Events, Event Sourcing und CQRS
- Folge 90 - Michael Plöd - Wie steigt man in Domain-driven Design ein?
- Folge 72 - Strategisches Domain-driven Design - Grundlegende Patterns unter der Lupe
- Folge 22 - Markus Völter zu Fachliche Architekturen mit DSL (Domain Specific Languages)
- Folge 21 - Domain Story Telling mit Henning Schwentner und Stefan Hofer
- Folge 17 - Nicole Rauch zu DDD, Event Storming & Specification by Example
- Folge 11 - Nick Tune - Legacy Architecture Modernisation With Strategic Domain-Driven Design
- Folge 6 - Eric Evans "Getting Started with DDD When Surrounded by Legacy Systems"
- Folge 4 - Fachliche Architektur - Warum und wie?

<https://software-architektur.tv/tags.html#Domain-driven%20Design>

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Slides

- + Service Mesh Primer EN
- + Microservices Primer DE / EN
- + Microservices Recipes DE / EN
- + Sample Microservices Book DE / EN
- + Sample Practical Microservices DE/EN
- + Sample of Continuous Delivery Book DE

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& Microservices

EMail address logged for 14 days,  
wrong addressed emails handled manually

