



Guided Tour of *Domain-Driven Design*

These are references to specific selections of the book *Domain-Driven Design*, by Eric Evans (Addison-Wesley, 2004). They are meant to guide a manager or other project leader quickly to the main points of interest and use to a decision-maker on a software project.

Managers have particular interests, less technical, more organizational. The selections below do not require much technical background, but they do assume some experience with software development teams.

Just find an interesting question and follow it to the indicated pages in the book.

I. What Is Domain-Driven Design and Why Care? (~1 hr)

These excerpts from Part I of the book walk you through the fundamental principles of domain-driven design and some of the benefits of applying it.

Contrasting three projects concretely illustrates how design style can be a factor in success and failure.	xix-xxi
Why design style is an inextricable factor in the development process.	xxii-xxiv
The benefits of committing the whole team to domain-driven design.	xxvii
What is a model?	2-4
The heart of software and why it gets neglected.	4-6
Knowledge Crunching: How a team can accumulate, distill and apply domain knowledge to software development	12-15 (from "Ingredients of...")
Ubiquitous Language: How to bring about a clearer and more dynamic flow of domain knowledge throughout the project.	24-27
Example	27-30
Consequences	32-34
How documents & diagrams can work for a project instead of just being work.	35-40
How to make modeling <i>relevant</i> to the the goals of a software project: Model-Driven Design.	47-50
Why models matter to users.	57-59
The necessity of eliminating the distinction between modelers and programmers.	60-62

II. Building Blocks

Part II lays a foundation of detailed modeling techniques that underpin effective model-driven design. This tour skips to Part III.

III. What Constitutes a Useful Model-Driven Design and How to Go About Finding Such a Design (~ 1 hr)

True story: How model-driven design rescued a project and created unexpected opportunities.	193-203
How software experts can work with domain experts to explore and refine models.	207-210
Supple Design: How a system can become <i>easier</i> to extend and adapt rather than ossifying into legacy	243-245
Overview of the rhythm of domain-driven design and how it allows for upside surprise opportunities to emerge.	321-326

IV. Strategic Design: Team Decisions That Affect the Trajectory of the Entire Project (~ 2 hr)

Introduction to three principles for applying domain-driven design to large projects and enterprises.	328-329
Bounded Context: Strategies for dealing with the inevitability of multiple viewpoints and conflicting needs.	331-338
How much integration do you need? How can you structure relationships between teams to get it?	341-371, (headings and bold)
Whimsical, non-technical example	378-381
Broad tradeoffs between context strategies	Figure 14.13 (on p. 388)
Distillation: How do you focus on your central problem and keep from drowning in a sea of side issues?	400-405
A Tale of Two Time Zones: A right way and a wrong way to deploy your people to tackle essential supporting components	410-412
Reducing project risk by tackling the core domain early	413-414
Crafting a domain vision statement	415-416
Large-scale structure: How to make a sprawling system comprehensible and encourage consistency across subsystems.	439-442
How to have structure without stifling development	444-446
<i>Several specific techniques for large-scale structure are discussed, but are</i>	

skipped in this tour.

Non-technical example of how a large-scale structure allowed thousands of people to contribute to the AIDS Memorial Quilt	478(bottom)-479
Putting the pieces together to develop a design strategy	490-497

V. Conclusion (~1/4 hour)

Tracking five real domain-driven design projects and their long-term outcomes.	500-505
The future of domain-driven design	505-506



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