



# 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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