

Domain Driven Design Quickly

Your Company Isn't Fast Enough. Here's How to Change That. The traditional hierarchical organization is dead, but what replaces it? Numerous new models--the agile organization, the networked organization, and holacracy, to name a few--have emerged, but leaders need to know what really works. How do you build an organization that is responsive to fast-changing markets? What kind of organization delivers both speed and scale, and how do you lead it? Arthur Yeung and Dave Ulrich provide leaders with a much-needed blueprint for reinventing the organization. Based on their in-depth research at leading Chinese, US, and European firms such as Alibaba, Amazon, DiDi, Facebook, Google, Huawei, Supercell, and Tencent, and drawing from their synthesis of the latest organization research and practice, Yeung and Ulrich explain how to build a new kind of organization (a "market-oriented ecosystem") that responds to changing market opportunities with speed and scale. While other books address individual pieces of the puzzle, *Reinventing the Organization* offers a practical, integrated, six-step framework and looks at all the decisions leaders need to make--choosing the right strategies, capabilities, structure, culture, management tools, and leadership--to deliver radically greater value in fast-moving markets. For any leader eager to build a stronger, more responsive organization, and for all those in HR, organizational development, and consulting who will shape and deliver it, this book provides a much-needed roadmap for reinvention.

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 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 How trade-offs a typical engineer needs to make when evaluating design and development decisions

Digital transformation is no longer news--it's a necessity. Despite the widespread threat of disruption, many large companies in traditional industries have succeeded at digitizing their businesses in truly transformative ways. The N

York Times, formerly a bastion of traditional media, has created a thriving digital product behind a carefully designed paywall. Best Buy has transformed its business in the face of Amazon's threat. John Deere has formed a data-analysis arm to complement its farm-equipment business. And Goldman Sachs and many others are using digital technologies to reimagine their businesses. In *Driving Digital Strategy*, Harvard Business School professor Sunil Gupta provides an actionable framework for following their lead. For over a decade, Gupta has studied digital transformation at Fortune 500 companies. He knows what works and what doesn't. Merely dabbling in digital or launching a small independent unit, which many companies do, will not bring success. Instead you need to fundamentally change the core of your business and ensure that your digital strategy touches all aspects of your organization: your business model, value chain, customer relationships, and company culture. Gupta covers each aspect in vivid detail while providing navigation tips and best practices along the way. Filled with rich and illuminating case studies of companies at the forefront of digital transformation, *Driving Digital Strategy* is the comprehensive guide you need to take full advantage of the limitless opportunities the digital age provides.

Domain-Driven Design (DDD) concept was introduced by first Eric Evans in 2003. The concept of microservices did not exist at that time. So basically DDD was introduced to solve the problem of a large monolithic code base. In the monolithic world, once the codebase starts growing with the growth of the business, it becomes difficult to maintain code organized and structured as it was originally designed. Monolithic applications designed using MVC architecture have good separation between the business layer and the presentation layer. But in the absence of the strict architectural guidelines, the business layer does not provide specific rules to maintain responsibility boundaries between different modules and classes. That's why as the code base grows it increases the risk of logic breakdown, responsibility leakage between the different components of the application.

Problem - Design - Solution

Software Engineering for Limited Resources and Short Schedules

Domain-Driven Design Quickly

Transform Your Conversations, Transform Your Culture

Growing self-organizing teams

Team Topologies

Future Ethics

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

Writing for students at all levels of experience, Farley illuminates durable principles at the heart of effective software development. He distills the discipline into two core exercises: first, learning and exploration, and second, managing complexity. For each, he defines principles that can help students improve everything from their mindset to the quality of their code, and describes approaches proven to promote success. Farley's ideas and techniques cohere into a unified, scientific, and foundational approach to solving practical software development problems within realistic economic constraints. This general, durable, and pervasive approach to software engineering can help students solve problems they haven't encountered yet, using today's technologies and tomorrow's. It offers students deeper insight into what they do every day, helping them create better software, faster, with more pleasure and personal fulfillment.

Corporate cultures, global mindsets, and employee priorities are changing, which means management and human resources departments must also evolve. To ensure teams are well crafted, motivated, and successful, managers and HR professionals must step outside their comfort zone and adapt to younger, newer ways of thinking-they must become Agile. In *Agile People*, management consultant Pia-Maria Thoren outlines how managers, human resources professionals, company decision-makers, and employees can adopt the flexible, fluid, customer-focused mindset of modern tech companies to inspire their workers and strengthen their organizations. This essential handbook explains both the theories and practical applications behind the Agile framework, showing how companies can do the following: -Create a structure and culture for an organization to meet future challenges -Give management and HR the changed mindset and the tools to facilitate employee drive and performance -Empower employees to become motivated stakeholders -Adopt hiring practices that value attitude, behavior, and competence -Create a passionate, loyal, and accomplished workforce No matter the size of a company, it can benefit from an Agile mindset and launch into a future filled with successful leadership and motivated employees.

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.

How to Design Programs, second edition

A Radical Approach for HR & Managers (That Leads to Motivated Employees)

Tackling Complexity in the Heart of Software

Leading Change in the Digital Era

Elastic Leadership

Agile People

The Art and Wisdom of Changing Teams

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 Design, Scala, Akka, and other software craftsmanship topics using the [for{comprehension} website at forcomprehension.com](http://forcomprehension.com).

Digital-era technologies lead organizations to become technology takers, the equivalent of economic "price takers." To be a technology taker is to assent to the behavior transforming benefits of modern technologies. This playbook offers technology takers tactics to manage change, create value, and exploit the digital era's strategic opportunities.

Describes ways to incorporate domain modeling into software development.

You can choose several data access frameworks when building Java enterprise applications that work with relational

databases. But what about big data? This hands-on introduction shows you how Spring Data makes it relatively easy to build applications across a wide range of new data access technologies such as NoSQL and Hadoop. Through several sample projects, you'll learn how Spring Data provides a consistent programming model that retains NoSQL-specific features and capabilities, and helps you develop Hadoop applications across a wide range of use-cases such as data analysis, event stream processing, and workflow. You'll also discover the features Spring Data adds to Spring's existing JPA and JDBC support for writing RDBMS-based data access layers. Learn about Spring's template helper classes to simplify the use of database-specific functionality Explore Spring Data's repository abstraction and advanced query functionality Use Spring Data with Redis (key/value store), HBase (column-family), MongoDB (document database), and Neo4j (graph database) Discover the GemFire distributed data grid solution Export Spring Data JPA-managed entities to the Web as RESTful web services Simplify the development of HBase applications, using a lightweight object-mapping framework Build example big-data pipelines with Spring Batch and Spring Integration Building Event-Driven Microservices Implementing Domain-driven Design

Driving Digital Strategy

How Great Leaders Deliver High Quality Software and Accelerate Growth

Doing What Works to Build Better Software Faster

JavaScript Domain-Driven Design

Your team will change whether you like it or not. People will come and go. Your company might double in size or even be acquired. In this practical book, author Heidi Helfand shares techniques for reteaming effectively. Engineering leaders will learn how to catalyze team change to reduce the risk of attrition, learning and career stagnation, and the development of knowledge silos. Based on research into well-known software companies, the patterns in this book help CTOs and team managers effectively integrate new hires into an existing team, manage a team that has lost members, or deal with unexpected change. You'll learn how to isolate teams for focused innovation, rotate team members for knowledge sharing, break through organizational apathy, and more. You'll explore: Real-world examples that demonstrate why and how organizations reteam Five reteaming patterns: One by One, Grow and Split, Isolation, Merging, and Switching Tactics to help you master dynamic reteaming in your company Stories that demonstrate problems caused by reteaming anti-patterns

Summary Elastic leadership is a framework and philosophy that can help you as you manage day-to-day and long-term challenges and strive to create the elusive self-organizing team. It is about understanding that your leadership needs to change based on which phase you discover that your team is in. This book provides you with a set of values, techniques, and practices to use in your leadership role. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub

formats from Manning Publications. About the Technology Your team looks to you for guidance. You have to mediate heated debates. The team is constantly putting out fires instead of doing the right things, the right way. Everyone seems to want to do things correctly, but nobody seems to be doing so. This is where leaders get stuck. It's time to get unstuck. Elastic leadership is a novel approach that helps you adapt your leadership style to the phase your team is in, so you can stay in step as things change. About the Book Elastic Leadership is a practical, experience-driven guide to team leadership. In it, you'll discover a set of values, techniques, and practices to lead your team to success. First, you'll learn what elastic leadership is and explore the phases of this results-oriented framework. Then, you'll see it in practice through stories, anecdotes, and advice provided by successful leaders in a variety of disciplines, all annotated by author and experienced team leader, Roy Osherove. What's Inside Understanding why people do what they do Effective coaching Influencing team members and managers Advice from industry leaders About the Reader This book is for anyone with a year or more of experience working on a team as a lead or team member. About the Author Roy Osherove is the DevOps process lead for the West Coast at EMC, based in California. He is also the author of The Art of Unit Testing (Manning, 2013) and Enterprise DevOps. He consults and trains teams worldwide on the gentle art of leadership, unit testing, test-driven development, and continuous-delivery automation. He frequently speaks at international conferences on these topics and others. Table of Contents PART 1 - UNDERSTANDING ELASTIC LEADERSHIP Striving toward a Team Leader Manifesto Matching leadership styles to team phases Dealing with bus factors PART 2 - SURVIVAL MODE Dealing with survival mode PART 3 - LEARNING MODE Learning to learn Commitment language Growing people PART 4 - SELF-ORGANIZATION MODE Using clearing meetings to advance self-organization Influence patterns The Line Manager Manifesto PART 5 - NOTES TO A SOFTWARE TEAM LEADER Feeding back Channel conflict into learning It's probably not a technical problem Review the code Document your air, food, and water Appraisals and agile don't play nicely Leading through learning: the responsibilities of a team leader Introduction to the Core Protocols Change your mind: your product is your team Leadership and the mature team Spread your workload Making your team manage their own work Go see, ask why, show respect Keep developers happy, reap high-quality work Stop doing their work Write code, but not too much Evolving from manager to leader Affecting the pace of change Proximity management Babel Fish You're the lead, not the know-it-all Actions speak louder than words 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 FeaturesApply 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 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 learnDiscover and resolve domain complexity together with business stakeholdersAvoid common pitfalls when creating the domain modelStudy the concept of Bounded Context and aggregateDesign and build temporal models based on behavior and not only dataExplore benefits and drawbacks of Event SourcingGet acquainted with CQRS and to-the-point read models with projectionsPractice building one-way flow UI with Vue.jsUnderstand how a task-based UI conforms to DDD principlesWho 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.

The projects tackled by the software development industry have grown in scale and complexity. Costs are increasing along with the number of developers. Power bills for distributed projects have reached the point where optimisations pay literal dividends. Over the last 10 years, a software development movement has gained traction, a movement founded in games development. The limited resources and complexity of the software and hardware needed to ship modern game titles demanded a different approach. Data-oriented design is inspired by high-performance computing techniques, database design, and functional programming values. It provides a practical methodology that reduces complexity while improving performance of both your development team and your product. Understand the goal, understand the data, understand the hardware, develop the solution. This book presents foundations and principles helping to build a deeper understanding of data-oriented design. It provides instruction on the thought processes involved when considering data as the primary detail of any project.

Managing the Unmanageable

Competing with Unicorns

Learning to Thrive with Self-Managing Teams

The Technology Takers

With Examples in C# and .NET

How the World's Best Companies Ship Software and Work Differently

Tackling complexity in the heart of software by putting DDD principles into practice

Today's tech unicorns develop software differently. They've developed a way of working that lets them scale like an enterprise while working like a startup. These techniques can be learned. This book takes you behind the scenes and shows you how companies like Google, Facebook, and Spotify do it. Leverage their insights, so your teams can work better together, ship higher-quality product faster, innovate more quickly, and compete with the unicorns. Massively successful tech companies, or Unicorns, have discovered how to take the techniques that made them successful as a startup and scale them to the enterprise level. Amazon, Facebook, Google, and Spotify all work like startups, despite having workforces numbering in the tens of thousands. Ex-Spotify engineer and coach, Jonathan Rasmusson, takes you behind the scenes and shows you how to develop software the way the best companies do it. Learn how to give teams purpose through Missions, empower and trust with Squads, and align large scale efforts through Bets. Create the culture necessary to make it happen. If you're a tech or product lead and you want to ship product better, this is your playbook on how the world's best do it. If you're an engineer, tester, analyst, or project manager, and you suspect there are better ways you could be working, you are correct. This book will show you how. And if you're a manager, Agile coach, or someone just charged with improving how your company ships software, this book will give you the tools, techniques, and practices of the world's most innovative, delivery-focused companies. Don't just admire the top companies - learn from them.

A successful digital transformation must start with a conversational transformation. Today, software organizations are transforming the way work gets done through practices like Agile, Lean, and DevOps. But as commonly implemented as these methods are, many transformations still fail, largely because the organization misses a critical step: transforming their culture and the way people communicate. Agile Conversations brings a practical, step-by-step guide to using the human power of conversation to build effective, high-performing teams to achieve truly Agile results. Consultants Douglas

Read Book Domain Driven Design Quickly

Squirrel and Jeffrey Fredrick show readers how to utilize the Five Conversations to help teams build trust, alleviate fear, answer the “whys,” define commitments, and hold everyone accountable. These five conversations give teams everything they need to reach peak performance, and they are exactly what’s missing from too many teams today. Stop focusing on processes and practices that leave your organization stuck with culture-less rituals. Instead, unleash the unique human power of conversation.

Building software is harder than ever. As a developer, you not only have to chase ever-changing technological trends but also need to understand the business domains behind the software. This practical book provides you with 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. Author Vlad Khononov shows you how these practices lead to robust implementation of business logic and help to future-proof software design and architecture. You'll examine the relationship between domain-driven design (DDD) and other methodologies to ensure you make architectural decisions that meet business requirements. You'll also explore the real-life story of implementing DDD in a startup company. With this book, you'll learn how to:

- Analyze a company's business domain to learn how the system you're building fits its competitive strategy
- Use DDD's strategic and tactical tools to architect effective software solutions that address business needs
- Build a shared understanding of the business domains you encounter
- Decompose a system into bounded contexts
- Coordinate the work of multiple teams
- Gradually introduce DDD to brownfield projects

Practical, Proven Tools for Leading and Empowering High-Performing Agile Teams

A leader is like a farmer, who doesn’t grow crops by pulling them but instead creates the perfect environment for the crops to grow and thrive. If you lead in organizations that have adopted agile methods, you know it’s crucial to create the right environment for your agile teams. Traditional tools such as Gantt charts, detailed plans, and internal KPIs aren’t adequate for complex and fast-changing markets, but merely trusting employees and teams to self-manage is insufficient as well. In Agile Leadership Toolkit, longtime agile leader Peter Koning provides a practical and invaluable steering wheel for agile leaders

and their teams. Drawing on his extensive experience helping leaders drive more value from agile, Koning offers a comprehensive toolkit for continuously improving your environment, including structures, metrics, meeting techniques, and governance for creating thriving teams that build disruptive products and services. Koning thoughtfully explains how to lead agile teams at large scale and how team members fit into both the team and the wider organization. Architect environments that help teams learn, grow, and flourish for the long term Get timely feedback everyone can use to improve Co-create goals focused on the customer, not the internal organization Help teams brainstorm and visualize the value of their work to the customer Facilitate team ownership and accelerate team learning Support culture change, and design healthier team habits Make bigger changes faster This actionable guide is for leaders at all levels—whether you're supervising your first agile team, responsible for multiple teams, or lead the entire company. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

A Guide to Reimagining Your Business

Unscaled

Righting Software

Domain-Driven Design Reference

.NET Domain-Driven Design with C#

Just Enough Software Architecture

A Risk-Driven Approach

What makes the world's leading engineering and QA teams so successful? Learn from Google, Etsy, The New York Times, GitHub, King, HelloFresh and many more. Leading Quality is the ultimate guide to becoming a leader of quality, mastering strategic decisions and enabling your team to accelerate growth. Domain-Driven Design (DDD) is an approach to software development for complex businesses and other domains. DDD tackles that complexity by focusing the team's attention on knowledge of the domain, picking apart the most tricky, intricate problems with models, and shaping the software around those models. Easier said than done! The techniques of DDD help us approach this systematically. This reference gives a quick and authoritative summary of the key concepts of DDD. It is not meant as a

learning introduction to the subject. Eric Evans' original book and a handful of others explain DDD in depth from different perspectives. On the other hand, we often need to scan a topic quickly or get the gist of a particular pattern. That is the purpose of this reference. It is complementary to the more discursive books. The starting point of this text was a set of excerpts from the original book by Eric Evans, *Domain-Driven-Design: Tackling Complexity in the Heart of Software*, 2004 - in particular, the pattern summaries, which were placed in the Creative Commons by Evans and the publisher, Pearson Education. In this reference, those original summaries have been updated and expanded with new content. The practice and understanding of DDD has not stood still over the past decade, and Evans has taken this chance to document some important refinements. Some of the patterns and definitions have been edited or rewritten by Evans to clarify the original intent. Three patterns have been added, describing concepts whose usefulness and importance has emerged in the intervening years. Also, the sequence and grouping of the topics has been changed significantly to better emphasize the core principles. This is an up-to-date, quick reference to DDD.

Organizations today often struggle to balance business requirements with ever-increasing volumes of data. Additionally, the demand for leveraging large-scale, real-time data is growing rapidly among the most competitive digital industries. Conventional system architectures may not be up to the task. With this practical guide, you'll learn how to leverage large-scale data usage across the business units in your organization using the principles of event-driven microservices. Author Adam Bellemare takes you through the process of building an event-driven microservice-powered organization. You'll reconsider how data is produced, accessed, and propagated across your organization. Learn powerful yet simple patterns for unlocking the value of this data. Incorporate event-driven design and architectural principles into your own systems. And completely rethink how your organization delivers value by unlocking near-real-time access to data at scale. You'll learn: How to leverage event-driven architectures to deliver exceptional business value The role of microservices in supporting event-driven designs Architectural patterns to ensure success both within and between teams in your organization Application patterns for developing powerful event-driven microservices Components and tooling required to get your microservice ecosystem off the ground

Lack of Agility is the kiss of death. Position your company to succeed in world of change. To edge out the competition in today's disruptive environment, you need to ensure that your company is agile—that it can

respond to change instantly and effectively. Because fast and furious change is the only thing you can count on in business today. Network expert Michael Arena helped enable GM's legendary turnaround. In these pages, he explains how you can transform your own company through the concept of adaptive space. Based on hundreds of interviews and the author's own groundbreaking study of dozens of organizations spanning a variety of industries, Adaptive Space shows how to position your company for today—and for the future—by enabling creativity, innovation, and novel ideas to flow freely among teams, across departments, and throughout the company. Using GM as the main case study—along with the stories of other highly adaptive organizations, like Apple, Amazon, Disney, and Gore—Arena provides a model you can follow to reinvent your company. It's about inspiring employees to explore new ideas, empowering the most creative people and teams to spread their ideas across the organization, and operationalizing the entrepreneurial spirit so adaptability is set in stone. Hesitation is a killer in today's business landscape. With Adaptive Space, you have everything you need to confront disruption with smart, confident actions and seize the valuable opportunities that come with change.

Domain-Driven Design in PHP

Adaptive Space: How GM and Other Companies are Positively Disrupting Themselves and Transforming into Agile Organizations

Rules, Tools, and Insights for Managing Software People and Teams

Applying Domain-Driven Design and Patterns

Domain-Driven Design and Microservices

Software Engineering at Google

Reinventing the Organization

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 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

Domain-Driven Design QuicklyLulu.com

A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming.

In Team Topologies DevOps consultants Matthew Skelton and Manuel Pais share secrets of successful team patterns and interactions to help readers choose and evolve the right team patterns for their organization, making sure to keep the software healthy and optimize value streams. Team Topologies will help readers discover:

- Team patterns used by successful organizations.
- Common team patterns to avoid with modern software systems.
- When and why to use different team patterns
- How to evolve teams effectively.
- How to split software and align to teams.

Domain-driven Design

Hands-On Domain-Driven Design with .NET Core

Dynamic Reteaming

Domain-Driven Design Distilled

How to Be the Leader Your Development Team Needs

Patterns, Principles, and Practices of Domain-Driven Design

Organizing Business and Technology Teams for Fast Flow

Right Your Software and Transform Your Career Righting Software presents the proven, structured, and highly engineered approach to software design that renowned architect Juval Löwy has practiced and taught around the world. Although companies of every kind have successfully implemented his original design ideas across hundreds of systems, these insights have never before appeared in print. Based on first principles in software engineering and a comprehensive set of matching tools and techniques, Löwy's methodology integrates system design and project design. First, he describes the primary area where many software architects fail and shows how to decompose a system into smaller building blocks or services, based on volatility. Next, he shows how to flow an effective project design from the system design; how to accurately calculate the project duration, cost,

and risk; and how to devise multiple execution options. The method and principles in *Righting Software* apply regardless of your project and company size, technology, platform, or industry. Löwy starts the reader on a journey that addresses the critical challenges of software development today by righting software systems and projects as well as careers—and possibly the software industry as a whole. Software professionals, architects, project leads, or managers at any stage of their career will benefit greatly from this book, which provides guidance and knowledge that would otherwise take decades and many projects to acquire. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

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.

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

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.

Tackle Software Complexity with Domain-Driven Design and F#

Become an Effective Software Engineering Manager

Leading Quality

Reactive Messaging Patterns with the Actor Model

Applications and Integration in Scala and Akka

Spring Data

Learning Domain-Driven Design

This book has assembled a guide that will help you hire, motivate, and mentor a software development team that functions at the highest level. Their rules of thumb and coaching advice form a great blueprint for new and experienced software engineering managers alike. All too often, software development is deemed unmanageable. The news is filled with stories of projects that have run catastrophically over schedule and budget.

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.

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 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.

Software startups make global headlines every day. As technology companies succeed and grow, so do their engineering departments. In your career, you'll may suddenly get the opportunity to lead teams: to become a manager. But this is often uncharted territory. How can you decide whether this career move is right for you? And if you do, what do you need to learn to succeed? Where do you start? How do you know that you're doing it right? What does "it" even mean? And isn't management a dirty word? This book will share the secrets you need to know to manage engineers successfully. Going from engineer to manager doesn't have to be intimidating. Engineers can be managers, and fantastic ones at that. Cast aside the rhetoric and focus on practical, hands-on techniques and tools. You'll become an effective and supportive team leader that your staff will look up to. Start with your transition to being a manager and see how that compares to being an engineer. Learn how to better organize information, feel productive, and delegate, but not micromanage. Discover how to manage your own boss, hire and fire, do performance and salary reviews, and build a great team. You'll also learn the psychology: how to ship while keeping staff happy, coach and mentor, deal with deadline pressure, handle sensitive information, and navigate workplace politics. Consider your whole department. How can you work with other teams to ensure best practice? How do you help form guilds and committees and communicate effectively? How can you create career tracks for individual contributors and managers? How can you support flexible and remote working? How can you improve diversity in the industry through your own actions? This book will show you how. Great managers can make the world a better place. Join us.

Definitions and Pattern Summaries

Agile Conversations

Data-Oriented Design

Agile Leadership Toolkit

Modern Software Engineering

How Companies Can Deliver Radically Greater Value in Fast-Changing Markets

An Introduction to Programming and Computing

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 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.

Unscaled identifies the forces that are reshaping the global economy and turning one of the fundamental laws of business and society--the economies of scale--on its head. An innovative trend combining technology with economics is unraveling behemoth industries--including corporations, banks, farms, media conglomerates, energy systems, governments, and schools--that have long dominated business and society. Size and scale have become a liability. A new generation of upstarts is using artificial intelligence to automate tasks that once required expensive investment, and "renting" technology platforms to build businesses for hyper-focused markets, enabling them to grow big without the bloat of giant organizations. In Unscaled, venture capitalist Hemant Taneja explains how the unscaled phenomenon allowed Warby Parker to cheaply and easily start a small company, build a better product, and become a global competitor in no time, upending entrenched eyewear giant Luxottica. It similarly enabled Stripe to take on established payment processors throughout the world, and Livongo to help diabetics control their disease while simultaneously cutting the cost of treatment. The unscaled economy is remaking massive, deeply rooted industries and opening up fantastic possibilities for entrepreneurs, imaginative companies, and resourceful individuals. It can be the model for solving some of the world's greatest problems, including climate change and soaring health-care costs, but will also unleash new challenges that today's leaders must address.

The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are

capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. *Patterns of Enterprise Application Architecture* is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology--from Smalltalk to CORBA to Java to .NET--the same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include

- Dividing an enterprise application into layers
- The major approaches to organizing business logic
- An in-depth treatment of mapping between objects and relational databases
- Using Model-View-Controller to organize a Web presentation
- Handling concurrency for data that spans multiple transactions
- Designing distributed object interfaces

This is a practical guide for software developers, and different than other software architecture books. Here's why: It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your success. This book describes a way to do just enough architecture. It avoids the one-size-fits-all process tar pit with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows you how to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions influence the architecture and vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design.

How AI and a New Generation of Upstarts Are Creating the Economy of the Future

Domain Modeling Made Functional

Fowler

Lessons Learned from Programming Over Time

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