

1. Record Nr.	UNINA9910797432103321
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Titolo	JavaScript domain-driven design : speed up your application development by leveraging the patterns of domain-driven design // Philipp Fehre
Pubbl/distr/stampa	Birmingham, [England] ; ; Mumbai, [India] : , : Packt Publishing, , 2015 ©2015
ISBN	1-78439-114-X
Edizione	[1st edition]
Descrizione fisica	1 online resource (207 p.)
Collana	Community Experience Distilled
Disciplina	005.2 005.2762
Soggetti	Java (Computer program language) Application program interfaces (Computer software)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: A Typical JavaScript Project; The core idea of domain-driven design; Managing an orc dungeon; Inside the dungeon; Managing incoming prisoners; The current state of the art; Digital dungeon management; Specification; Tracking available cells; Starting outgoing transfers; Tracking the state of incoming transfers; Initiating incoming transfers; From greenfield to application; The first route and model; Creating the model; The first route and loading the dungeon Displaying the pageGluing the application together via express; Moving the application forward; Another look at the problem; Thinking in an MVC web application; Understanding the core problem; Communication is key; The concepts of domain-driven design; It is all about distractions; Focus on the problem at hand; Further reading; Summary; Chapter 2: Finding the Core Problem; Exploring a problem; Outlining the problem; Tracking knowledge; The medium; Paper programming; So how does such a paper program work?; Not so scary UML; Involving the experts; Finding the gaps; Talking business Talking about the actorsIdentifying the hard problem; Mapping the

dependencies; Drawing with code - spiking; Getting started, it's about time; Creating value without creating code; Deciding on the first feature; Summary; Chapter 3: Setting Up a Project for Domain-driven Design; Structuring a project as we see it; Approachability; Locality of edits; Fitness; Dealing with shared functionality; A shared toolbox; Moving up the dependencies; Testing; Setting up a test environment; Different types of tests and goals; Feature specs; Unit tests; Performance tests; Continuous integration
Managing the build Why every application needs a build system; Running the tests; Packaging the application; Deploying; Choosing the right system; Isolating the domain; The architecture of modern applications; Hexagonal architecture; Applying the pattern; Plugging in a framework; Summary; Chapter 4: Modelling the Actors; The shoulders of giants; The Different approaches to development; Introducing mocks; Why and why not to mock; Who is involved in the prisoner transfer?; Different objects and their roles; Naming objects according to the domain; The traps of common names like *Manager
Readability of method names Objects first; The basics of objects in JavaScript; Inheritance and why you won't need it; Modeling patterns beyond inheritance; The object compositionomposition; Polymorphism without inheritance; Applying object design to the domain; Building a system on simple objects; Summary; Chapter 5: Classification and Implementation; Building a common language; The importance of object classification; Seeing the bigger picture; Value objects; The advantages of value objects; The referential transparency; Objects defined as entities; More on entities
Managing the application's lifecycle

Sommario/riassunto

If you are an experienced JavaScript developer who wants to improve the design of his or her applications, or find yourself in a situation to implement an application in an unfamiliar domain, this book is for you. Prior knowledge of JavaScript is required and prior experience with Node.js will also be helpful.
