DOMAIN DRIVEN DESIGN EUROPE

Advanced Refactor Using DDD

https://github.com/BrewUp/DDD-Europe-2025

Not THE solution, but A solution

Disclaimer

We're sharing what worked for us, not a universal approach

Our Context

Solutions adapt to team size, tech stack, and business domain

Your Mileage

Take principles, adapt implementation to your needs

What define a legacy system? Are you sure it is not just old?

Redefining "Legacy"

Not Just Age

A 20-year system can be healthy

A 2-year system can be legacy

It's About Health

Measures adaptability, not birthdate

Reflects organizational knowledge

Key Indicators

Fear of changes

Unknown dependencies

Tribal knowledge

Why do we touch it anyway?

Because duct tape and prayers stopped working

Why do we touch it anyway?

It's business-critical

Because if it goes down, so does half the company...

It's blocking change

Because trying to build around it feels like coding in a minefield

It's too risky to ignore

It's not a ticking time bomb — it's already ticking and smoking

It's costly to maintain

Because Karen from finance won't stop emailing us

It holds valuable data or logic

Because it knows things... ancient, forbidden things no one documented

Modernization effort

We called it "phase one" in 2019. We still do…

New features

Because the shiny new microservice can't do anything without this dinosaur.

Legacy is not when it is old, but when no one dares to change it anymore.

Awful monolith

Show me the code



What is wrong with branch-01?

if(!ratingPromptDisabled) {
is Oneck if the timer is set or not w
let ratingPromptTimer = await Code.unit(
retingPromptTimer = await Code.unit()

The cashing rempt (heck()) {
The cashing rempt (s where where we can be cashed and the cashing rempt) (s about (schemer we cashed and cashe

"Developers are drawn to complexity, like moths to a flame, often with the same outcome" Neal Ford





Big ball of mud

Lack of a clear architecture, leading to a system that is haphazardly structured and difficult to understand or modify.



Lack of modularity

Failure to properly encapsulate different functionalities, leading to a system where changes in one module ripple through others.

Shared data model

Different modules or functionalities directly accessing and modifying a shared data model, leading to high risk of data corruption and conflicts.





Monolithic database design

A single database for all application needs, creating a bottleneck and complicating any attempt to scale or separate concerns.

What is the impact of changes?



Let's start refactoring (branch-02)

The carbon of the second of th

!!!!smiTignorGonifer!!!!

Other things we can do?

- A DB for every module: Autonomy vs Consistency
- Mediator pattern: Decoupling vs Verbosity



Disclaimer

Every solution has a price. Don't pair up with the first CQRS that comes along.

What is the impact of changes?



Neal Ford, Mark Richards, Pramod Sadalage, and Zhamak Dehghani

How do you protect yourself?

the set of rest of res

if(!ratingPromptDisabled) {
is Check if the timer is set or not se
let ratingPromptTimer = await Code.unit()

The cartingPromptCheck() (Check () the rating prompt is making and a second prompt is a second prompt is a second prompt in the second prompt in the second prompt in the second prompt is a second prompt in the second prompt is a second prompt in the seco

!!!!smiTignorGonifer!!!!

Testing strategy: E2E

- Validate external behavior
- Same payloads, same outcomes

Testing Strategy: Fitness Functions

- Assert architectural rules
- Protect module boundaries

"Any mechanism that performs an objective integrity assessment of some architecture characteristics or combination of architecture characteristics." Building Evolutionary Architectures

Testing Strategy: Unit Tests

- Pyramid structure
- Fast feedback for domain logic

Need More Scalability? How do you achieve that without microservices?

Let's add events! (branch-03)

EXECTORISE

MiliratingPromptDisabled) {
Is OneOk If the timer is set or not w
let ratingPromptTimer = await Oxforum(Contentment of the

The case of the second of the





Given, When, Then

- The essential idea is to divide a scenario into three sections:
- **Given**: describes the state of the aggregate before sending the command. A kind of prerequisite of the test.
- When: represents the command to be sent to the aggregate.
- **Then/Expect**: describes the state changes expected as a result of the command.



"Software architecture it's abstract by nature and we must ground it with some implementation details to make it concrete"

Bibliography

- Implementing Domain-Driven Design
- The Software Architect Elevator
- Learning Domain-Driven Design: Aligning Software Architecture and Business Strategy
- Hands-On Domain-Driven Design with .NET Core
- Software Architecture: The Hard Parts









This workshop was based on the concepts explained in our recently released book

Use **DDD20** for a 20% discount during the conference days



Domain-Driven Refactoring

A hands-on DDD guide to transforming monoliths into modular systems and microservices



ALESSANDRO COLLA | ALBERTO ACERBIS Foreward by Xin Yao, Independent DDD Consultant & Sociotechnical Architect

Thank you! We hope you learned something while having fun

in linkedin.com/in/aacerbis/ alberto.acerbis@intre.it



in linkedin.com/in/alessandrocolla \propto alessandro.colla@evoluzione.agency

