

SOEN 387 Web-based Enterprise Application Design

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New Patterns,
Old
Responsibilities
Domain Object
Factories
Cascades and
Triggers
Folder Structure

Outline

New Patterns, Old Responsibilities

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Creation Responsibilities Using Factories

- ▶ Creating objects can often be complex
- ▶ Imagine creating a new Facebook user, also create walls, galleries, etc.
- ▶ In General, creation logic happens here

Domain Object Factories

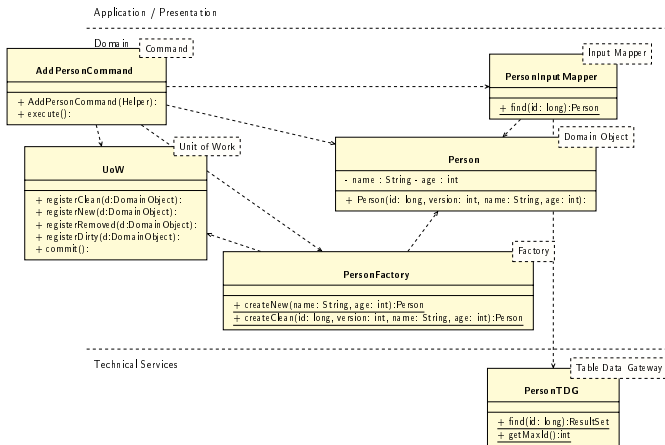
- ▶ We Propose a Factory with createClean and createNew methods
- ▶ Commands call createNew, InputMappers call createClean
- ▶ Creation logic encapsulated
- ▶ Domain Objects no longer need complex/overridden constructors

Domain Object Factory Example

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Cascades and Triggers in the Domain

- ▶ While we can include additional behaviour in the OutputMapper insert/update/delete
- ▶ It can be strange to do it there
- ▶ We can simplify by having Output Mappers support cascade methods
- ▶ One for insert/update/delete
- ▶ UoW decides order of calling these on commit
- ▶ Means no cycles can happen
- ▶ Neatly organizes this sort of logic

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- ▶ A quick discussion of suitable approaches