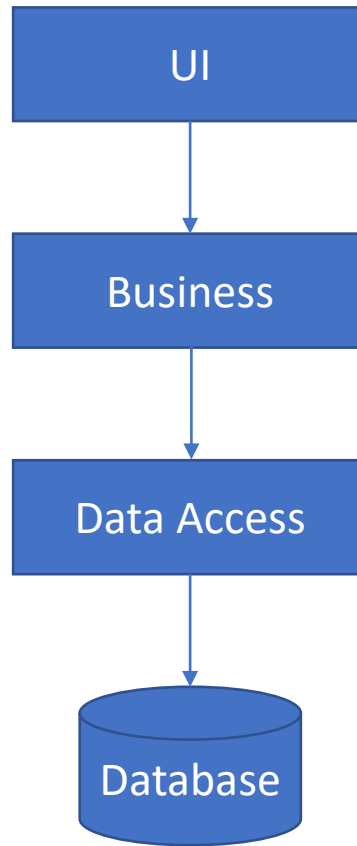


Ports and Adapters Architecture

Ports and adapters - Intent

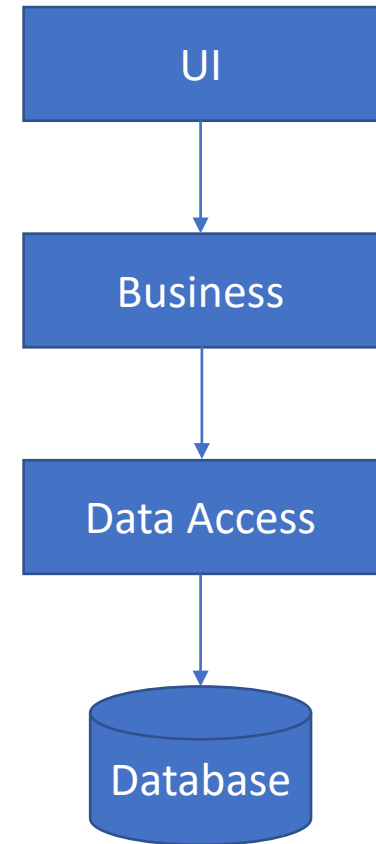
- “Allow an application to equally be driven by users, programs, automated test or batch scripts, and to be developed and tested in isolation from its eventual run-time devices and databases.”

N-Tier / Layer architecture



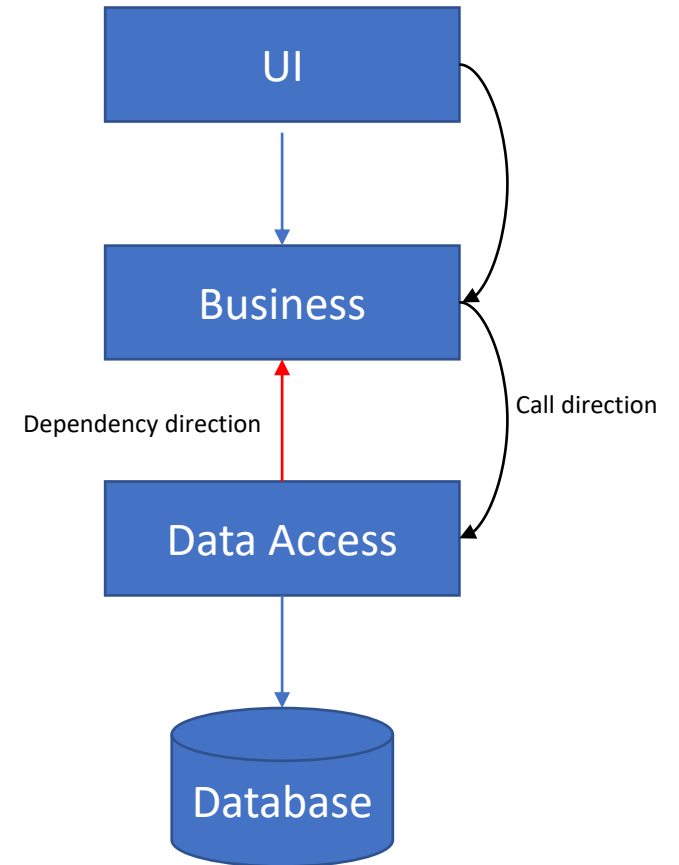
Problems with layers

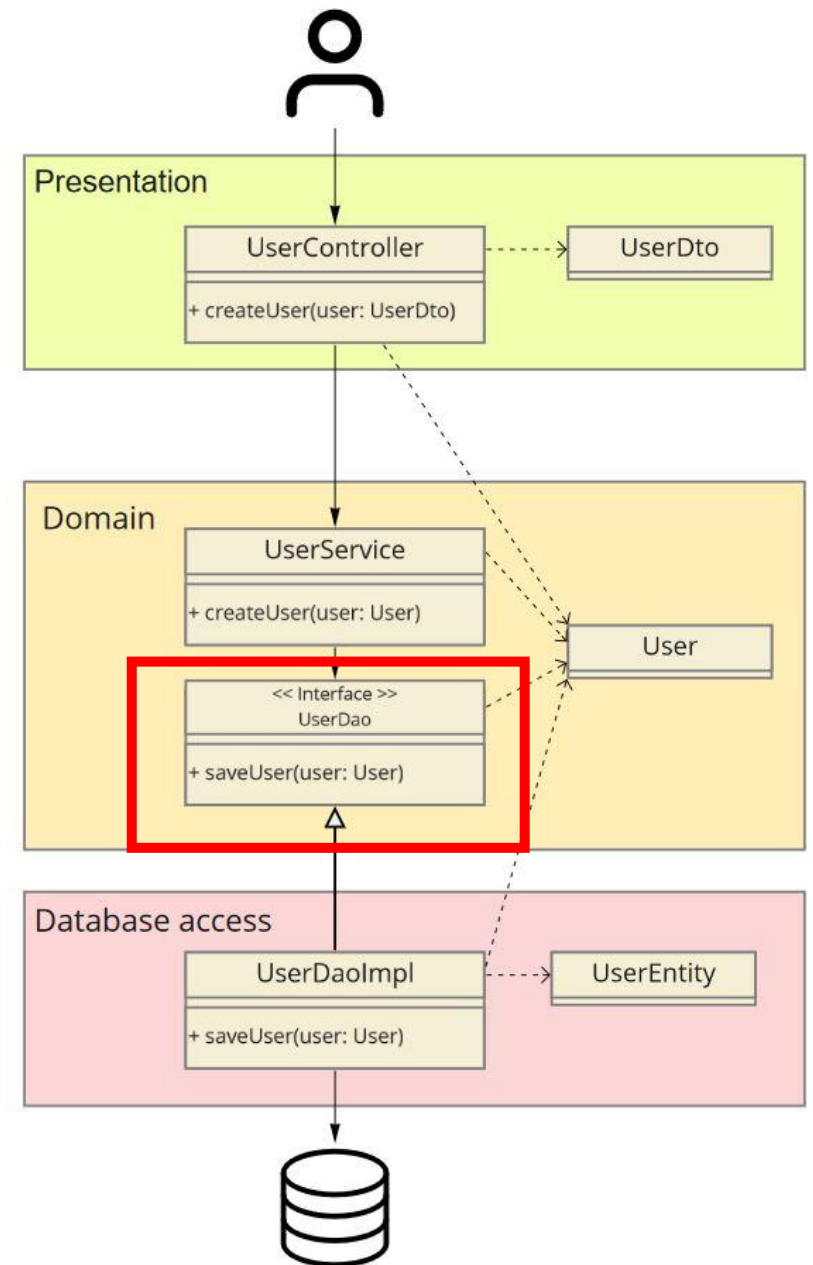
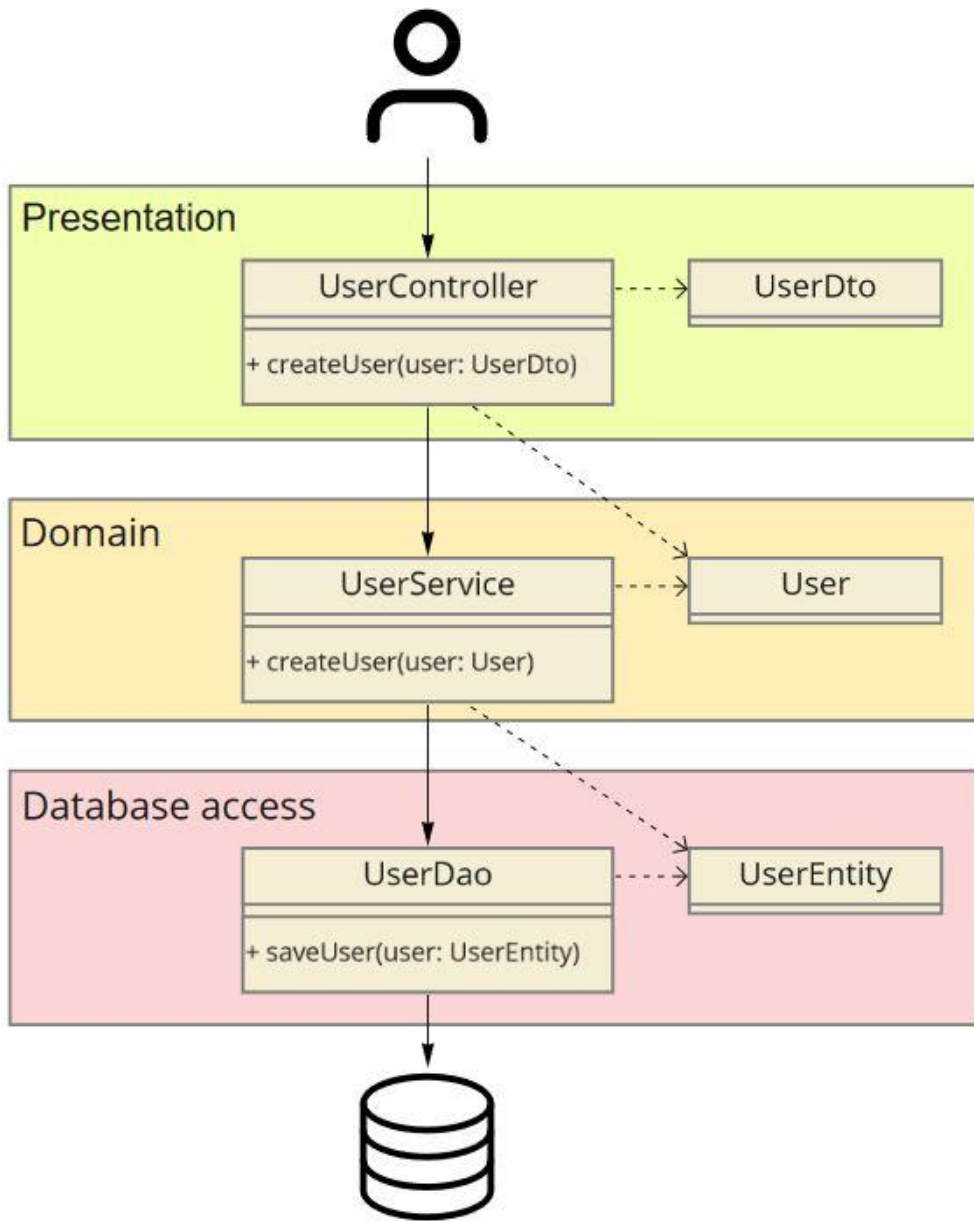
- Easy to fall into database driven design
- Coupling
- Testing

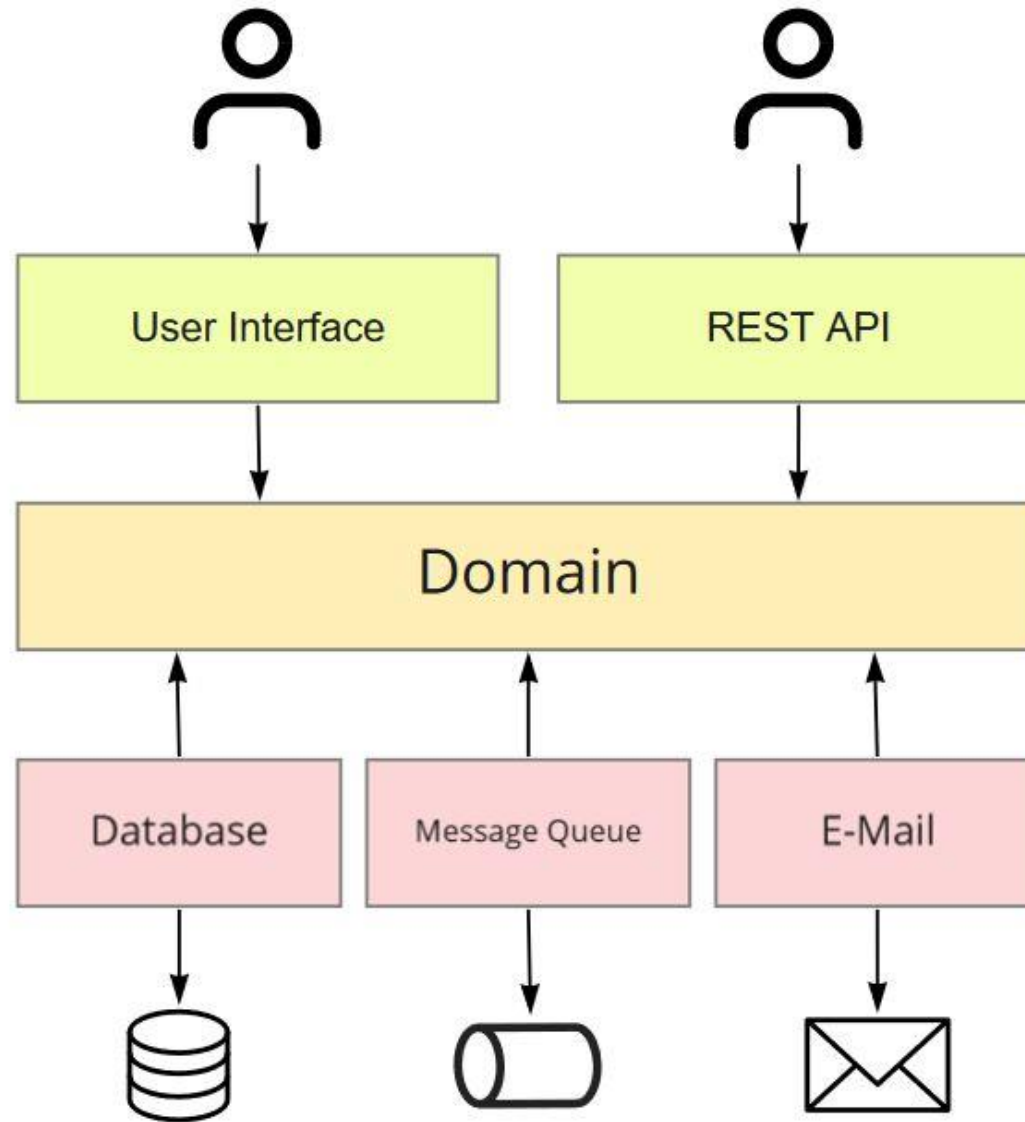


Dependency inversion

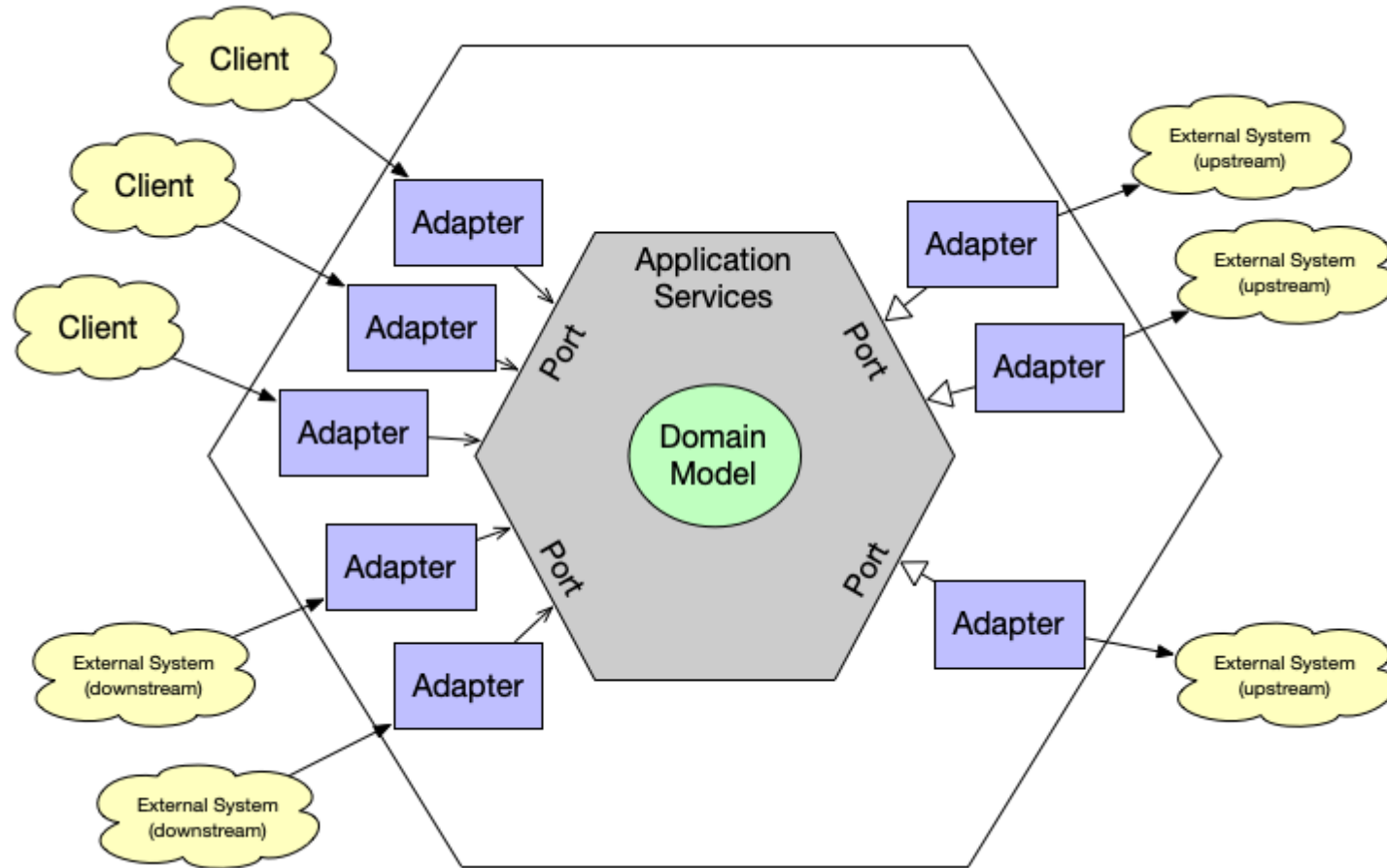
- High-level modules should not depend on low-level modules. Both should depend on abstractions.
- Abstractions should not depend upon details
- Details should depend upon abstractions
- Use interfaces and inject a concrete implementation







Ports and adapters



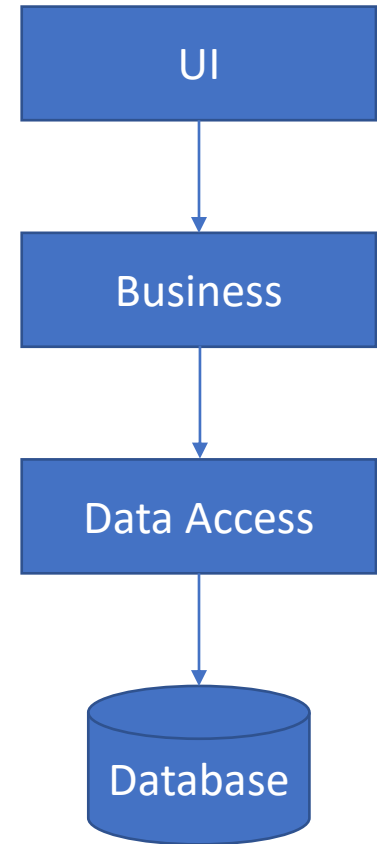
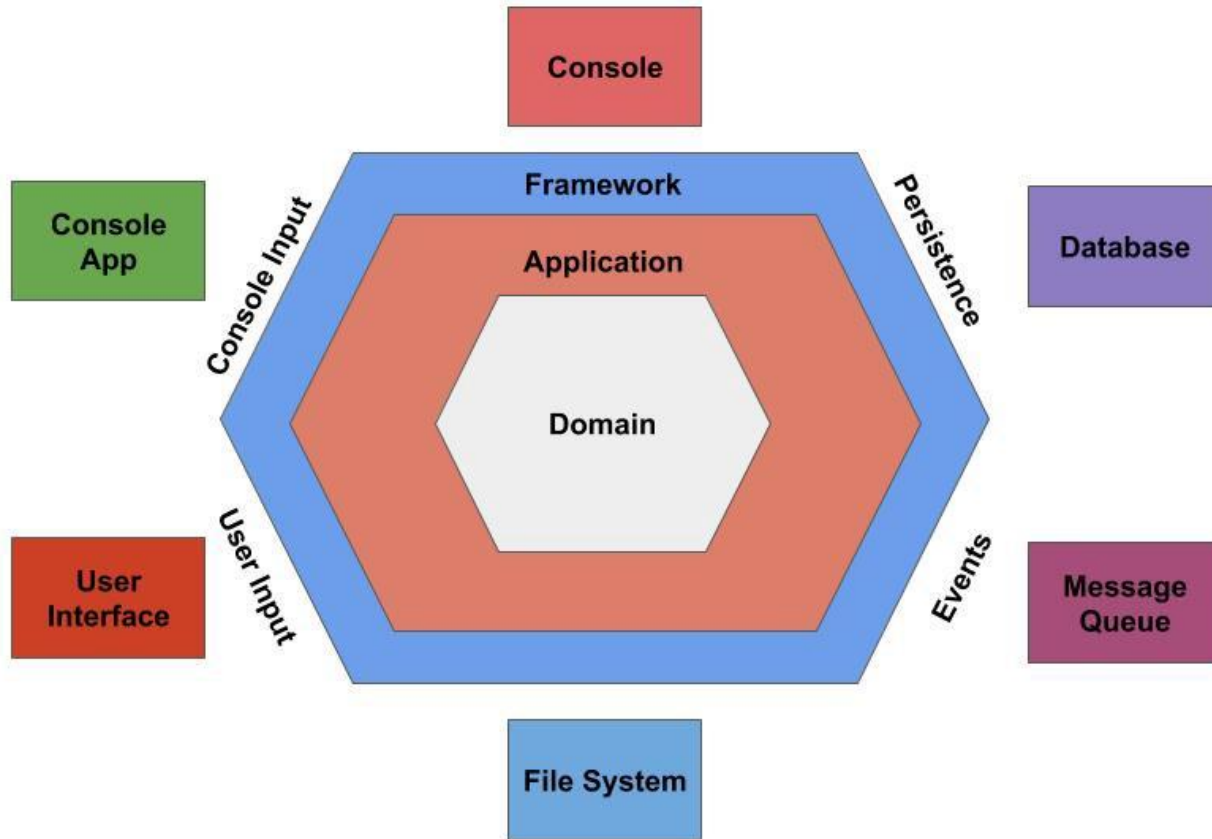
What is a port?

- A port is an interface, a contract
- You may plug in anything that fits the port
- In C# it is an interface

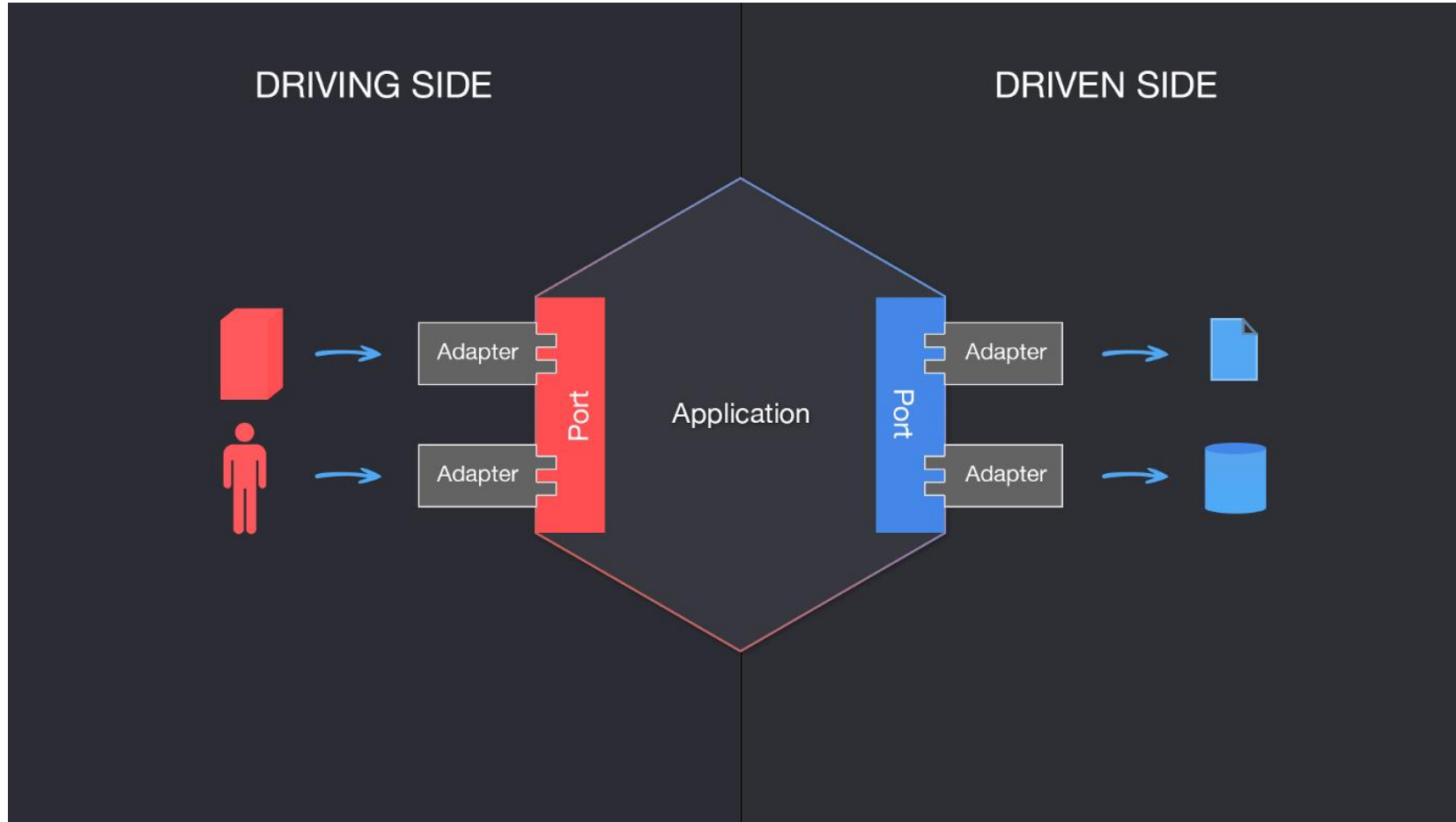
What is an adapter?

- An adapter transforms a request so it fits the port
- Many adapters for a single port
- In C#, this is a class implementing an interface (the port)

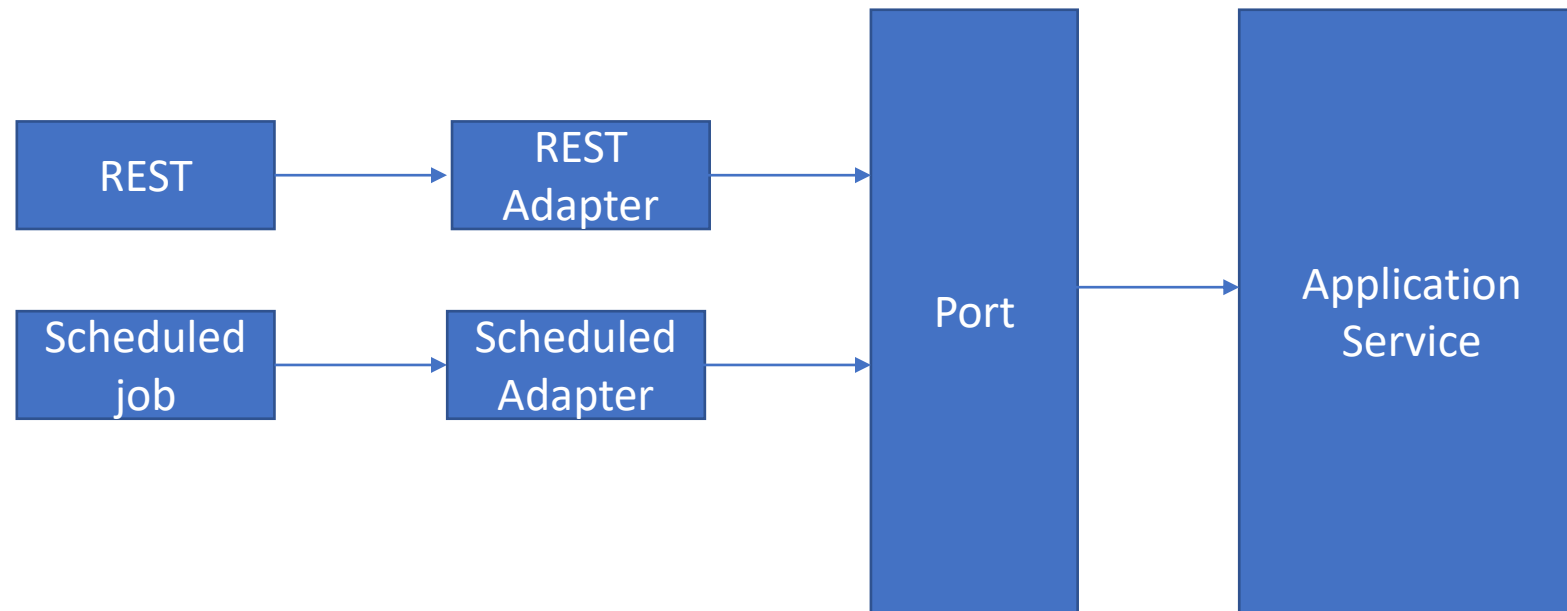
A new order



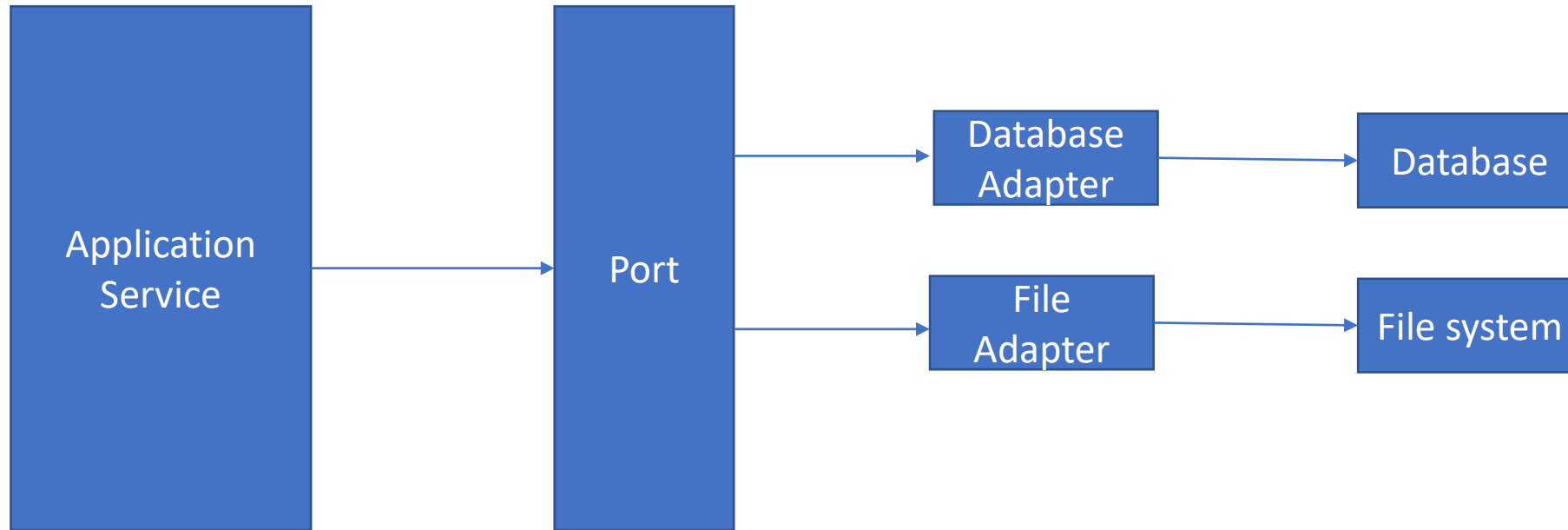
Driving and driven side



Driving side



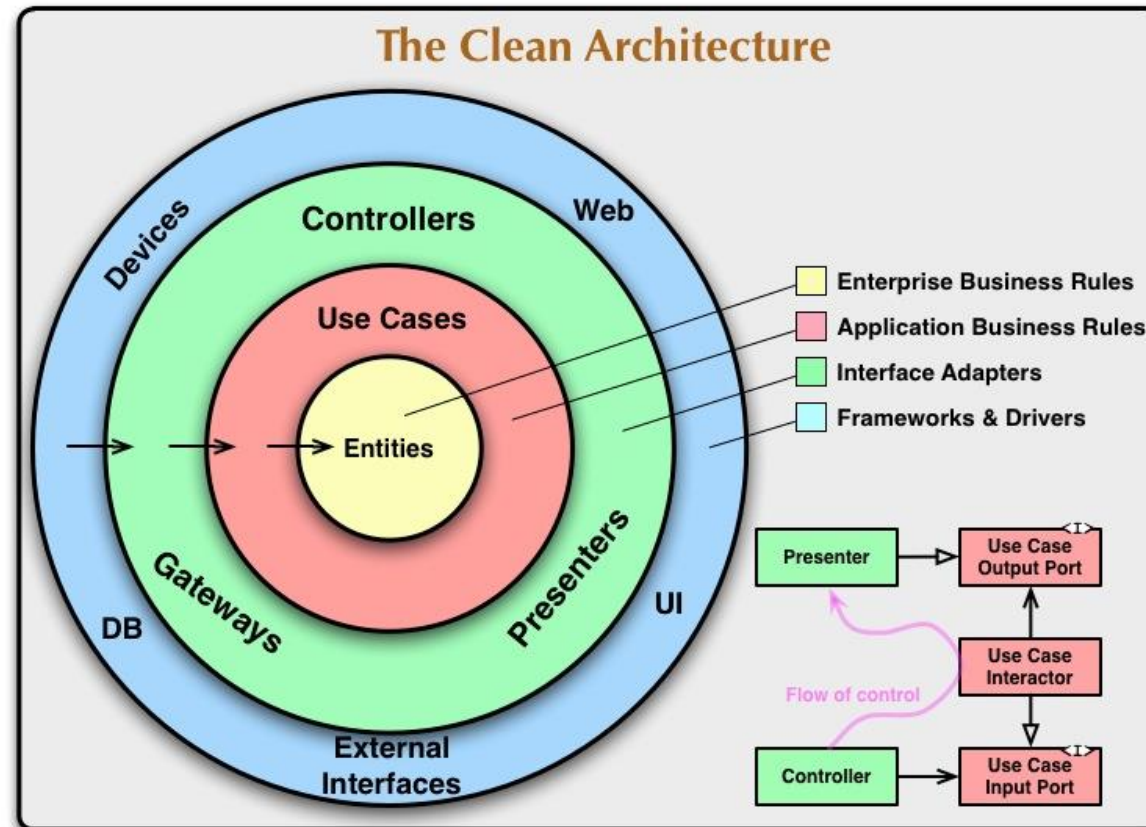
Driven side



Automated testing

- Makes it easy to use test doubles
- It's just another adapter to plug into a port
- Makes it easy to write tests
- Allows test-driving application

Clean Architecture / Onion Architecture



Advantages of Ports and adapters

- Allows us to keep the application isolated from the implementation details
- Puts the domain at the center
- Focus on the feature instead of the technical details
- Delay choices on technical implementation
- Prevents vendor lock-in, and makes it easier for your application's tech stack to evolve with time
- Enables us to really test our application in isolation from external dependencies.

Questions?