

Hexagonal Frontend Architecture

Sophia Cook
Marco Emrich



History



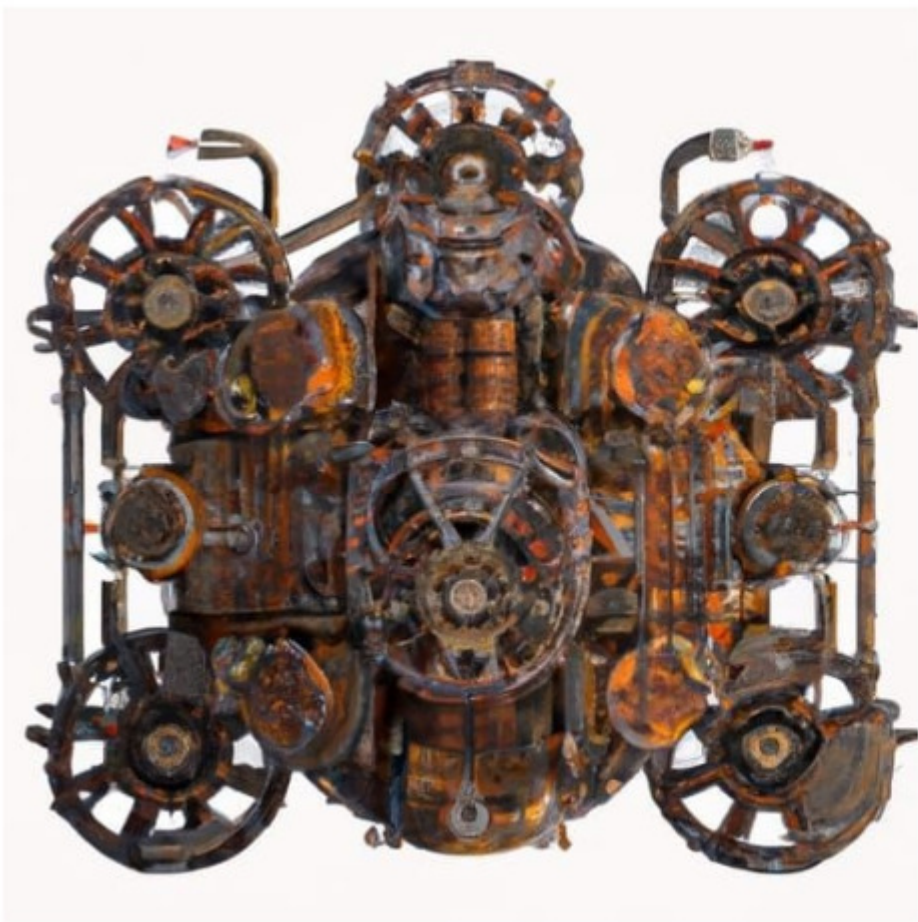
**Architecture
& Design**

early 90s





Wild Wild West



The Problem



Dependencies



**Testable
Driveable
Multi-Env**

NOT



Dependencies

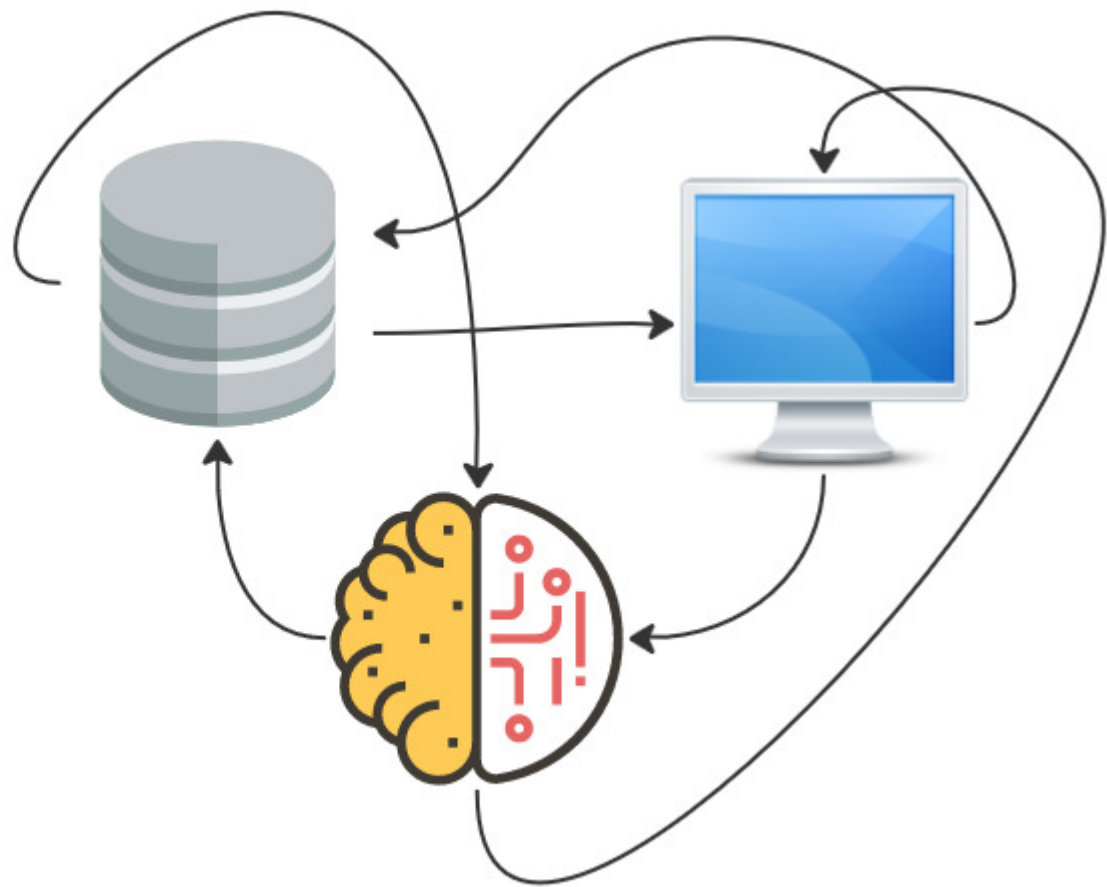
Worst Architecture?



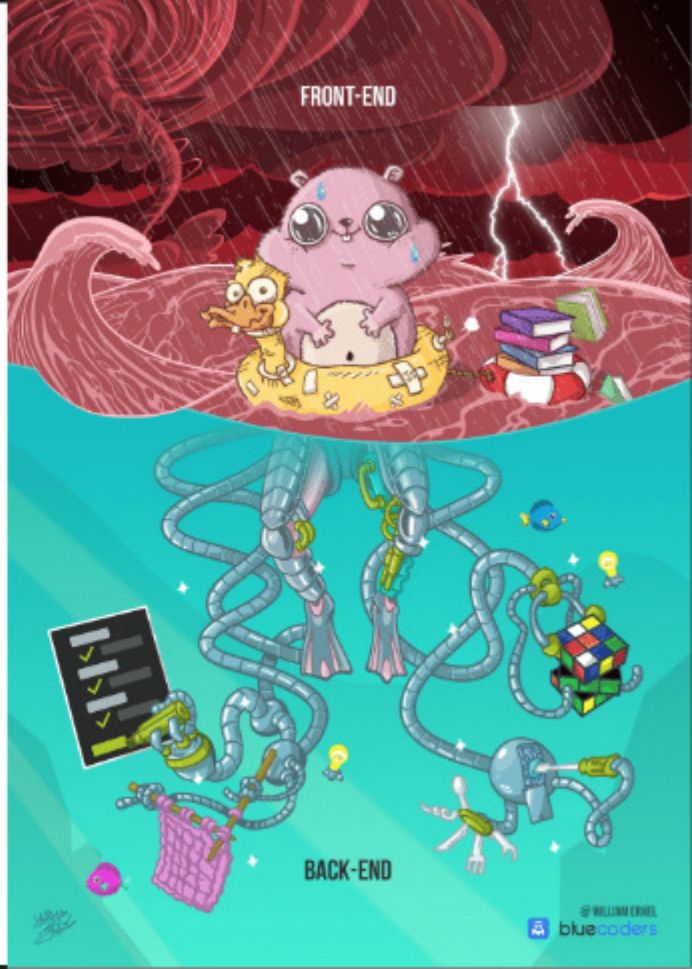
Big Ball of Mud



Big Ball of Mud



Frontend





**PUTTING DOMAIN-LOGIC
IN UI-COMPONENTS**

CALLING IT ARCHITECTURE



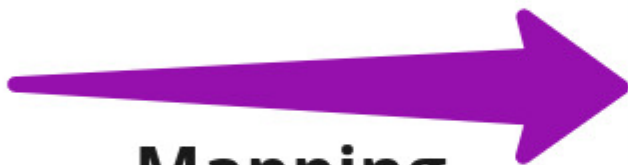
Data Fishing

```

export type ShipInford = {
  "id": string;
  "cost": number;
  "fuelType": string;
  "image": string;
  "mileage?": {
    "value": number;
    "unit": string;
  };
  "location": {
    "name": string;
    "rotation_period": string;
    "orbital_period": string;
    "stars": string;
    "climate": string;
    "gravity": string;
    "terrain": string;
    "surface_water": string;
    "population": string;
  };
  "model": string;
  "vehicleCondition": string;
  "constructionYear": number;
};

export type ShipFromCatalogue = {
  "id": string;
  "name": string;
  "model": string;
  "image": string;
  "manufacturer": string;
  "consumers": {
    "name": string;
    "cost": number;
  };
  "cost_in_credits": string;
  "length": string;
  "max_atmosphering_speed": string;
  "mass": string;
  "passengers": string;
  "cargo_capacity": string;
  "consumables": string;
  "hyperdrive_rating": string;
  "MGLT": string;
  "class": string;
  "pilots": [
    {
      "name": string;
      "height": string;
      "mass": string;
      "hair_color": string;
      "skin_color": string;
      "eye_color": string;
      "birth_year": string;
      "gender": string;
    }
  ];
  "brew?": [
    {
      "title": string;
      "episode_id": number;
      "opening_crawl": string;
      "director": string;
      "producer": string;
      "release_date": string;
    }
  ];
  "created": string;
  "updated": string;
};

```



Mapping

```

SpaceShip = {
  id: string;
  name: string;
  price: number;
  location: string;
  image: string;
  mileage?: MileageInLightYears;
  speed?: number;
  constructionYear: number;
  claps?: number;
};

```



The Solution



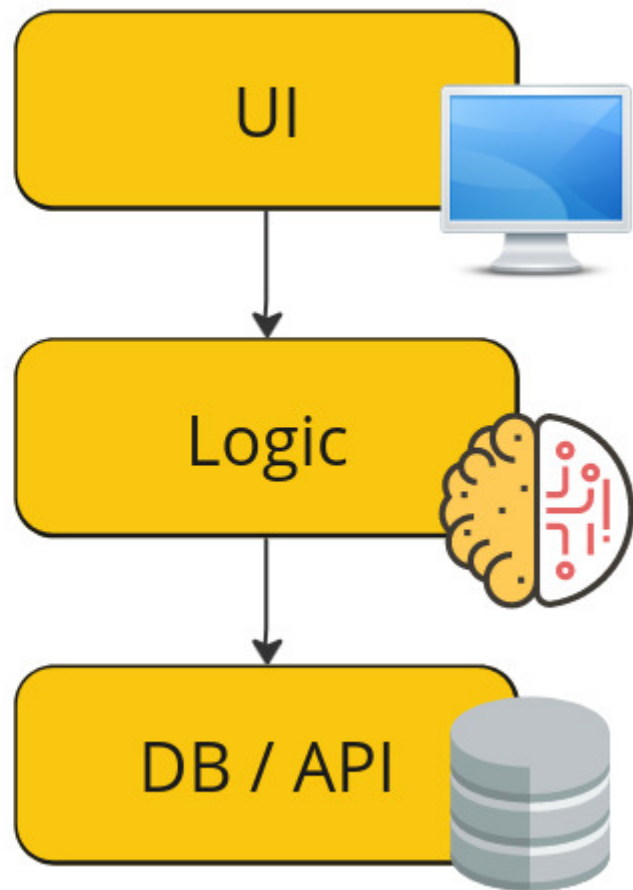
Divide & Conquer



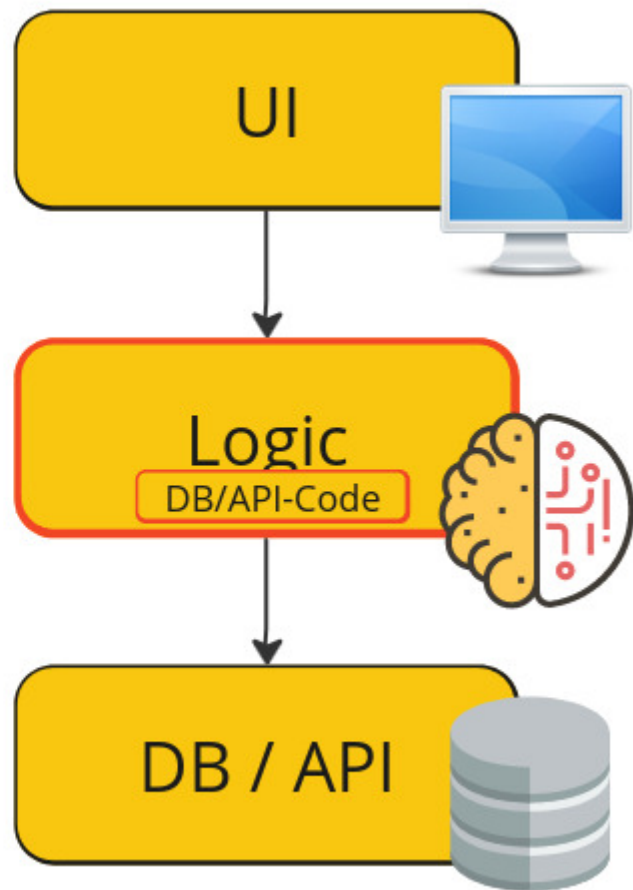
Separation of Concerns

A photograph of a dirt path in a lush green forest. The path starts as a single line in the foreground and splits into two distinct paths that curve away from each other into the woods. The trees are dense and green, with some sunlight filtering through the canopy. The overall scene is peaceful and natural.

Layered Architecture



Layered Architecture

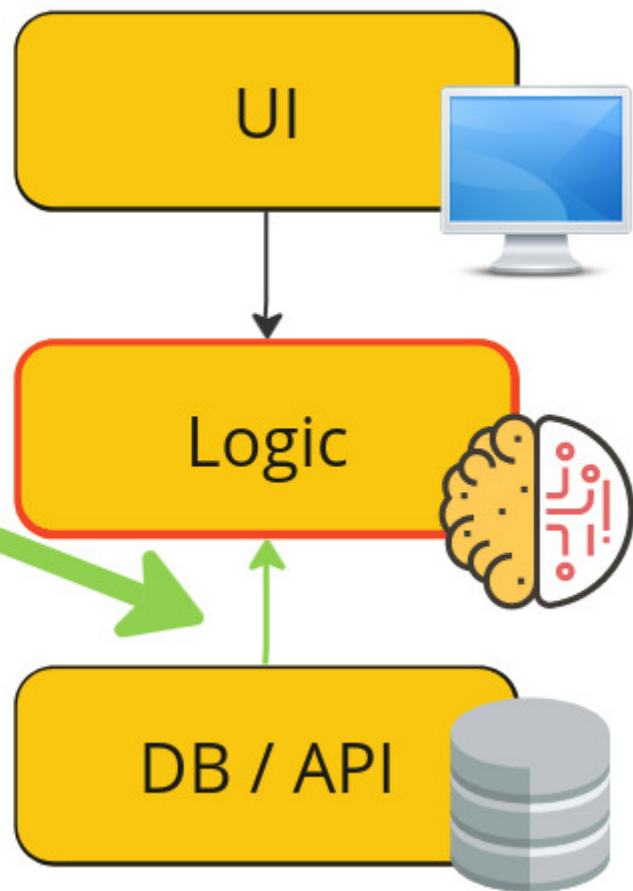


Alistair Cockburn

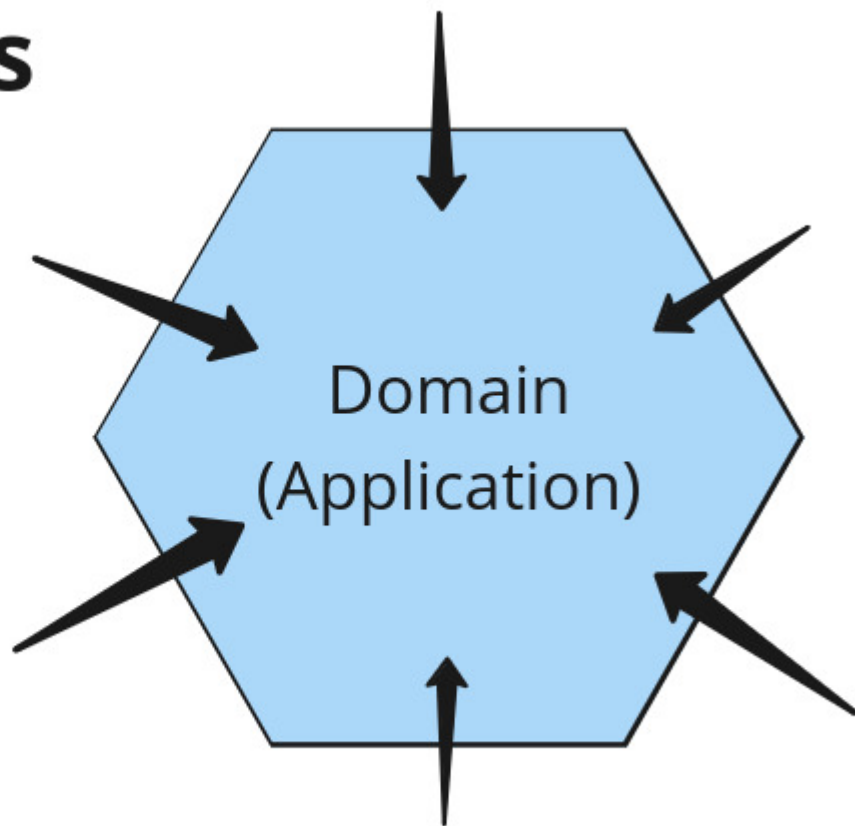
[Original
Article](#)



**Dependencies
point
inwards**



**Dependencies
point
inward**

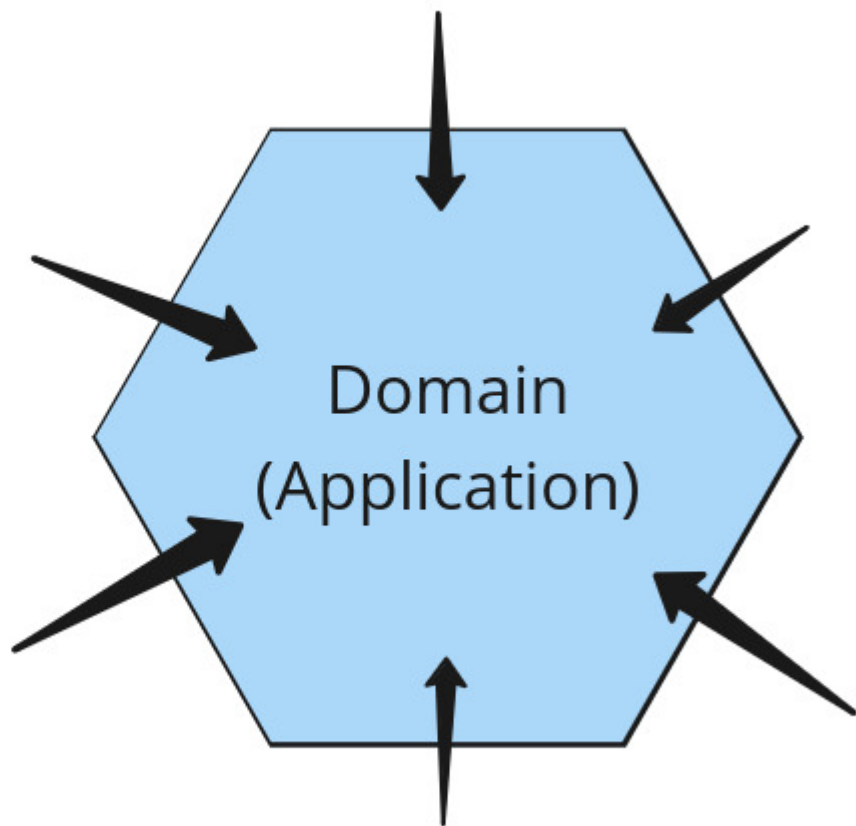


Hexagonal

aka

Ports &

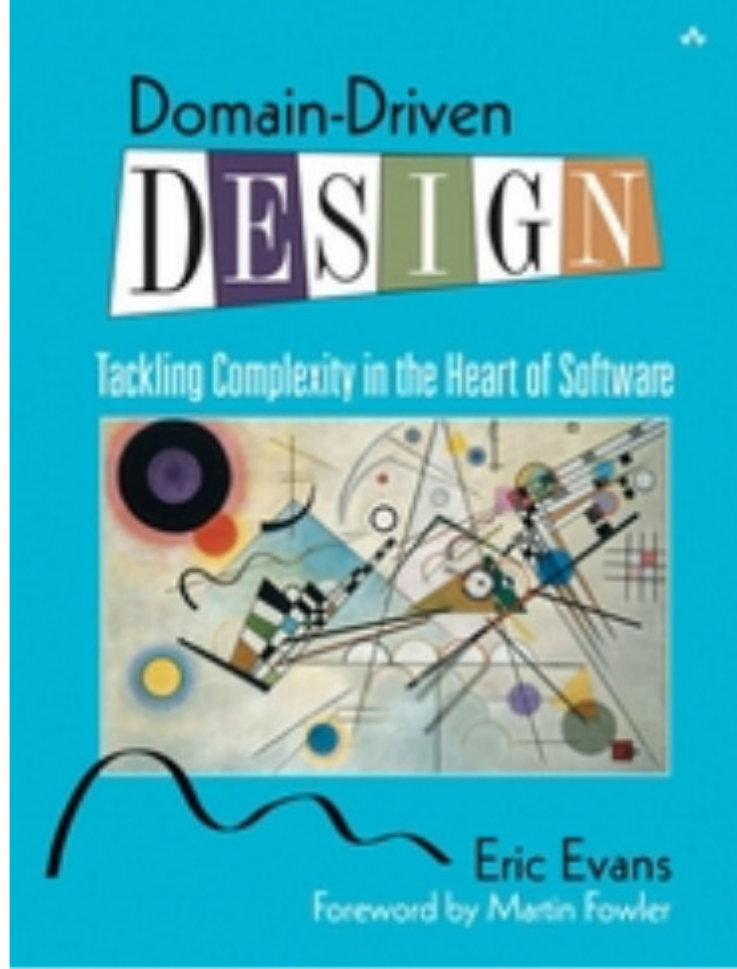
Adapters



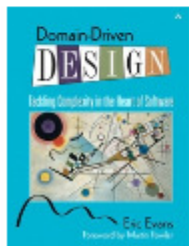
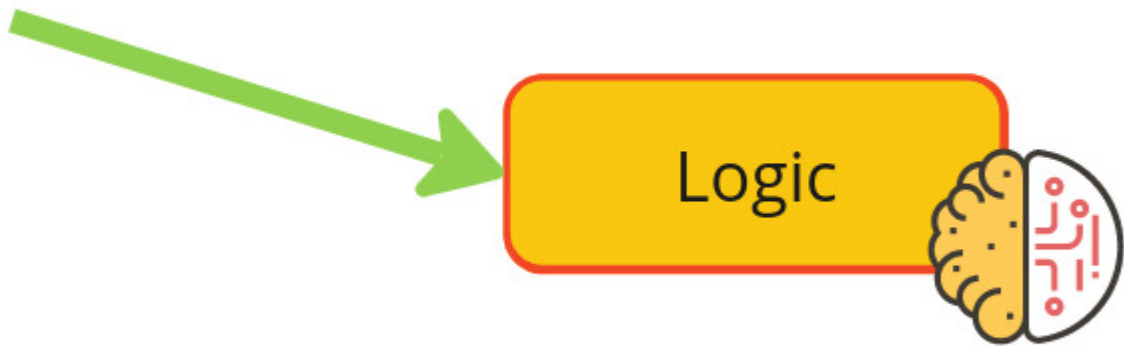
fits

Domain Driven Design

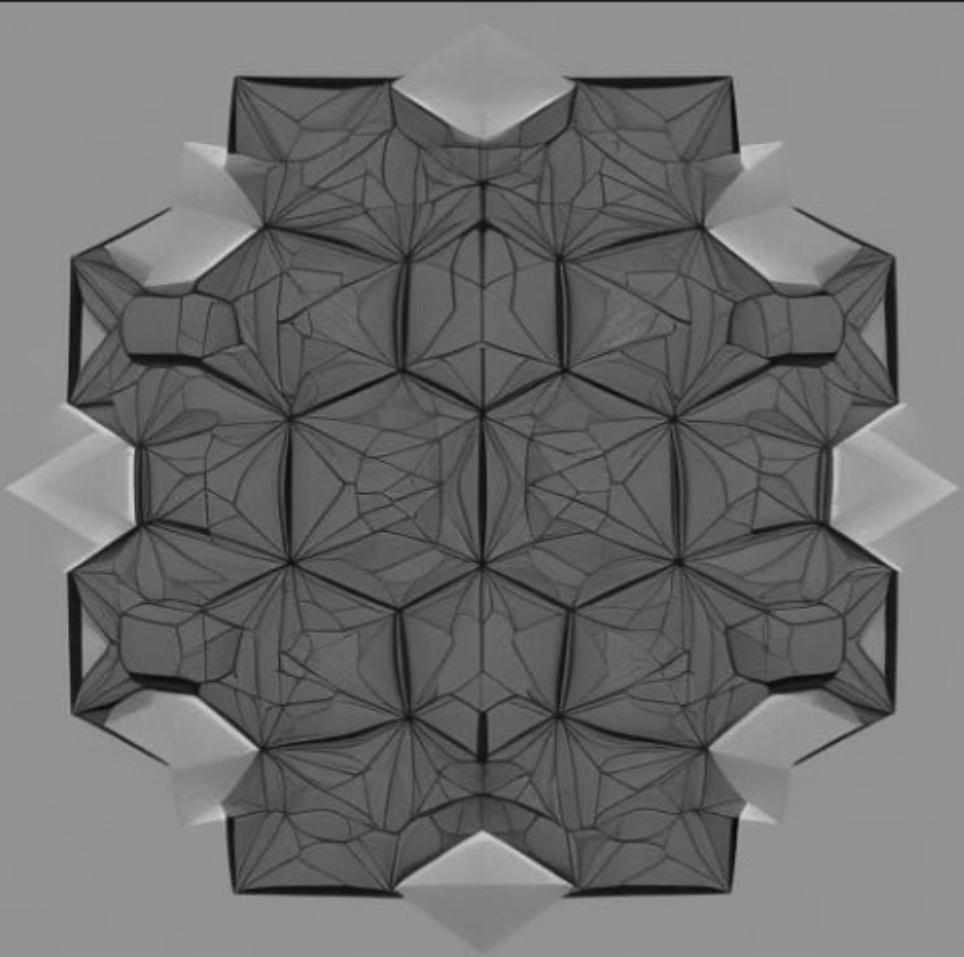
t



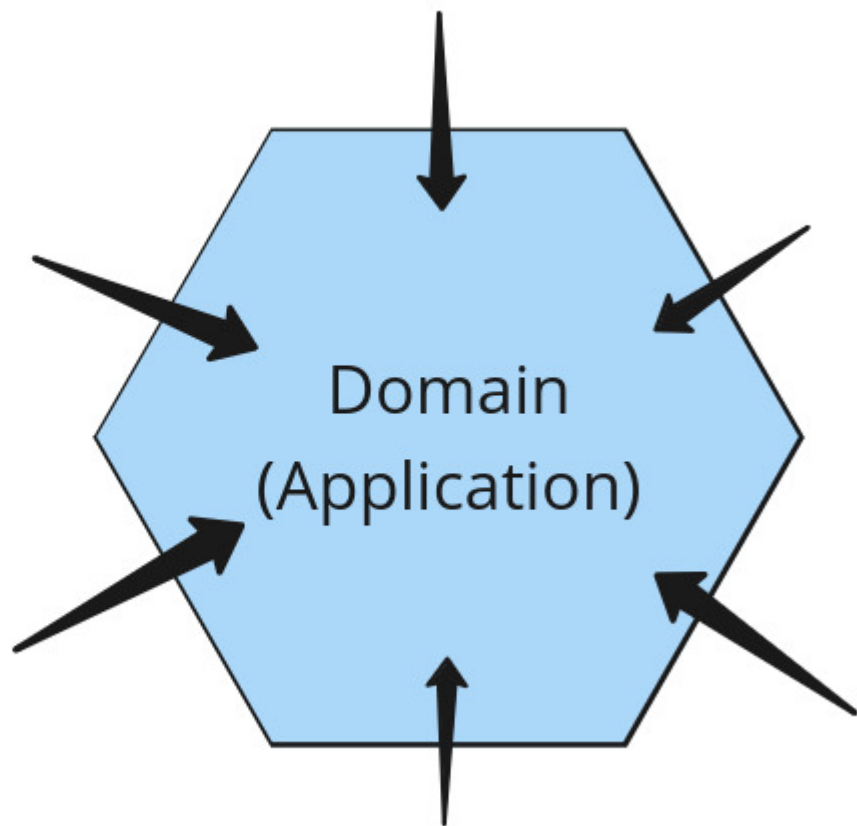
Domain Model (Pure)

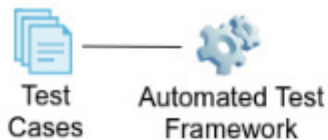


Symmetry



Left-Right Asymmetry



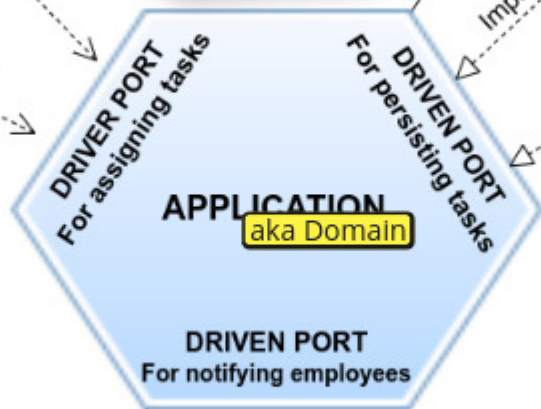


Driver Side

Actors,
Drivers,
Ports,
Asymmetry



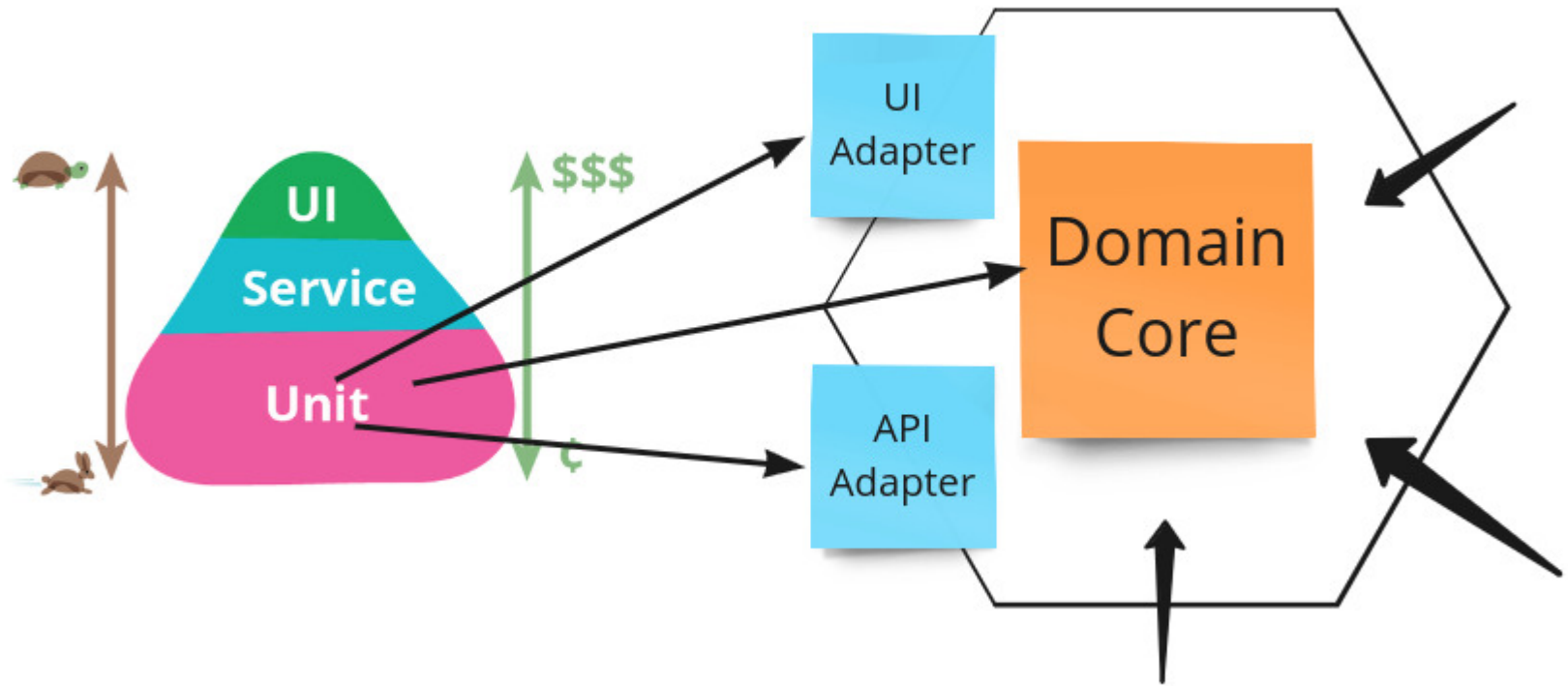
Driven Side



[by Juan Manuel Garrido de Paz](#)

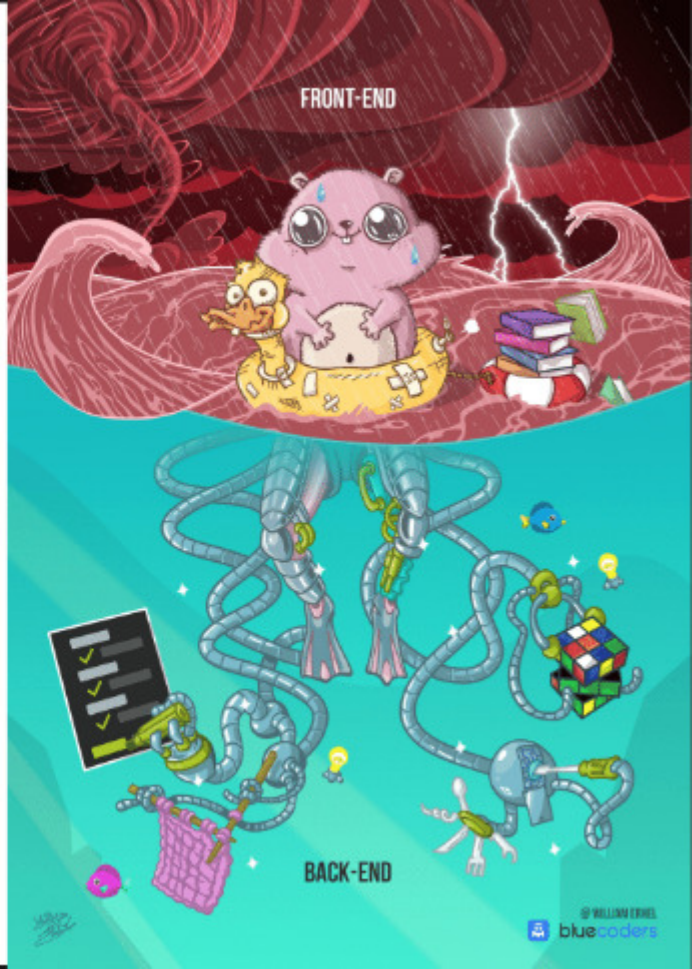
Testing



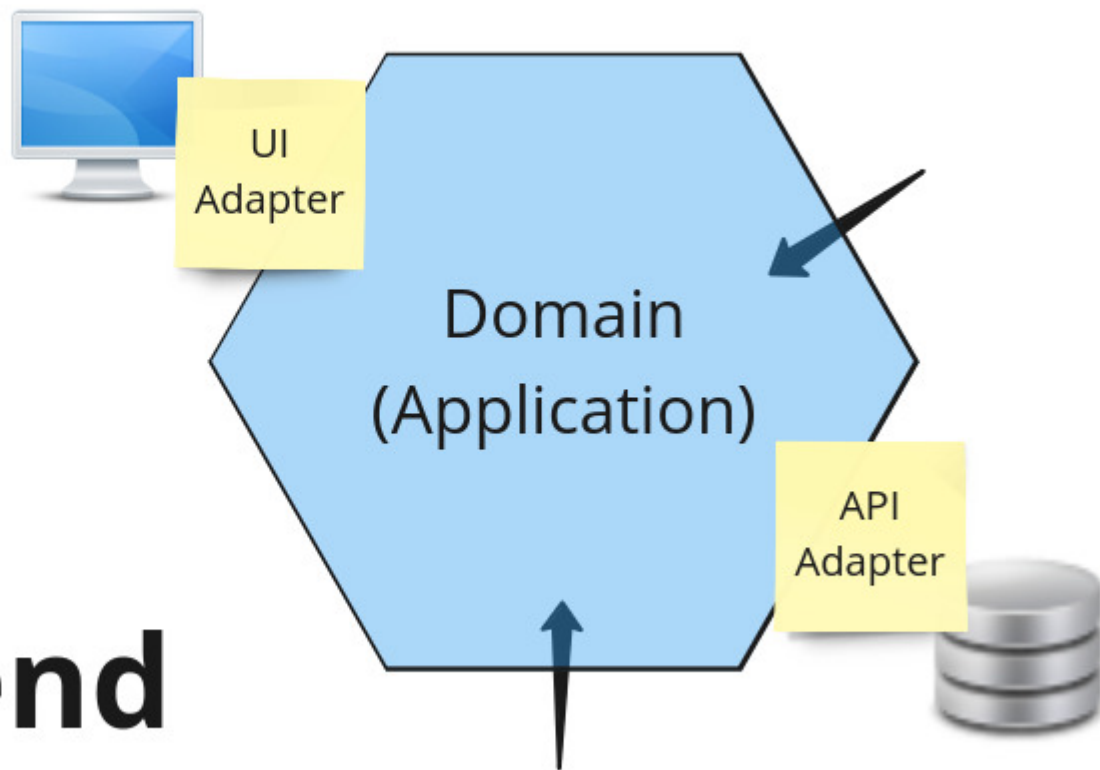


Frontend

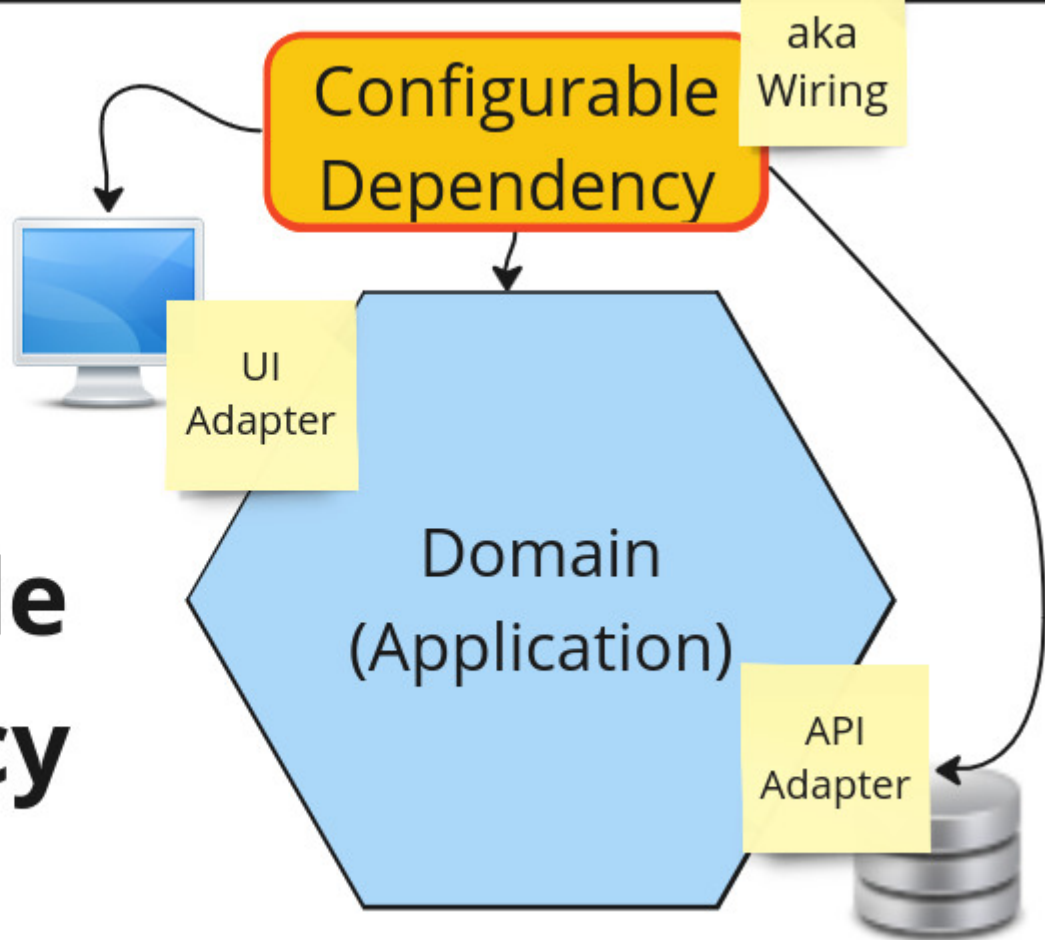
FE should
not look
like this



Frontend



Configurable Dependency Pattern



Bounded Context

Domain-Driven

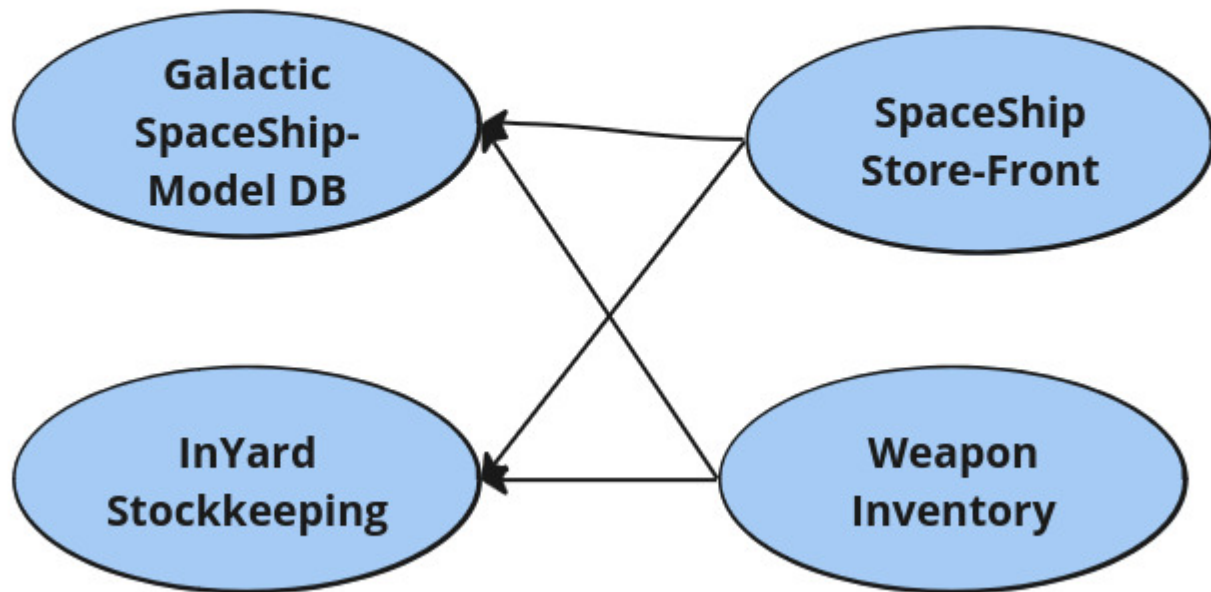
DESIGN

Tackling Complexity in the Heart of Software



Eric Evans
Foreword by Martin Fowler

Context Map



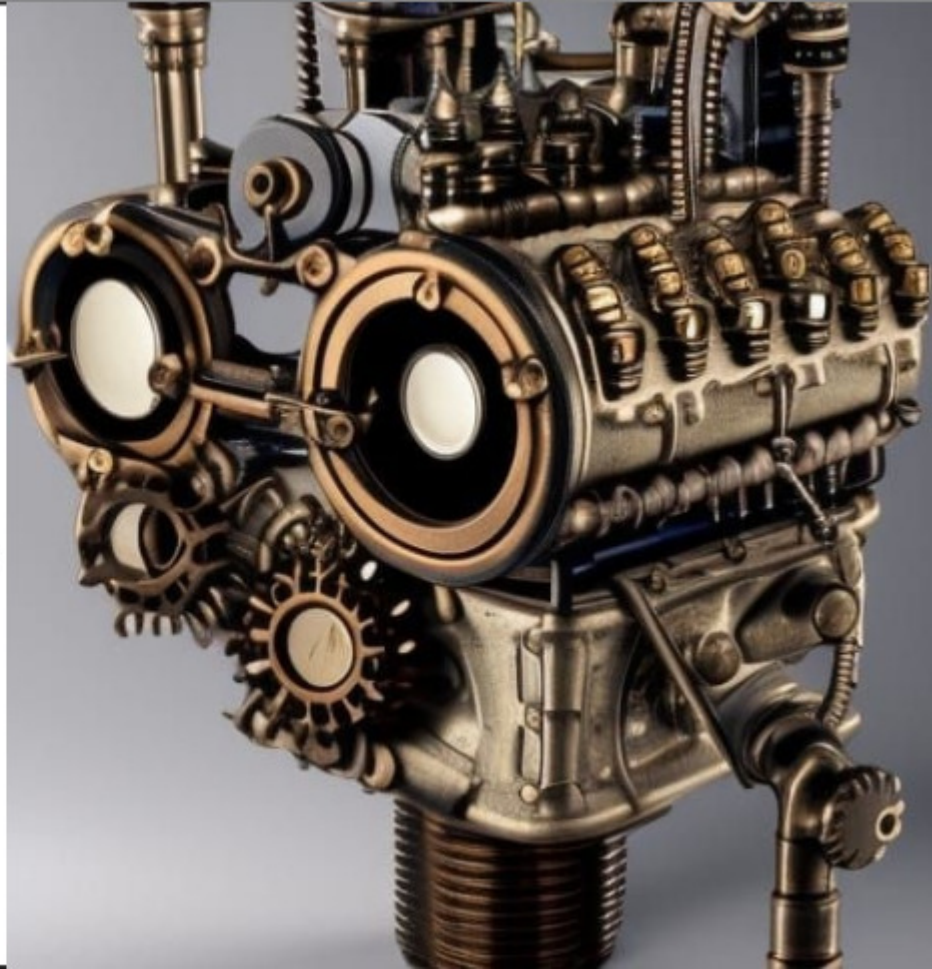
```
SpaceShip = {  
  id: string;  
  name: string;  
  price: number;  
  location: string;  
  image: string;  
  mileage?: MileageInLightYears;  
  speed?: number;  
  constructionYear: number;  
  claps?: number;  
};
```



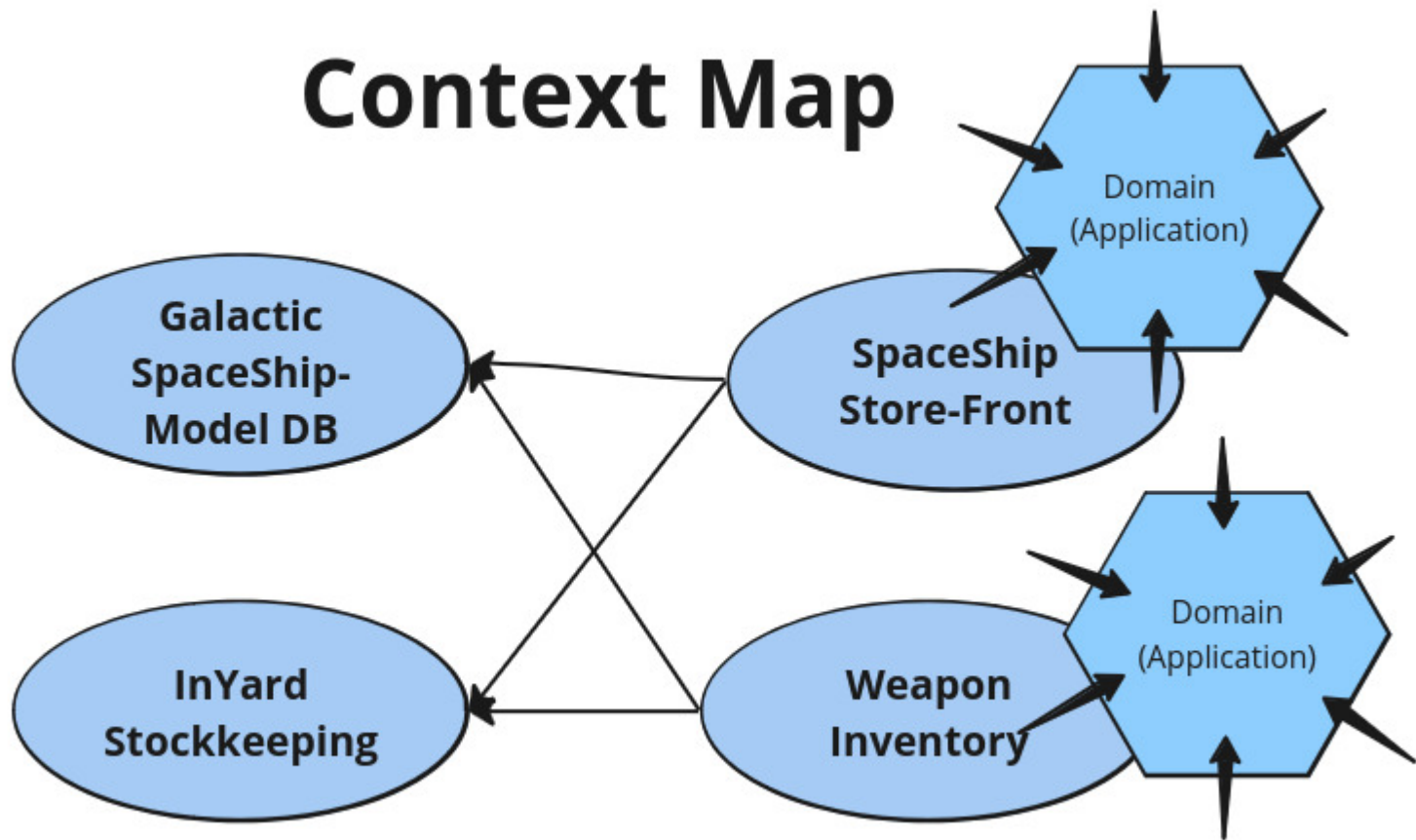
```
SpaceShip = {  
  name: string,  
  image: string,  
  weapons: Weapon[]  
}
```

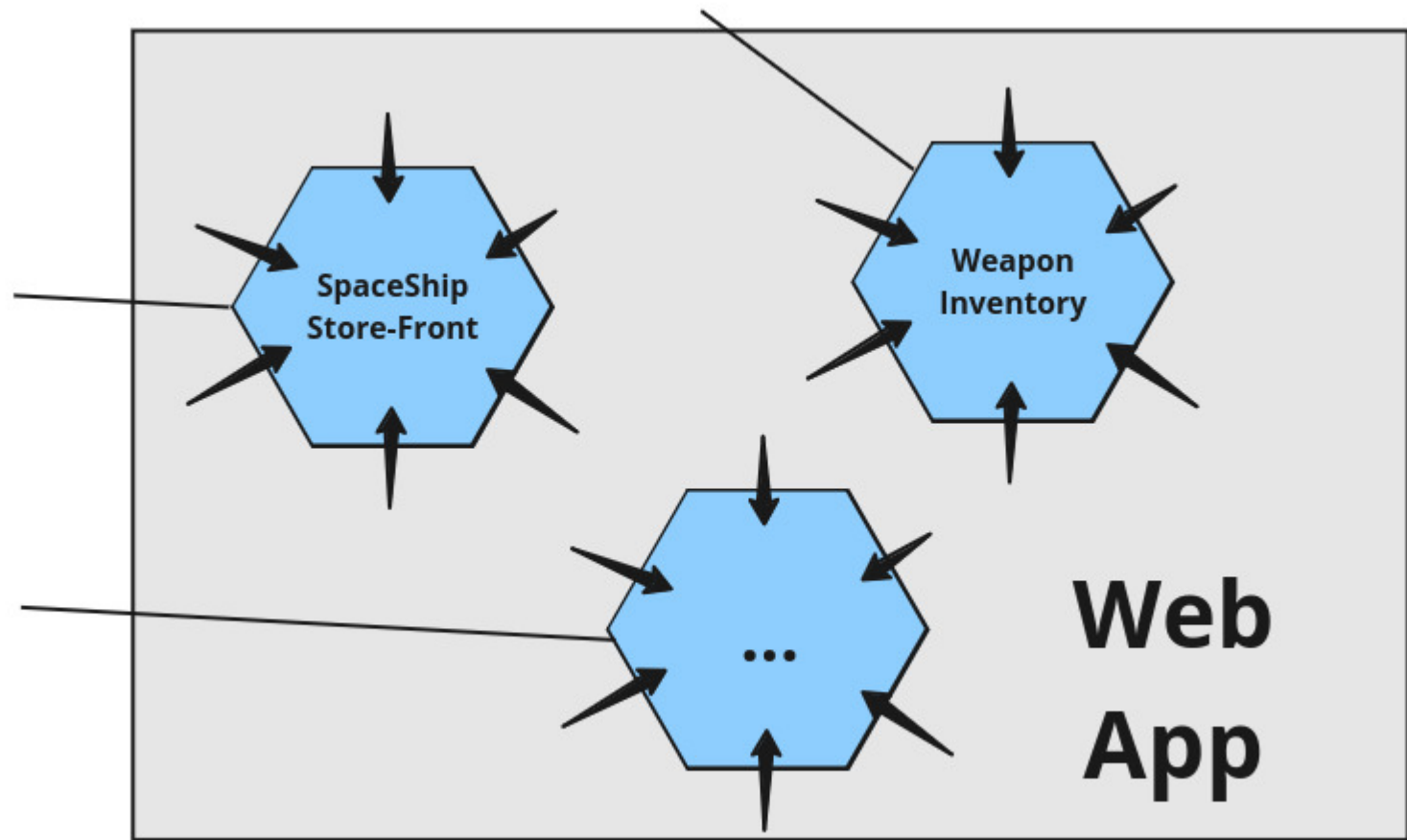
```
SpaceShip = {  
  ...  
}
```

**Reduce
Complexity**



Context Map





Bottom Line



Trade-Offs

- clear separation
- easy to test (less Mocks)
- easy to maintain
- extra code needed

Does it fit?

App Size



Life Time



business logic in frontend



Implementation



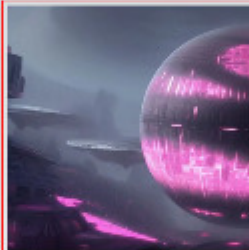
Location: Tatooine
Speed: 1050 LY/sec
Built: 7700
Price: 50000

Pay in 12 Rates
Monthly Rate:
4548.61



122

X-wing



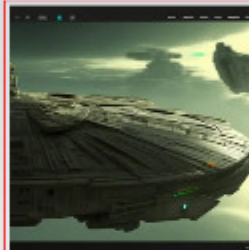
Location: Alderaan
Speed: LY/sec
Built: 7727
Price: 50000

Pay in 12 Rates
Monthly Rate:
4548.61



49

Death Star



Location: Coruscant
Speed: LY/sec
Built: 3451
Price: 50000

Pay in 12 Rates
Monthly Rate:
4548.61



31

Death Star



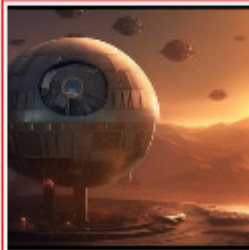
Location: Tatooine
Speed: 1050 LY/sec
Built: 3451
Price: 50000

Pay in 12 Rates
Monthly Rate:
4548.61



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X-wing



Location: Alderaan
Speed: LY/sec
Built: 3451
Price: 50000

Pay in 12 Rates
Monthly Rate:
4548.61



1019

Death Star