



*WHY HEXAGONAL AND  
ONION ARCHITECTURE ARE  
ANSWERS TO THE WRONG  
QUESTION —  
AND WHAT TO ASK INSTEAD*

Oliver Drotbohm

   odrotbohm

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github.com/odrotbohm

odrotbohm (Oliver Drotbohm) · GitHub

Overview

Repositories130

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Stars79



Oliver Drotbohm

odrotbohm

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Frameworks & Architecture in the Spring engineering team, OpenSource enthusiast, all things Java, DDD, REST, software architecture, drums & music

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Spring Open Source Engineering

Dresden, Germany

17:06 - same time

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Public

Modular applications with Spring Boot

Java1.1k182

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Libraries to help developers express architectural abstractions in Java code

Java1.5k116

xmolecules/jmolecules-integrations

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Technology integration for jMolecules

Java11427

spring-restbucks

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Implementation of the sample from REST in Practice based on Spring projects

Java1.3k422

spring-playground

Public

A collection of tiny helpers for building Spring applications

Java10111

lectures

Public

Lecture scripts and slides I use during the Software Engineering course at TU Dresden

Java7525

1,717 contributions in the last year

2026

2025

2024

2023

2022

2021

2020

FebMarAprMayJunJulAugSepOctNovDecJan

Mon

Wed

Fri

Learn how we count contributions

LessMore

@spring-projects

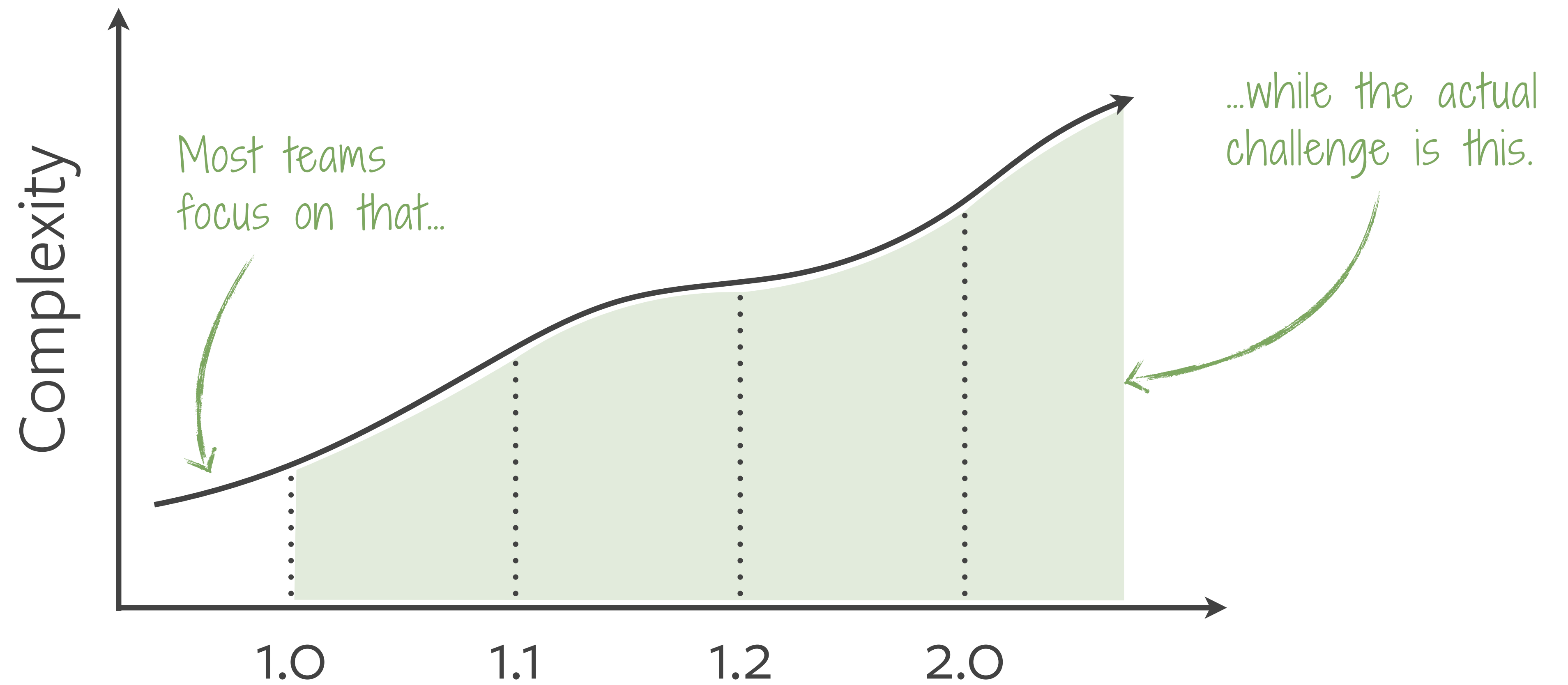
@xmolecules

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More

Activity overview

Code review

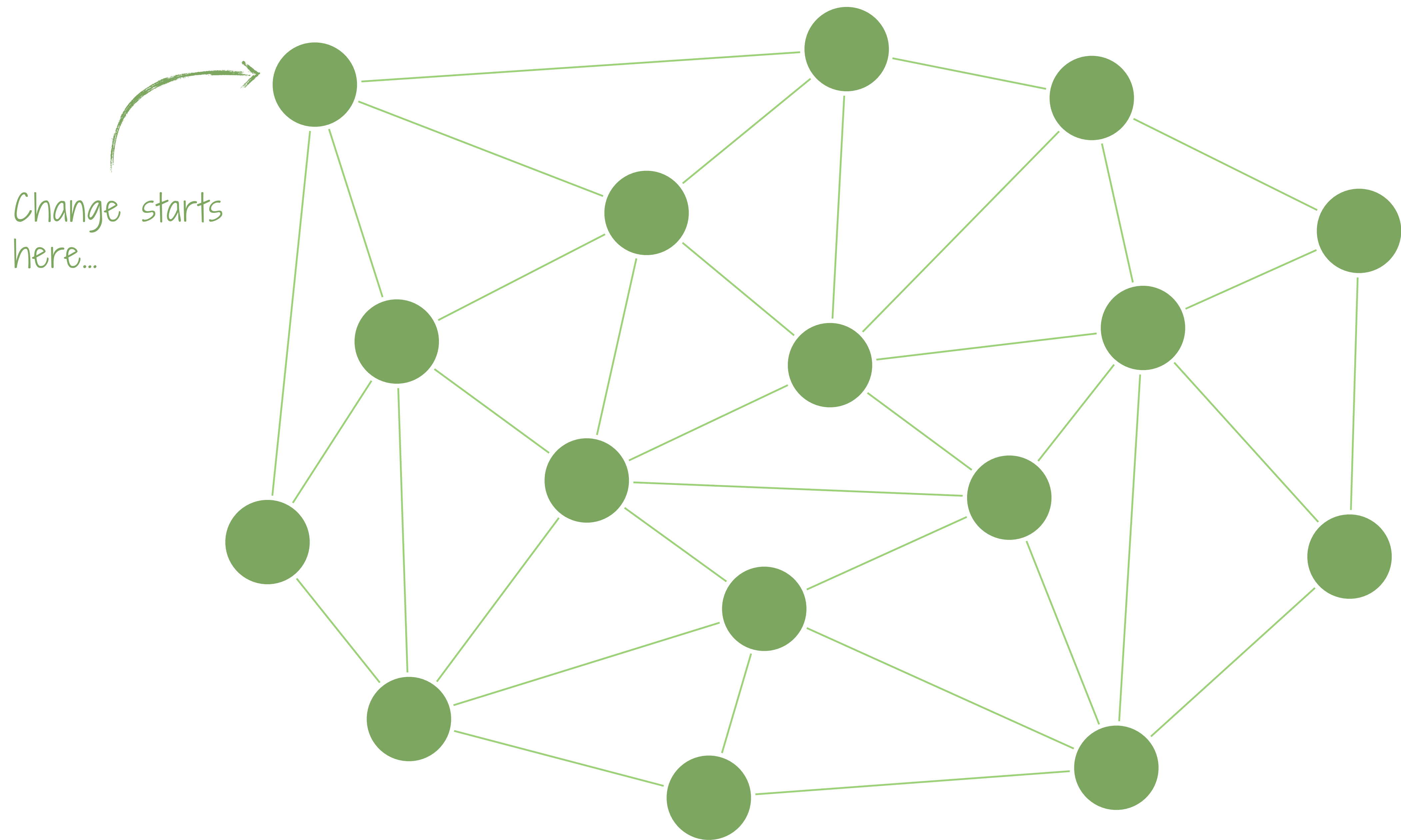


***Cost of Software***  
***≈***  
***Cost of Change***

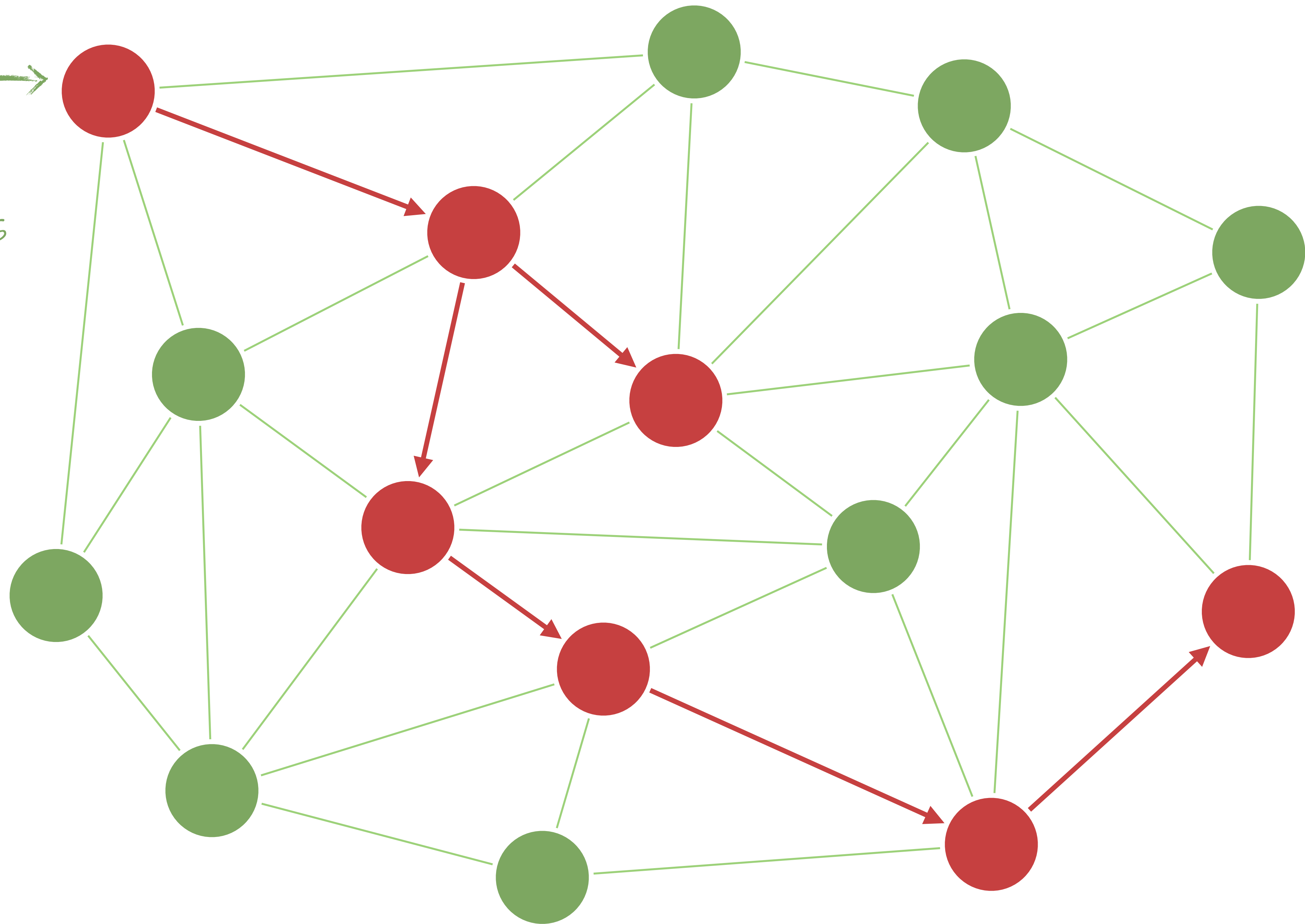
*Beck - A Daily Practice of Empirical Software Design — <https://www.youtube.com/watch?v=yBEcq23OgB4> (2023)*

*Yourdon, Constantine - Structured Design — Fundamentals of a Discipline of Computer Program and Systems Design (1979)*

***Cost of Change***  
***≈***  
***Coupling***

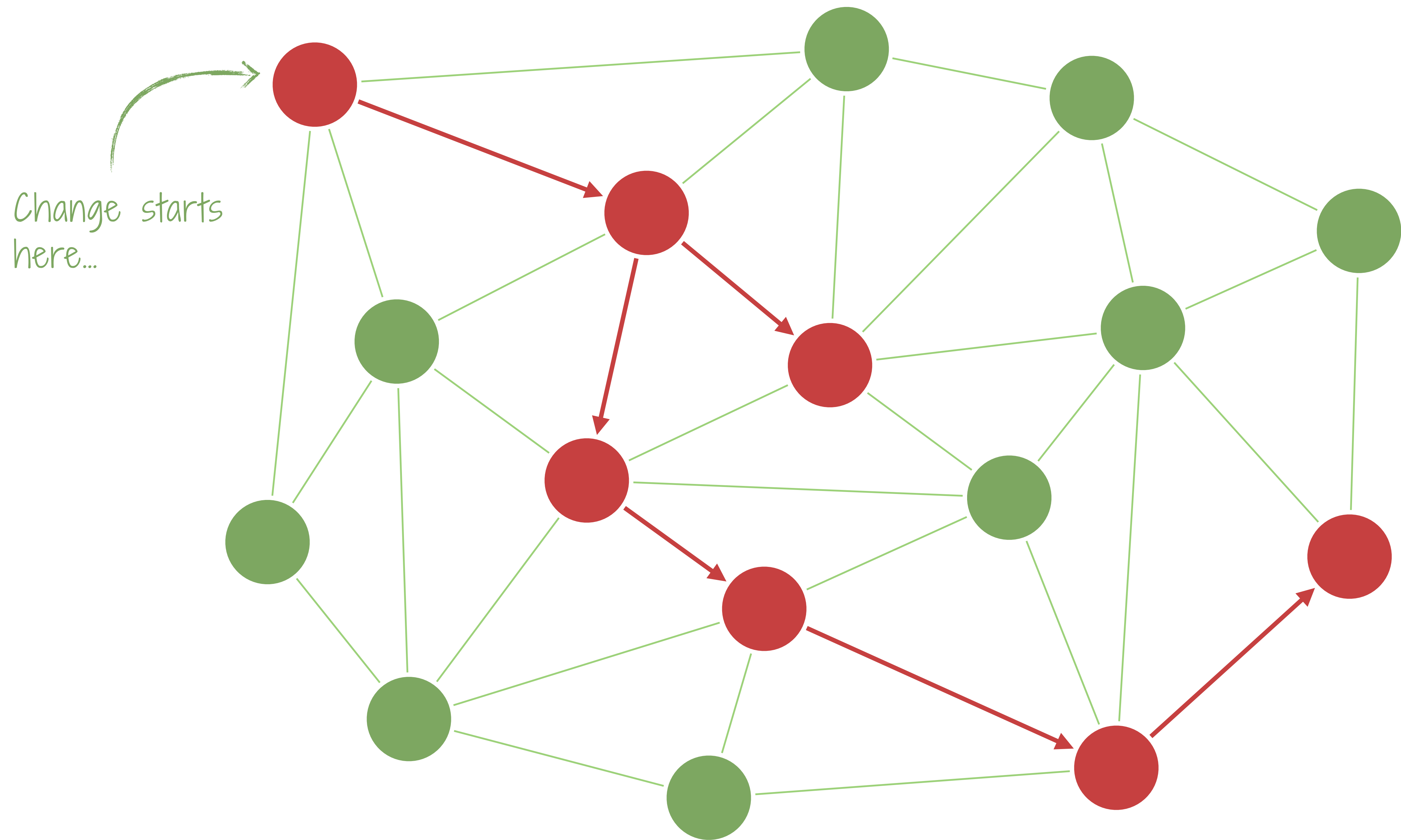


Change starts  
here...



***Not all coupling  
is born equal***

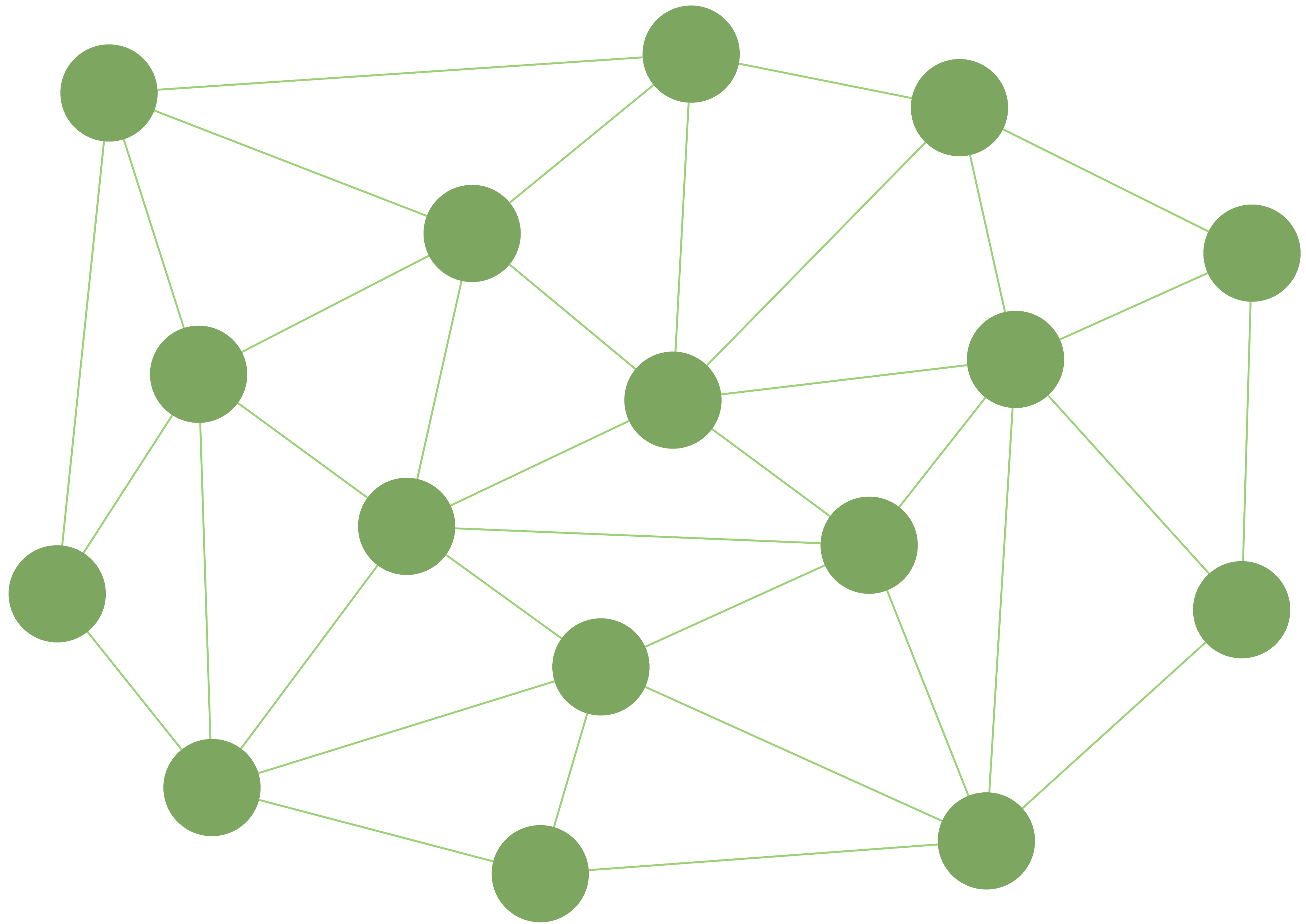
***Decoupling  
has its cost, too***

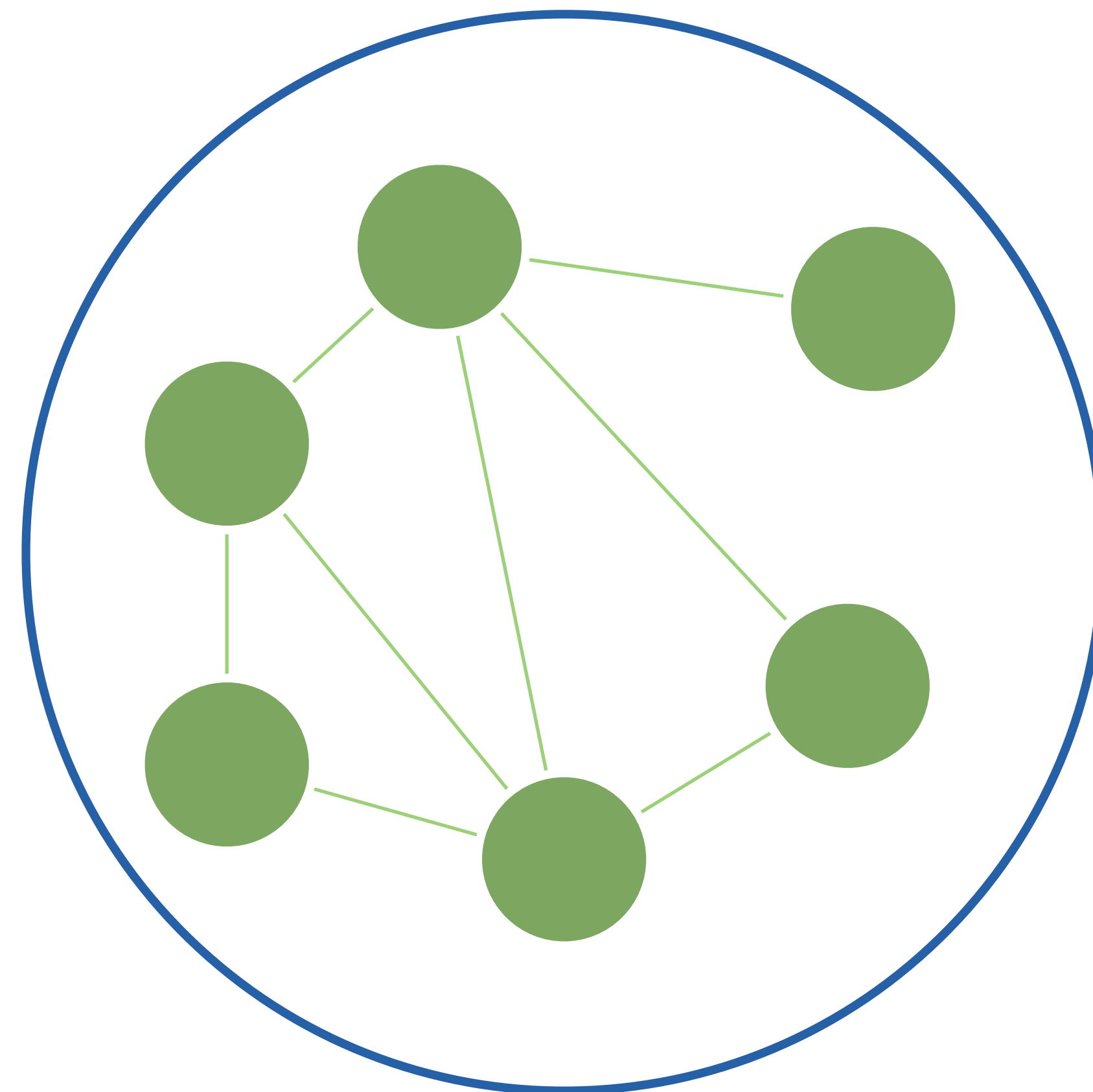
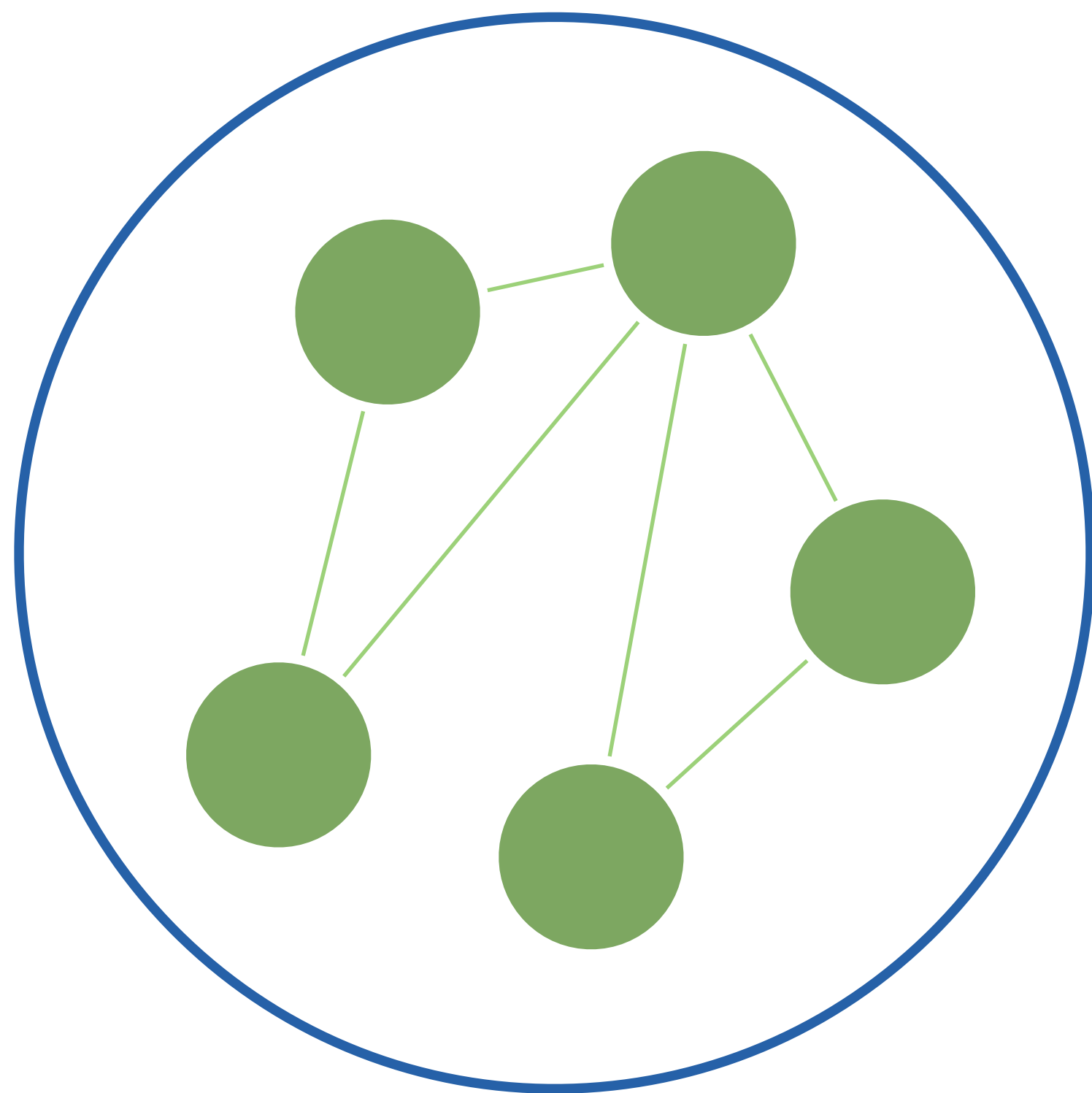
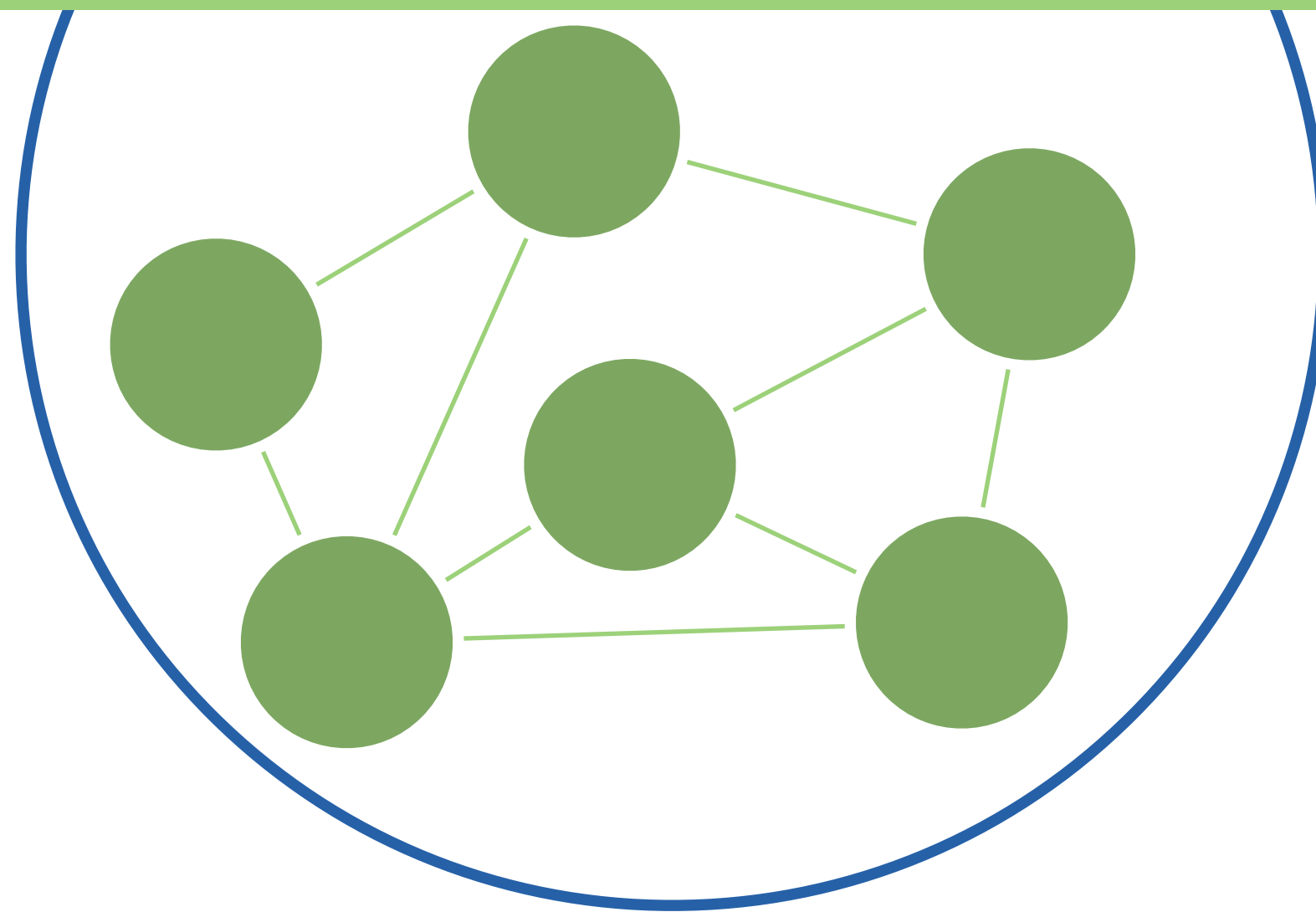


***Cohesion***

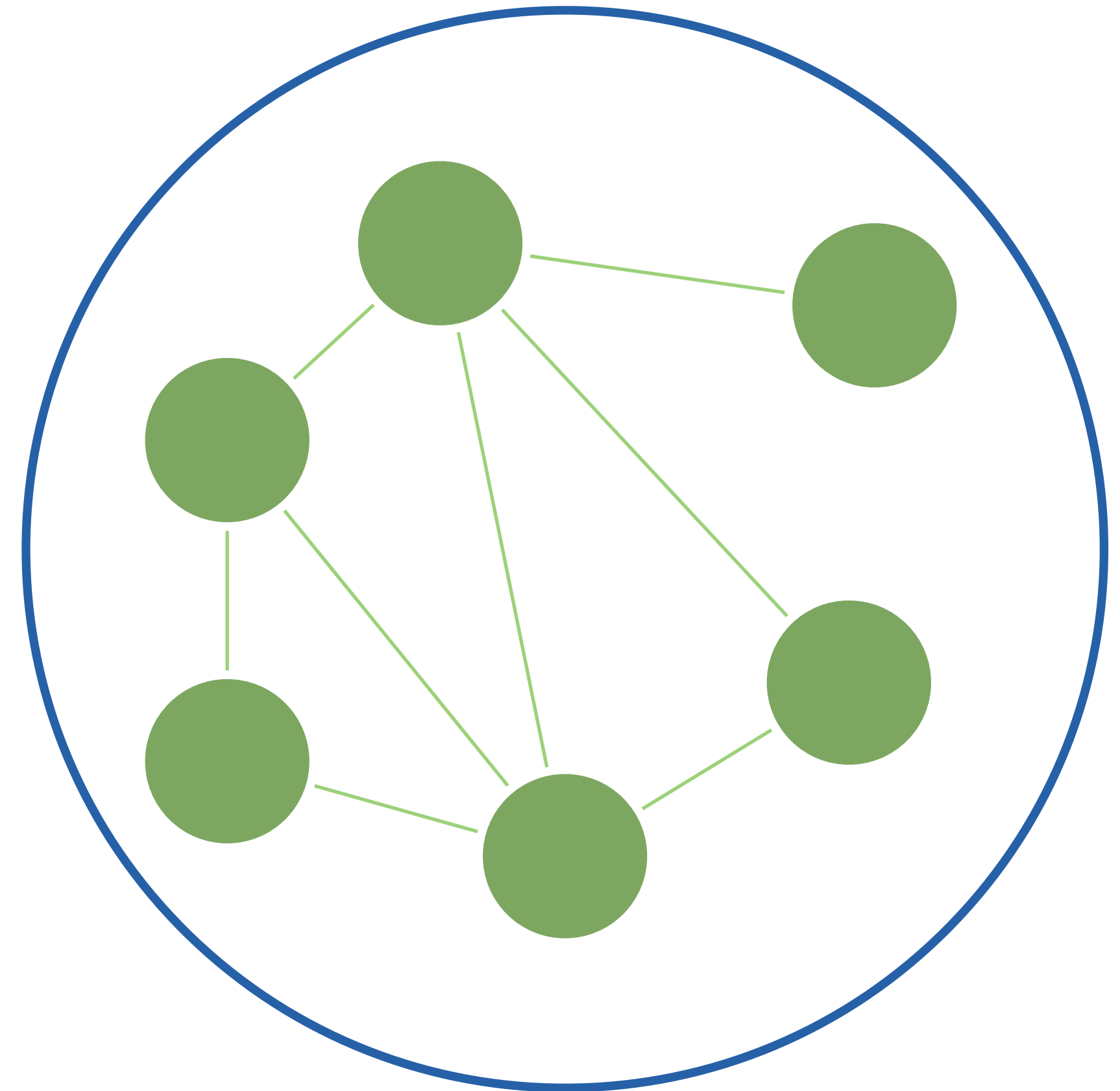
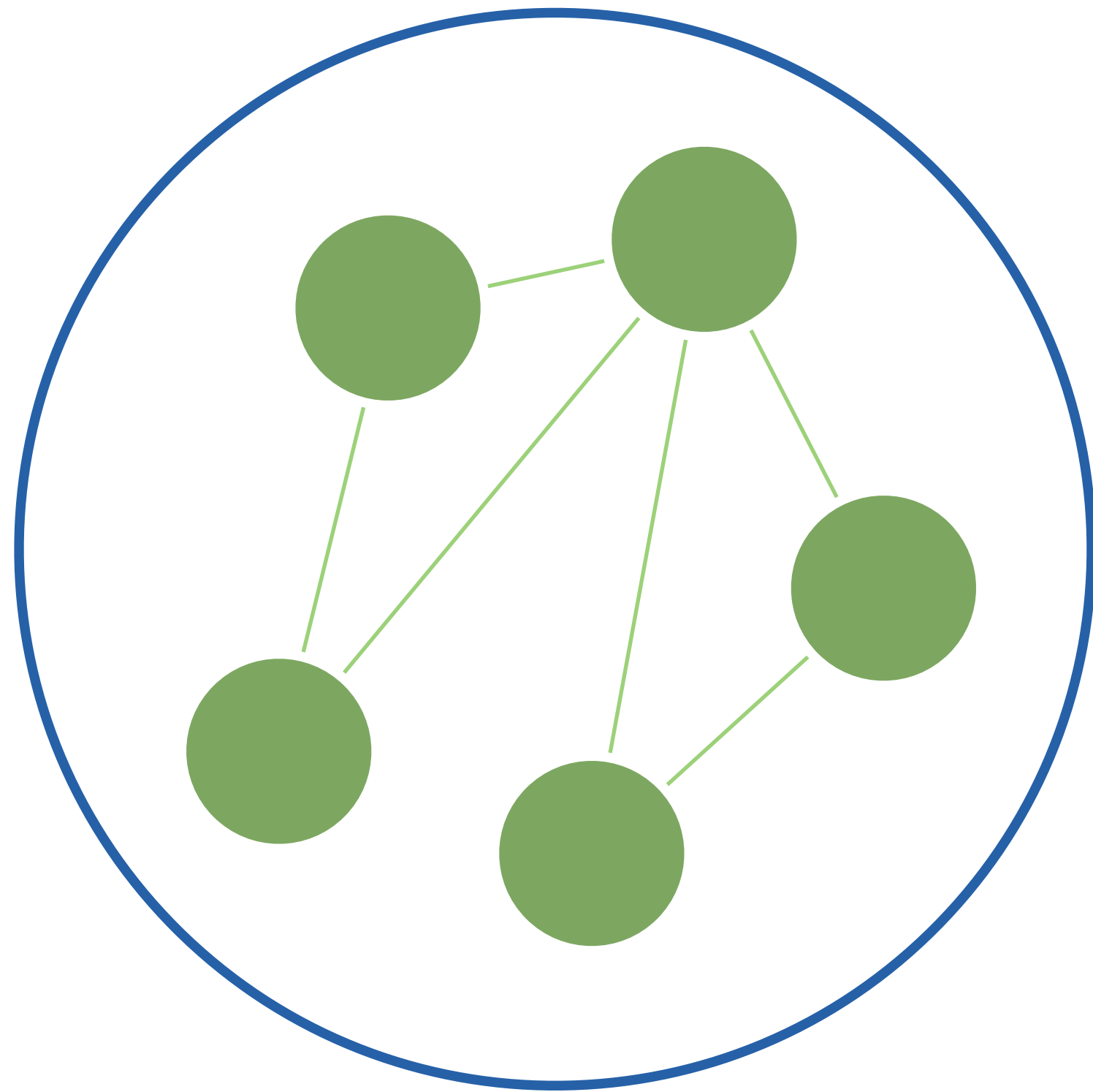
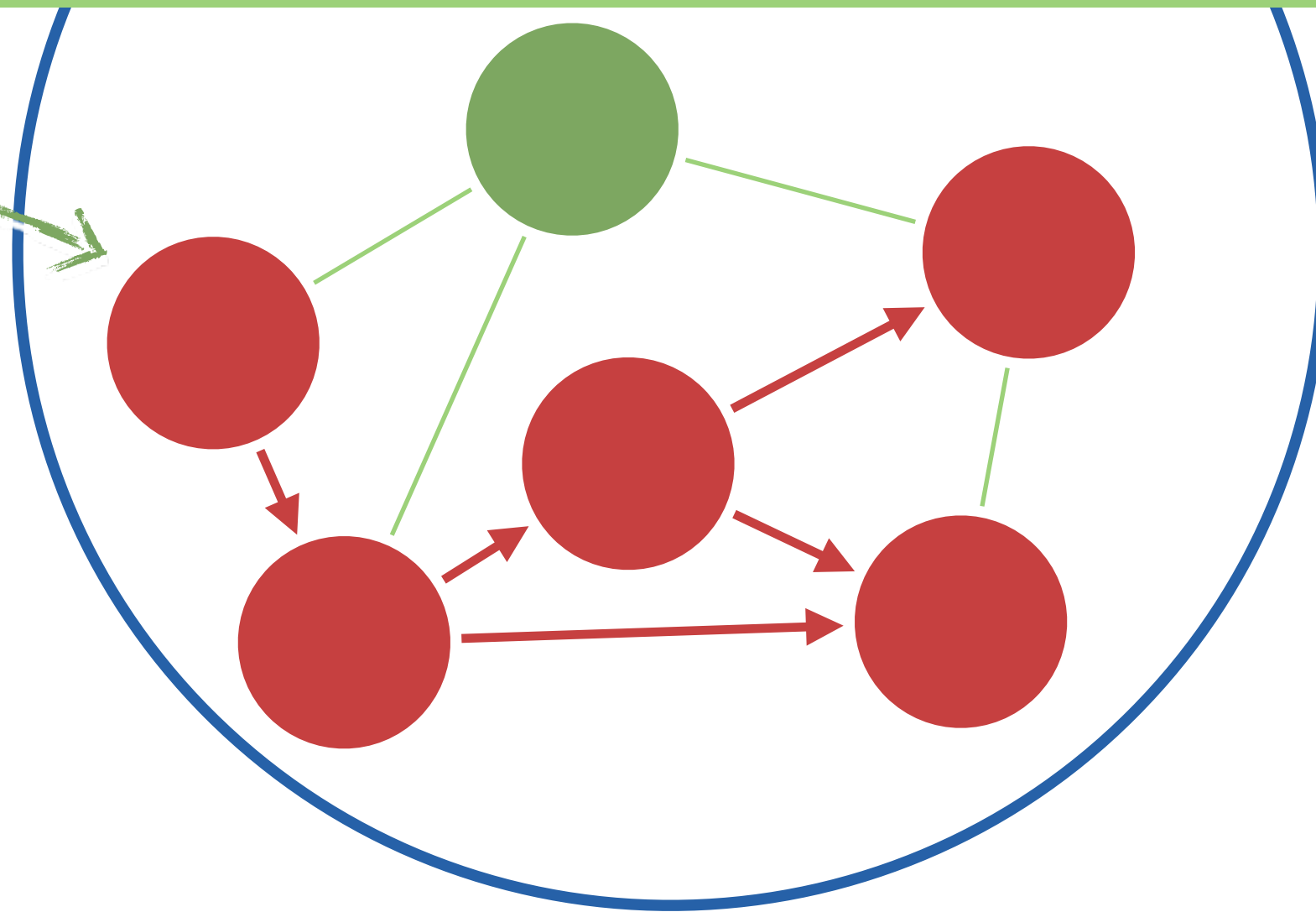
***Cohesion is coupling  
in the right™ places***

***Software design is the  
act of modeling  
units of strong cohesion,  
loosely coupled to each other.***





Change starts  
here...





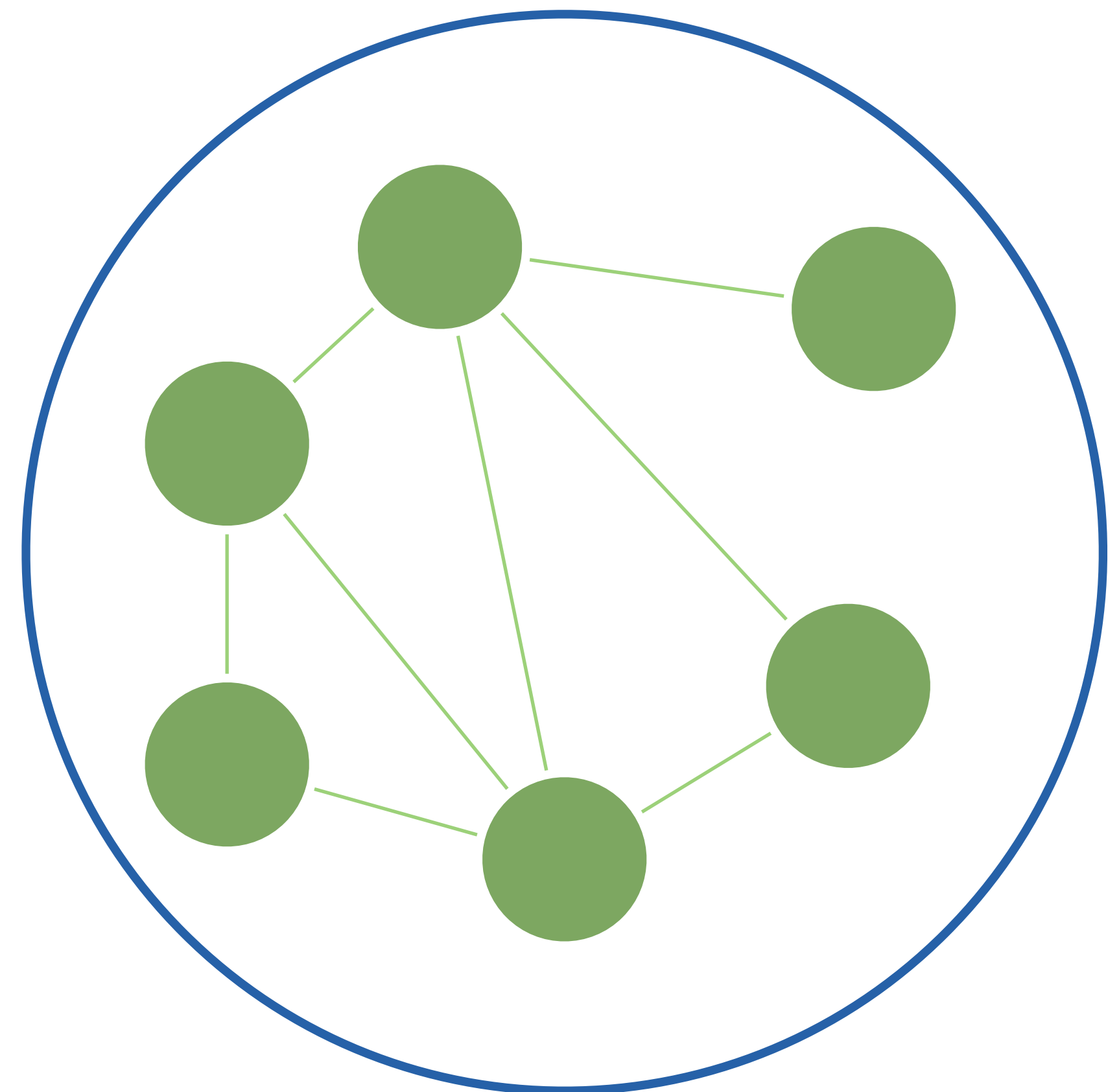
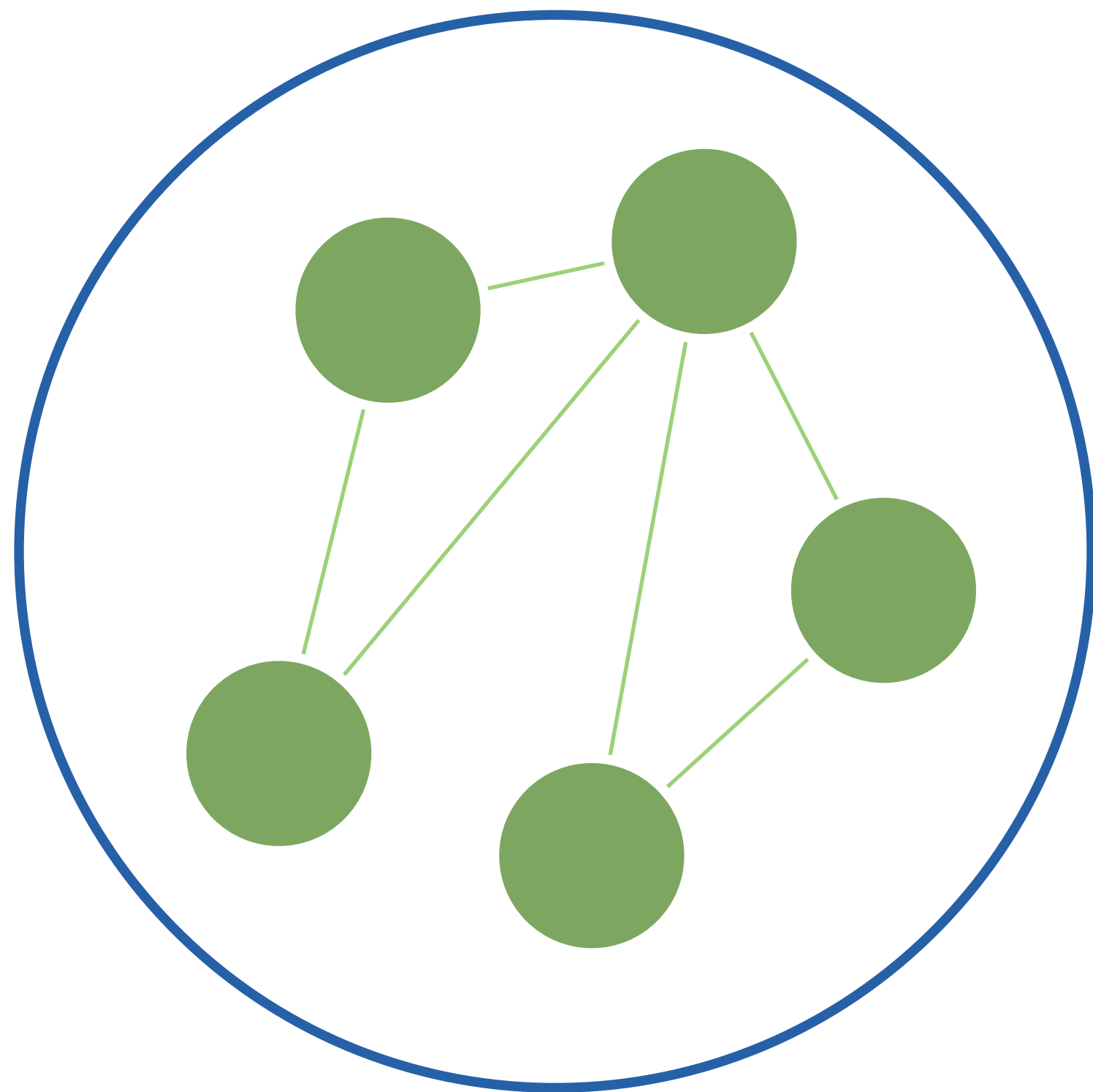
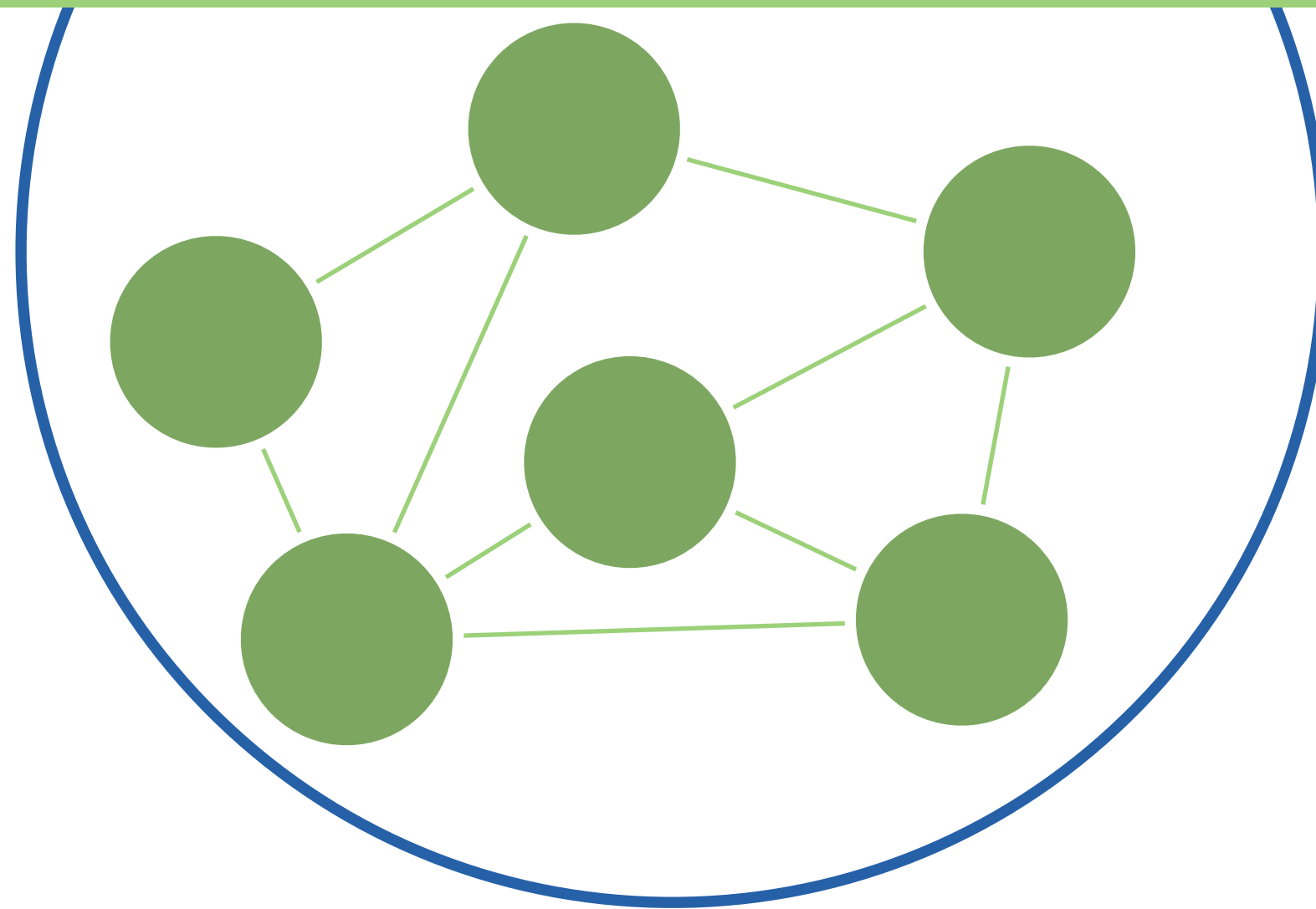
**Oliver Drotbohm**

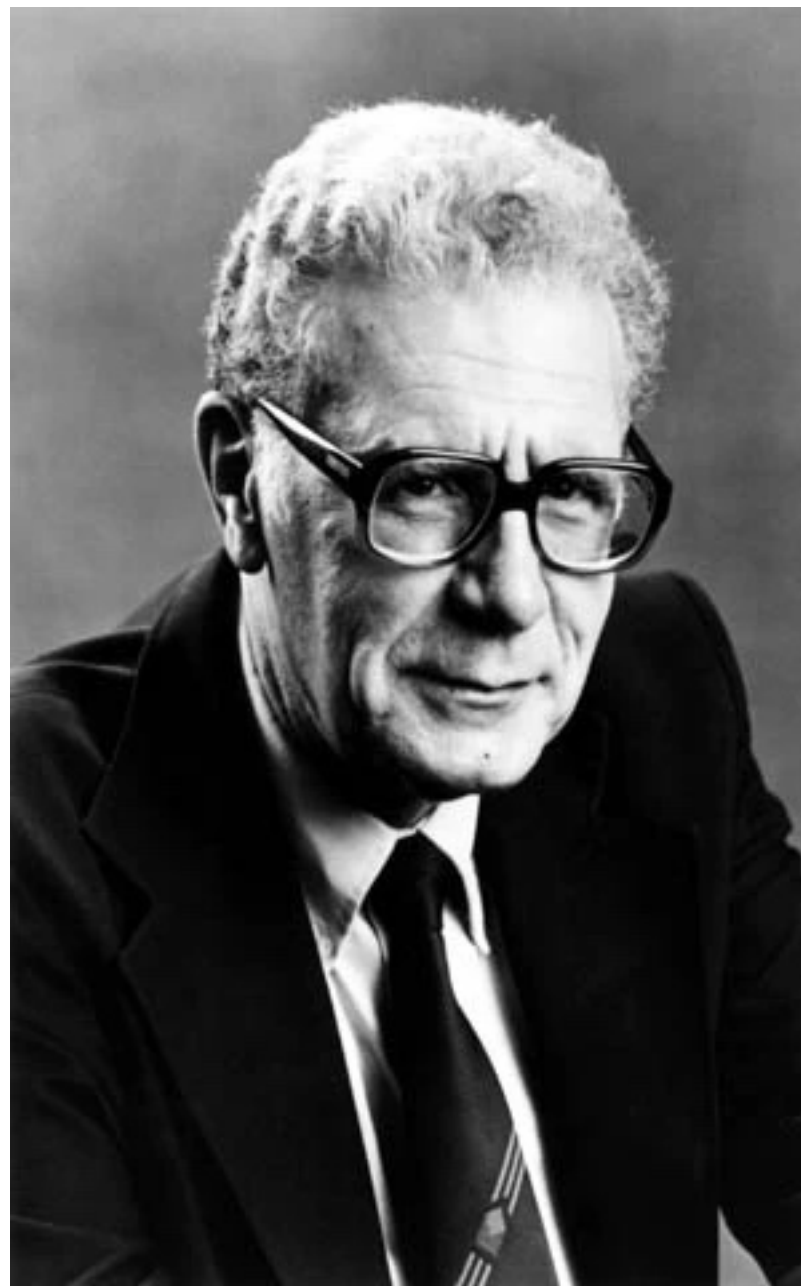
@odrotbohm@chaos.social

A software system's structure is essentially a formalized bet on change patterns you anticipate having to deal with in the future.

14. Jan. 2025, 11:55 · 🌐 · Ivory for Mac

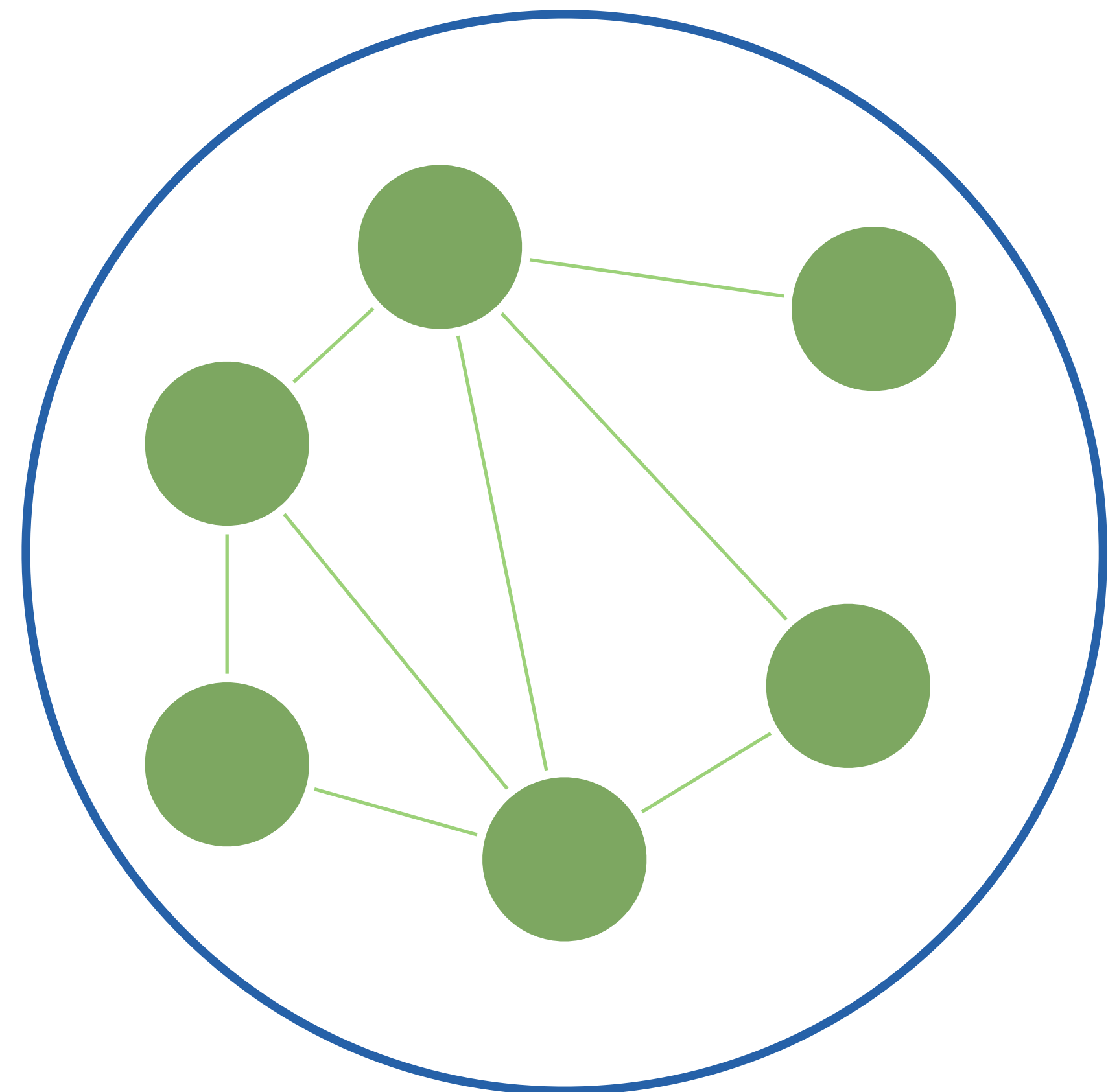
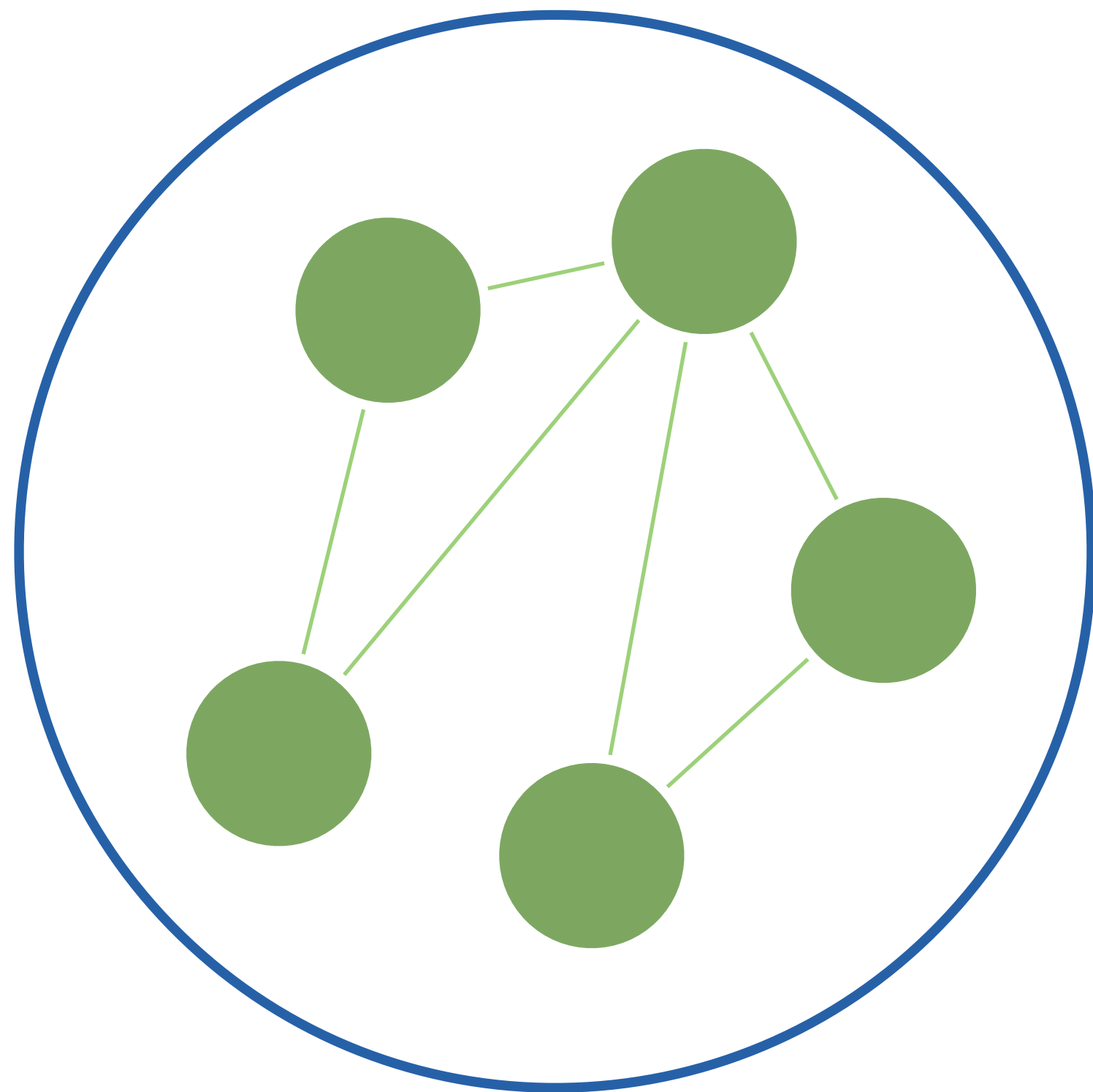
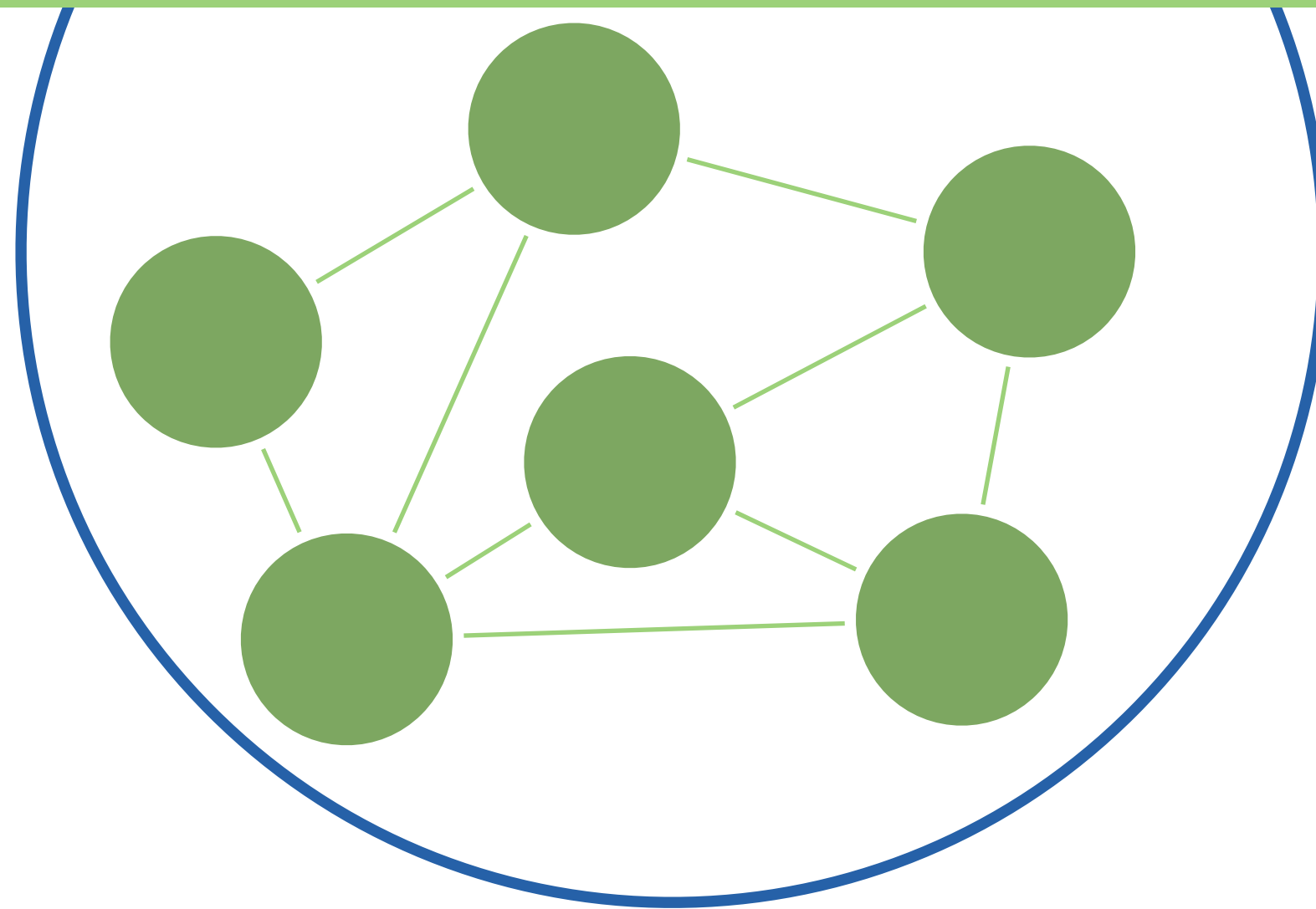
<https://chaos.social/@odrotbohm/113826340530554922>

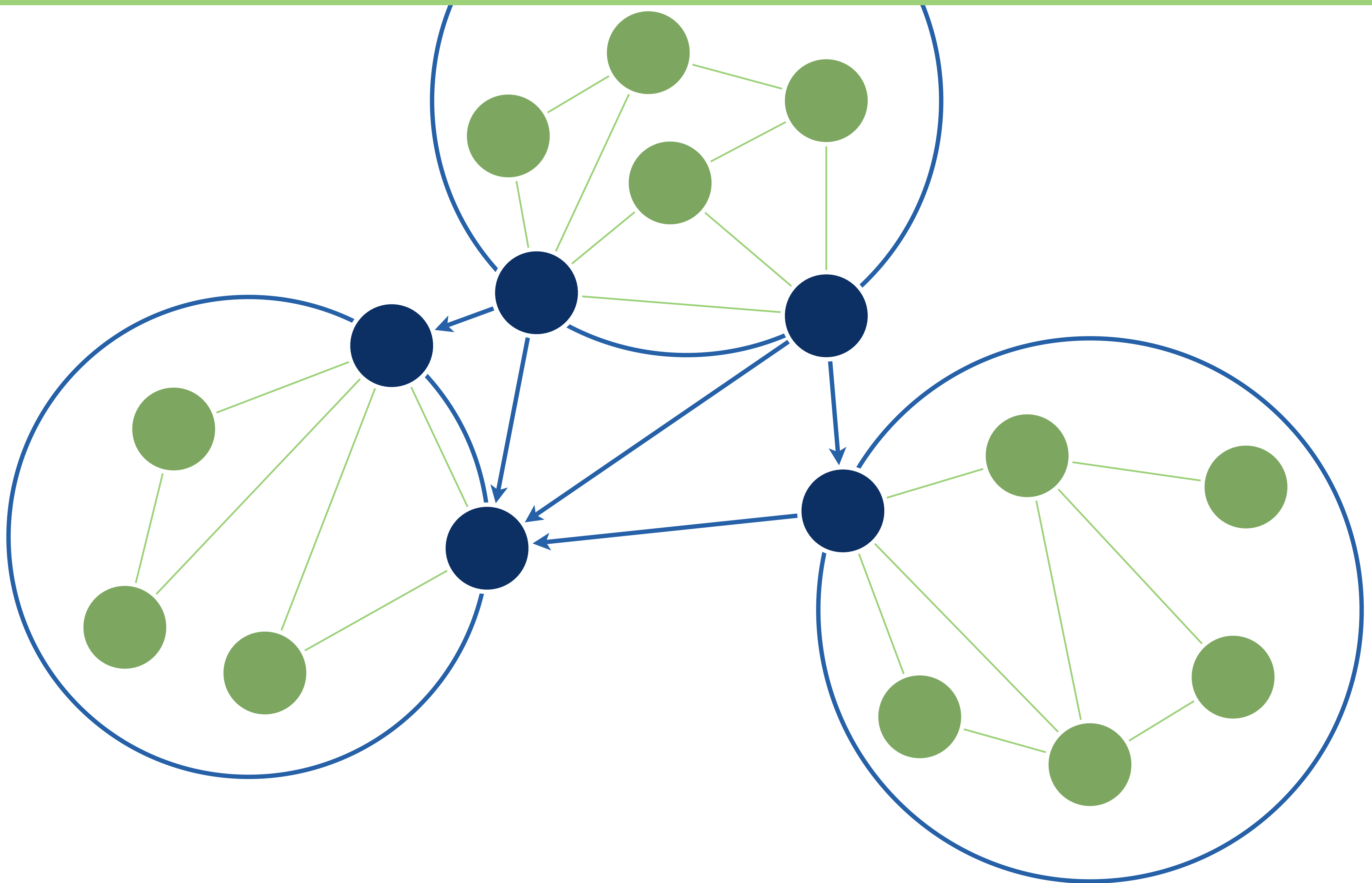




**“A system is never the  
sum of its *parts*,  
it’s the product of  
their *interactions*.”**

— Russel L. Ackoff

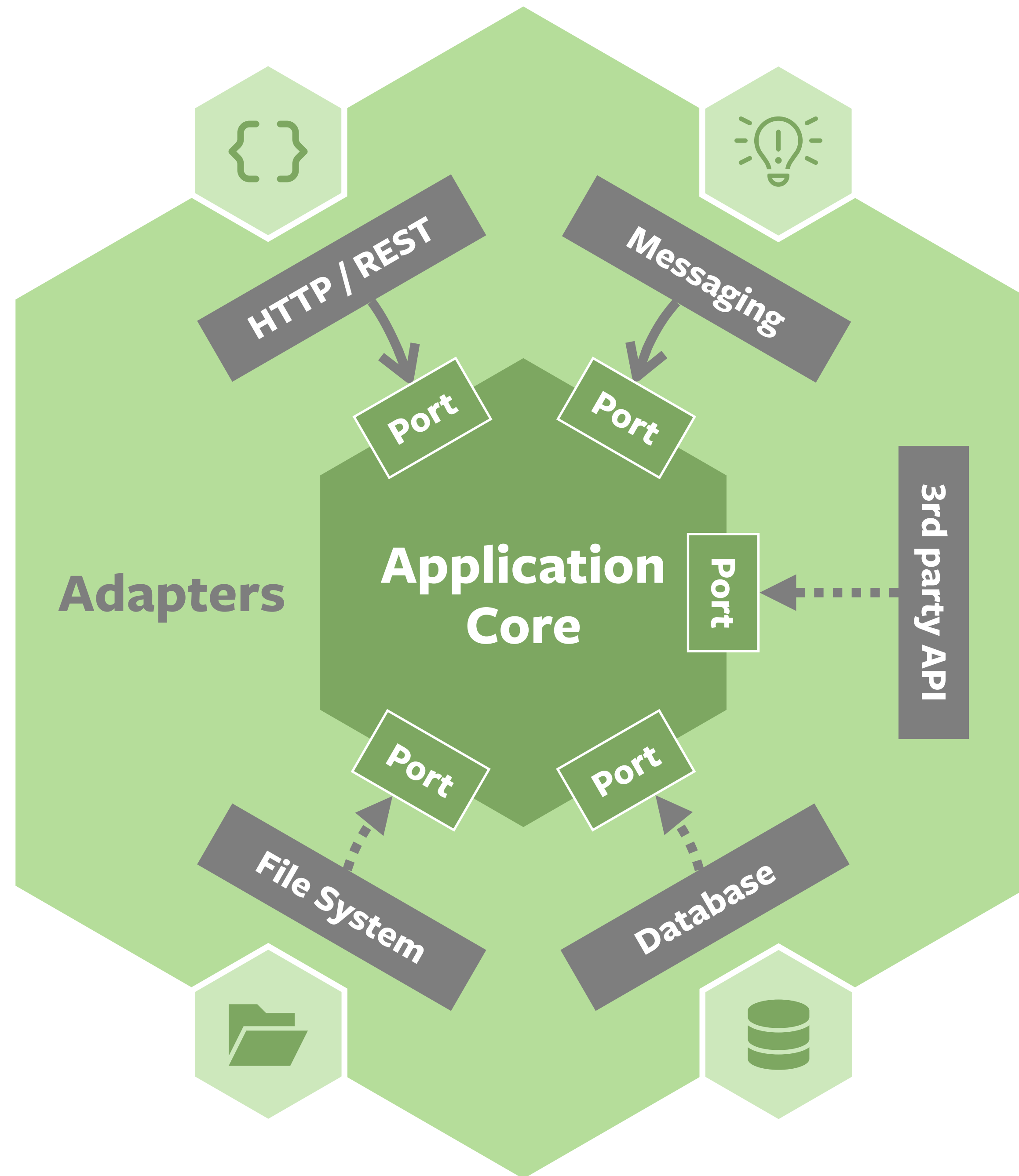




# ***Separation of Concerns Architectures***

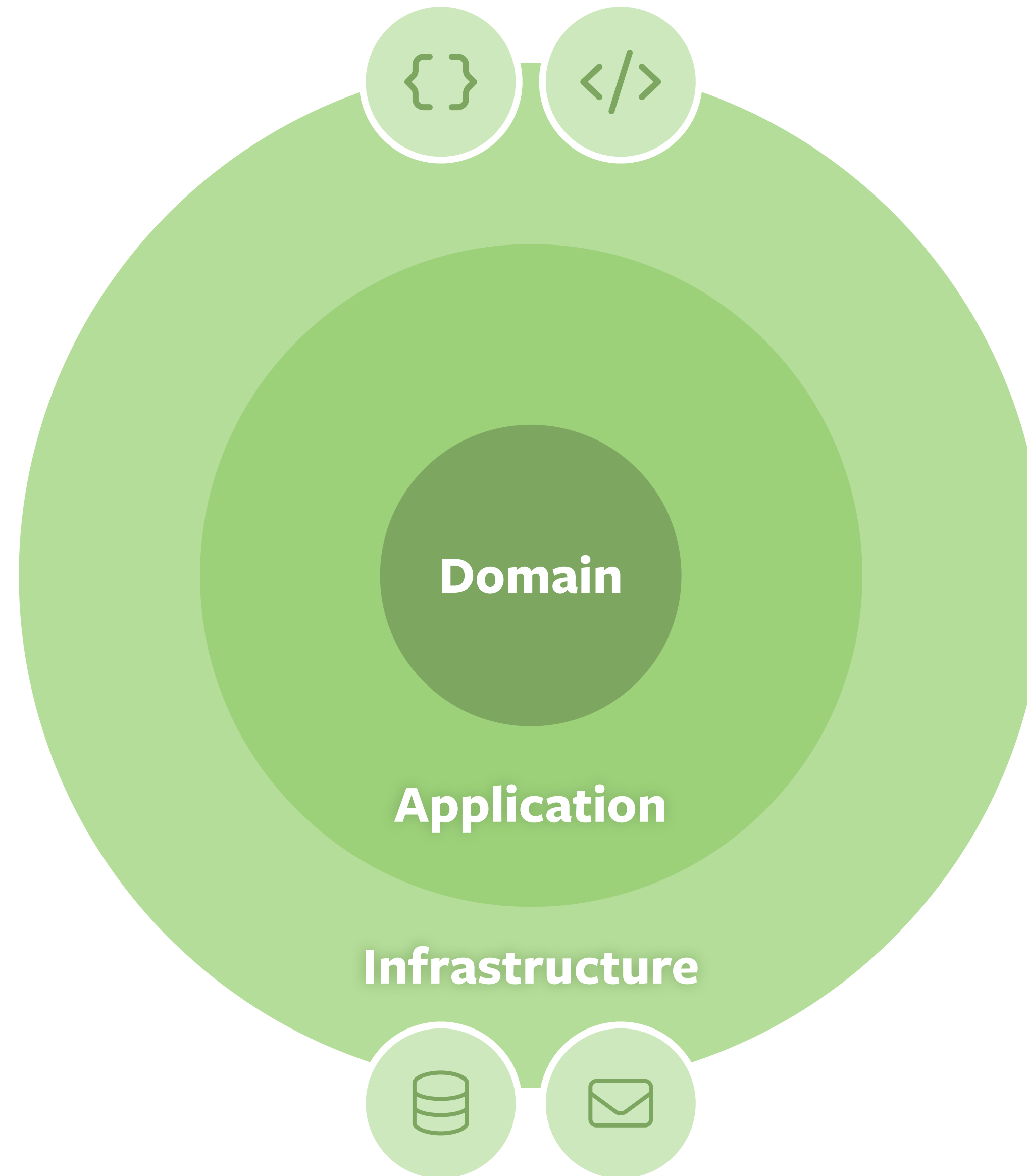
# ***Hexagonal Architecture***

2005

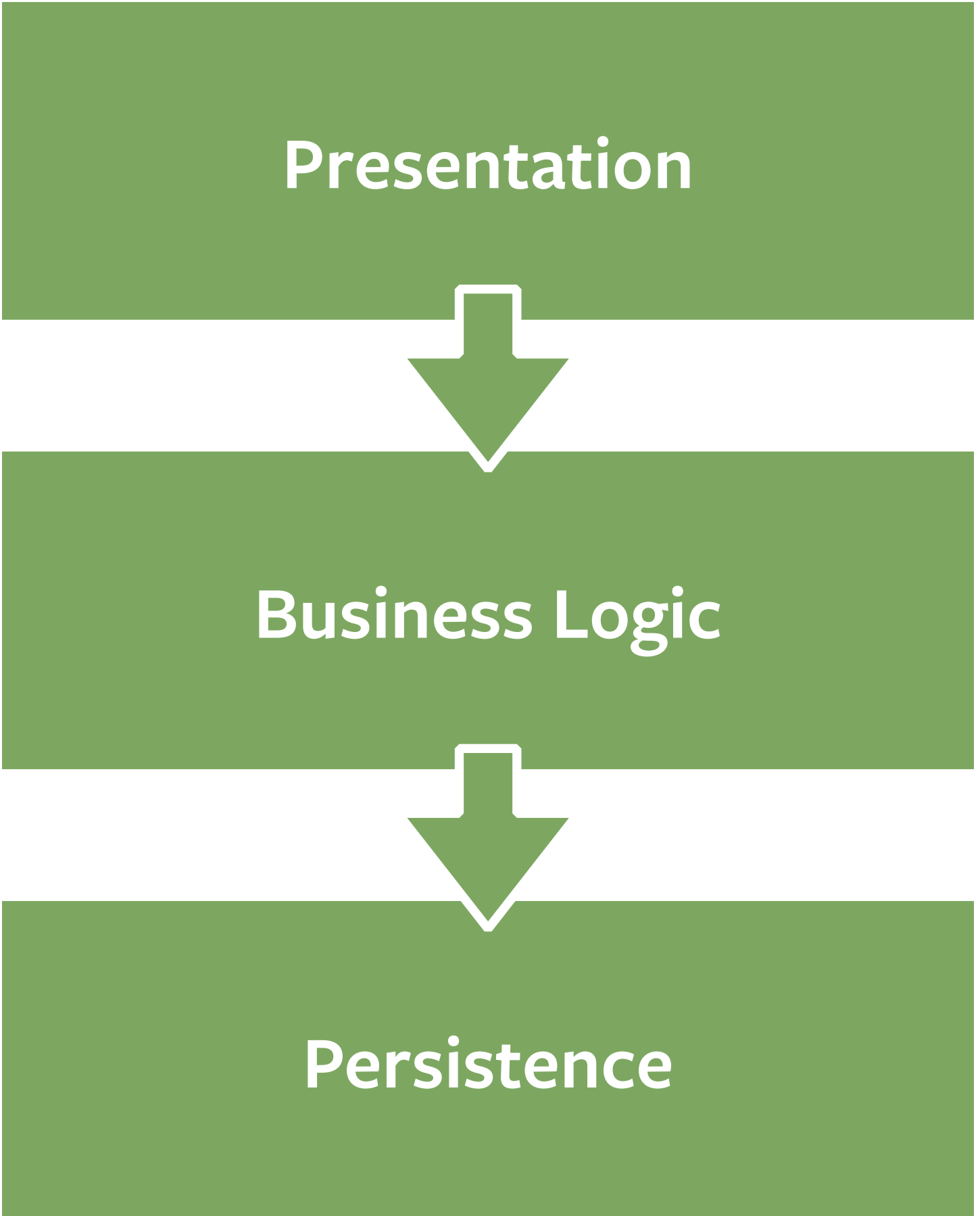


# ***Onion Architecture***

2008

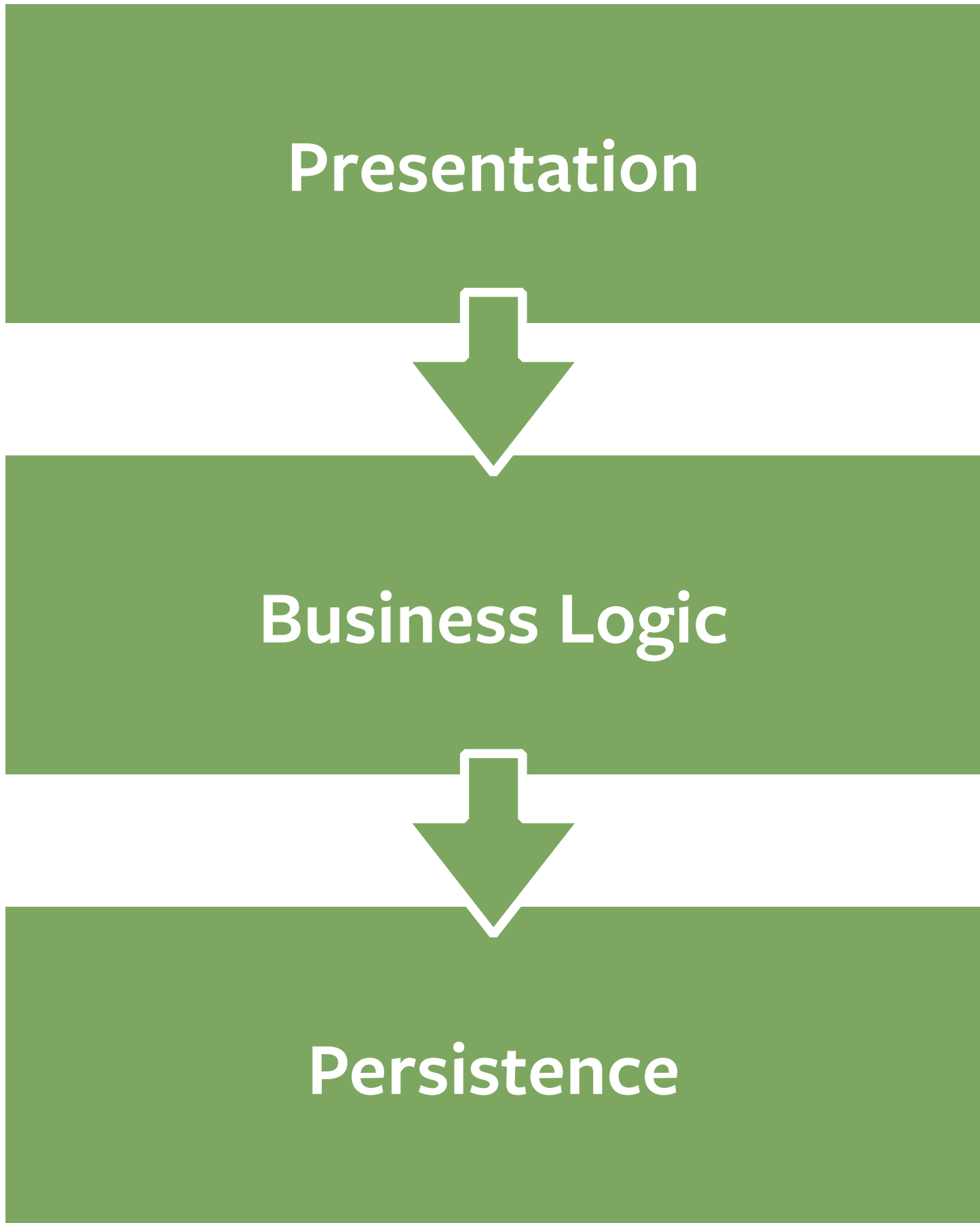


# Layered Architecture

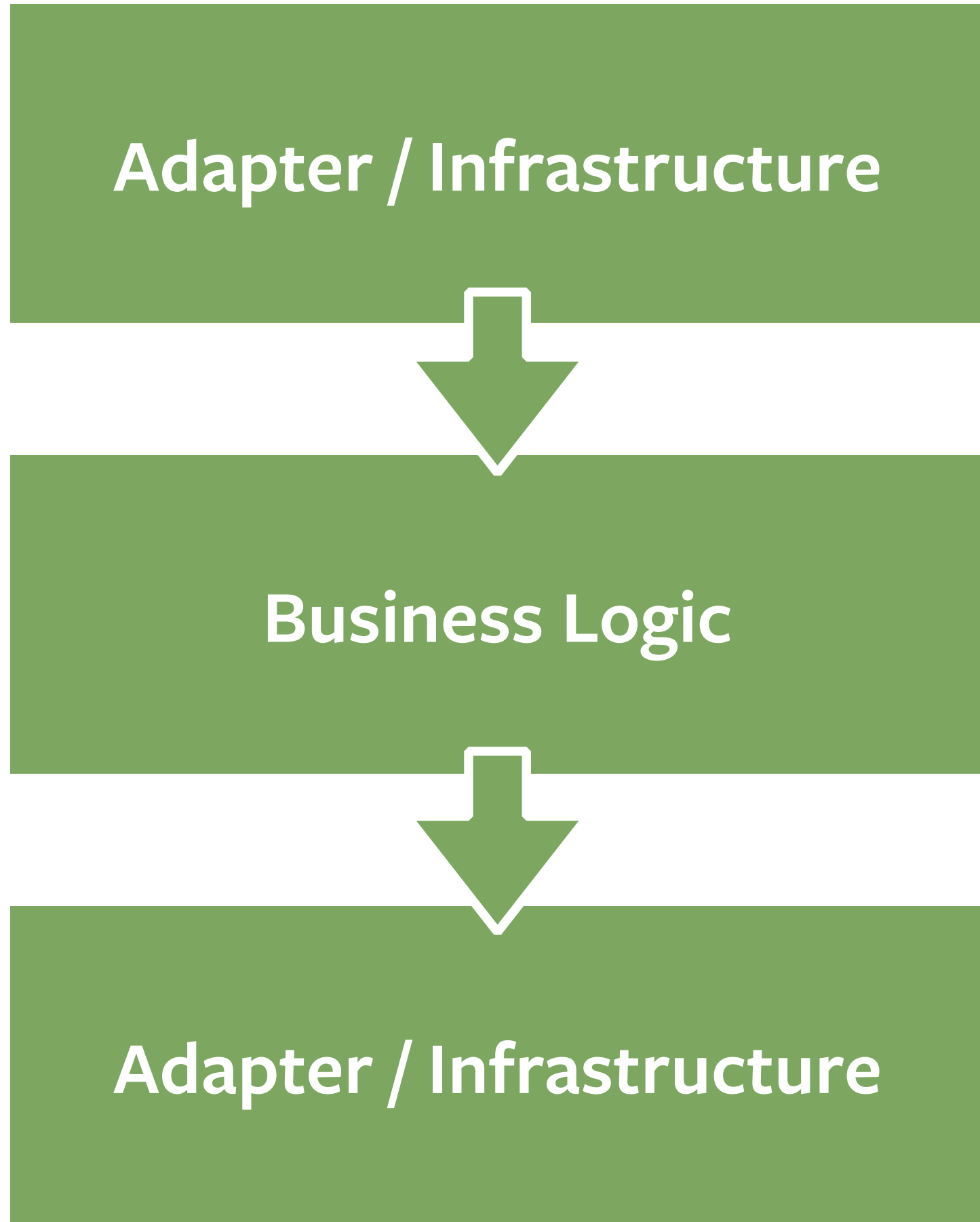


# Hexagonal- / Onion- Architecture

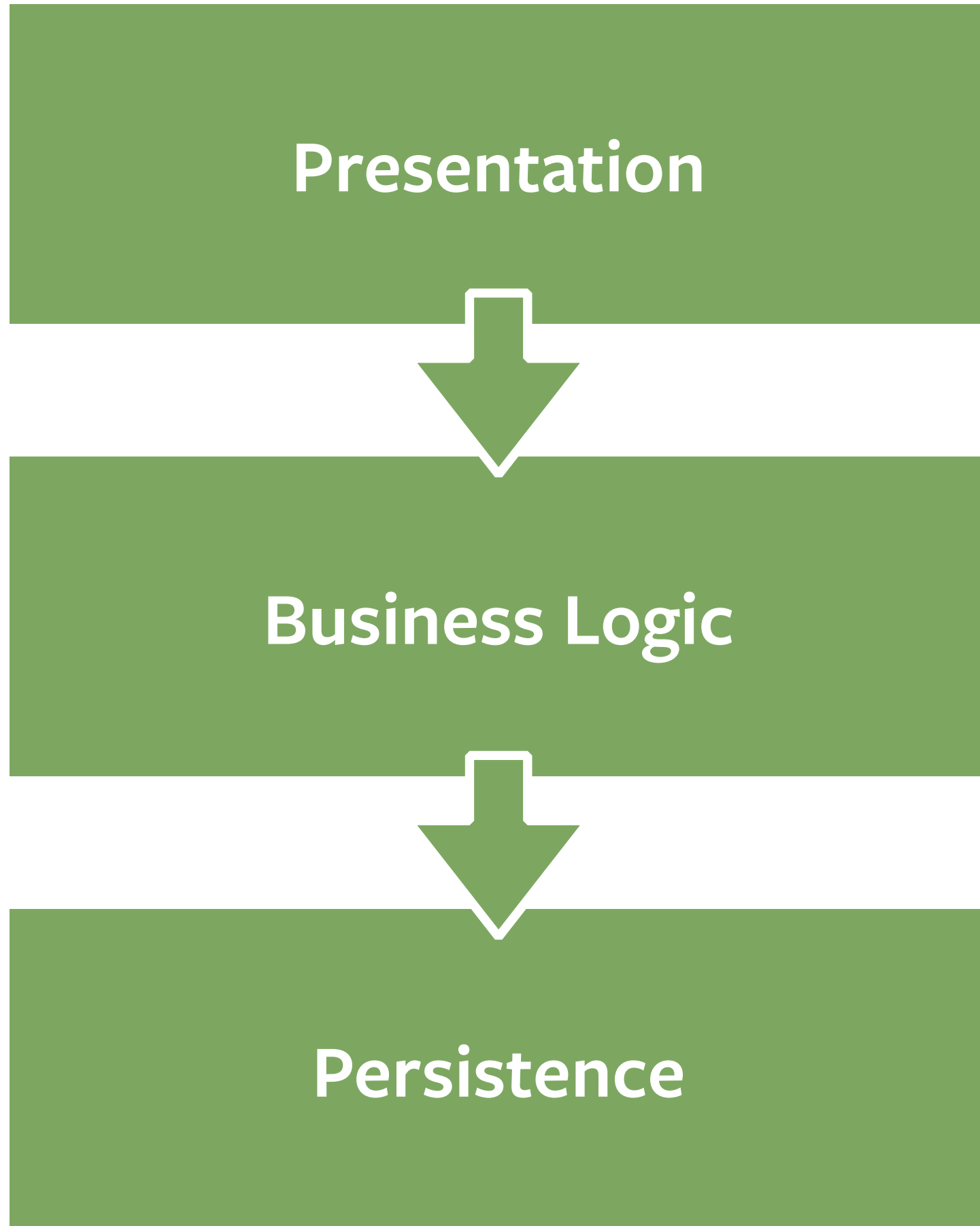
## Layered Architecture



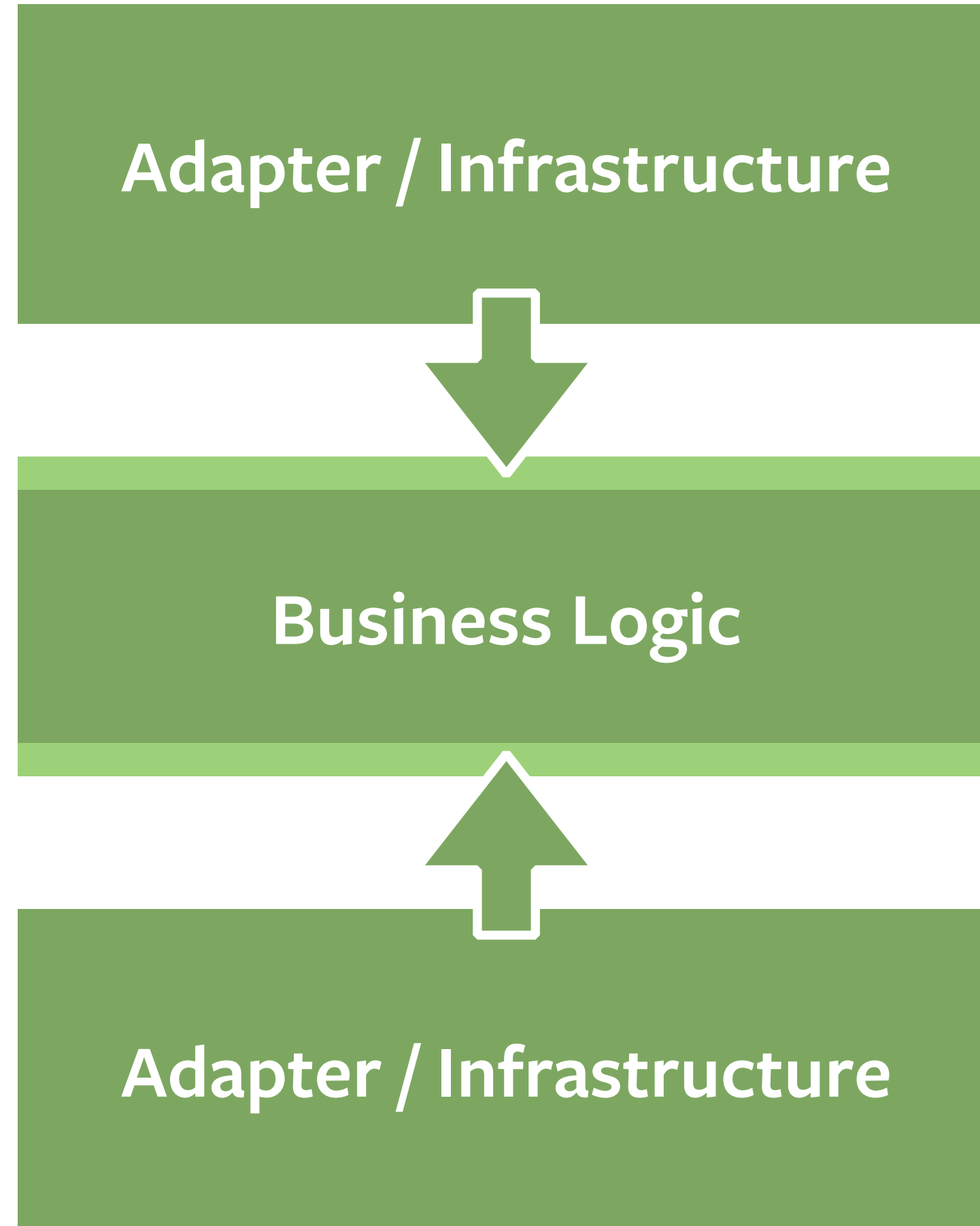
## Hexagonal- / Onion-Architecture



## Layered Architecture



## Hexagonal- / Onion-Architecture



Spring



Layered

Presentation →

Business →

Persistence

Hexagonal

Driving Adapter →

Port ← Application → Port

← Driven Adapter

Onion

Infrastructure →

Application / Domain

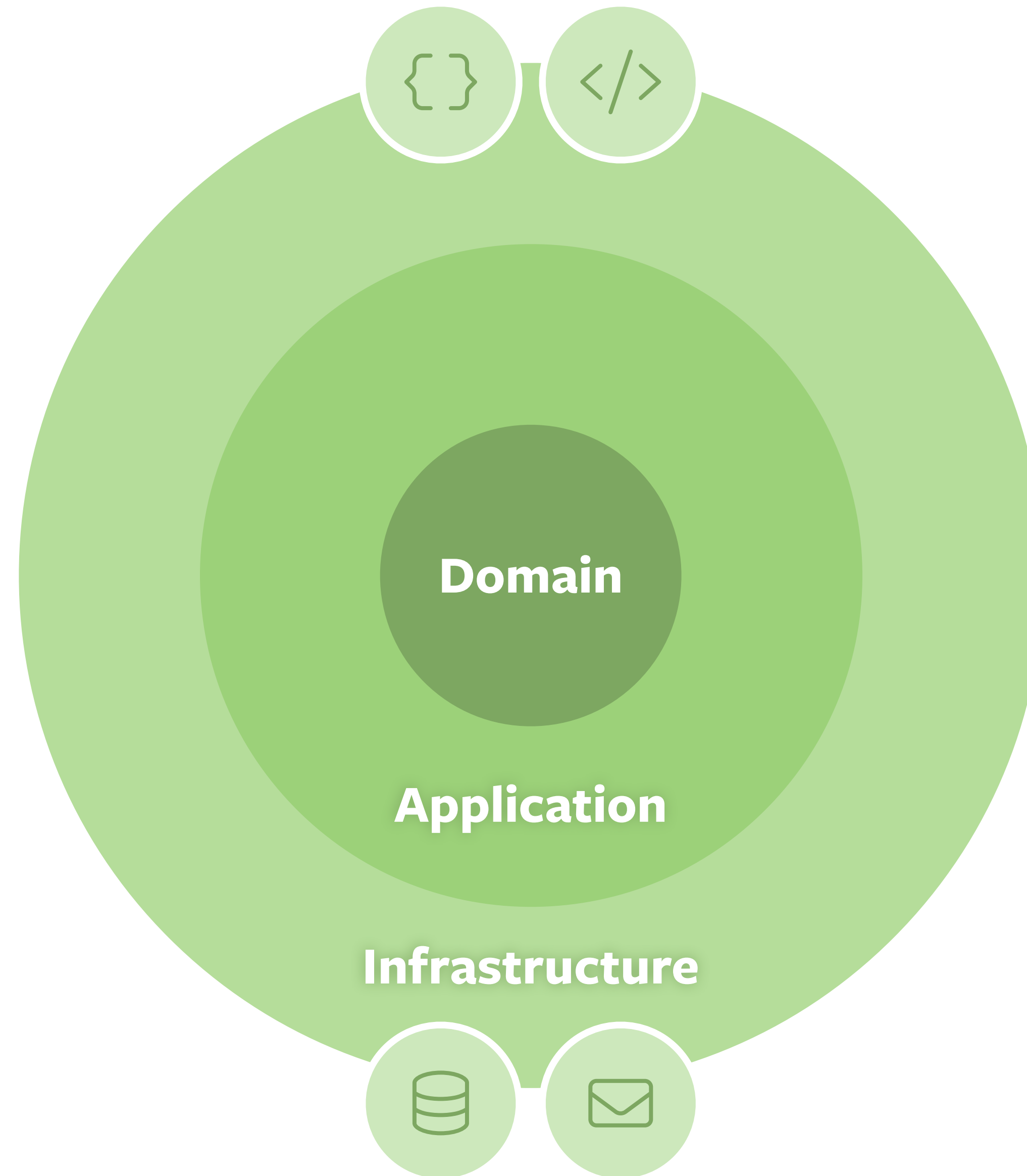
← Infrastructure

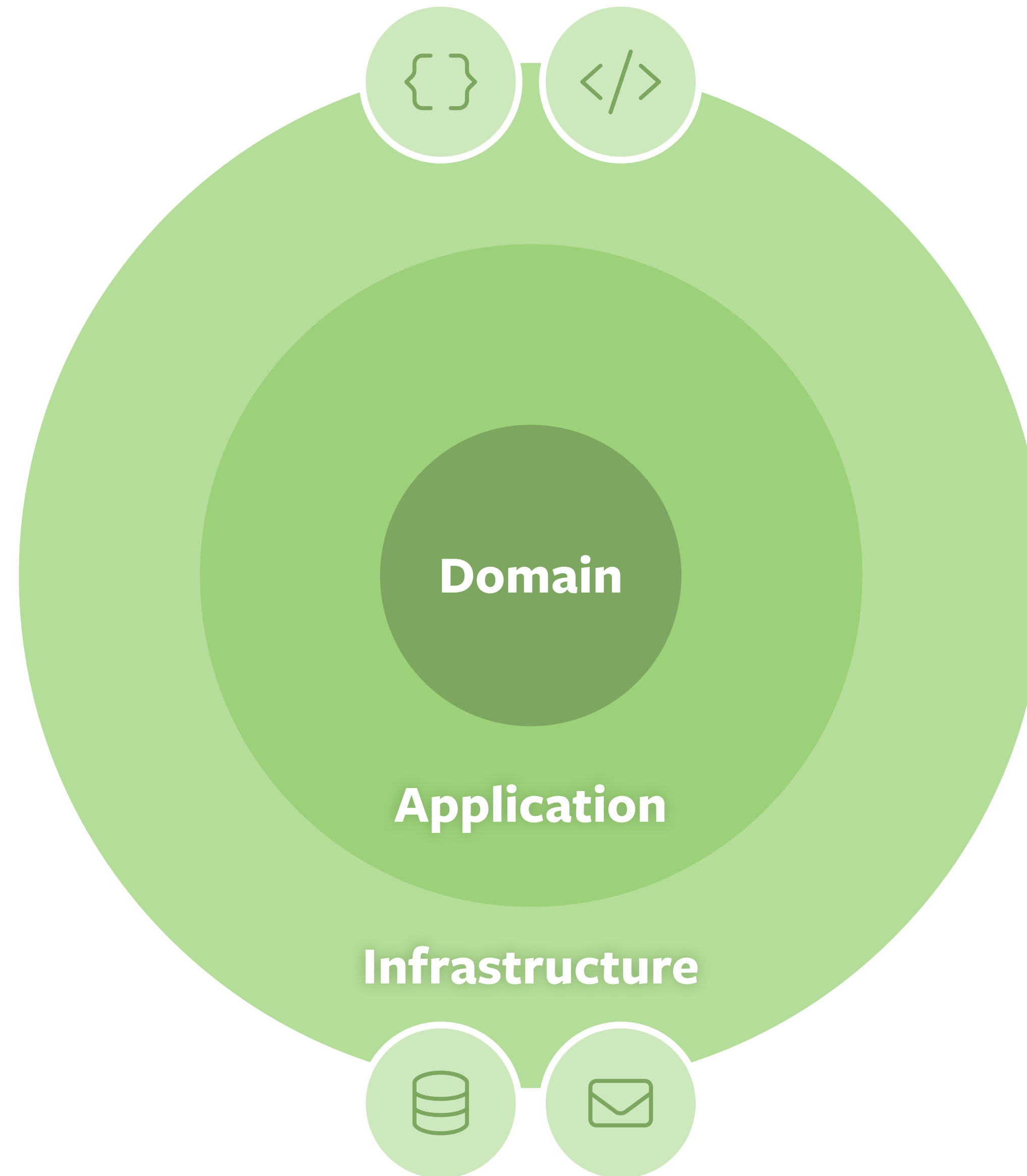
# ***Goals & Effects***

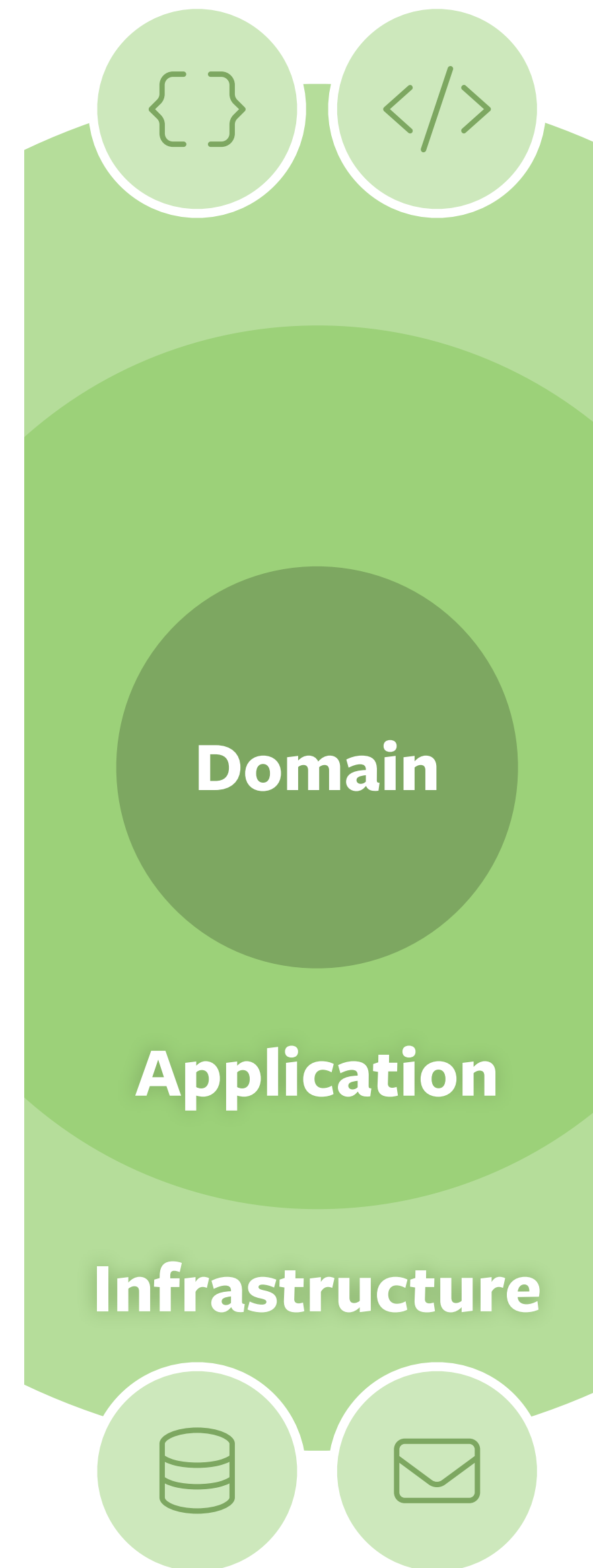
***Testability***

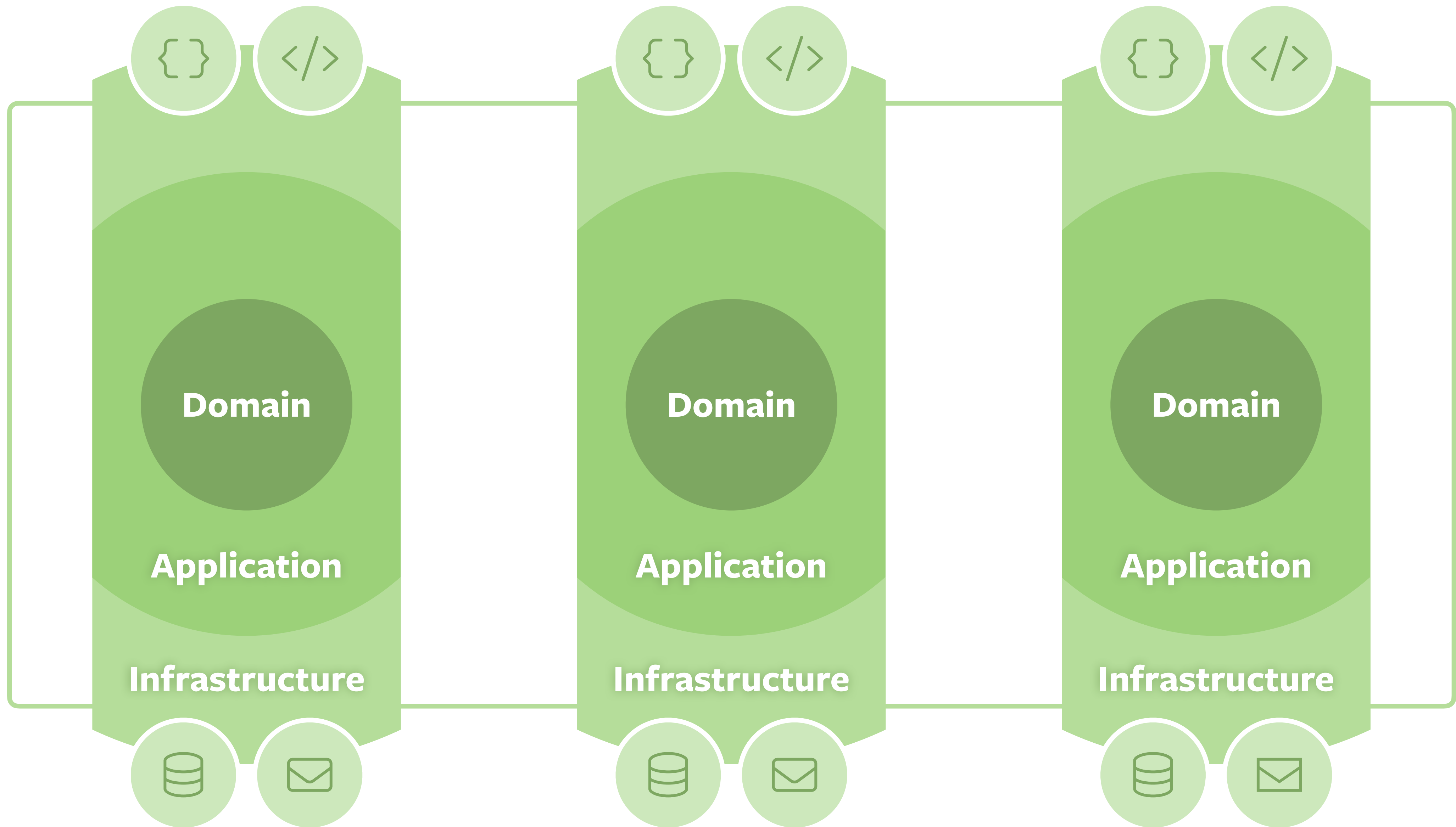
# ***Technology-Free Domain***

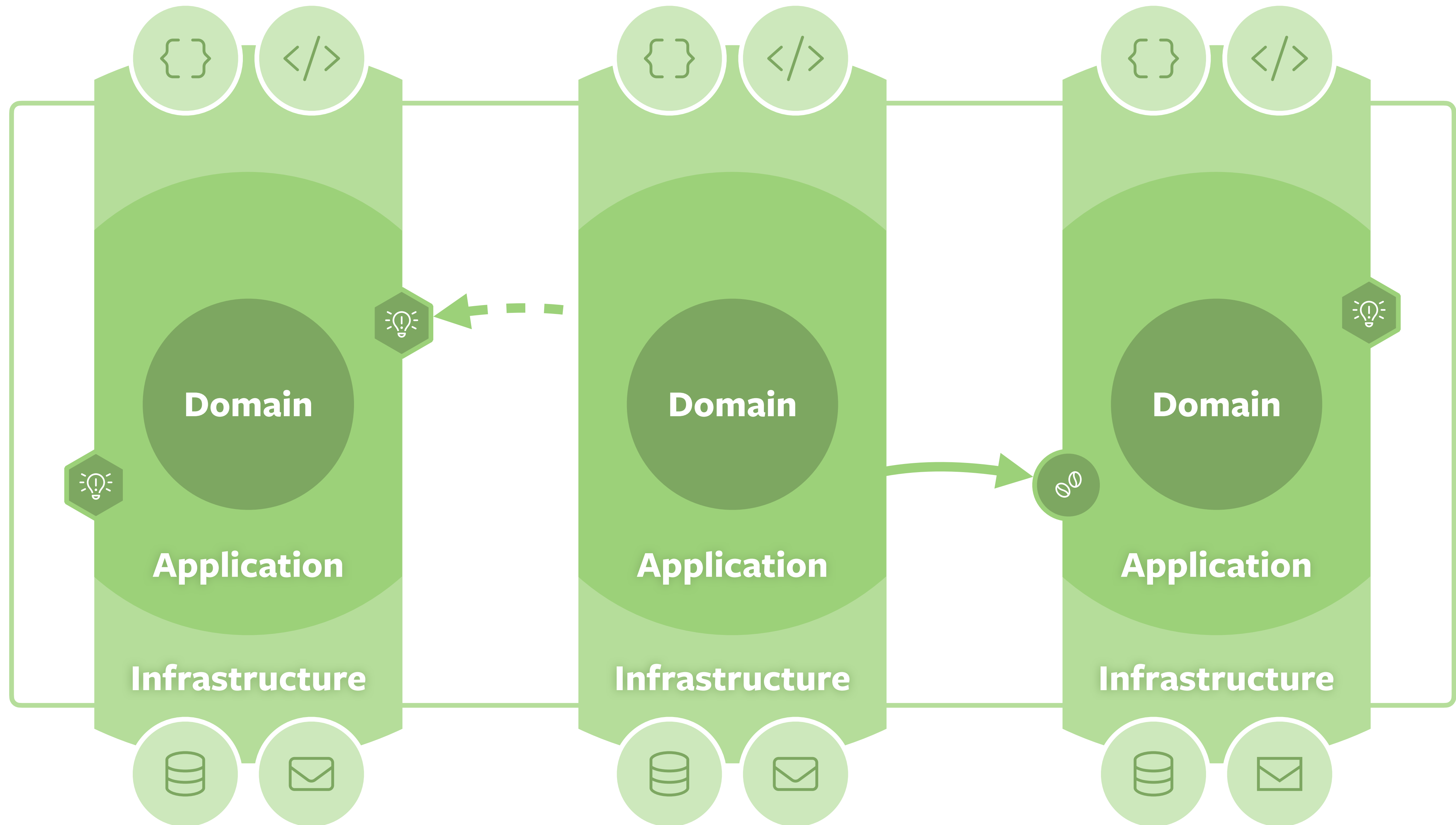
***Domain-Centric?***

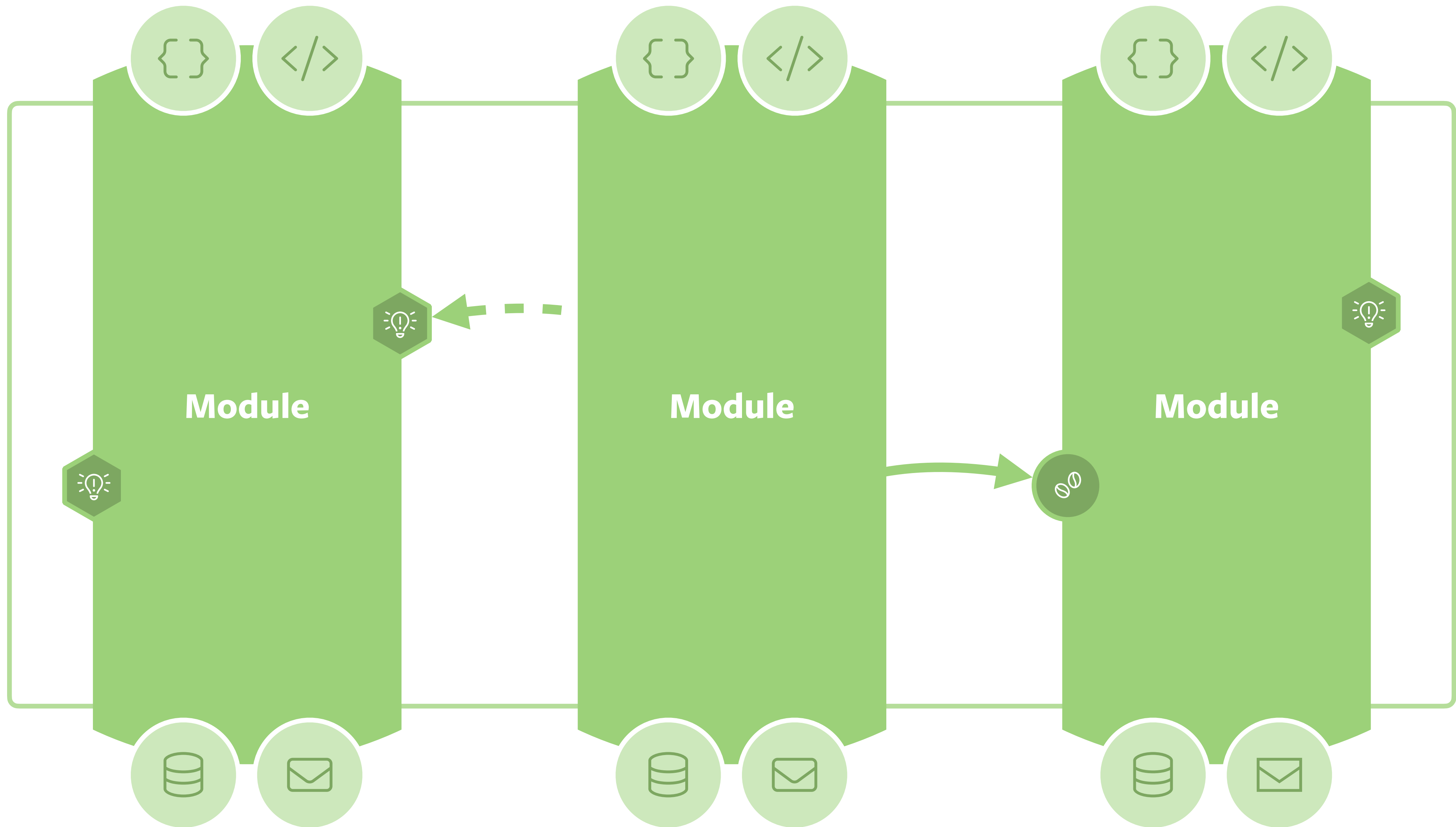












# ***Code structure***

*Severely inspired by Simon Brown's <https://static.simonbrown.je/modular-monoliths.pdf>*



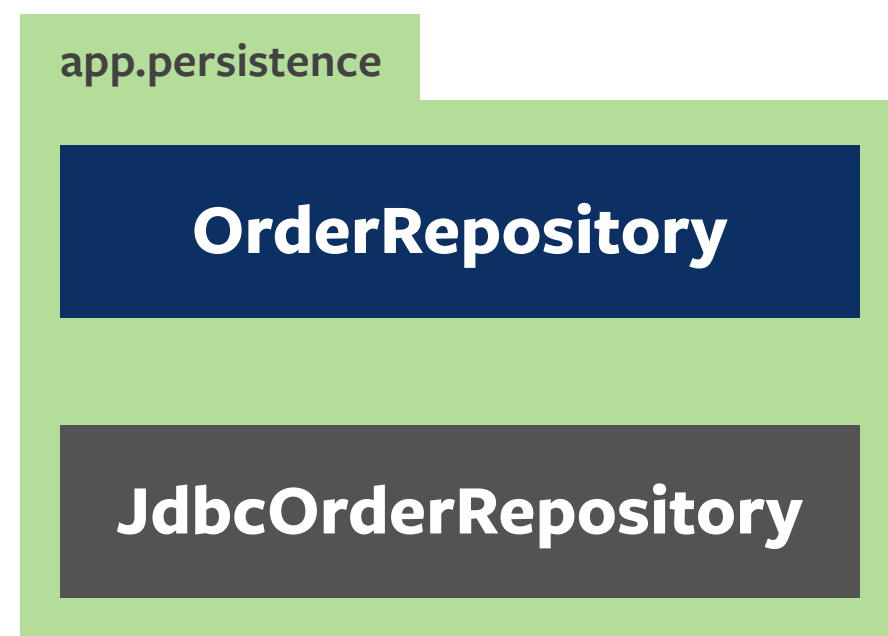
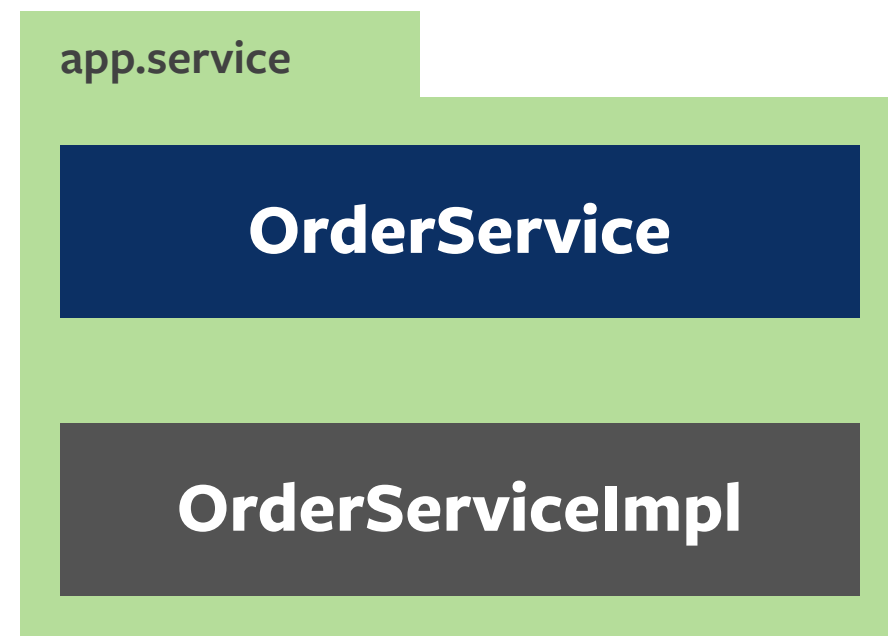
**Oliver Drotbohm** 🥁 & 💻  
@odrotbohm



Coined *Drotbohm's* law yesterday: from the structure of a software system you can derive the book the architect read most recently...

[Post übersetzen](#)

8:11 vorm. · 7. Juli 2016 aus Stuttgart, Deutschland



Classic Layers

Legend

Package / Build Module

Interface

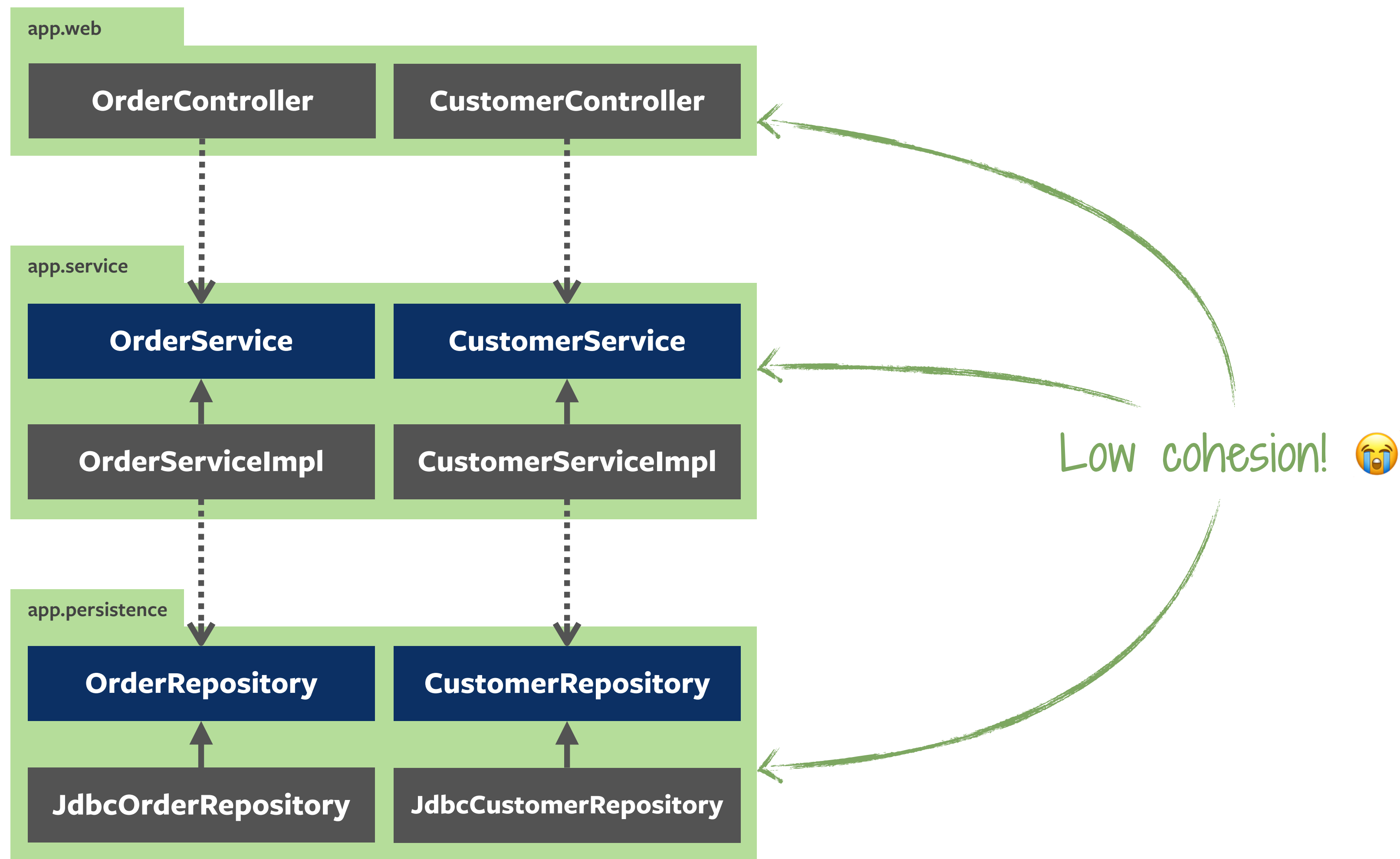
Class



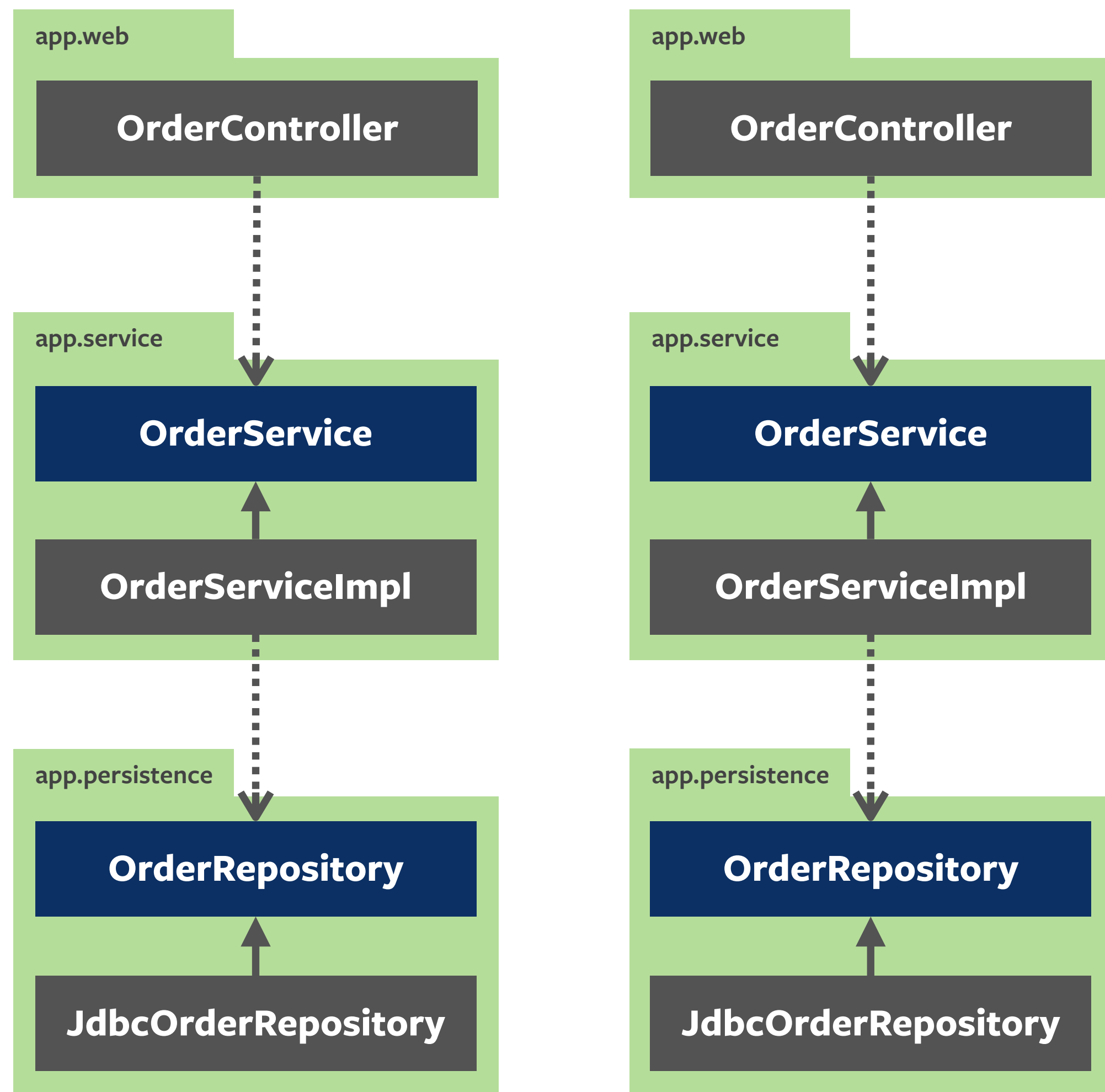
Implements



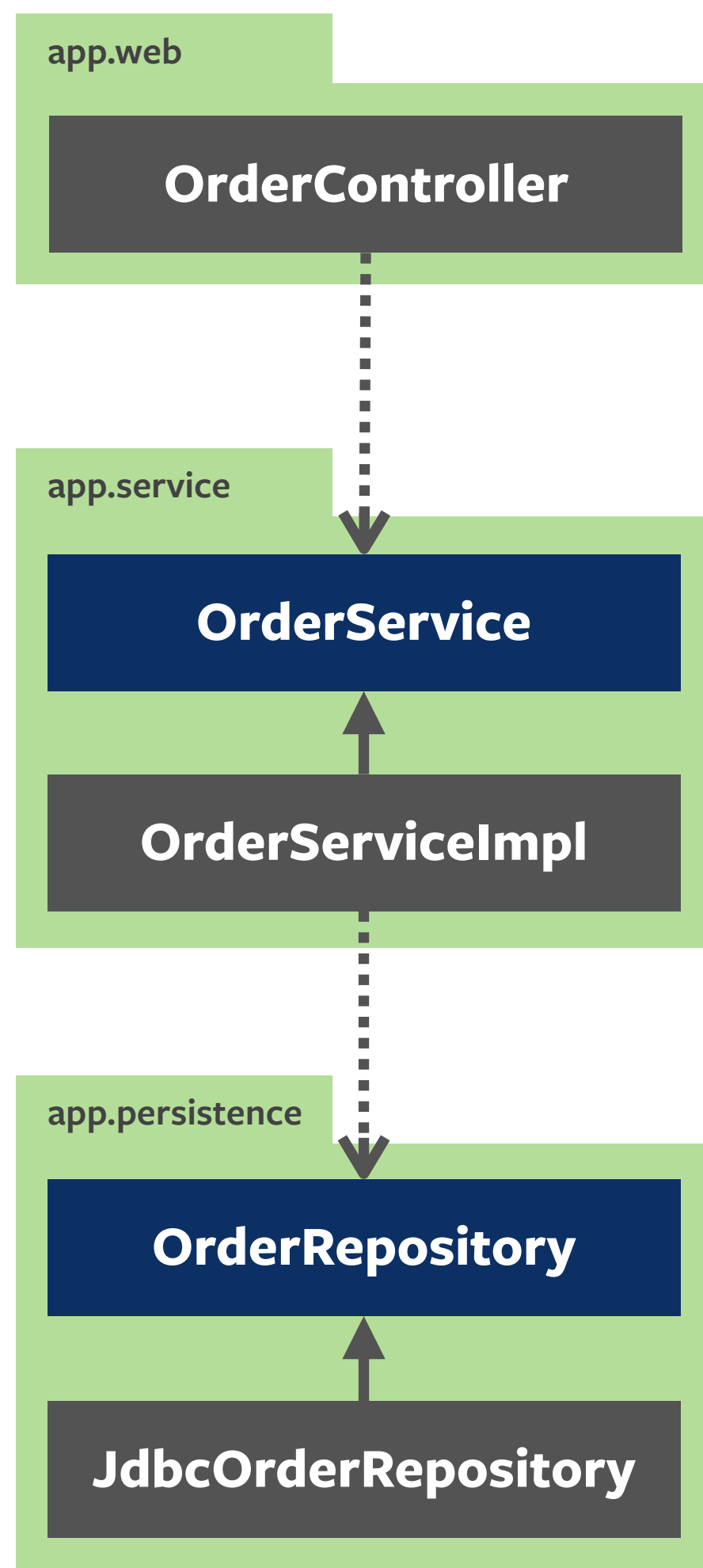
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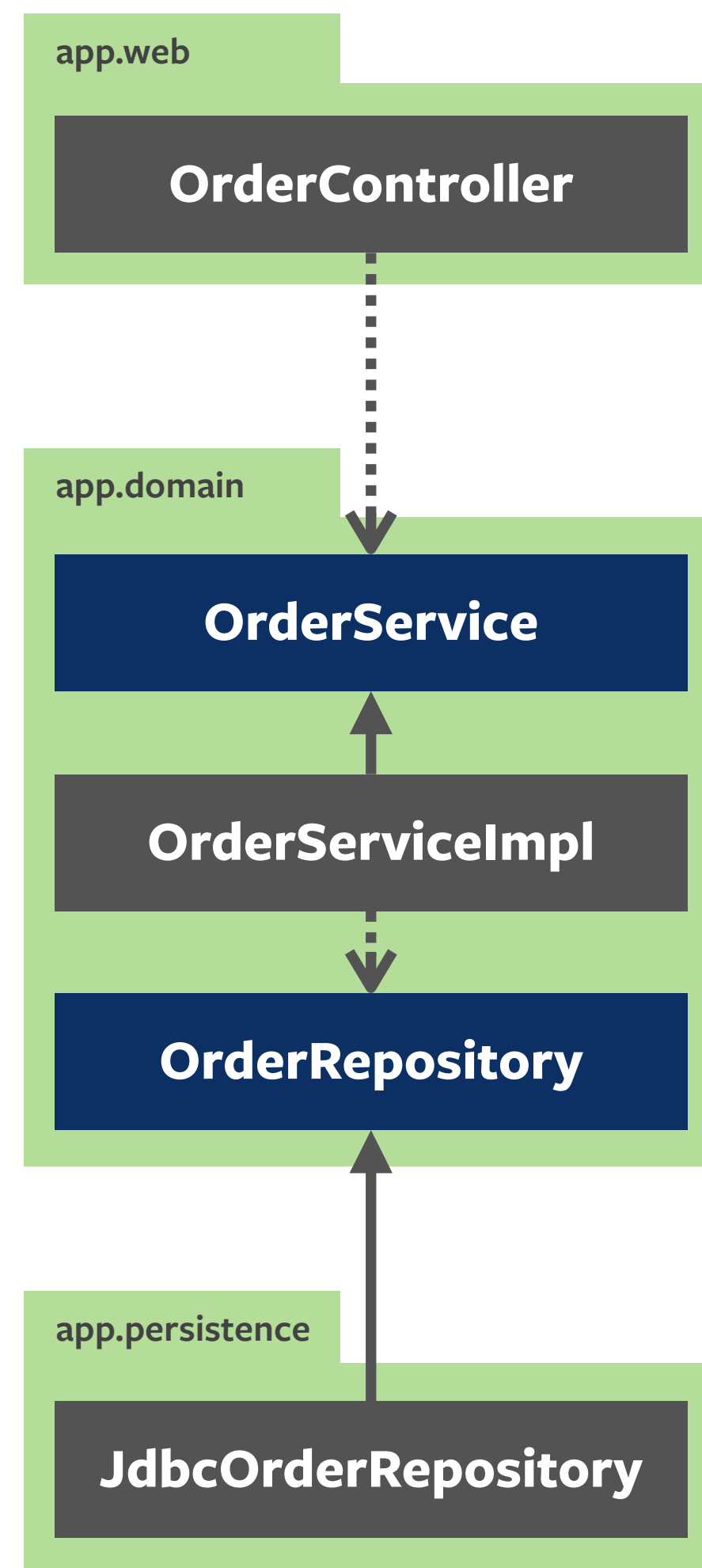
Classic Layers



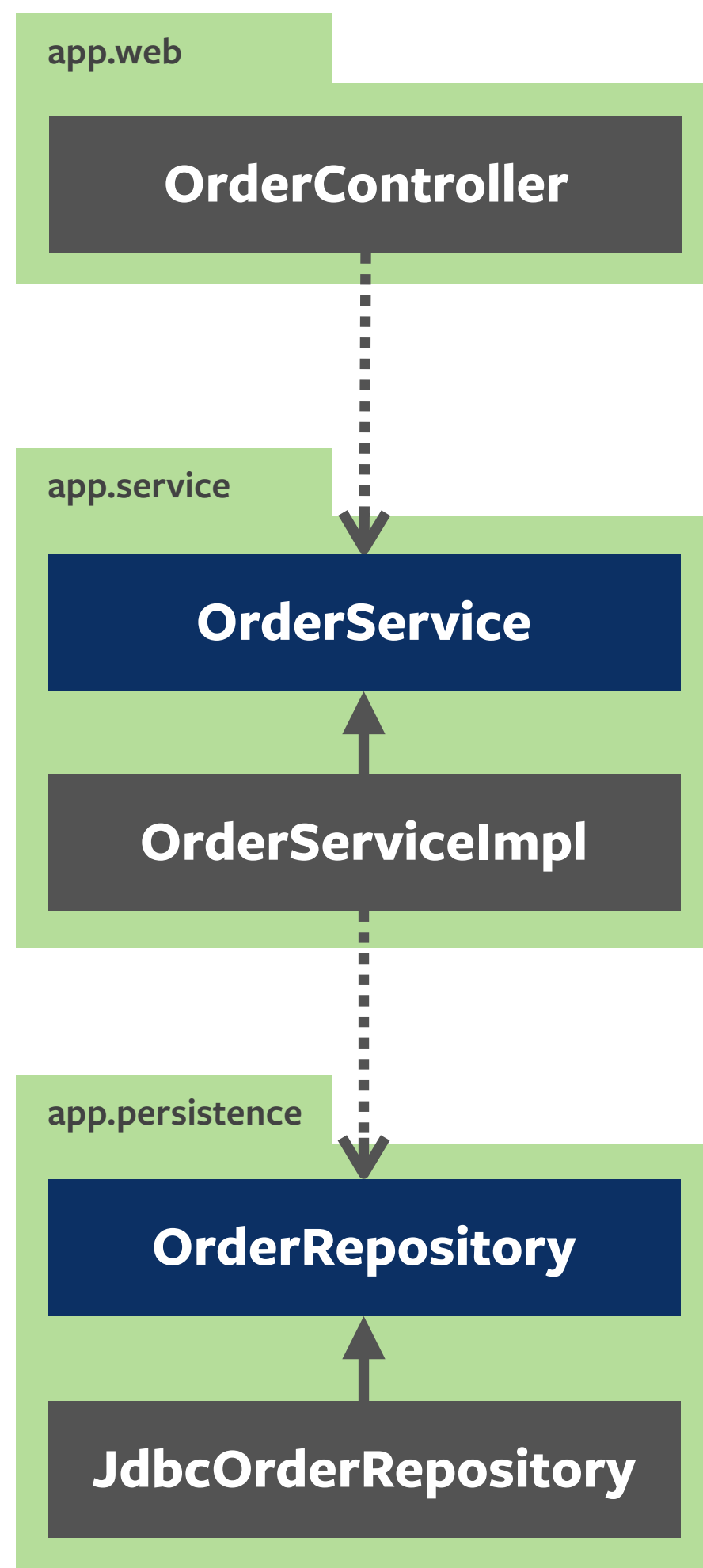
Classic Layers



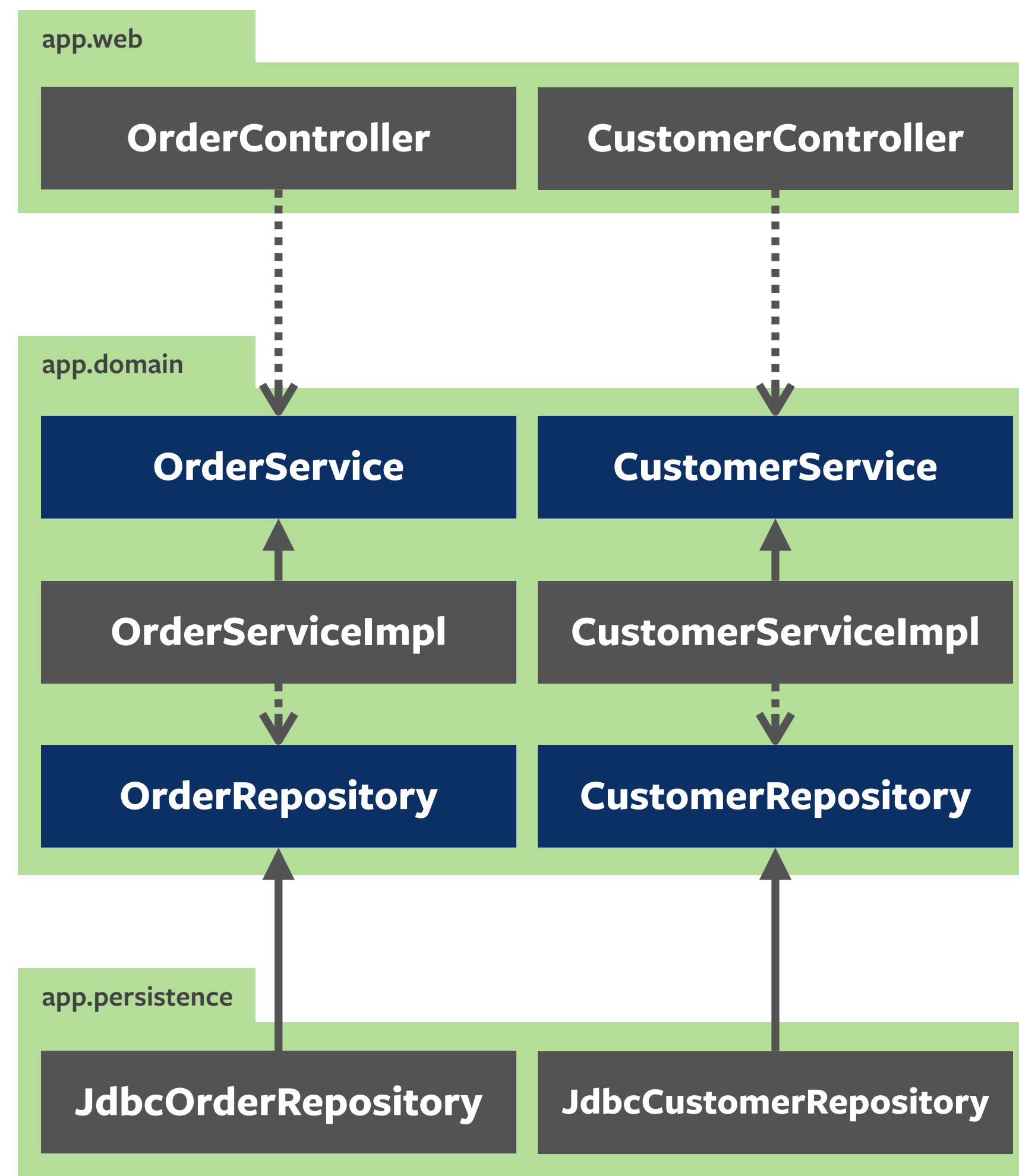
Classic Layers



Hexagonal / Onion

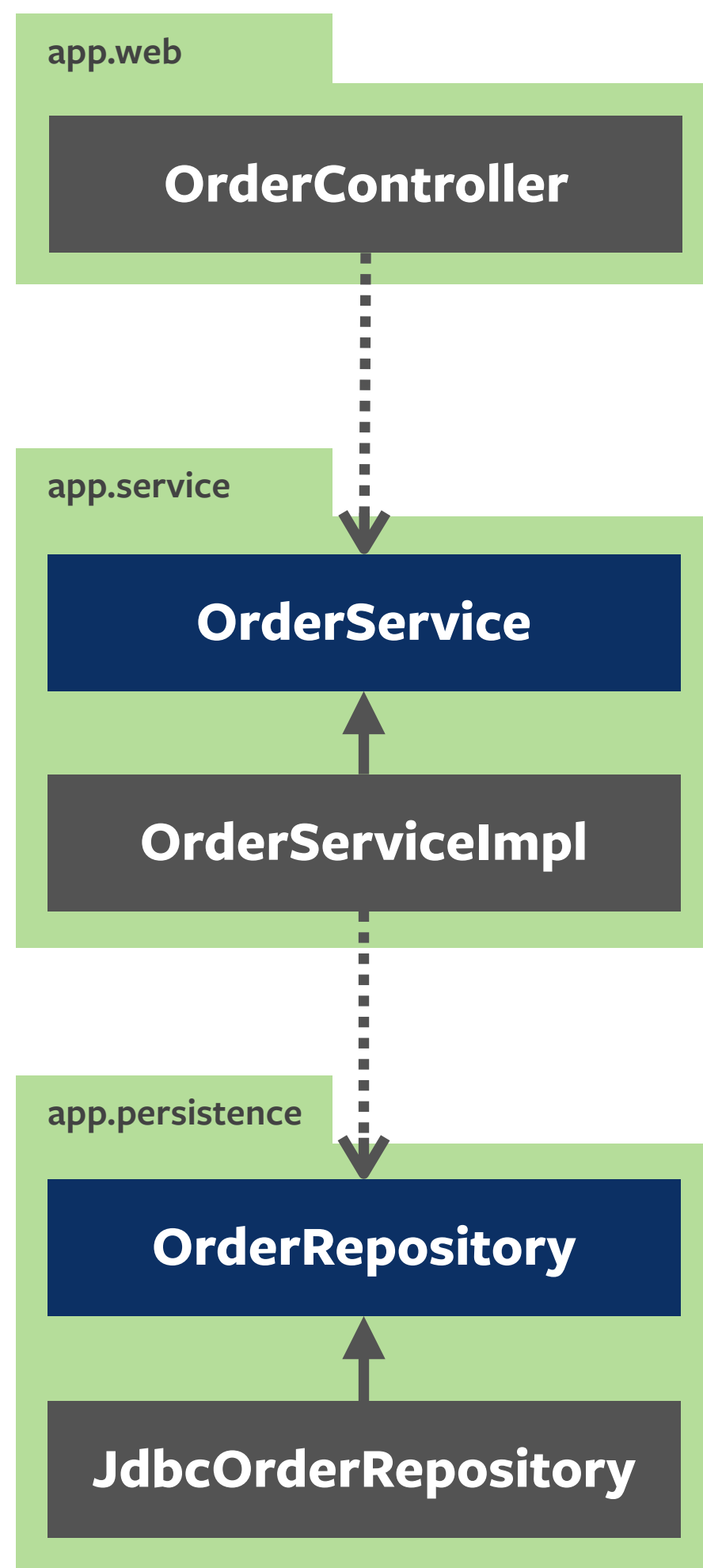


Classic Layers

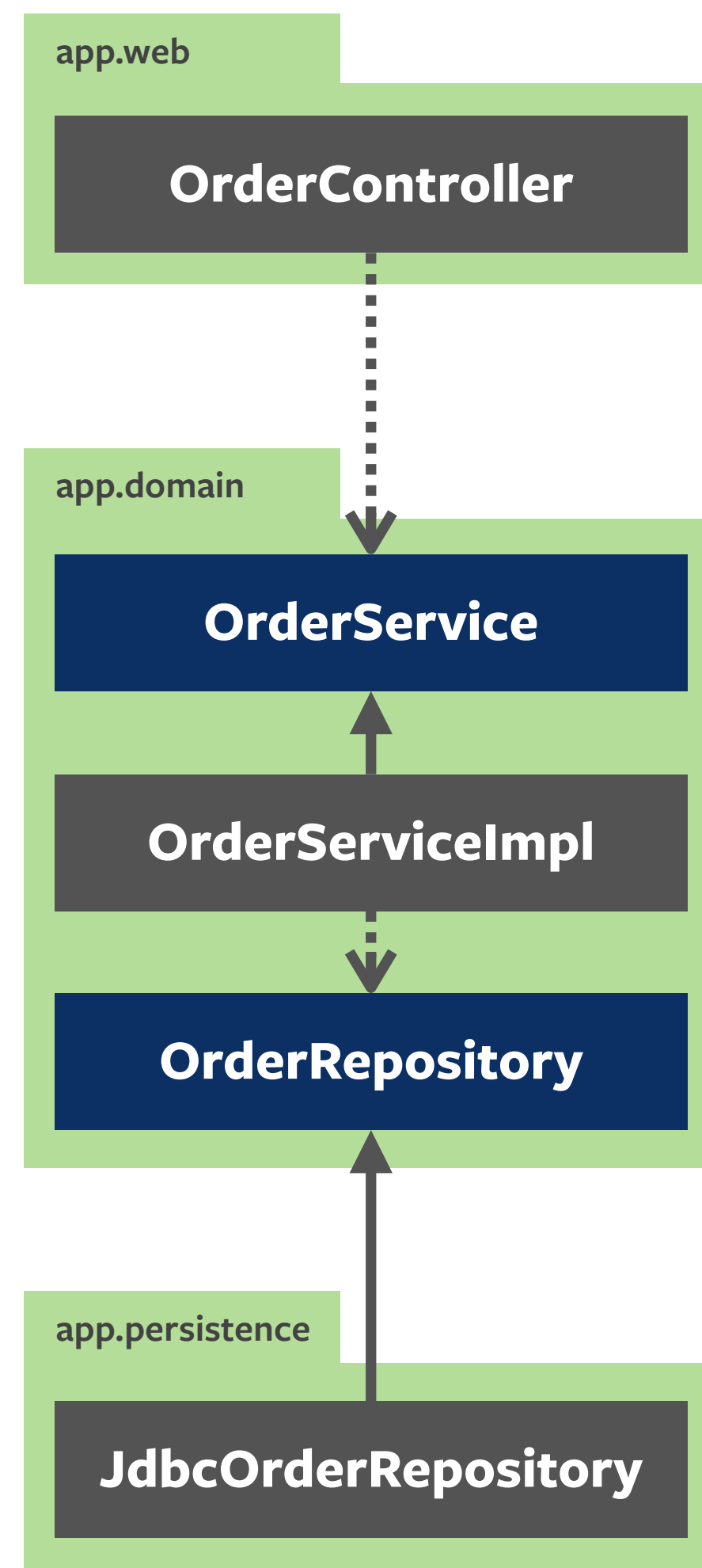


Hexagonal / Onion

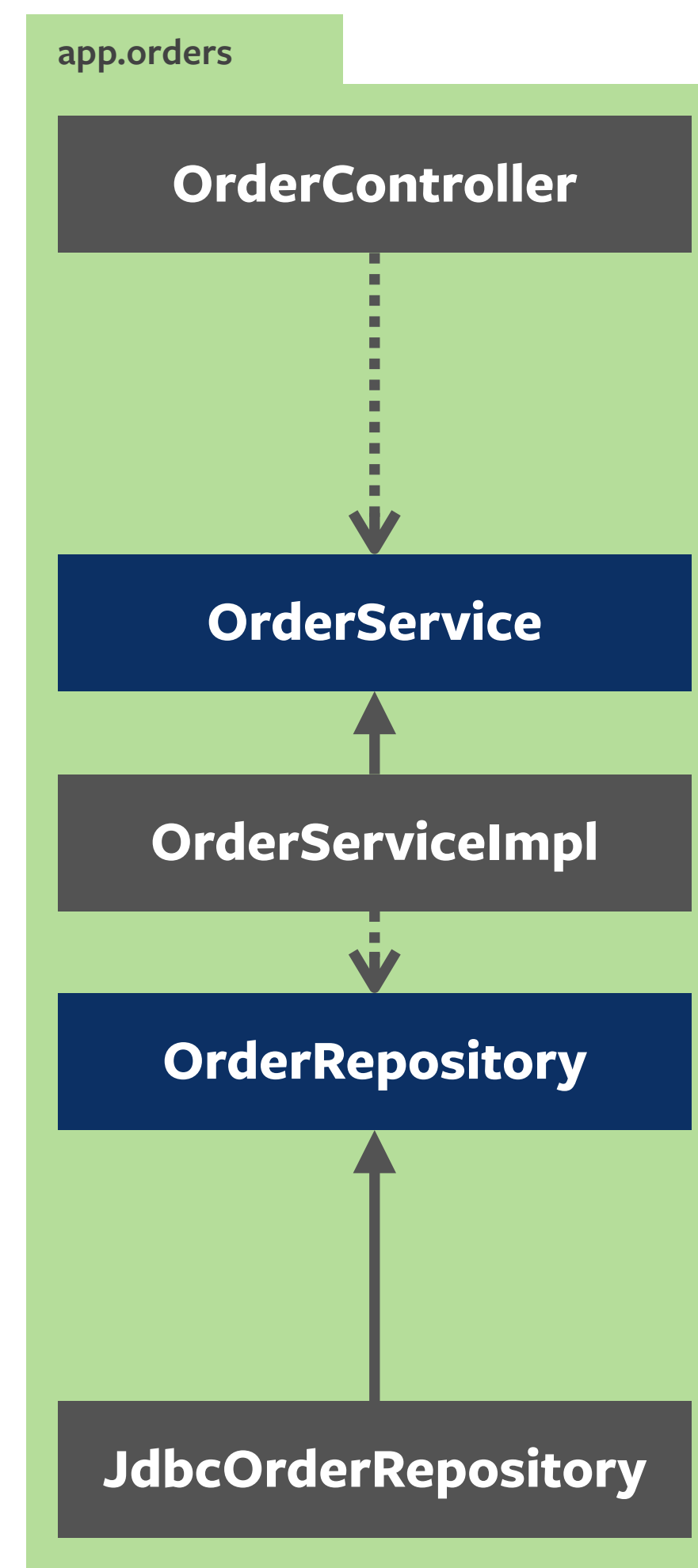
Low cohesion, too! 😭



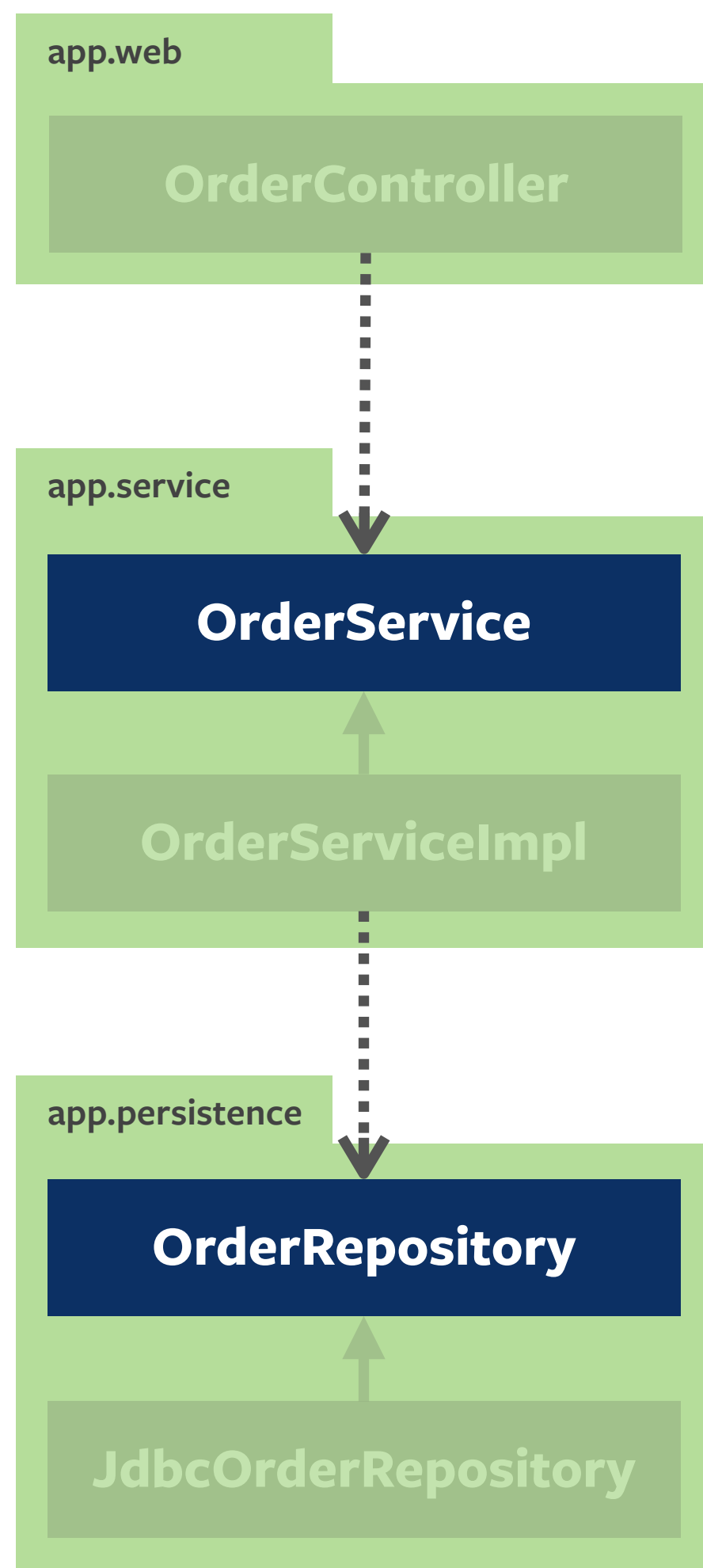
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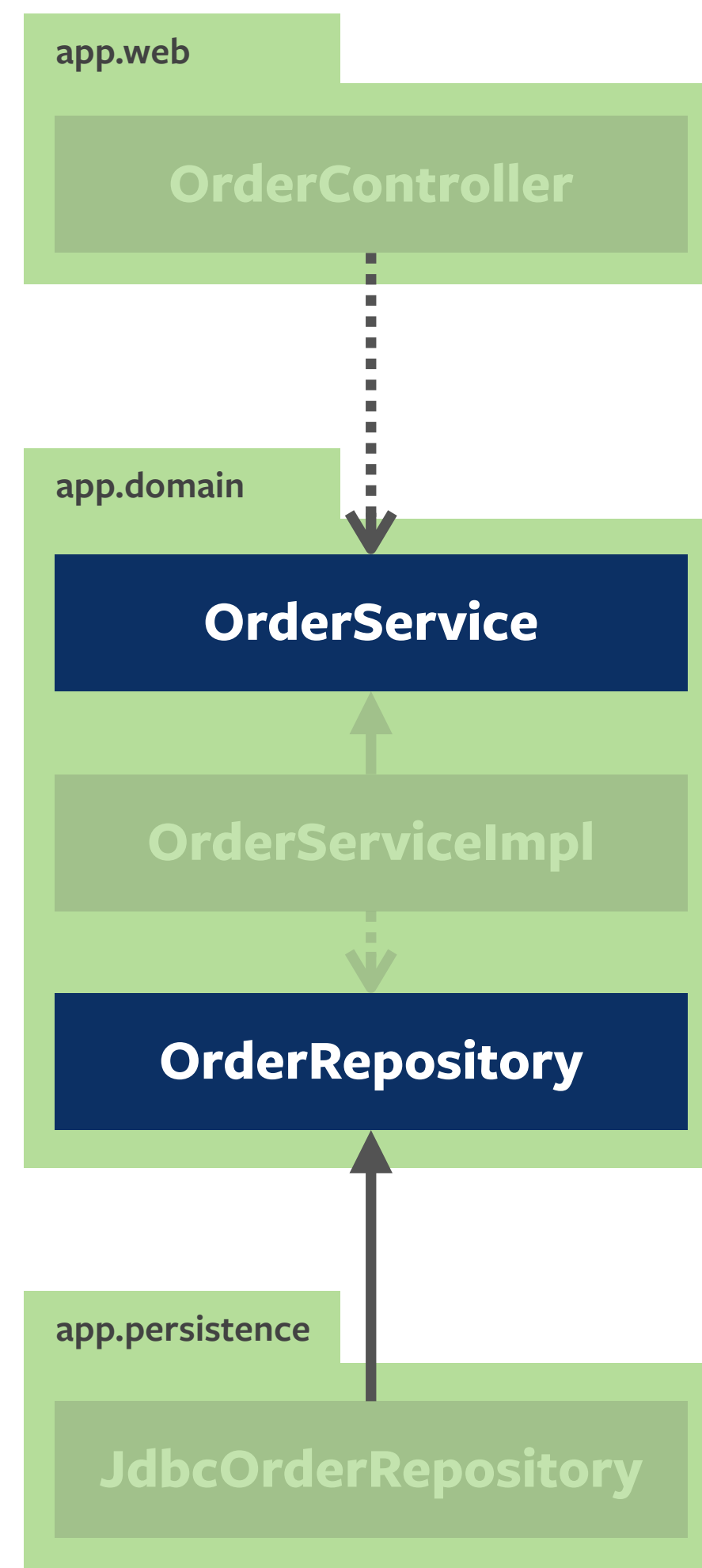
Hexagonal / Onion



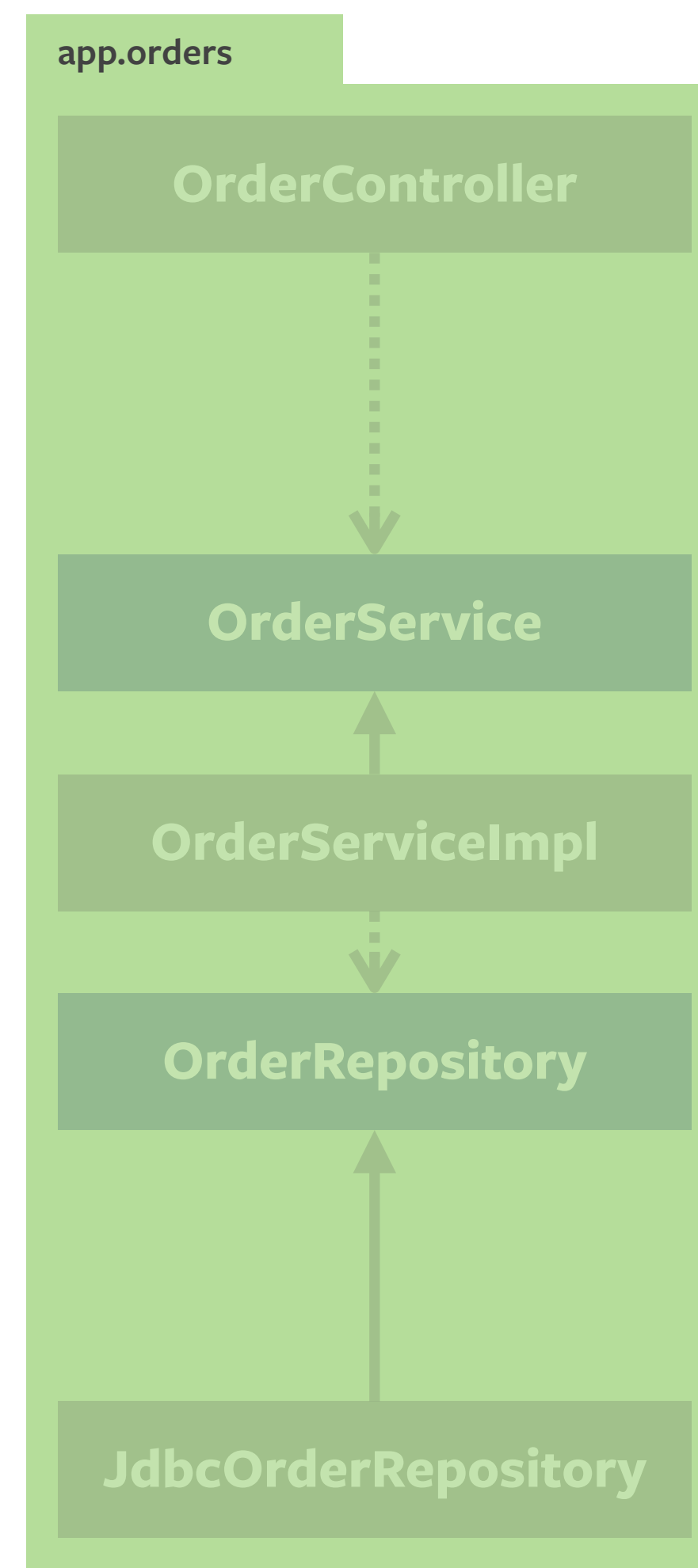
Modular



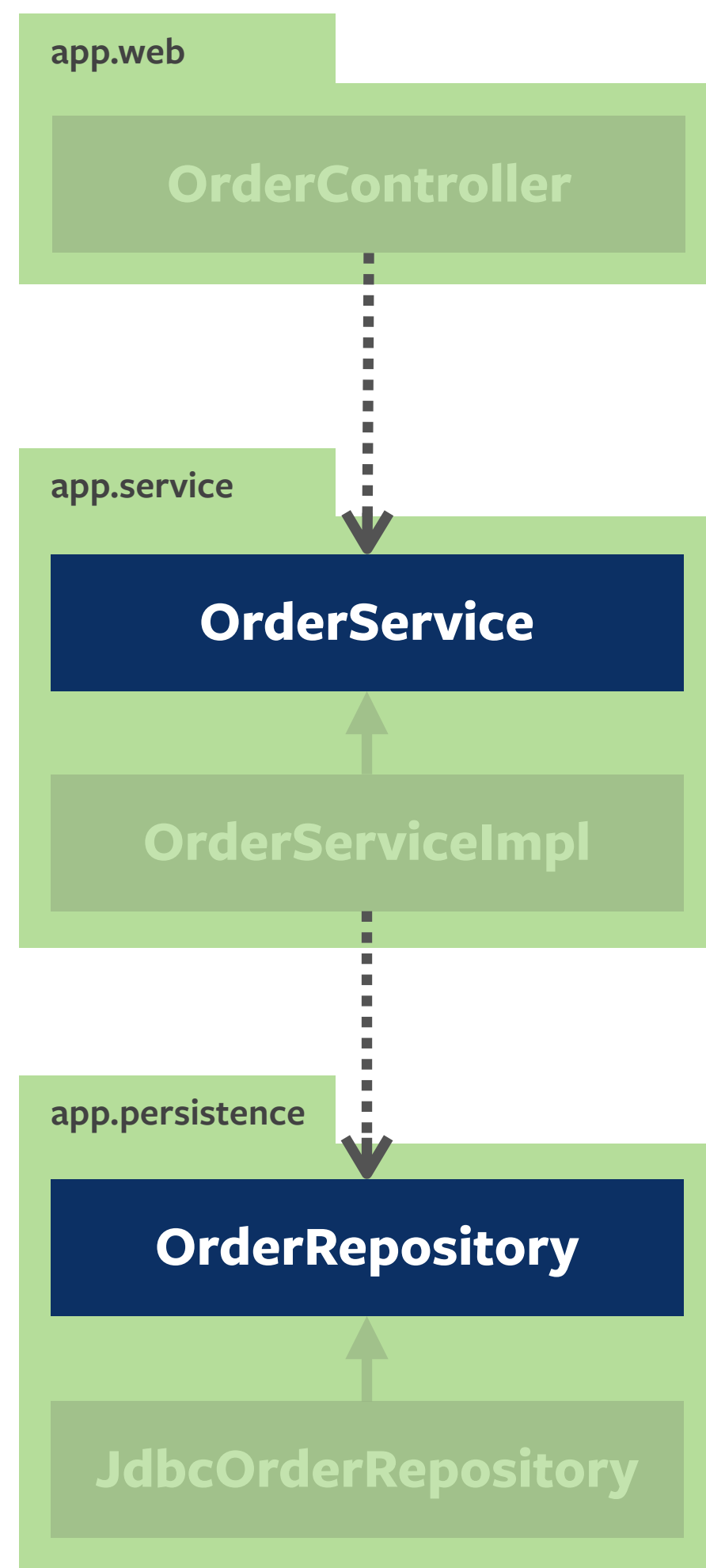
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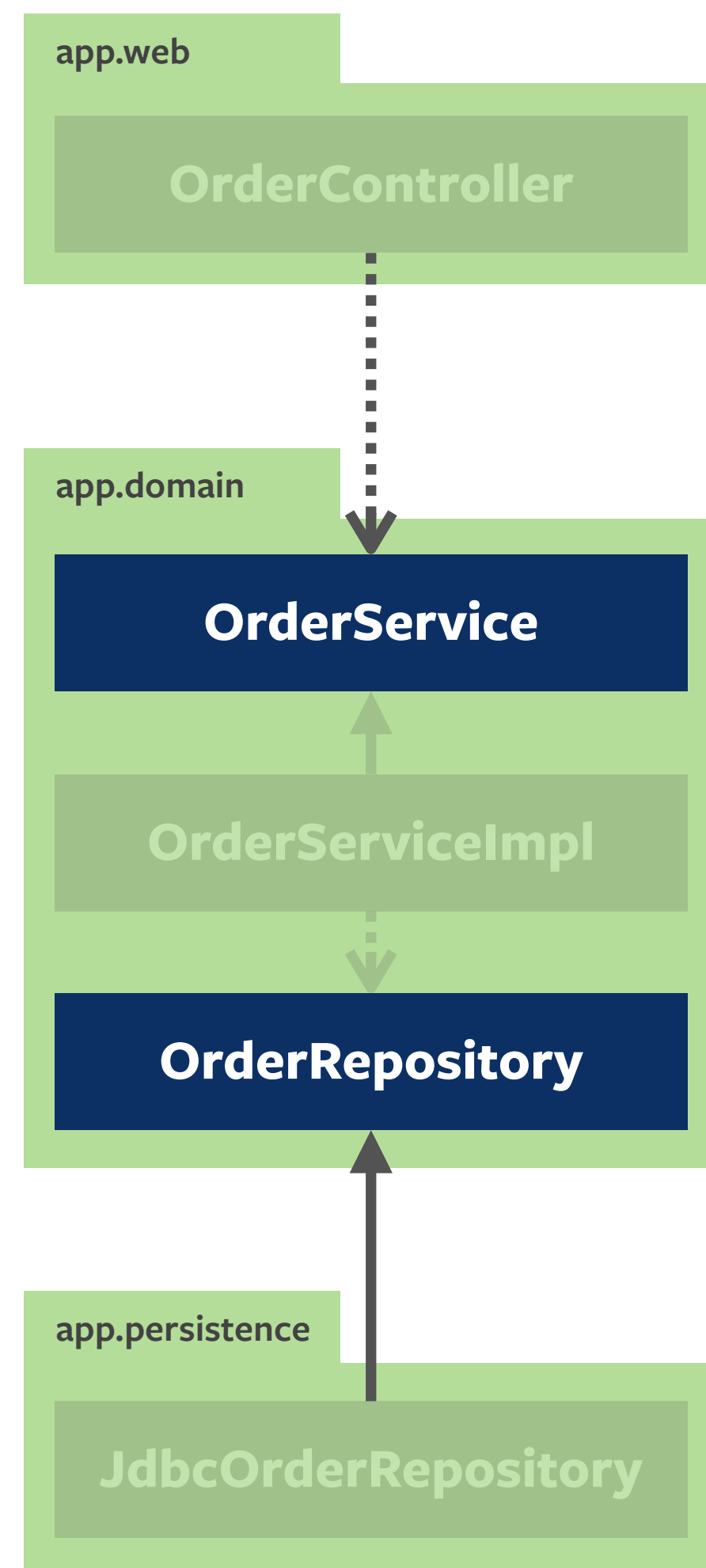
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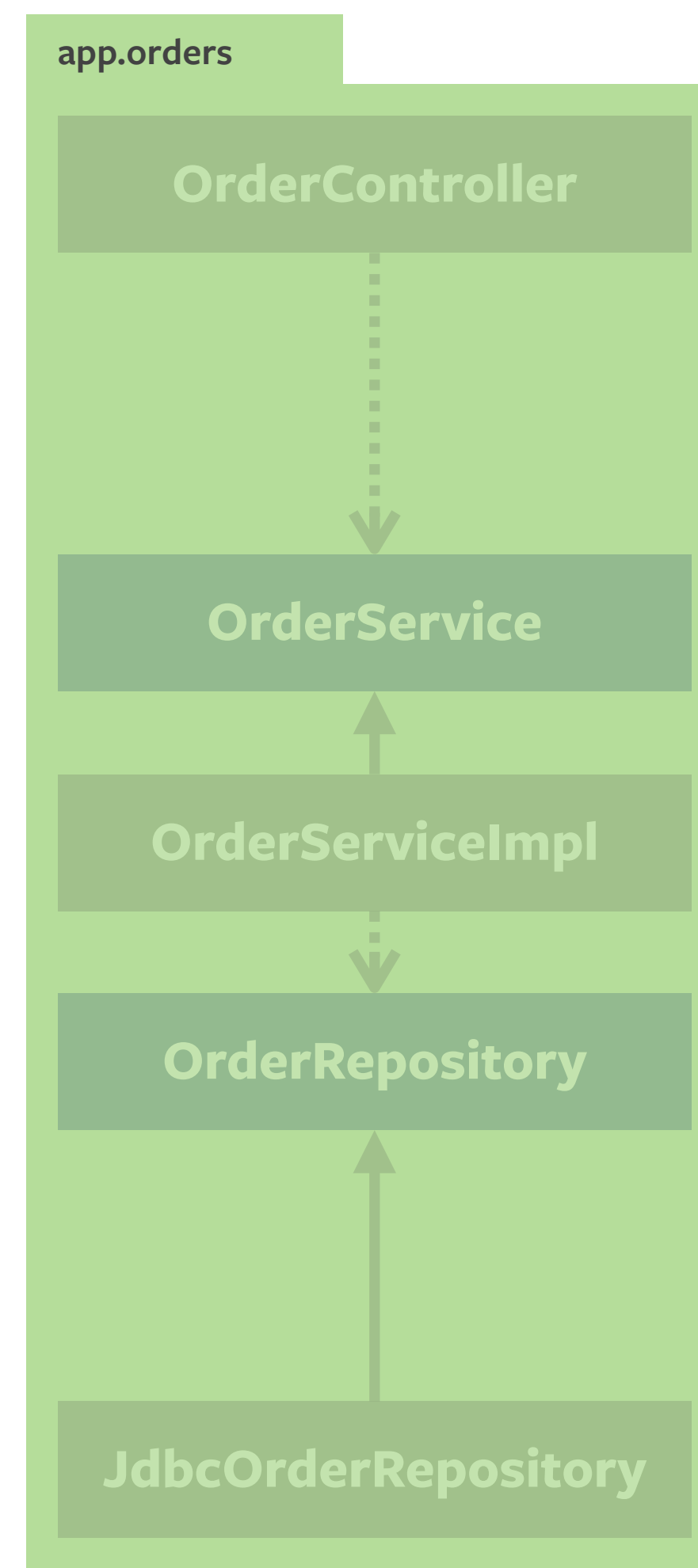
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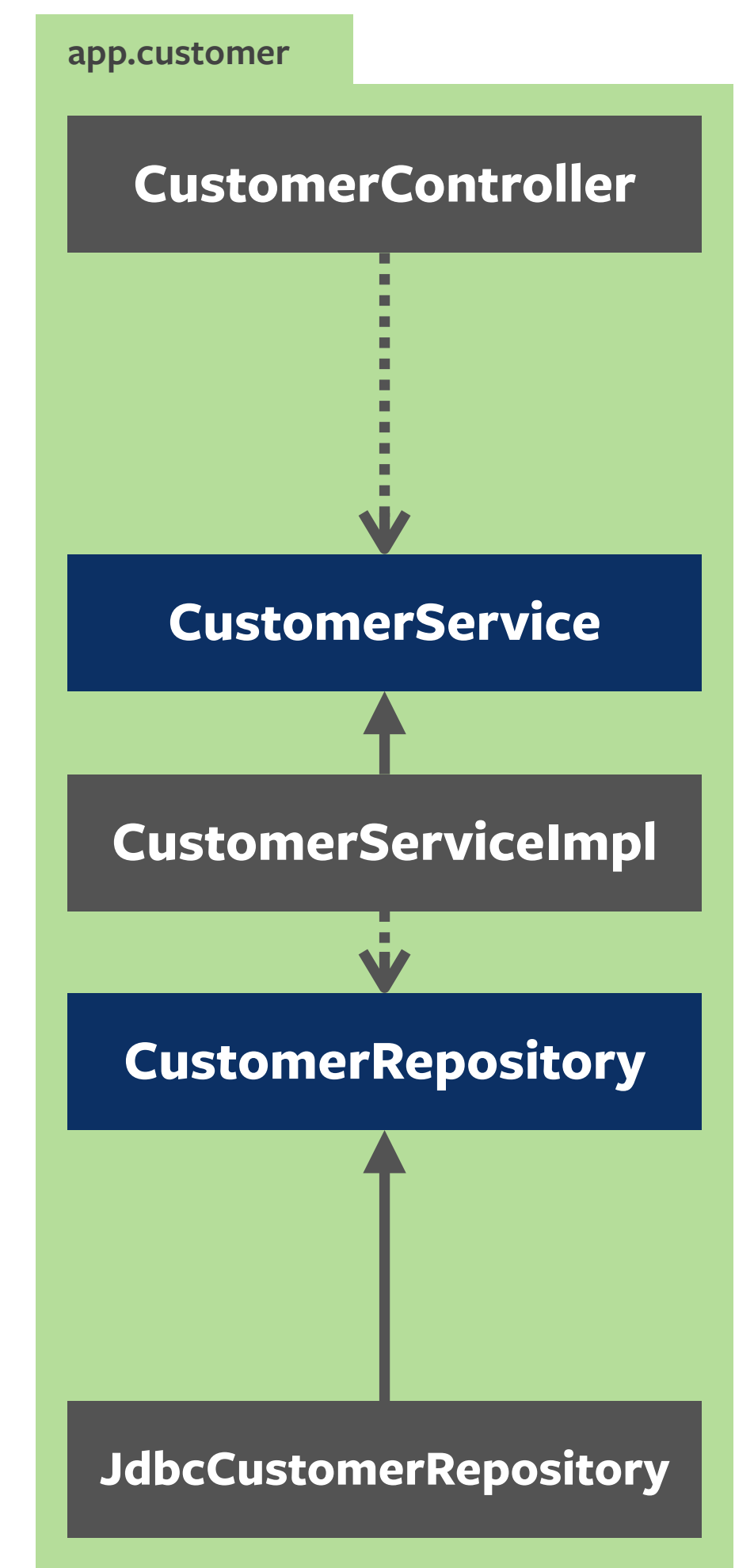
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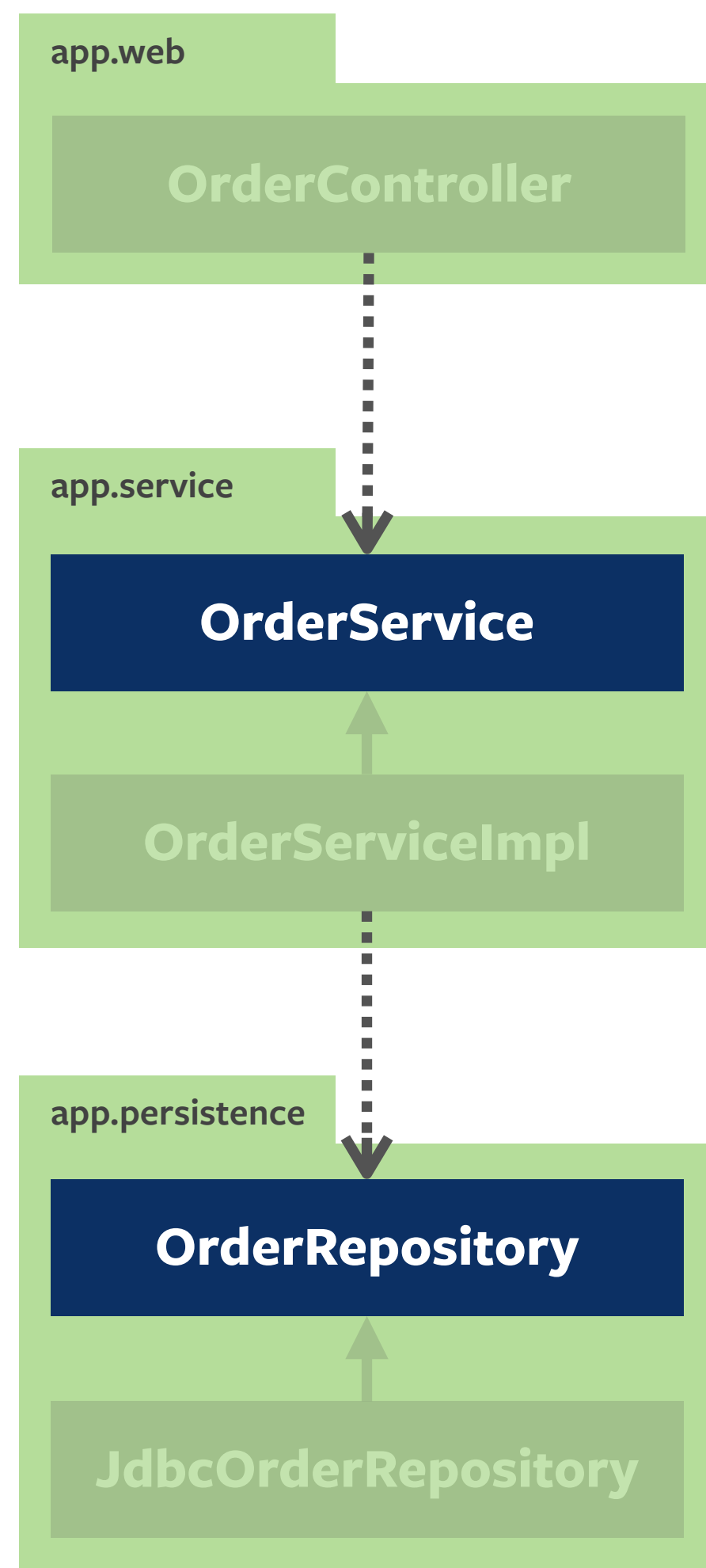


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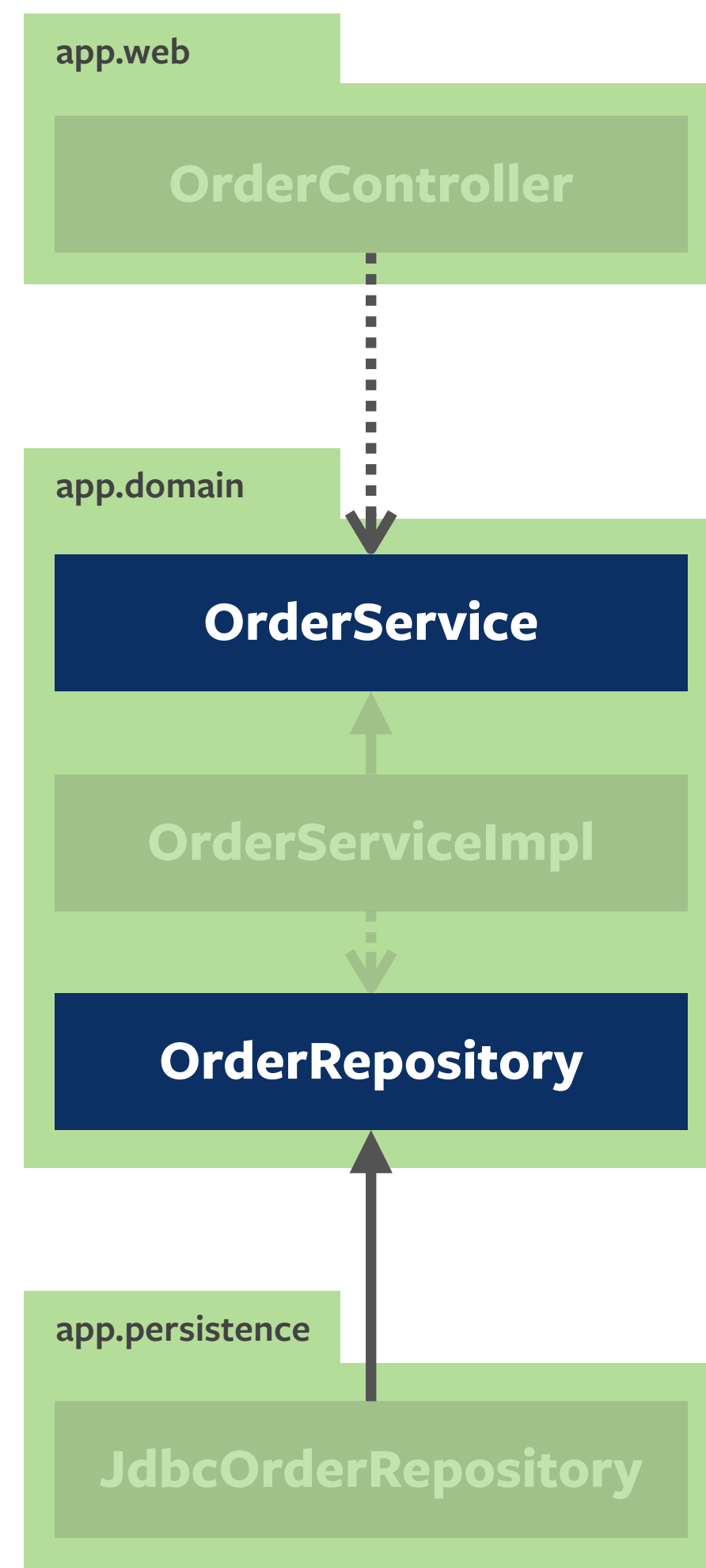


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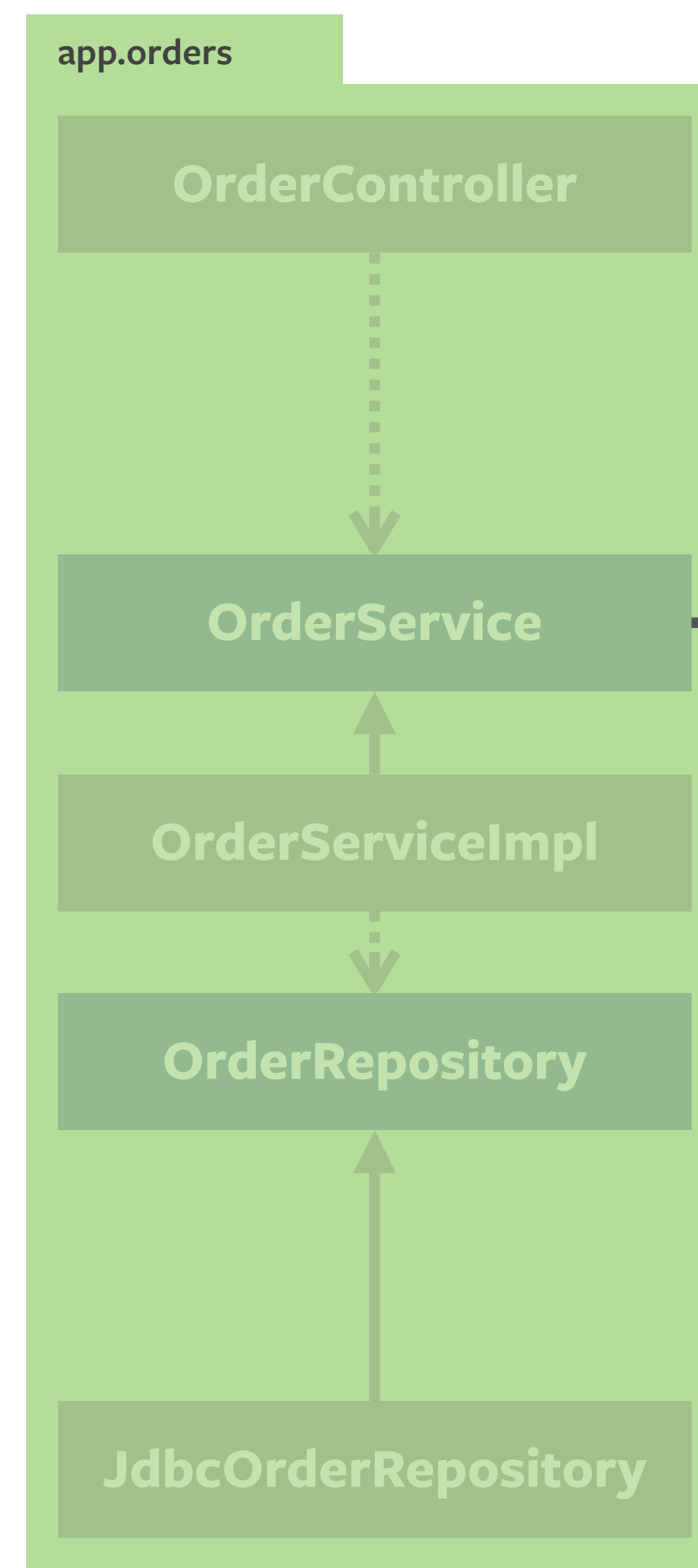




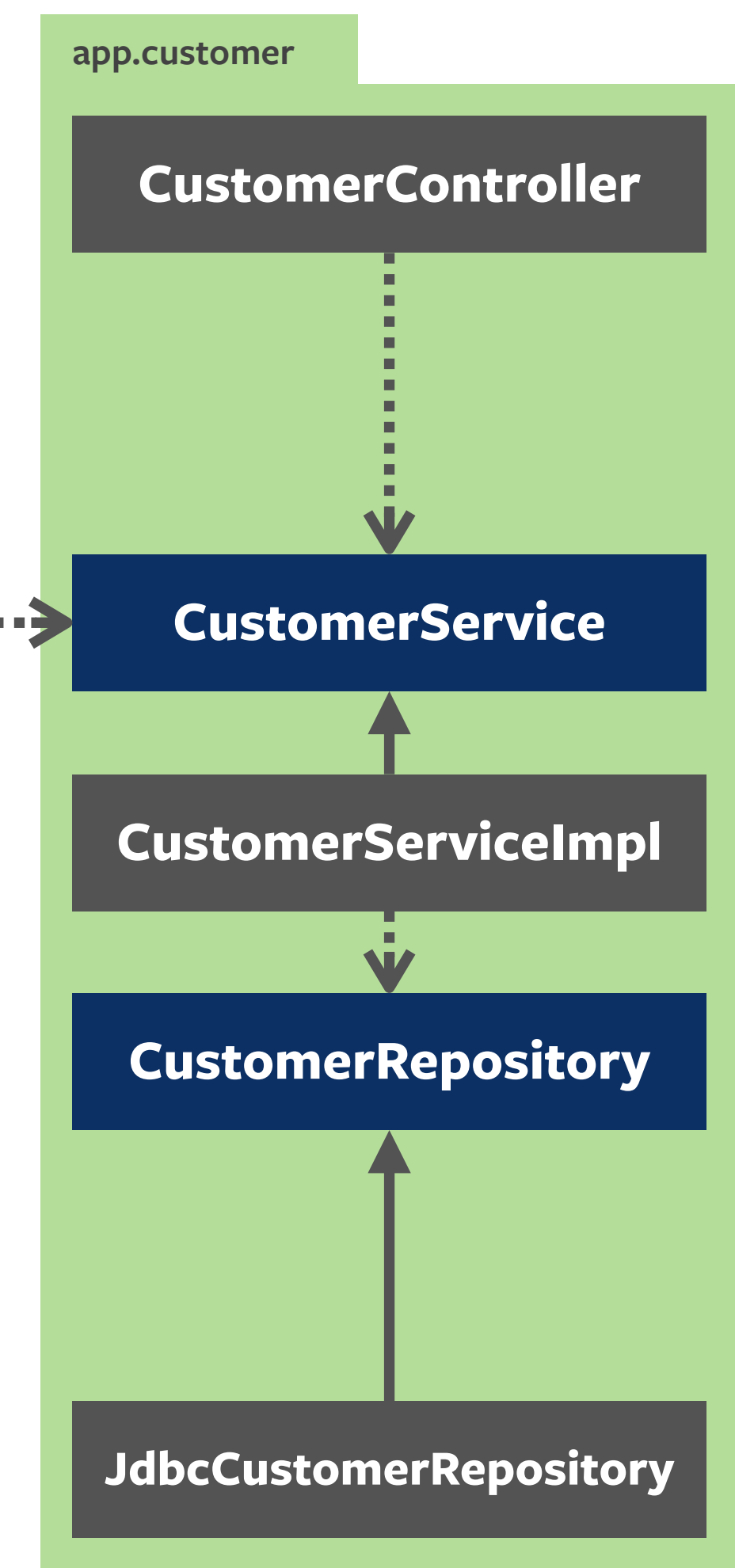
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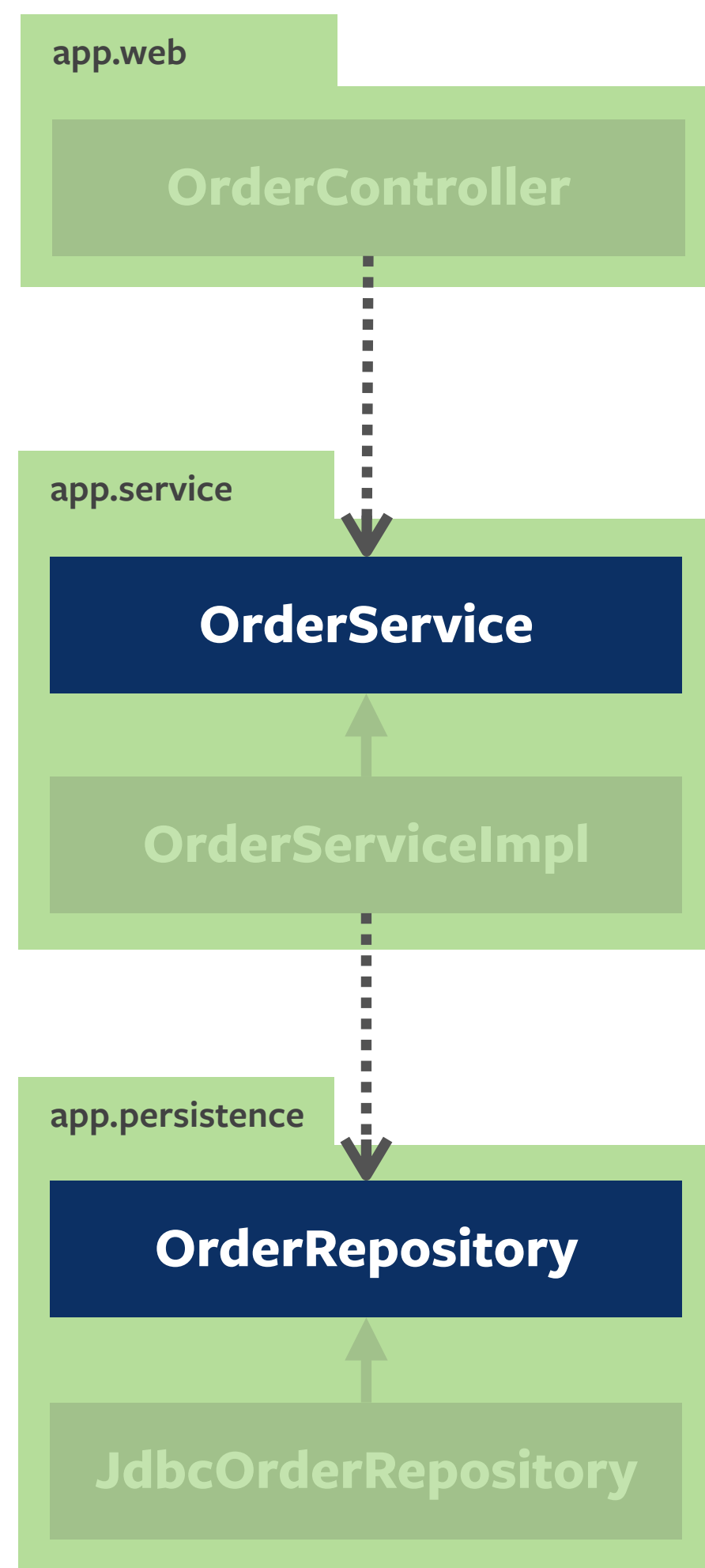


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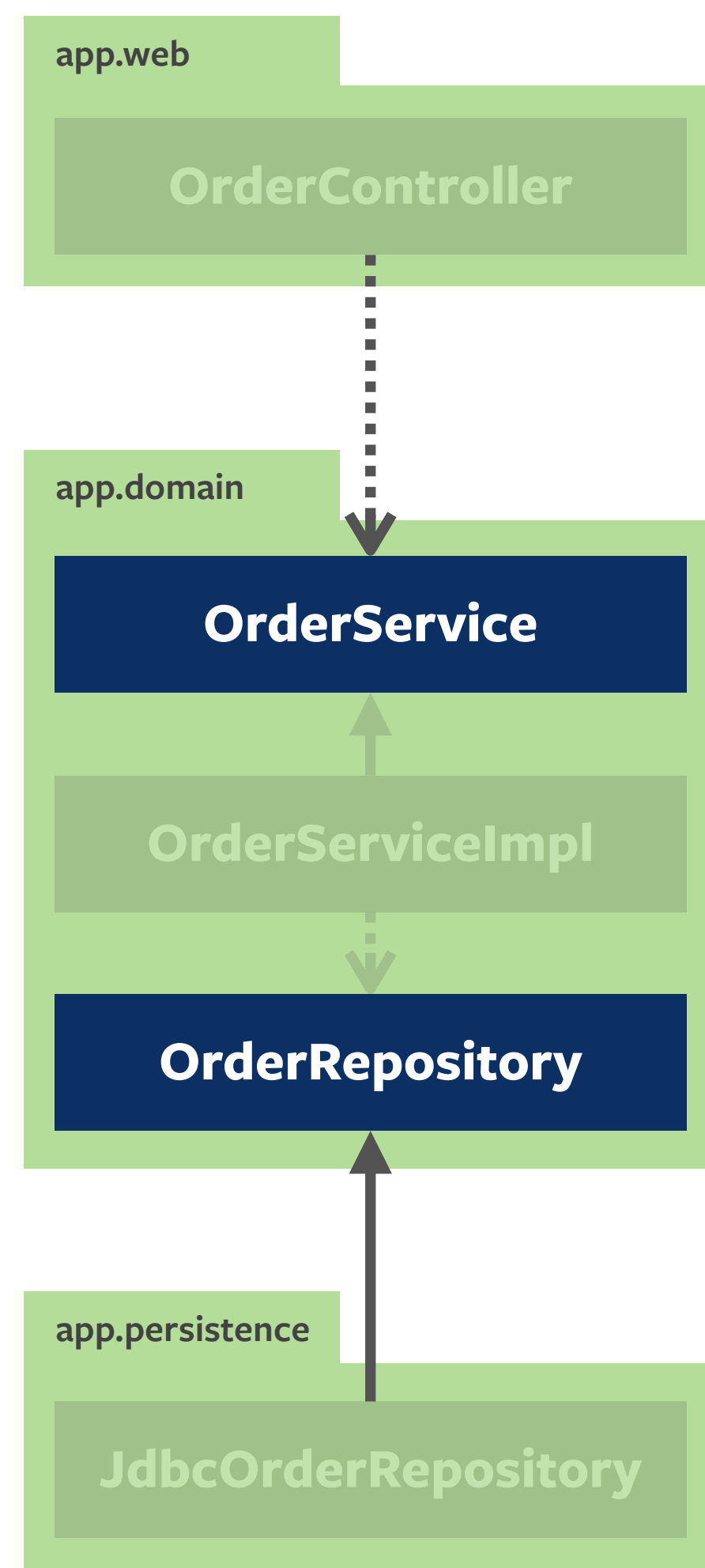


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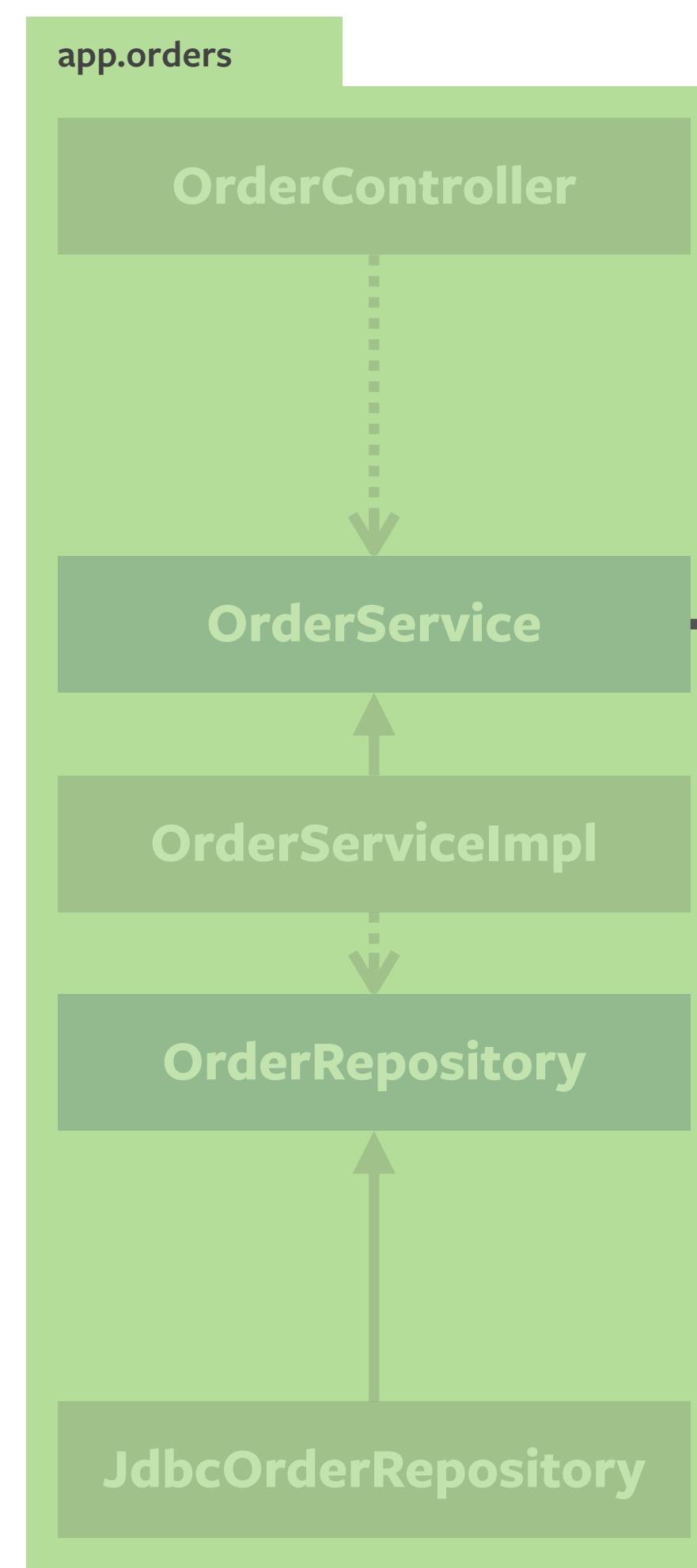




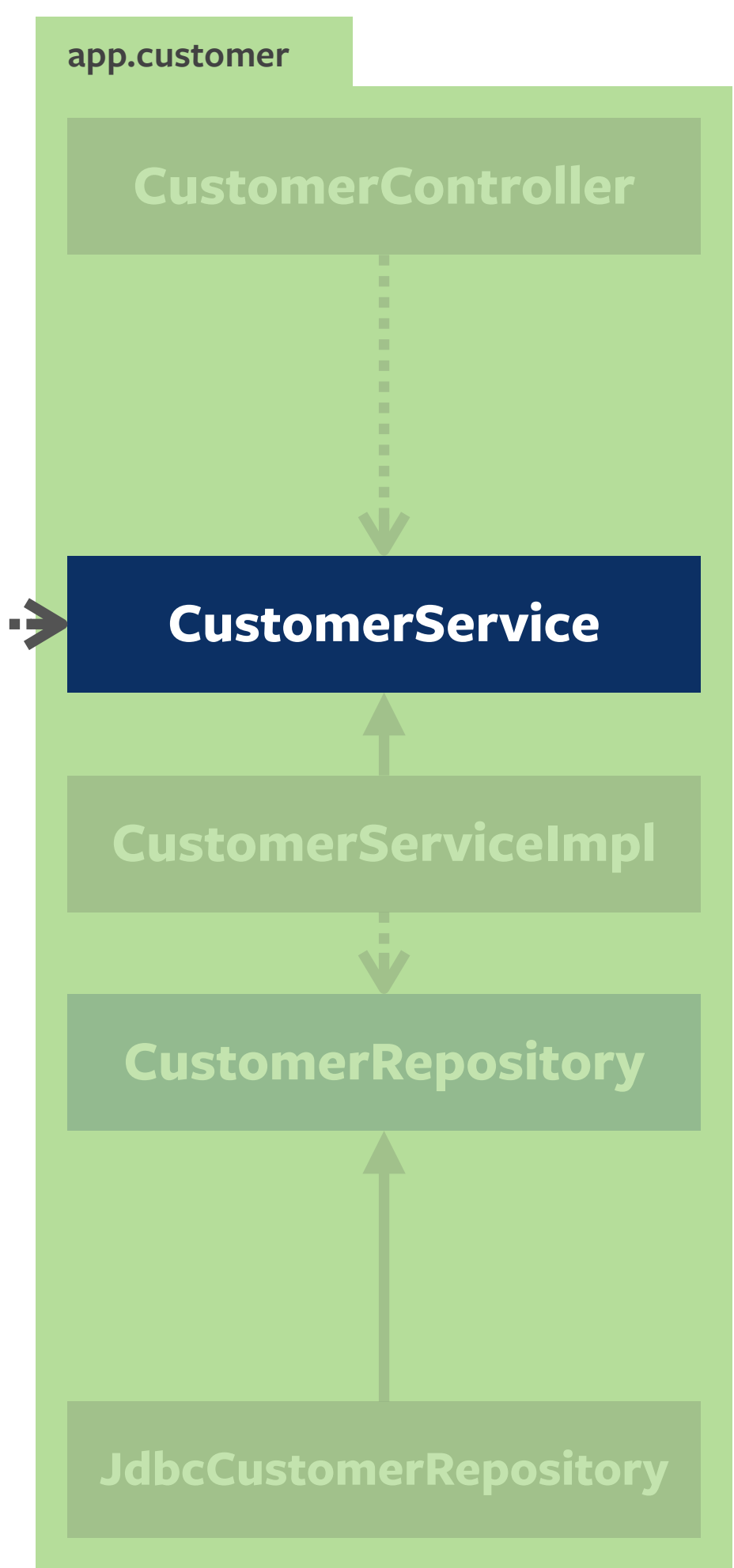
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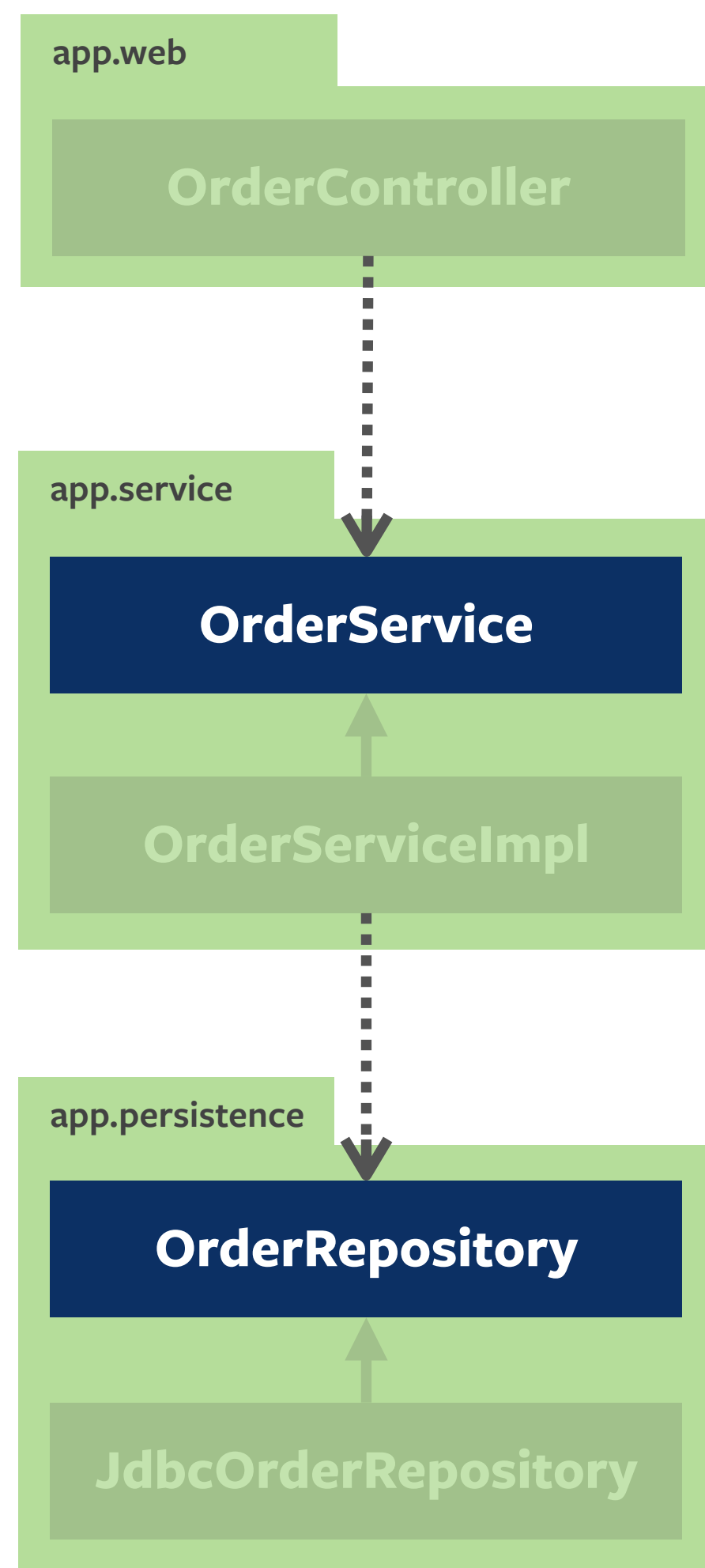


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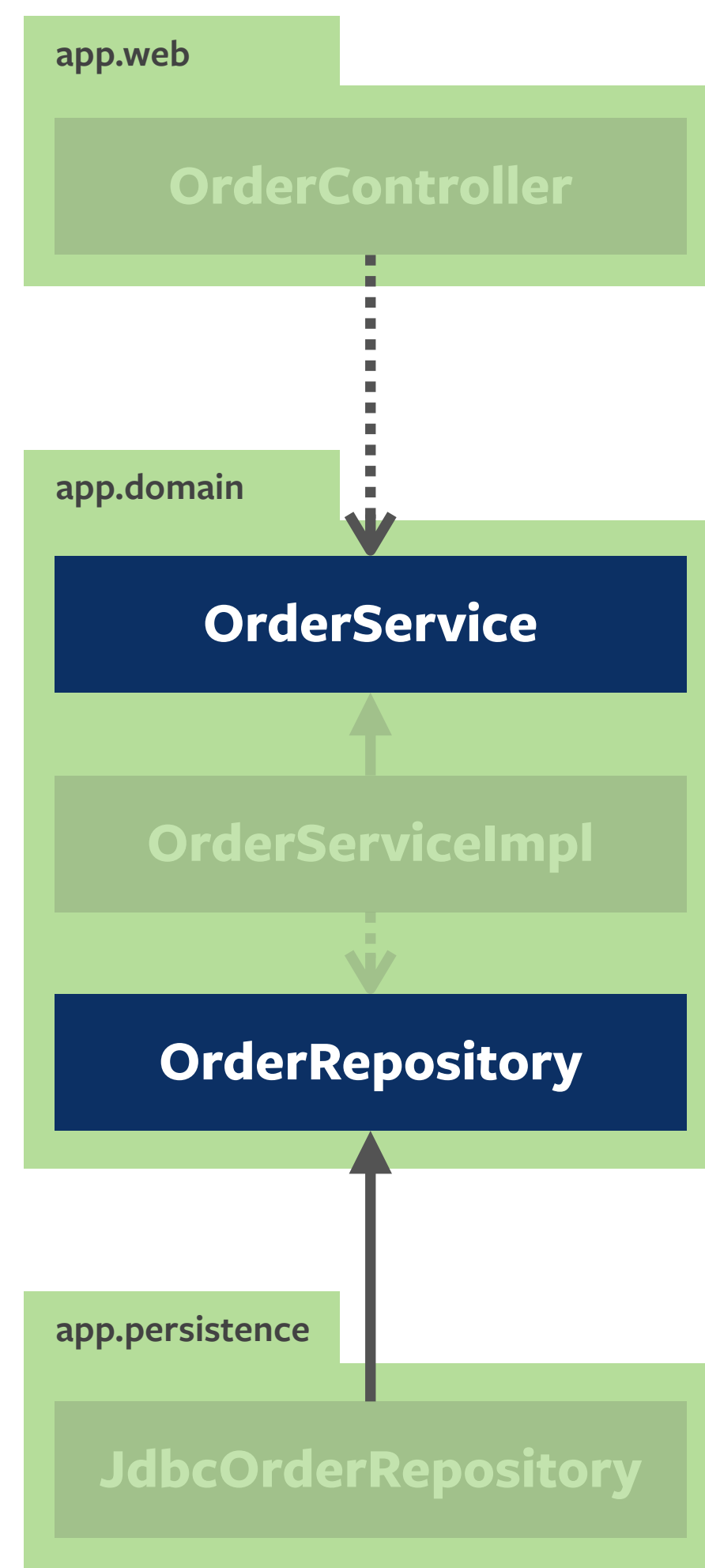


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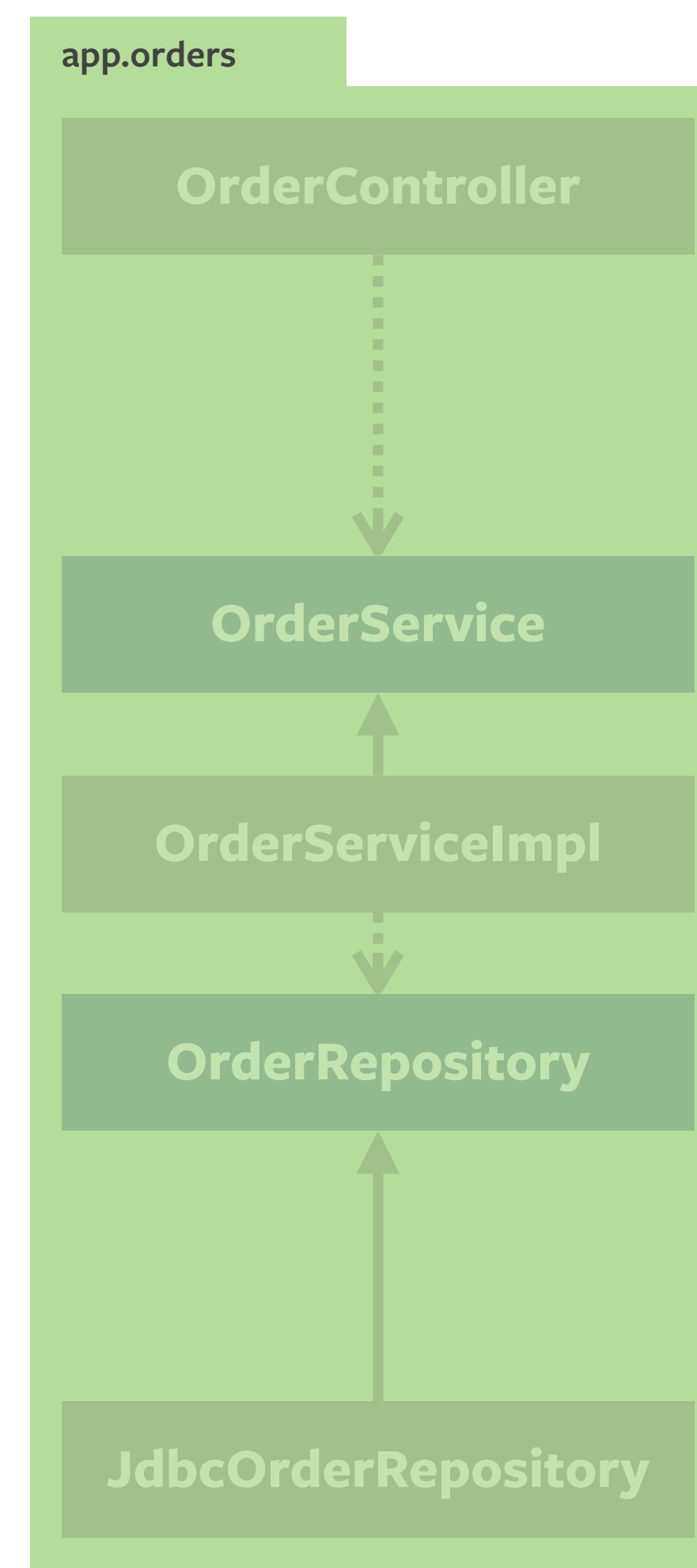




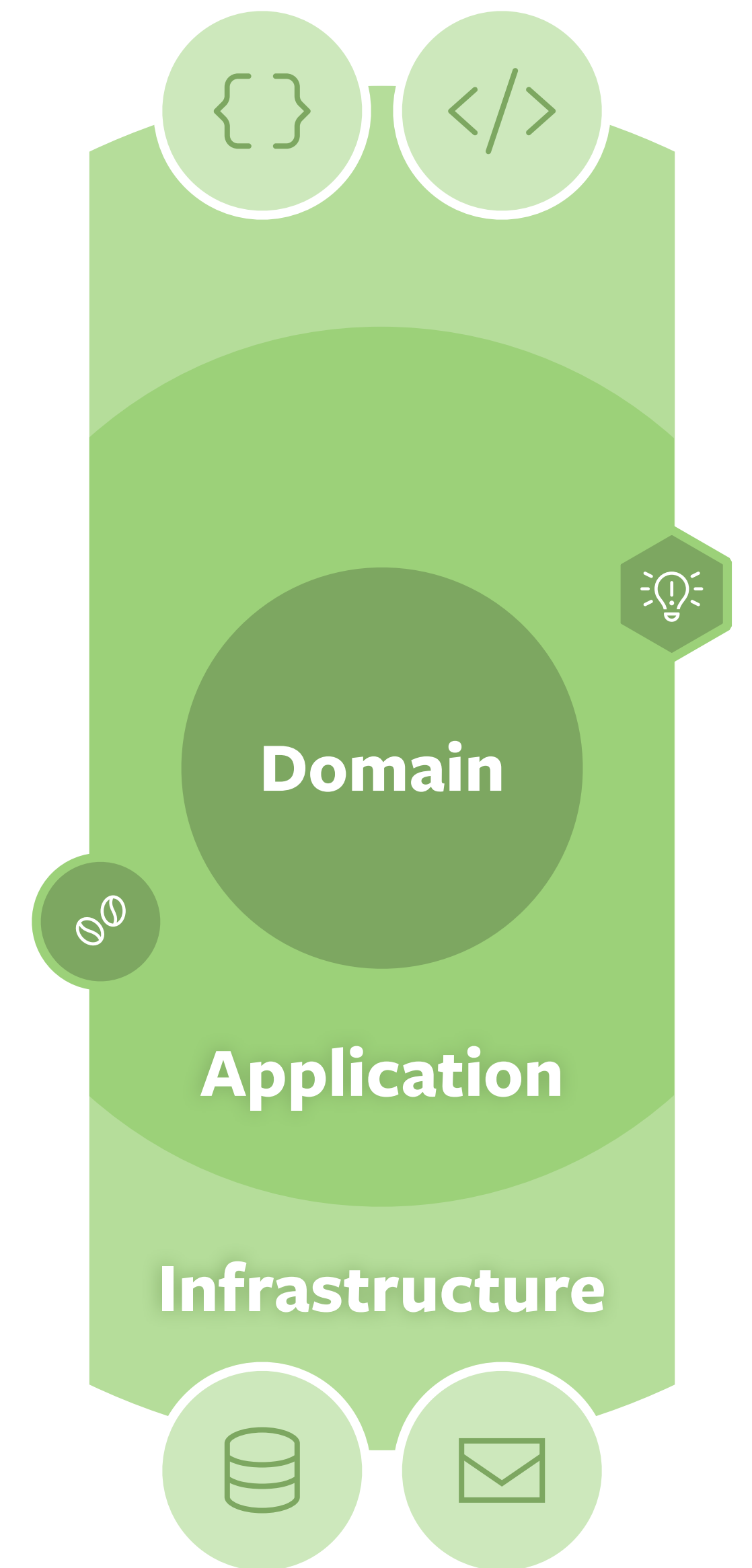
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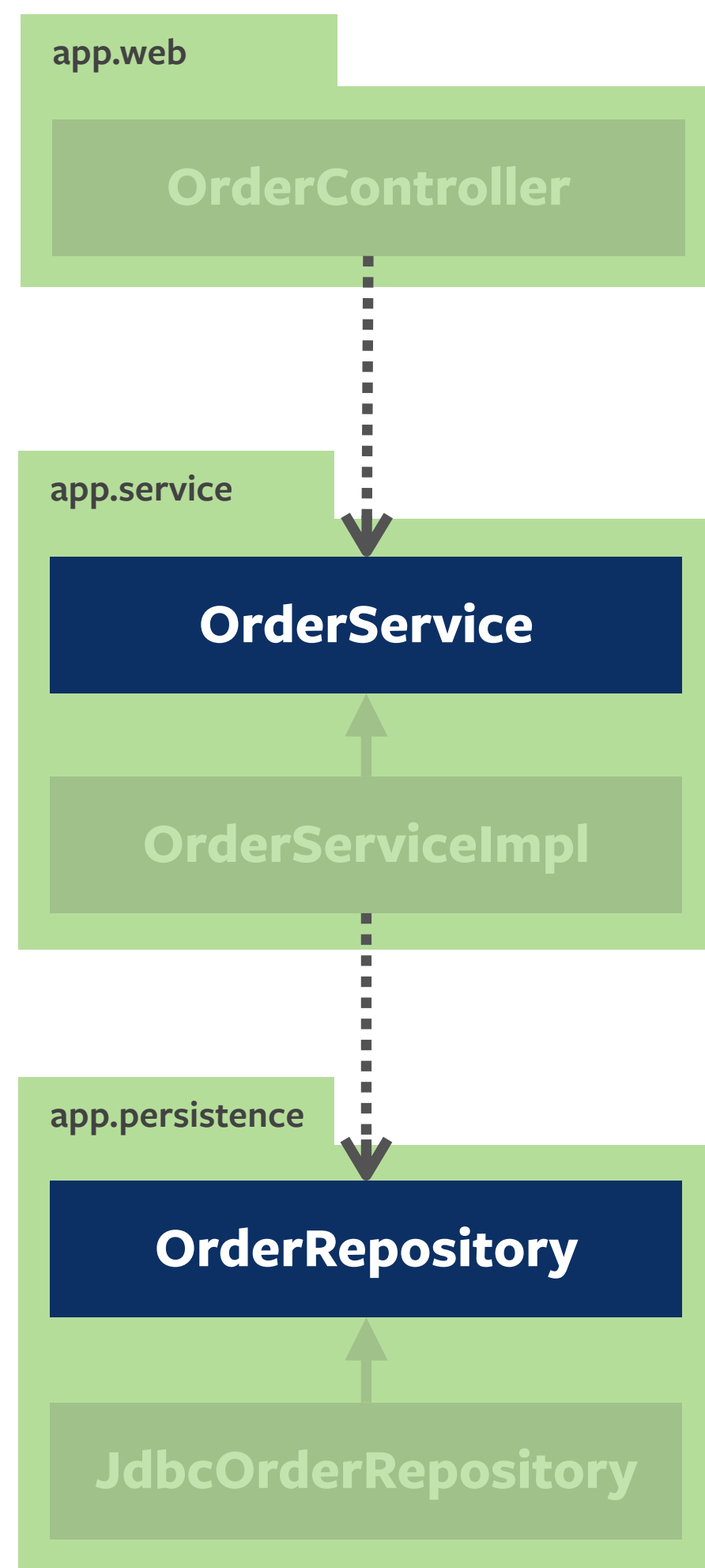


Hexagonal / Onion

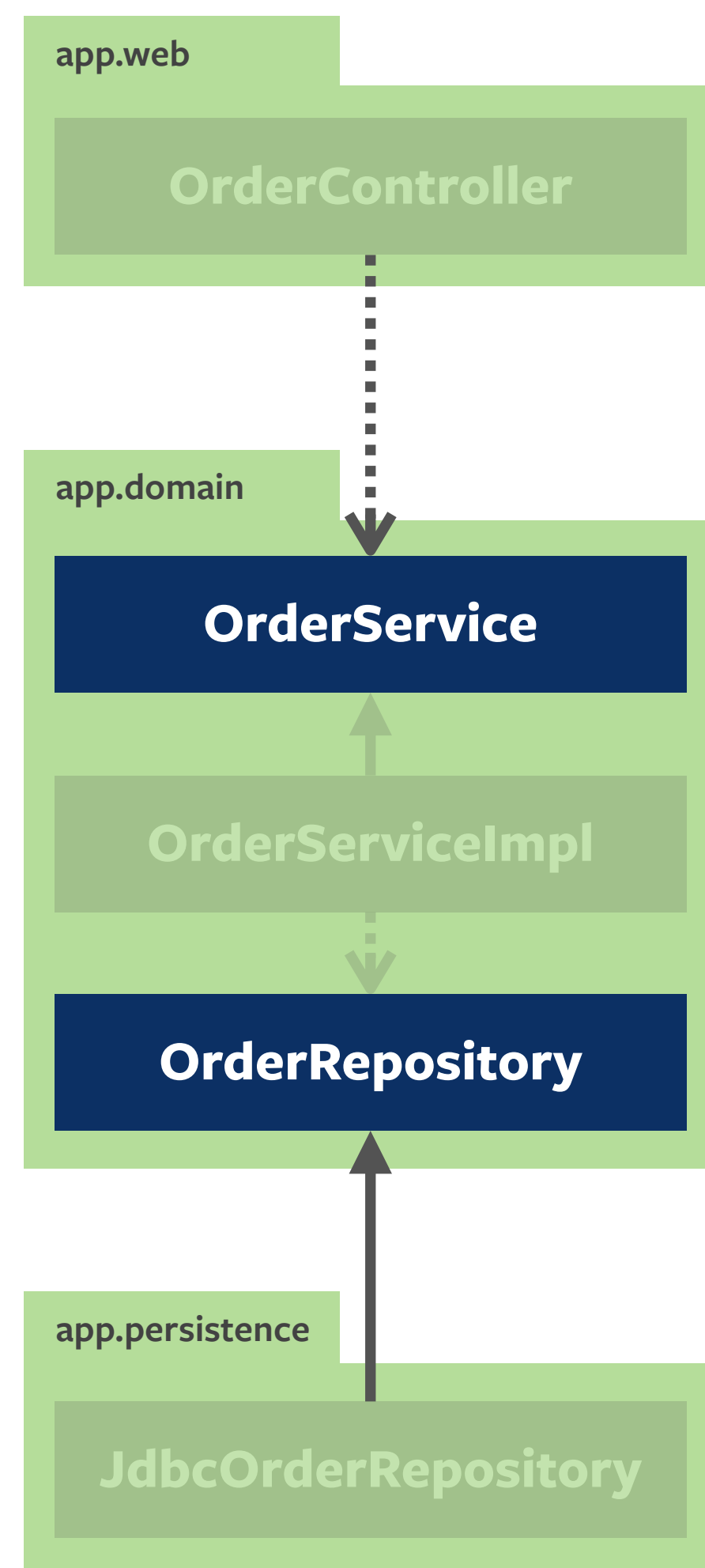


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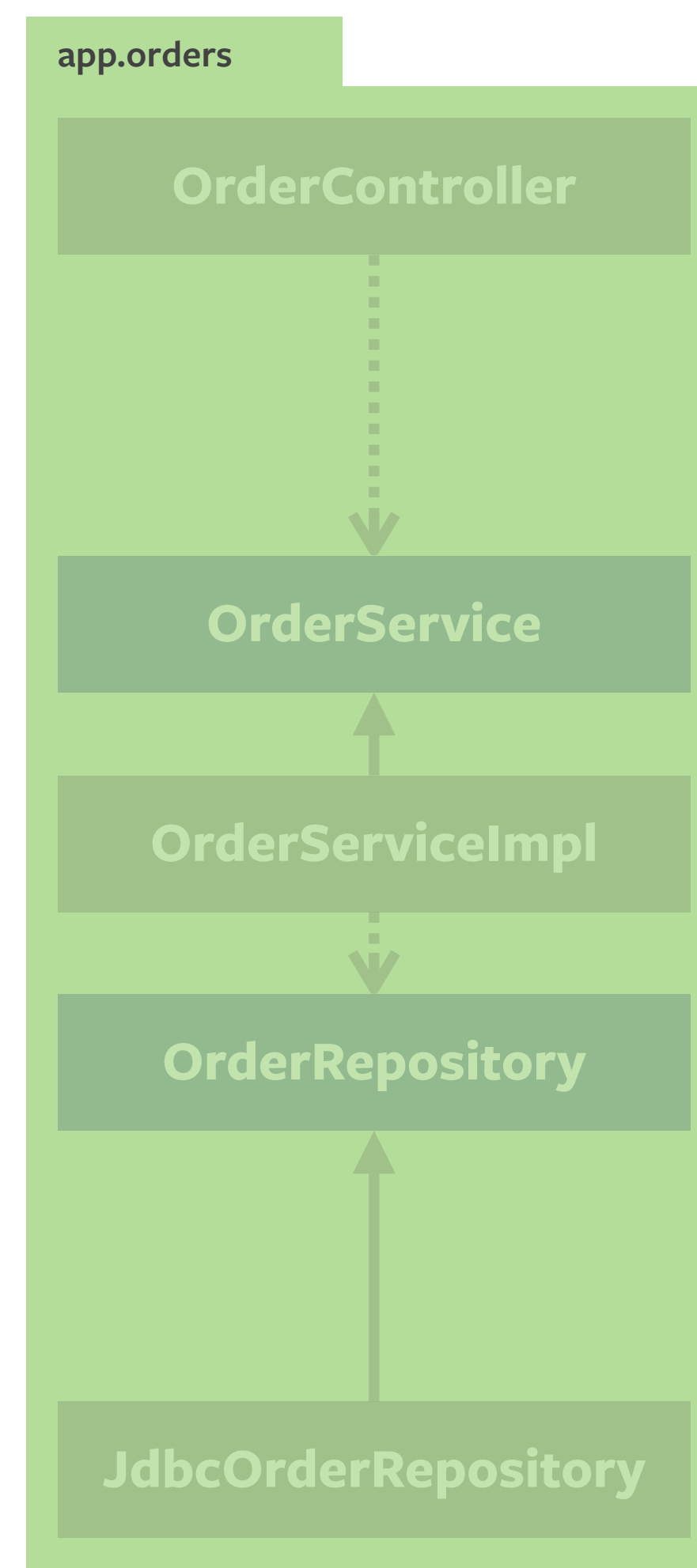




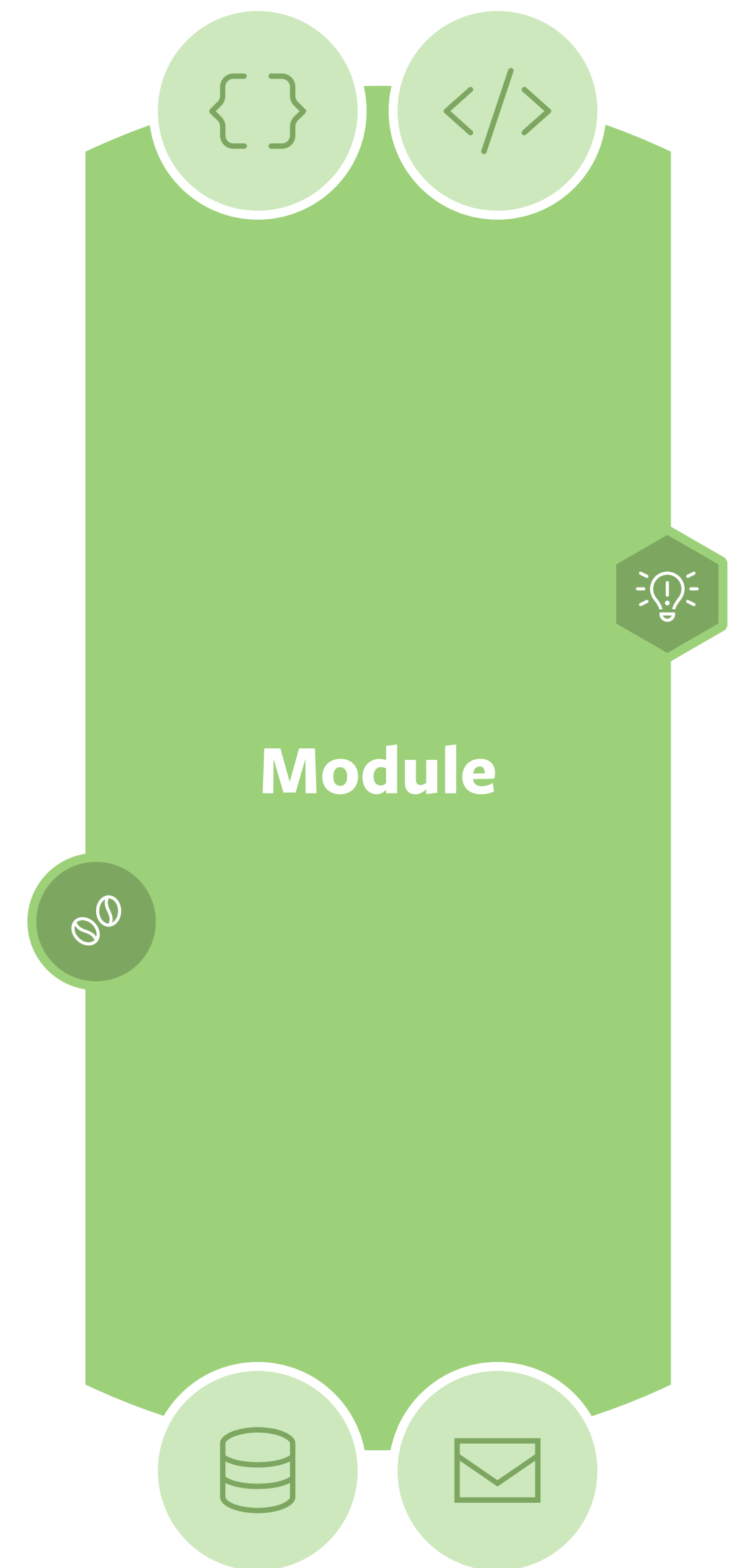
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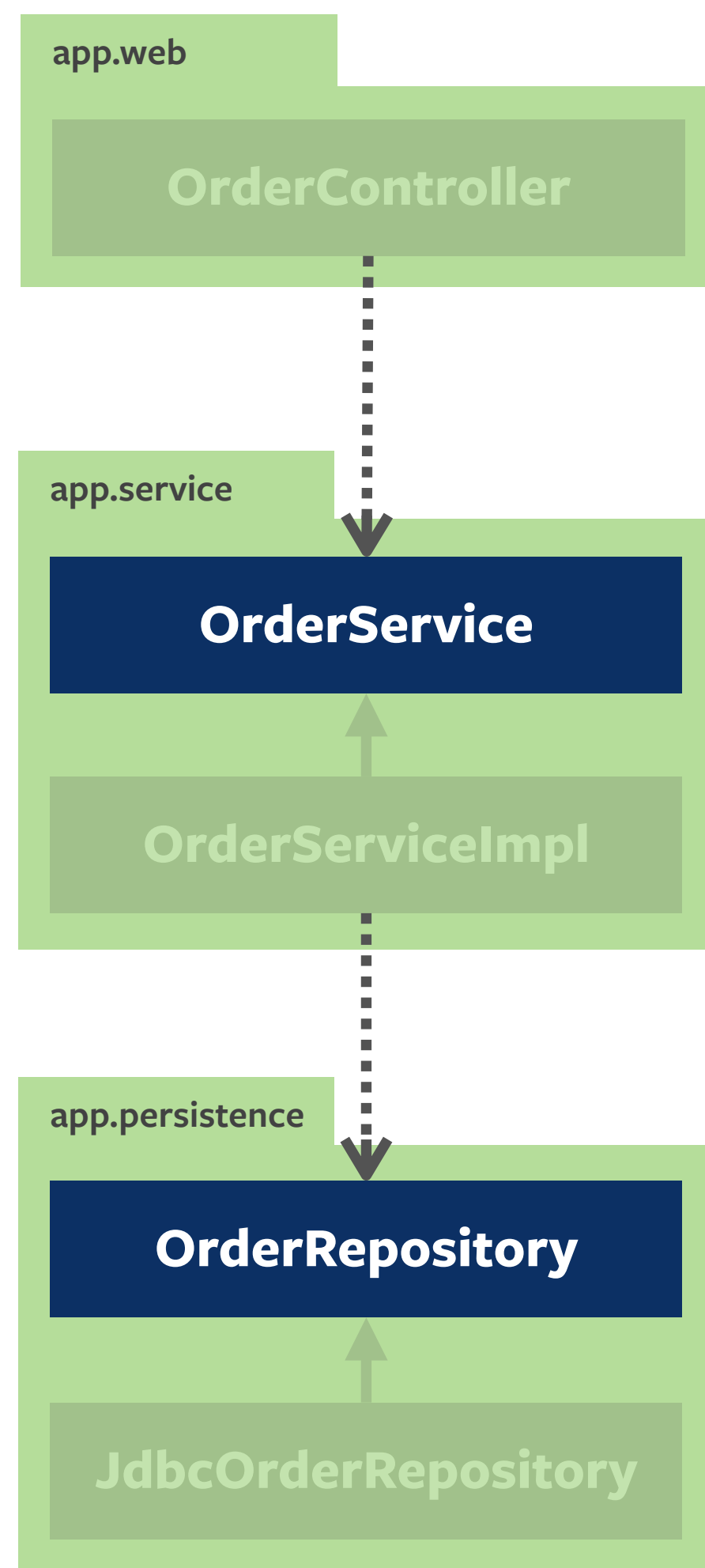


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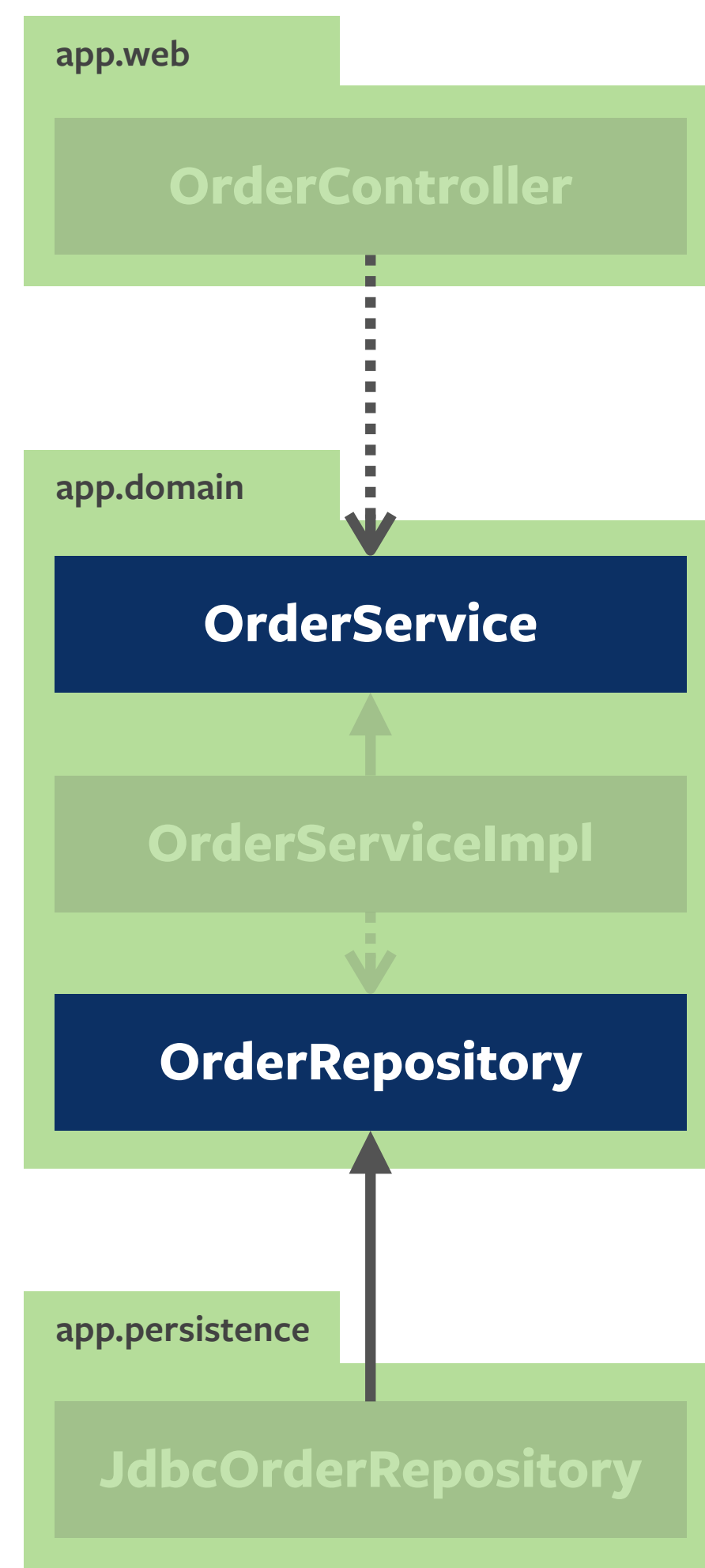


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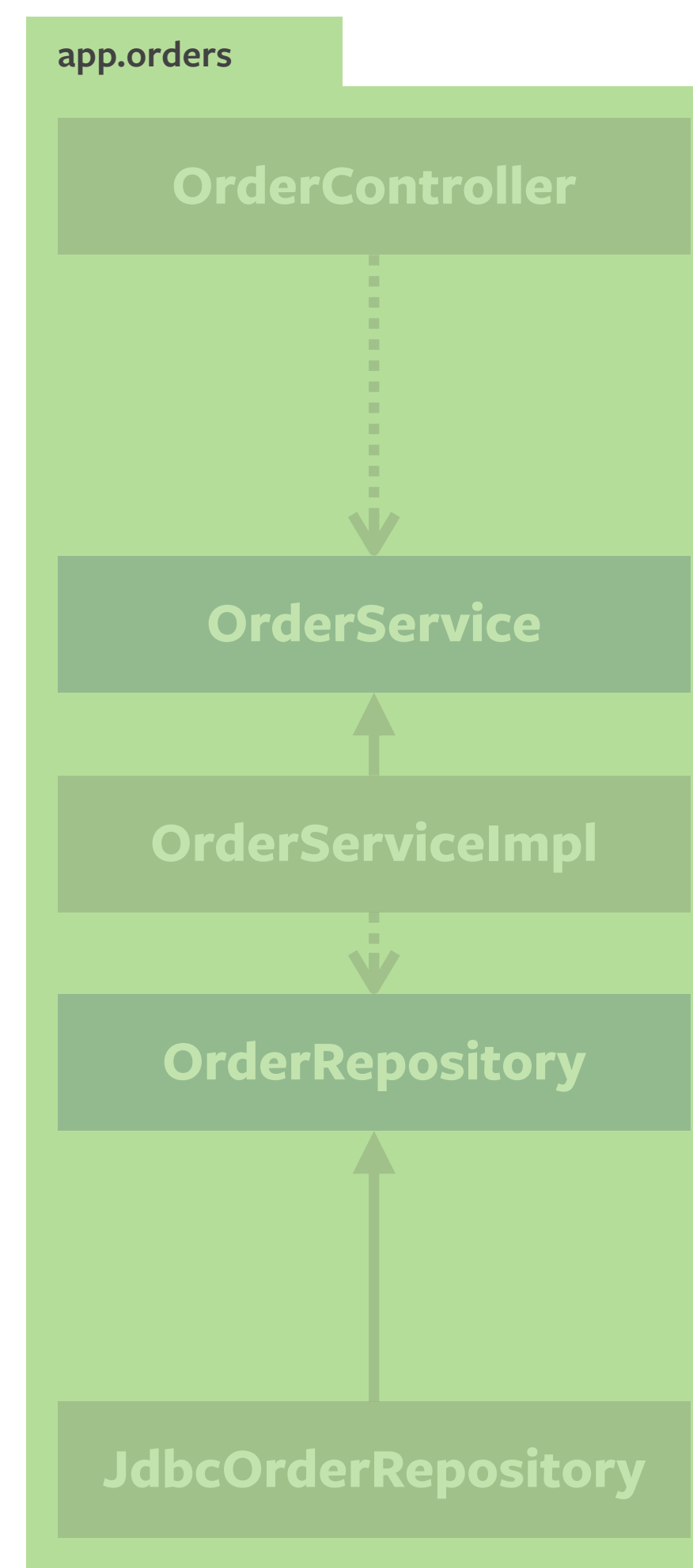




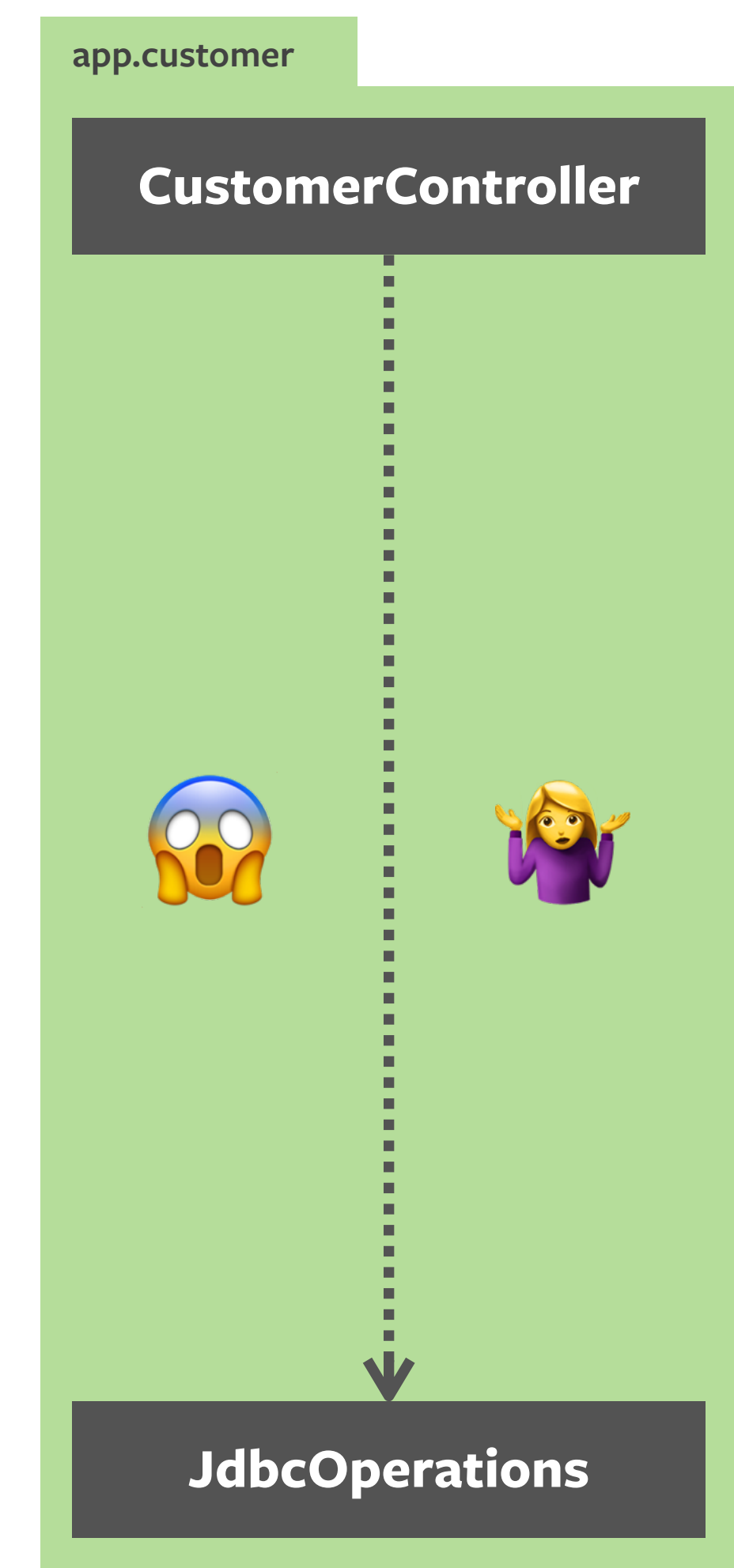
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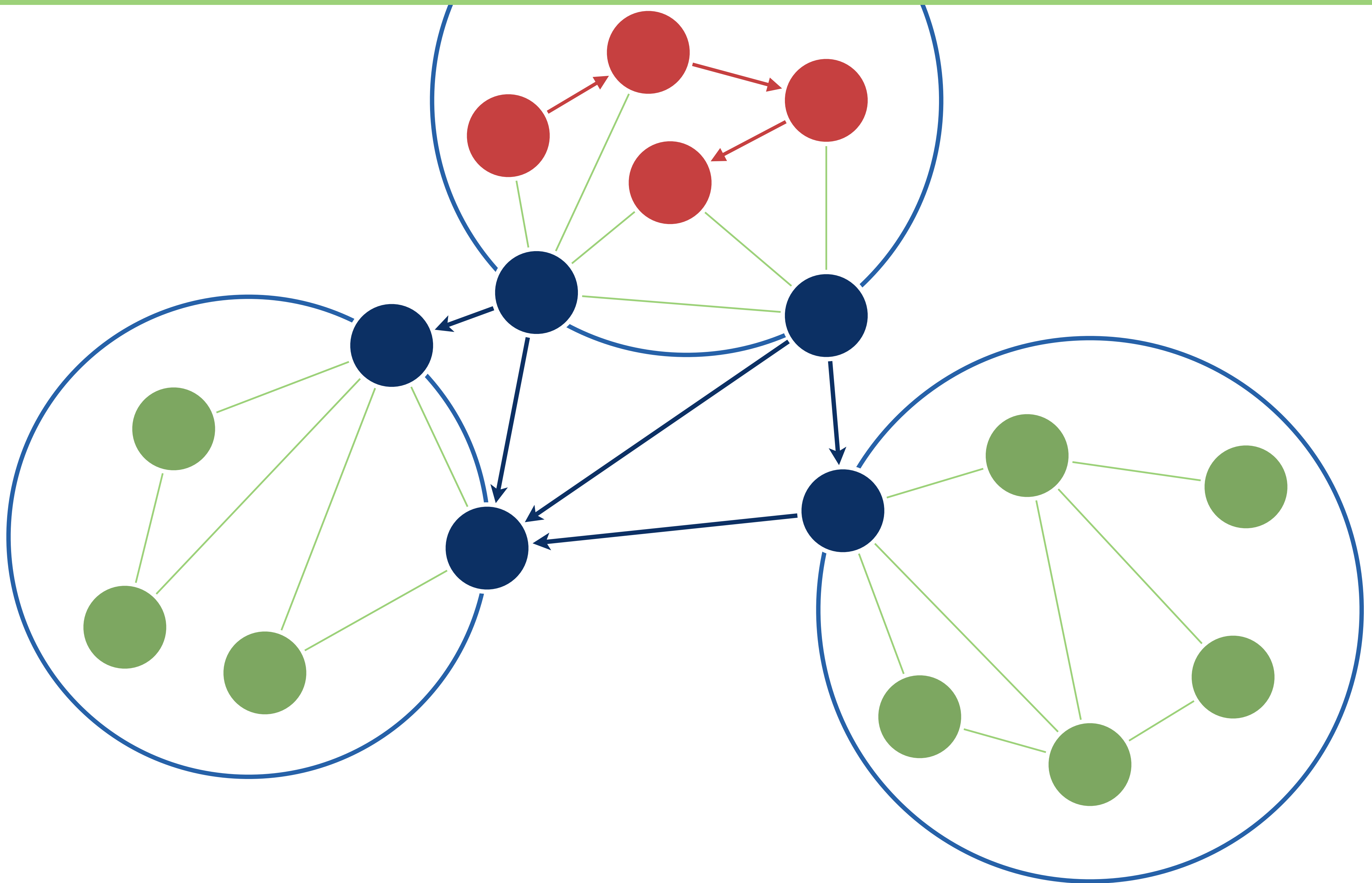
Hexagonal / Onion



Modular



Avoid internal complexity  
if domain permits





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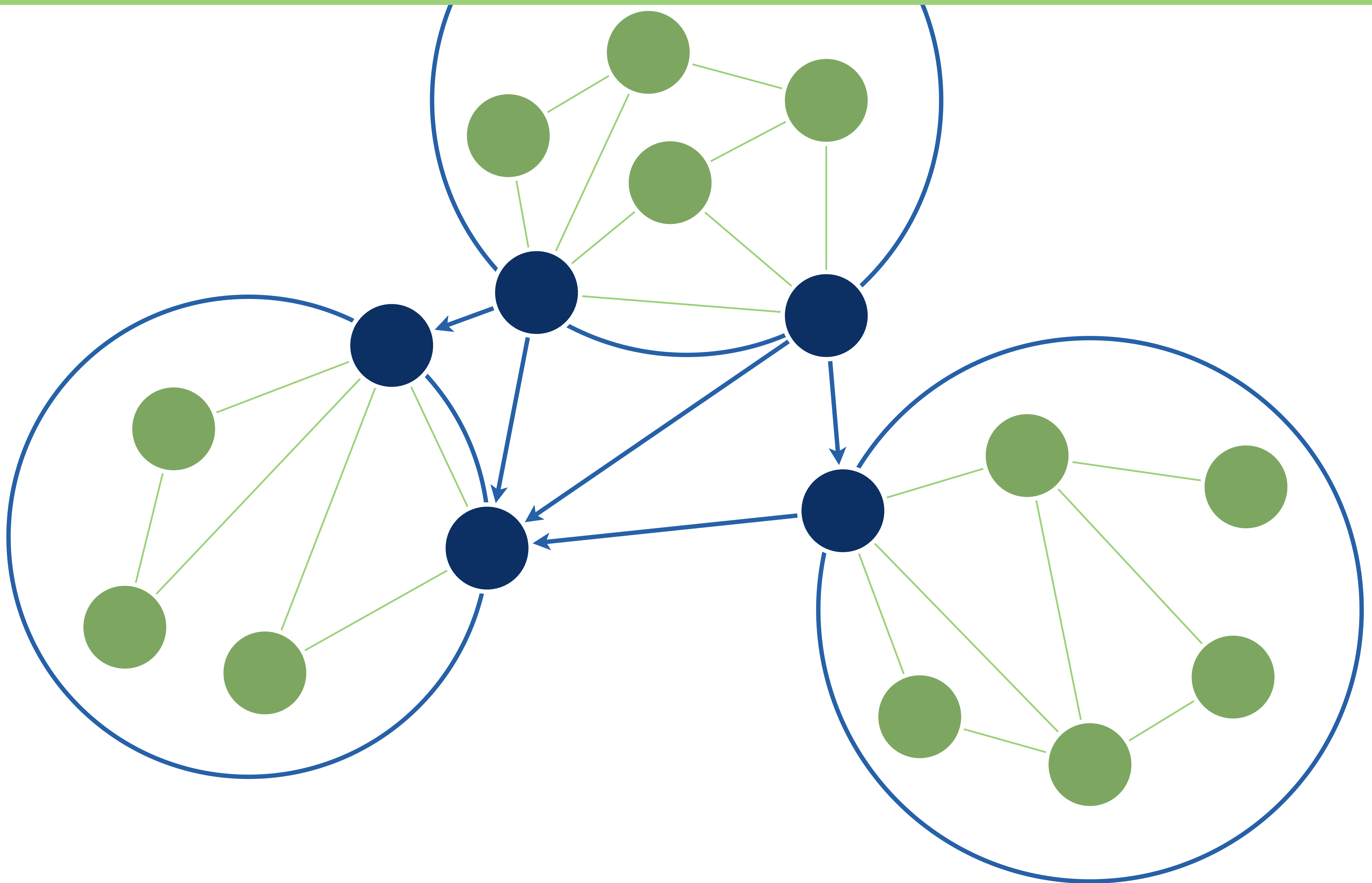
The primary objective of system decomposition is to support change. To contain the effects of a change to as few as possible elements. If your decomposition strategy does not align with that, it's distracting at best and harmful at worst.

24. Sept. 2024, 19:16 · 🌐 · Ivory for iOS

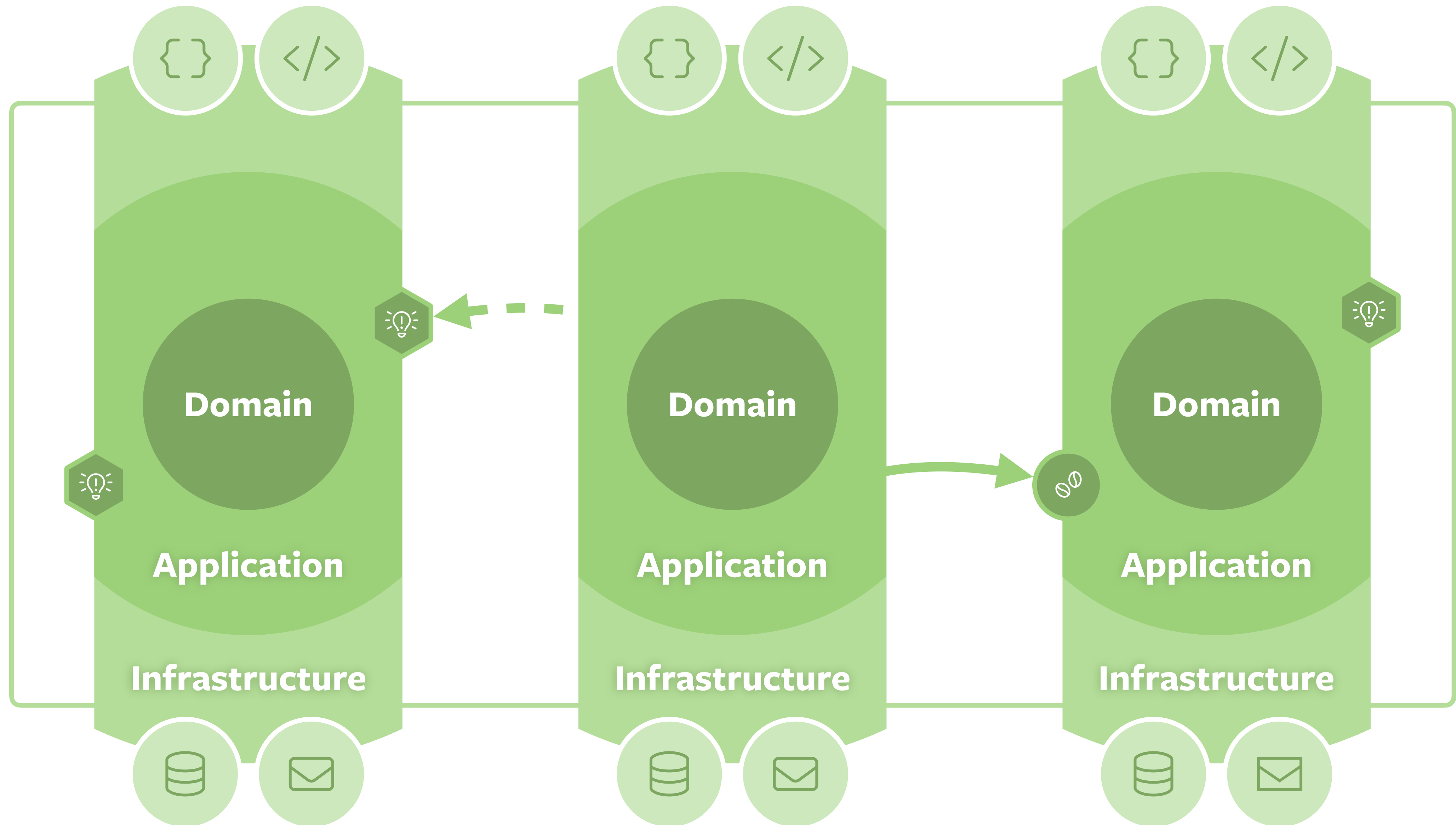
<https://chaos.social/@odrotbohm/113193662068876374>

# ***Strategic considerations***

***Designing for cohesion  
leads to decoupling,  
but not vice versa.***



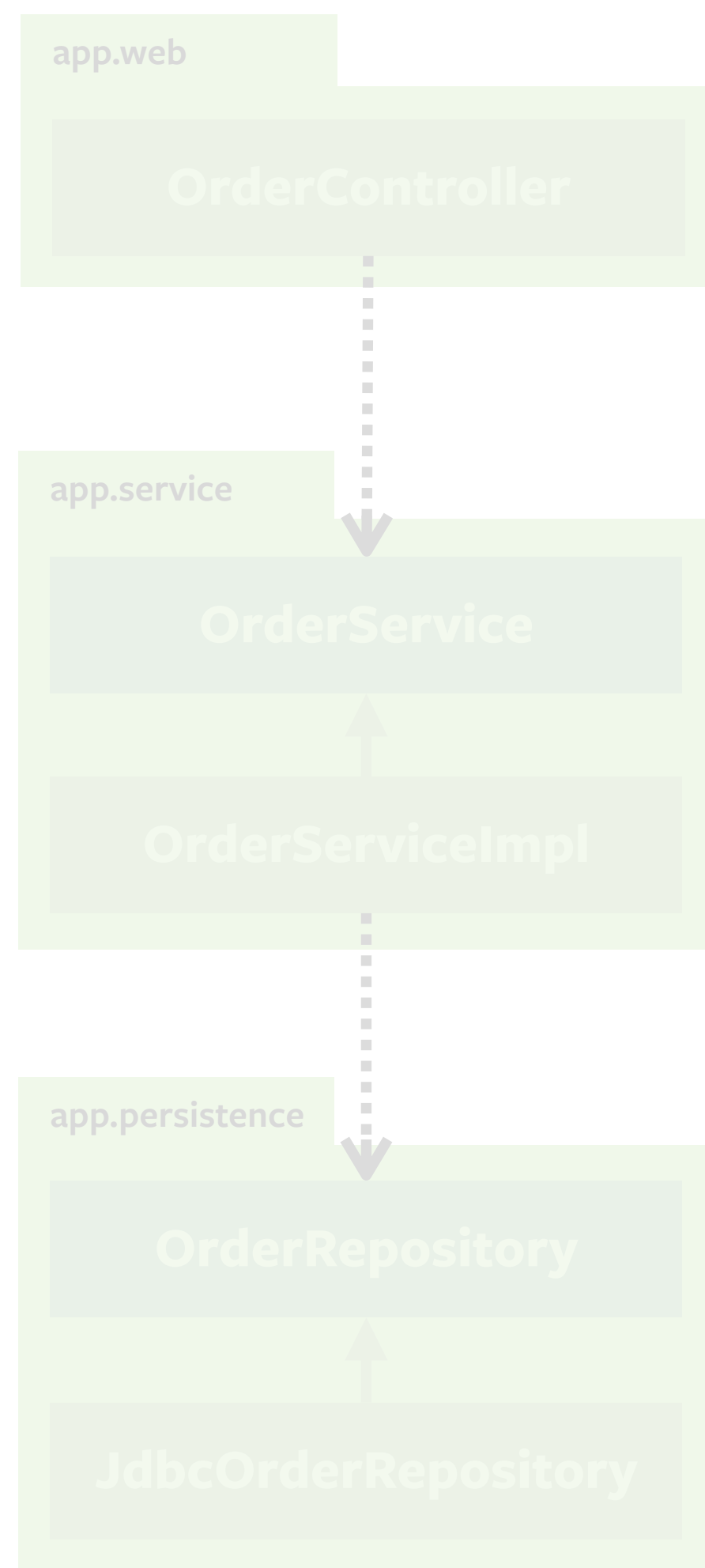
***Functional  
Decomposition  
over  
Technical  
Decomposition***



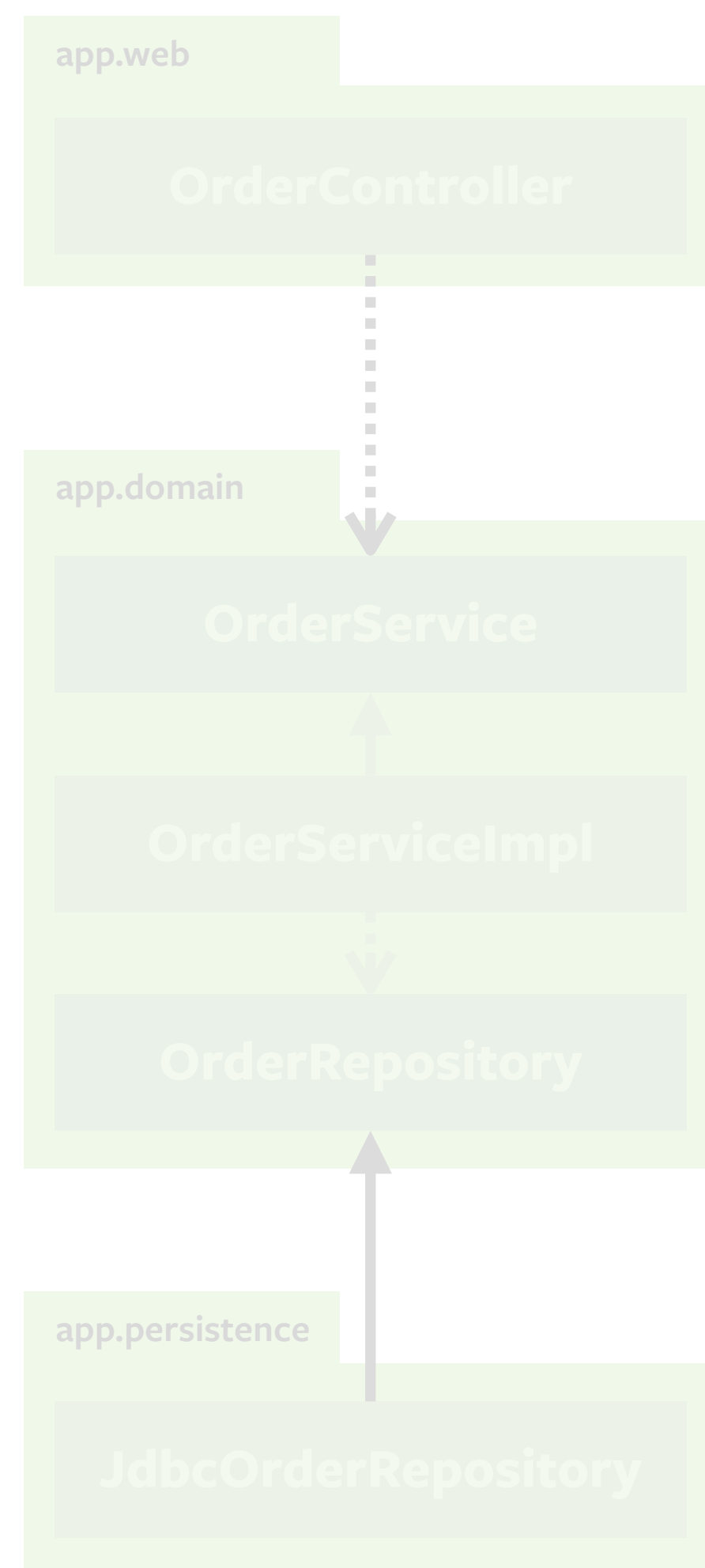
***Intrinsic Complexity***

***determines***

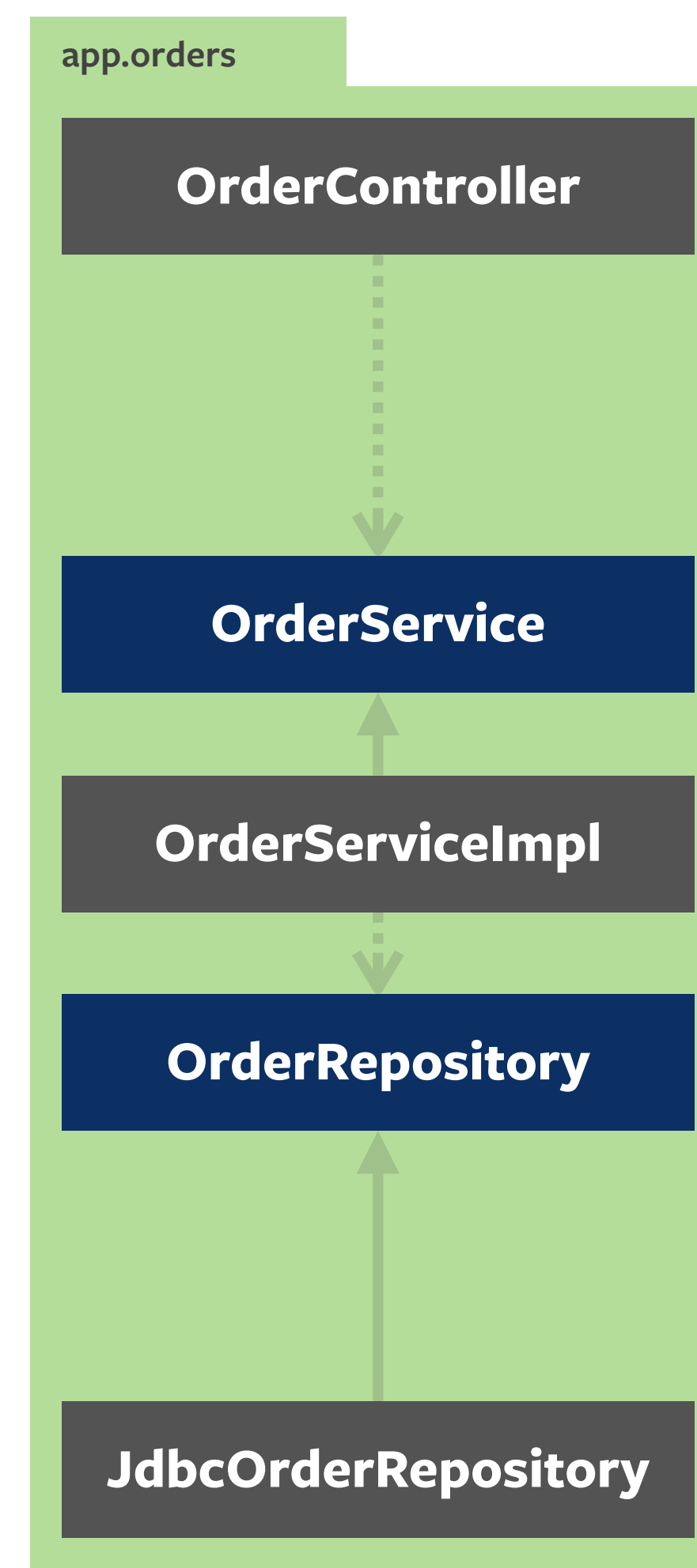
***Accidental Complexity***



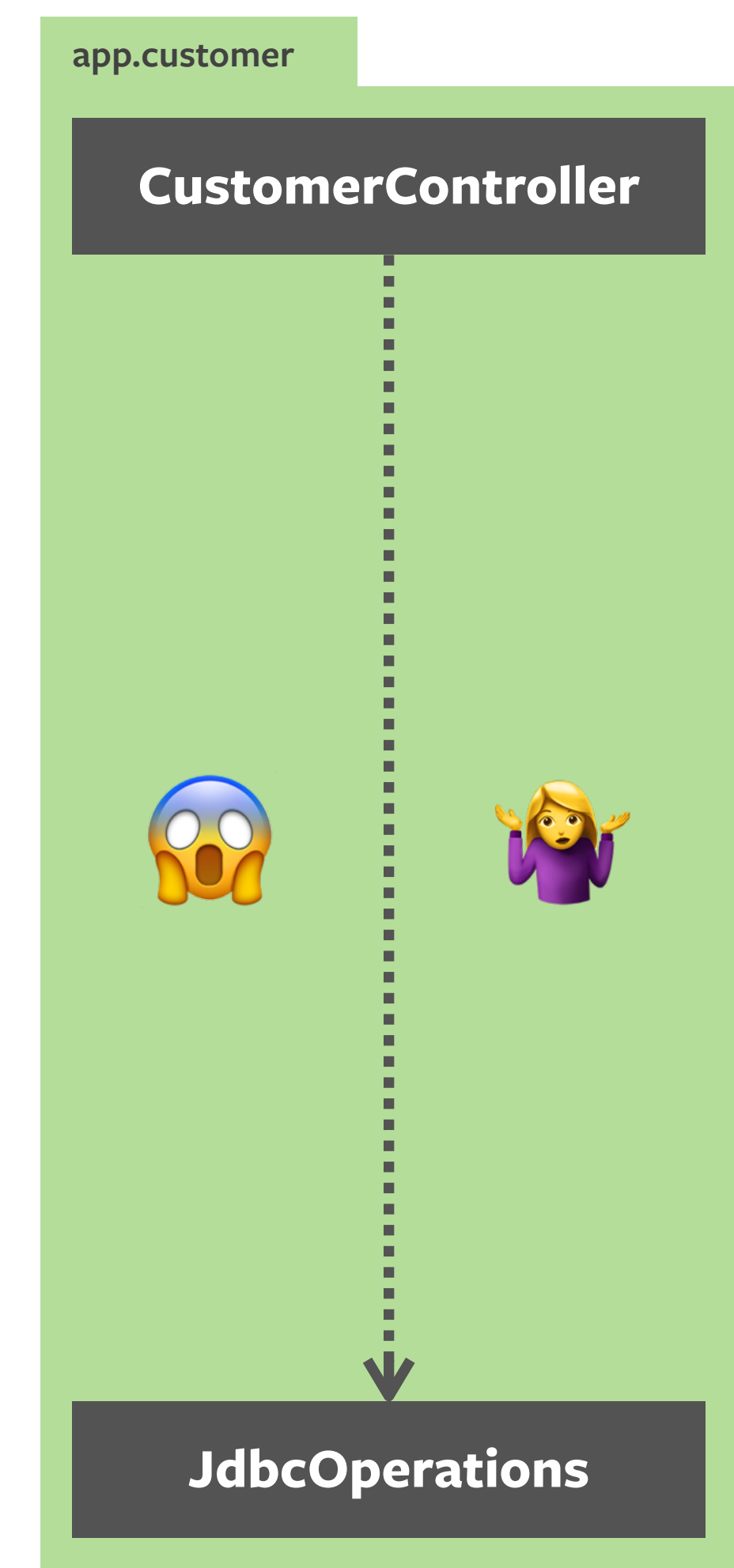
Classic Layers



Hexagonal / Onion

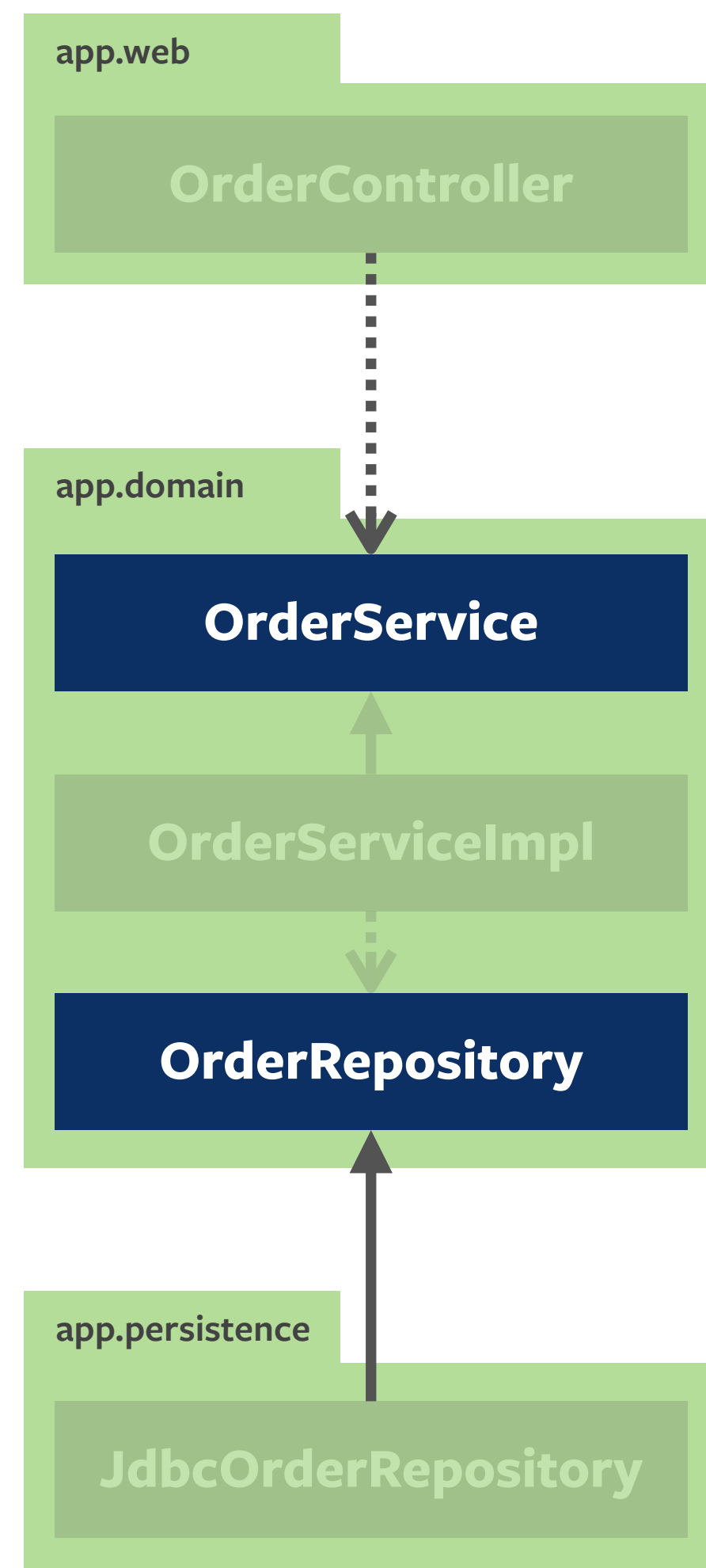


Modular

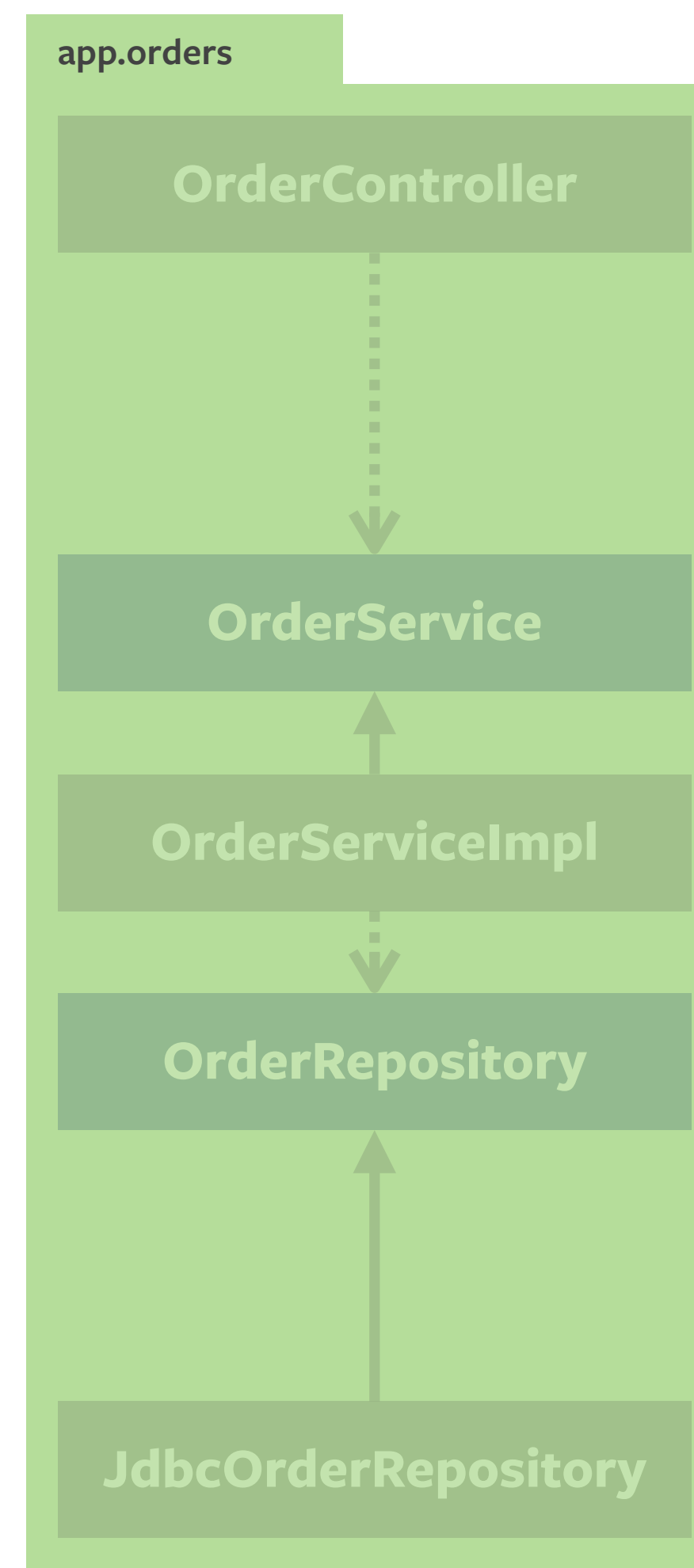


Avoid internal complexity  
if domain permits

# ***Encapsulation over Organisation***



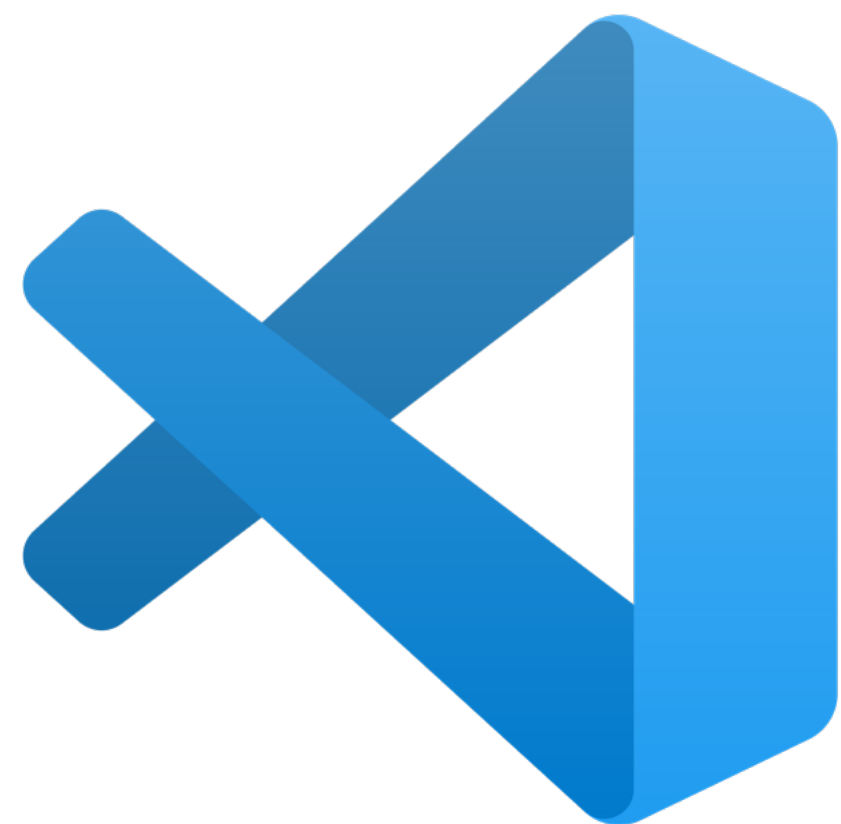
Hexagonal / Onion



Modular



***One more thing...***



VSCode



jMolecules

# ***Thank you!***



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