
Hexagonal Architecture

Ports & Adapters

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Mark Bradley

Principal Software Engineer @ Sainsbury's Digital

@braddle

Layered System

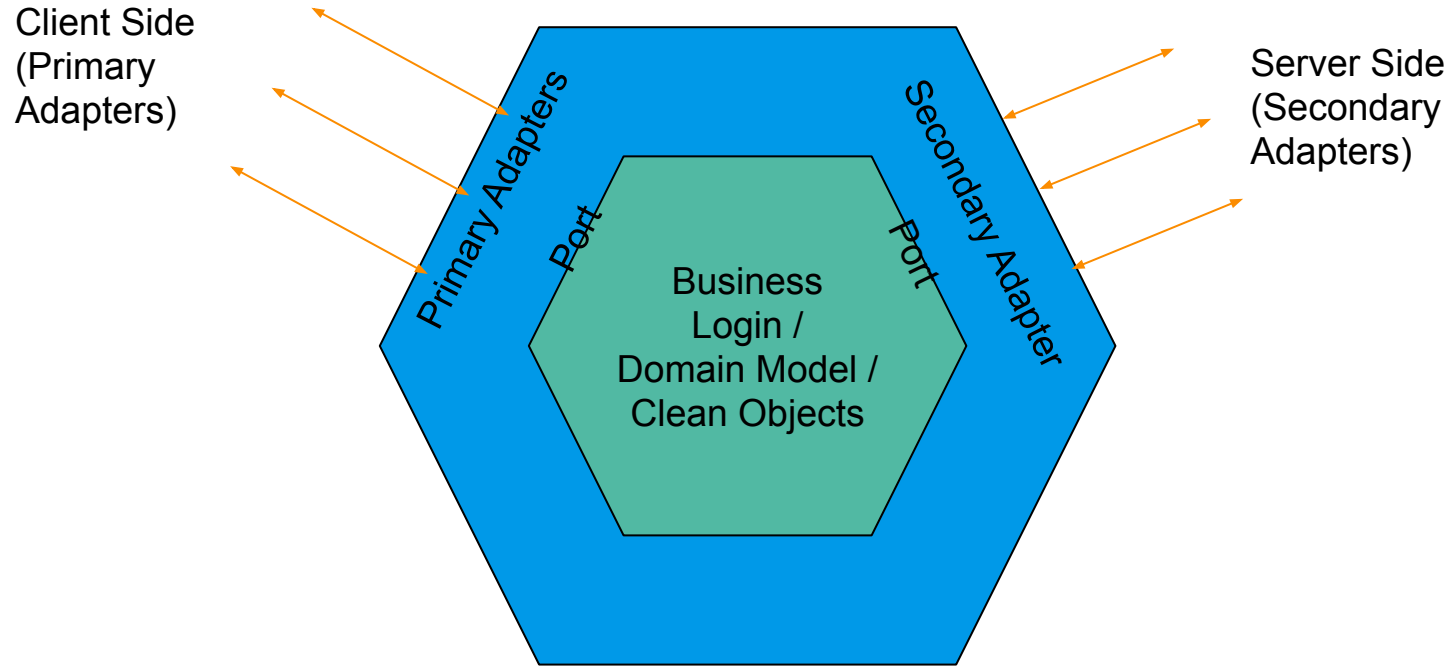
Hides implementation complexity on implementation through **stable** interfaces

Separating logical parts of the system from one another

Avoids circular dependencies

A piece of code is either called and/or calls another piece of code

Ports & Adapters



github.com/braddle/hex-arch-example-go

