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Express Layered Architecture Project Structure

Clean architecture with distinct layers: presentation, application, domain, and infrastructure.

#express

#nodejs

#typescript

#clean-architecture

#ddd

#layers

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 Project Directory



myproject/

>  src/

 index.ts Bootstrap and D...

>  presentation/ HTTP layer

>  routes/

 index.ts

 user.routes.ts

>  controllers/

 user.controller.ts

>  middleware/

 auth.middleware.ts

 error.middleware.ts

>  dto/ Request/Respons...

 create-user.dto.ts

 user-response.dto.ts

>  application/ Use cases

>  use-cases/

 create-user.use-case.ts

 get-user.use-case.ts

 list-users.use-case.ts

>  interfaces/ Port definitions

 user-repository.interface.ts

 email-service.interface.ts

>  domain/ Business rules

>  entities/

 user.entity.ts

>  value-objects/

 email.vo.ts

 user-id.vo.ts

>  errors/

 domain-error.ts

>  infrastructure/ External concer...

>  database/

 prisma.client.ts

 user.repository.ts Implements inte...

>  services/

 email.service.ts

>  config/

 index.ts

>  prisma/

 schema.prisma

 migrations/

>  tests/

 unit/

 integration/

 package.json

 tsconfig.json

 .env.example

 .gitignore



Why This Structure?

Layered architecture keeps business logic independent from HTTP and database details. Domain entities know nothing about Express or Prisma. Use cases orchestrate operations. Infrastructure adapters can be swapped without touching core logic.



Key Directories

presentation/ - Express routes, controllers, DTOs—HTTP concerns only

application/ - Use cases orchestrate domain logic, define port interfaces

domain/ - Entities, value objects, business rules—no dependencies

infrastructure/ - Database, external APIs, concrete implementations



Getting Started

- `npm install`
- `npm install tsyringe reflect-metadata` (for DI)
- `cp .env.example .env`
- `npx prisma migrate dev`
- `npm run dev`



Request Flow

Route → Controller → Use Case → Domain Entity → Repository Interface → Infrastructure Adapter



When To Use This

- Complex business domains with many rules
- Need to swap databases or external services
- Long-lived projects requiring maintainability
- Teams with domain experts defining rules
- Projects requiring extensive unit testing



Trade-offs

More indirection - Simple CRUD requires multiple layers

Steeper learning curve - Team needs to understand layer boundaries

More boilerplate - Interfaces, DTOs, and mappers add code