

The most important thing you need to know about Microservices

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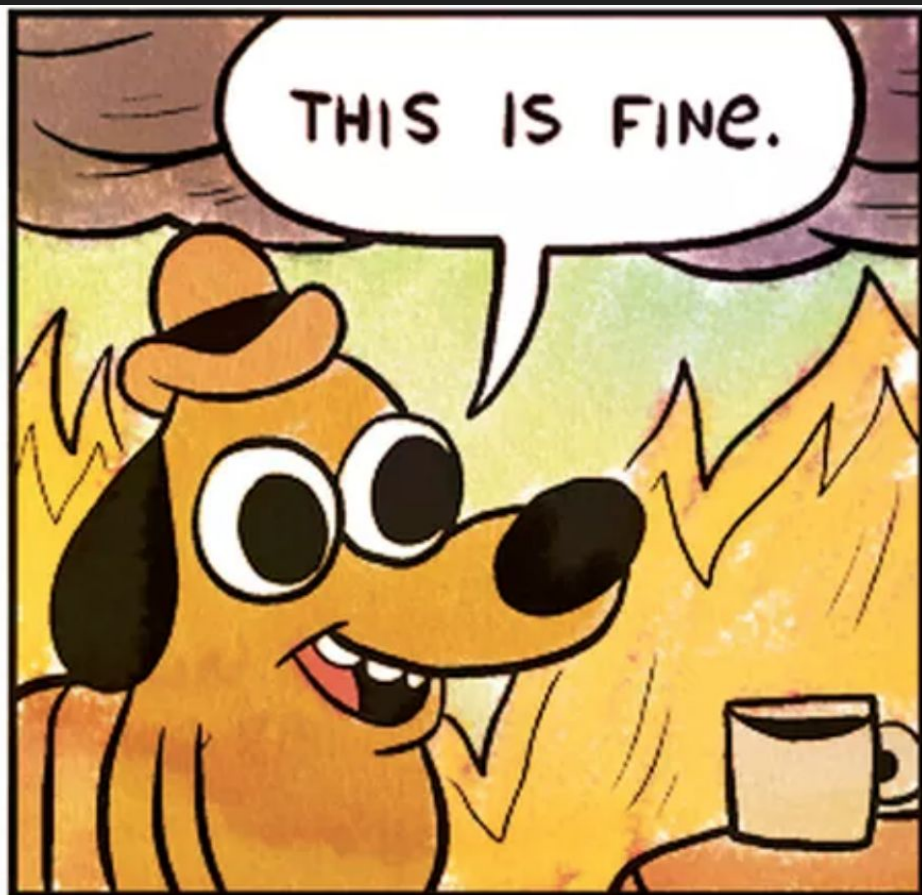
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Agenda

- Background and Context
- A brief history of microservices
- Where does it go wrong?
- The most important thing!
- Some examples
- Yeah ok, let's talk tech stack
- Conclusion
- Q&A

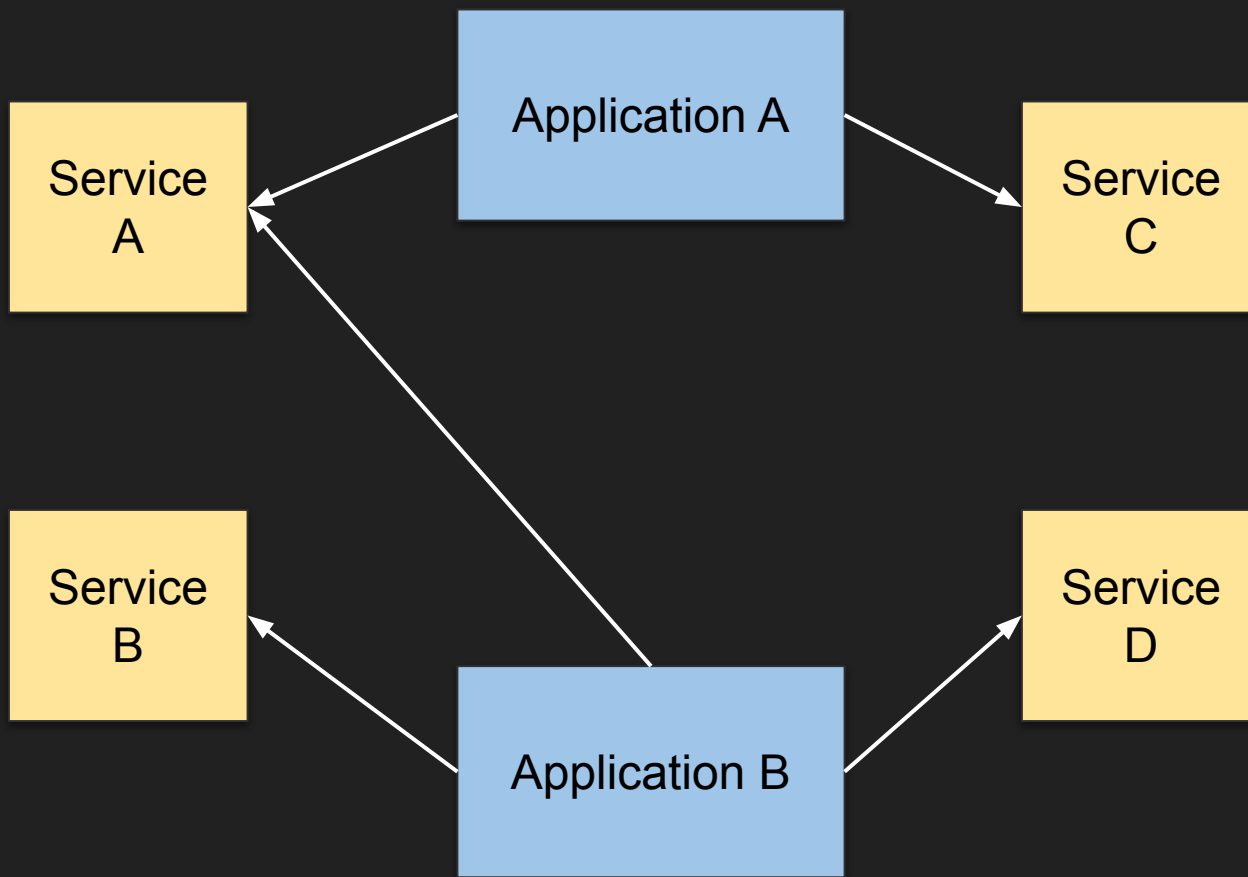
Who am I?

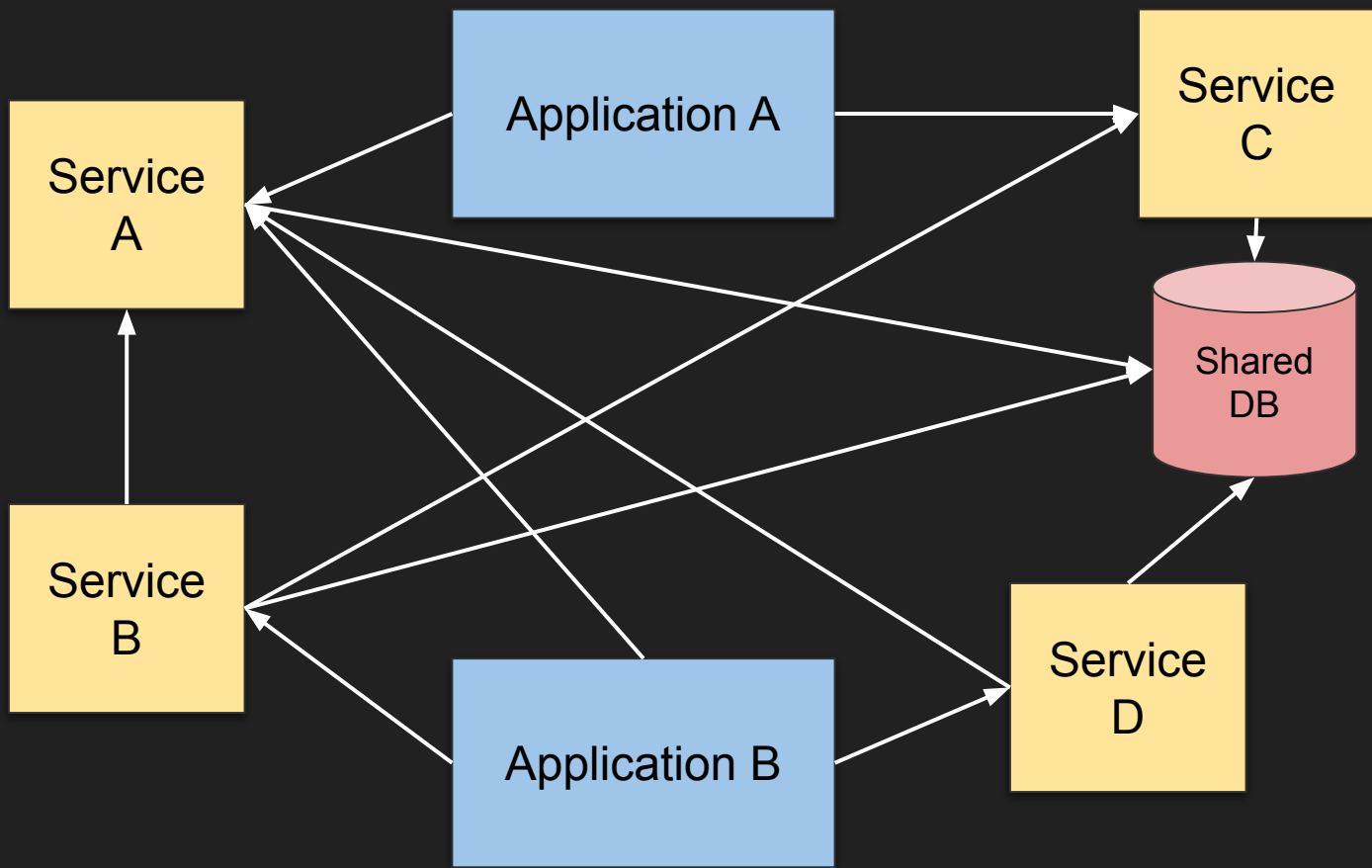
Background



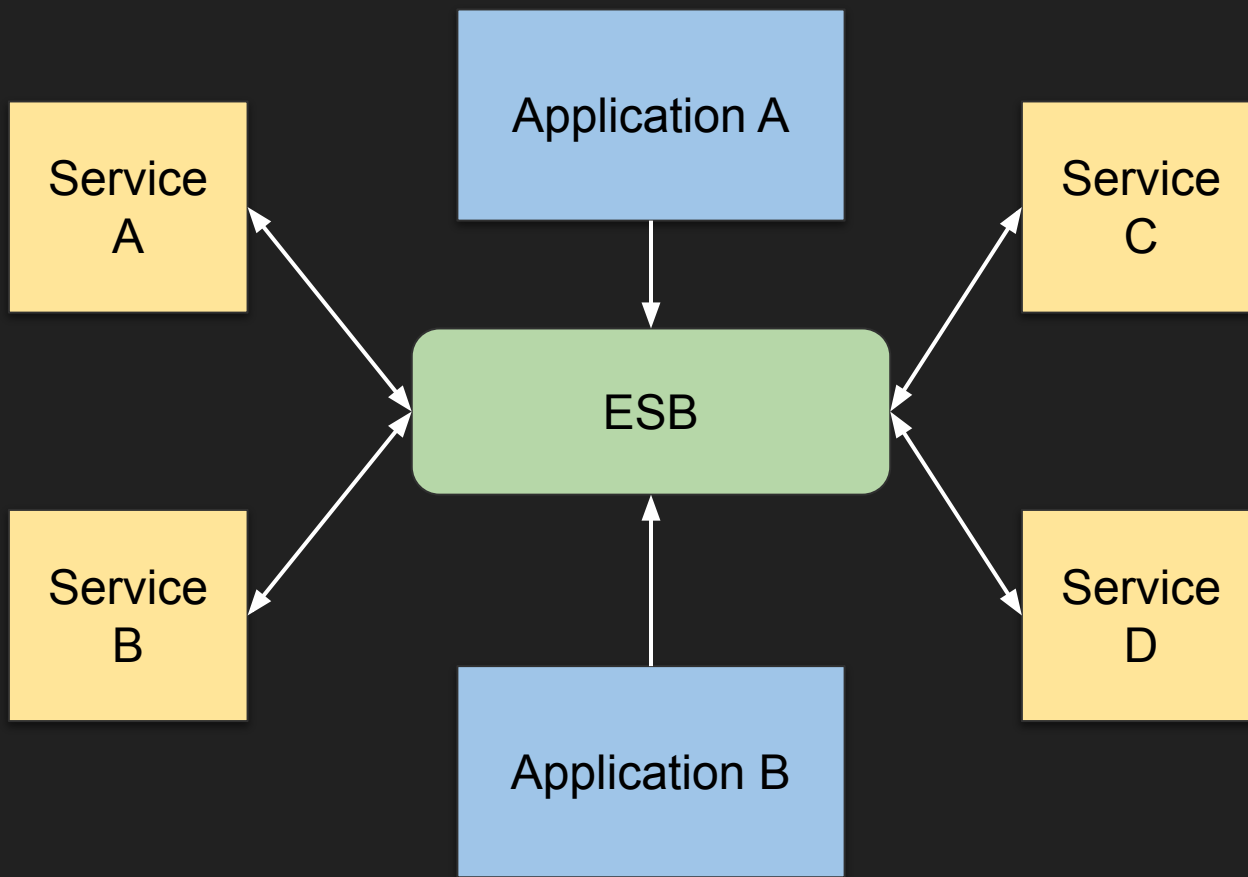
A Brief History of Microservices

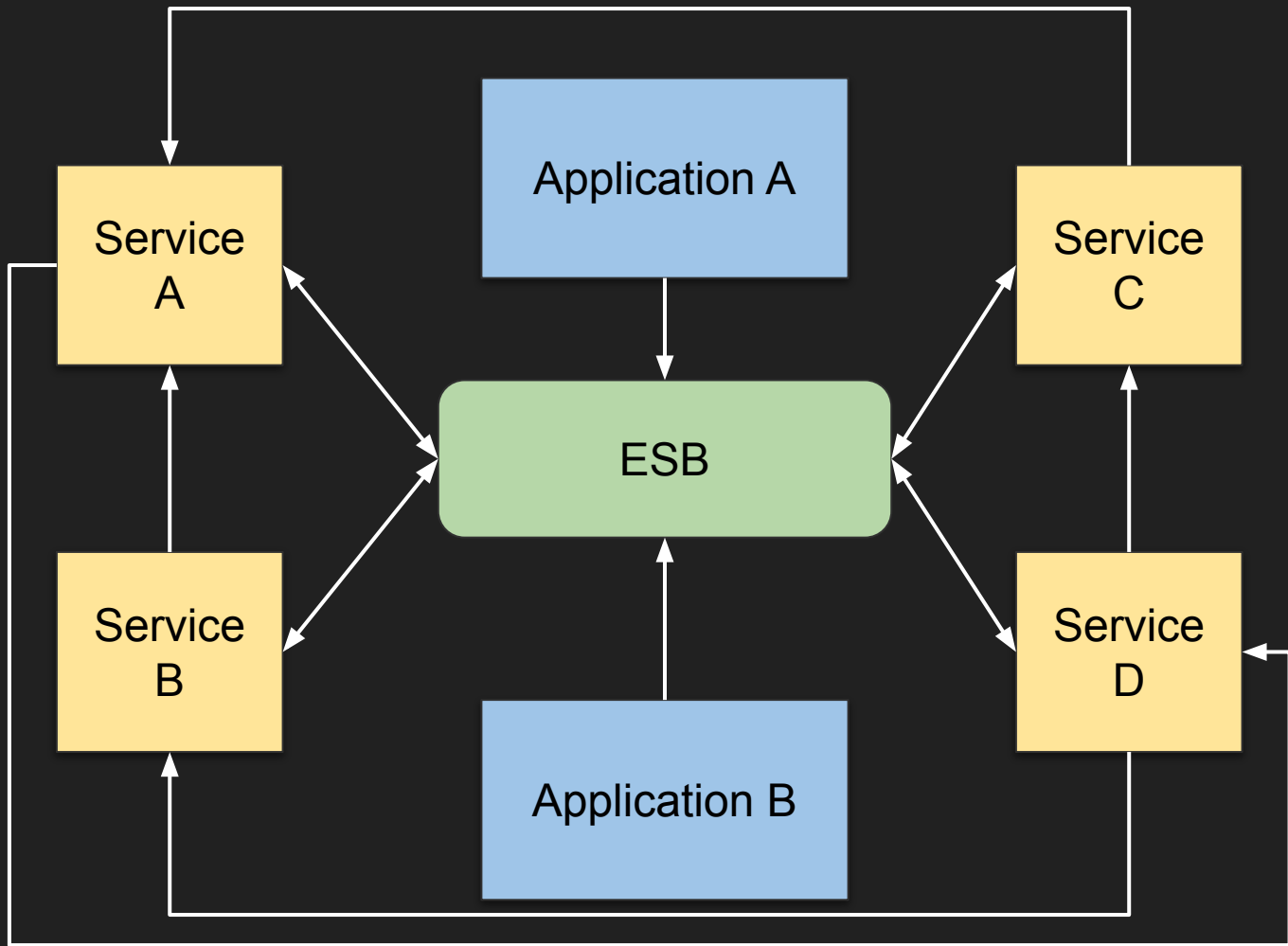
SOA

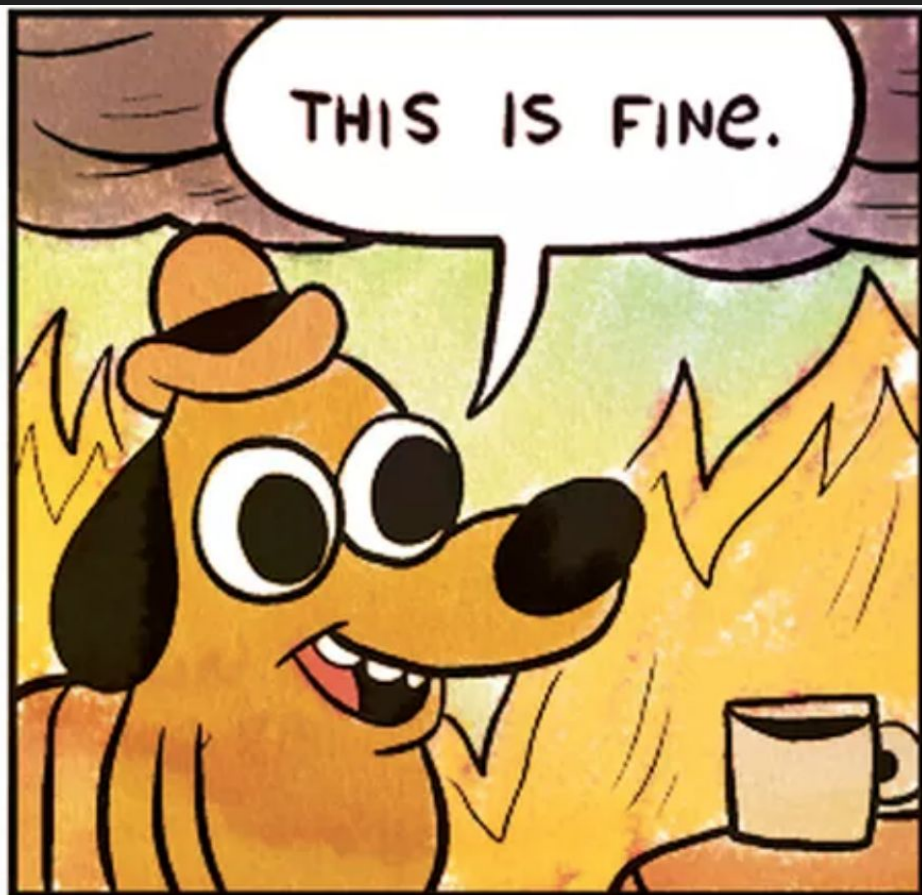




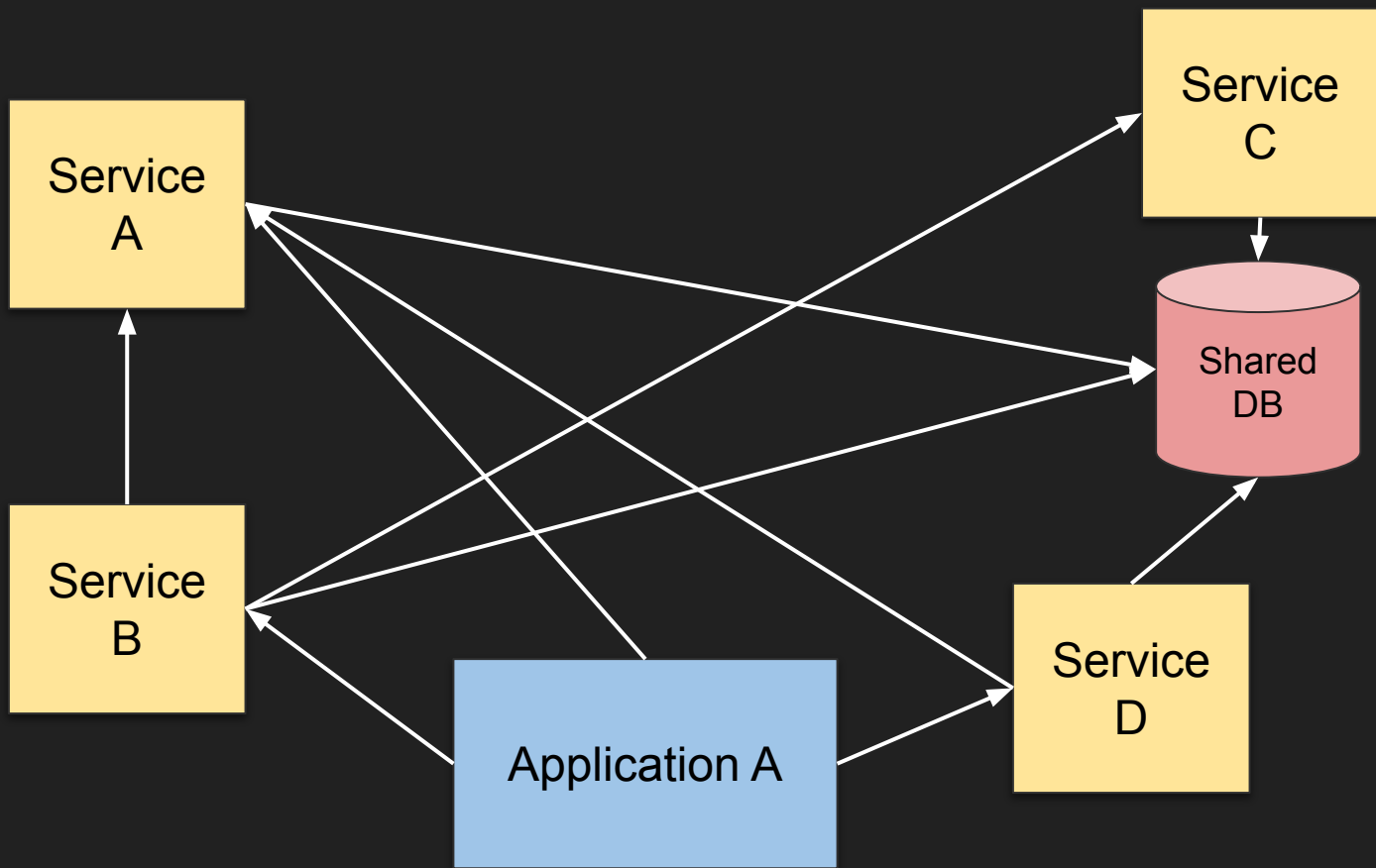
ESBs

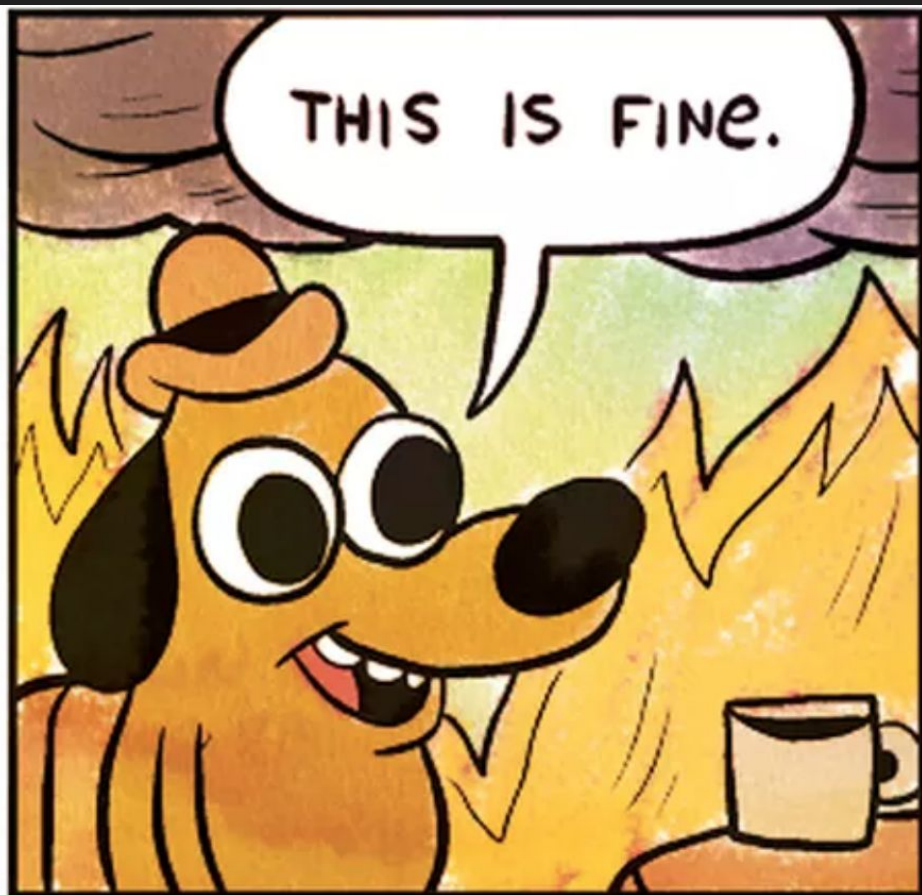






REST Based Microservices





Where does it all go wrong?

Getting caught up in the tech first

If you haven't shipped one service. How
will you ship 20?

Evolutionary Architecture
Vs
Big Design Up Front

The One Thing You Need To Know

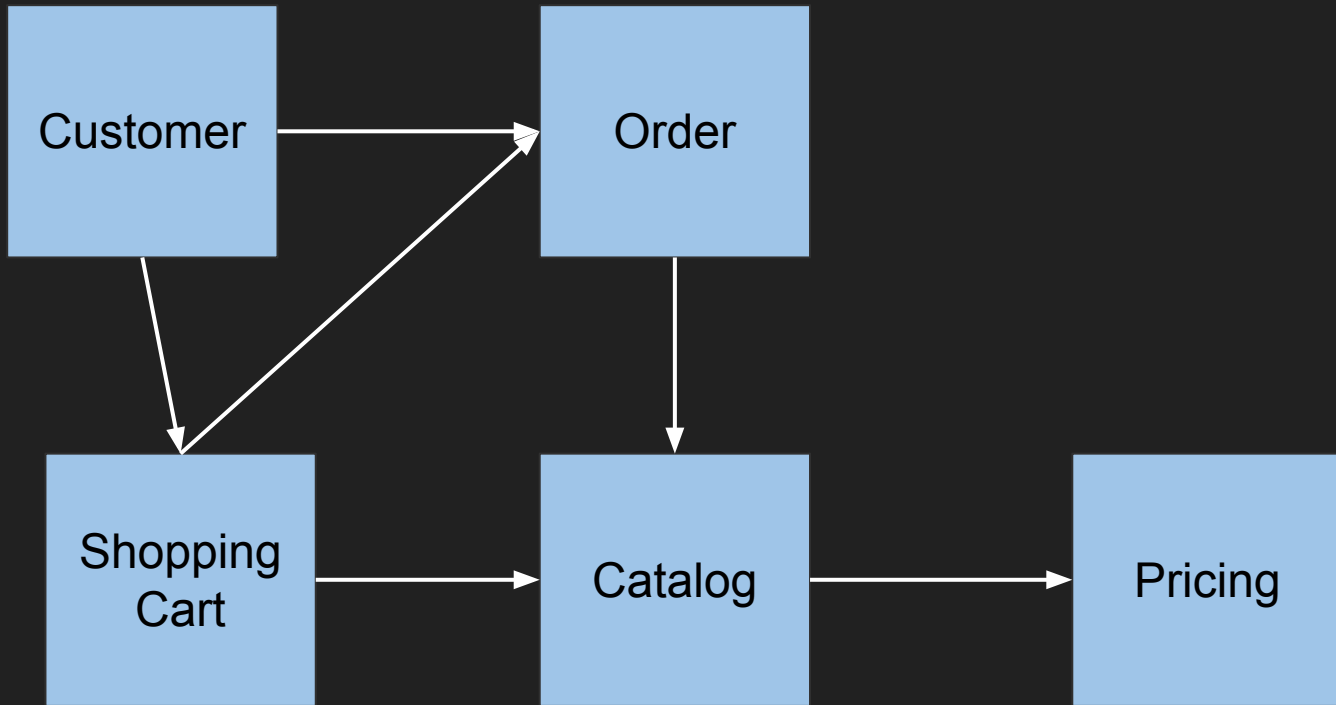
Modelling

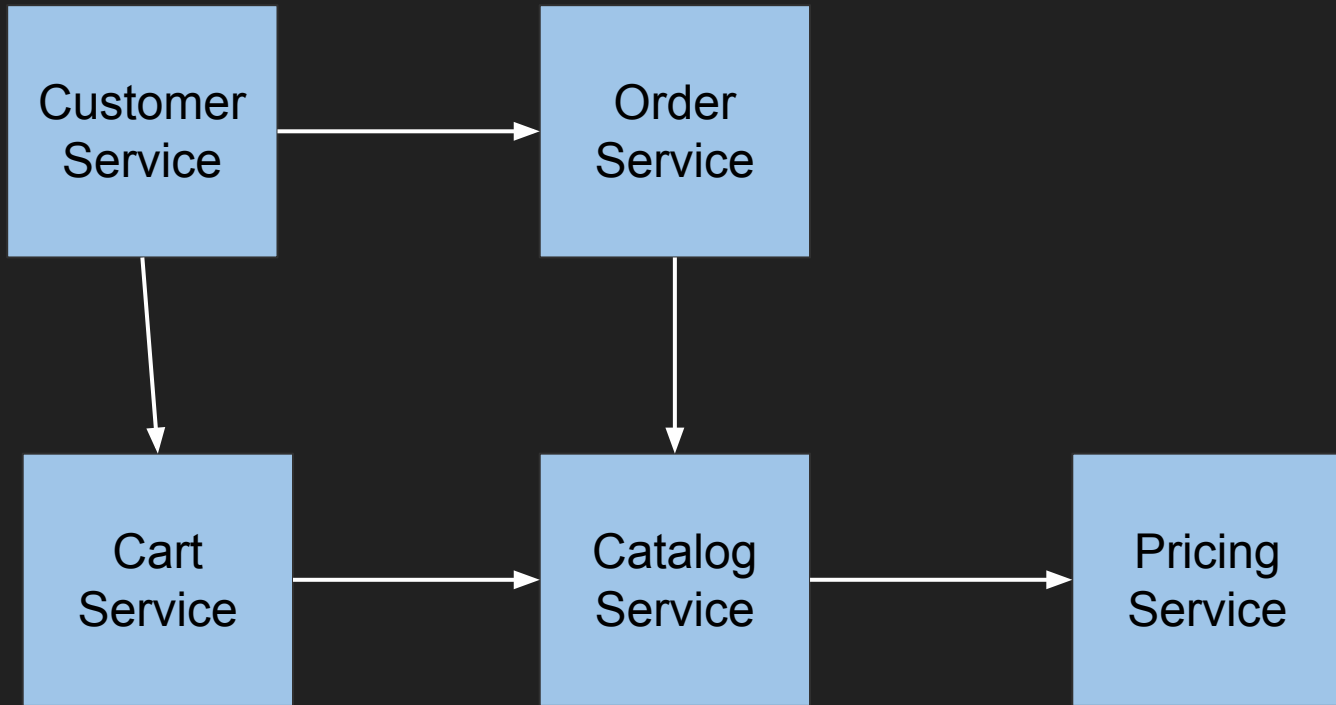
Common Smells

Service per Infrastructure Function

Domain Driven Design

Service per Aggregate Root





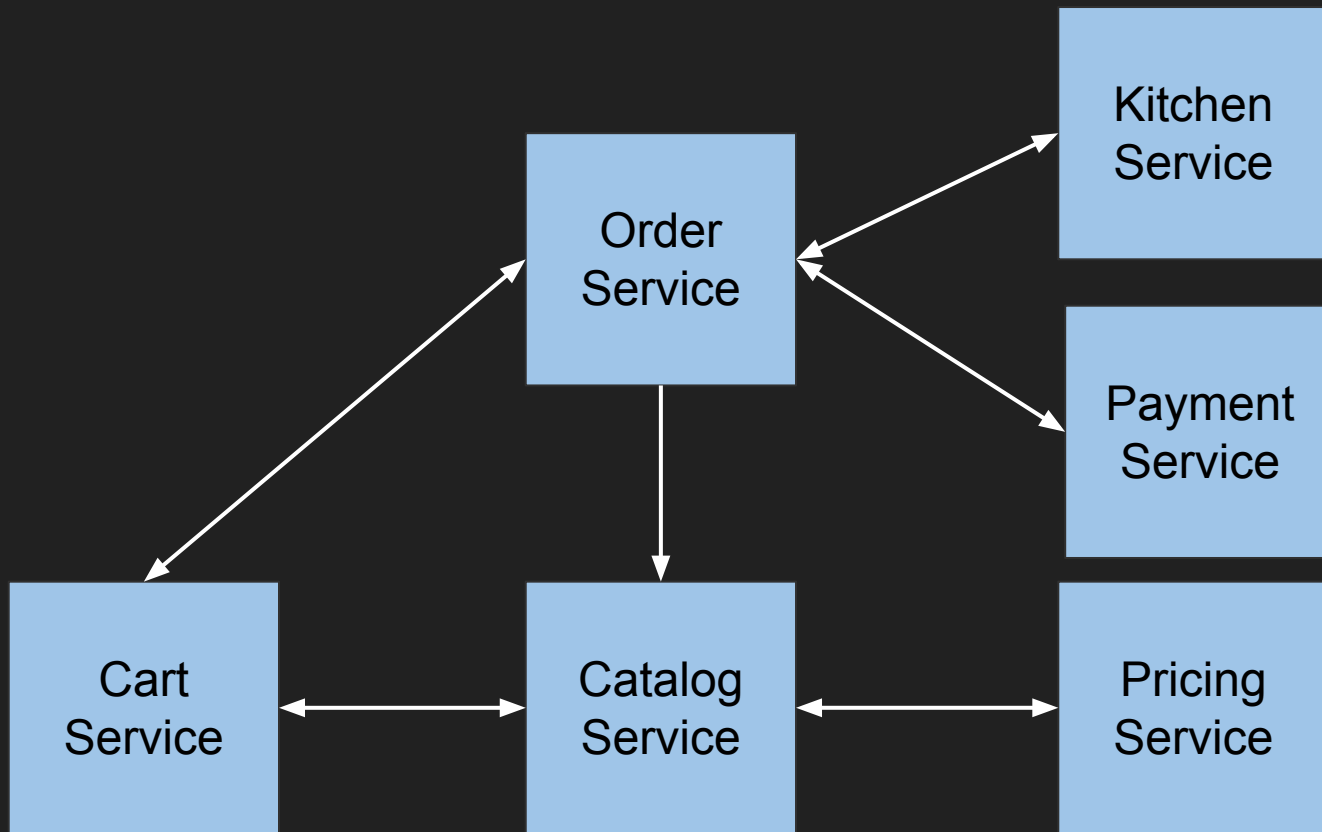
Symptoms

Bounded Contexts

It's about the people and the interactions

An example

A bad restaurant



A good restaurant

What can we take from this?

Chains of requests don't scale!

People that have the information to do
their job are more effective

Software boundaries that follow these
principles will work better

Synchronous vs Asynchronous

Services “knowing” enough to do their
job

Human Shaped Microservices

Look for the Who and How not the What

Event Storming



Let's talk transports

Why I like messaging

REST as an API Surface

The web is build on HTTP

Some Conclusions

Learning from History

Microservices and SOA have the same
roots

Look at the people and business
processes

Never forget, delivering value is the goal

Questions?

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