

# The most important thing you need to know about Microservices

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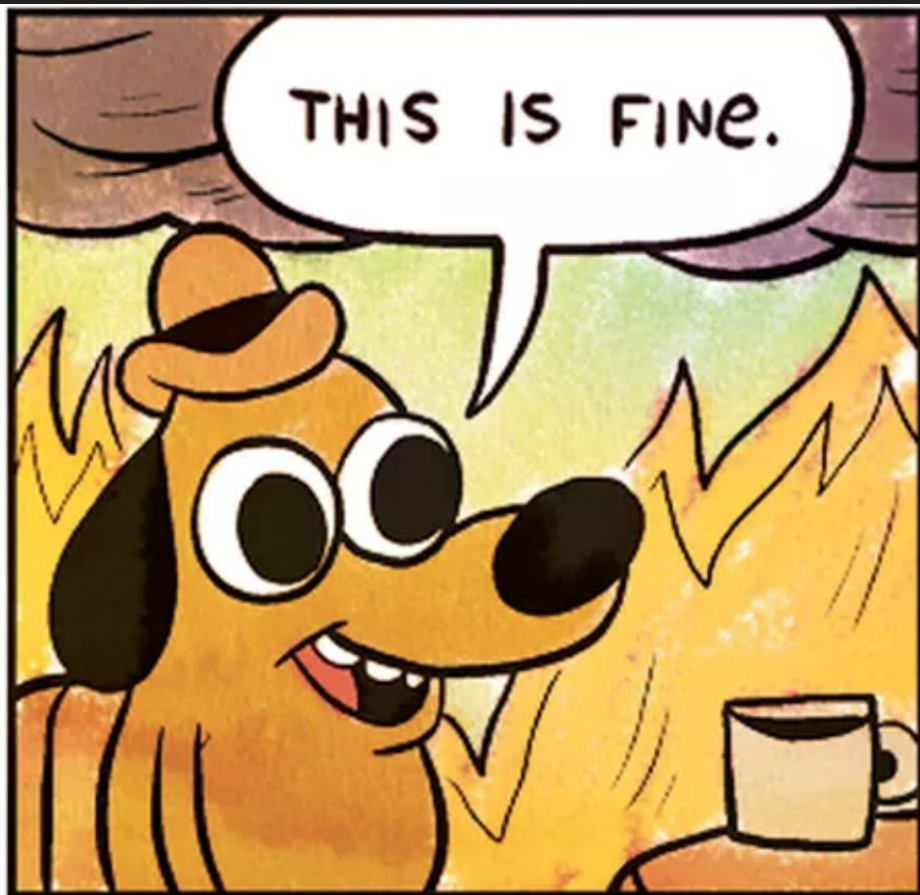
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# Agenda

- 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

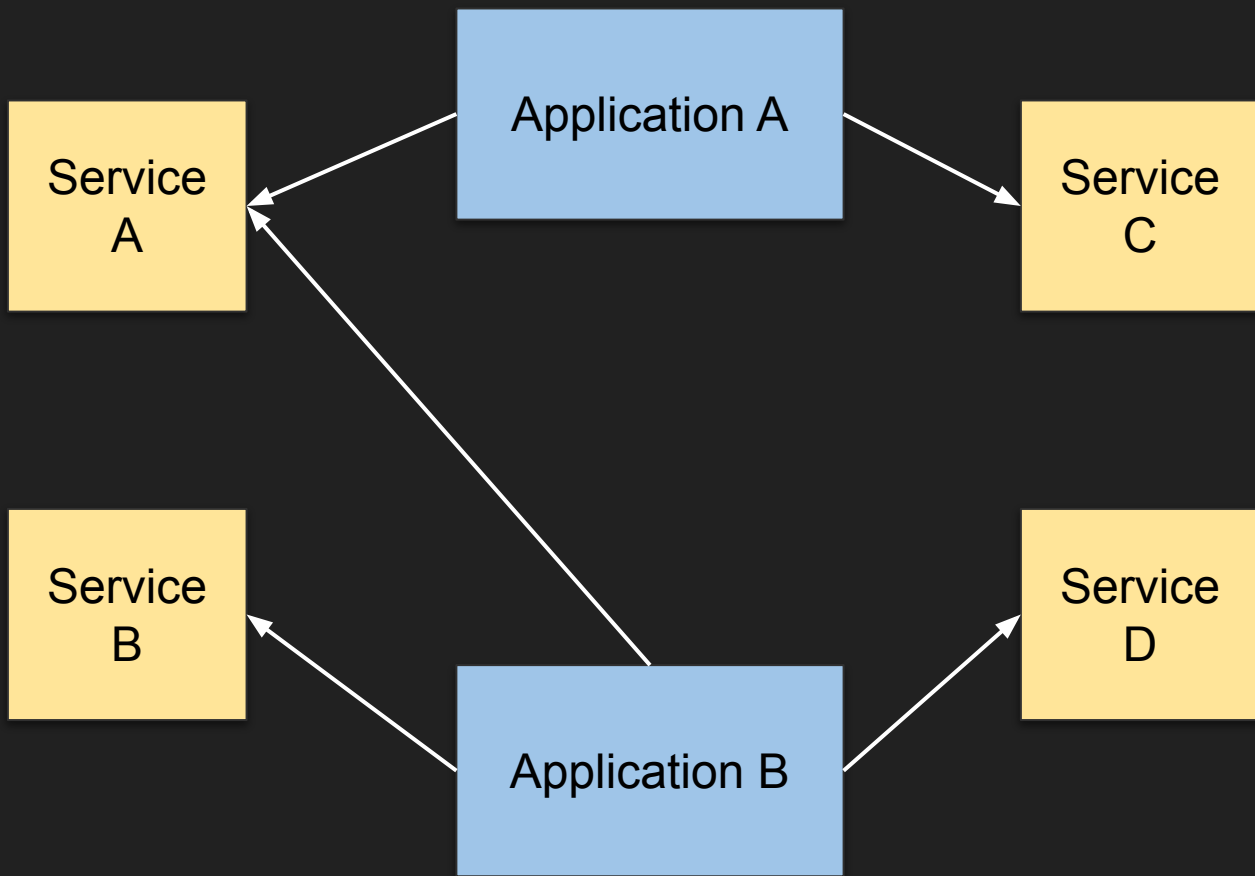


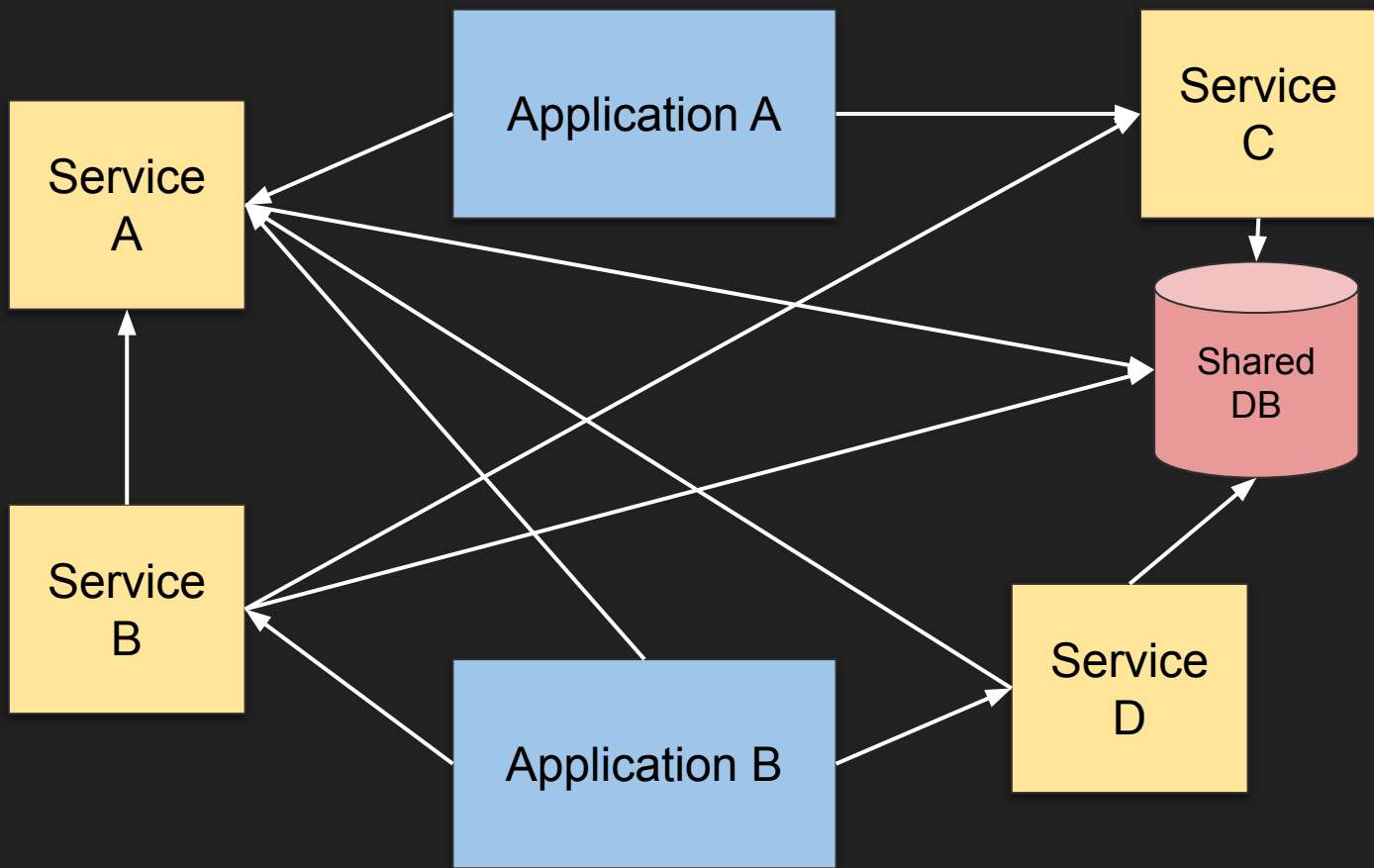
Distributed Transactions are a Lie

# A Brief History of Microservices

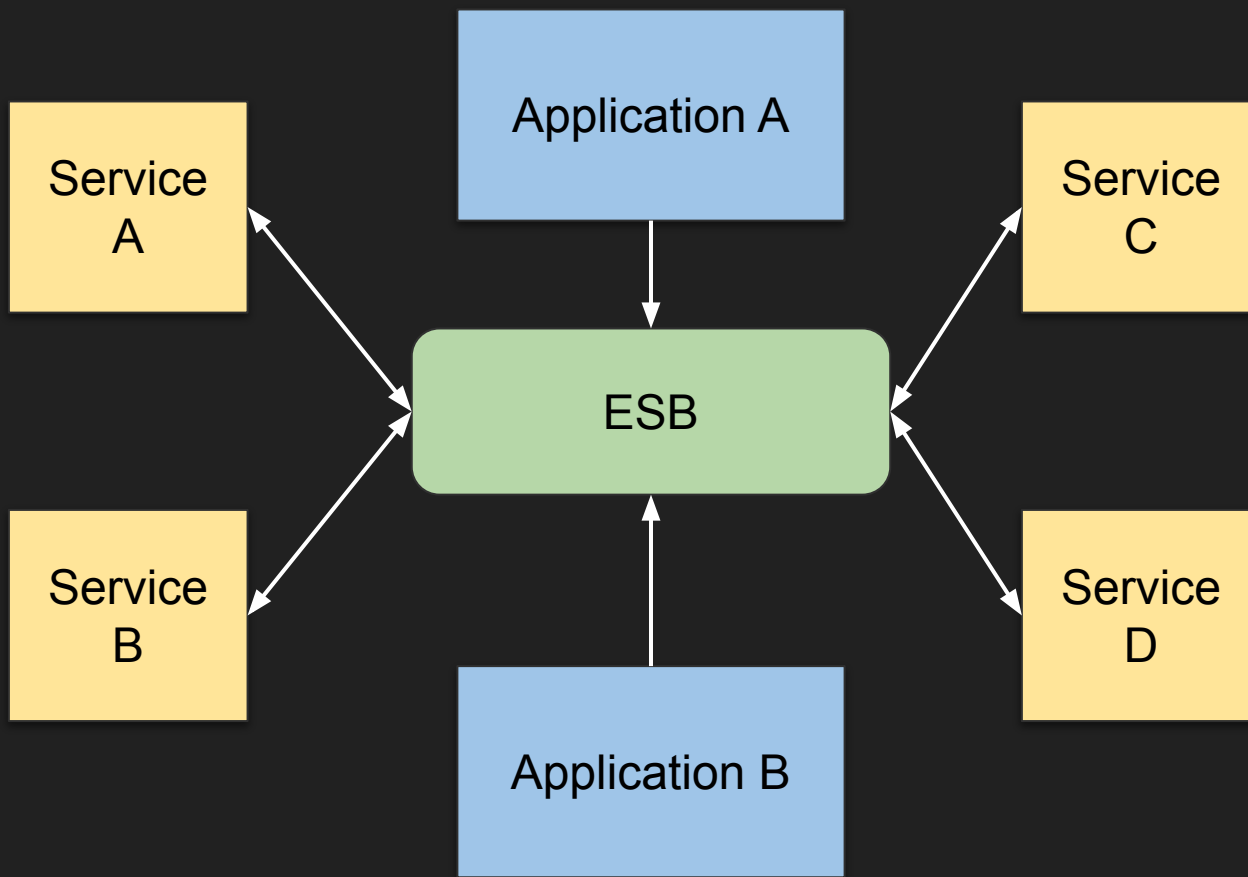
SOA

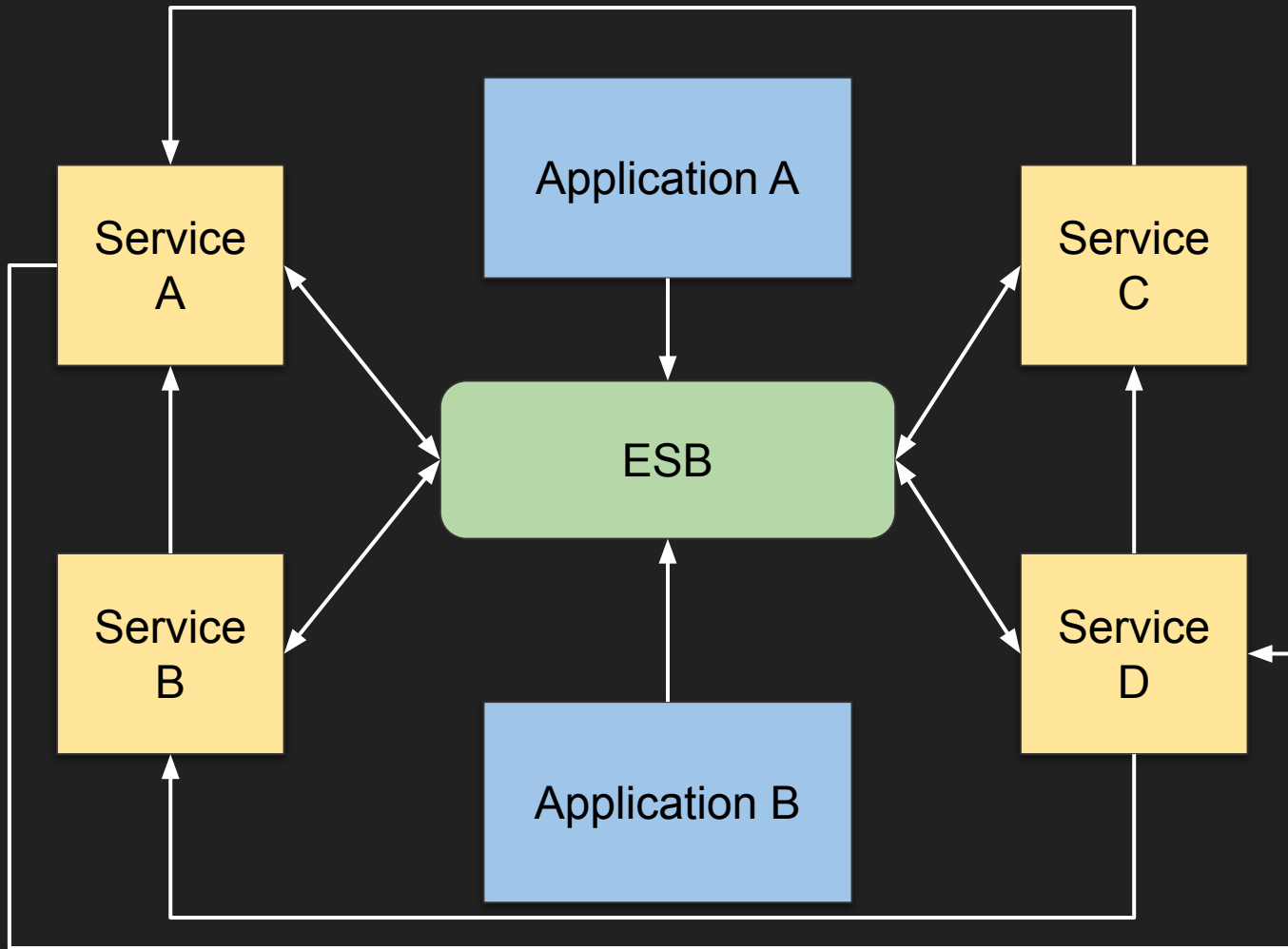


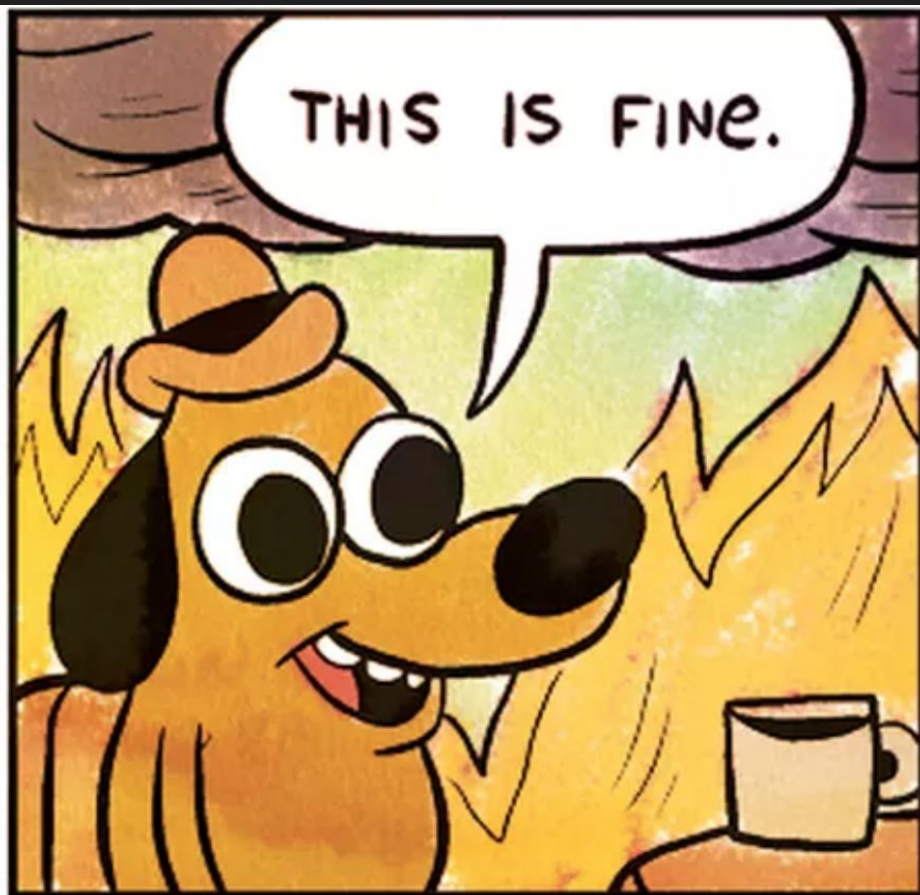




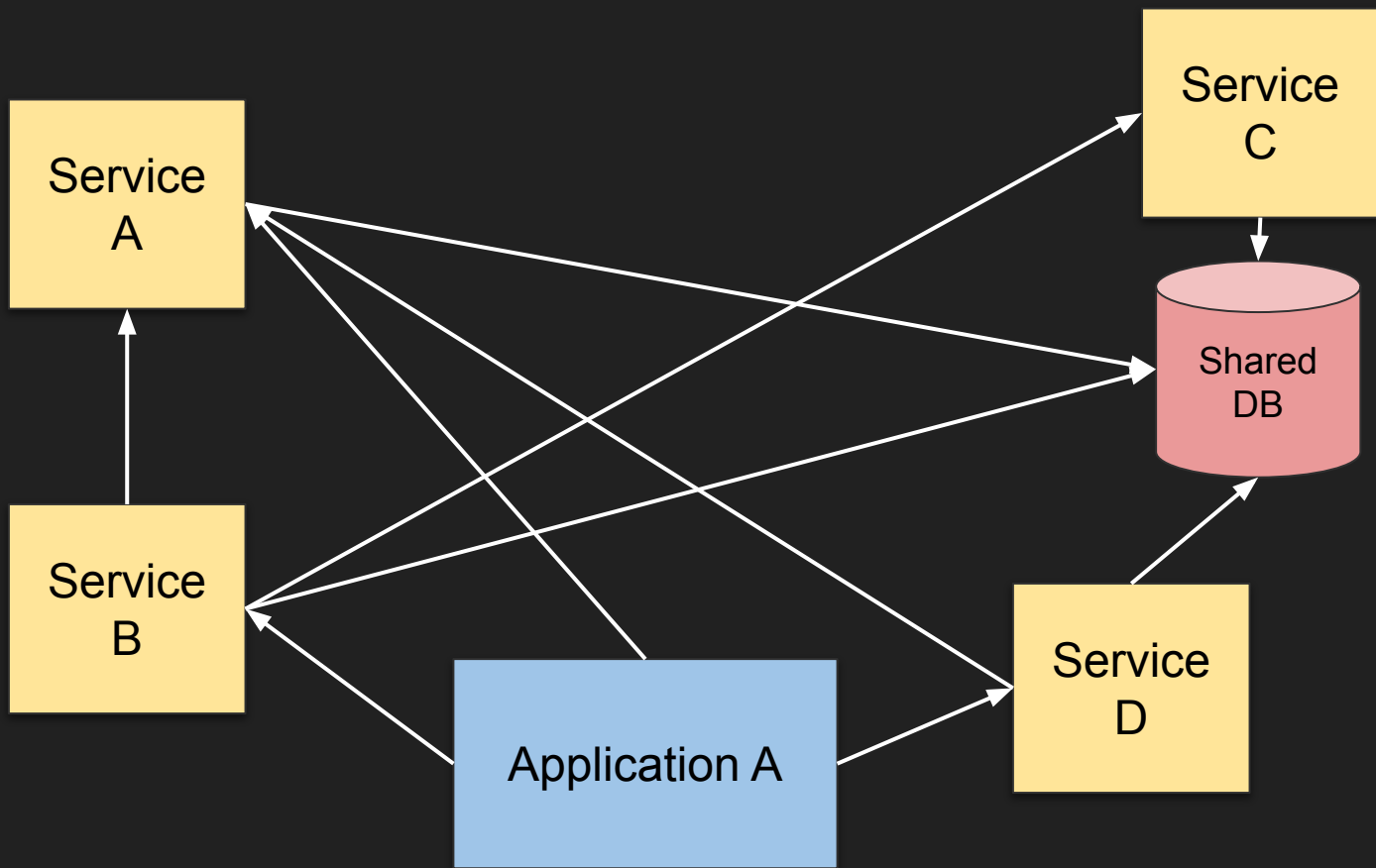
ESBs



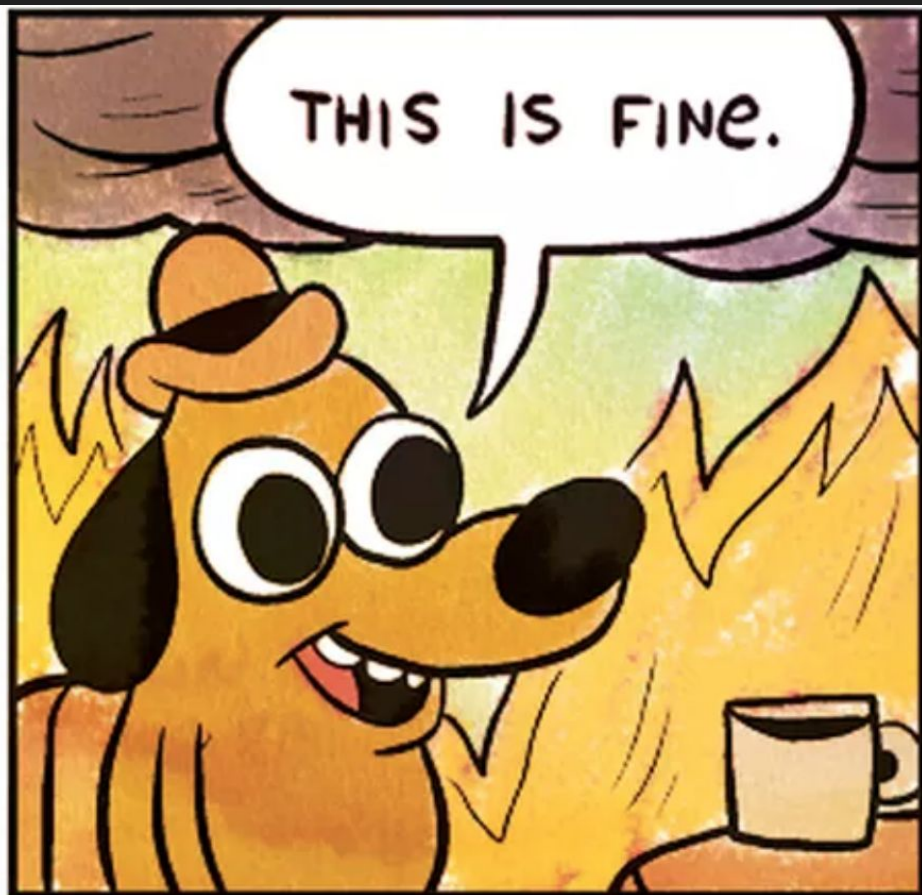




# REST Based Microservices







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

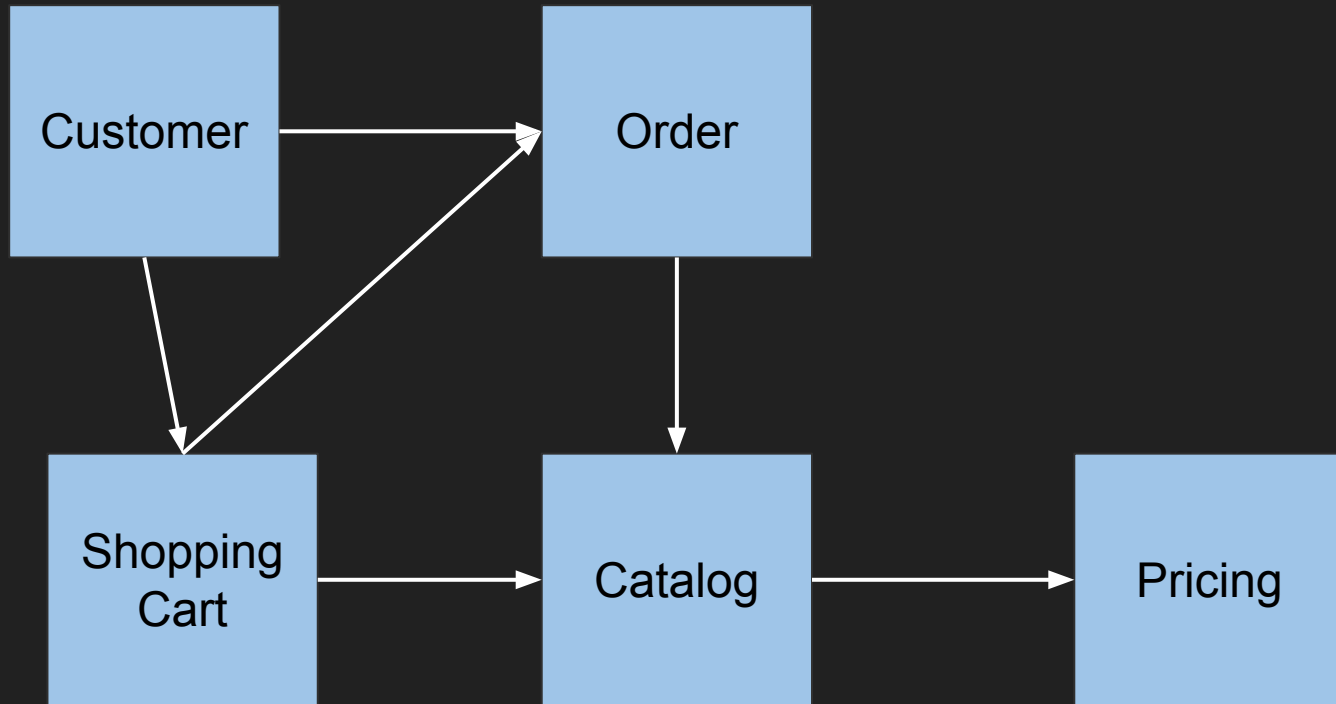
# Common Smells

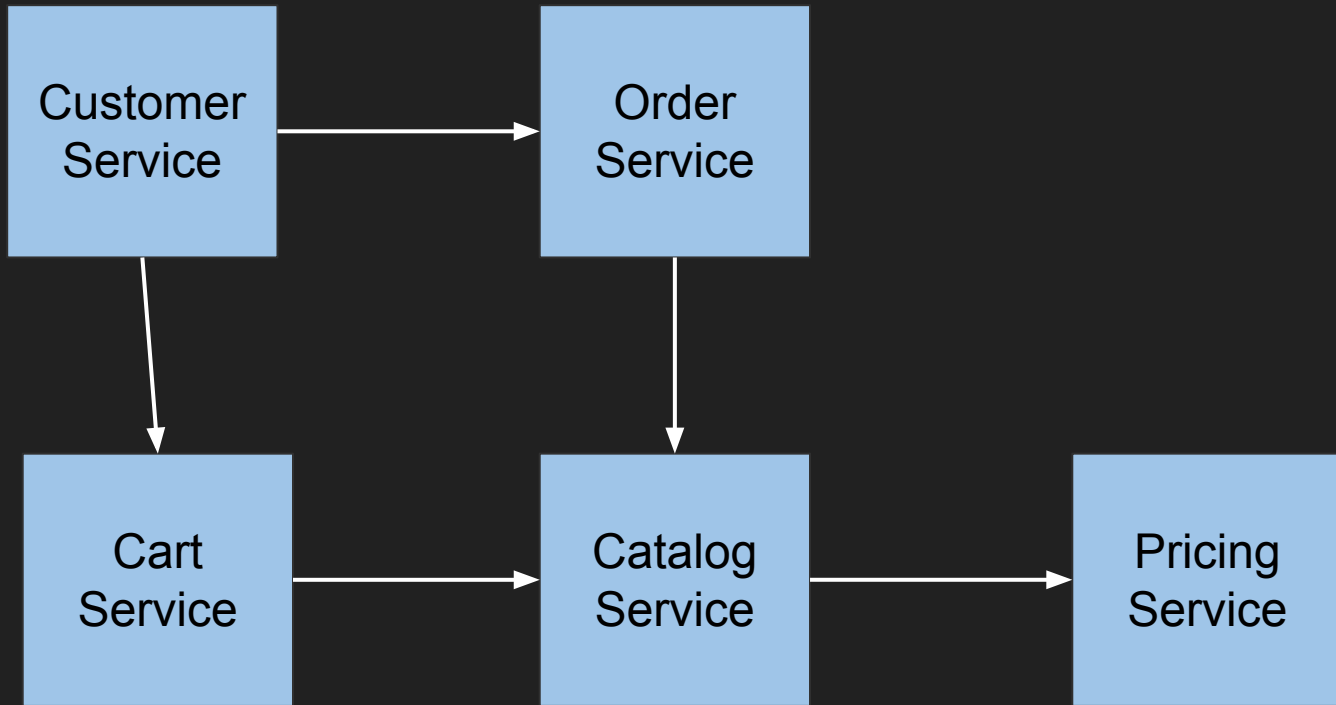


Service per Infrastructure Function

# Domain Driven Design

Service per Aggregate Root





# Symptoms

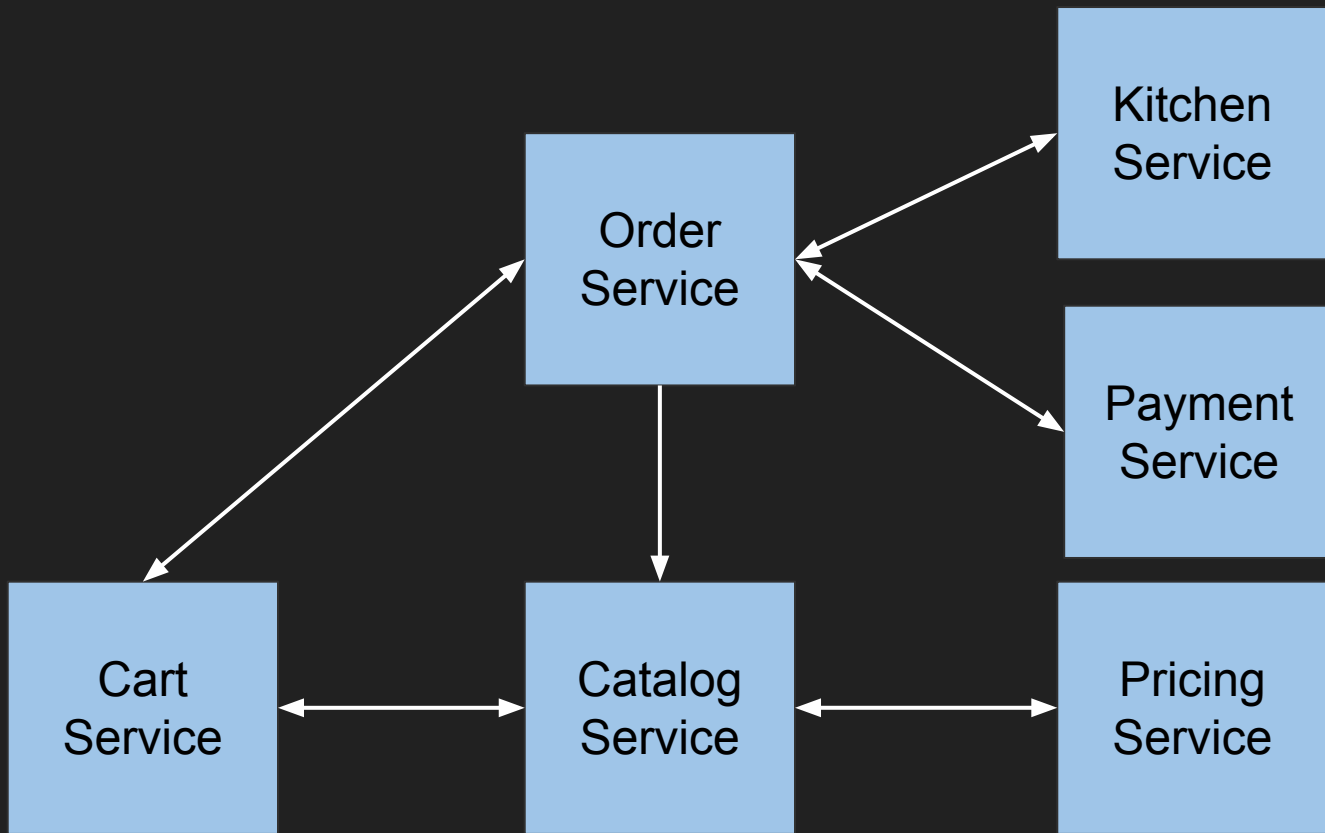
# Bounded Contexts

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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