Title

Subtitle

Master Thesis

Submitted in partial fulfillment of the requirements for the degree of:

**Master of Science in Engineering**

to the University of Applied Sciences FH Campus Wien

Master Degree Program: Software Design and Engineering

Author:

First name surname

Student Identification Number:

Number

Supervisor:

Degree firstname name

Date:

dd. mm. yyyy

Declaration of authorship:

I declare that this thesis is my own work and that I did not use any aids other than those indicated or any other unauthorized help (e.g., ChatGPT or similar artificial intelligence-based programs). I certify that this work does not contain any personal data, and that I have clarified any copyright, license or image-law issues pertaining to the electronic publication of this thesis. Otherwise, I will indemnify and hold harmless the FH Campus Wien from any claims for compensation by third parties. I certify that I have not submitted this thesis (to an assessor for review) in Austria or abroad in any form as an examination paper. I further certify that the (printed and electronic) copies I have submitted are identical.

Date: Signature:

Kurzfassung

Diese Arbeit untersucht die Auswirkungen eines zentralisierten Konfigurationsmanagements mittels Spring Cloud Config Server auf Microservices-Architekturen. Die Untersuchung konzentriert sich auf die Skalierbarkeit, Sicherheit und Wartbarkeit im Vergleich zu herkömmlichen lokalen Konfigurationen.

Abstract

This thesis investigates the impact of centralized configuration management using Spring Cloud Config Server on microservices-based architectures. It compares centralized and local configuration approaches with a focus on scalability, security, and maintainability.

List of Abbreviations

GSM Global System for Mobile communication

GPRS General Packet Radio Service

WLAN Wireless Local Area Network

Key Terms

GSM

Mobilfunk

Zugriffsverfahren

cons

Contents

Table of Contents

[Kurzfassung iii](#_Toc202442558)

[Abstract iv](#_Toc202442559)

[List of Abbreviations vi](#_Toc202442560)

[Key Terms vii](#_Toc202442561)

[Contents ix](#_Toc202442562)

[1. CHAPTER 1 – INTRODUCTION 1](#_Toc202442563)

[1.1 Background and Motivation 1](#_Toc202442564)

[1.1.1 microservices 1](#_Toc202442565)

[1.1.2 why configuration management 3](#_Toc202442566)

[1.1.3 My experience 3](#_Toc202442567)

[1.2 Problem Statement 4](#_Toc202442568)

[1.3 Research Objectives 5](#_Toc202442569)

[1.4 Research Question 5](#_Toc202442570)

[2. CHAPTER 2 – LITERATURE REVIEW 6](#_Toc202442571)

[2.1 Overview of Microservices 6](#_Toc202442572)

[2.1.1 Monolith to Microservices 7](#_Toc202442573)

[2.1.2 Key characteristics of microservices 10](#_Toc202442574)

[2.1.3 Benefits of Microservices 11](#_Toc202442575)

[2.2 Challenges in Microservices 11](#_Toc202442576)

[Complexity 11](#_Toc202442577)

[Distributed System Challenges 12](#_Toc202442578)

[Operational Overhead 12](#_Toc202442579)

[Data Management 12](#_Toc202442580)

[Service Discovery and Communication 12](#_Toc202442581)

[2.3 Centralized vs. Local Configuration 13](#_Toc202442582)

[2.4 Security and Observability Considerations 15](#_Toc202442583)

[2.4.1 Security 15](#_Toc202442584)

[2.4.2 Observability 17](#_Toc202442585)

[3. CHAPTER 3 – RESEARCH METHODOLOGY 19](#_Toc202442586)

[3.1 Research Design 19](#_Toc202442587)

[3.2 Tools and Technologies 20](#_Toc202442588)

[3.3 Evaluation Metrics 22](#_Toc202442589)

[3.3.1 Scalability 22](#_Toc202442590)

[3.3.2 Security 22](#_Toc202442591)

[3.3.3 Maintainability 22](#_Toc202442592)

[4. SYSTEM DESIGN 23](#_Toc202442593)

[4.1 Architecture Overview 23](#_Toc202442594)

[4.2 Implementation Approach 25](#_Toc202442595)

[4.3 Configuration Strategy 32](#_Toc202442596)

[4.3.1 API 32](#_Toc202442597)

[4.3.2 Docker 37](#_Toc202442598)

[37](#_Toc202442599)

[4.3.3 configserver 40](#_Toc202442600)

[4.3.4 Client-side service discovery 42](#_Toc202442601)

[Bibliography 45](#_Toc202442602)

[List of Figures 46](#_Toc202442603)

[List of Tables 47](#_Toc202442604)

[Appendix 48](#_Toc202442605)

1. CHAPTER – INTRODUCTION

## Background and Motivation

### Introduce microservices

A decade ago, applications were deployed as a single unit, with all functionalities deployed together on a single server. This architecture approach, known as Monolithic, has pros such as simpler development and deployment for smaller teams, better performance, and less cross-cutting concerns. However, it also has cons like limited agility, difficulty in adopting new technologies, and a single code base. There are various forms of Monolithic, including Single-Process Monolith, Modular Monolith, and Distributed Monolith. Service-Oriented Architecture (SOA) emerged to address the challenges of large, monolithic applications by organizing software systems as interoperable services. SOA offers benefits like reusability, better maintainability, higher reliability, parallel development, but also has cons like complex management, high investment costs, and extra overload. Microservices, on the other hand, are independently releasable services modelled around a business domain, allowing for more complex systems to be constructed [1].

Considering the growing complexity of software systems and an unyielding pursuit of agility, monolithic architectures have started to show their shortcomings. Microservices architectures, which focus on independent, self-sufficient services, presents a compelling alternative, offering improved scalability, quicker deployment cycles, and better maintainability. Nevertheless, the shift to this fragmented model is fraught with challenges. One of the most significant hurdles is the breakdown of existing monoliths into cohesive microservices. Accurately determining microservice boundaries and functional responsibilities within a monolithic software system is a crucial task, yet it often proves to be elusive. Various methods have been developed to aid in this endeavour, analysing features, dependencies, and execution patterns to potentially delineate well-defined microservices. Despite these advancements, a thorough understanding of the strengths, weaknesses, and ongoing challenges associated with current decomposition strategies remains elusive. This systematic literature review seeks to address this knowledge gap. Through a rigorous methodology, we systematically compile, analyse, and synthesize research contributions on monolith decomposition, with a particular emphasis on techniques for microservices identification. Our investigation delves into the research objectives, evaluation methods, and persistent challenges that define this field, aiming to establish a solid classification of decomposition approaches and highlight pathways for further refinement [2].

The microservices architecture started to attract attention following the publication of several success stories from companies such as Netflix, Gilt.com, and Amazon. However, all these companies, along with many other successful microservices implementations, had one commonality — they originated from web-based companies that were either creating new applications or did not possess a significant legacy code base to overhaul. When a traditional corporation transitions to microservices, one challenge they encounter after selecting the initial green-field applications to explore microservices is that certain principles of the microservices architecture, especially the "Decentralized Data Management" and "Decentralized Governance" principles, are challenging to implement when it is necessary to refactor a large monolithic application. Fortunately, a solution to this challenge has existed for several years in the form of a pattern that Martin Fowler first documented in 2004, several years before his work on microservices. This concept is known as the "strangler application pattern," which aims to tackle the reality that one rarely operates in a green field. The applications that require microservices the most are often the largest and most complex on the web; however, leveraging the architecture of the web can offer a strategy for managing the necessary refactoring. The strangler application is a straightforward concept based on the analogy of a vine that constricts the tree it envelops. The premise is to utilize the structure of a web application — the fact that it is composed of individual URIs that correspond functionally to various aspects of a business domain — to divide an application into distinct functional domains and replace those domains with a new microservices-based implementation one domain at a time [3].

The Strangler Fig Pattern is a software migration pattern used to gradually replace or refactor a legacy system with a new system, piece by piece, without disrupting the existing functionality. This pattern gets its name from the way a strangler fig plant grows around an existing tree, slowly replacing it until the original tree is no longer needed. When to Use the Strangler Fig Pattern: When you need to modernize a large or complex legacy system. When you want to avoid the risk associated with a complete system rewrite or "big bang" migration. When the legacy system needs to remain operational during the transition to the new system shown in Figure 1.

A group of trees with branches

AI-generated content may be incorrect.

Figure 1 .Strangler Fig Pattern

### why configuration management

Configuration management is crucial for microservices to function effectively, as it includes environment variables, feature flags, service endpoints, and rate limits. Mismanaged configurations can lead to downtime, inconsistent behaviour, or security vulnerabilities. Challenges in managing configurations include decentralization, environment-specific configurations, dynamic updates, and security concerns. Decentralized storage can lead to inconsistencies, while environment-specific configurations require different environments for development, staging, and production. Storing sensitive information like API keys or passwords requires special care to avoid breaches. It allows for dynamic updates without the need to redeploy or restart services, ensuring minimal disruption and smooth rollout of settings across multiple microservice instances. Centralized configuration management systems like Spring Cloud Config support dynamic configuration updates for service consistency, eliminating drift between environments and instances. Central repositories like Git or Consul used with Spring Cloud Config simplify configuration management tasks, making tracking changes and auditing straightforward. Environment-specific profiles (e.g. dev, staging, prod) are handled cleanly from a central place, and automatic configuration refresh (via Spring Cloud Bus, Kafka, or RabbitMQ) propagates updates in real time to all clients, contributing directly to maintainability, operational efficiency, and system scalability [4].

### personal experience

After working at Alliance for three and half years on a substantial application related to Insurance, I have come to understand how a large community application can encounter issues from various angles.

One significant challenge is managing a large team, which can be difficult, and finding someone who possesses comprehensive knowledge of the entire application is equally challenging. If you consider a single line of code, it can be problematic; even if there are just one or two lines, updating them can impact every aspect of the application. Consequently, extensive testing is required, which can lead to significant delays.

At one point, we decided to transition to microservice architecture, and while we implemented it, we were unable to convert the entire application. The business layer, which interfaces with the database, remained monolithic, while we transformed other components into microservices. Despite this, we observed improvements in performance and latency, and we were able to organize our services into smaller teams. Each team included roles such as a Scrum Master, designer, product owner, and testers, allowing us to work concurrently in different programming languages. However, we still face the limitation of having a single database. For instance, adding a new column to the database required a lot of changes, highlighting the challenges of analytics applications.

Additionally, microservices come with their own set of issues. In my view, if a project can be divided into three or four microservices, it may be better to avoid microservices altogether. However, if the project necessitates more than five microservices,

I recommend pursuing that route.

Another aspect I wish to highlight is that when utilizing microservices, you have the flexibility to select the programming language for each service. This is one of the significant advantages of microservices, a freedom that is not available in monolithic applications.

## Problem Statement

In a distributed system, especially one built on microservices architecture, managing configurations can become complex and challenging. Each service typically requires its own set of configurations, including database connections, API keys, feature flags, and environment-specific settings (e.g., development, staging, production). As the number of services grows, keeping track of all these configurations across multiple environments can quickly become unmanageable. That’s why we should use a centralized configuration [3].

Without centralization, changes needed to be replicated manually, increasing maintenance overhead and reducing flexibility. A dedicated configuration service improved consistency and simplified the deployment pipeline.

In a typical microservices system, each service has its own configuration file. While this seems simple at first, it causes big problems in large, distributed systems:

Challenges in Configuration Management

1. Decentralization: With multiple services, storing and managing configurations locally for each service can lead to inconsistencies.
2. Environment-Specific Configurations: Development, staging, and production environments require different configurations.
3. Dynamic Updates: Certain configurations, like feature toggles or throttling limits, may require runtime updates.
4. Security Concerns: Storing sensitive information like API keys or passwords needs special care to avoid breaches.

These issues lead to higher operational effort, more downtime, and potential vulnerabilities. Centralized configuration — where all services pull their settings from one place — promises to solve these challenges, but it’s still unclear how much of an impact it really makes in practice.

This thesis will explore that question through a hands-on comparison.

## Research Objectives

The main goal of this thesis is to assess the effects of centralized configuration management on microservices architecture through the implementation of Spring Cloud Config Server. Specifically, this research aims to investigate how the centralization of configuration data influences three critical operational factors: scalability, security, and maintainability.

In microservices environments, decentralized or per-service configuration can lead to redundancy, inconsistency, and operational overhead—particularly when dealing with large-scale distributed systems. This study aims to illustrate how externalizing configurations to a centralized service can enhance scalability by facilitating easier deployment of changes, mitigate security risks through centralized secret management and access control, and improve maintainability by streamlining configuration updates and auditing.

The research will establish two configurations for comparison: one utilizing local per-service configurations and the other employing centralized configuration via Spring Cloud Config Server. These configurations will subsequently be assessed based on established metrics, including deployment complexity, response time during configuration updates, RBAC enforcement, and the operational effort required to maintain configurations.

## Research Question

In what ways does centralize configuration management through Spring Cloud Config Server enhance scalability, security, and maintainability within microservices architectures when compared to local configuration management? The sub-questions are as follows: To what degree does centralized configuration alleviate the operational challenges associated with configuration changes? How does it facilitate the secure management of environment-specific variables and sensitive information? What effect does it have on the capacity to scale services independently and uniformly across different environments? By exploring these inquiries, the thesis seeks to offer practical insights and an empirical assessment of configuration strategies in distributed systems.

# CHAPTER – LITERATURE REVIEW

## Overview of Microservices

Microservice architecture has increasingly become the preferred method for developing distributed systems and large-scale applications in recent years. In contrast to monolithic structure, microservice architecture is characterized by its loose coupling, with each service operating independently of the others. Similar to a monolith, a microservice encompasses business logic and local data storage, but it is designed for single-purpose services only. This distinction sets microservices apart from monolithic architectures, which integrate an entire application within a single service. Consequently, a collection of microservices, each functioning independently, operates as a suite of smaller services. The independent operation of these services simplifies maintenance due to their manageable size and organization, ensuring that if one microservice encounters a failure, the entire system remains intact. This design allows for high replaceability of components, enabling autonomous teams to conduct maintenance and updates independently in most instances. Given the structural design of microservices and their independent operation, they rely heavily on internal communication among the services. A microservice is language-agnostic, indicating that components should not interact through language-specific functions or method calls (Microsoft, 2021). This presents a challenge when moving from a monolithic to a microservice architecture, as direct conversion via method calls is deemed inefficient. Therefore, microservices utilize inter-service communication protocols, such as HTTP or gRPC, for interaction. The architectural transformation that DNB is undergoing involves transitioning from the legacy code base and adjusting business areas to leverage the new opportunities presented by the updated digital architecture. Fowler noted that organizations with an existing monolithic architecture would find it advantageous before shifting to microservice architecture, asserting that it would be difficult to develop applications from the ground up using only microservices [6].

### Monolith to Microservices

Monolithic, has pros such as simpler development and deployment for smaller teams, better performance due to no network latency, and a single code base. Cons include limited agility, difficulty in adopting new technologies, and a single code base.

SOA emerged as an approach to address the challenges of large, monolithic applications by organizing software systems as a collection of interoperable services. This approach offers benefits such as reusability, better maintainability, higher reliability, parallel development, and complex management due to communication protocols. However, it also has cons such as high investment costs and extra overload.

Microservices, independently releasable services modelled around a business domain, are easier to develop, test, and deploy, increase agility, and scale horizontally. They can represent various services, such as Accounts, Cards, and Loans, but together they could form an entire bank system.

(GitHub-course)

A diagram of a computer service

AI-generated content may be incorrect.

Figure 2 : Monolithic vs. SOA vs. Microservices

A screenshot of a computer

AI-generated content may be incorrect.

Figure 3: Monolithic vs. SOA vs. Microservices Comparison

### Monolith to Microservices: 5 Strategies

1. Incremental Refactoring

Incremental refactoring refers to the gradual transformation of a monolithic system into a microservices architecture. This approach enables the progressive decomposition of a monolith into microservices, thereby minimizing the risk of business disruption.

With incremental refactoring, the initial step involves identifying the components of the monolith that are most amenable to becoming independent microservices. These components may include functionalities that are relatively isolated from the remainder of the system or those that would gain the most from the benefits provided by microservices, such as enhanced scalability and expedited deployment [6].

2. Strangler Pattern

The strangler pattern represents a strategy that entails the gradual replacement of segments of a monolithic application with microservices while the monolith continues to operate. This pattern draws inspiration from the strangler fig tree, which envelops other trees and gradually supplants them.

The strangler pattern facilitates the incremental introduction of microservices into your system without interrupting the operation of the monolith. This methodology mitigates risk and promotes a more seamless transition process [6].

3. Decomposing by Business Capability

This strategy focuses on dismantling a monolith into microservices based on business functionalities. This approach aligns the technical elements of your system with your business goals, simplifying the management and evolution of your system in response to business demands.

When decomposing by business capability, it is crucial to ensure that each microservice is accountable for a singular business capability. This practice helps preserve the independence of microservices and diminishes the complexity of the system [6].

4. Anticorruption Layer (ACL)

The anticorruption layer (ACL) is a strategy employed to guarantee that the transition from a monolith to microservices does not compromise the business logic of your system. The ACL serves as a protective barrier between the monolith and the microservices, facilitating the conversion of data and requests between the two systems.

Utilizing an ACL can assist in ensuring that the integrity of the business logic is maintained throughout the transition process [6].

5. Domain-Driven Design (DDD)

Domain-driven design (DDD) is a software development approach that focuses on understanding the business domain and using this understanding to guide the design and

development of software. In the context of transitioning from monolith to microservices, DDD can be used to identify the boundaries of microservices and to ensure that the transition process aligns with business goals. [6].

### Key characteristics of microservices

Microservices are an increasingly popular approach to building and deploying software applications. This architectural style involves breaking down an application into a set of independent services that can be developed, deployed, and maintained separately. The goal of microservices is to make software development more agile and scalable, allowing teams to release new features and updates quickly and efficiently [6].

* Componentization via Services: Component is a unit of software that is independently replaceable and upgradeable.
* Organized around Business Capabilities: The microservice approach to division is splitting up into services organized by business capability.
* Products not Projects: This is Amazon’s notion of “you build, you run it” where a development team takes full responsibility for the software in production.
* Smart endpoints and dumb pipes: Microservices aim to be as decoupled and as cohesive as possible, so they own their own domain logic and receive a request, applying logic and producing a response with using Restful APIs.
* Decentralized Governance: Netflix is a good example of an organization that follows this philosophy. Sharing useful and all tested code as libraries encourages other developers to solve similar problems in similar ways.
* Decentralized Data Management: Microservices also decentralize data storage decisions. We can say this approach as Polyglot Persistence or Polyglot Databases. That means Microservices prefer letting each service manage its own database, either different instances of the same database technology, or entirely different database systems.
* Infrastructure Automation: That means automate deployment to each new environment and for every microservice separately.
* Design for failure, Resilience: Microservices design by dealing with failures and try to manage failures with managing errors with proper actions. Microservices are also designed to be resilient, meaning that they can continue to operate even if one or more services fail
* Scalable: Each service operates independently, it is possible to scale individual services up or down as needed, without affecting the rest of the application. This allows teams to allocate resources more efficiently and ensure that the application can handle increased traffic or usage.
* Technology Agnostic: Different services can be written in different programming languages or use different technology stacks.

### Impacts of Migration to Microservice Architecture on Team

Overall, the role of the Product Owner has been significantly influenced by the transition from a monolithic to a microservice architecture. As a representative of customer and product interests, the Product Owner has prioritized enhancing the frequency of software deliveries. The shift to microservice architecture has markedly improved the continuous delivery process. Unlike before, when new functionalities were deployed to customers in fixed deployment cycles, even at the conclusion of each Sprint, they are now delivered continuously throughout a Sprint. Delivery to the customer has been established as a criterion for the completion of User stories and has been integrated into the Definition of Done. This increased frequency of deployments has resulted in more regular interactions with customers, thereby enhancing agility [7].

In comparison to the Product Owner, the Scrum Master indicated that the migration from a monolithic to a microservice architecture resulted in a reduced number of changes. The Scrum Master primarily highlighted the importance of communication and coordination among teams, as well as the necessity for enhanced motivation among team members.

The Scrum Master underscored that decomposing the application into smaller, independent units facilitated the allocation of application responsibilities across teams and contributed to achieving cross-functionality within the team. This approach also mitigated issues related to inter-team dependencies, ultimately leading to improved efficiency.

Additionally, the Scrum Master noted that the ability to articulate Sprint goals with greater precision has bolstered team member motivation throughout the Sprint. However, the Scrum Master also acknowledged the complexities involved in transitioning to a microservice architecture.

Regarding Scrum ceremonies and artifacts, the Scrum Master did not perceive any significant changes from his perspective. Specifically, while the Sprint retrospective was discussed in greater detail, it remained fundamentally unchanged according to the Scrum Master [7].

The Impacts of Migration to Microservice Architecture on the Developer Role

Naturally, the technological dimensions of the migration from monolithic to microservice architecture were predominant in the interviews conducted with developers. They candidly expressed the challenges that accompanied the migration process, emphasizing that issues related to deployment, operation, and monitoring should not be underestimated. Moreover, the DevOps concept and the associated automation of processes were identified as critical. It became essential to fulfill the heightened demands for knowledge, experience, and technical expertise within the development team.

Conversely, microservices facilitated a more manageable workflow for development teams and reduced the risks associated with the creation of new functionalities. The process of adding or replacing individual microservices proved to be significantly simpler than redeploying the entire monolithic system [7].

## Challenges in Microservices

Complexity

Microservices offer flexibility and modularity. However, development teams tend to face many challenges, including service communication, data consistency, and distributed system management [7].

Building, running, and governing a microservices-based app demands specialized skills, tools, and advanced monitoring and orchestration capabilities. Companies need to invest in the infrastructure, automation, and DevOps practices to handle the complexity associated with microservices.

Distributed System Challenges

In the microservice architecture, communication between services happens via a network, which leads to increased latency, networking overhead, and potential failure points.

Securing reliable communication, coping with network failures and maintaining data consistency among the distributed services can be hard. Organizations must develop resilient communication patterns, such as circuit breakers, retries, and procedures, to mitigate such challenges [7].

Operational Overhead

The operational overhead associated with running many microservices in production environments is huge. Examples of tasks that become more complicated in a distributed system are monitoring, logging, debugging, and tracing.

Companies require reliable monitoring and observability of threats to gain knowledge of the health and efficiency of individual services and the system. Moreover, service dependencies management, versioning, and backward compatibility increase the operational complexity of microservices [7].

Data Management

In a microservices architecture, each service has its data store, and there can be a duplication of data, thereby leading to inconsistency and synchronization issues.

Ensuring data consistency across distributed systems involves meticulously designing and implementing data management techniques like event sourcing, eventual consistency, and distributed transactions [7].

Organizations are required to meticulously govern data access and maintain data integrity to prevent data corruption and related problems.

Service Discovery and Communication

Microservices must discover and talk to each other dynamically. Therefore, a strong service discovery mechanism is needed. Managing service endpoints, load balancing, and failover across distributed services is hard [7].

Organizations should apply service registry and discovery solutions, for instance, Consul or Eureka, to simplify the communication between services. Furthermore, resilient communication patterns, like the service mesh architectures, improve reliability and tolerance to faults.

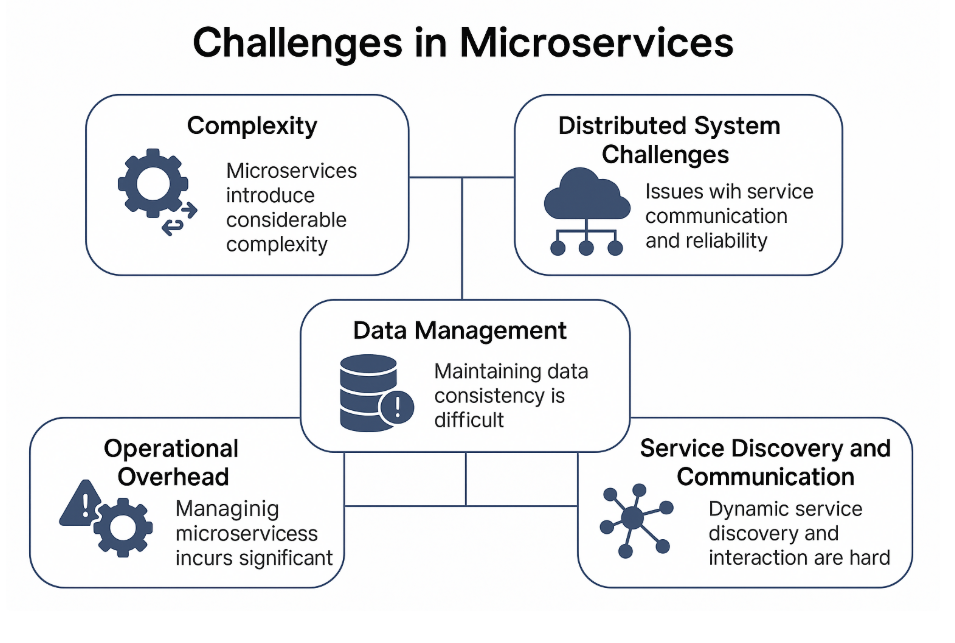


Figure 4: Challenges in Microservices

## Centralized vs. Local Configuration

Configurations are essential for the functioning of microservices. These encompass: Environment Variables: Such as database URLs, API keys, and credentials. Feature Flags: Allowing for the dynamic enabling or disabling of features. Service Endpoints: The URLs of other services for interaction. Rate Limits: Managing usage to prevent system overload. Poorly managed configurations can result in downtime, erratic behavior, or security risks. Therefore, implementing a strong strategy is imperative. Challenges in Configuration Management Decentralization: With numerous services, the local storage and management of configurations for each can result in inconsistencies. Environment-Specific Configurations: Different configurations are necessary for development, staging, and production environments. Dynamic Updates: Certain configurations, such as feature toggles or throttling limits, may need to be updated at runtime. Security Concerns: The storage of sensitive data like API keys or passwords requires careful handling to prevent breaches. Key Practices for Configuration Management 1. Externalize Configurations Avoid embedding configurations directly in your application code. Utilize configuration files, environment variables, or configuration management tools to externalize settings. This practice ensures consistency across various deployments and environments [7].

2.Centralized Configuration Management Implement centralized configuration management systems like Consul, etcd, or Spring Cloud Config. These tools maintain configurations in a central repository, enabling services to dynamically retrieve their settings. Advantages: Uniformity across services. Simplified updates without the need for service redeployment. Secure access control. 3. Utilize Environment-Specific Configurations Keep distinct configuration files or entries for each environment (e.g., config.dev.json, config.prod.json). This practice helps prevent the accidental deployment of incorrect settings [7]

Do we truly need to externalize? It appears that we are opening a Pandora's box here. Let us assess the advantages and disadvantages of having my configuration file (e.g., config.json) alongside my Docker image. Advantages & Disadvantages of embedded configuration: Advantages Simple to comprehend Facilitates testing configuration for a specific state in the codebase Local development is quite convenient to initiate Local modifications to the configuration file do not affect other developers. Deployment is straightforward. No need for versioning of configuration state. Disadvantages Secrets are exposed in the Git repository, which is undesirable. However, this can be alleviated by utilizing AWS SSM (Parameter Store). Modifying values is cumbersome: the entire CI pipeline must be triggered (dev, int, stage, prd). This can take up to 1.5 hours :( Requires redeployment of containers. Advantages & Disadvantages of externalizing to a service Let us examine the opposite side.... Advantages: Modifying values is swift. Solutions are available to poll for changes and reflect them without restarting the container. — That is convenient! Shared configuration among services can be defined in one location. Disadvantages: Uncertain about how local development operates. What if I am altering values during development? Do other individuals or services observe this private change?

We will require a method to clone the configuration locally. More challenging to validate that a configuration change does not disrupt a service. Do we need to implement a rollback of configuration values? What if my configuration service is down, and my service cannot retrieve my external configuration? Taking a step back, what configuration values do we typically store, and what types of values would we modify at runtime? Let us consider, one could store the following information: Database Connection Information Timeout Values Service URLs https://service-a.com (yes, there is service discovery, but still, some URL needs to be stored) Feature Flags Other Constants? Which of these would we want to adjust post-deployment? Feature Flags, but we would want this to be persisted across deployments. Timeout values could be utilized for experimentation. However, they might be temporary.

## Security and Observability Considerations

### Security

Security in microservices goes far beyond a perimeter firewall. In a distributed system with multiple independent services, it’s critical to implement defense-in-depth strategies that address identity, data flow, access control, and observability across all layers.

A key element of securing microservices is the API Gateway. Since microservices expose multiple endpoints, a gateway acts as a centralized access control point. It manages authentication, applies authorization policies, and protects against common threats using a Web Application Firewall (WAF).

Gateways like Amazon API Gateway or Spring Cloud Gateway consolidate access, reduce the attack surface, and ensure that traffic is properly filtered before reaching any internal services [8].

Even within private networks, assuming that internal communication is secure by default is a mistake. Microservices systems should adopt a Zero Trust approach, where internal service-to-service communication is encrypted using Transport Layer Security (TLS). For enhanced identity verification and resistance against Man-in-the-Middle (MITM) attacks, mutual TLS (mTLS) is recommended. In mTLS, both services authenticate each other before any data exchange occurs [8].

For access control, microservices typically rely on authentication (who you are) and authorization (what you’re allowed to do). Real-world implementations often combine several access control models:

* RBAC: Role-based access control for grouping user/service permissions.
* ABAC: Attribute-based access that evaluates conditions at runtime.
* PBAC: Policy-based access based on defined business logic.
* ReBAC: Relationship-based access considering hierarchies and ownership.

In many cases, no single model is sufficient. Secure microservices systems blend these approaches, assigning unique identities to each service and limiting permissions according to the principle of least privilege.

To reduce load on authentication servers and improve response time, many architectures use JSON Web Tokens (JWTs). JWTs encode user identity and permissions, allowing services to validate them locally using JWKS (JSON Web Key Sets) without needing round-trip validation on every request. While efficient, JWTs should be short-lived or revocable to avoid stale or overly permissive tokens.

Rate limiting and DDoS protection are also essential, especially for public APIs. Techniques such as IP throttling, API key restrictions, and behavioral analysis can prevent malicious or accidental service overloads. These protections help maintain uptime and performance underload [8].

Internally, many systems now use service meshes like Istio or Linkerd to enforce security policies and route traffic. These tools use sidecar proxies to manage service discovery, mTLS enforcement, and telemetry collection.

They also provide observability features like traffic shaping, tracing, and access control — all essential for secure operations.

Secrets management is another foundational layer. API keys, database credentials, and tokens must never be hardcoded. Instead, secrets should be stored in dedicated tools like HashiCorp Vault, AWS Secrets Manager, or Doppler. Secrets should be rotated regularly and scoped to the smallest set of permissions needed.

Lastly, a secure system must be observable. Distributed tracing tools like OpenTelemetry allow you to assign a unique ID to each request and trace it across multiple services. When combined with log aggregation platforms (e.g., Datadog, Splunk), these traces help detect suspicious patterns, debug failures, and respond to incidents quickly.

Together, these practices create a resilient and secure microservices architecture. They not only prevent unauthorized access and breaches, but also ensure that incidents are detected early and mitigated efficiently [8].

### Observability

In a microservices environment, observability is all about knowing what’s happening inside your system — even when it’s made up of dozens or hundreds of small, independent services. The goal is to gain visibility into the internal state, performance, and health of your distributed application. To do that effectively, developers and operations teams rely on a set of observability patterns that provide actionable insights into system behavior.

Logging is the most common and foundational observability practice. Every microservice typically generates its own logs, recording key events, errors, and informational messages. These logs are then collected by a centralized logging service (e.g., ELK Stack, Loki, or Fluentd) and sent to a searchable analytics tool.

This setup makes it possible to trace how one event flows through multiple services. For instance, if one service logs an error, centralized logs let you quickly check whether that error was triggered by an upstream service or caused a downstream failure [9].

Application Metrics Pattern

Beyond raw logs, metrics provide high-level numerical insights about system performance — like CPU usage, memory consumption, response times, or error rates. Metrics can be collected from both individual microservices and the infrastructure they run on.

Let’s say one service suddenly uses more CPU than normal. With good metrics collection, you can instantly see whether this is an isolated issue or part of a broader pattern. Tools like Prometheus (especially when integrated with Kubernetes) provide this visibility and can even trigger alerts when anomalies occur [9].

Distributed Tracing Pattern

Distributed tracing tracks a single user request as it travels through multiple microservices. It’s especially useful for diagnosing performance bottlenecks and pinpointing where failures happen in complex systems.

For example, a user hits an error. Logs might tell you which service reported it, but not why. A trace shows you the full path of that request — highlighting which service was slow or caused the error. Tools like Open Telemetry, Jaeger, and Zipkin are commonly used for tracing [9].

Exception Tracking

While logs and metrics capture general behavior, exceptions help identify specific application-level bugs. Exceptions occur when code doesn’t behave as expected — like a failed database call or a null pointer.

Tracking exceptions helps you distinguish between infrastructure failures (like a full disk) and actual bugs in the code. Once you isolate the service and the method triggering the exception, developers can debug and patch the issue more effectively [9].

Health Check APIs

Every microservice should expose a health check endpoint that reports whether the service is operational. These APIs give insights into uptime, latency, error rates, and more.

Health checks are not just useful for humans — orchestration tools like Kubernetes rely on them to decide whether to restart failing services. Without them, services might appear healthy to users — even when they’re not working properly under the hood [9].

Auditing

In regulated industries, auditing is critical. It ensures that the application behaves according to compliance rules — for example, ensuring that sensitive actions are logged or that access to data is properly tracked.

Audit logs can be generated by services just like regular logs, then analyzed to detect unauthorized access, unusual behavior, or policy violations. Observability tools help automate this analysis, making it easier to ensure compliance and respond to incidents [9].

# CHAPTER – RESEARCH METHODOLOGY

## Research Design

We will commence by constructing the system in a monolithic manner, subsequently transitioning to microservices, each possessing its own configuration, and ultimately progressing towards a centralized microservice architecture. Building Microservices with Spring Boot: In this pivotal section, we will delve into the creation of microservices utilizing Spring Boot, emphasizing configuration, RESTful APIs, and the fundamental concepts that are vital for Java developers. Service Discovery and Load Balancing: This segment will investigate how services register and discover one another, alongside load balancing strategies aimed at optimizing resource utilization and enhancing performance. API Communication: This part encompasses the various methods through which microservices can interact with each other, including REST calls and messaging solutions. Data Management: In this section, we will discuss the management of databases within microservices, focusing on Spring Data JPA and the oversight of data transactions and consistency. Security in Microservices: Here, we will explore the integration of security measures within microservices, utilizing JWT for API security and ensuring secure communication between services. Logging and Monitoring: This section is crucial for production environments, covering strategies for effective logging and monitoring of microservices to sustain operational health. Testing and Deployment: Concentrating on the deployment of microservices using Docker and Kubernetes, this section will address essential testing methodologies to guarantee quality.

To ensure a fair comparison, both systems will be deployed in controlled environments with identical workloads. Configuration changes will be introduced, and their effects will be monitored using standardized performance metrics, system logs, and user experience indicators.

This research design enables a focused and measurable comparison of local versus centralized configuration management strategies, providing empirical evidence to support architectural decision-making in microservices development.

## Tools and Technologies

Docker

Docker is an open platform for developing, shipping, and running applications. Docker enables you to separate your applications from your infrastructure so you can deliver software quickly. With Docker, you can manage your infrastructure in the same ways you manage your applications. By taking advantage of Docker's methodologies for shipping, testing, and deploying code, you can significantly reduce the delay between writing code and running it in production [10].

Spring Boot

Spring Boot provides a good platform for Java developers to develop a stand-alone and production-grade spring application that you can just run. You can get started with minimum configurations without the need for an entire Spring configuration setup.

Spring Boot offers the following advantages to its developers −Easy to understand and develop spring applications Increases productivity and reduces the development time [11].

Git

Git is an open-source distributed version control system (DVCS) that allows developers to track and manage changes to their codebase. You can easily manage small as well as large projects with high speed and efficiency by Git. Unlike traditional version control systems, Git allows multiple developers to work on a project simultaneously without interfering with each other's work. We can use Git privately as well as publicly.

Git offers numerous benefits to developers and development teams:

Version Control: Git helps in tracking changes, allowing you to go back to previous states if something goes wrong. Collaboration: It enables multiple developers to work on a project simultaneously without interfering with each other’s work [12].

Spring Cloud

Spring Cloud provides tools for developers to quickly build some of the common patterns in distributed systems (e.g. configuration management, service discovery, circuit breakers, intelligent routing, micro-proxy, control bus, short lived microservices and contract testing). Coordination of distributed systems leads to boiler plate patterns, and using Spring Cloud developers can quickly stand-up services and applications that implement those patterns [11].

Key cloak

Key cloak is an open-source Identity and Access Management (IAM) tool. Being an Identity and Access Management (IAM) tool, it streamlines the authentication process for applications and IT services.

The purpose of an IAM tool is to ensure that the right people in a company have appropriate access to resources. It usually enables the implementation of Single Sign-On (SSO), identity federation, and strong authentication [14].

Grafana

Grafana open-source software enables you to query, visualize, alert on, and explore your metrics, logs, and traces wherever they are stored. Grafana OSS provides you with tools to turn your time-series database (TSDB) data into insightful graphs and visualizations. The Grafana OSS plugin framework also enables you to connect other data sources like NoSQL/SQL databases, ticketing tools like Jira or ServiceNow, and CI/CD tooling like GitLab [13].

Prometheus

Prometheus is integrated for real-time monitoring and metrics collection. It provides visibility into application performance, resource usage, and system health, enabling objective measurement of scalability and maintainability impacts [13].

Apache Kafka

Kafka is a distributed event streaming platform used to build real-time data pipelines and messaging systems. It allows microservices to communicate asynchronously by publishing and subscribing to events (messages) in a fault-tolerant and scalable way [15].

RabbitMQ

RabbitMQ is a lightweight message broker that enables services to send and receive messages using queues. It supports various messaging protocols and ensures reliable delivery, routing, and acknowledgment of messages between microservices [16].

Kubernetes

Kubernetes (K8s) is an open-source platform for automating deployment, scaling, and management of containerized applications. It manages clusters of containers and ensures applications run consistently, recover from failures, and scale as needed [17].

Helm

Helm is a package manager for Kubernetes that simplifies deployment by using "charts" — pre-configured application definitions. It allows you to define, install, and upgrade Kubernetes applications in a repeatable and manageable way [18].

## Evaluation Metrics

### Scalability

* Deployment Time: How quickly services can be configured and restarted after a change.
* Autoscaling Behavior: How well services respond to increased load when horizontally scaled.
* Config Consistency Across Instances: Whether all replicas apply the same configuration during scale-out events.

### Security

* Secret Exposure Risk: Evaluates how securely sensitive data (e.g., credentials, tokens) is handled and stored.
* Access Control: Use of Role-Based Access Control (RBAC) to limit who can change configurations and access secrets.
* Auditability: Ability to trace who made configuration changes and when, for compliance and forensics.

### Maintainability

* Change Propagation Time: Measures how long it takes for new configurations to be applied across services.
* Rollback Capability: How easily incorrect configurations can be reverted.
* Operational Effort: The number of manual steps or interventions required to apply or manage configuration changes.

# Chapter - SYSTEM DESIGN

## A diagram of a software system AI-generated content may be incorrect.Architecture Overview

Figure 5: Architecture Overview

1. The API Client refers to any external system, application, or tool (such as Postman) that initiates HTTP requests to engage with the backend system. It serves as the initial point for testing or utilizing APIs made available by microservices through a unified entry point.

2. (Spring Cloud Gateway) The API Gateway functions as the sole entry point for all requests from external clients. It undertakes essential cross-cutting tasks such as: Routing requests to the corresponding microservice (e.g./accounts, /loans) Enforcing security measures (authentication & authorization) Implementing rate limiting, retries, logging, and load balancing Serving as an abstraction layer that conceals internal service implementation details from the client.

3. (Service Registry) Eureka Server acts as the service discovery mechanism offered by Spring Cloud Netflix. Each microservice: Registers itself upon initialization, providing its name, IP address, and port number. Dynamically discovers other services using the registry (for instance, the Accounts service can find and invoke the Loans service without hardcoding its address). This facilitates dynamic scaling and fault tolerance in distributed environments.

4. Config Server (Spring Cloud Config Server) The Config Server offers centralized and externalized configuration management. Rather than hardcoding configurations within each microservice, they: Retrieve configurations at startup or during refresh from the Config Server. Obtain consistent values for aspects such as database credentials, service ports, feature toggles, and environment-specific properties. Configurations are generally stored in a Git repository or a local file system overseen by the config server.

5. (Accounts, Cards, Loans) Each microservice is crafted with the Single Responsibility Principle in mind, meaning it possesses a distinct business capability: Accounts Service – Oversees user accounts and profile information. Cards Service – Manages card-related data and operations. Loans Service – Manages loan processing, approval, and related tasks.

## Implementation Approach

The **microservice** in this project is an independent, self-contained application that handles a specific business capability (such as accounts, cards, or loans). Each microservice has its own codebase, database, and can be developed, deployed, and scaled independently. Microservices communicate with each other over the network (usually via REST APIs), often using DTOs to exchange data. Service discovery (Eureka), centralized configuration (Config Server), and monitoring/tracing are used to manage and observe the microservices. This architecture improves modularity, scalability, and maintainability of the overall system.

A screenshot of a computer

AI-generated content may be incorrect.

Figure 6: Microservices in the application

Maven dependency is a reference in your pom.xml file that tells Maven to download and include a specific library or module in your project. Dependences are defined inside the <dependencies> section. This will add the Spring Boot Web starter to your project. Maven will automatically download it and make it available for your build.

A screen shot of a computer screen

AI-generated content may be incorrect.

Figure 7: Maven dependency

A **DTO** (Data Transfer Object) in a microservices architecture is used to transfer data between services, often over the network (e.g., via REST APIs). DTOs help decouple internal domain models from external representations, ensuring that only necessary data is shared between microservices. This improves security, versioning, and maintainability. For example, when the accounts service calls the cards service to fetch card details, it uses a DTO to structure the request and response payloads, making inter-service communication clear and consistent. Each microservice defines its own DTOs for both incoming and outgoing data.

Example: The CardsDto class serves as a Data Transfer Object (DTO) for card information within the application. Its main purpose is to encapsulate and transfer card-related data between different layers (such as controller and service) or between microservices, ensuring that only the necessary card data is exposed and validated. It also supports API documentation and input validation through annotations, promoting clear contracts and data integrity in the system.

A screen shot of a computer program

AI-generated content may be incorrect.

A screenshot of a computer

AI-generated content may be incorrect.

Figure 8: Data Transfer Object

The purpose of the **Exception** package is to centralize and manage exception handling for the accounts microservice. It contains custom exception classes and a global exception handler to: Define specific exceptions for business errors (e.g., customer already exists, resource not found).

Intercept and handle exceptions thrown during request processing.

A computer screen shot of a program code

AI-generated content may be incorrect.A screenshot of a computer

AI-generated content may be incorrect.

Figure 9: Exception package

A screenshot of a computer

AI-generated content may be incorrect.A screen shot of a computer program

AI-generated content may be incorrect.The Customer class represents a customer **entity** in the database for the accounts service. It is a JPA entity mapped to a database table, with fields for customer ID, name, email, and mobile number. By extending Base Entity, it also inherits auditing fields (created/updated timestamps and user info). This class is used to persist, retrieve, and manage customer data within the application.

Figure 10: Entity Example

The **Service** interface defines the contract for account-related operations in the application. It specifies methods for creating, fetching, updating, and deleting accounts, as well as updating account status. Implementations of this interface provide the business logic for managing account data, ensuring a clear separation between the service layer and other layers (such as controllers or repositories). This promotes modularity, testability, and maintainability in the codebase.

A close up of a text

AI-generated content may be incorrect.

Figure 11: Service interface Example

A screen shot of a computer

AI-generated content may be incorrect.

This interface defines a Spring Data JPA **repository** for the Customer entity. It provides CRUD operations and custom query methods for accessing customer data in the database. The custom methods allow searching for a customer by mobile number or by either email or mobile number. The use of Optional helps handles cases where no matching customer is found. The @Repository annotation marks it as a Spring-managed bean.

Figure 12: Repository Example

A screenshot of a computer

AI-generated content may be incorrect.

A screen shot of a computer program

AI-generated content may be incorrect.

The **Controller** class is a REST controller in the accounts microservice. It exposes HTTP endpoints for creating, fetching, updating, and deleting account/customer data, as well as endpoints for building info, Java version, and contact info. It uses Spring Boot, validation, and Resilience4j for rate limiting and retries. The controller delegates business logic to the service and returns standardized responses for each operation. It also includes OpenAPI annotations for API documentation.

A screen shot of a computer program

AI-generated content may be incorrect.

Figure 13: Controller Example

The **application.yml** file configures your Spring Boot application. It defines settings for the server, database, logging, service discovery, messaging, monitoring, and resilience. This file centralizes environment-specific and service-specific properties, enabling features like:

* Setting server port and application name
* Configuring the H2 in-memory database and JPA/Hibernate
* Enabling the H2 console for development
* Importing external configuration from a config server
* Setting up Kafka messaging and (optionally) RabbitMQ
* Exposing and customizing Spring Boot Actuator endpoints for monitoring and health checks
* Registering with Eureka for service discovery
* Defining logging levels and patterns
* Configuring Resilience4j for circuit breaking, retrieving, and rate limiting
* This file ensures the application runs with the correct infrastructure, resilience, and monitoring settings.

A screen shot of a computer

AI-generated content may be incorrect.

Figure 14: application.yml file Example

The **SecurityConfig** class in Its main purposes are:Enables WebFlux security for the gateway.Allows all HTTP GET requests without authentication.

Restricts access to /campuswien-banking/accounts/\*\*, /cards/\*\*, and /loans/\*\* endpoints to users with the ACCOUNTS, CARDS, or LOANS roles, respectively.

Configures JWT-based OAuth2 authentication, using a custom KeycloakRoleConverter to extract user roles from Keycloak tokens.

Disables CSRF protection (not needed for stateless APIs).

This ensures only authorized users can access protected endpoints, based on their roles from JWT tokens.

A computer screen shot of a program

AI-generated content may be incorrect.

Figure 15: SecurityConfig Example

**Keycloak** Role Converter class extracts user roles from a Keycloak JWT token and converts them into Spring Security Granted Authority objects. It reads the realm\_access.roles claim from the JWT, prefixes each role with ROLE\_, and wraps them as SimpleGrantedAuthority. This allows Spring Security to use Keycloak roles for authorization decisions in your application.

**A screen shot of a computer code

AI-generated content may be incorrect.**

Figure 16: Keycloak Example

The **Filter Utility** Its main purposes are: Extracting the correlation ID from incoming request headers. Adding or updating headers (including the correlation ID) in outgoing requests.

Ensuring each request can be traced across microservices by setting or retrieving the correlation ID. This utility supports distributed tracing and logging by making sure every request has a unique identifier as it passes through the gateway.

**A computer screen with text

AI-generated content may be incorrect.**

Figure 17: Filter Example

## Configuration Strategy

### API

The Swagger UI serves as a web interface that displays the technical specifications of a software system's services. Screenshot will show the Accounts microservice, which is a component of a broader banking system responsible for tasks such as opening accounts, updating customer information, and retrieving account data. Here’s a straightforward explanation of what the Swagger UI discloses:

Purpose of the Page It assists individuals (particularly software developers or testers) in understanding: What operations the system is capable of executing (for instance, creating a new account or fetching account details) What information must be provided (such as name, email, and account number) What type of response will be received (whether it is a success or an error, along with the corresponding message)

Main Features of the Accounts Microservice Create an Account You can instruct the system to establish a new customer account by supplying essential details such as: Full name Email address Phone number Account type (for example, Savings) Branch address Update Account Information Enables modification of a customer's contact or account details. Fetch Account Details Allows you to obtain all information pertaining to a specific account. Delete an Account Erases a customer and their account information from the system. View Build and Version Info Displays the current version of the service in operation along with technical build details. Fetch Customer Details Retrieves both customer and account information simultaneously, which is beneficial for comprehensive profile views.

What Kind of Data Is Involved? The system anticipates and returns data in a structured format that encompasses: Customer Info: name, email, mobile number Account Info: account number, type, and branch Other Info: error messages (in case of issues), success codes, or system responses.

Why It’s Useful (Even for Non-Technical Stakeholders) Guarantees that all components of the system communicate effectively Assists developers, testers, and architects in comprehending the system's functionality without delving into intricate code Facilitates testing of the system using either real or dummy data Can be utilized by non-developers to verify workflow.

**All Microservices API documents PDF will be in folder in GIT-Repository**

**This example for Account microservice**

A screenshot of a computer

AI-generated content may be incorrect.A screen shot of a computer program

AI-generated content may be incorrect.A screenshot of a computer

AI-generated content may be incorrect.A screenshot of a computer

AI-generated content may be incorrect.

Figure 18: API Example

A screenshot of a computer program

AI-generated content may be incorrect.

### Docker

In modern software development, Docker is used to package and run applications in isolated environments called containers. These containers bundle everything an application needs: the code, dependencies, and configuration. For microservices-based applications, Docker plays a critical role in ensuring portability, consistency, and scalability across development, testing, and production environments.

In this setup, we containerize Spring Boot applications (like Accounts, Loans, and Cards microservices) using three different methods, each suited for different developer needs and automation levels.

Three Ways to Containerize a Spring Boot Microservice

1. Docker file

2. Build packs

3. Google Jib

We decided to go Build packs in project as it secure and easier way

This section defines the account microservice in Docker Compose setup. It specifies:

The Docker image to use (aimendocker/account:s14).

The container name (docuker-ms).

A health check to ensure the service is running and healthy.

Dependencies: it waits for configserver and eurekaserver to be healthy before starting.

Environment variables for Spring Boot (SPRING\_APPLICATION\_NAME and OTEL\_SERVICE\_NAME).

Shared configuration from common-config.yml under the microservice-eureka-config service.

This ensures the accounts service starts reliably, registers with Eureka, and is monitored for health.

A screenshot of a computer

AI-generated content may be incorrect.A computer screen shot of a program

AI-generated content may be incorrect.

Figure 19: Docker Images

### Configserver

The configuration file outlines a Spring Boot application designed to serve as a centralized configuration server within a microservices framework. Its main function is to externalize and manage configuration properties for all associated microservices from a single, version-controlled source, thereby ensuring consistency, enhancing manageability, and facilitating dynamic updates across various environments.

The application is assigned a logical name for identification purposes when it registers with other components in a distributed system, such as a discovery server. This naming convention aids client applications in locating the configuration server and retrieving their specific configuration files based on their service identifiers.

The configuration profile activates the Git backend, indicating that the application will source configuration properties from a remote Git repository. This choice allows for version control of configuration files, ensuring that changes are traceable over time, while also enabling rollback capabilities and fostering collaboration by treating configuration as code. An alternative native profile is available but commented out, which would allow for loading configurations directly from the local file system or class path, useful in testing scenarios or when Git is not accessible.

Within the Git configuration section, various properties dictate the application's interaction with the remote repository, including the repository's location, the default branch, and performance settings like timeouts. The server is configured to automatically clone the Git repository at startup and to pull the latest changes with each refresh, ensuring that the configuration server consistently provides the most current properties to client services without requiring manual updates.

To maintain effective monitoring and health checks, the management endpoints offered by Spring Boot are utilized, allowing for comprehensive oversight of the application's status and performance.

Altogether, this configuration establishes a secure, scalable, and centralized mechanism for managing externalized configuration across multiple microservices. It addresses the challenges of configuration drift, manual property overrides, and inconsistent deployments, thereby contributing to the reliability, maintainability, and agility of the entire software system.

Developer Pushes Configuration Update:  
A developer commits new or updated configuration files to the centralized configuration repository (e.g., GitHub).

Webhook Trigger:  
A configured webhook on the Git repository detects changes and notifies the Config Server automatically.

Configuration Change Event Broadcast:  
The Config Server sends a configuration refresh event to a message broker (e.g., Kafka, RabbitMQ), which notifies all subscribed microservices.

Dynamic Configuration Reload:  
Subscribed microservices (e.g., Accounts, Loans, Cards) receive the event and reload the new configurations without requiring a restart, ensuring seamless updates.

A screen shot of a computer

AI-generated content may be incorrect.A screenshot of a computer

AI-generated content may be incorrect.

Figure 20:Configserver

### Client-Side Service Discover

1. Client-side service discovery is an architectural strategy utilized in distributed systems, where client applications dynamically locate and interact with services during runtime. Rather than depending on a central load balancer or gateway, each client queries a centralized service registry to gather information about the service instances it needs to connect with. Upon initialization, every microservice instance registers itself with the service registry, providing essential details such as its IP address, port number, and other relevant metadata. When a service instance is terminated or fails, it unregisters or is eventually removed from the registry, ensuring that the discovery data remains current.

A computer screen shot of a black background with orange text

AI-generated content may be incorrect.

2.framework, when a client intends to communicate with another service, it queries the service registry to obtain a list of available instances. The client then selects one of these instances based on a load-balancing strategy defined within its logic, which may include methods like round-robin selection, least-connections, or more sophisticated latency-aware approaches. While this model enhances flexibility and efficiency by removing centralized bottlenecks, it also adds complexity to the client side, which must now incorporate service discovery and load balancing logic.

A screenshot of a computer

AI-generated content may be incorrect.

Figure 21: Client-Side Service Discover

3. The Spring Cloud ecosystem provides strong support for this client-side discovery pattern. Eureka, a popular service registry created by Netflix, serves as the foundation for service registration and discovery. Clients utilize the Spring Cloud Load Balancer, which replaces the now-obsolete Netflix Ribbon, to manage load balancing among service instances. Additionally, feign clients are frequently employed in Spring applications to streamline HTTP communications between services and integrate smoothly with the discovery mechanism. Although Eureka is predominantly used in Spring-based applications, other service registries like Consul, etc., and Apache Zookeeper offer similar functionalities and are utilized in non-Spring or polyglot environments.

4. A heartbeat in a service discovery system like Eureka is a periodic signal sent by service instances to the service registry to indicate that they are active and healthy. These signals allow the registry to maintain an up-to-date list of available services. If a heartbeat is missed for a configured duration, the registry may assume the service is unavailable and remove it. However, to prevent false removals due to temporary issues, Eureka uses self-preservation mode, which delays eviction if too many heartbeats are missed system-wide, ensuring continued stability.

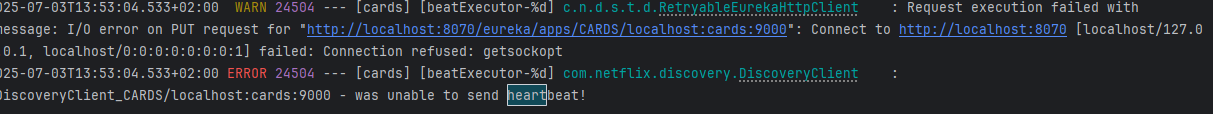
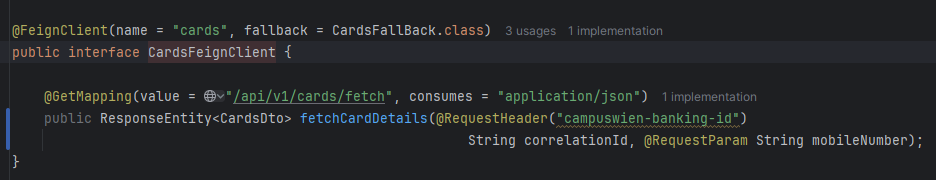


Figure 22: Client-Side Service Discover

### RESILIENCY

Ensuring resilience and stability in microservices architecture requires careful handling of failures and network disruptions between services. A single slow or failed service should not cause cascading failures across the system. To mitigate this risk, fallback mechanisms are employed, allowing the system to return default values, fetch data from caches, or reroute to alternative services or databases when a dependent service is unavailable. This approach ensures continuity even in partial failure scenarios.

A screen shot of a computer program

AI-generated content may be incorrect.In addition to fallbacks, it is crucial for services to exhibit self-healing behavior. This involves configuring timeouts and automatic retries, allowing temporarily failing services to recover without manual intervention. Tools such as Resilience4J, which has become a popular alternative to the now-deprecated Hystrix library, provide robust support for such resilience patterns in the Java ecosystem.

The Circuit Breaker pattern, inspired by its counterpart in electrical systems, plays a key role in protecting services from being overwhelmed by repeated failed calls. It monitors remote calls and interrupts them if they become unresponsive or consistently fail, thereby preventing further strain on the system. Once the issue is resolved, the circuit breaker allows traffic to flow again, ensuring minimal downtime and improved fault tolerance.

Complementing this is the Retry pattern, which allows operations to be retried after transient failures, particularly useful in scenarios like brief network disruptions. It includes strategies such as exponential backoff to avoid overwhelming resources and integrates well with circuit breakers to halt retries after a certain threshold, maintaining system efficiency. To avoid unintended consequences, operations subject to retrieves must be idempotent, producing the same result regardless of how often they are executed.

Another crucial resilience strategy is the Rate Limiter pattern, which protects services from being overloaded by excessive or abusive requests. By limiting the number of allowed requests within a specific time frame—based on IP address, user, session, or subscription tier—the system ensures fair usage and maintains availability. When limits are exceeded, requests are rejected with a standard response, typically HTTP 429 (Too Many Requests). This not only protects system performance but also supports differentiated service levels for various user groups, such as basic and premium users.

Together, these patterns—fallbacks, circuit breakers, retries, and rate limiting—form the foundation for building resilient, self-healing, and stable microservices systems capable of withstanding failures and continuing to deliver reliable user experiences.

These settings help your service handle failures gracefully, avoid cascading errors, and protect downstream systems by controlling retries and request rates.

Figure 23: RESILIENCY

A screen shot of a computer program

AI-generated content may be incorrect.

### OBSERVABILITY AND MONITORING

Observability refers to the ability to understand the internal state of a system by analyzing its external outputs. In the context of microservices, observability is achieved by collecting and evaluating data from various sources such as metrics, logs, and traces. Metrics provide quantitative insights into the health of a system, including CPU usage, memory usage, and response times. Logs serve as chronological records of events occurring within the system, helping to trace errors, exceptions, and other unexpected behaviors. Traces capture the journey of a request across the microservices architecture, helping to identify latency and performance bottlenecks. These three pillars together enable comprehensive visibility into a system's behavior and health.

Monitoring complements observability by continuously examining telemetry data and generating alerts for known failure states. It focuses on identifying and resolving problems, tracking the health of individual services, and optimizing system performance. Monitoring is reactive in nature, responding to issues as they arise, while observability takes a more proactive approach by offering insights that help us understand and resolve root causes in real time.

Logs are essential tools for diagnosing problems and understanding system behavior. Each log entry includes a timestamp and contextual information about specific events. Log levels such as trace, debug, info, warning, and error allow filtering of log data based on severity. While monolithic applications store all logs in a centralized manner due to their single-codebase nature, microservices architectures require centralized logging systems to consolidate logs from multiple services. This is crucial for tracking issues across services and reconstructing the sequence of events for individual requests.

A screenshot of a computer

AI-generated content may be incorrect.Grafana is a widely used open-source tool that provides visualization for metrics, logs, and traces. It enables interactive dashboards and alerting mechanisms by connecting to various data sources. Grafana Loki, designed for scalable and cost-effective log aggregation, works alongside Grafana Alloy, a lightweight log agent that ships logs from containers to Loki. Together, they offer a powerful and scalable logging solution, allowing centralized management and analysis of logs across distributed microservices environments.

A screenshot of a computer program

AI-generated content may be incorrect.

Figure 24: Grafana Example

### OpenID Connect, KeyCloak

Securing the Spring Cloud Gateway using the OAuth2 Authorization Code Grant Type involves a multi-step process to ensure that only authenticated and authorized users can access protected microservices. When an end user attempts to access a secure page via a web or mobile application, the request is intercepted by the gateway server. If no access token is provided, the gateway denies access and instructs the client to obtain a token from the authentication server, in this case, Keycloak.

The client application redirects the user to the Keycloak login page, where the user enters their credentials. Upon successful authentication, Keycloak issues an authorization code to the client. The client then sends this code, along with its client ID and secret, back to Keycloak to request an access token. Once the authentication server validates the information, it issues an access token to the client.

With this access token, the client can now make authenticated API calls to the gateway. The gateway, acting as an edge server, forwards the token to the authentication server to verify its validity. If the token is valid, the gateway routes the request to the appropriate resource server, such as Accounts, Loans, or Cards microservices. These resource servers are typically deployed within a secure Docker or Kubernetes network and cannot be accessed directly from outside.

This process ensures secure communication between the end user and backend microservices, leveraging OAuth2 standards and the Authorization Code Grant flow to provide robust authentication and authorization mechanisms in microservices architecture.

In the OAuth2 framework, several key components work together to enable secure authorization. The Resource Owner is the end user who owns the data or resources, such as profile details or email. The Client is an application (e.g., a web or mobile app) that requests access to the user's resources on their behalf. The Authorization Server is responsible for authenticating the resource owner and issuing access tokens to the client. It maintains the identity of the user and handles authorization logic. The Resource Server hosts the protected resources and validates the access token before granting access. Scopes define specific levels of access that the client requests, such as reading user profile data or accessing email.

OpenID Connect (OIDC) extends OAuth2 by adding an authentication layer. While OAuth2 handles authorization through access tokens with scopes, OpenID Connect introduces an ID Token to convey user identity information. This ID Token is formatted as a JWT (JSON Web Token) and includes claims such as user ID, email, and other profile data. OIDC also introduces standardized scopes like openid, profile, email, and defines a /userinfo endpoint to fetch user data. By enabling secure and standard identity sharing between applications, OIDC completes the identity and access management (IAM) solution.

The Client Credentials Grant Type in OAuth2 is used when there is no end user involved. It is a simple and efficient flow used for server-to-server communication. In this flow, the client authenticates directly with the Authorization Server using its client\_id and client\_secret, along with the requested scope and the grant\_type set to client\_credentials.

If the credentials are valid, the Authorization Server responds with an access token. The client can then use this token to request protected resources from the Resource Server, which validates the token before granting access. This flow is suitable for backend services or APIs exchanging data without user interaction.

### Event-driven microservices

Event-driven architectures use two main models: Publish/Subscribe (Pub/Sub) and Event Streaming.

In the Pub/Sub model, producers generate events that are immediately sent to subscribers. Once an event is consumed, it cannot be replayed, so new subscribers joining later will not have access to past events. RabbitMQ commonly implements this model. When someone, for example, creates a new account, the accounts microservice publishes an event to the event broker. The broker forwards this event to queues subscribed by services like the message service. These services process the event and perform actions such as sending emails or SMS to the customer, while also updating database statuses accordingly. RabbitMQ uses AMQP (Advanced Message Queuing Protocol) and works through exchanges and queues, routing messages based on specific rules. Producers send messages to exchanges, which then route messages into queues for consumers to process. Exchanges support different routing mechanisms, and consumers listen to queues to receive and process messages asynchronously.

In contrast, the Event Streaming model is based on writing events sequentially to a log, allowing consumers to read events from any position in the stream. Apache Kafka is widely used in this approach. Events can be replayed, meaning new consumers can access historical data at any time. Kafka’s architecture organizes data into topics, which are divided into partitions. Producers write messages to topics, while brokers store and replicate messages to ensure fault tolerance. Each message within a partition has a unique offset for tracking. Consumers, grouped into consumer groups, read messages from these topics. Kafka also supports replaying events, message retention, and managing offsets for reliable consumption.

Spring Cloud Function is introduced to build the business logic using simple Java functions (Supplier, Function, Consumer). Functions are packaged and exposed via HTTP endpoints or integrated with event brokers through Spring Cloud Stream. Developers write functions, register them as beans, and compose them if necessary. The framework enables deploying these functions on serverless platforms (AWS Lambda, Azure Functions, etc.) or integrating them directly with messaging systems like RabbitMQ and Kafka through configuration without altering the application code.

Spring Cloud Stream acts as the abstraction layer that connects Spring functions with external brokers. It handles infrastructure concerns like channel creation and message routing. It uses destination binders to integrate with brokers and destination bindings to connect application code with these destinations. Input bindings receive messages for functions to process, while output bindings send data from functions to brokers. Each binding maps to exchanges or topics, depending on whether RabbitMQ or Kafka is used.

In practical implementation:

* In the accounts microservice, event production involves using StreamBridge to send events asynchronously to output bindings configured in the application. Events such as account creation trigger messages sent to a queue or topic.
* The message service listens for these events via input bindings, processes them (e.g., sending an email or SMS), and may publish further events to confirm processing completion.
* Functions consuming events update the database to reflect communication status.

Switching from RabbitMQ to Kafka primarily involves replacing the message broker dependencies and updating destination configurations in the application.yml files. Kafka handles data retention, allowing consumers to read past messages, whereas RabbitMQ focuses on direct message delivery with lower latency.

Kafka’s system scales horizontally by adding brokers and partitions, making it suitable for large-scale data handling. Messages in Kafka are written to partitions within topics and stored durably with offsets. Consumers fetch messages in a pull-based manner, keeping track of their progress using offsets, and are capable of replaying messages if needed.

Kafka producers configure broker addresses and serialization formats before publishing messages to specified topics. Messages are assigned to partitions using keys or a round-robin algorithm and replicated across brokers to ensure fault tolerance. Producers receive acknowledgments once the messages are written, and retries or error handling are managed accordingly.

Kafka consumers subscribe to topics, fetch messages from partitions, process them, and commit offsets to track progress. Consumers operate in a continuous polling loop to fetch and process new messages.

In summary, RabbitMQ supports event-driven systems with immediate message delivery and complex routing, while Kafka offers durable event storage and replay capability, ideal for large-scale, high-throughput streaming applications. Both are integrated into event-driven microservices architectures using Spring Cloud Stream and Spring Cloud Function, where the business logic is built using Java functions and broker configurations are handled declaratively.

### Kubernetes

Kubernetes is an open-source platform designed to automate the deployment, scaling, and management of containerized applications. Initially developed by Google and released as open-source in 2014, Kubernetes is cloud-neutral and integrates Google’s extensive experience with scalable production systems alongside community best practices. The term "Kubernetes" is derived from Greek, meaning helmsman or pilot, and is often abbreviated as K8s.

Kubernetes enables the resilient operation of distributed systems by offering functionalities such as service discovery, load balancing, container orchestration, storage orchestration, automated rollouts and rollbacks, self-healing, and secret and configuration management.

Its architecture consists of a Control Plane (Master Node) and multiple Worker Nodes. The Control Plane manages the cluster’s state and workload distribution, monitoring node health and reallocating tasks in case of node failures. Its key components include:

* API Server, the primary communication interface for the cluster.
* Scheduler, responsible for assigning Pods to worker nodes based on resource needs and constraints.
* Controller Manager, maintaining the system’s desired state by replicating components and handling failures.
* etcd, a distributed key-value store that holds configuration data and cluster state.

Worker Nodes are servers (physical or virtual) that run containerized applications. Each node includes:

* Kubelet, an agent that communicates with the Control Plane to manage Pods and containers.
* kube-proxy, which maintains network rules for Pod communication.
* Container Runtime (commonly Docker), responsible for running and managing containers.

Kubernetes uses Pods as its smallest deployment unit, which may contain one or more containers. Each Pod receives a unique IP within the cluster.

Configuration management in Kubernetes is handled using resources like ConfigMaps, which store key-value pairs externally from application code. These configuration values can be injected into Pods as environment variables, enabling dynamic configuration without altering container images.

Application deployment is defined declaratively using Deployment manifests. A Deployment ensures the desired number of replicas for an application are running, manages updates, and facilitates rollback if necessary. The Deployment manifest specifies details such as container images, environment variables (often sourced from ConfigMaps), ports to expose, and the number of replicas.

To expose applications, Kubernetes uses Services, which provide stable network endpoints and load balancing across Pods. A Service routes traffic to Pods based on label selectors. The most common Service type, ClusterIP, limits accessibility to within the cluster, while other types (like NodePort or LoadBalancer) expose services externally.

Overall, Kubernetes abstracts infrastructure complexity, providing a unified platform to deploy, manage, and scale containerized applications efficiently across varied environments.

### Helm

is widely recognized as the package manager for Kubernetes, created to simplify the management of Kubernetes applications by providing a structured and efficient approach to handling Kubernetes manifest files. In a typical Kubernetes environment without Helm, DevOps teams are required to manually maintain and manage numerous YAML files for every resource type, such as Deployments, Services, and ConfigMaps. Each microservice in a project would require its own set of manifest files, even though the content of these files is largely repetitive, differing only in certain dynamic values like service names or port numbers. This approach not only increases manual work but also makes the management of multiple microservices cumbersome and prone to error.

To address this challenge, Helm introduces a packaging system called charts. A chart in Helm is essentially a bundle of files that together define a related set of Kubernetes resources. Helm charts can be used to deploy anything from a single simple application to a complex multi-service infrastructure, such as an entire web application stack consisting of web servers, databases, and caching layers. Charts can also define dependencies on other charts, allowing entire project dependency trees to be installed with a single Helm command.

Helm simplifies Kubernetes resource management by using template files in place of static YAML files. Rather than maintaining individual manifest files for each service, Helm allows the creation of generic template files where placeholders are defined. The actual values for these placeholders are provided in a separate yaml file. When a Helm chart is deployed, these dynamic values are injected into the templates, resulting in customized manifests for each service without the need for duplicated code. This templating mechanism makes scaling, upgrading, and maintaining applications significantly easier.

In addition to templating, Helm offers several built-in capabilities to enhance the operational efficiency of Kubernetes environments. It enables packaging all necessary manifest files of an application into a single chart that can be stored in both public and private repositories. Helm charts can then be easily distributed and reused across teams and environments. Deploying, upgrading, rolling back, or removing entire applications is streamlined through Helm’s single-command operations, eliminating the need for repetitive manual kubectl commands.

Helm also manages the history of deployed applications automatically. Each installation or upgrade operation is tracked, allowing teams to roll back to any previous working version of their application with minimal effort. This version control feature ensures that if any deployment introduces issues, the system can be quickly reverted to a stable state.

A Helm chart is typically structured in a standardized way. The Chart.yaml file contains metadata about the chart itself, such as its name and version. The values.yaml file holds configuration data that defines dynamic values used in the templates. The charts directory contains other charts that the current chart depends on, supporting complex deployment scenarios. Finally, the templates directory houses the template YAML files that represent the Kubernetes resources to be deployed.

Using the Helm command-line tool, developers and DevOps teams can create, manage, and deploy charts efficiently. Commands like helm create generate a new chart scaffold, while helm install, helm upgrade, and helm rollback handle application lifecycle management. Helm also provides commands to list releases, view deployment histories, and render chart templates locally for inspection.

In summary, Helm brings automation, consistency, and simplicity to Kubernetes resource management, reducing manual effort and improving deployment reliability. It acts as a comprehensive tool that packages, installs, manages, and versions Kubernetes applications in a way similar to traditional package managers used in operating systems.

# CHAPTER – EXPERIMENTATION & RESULTS

# CONCLUSION

Bibliography

|  |  |
| --- | --- |
| [1] | Sam Neman, Building Microservices. |
| [2] | U. Alker and U. Weilenmann, *Sprachleitfaden, Gendergerechter Sprachgebrauch an der FH Campus Wien,* FH Campus Wien, 2006. |
| [3] | A. Petz and R. Oberpertinger, *Checkliste Wissenschafltiche Arbeiten,* FH Campus Wien, 2018. |
| [4] | M. Young, The Technical Writer's Handbook, University Science Books, 2002. |

List of Figures

[Figure 1 .Strangler Fig Pattern 2](#_Toc204733019)

[Figure 2 : Monolithic vs. SOA vs. Microservices 7](#_Toc204733020)

[Figure 3: Monolithic vs. SOA vs. Microservices Comparison 9](#_Toc204733021)

[Figure 4: Challenges in Microservices 15](#_Toc204733022)

List of Tables

[Tab. 1: Beispiel für eine Tabelle 3](#_Toc55980479)

[Tab. 2: Zweite Tabelle 3](#_Toc55980480)

Appendix

1. https://samnewman.io/books/building\_microservices\_2nd\_edition/<https://www.researchgate.net/publication/378111158_Evolution_of_Microservices_Identification_in_Monolith_Decomposition_A_Systematic_Review>
2. <https://ahrefs.com/writing-tools/paragraph-rewriter>
3. <https://article.arunangshudas.com/managing-configuration-in-a-microservice-environment-b2fddba31f28>
4. <https://www.geeksforgeeks.org/microservices/>
5. <https://www.duo.uio.no/bitstream/handle/10852/95663/1/Master-thesis--Eivind-Solberg.pdf?utm_source=chatgpt.com>
6. <https://miladezzat.medium.com/microservices-architecture-benefits-challenges-and-use-cases-9cec05adcb57>
7. <https://epub.jku.at/download/pdf/8073606.pdf>
8. <https://www.solo.io/topics/microservices/microservices-securitys>
9. <https://vfunction.com/blog/microservices-architecture-guide/>
10. <https://www.docker.com/>
11. <https://spring.io/projects/spring-boot>
12. <https://git-scm.com/>
13. <https://spring.io/projects/spring-cloud>
14. <https://www.keycloak.org/>
15. <https://kafka.apache.org/>
16. <https://www.rabbitmq.com/>
17. <https://kubernetes.io/>
18. https://helm.sh/