



Microservices

In the beginning there was Vert.x



Braz, Anderson

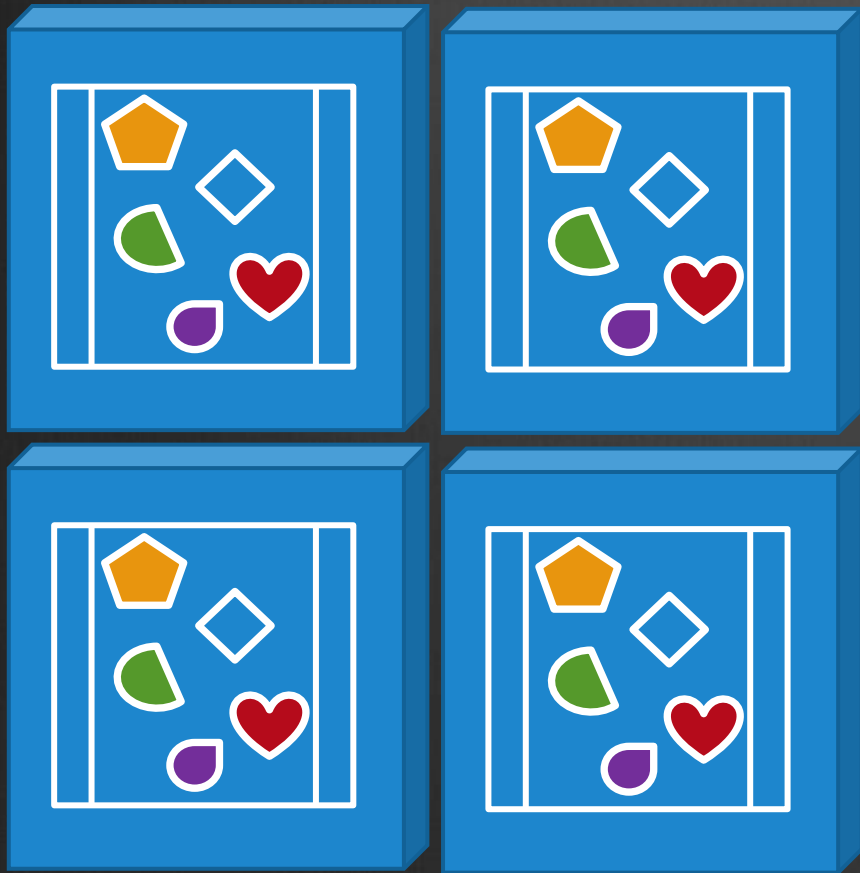
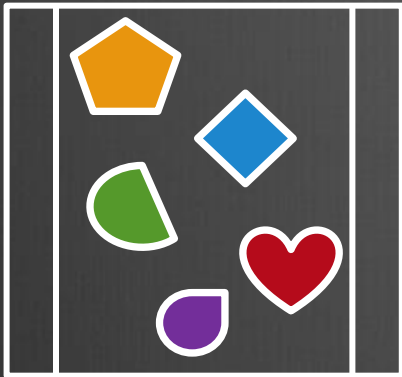
Software Engineer

Java Man since 2000, postgraduate,
open source contributor, speaker
and training consultant

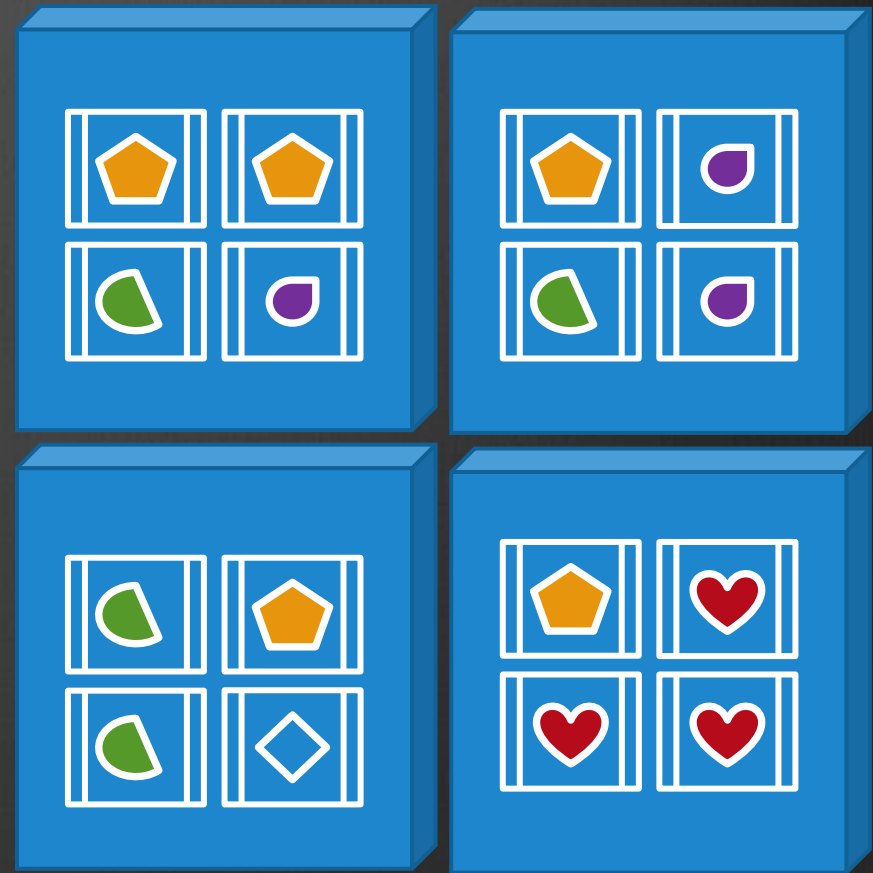
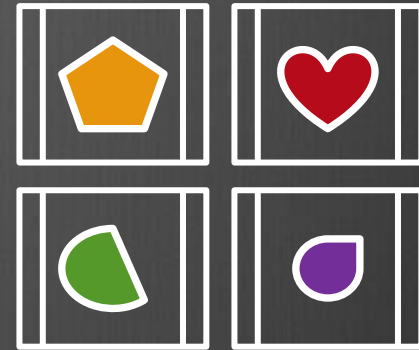


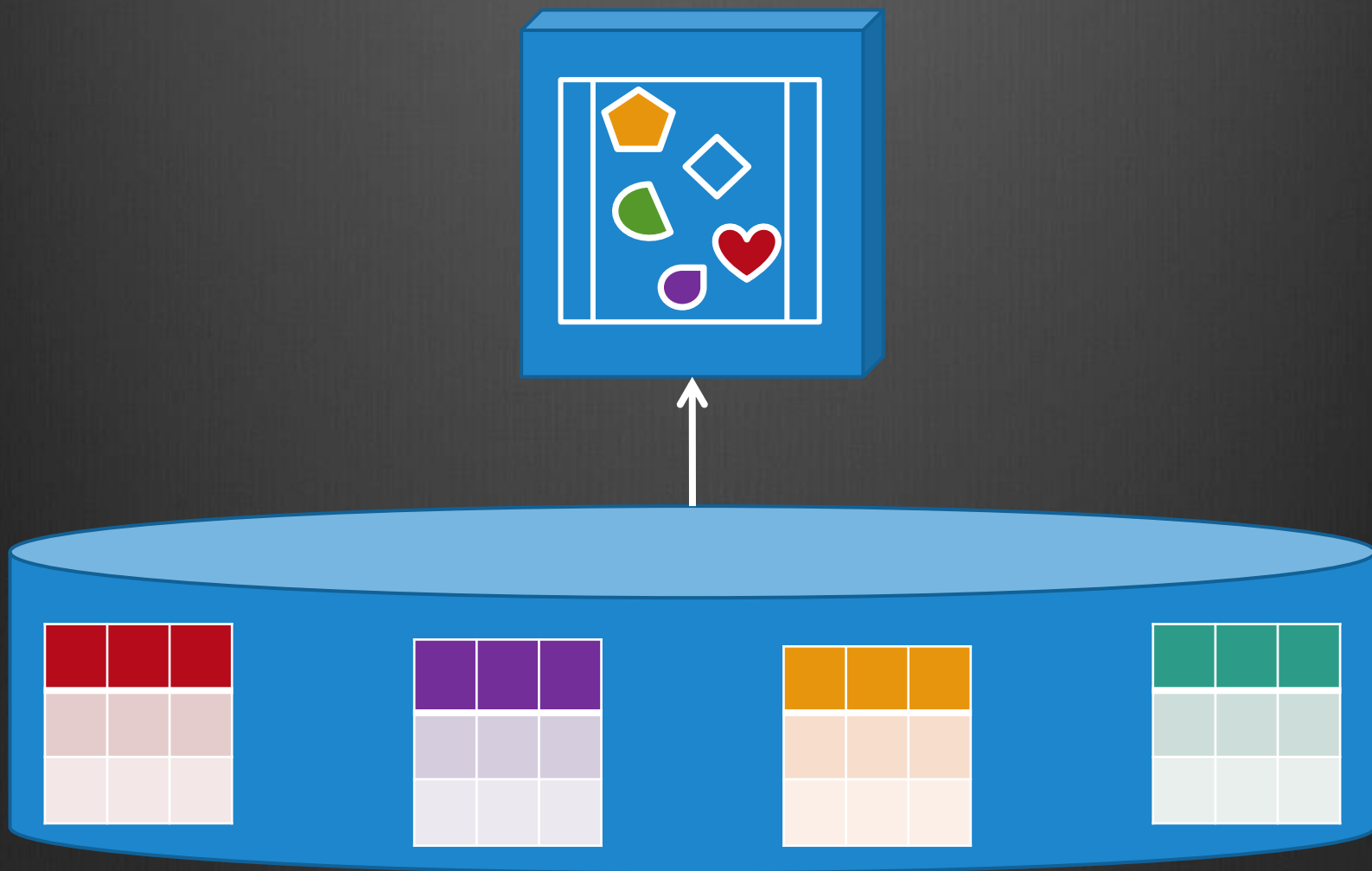
mrbrzjava

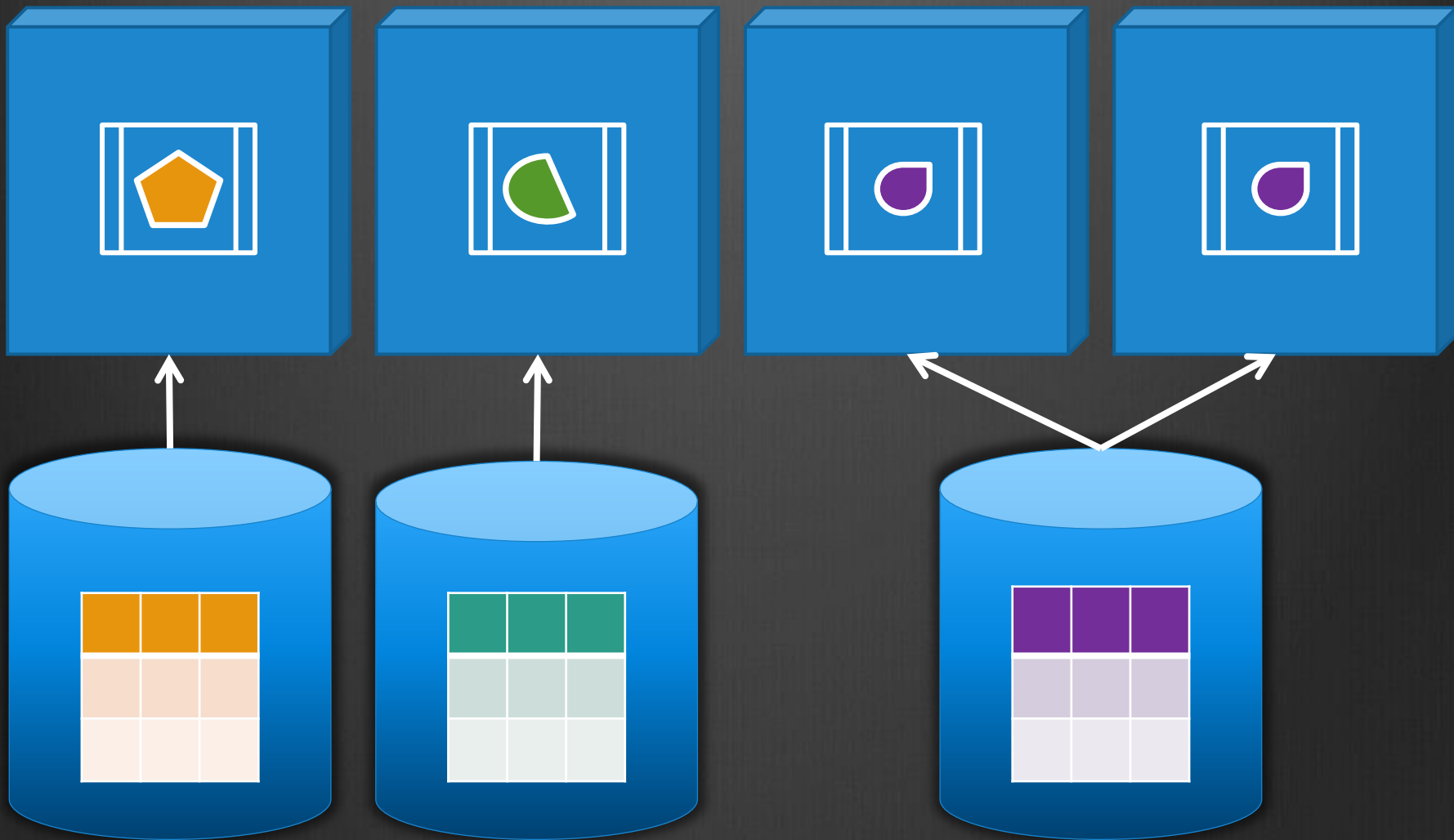
Monolith



Microservices

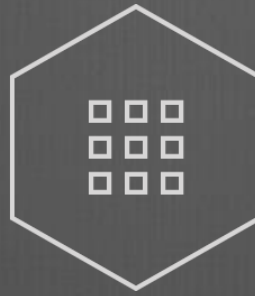








Cloud
Environment



Multicore
Architecture



Mobile
Devices

Why is responsiveness now more important than ever?



Interactive



Collaborative



Real-time

Resilient
(React to Failure)

Elastic
(React to Load)

Reactive

“Readily responsive to a stimulus”

Responsive
(React to Users)

Message Driven
(React to Events)

Message Driven

`"The flow of the program is determined by events"`



Immutability

Avoid share mutable states and
objects



Avoid Blocking

Kills Scalability and Performance

Elastic

“Capable of being easily
expanded or upgraded on demand”

**How do I know if I have a
performance problem?**

How do I know if I have a scalability problem?

A black and white photograph showing two pairs of hands clasped in prayer on a table. In the center, there are four lit candles: one tall and three shorter. To the left of the candles is an open book. The scene is dimly lit, with the primary light source being the flames of the candles. The background is dark and out of focus.

**The network is
inherently unreliable**

Embrace the network

"Be of the web, not behind the web"

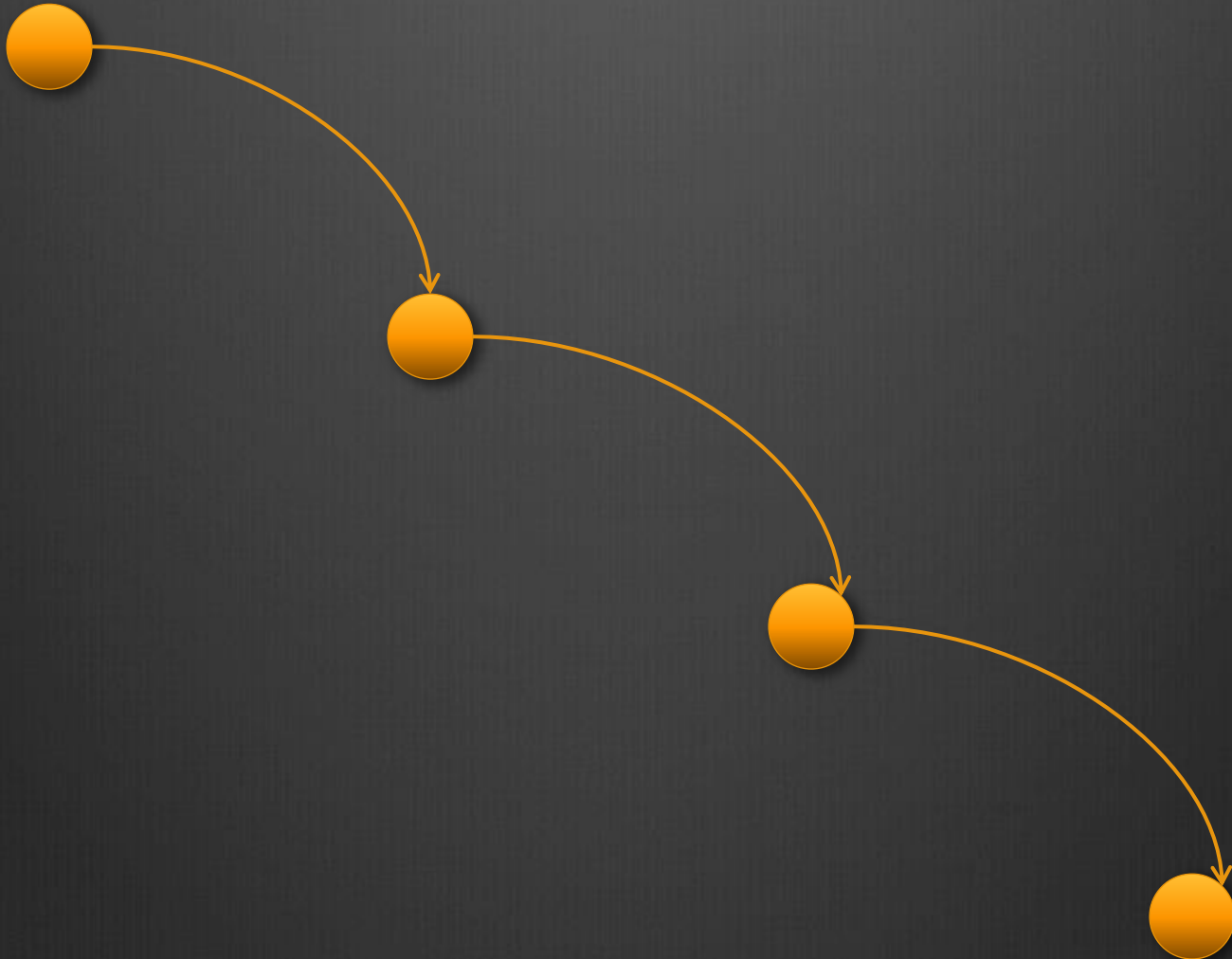
Location Transparency

`"It is not about ESB stupid"`

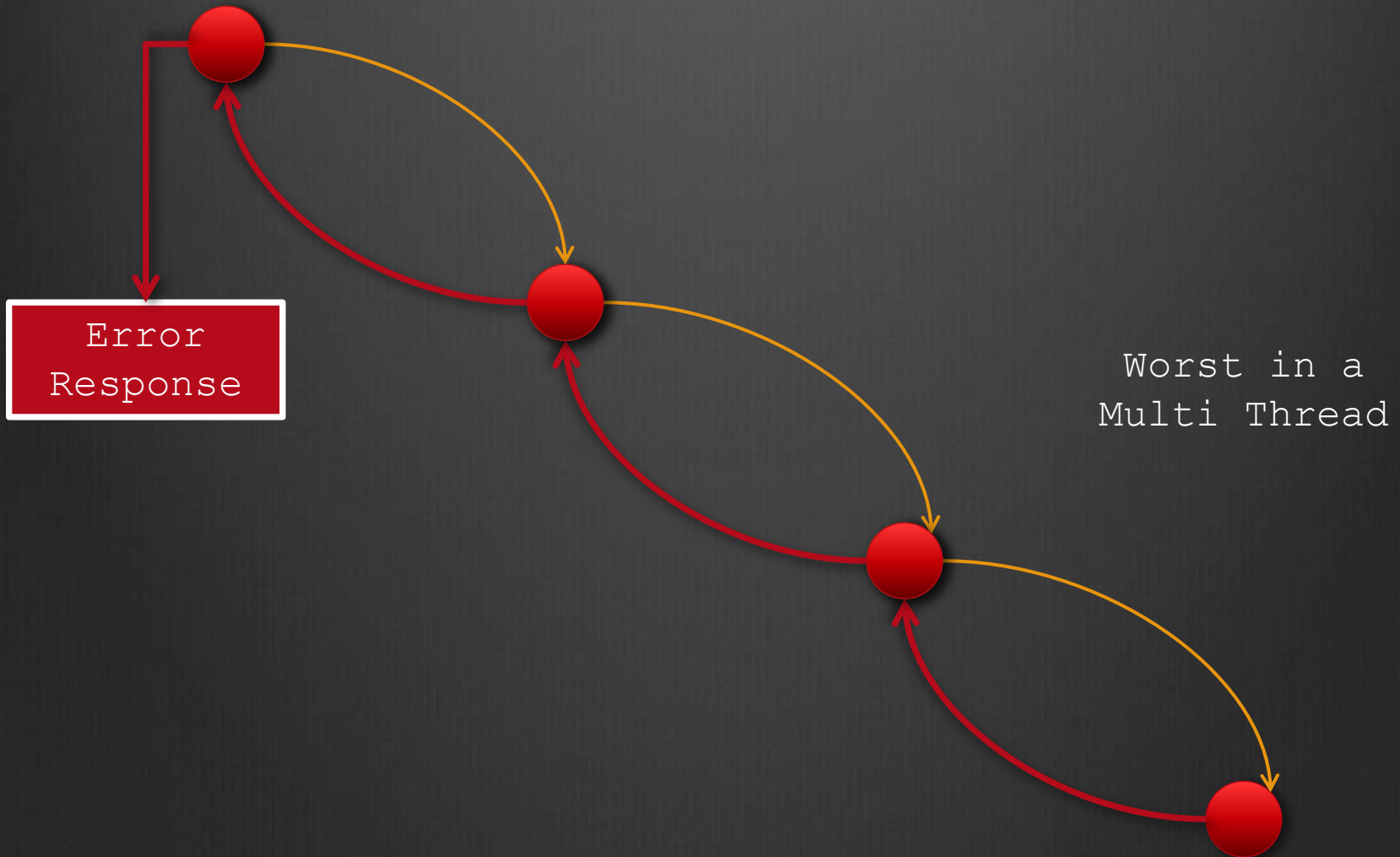
Resilience

“The capacity to recover quickly from difficulties”

Old school way



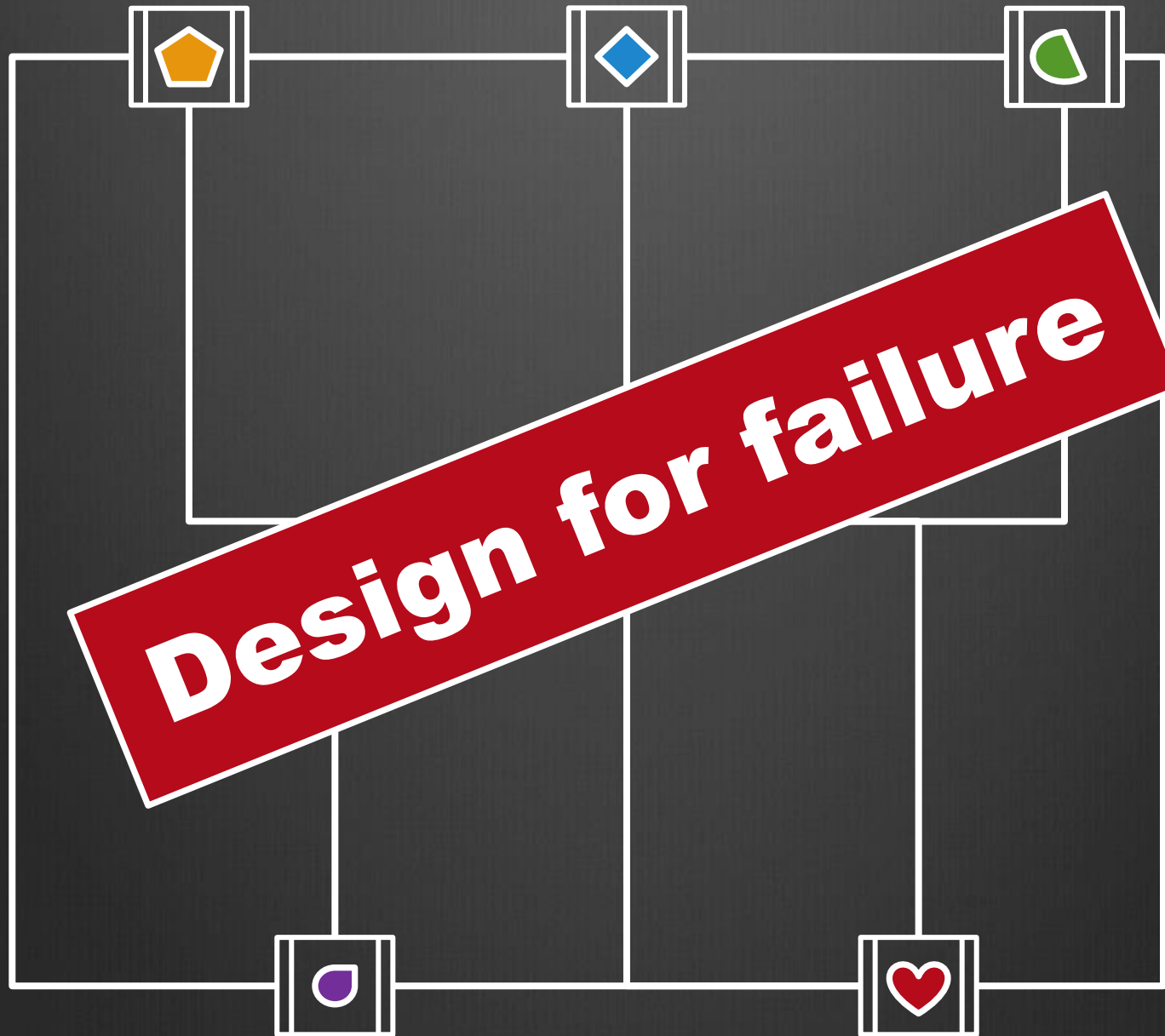
Old school way



Old school way



**Worst in a
Multi
Thread**



Avoid
Cascading

Manage
locally

Doing Better

Failure is
an Event

Isolate
the failure

Responsive

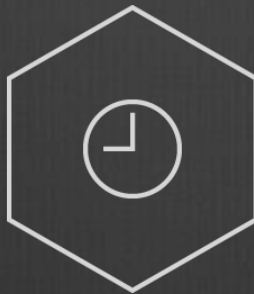
“Quick to respond or react
appropriately”



Better Throughput

Asynchronous Events

Loosely coupled architecture



Lower Latency

Reactive

Polyglot

Vert.x

Lightweight

Middleware

Event Loop

Scalable

Verticles

Non-Blocking

Simple

Worker Loop

Non-concurrent

Worker

Blocking

Verticle

Pub/Sub

Handlers

Event Bus

Point 2 Point

Addressing

Server and Client

HTTP/S and TCP

File System

Both Blocking and Non-blocking

Shared Data

Local and Distributed using
Hazelcast

High Availability

Cluster Manager using Hazelcast
with automatic failover

Rich Ecosystem

Asynchronous
JDBC, Mongo, Redis

Authentication &
Authorization

Web &
Microservices

Unit Test

Openshift &
Docker

Metrics
(Dropwizard)



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