Monolithic vs Microservices Architectures

Motivation



Source: https://www.cecan.ac.uk/events/13th-september-london-cecan-event-polic v-evaluation-for-a-complex-world

ObjectStateManager .PerformDelete (IList<EntityEntry>) CojectStateManager .DetectConflicts (IList<EntityEntry>) ObjectStateManager .FixupKey(EntityEntry)

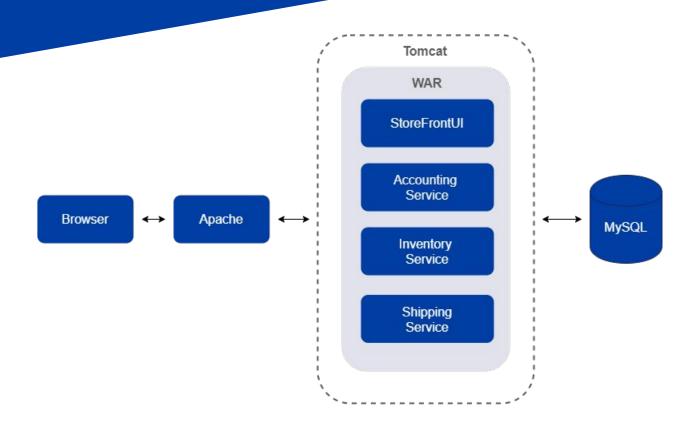
Monolithic Architecture



What is it?

Concept: All modules exist and are developed in one **GIANT** application.

Use Case



Benefits

- Develop: All-in-one app.
- Test: All-in-one app.
- Deploy: All-in-one app.
- Scale: One app, multiple instances.

Drawbacks

- Complex software.
- Inefficient use of teams.
- Large startup.
- Bug propagation when scaling.
- Difficult continuous deployment
- Hard to adopt new tech.

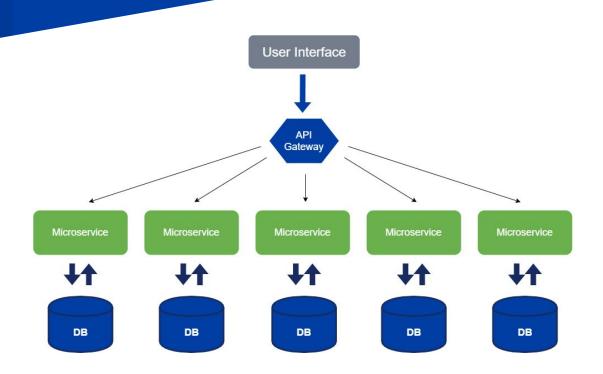
Microservice Architecture



What is it?

Concept: Split your application into smaller, interconnected services

Microservice Architecture



Benefits & Drawbacks

Benefits

- Improved fault isolation
- Deployed independently
- Scales independently

Drawbacks

- More services equals more resources
- Testing can be difficult
- Deployment can be challenging

Wait for it! Here it comes!

Tools

DevOps Tools



I knew it!

Examples













Take-Home Message

- Small companies/apps Monolithic
- Large companies/apps Microservices

Thank you for listening! Any questions?

References

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