## Microservices Architecture

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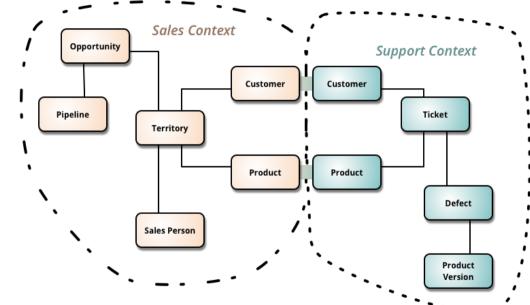
May 9, 2022

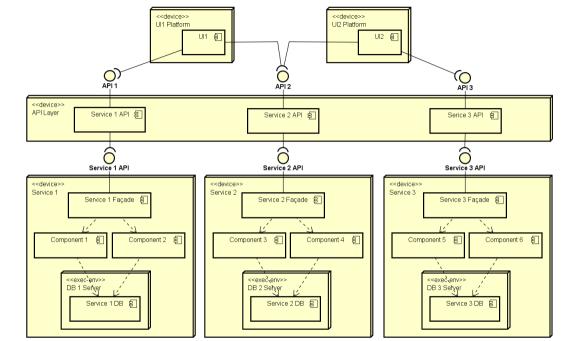
Microservices

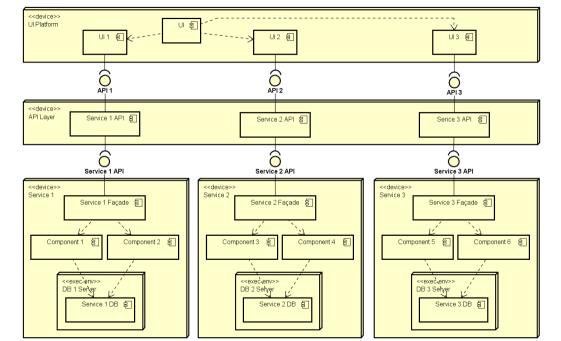
### Inspired by DDD

#### **Definition 1. Bounded Context**

Logical boundary of a domain where particular terms and rules apply consistently.







#### Definition 2. Service Cohesion Principle

Services are cohesive business processes. They are a bounded context.

Definition 3. Service Independence Principle

Services should not depend on the implementation of other services.

#### Corollary 1. Low Coupling

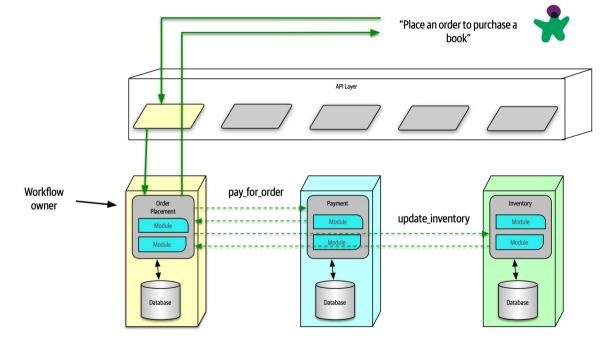
Services should have minimal coupling with other services.

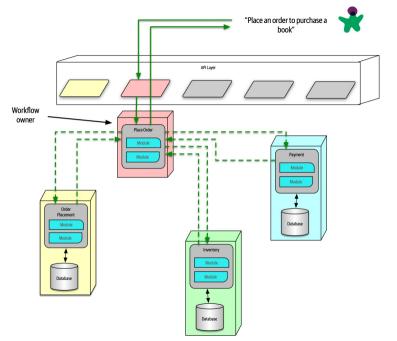
#### Corollary 2. No Reuse

Services do not reuse components from other services, to avoid dependencies.

Choreography & Orchestration

# Choreography Similar to event-driven broker Orchestration Similar to event-driven mediator





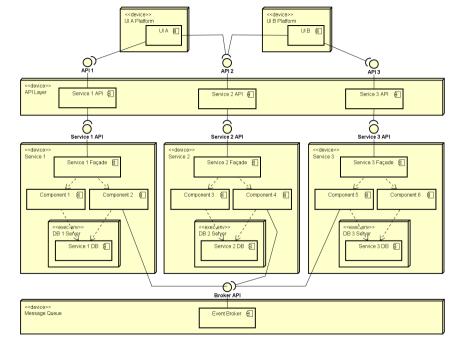
orchestration?

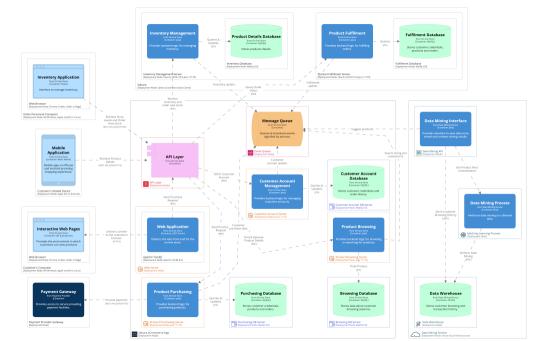
How bad is the coupling with choreography or

How bad is the coupling with choreography or orchestration?

**Answer** 

For a very large system, very bad.





### Are *browsing* and *purchasing* separate contexts?

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#### Answer

- Are the a single business process or different processes?
- Do they share much or little data?

- What about inventory management and browse?
- How do they maintain a consistent product database?

Pros & Cons 00 **Modularity** 00 **Extensibility** 00 Reliability 00 Interoperability 00 **Scalability Security Deployability Testability** Simplicity