

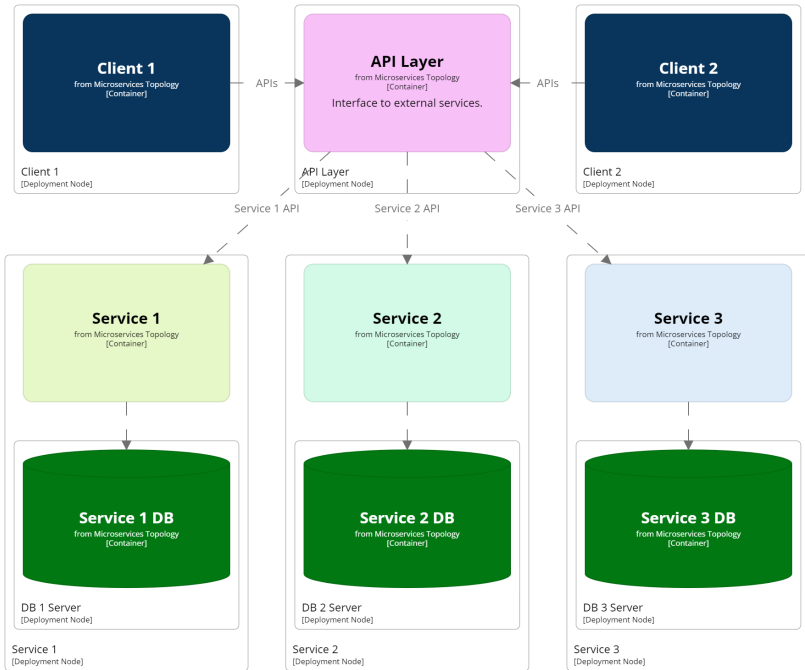
Microservices Architecture

Software Architecture

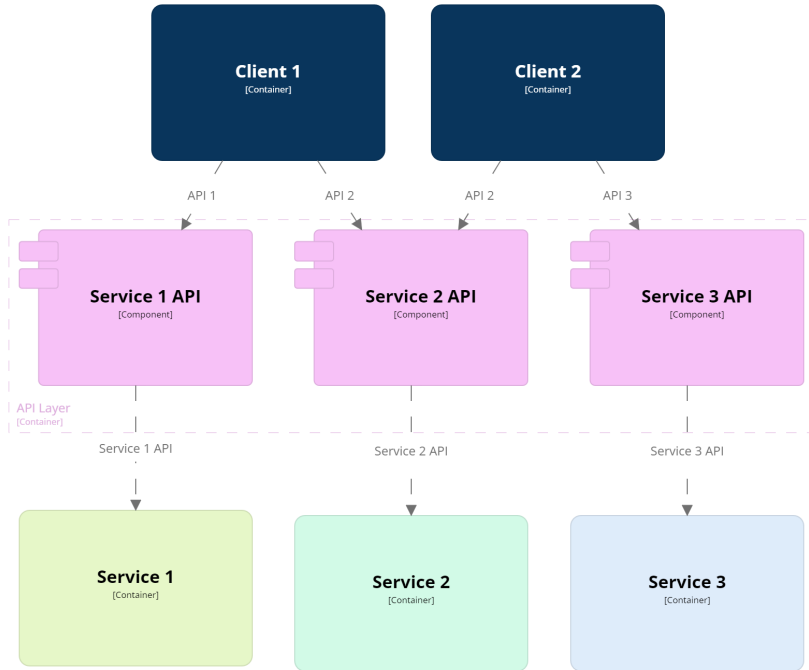
Richard Thomas

May 8, 2023

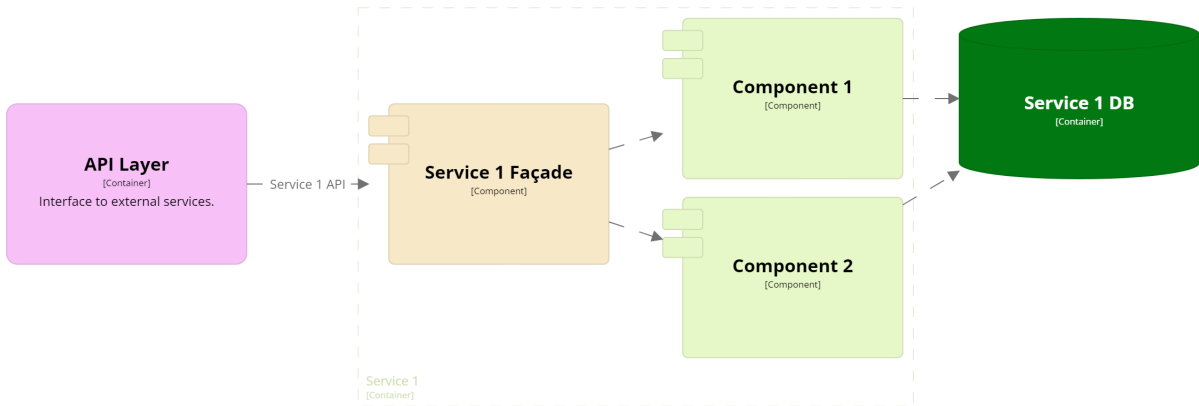
Microservices General Topology

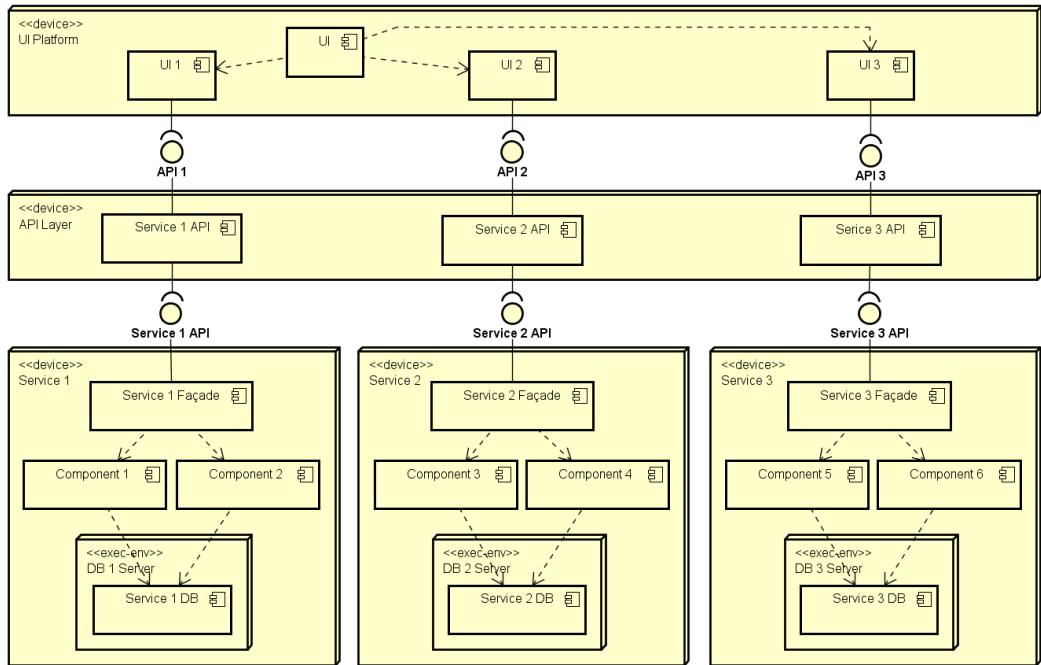


API Layer Components



Service 1 Components





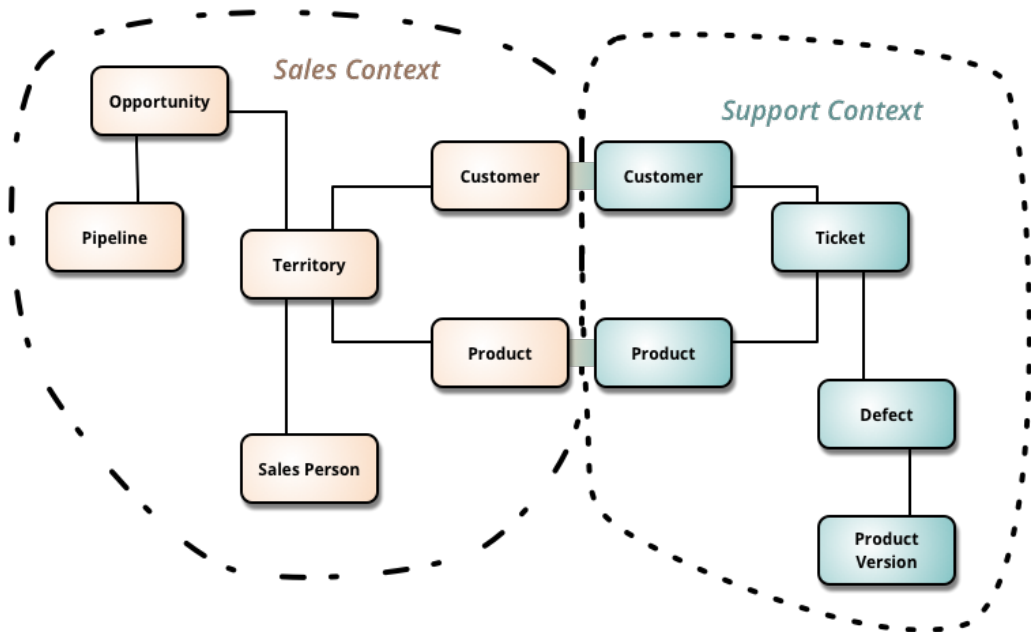
DDD Influence

Services are *bounded contexts*.

Bounded contexts are not necessarily *services*.

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.

Large Bounded Contexts

A bounded context may be too large to be a single service.

Split it into services that are *independent* sub-processes.

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

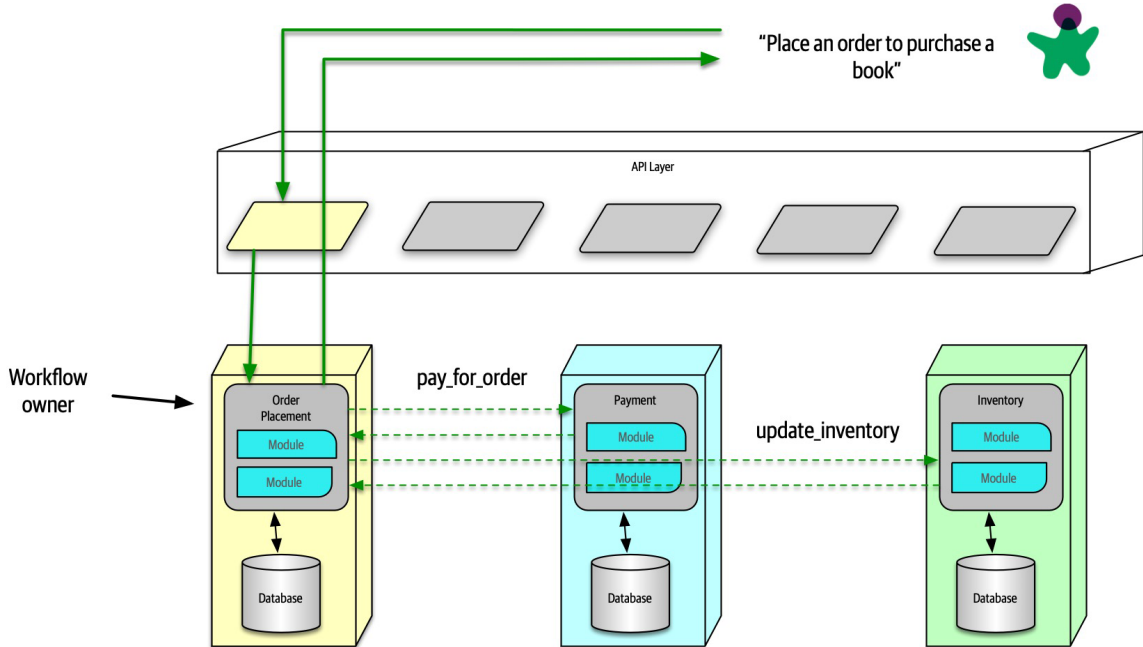
Avoid dependencies between services.

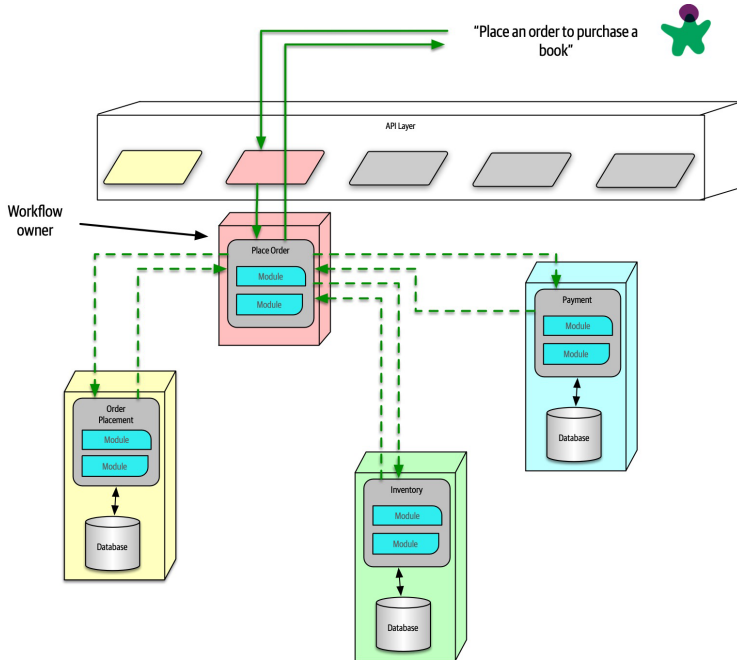
Do not reuse components between services.

Choreography & Orchestration

Choreography Similar to event-driven *broker*

Orchestration Similar to event-driven *mediator*





Question

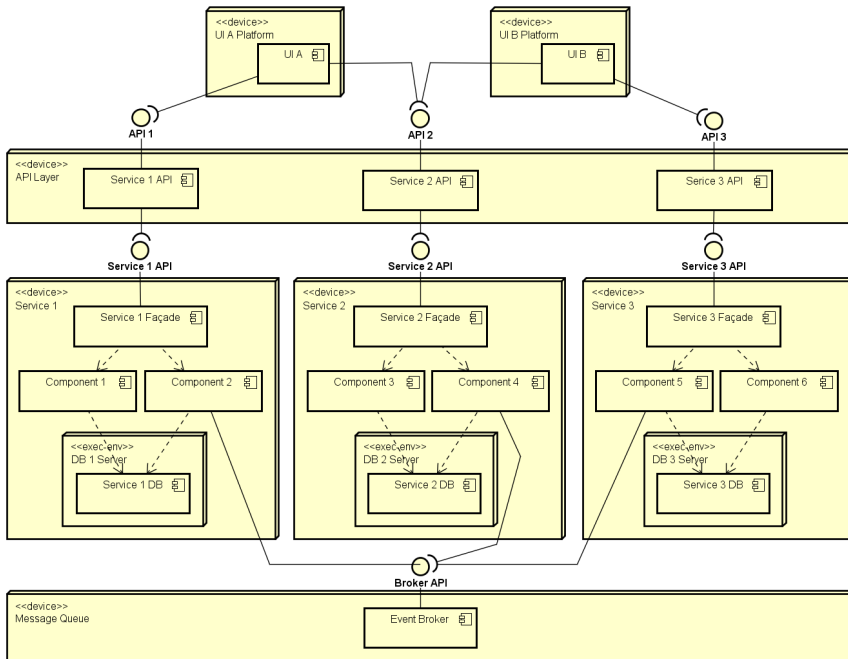
How bad is the coupling with choreography or orchestration?

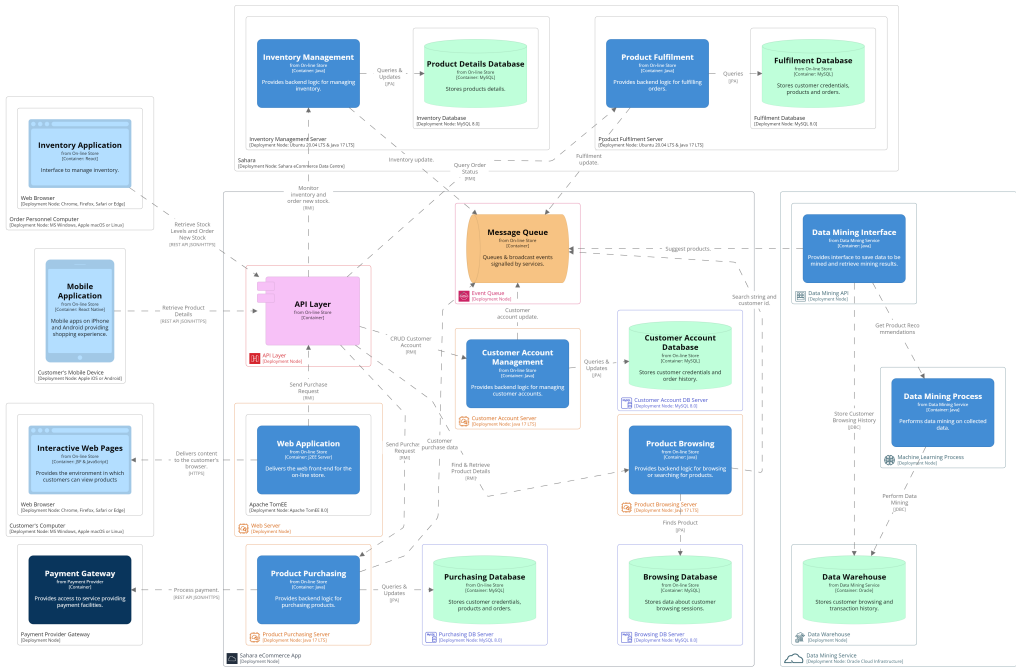
Question

How bad is the coupling with choreography or orchestration?

Answer

For a very large system, very bad.





Question

Are *browsing* and *purchasing* separate contexts?

Question

Are *browsing* and *purchasing* separate contexts?

Answer

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

Question

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

Pros & Cons

Modularity



Extensibility



Reliability



Interoperability



Scalability



Security



Deployability



Testability



Simplicity

