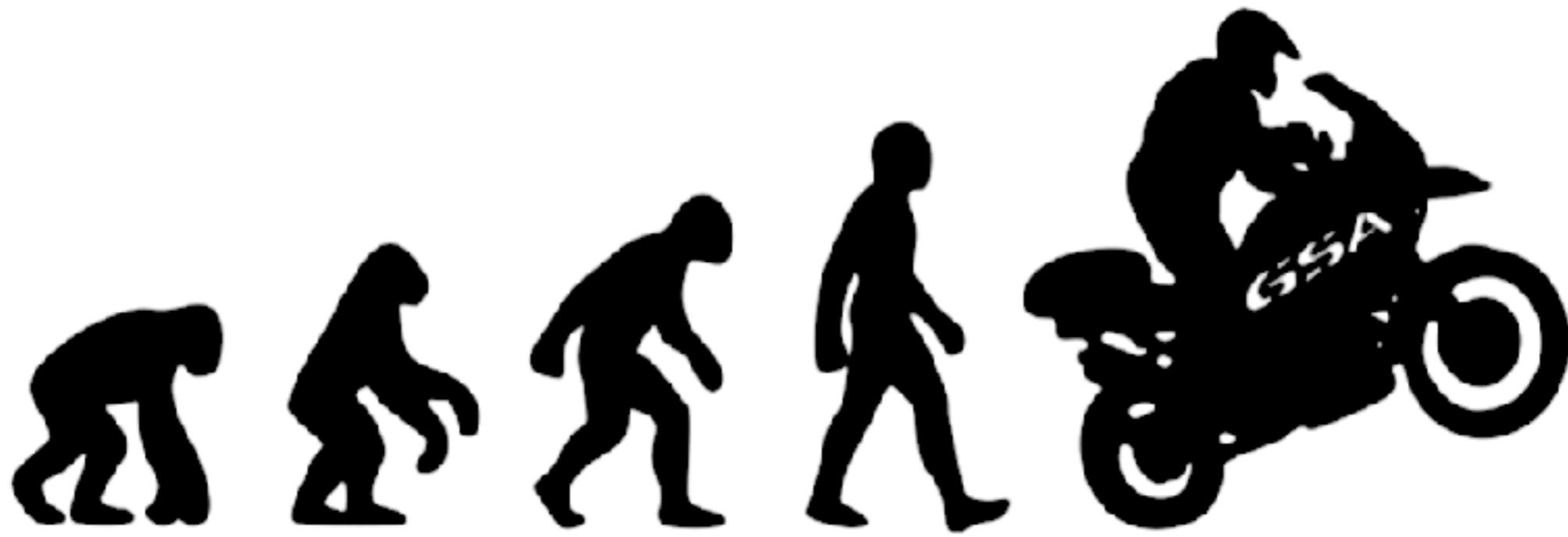


# Evolution of Architecture



monolith

n-tier

service  
oriented

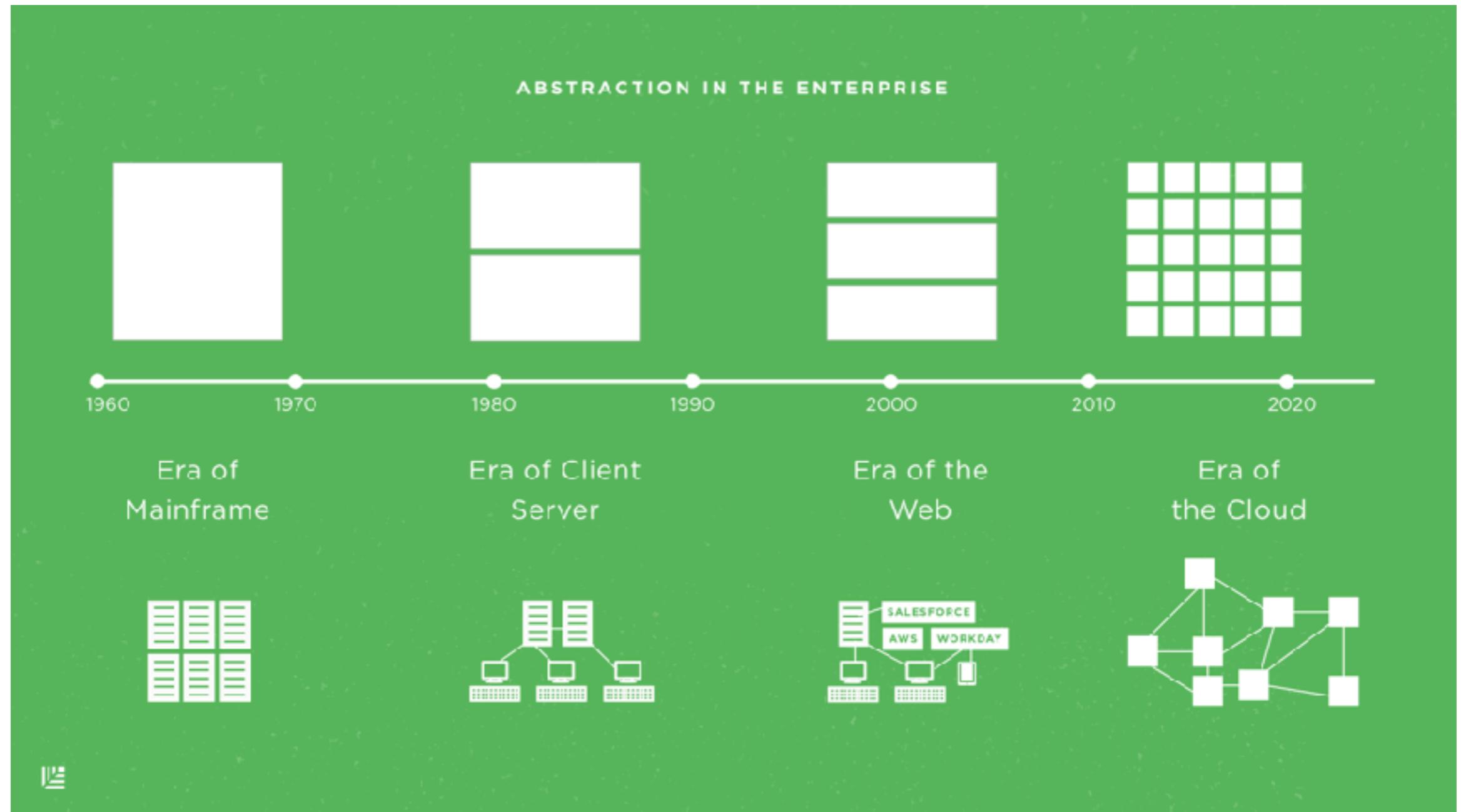
microservices

serverless

@somkiat



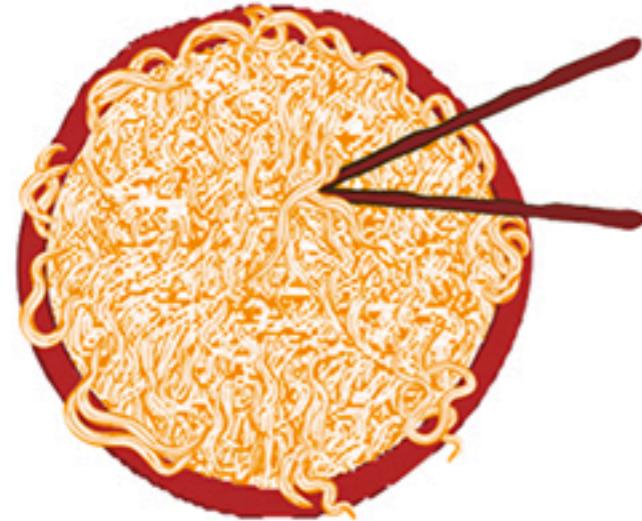
# Evolution of Architecture



# Developer's perspective

1990s and earlier

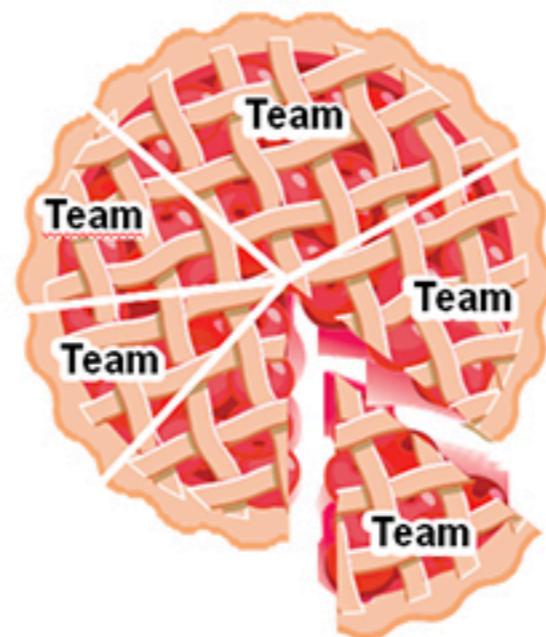
Pre-SOA (monolithic)  
Tight coupling



For a monolith to change, all must agree on each change. Each change has unanticipated effects requiring careful testing beforehand.

2000s

Traditional SOA  
Looser coupling



Elements in SOA are developed more autonomously but must be coordinated with others to fit into the overall design.

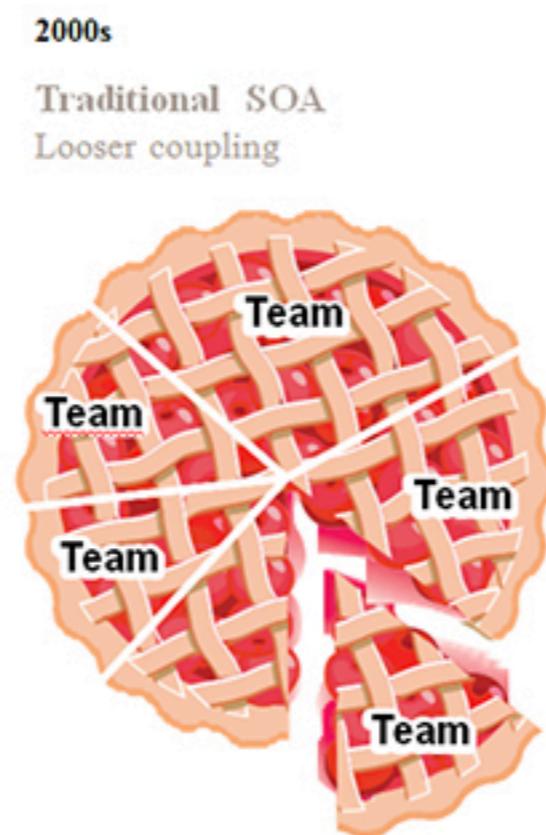
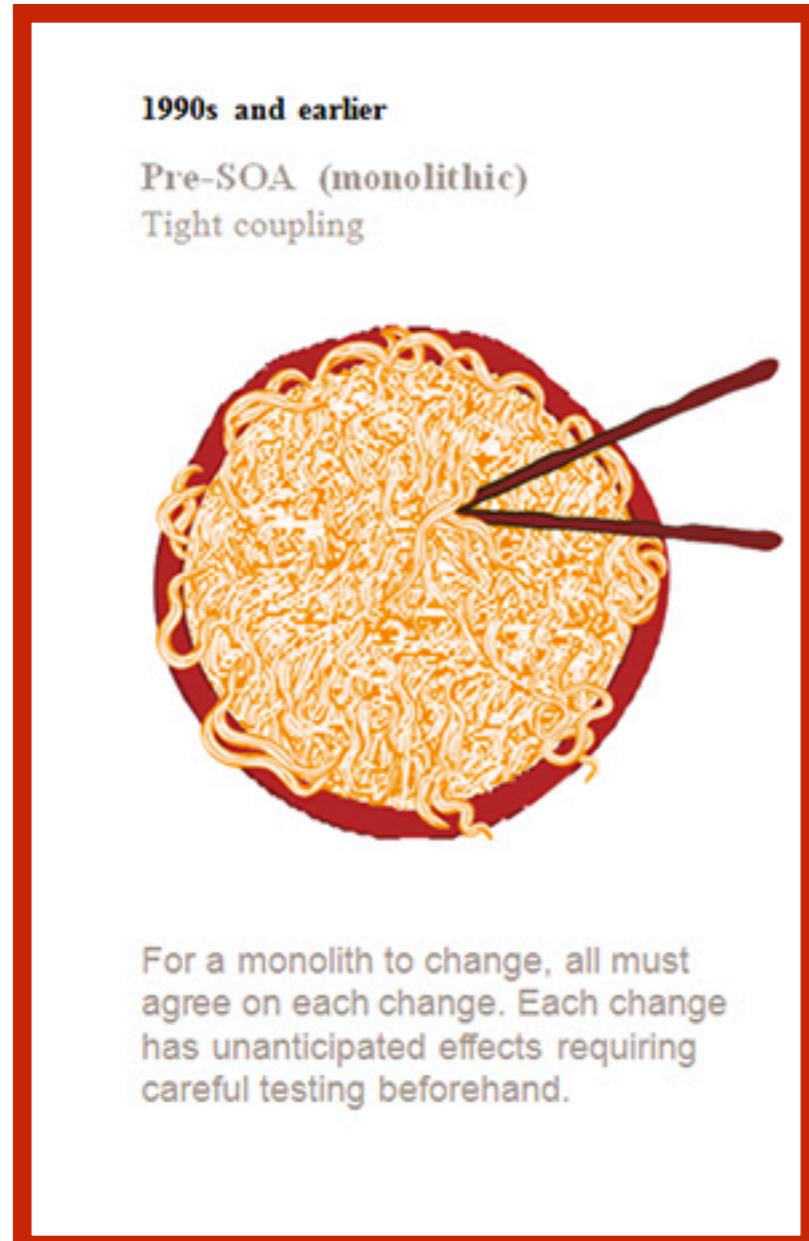
2010s

Microservices  
Decoupled



Developers can create and activate new microservices without prior coordination with others. Their adherence to MSA principles makes continuous delivery of new or modified services possible.

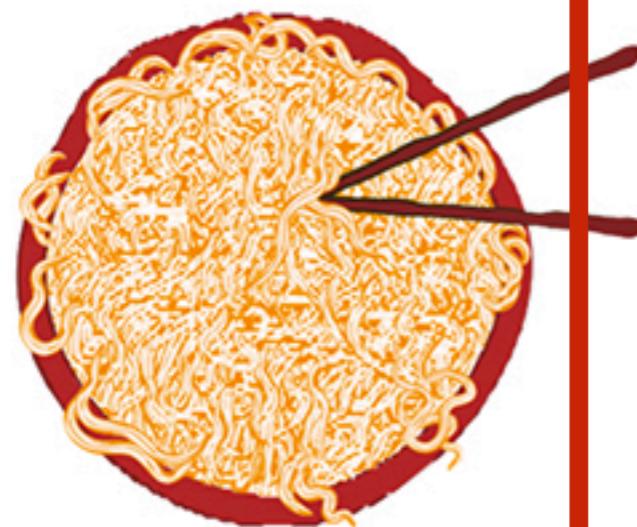
# Developer's perspective



# Developer's perspective

1990s and earlier

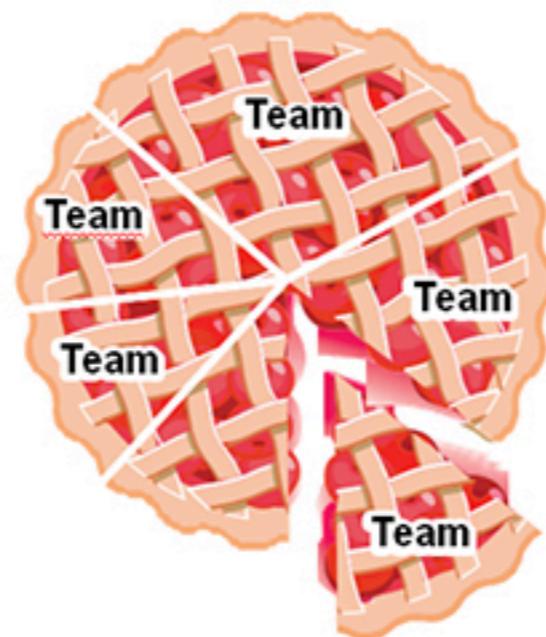
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Microservices  
Decoupled



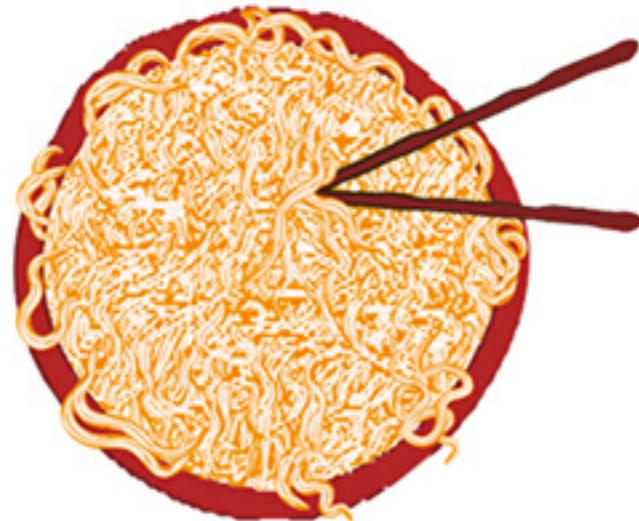
Developers can create and activate new microservices without prior coordination with others. Their adherence to MSA principles makes continuous delivery of new or modified services possible.



# Developer's perspective

1990s and earlier

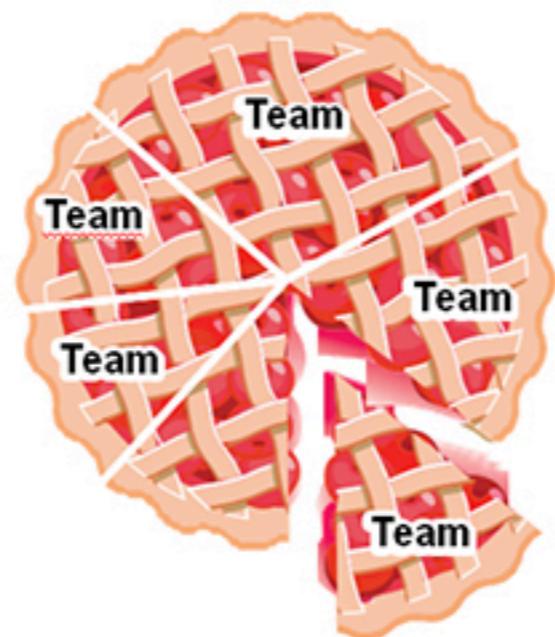
Pre-SOA (monolithic)  
Tight coupling



For a monolith to change, all must agree on each change. Each change has unanticipated effects requiring careful testing beforehand.

2000s

Traditional SOA  
Looser coupling



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2010s

Microservices  
Decoupled



Developers can create and activate new microservices without prior coordination with others. Their adherence to MSA principles makes continuous delivery of new or modified services possible.

# Evolution of services

1990s and earlier

## Coupling

Pre-SOA (monolithic)

Tight coupling



2000s

Traditional SOA

Looser coupling



2010s

Microservices

Decoupled



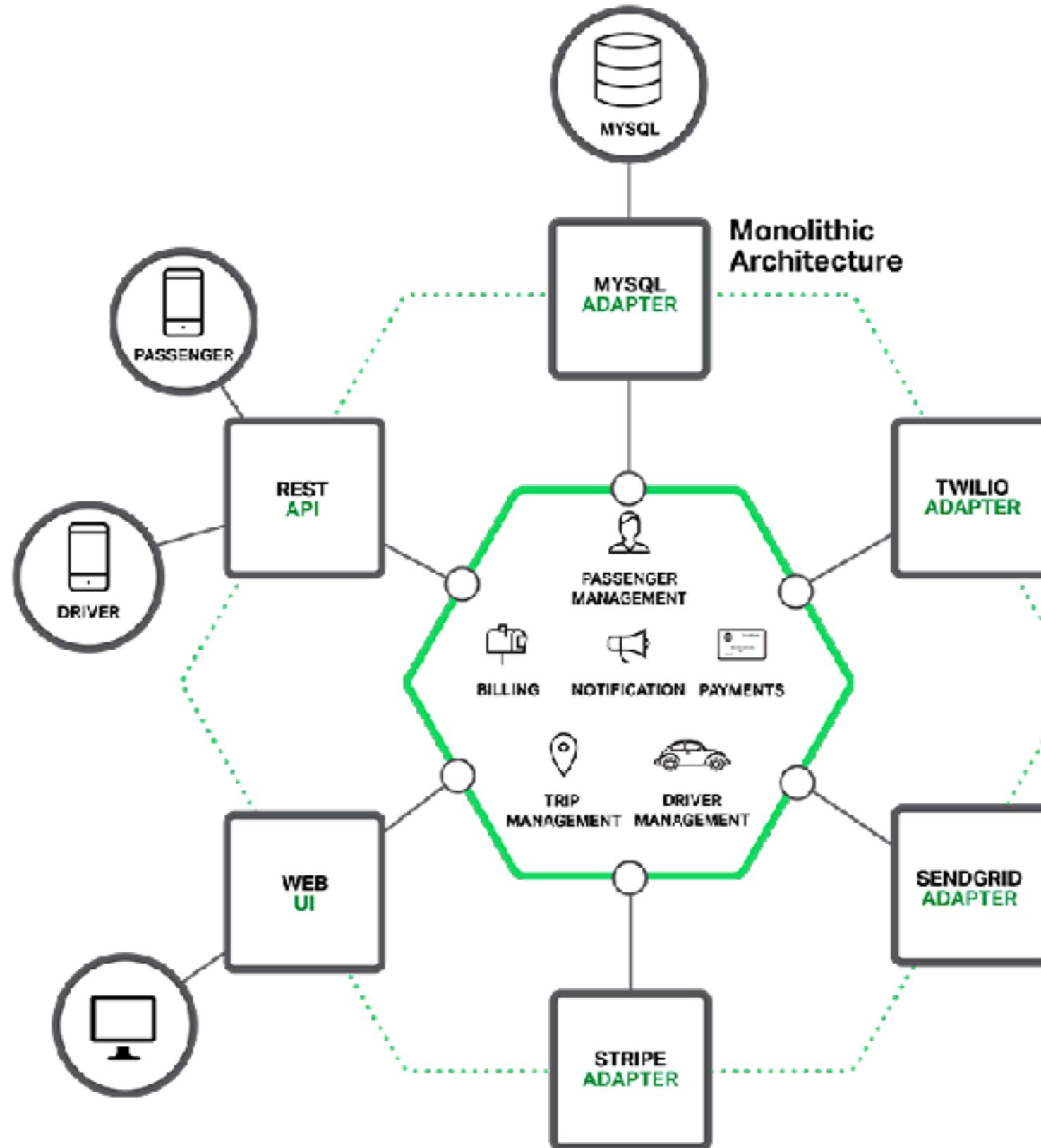
# Monolith



# Monolith



# Monolith



# Pros & Cons

?



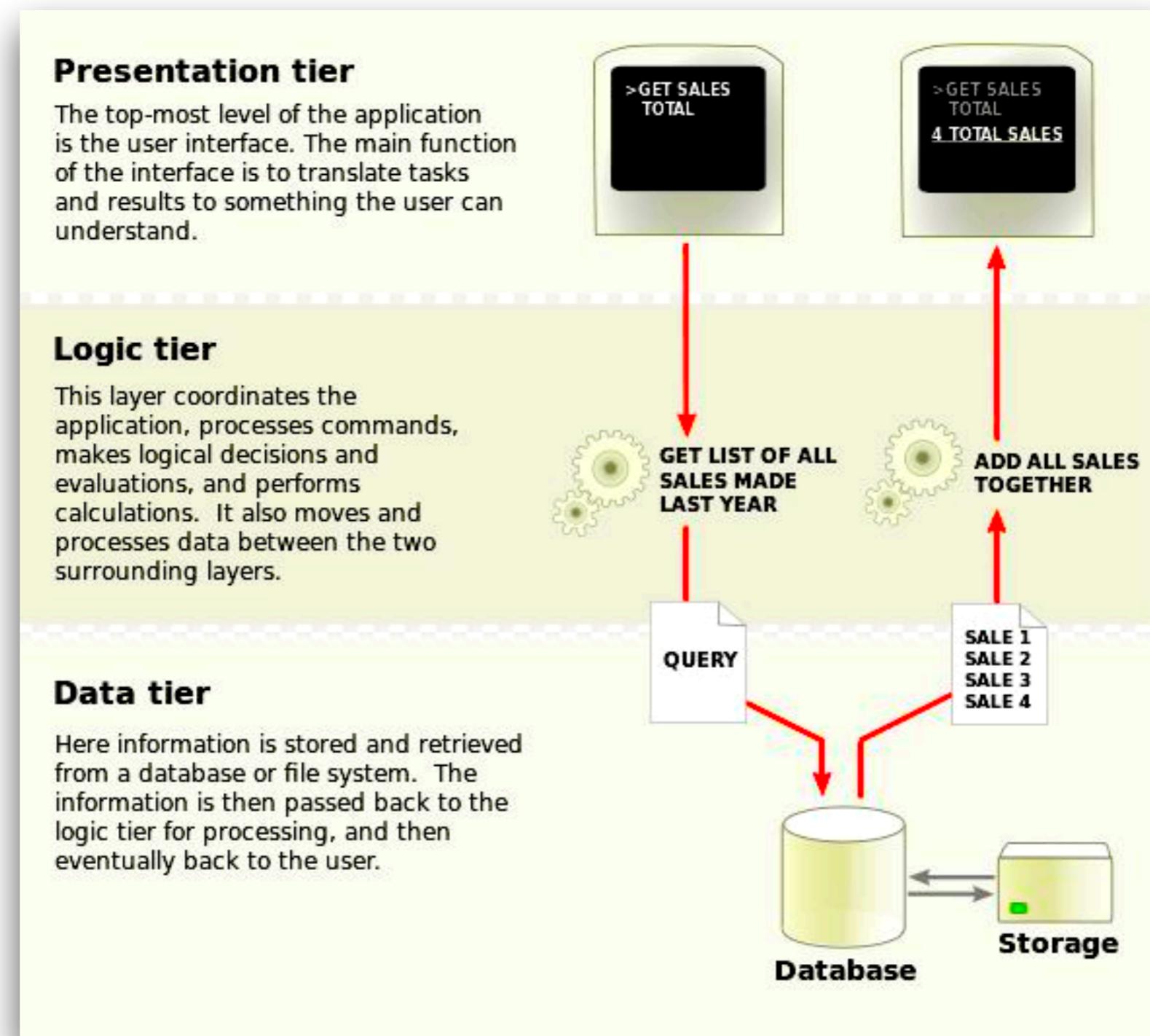
# N-tiers



# N-tiers



# N-tiers



# Pros & Cons

?

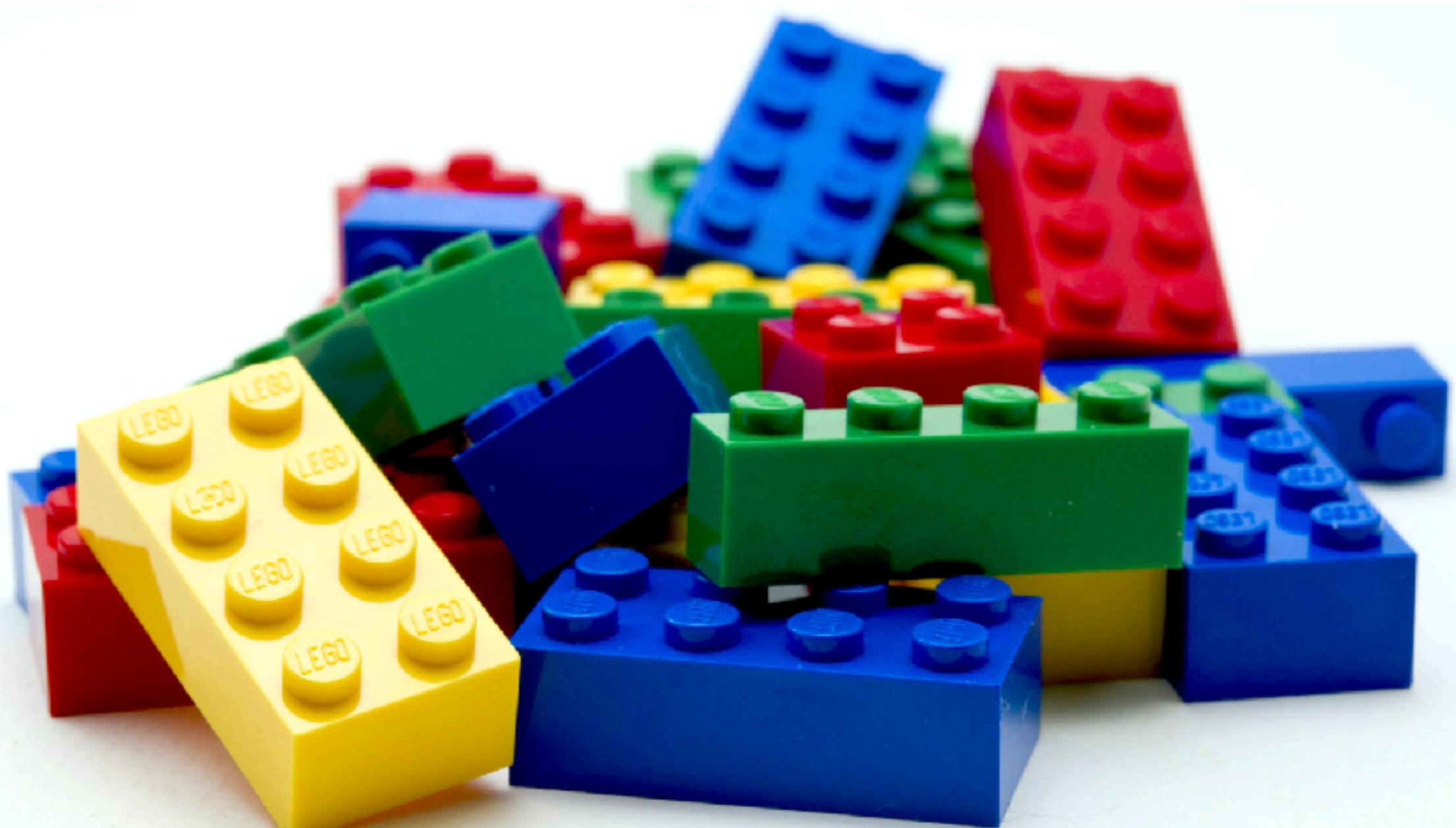


# **SOA**

# **Service Oriented Architecture**



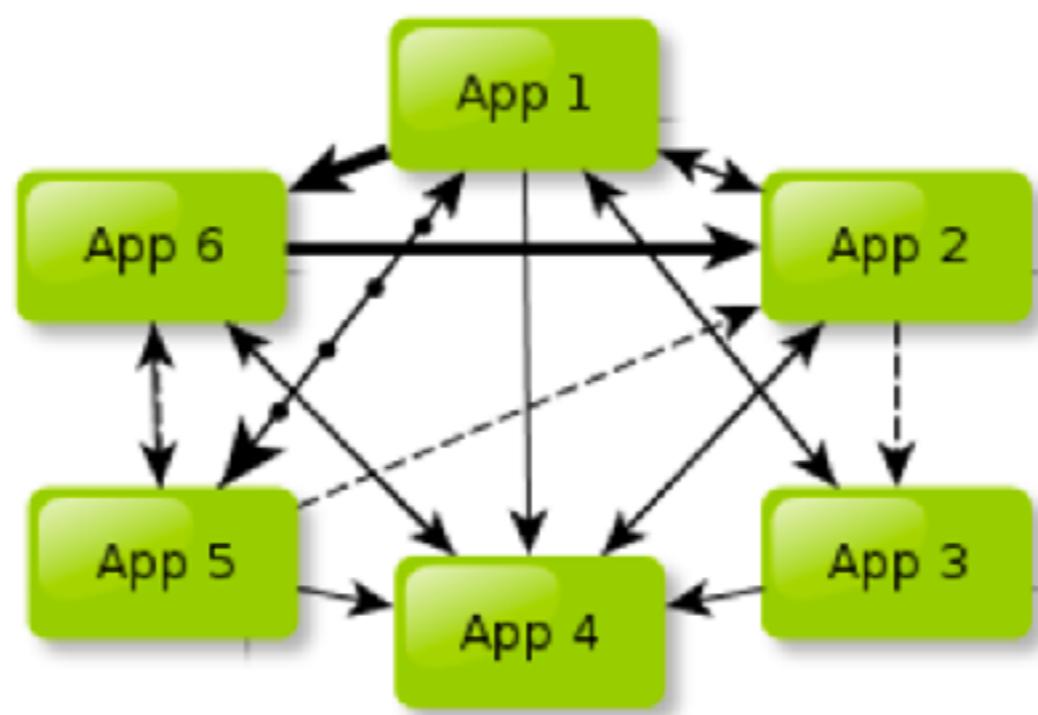
# SOA



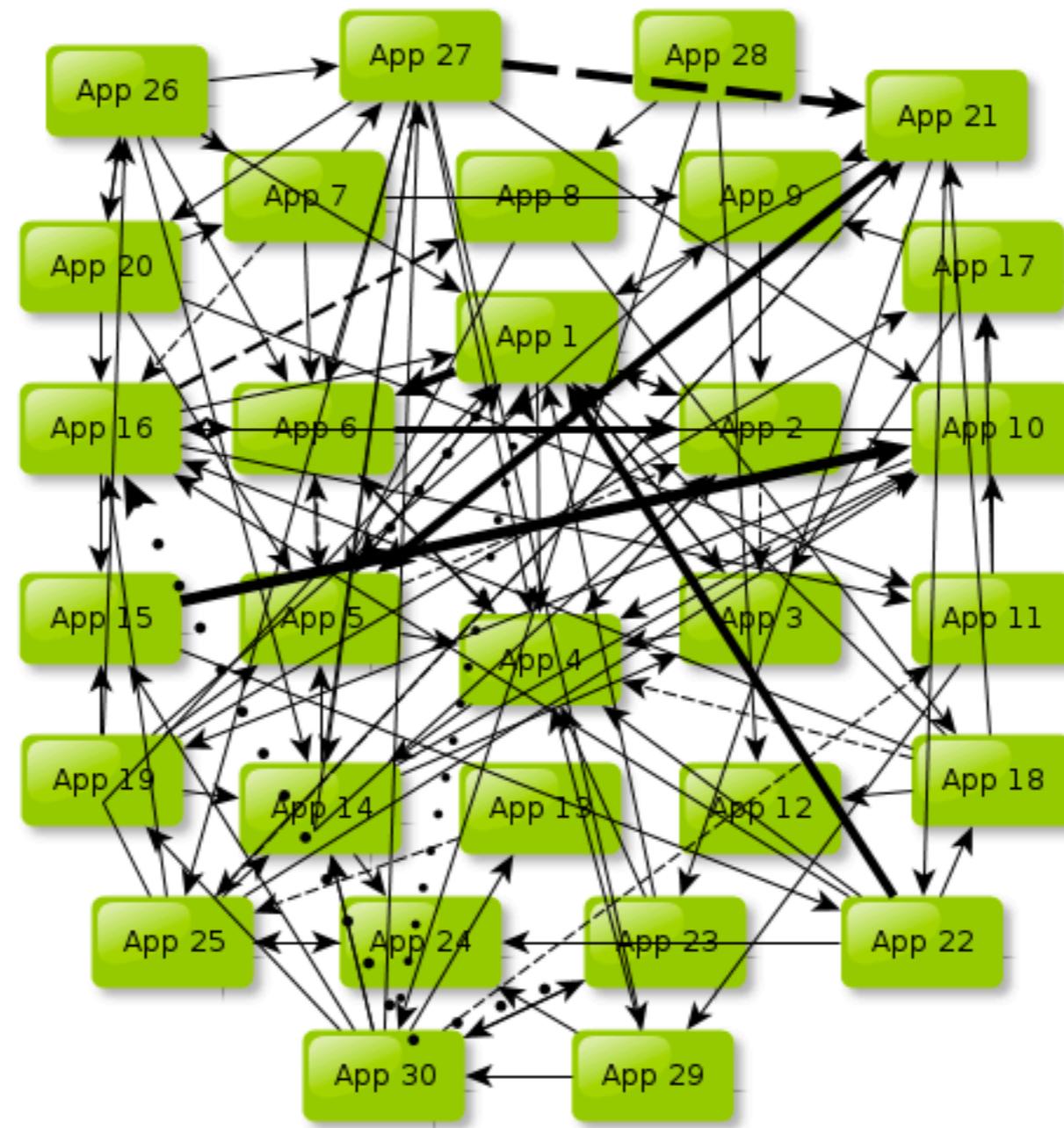
# SOA



# SOA ?



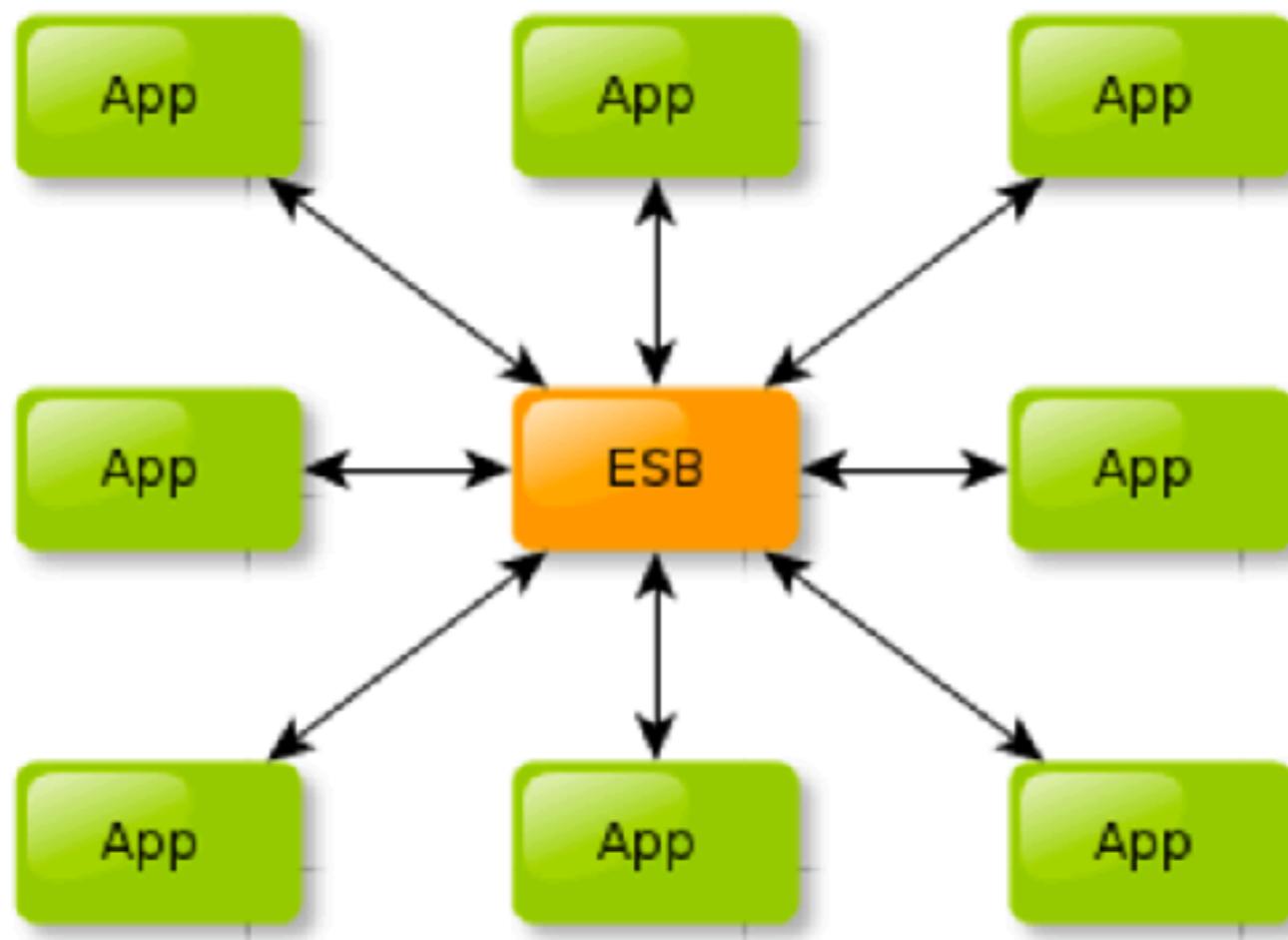
# SOA ?



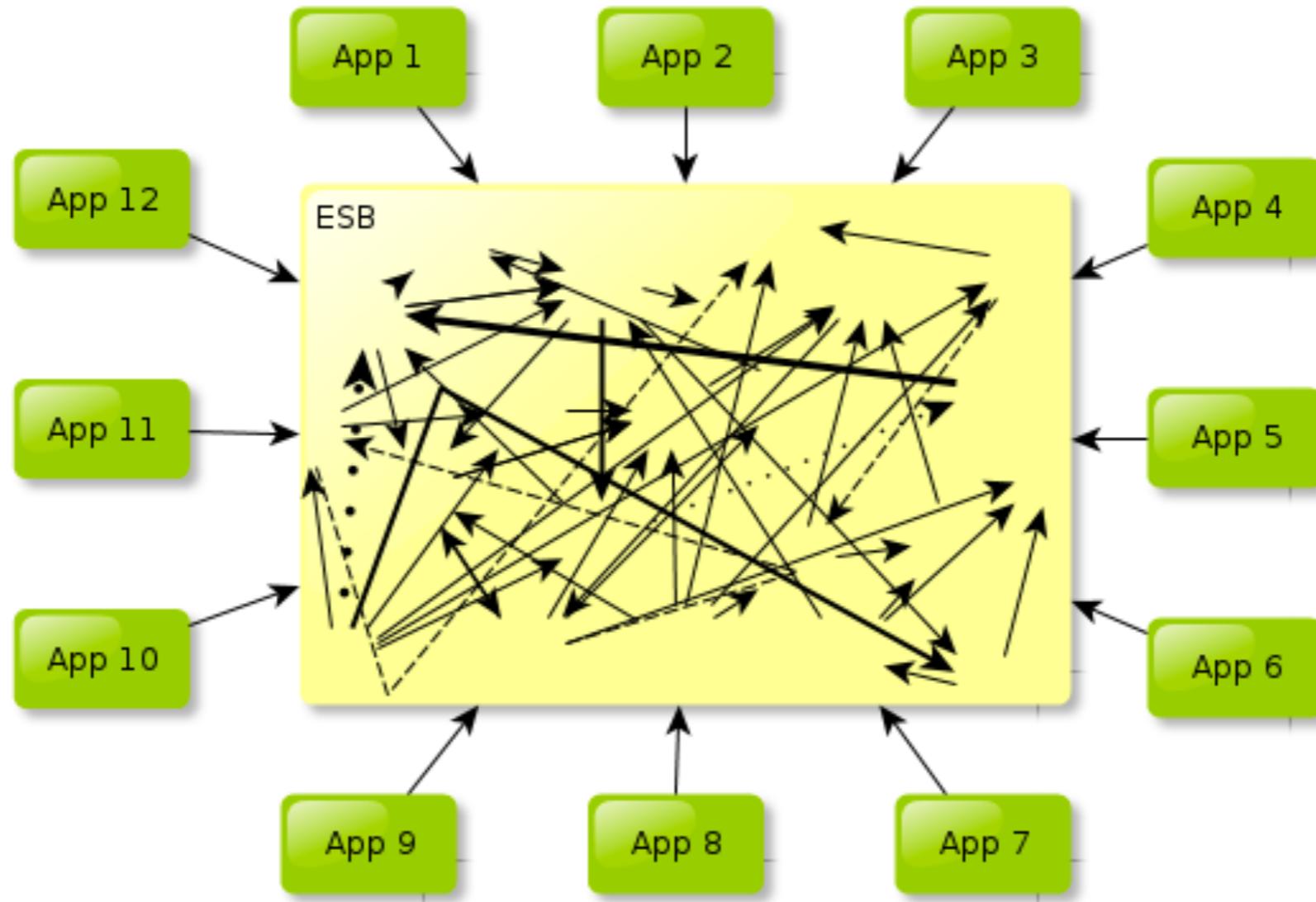
# Solution ?



# SOA with ESB



# SOA with ESB



# ESB

## Enterprise Service Bus

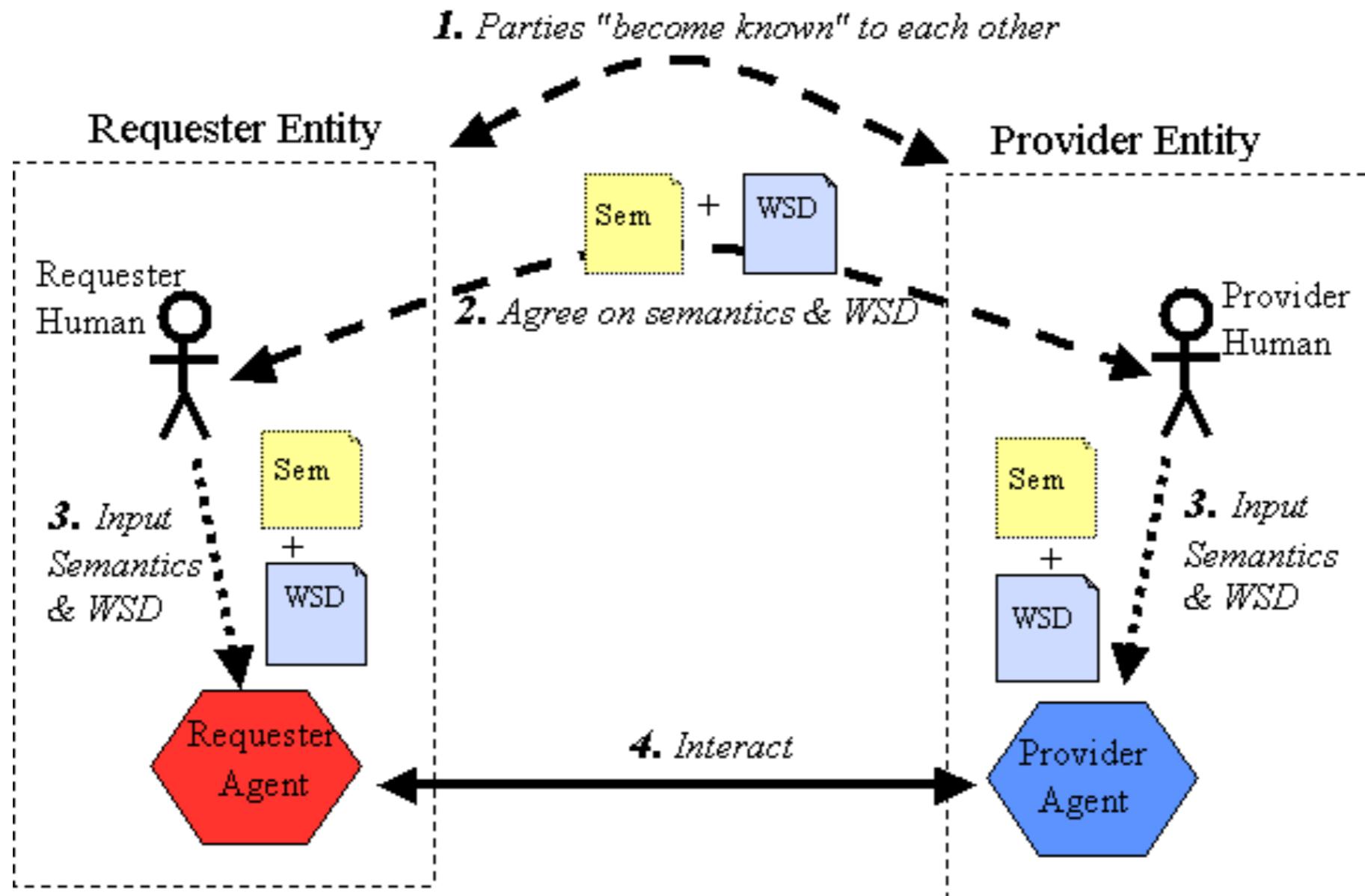


# WebService



บริษัท สยามชนาญกิจ จำกัด และเพื่อนพ้องน้องพี่

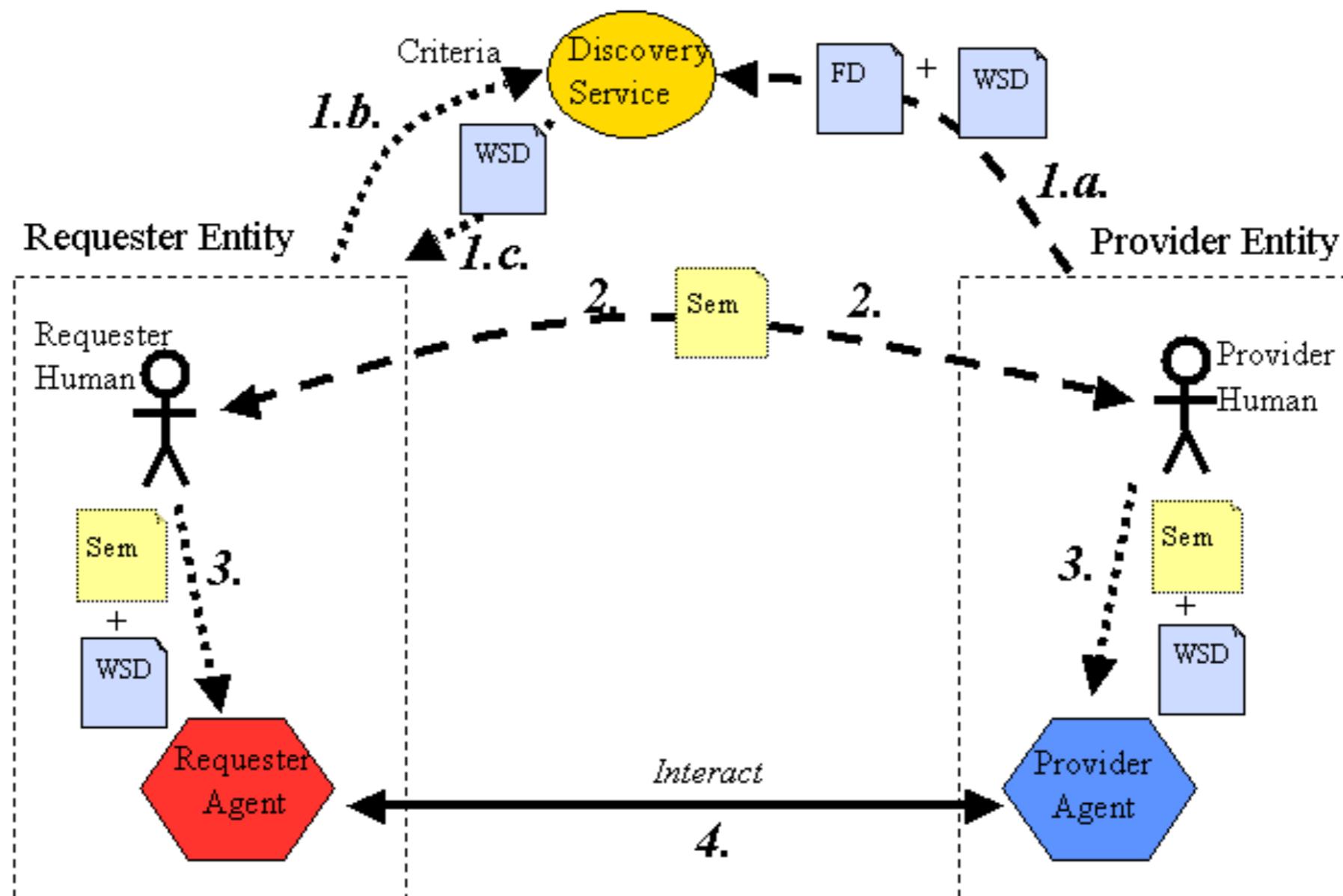
# WebService



<https://www.w3.org/TR/ws-arch>



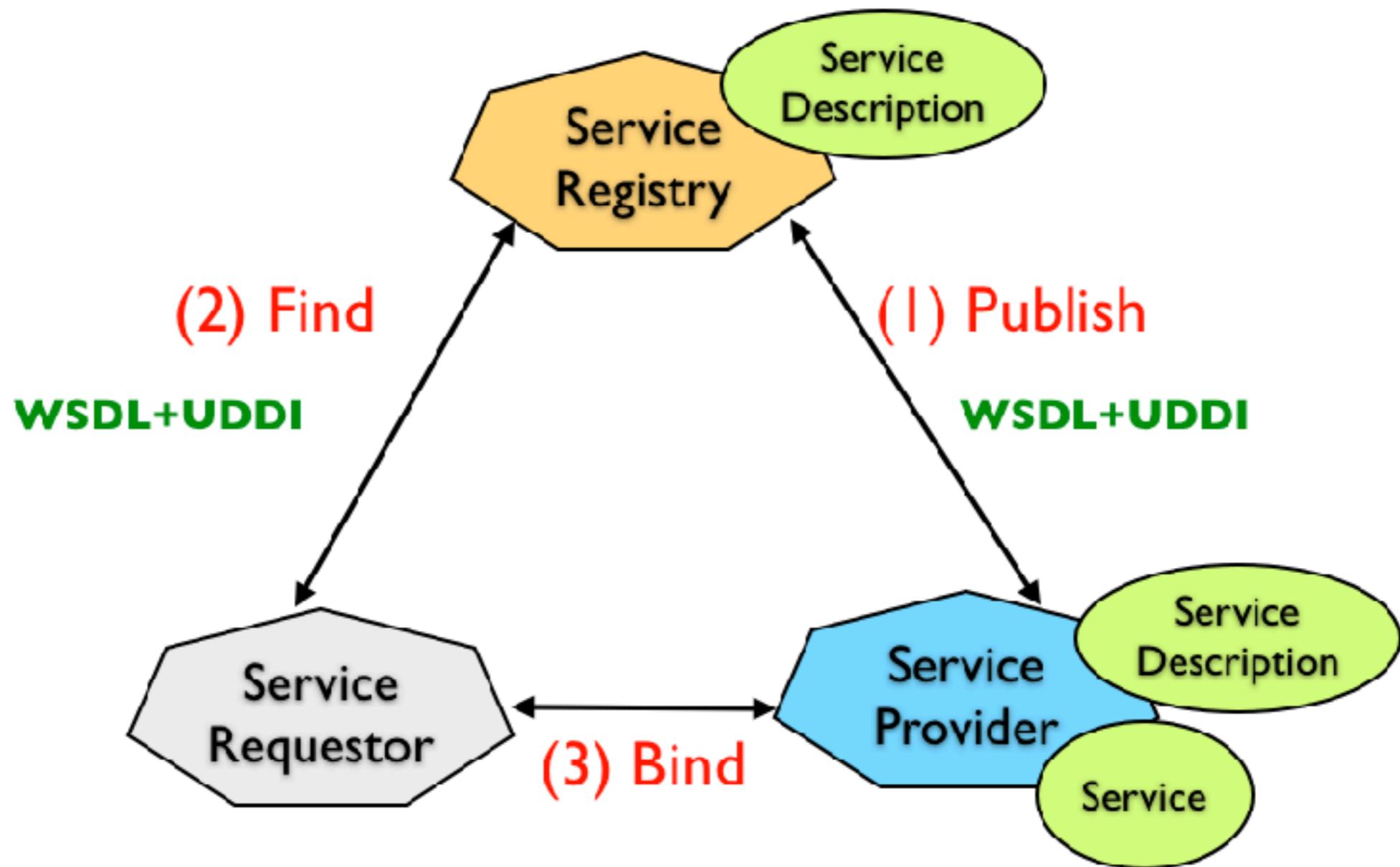
# Service Discovery



<https://www.w3.org/TR/ws-arch>



# WebService



# WebService

WSDL  
UDDI  
SOAP



# **WebService**

**WebService Description Language**

**Universal Descriptor Discovery Integration**

**Simple Object Access Protocol**



# Pros & Cons

?



# **REST API**

# **REpresentational State Transfer**



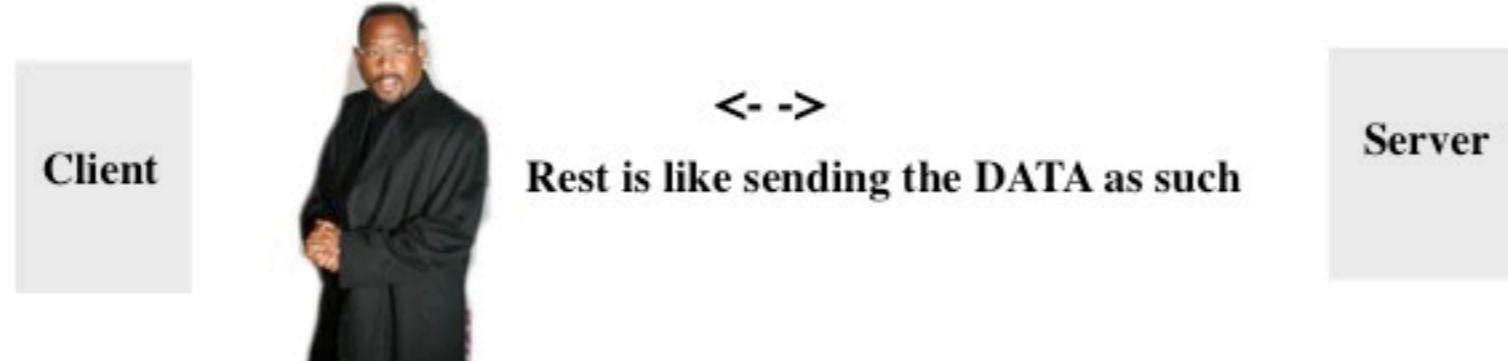
# REST

Consider "Martin Lawrence" as your data

## SOAP



## REST



# REST



Rides directly on HTTP. Plain and simple. In reality, this is all you need to send data from point A to point B and get the required response. Catch: Until something that represents a service contract is put in to place, it's kinda "anything goes".

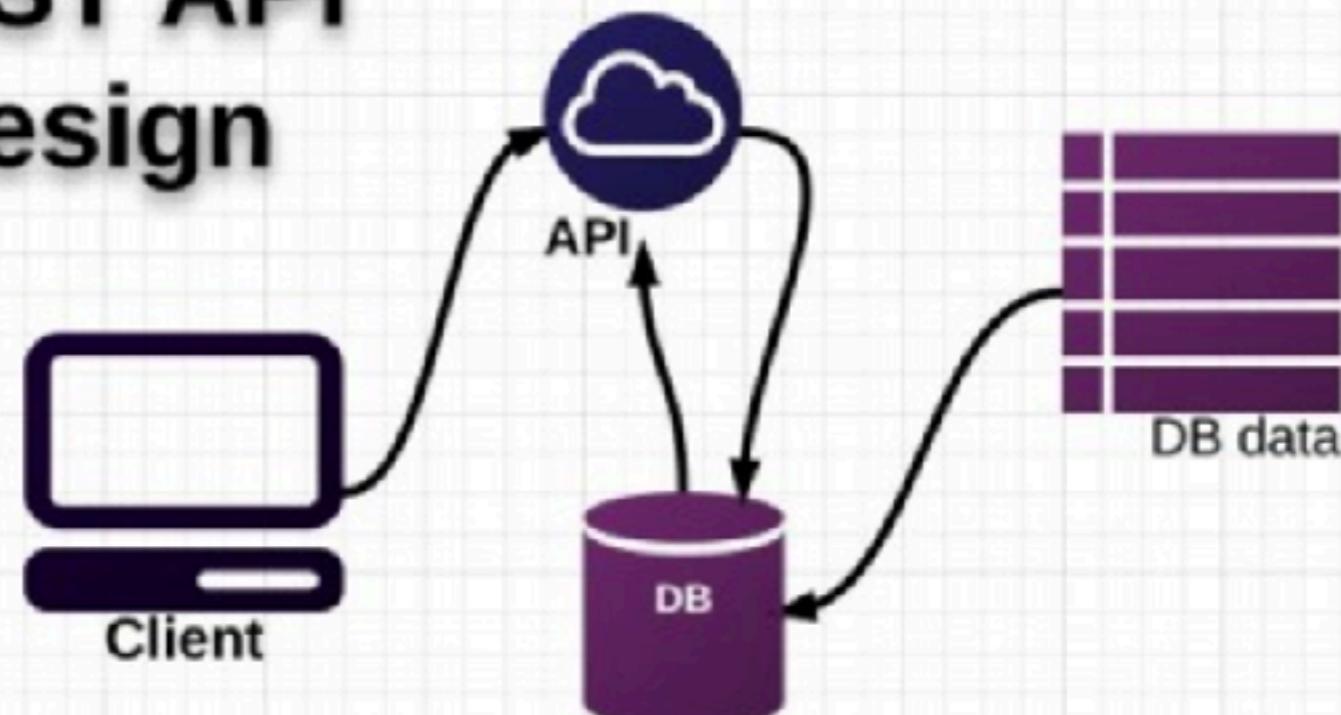


The coach is your SOAP envelope: it wraps your data. Main strength is the presence of a contract: the WSDL. Gives you the "comfort" of easily generating artifacts. Catch: look at the complexity and added weight.

# REST

## REST API Design

**GET** /tasks - display all tasks  
**POST** /tasks - create a new task  
**GET** /tasks/{id} - display a task by ID  
**PUT** /tasks/{id} - update a task by ID  
**DELETE** /tasks/{id} - delete a task by ID



**Monolith**

**N-tier**

**SOA/  
WebService**

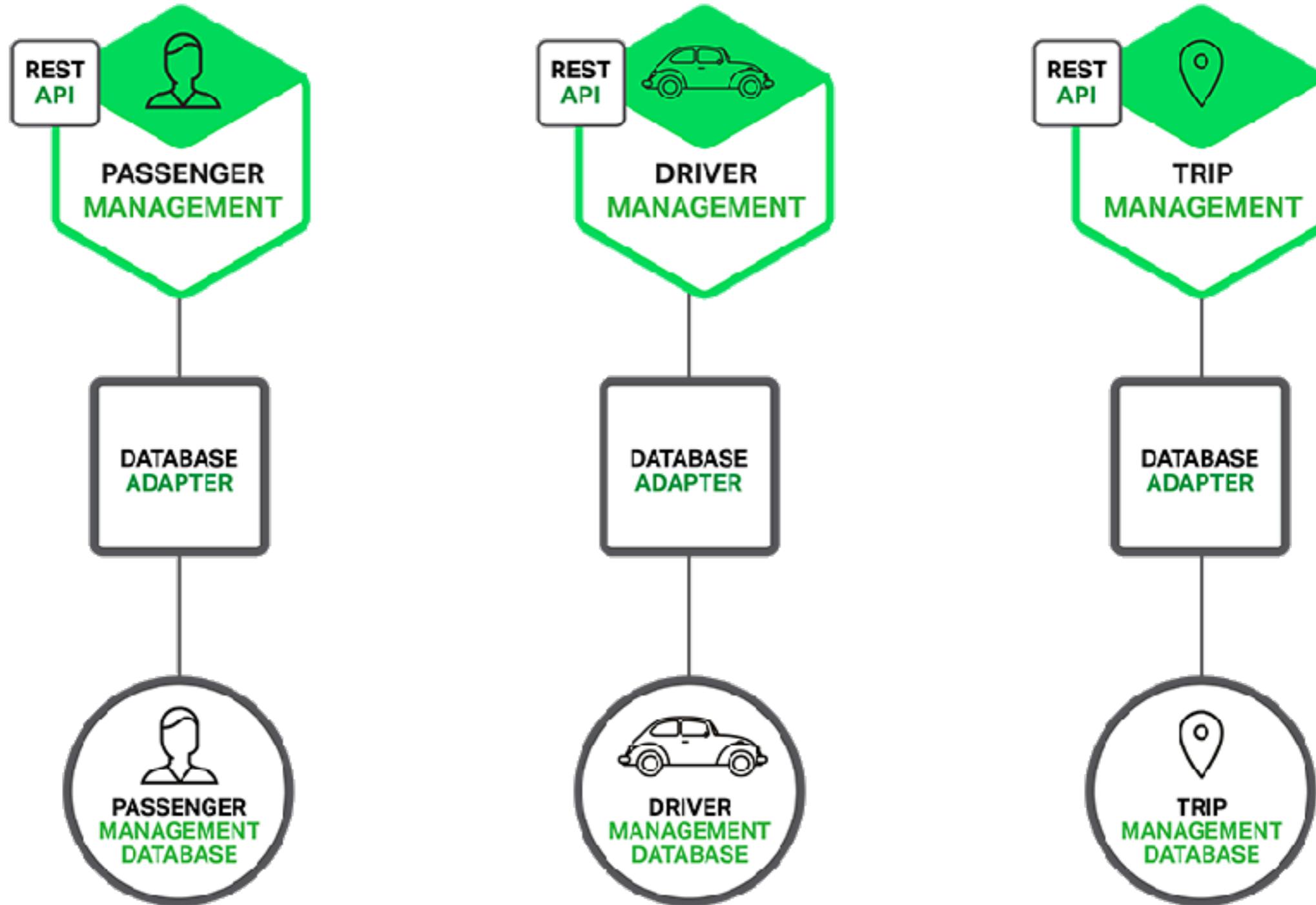
**REST API**



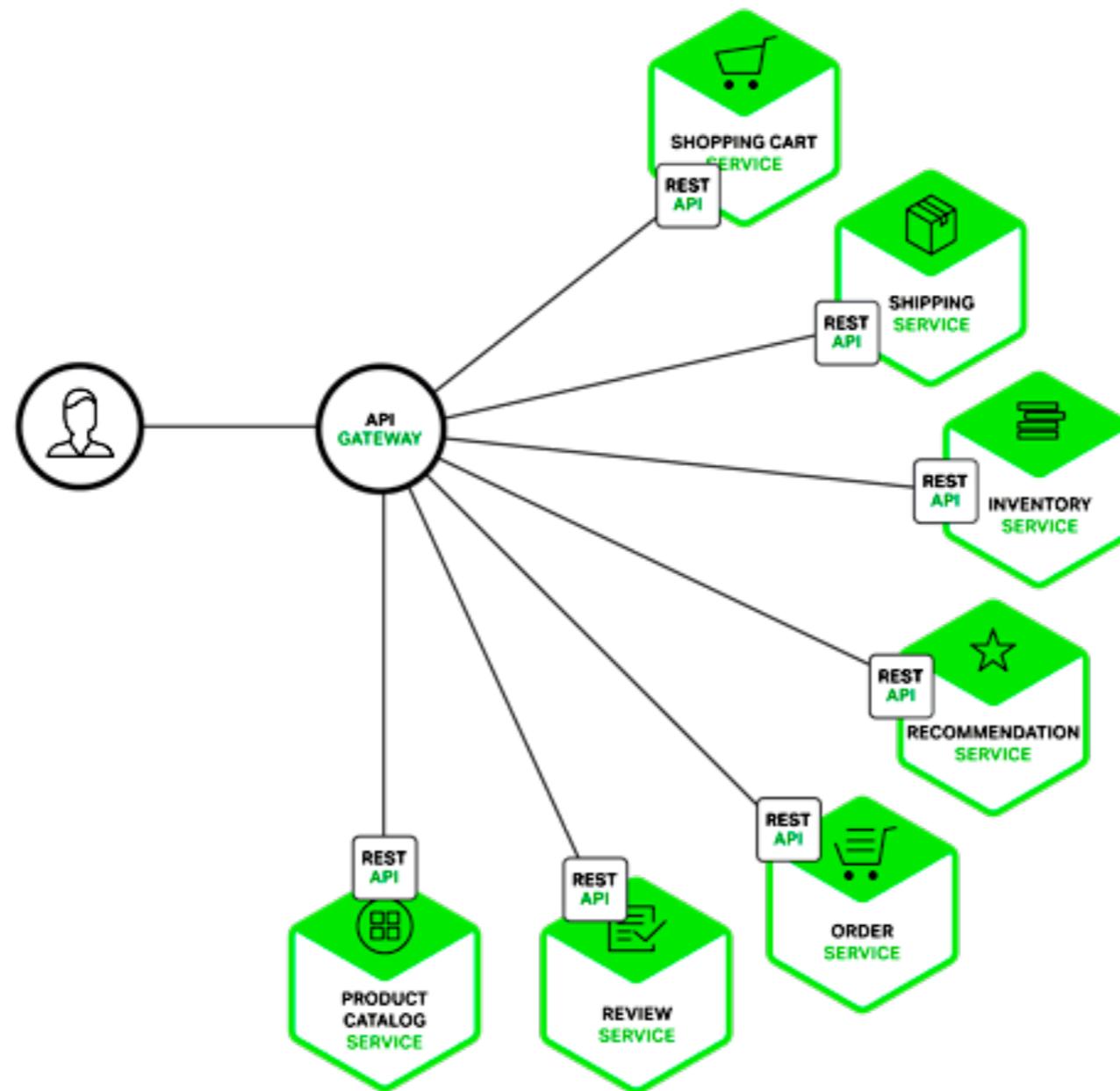
# Microservice



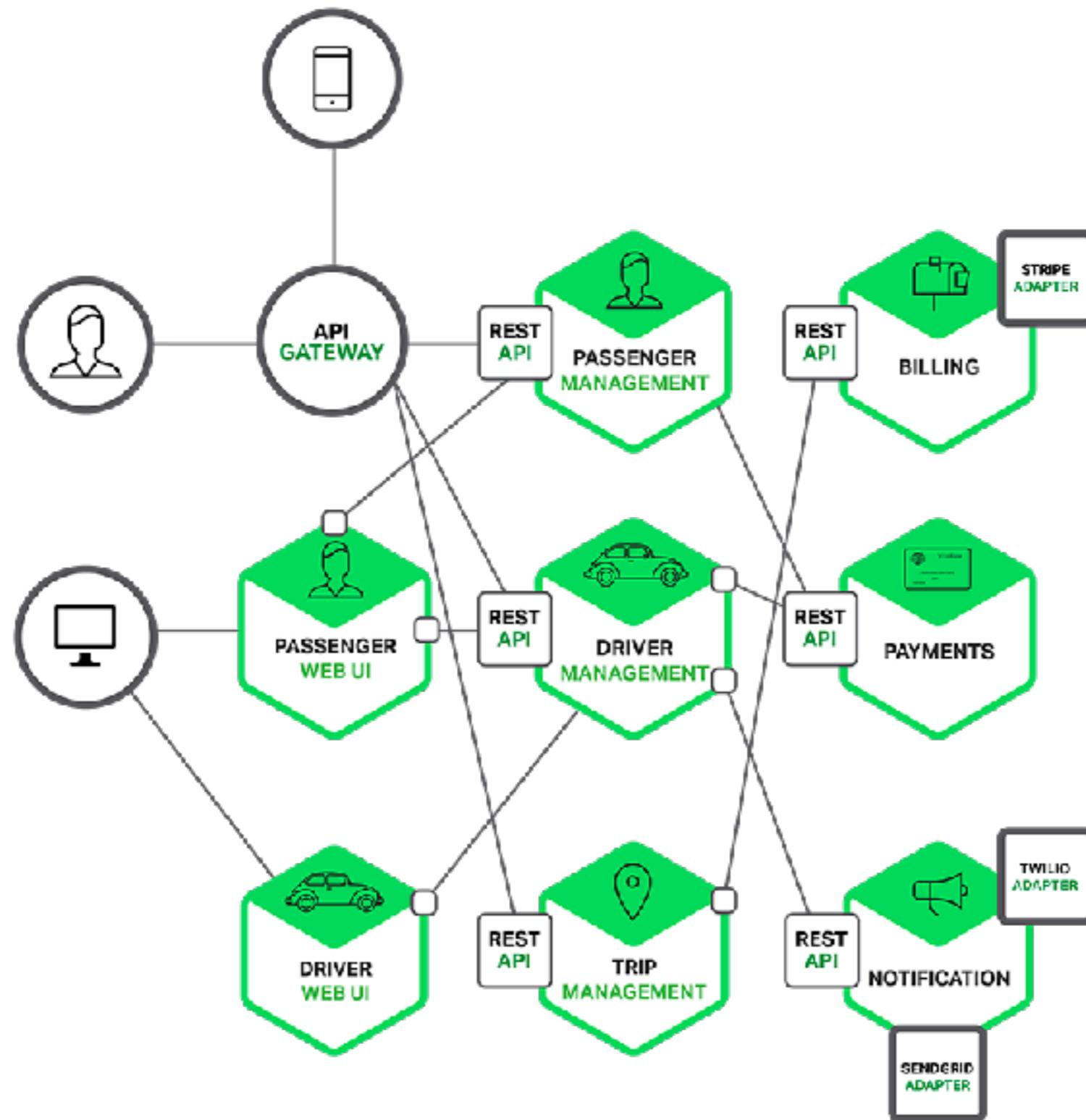
# Microservice



# Microservice



# Microservice

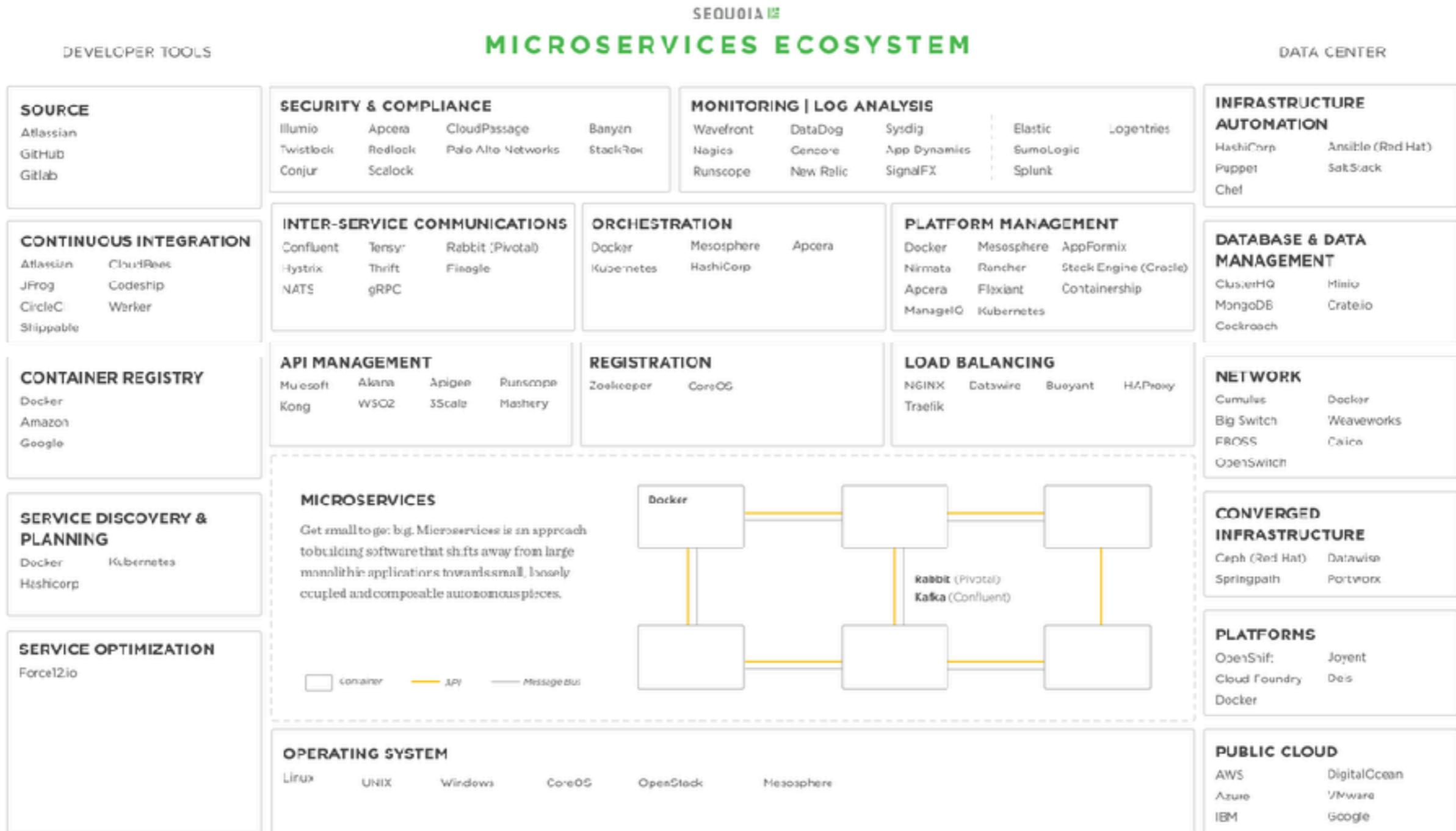


# Pros & Cons

?



# Microservice Ecosystem



Includes both companies and open source projects.

Version 1.2 | GI.79.76

<https://twitter.com/mcmiller00/status/690894999370633216>



# Serverless



# FaaS

# Function as a Service



# Let's workshop

