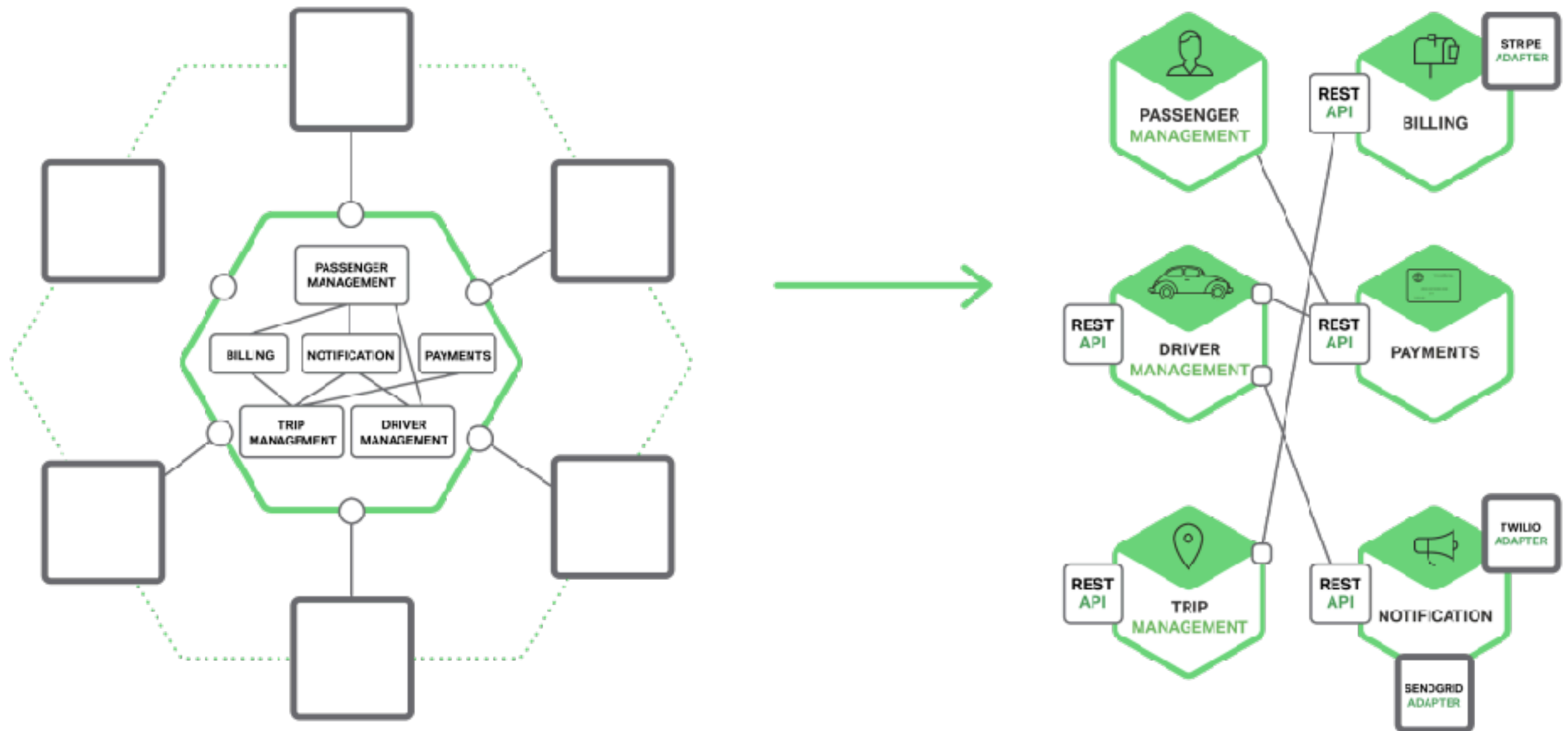


# Service Communication



# Inter-Process Communication (IPC)



# Interaction Styles (1)

One-to-one

One-to-many



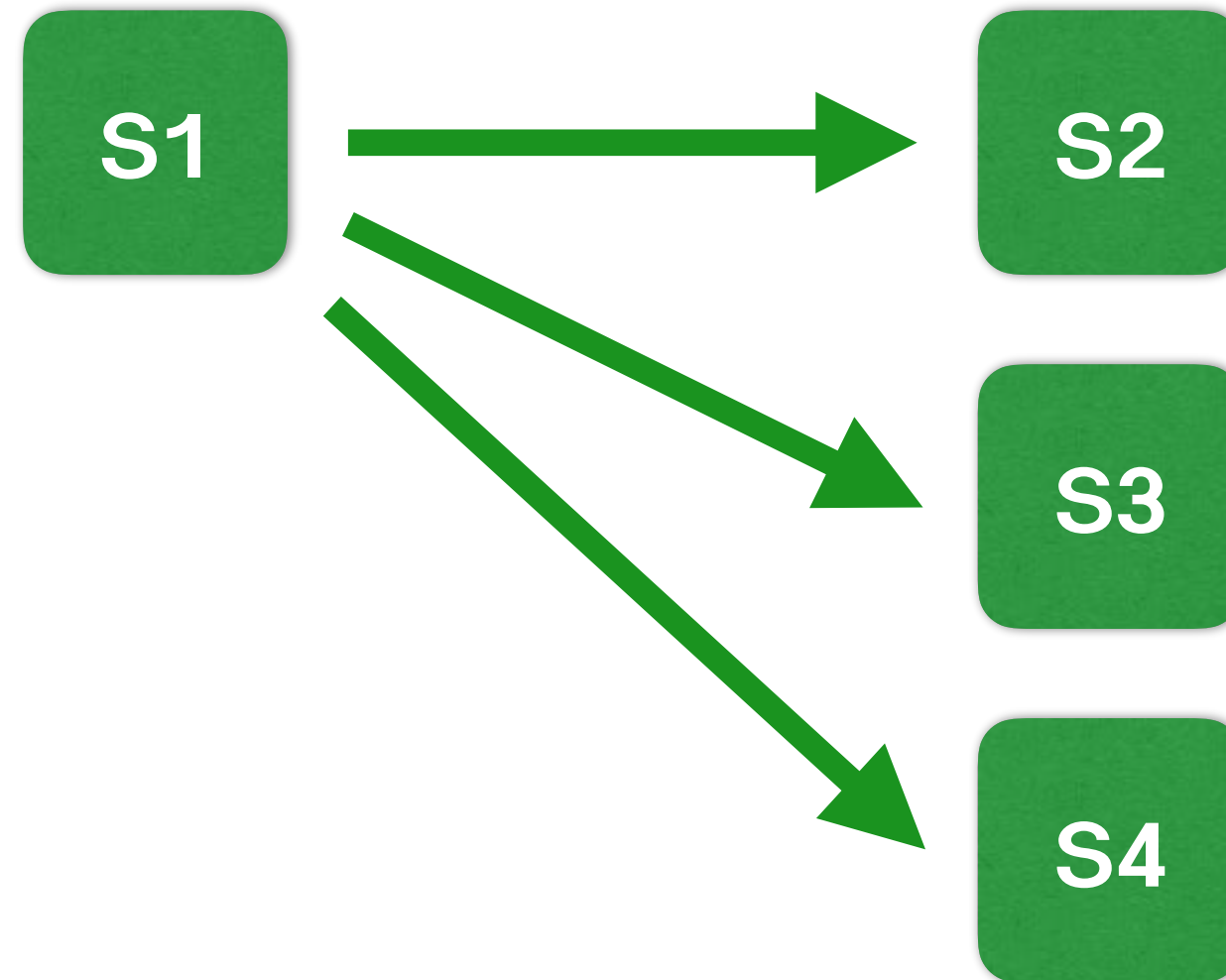
# One-to-one

Each client request is processed by exactly one service instance



# One-to-many

Each request is processed by multiple service instances



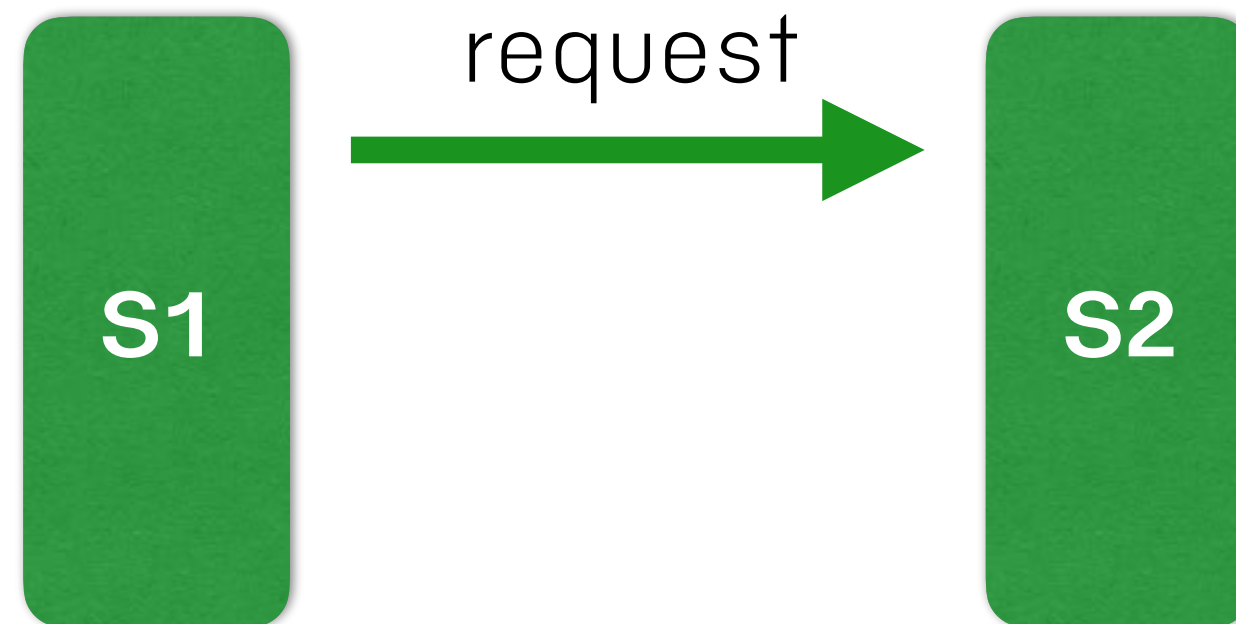
# Interaction Styles (2)

Synchronous  
Asynchronous



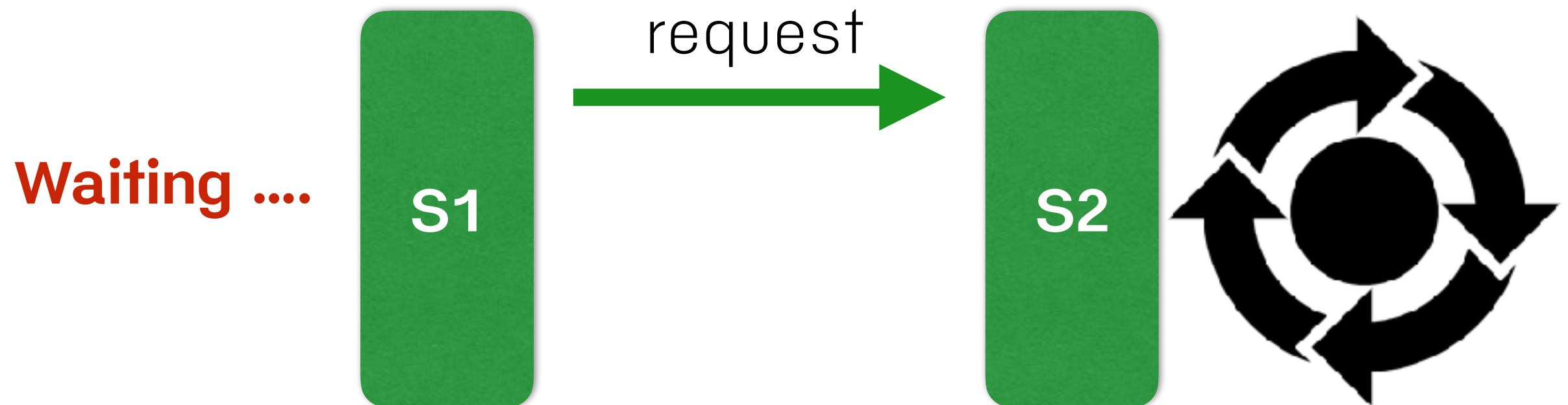
# Synchronous

The client expects a timely response from the service and might even block while it waits



# Synchronous

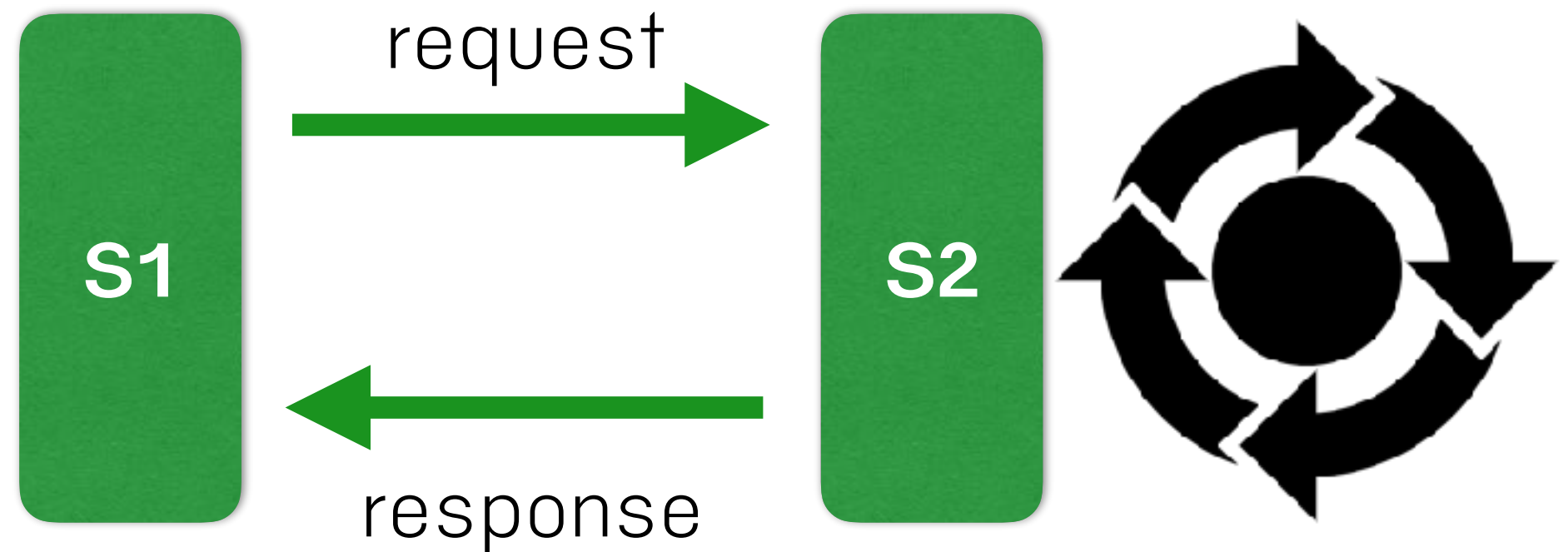
The client expects a timely response from the service and might even block while it waits





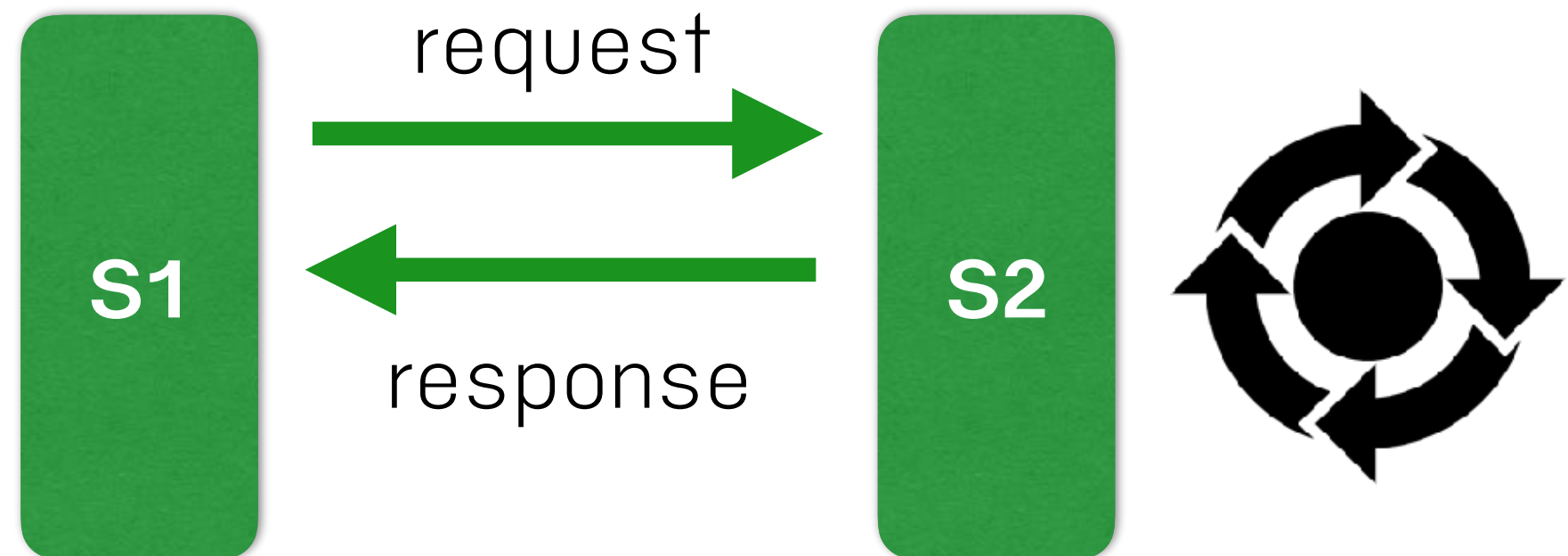
# Synchronous

The client expects a timely response from the service and might even block while it waits



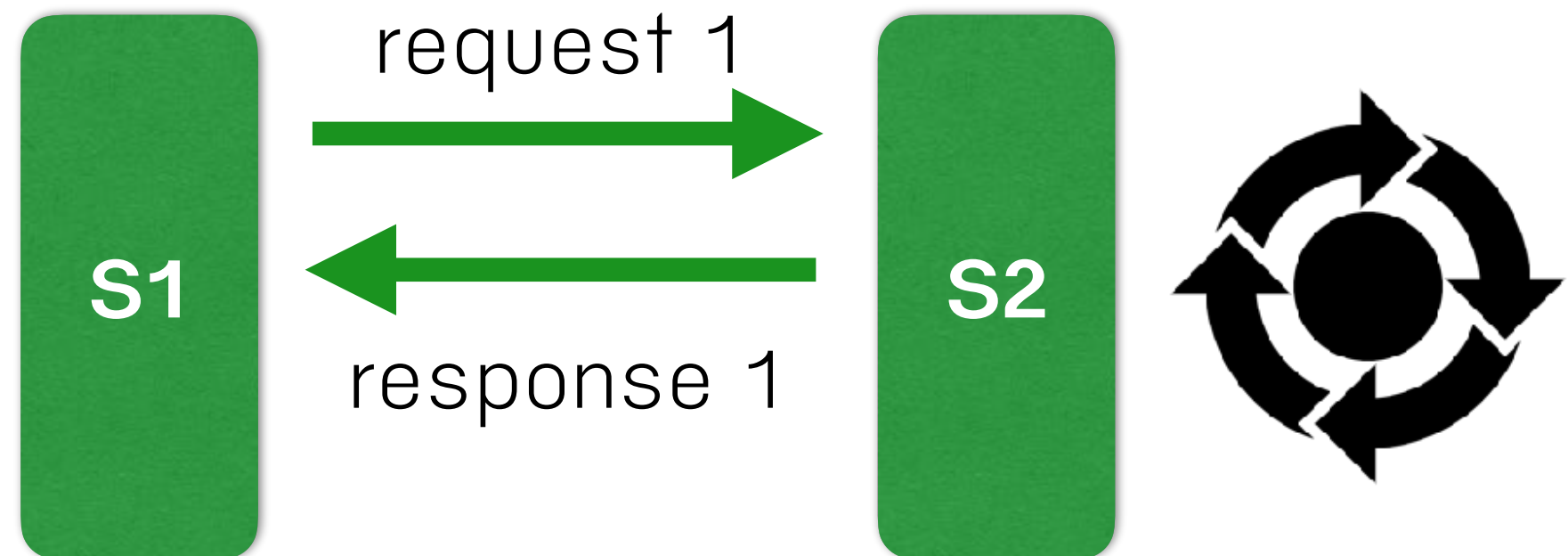
# Asynchronous

The client doesn't block while waiting for a response, and the response, if any, isn't necessarily sent immediately



# Asynchronous

The client doesn't block while waiting for a response, and the response, if any, isn't necessarily sent immediately



# Asynchronous

The client doesn't block while waiting for a response, and the response, if any, isn't necessarily sent immediately



# Combination of Styles

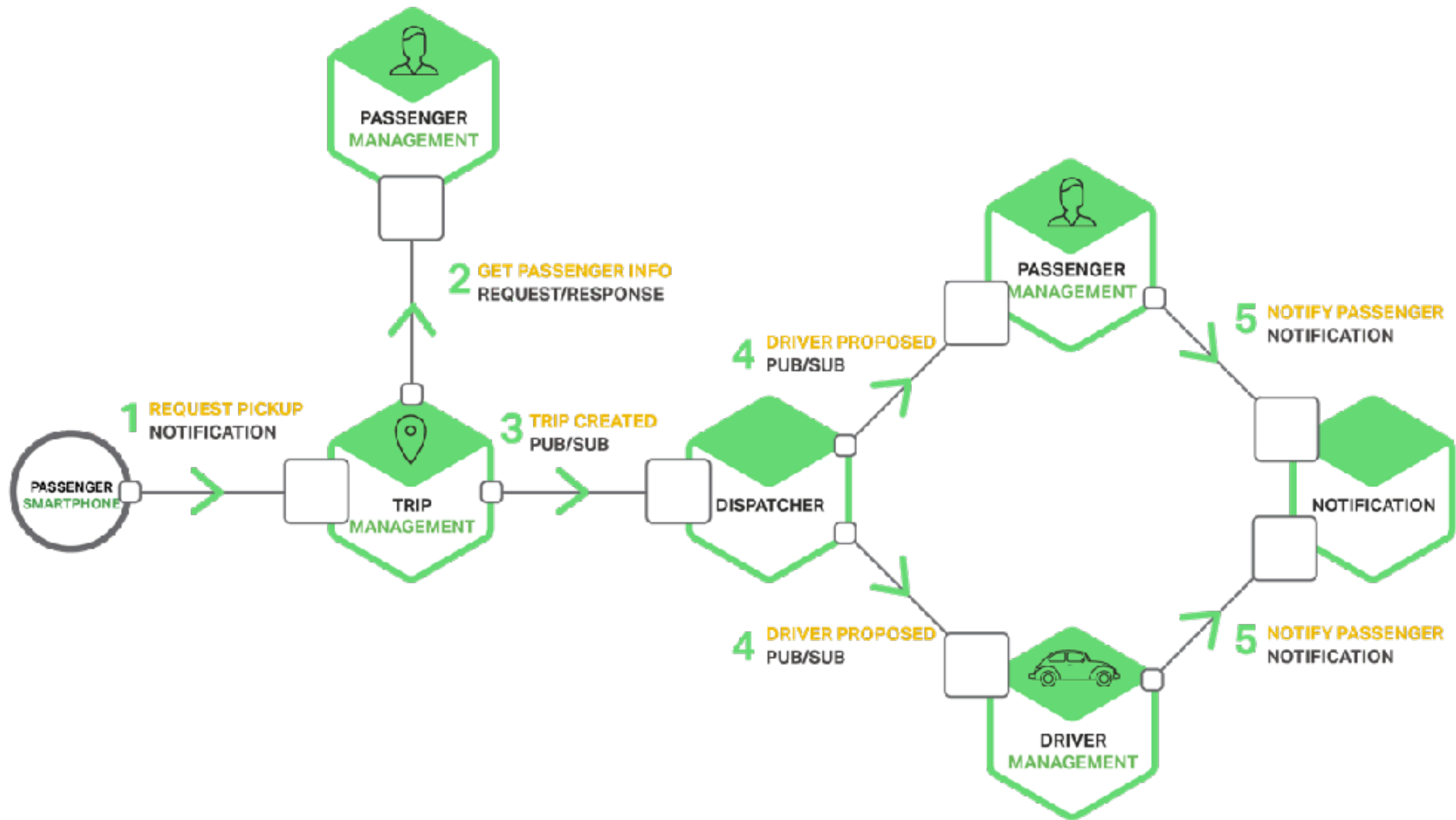


# Interaction Styles

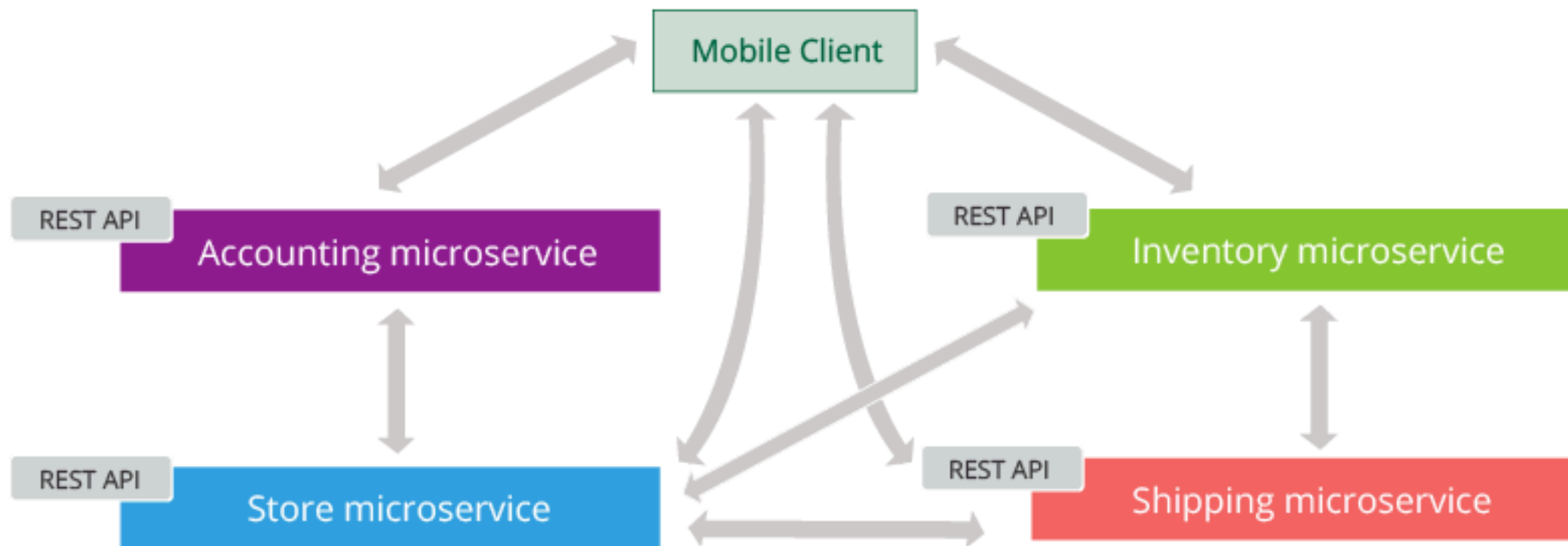
	One-to-One	One-to-Many
<b>Synchronous</b>	Request/Response	
<b>Asynchronous</b>	Notification	Publish/Subscribe
	Request/Async response	Publish/Async response



# Example

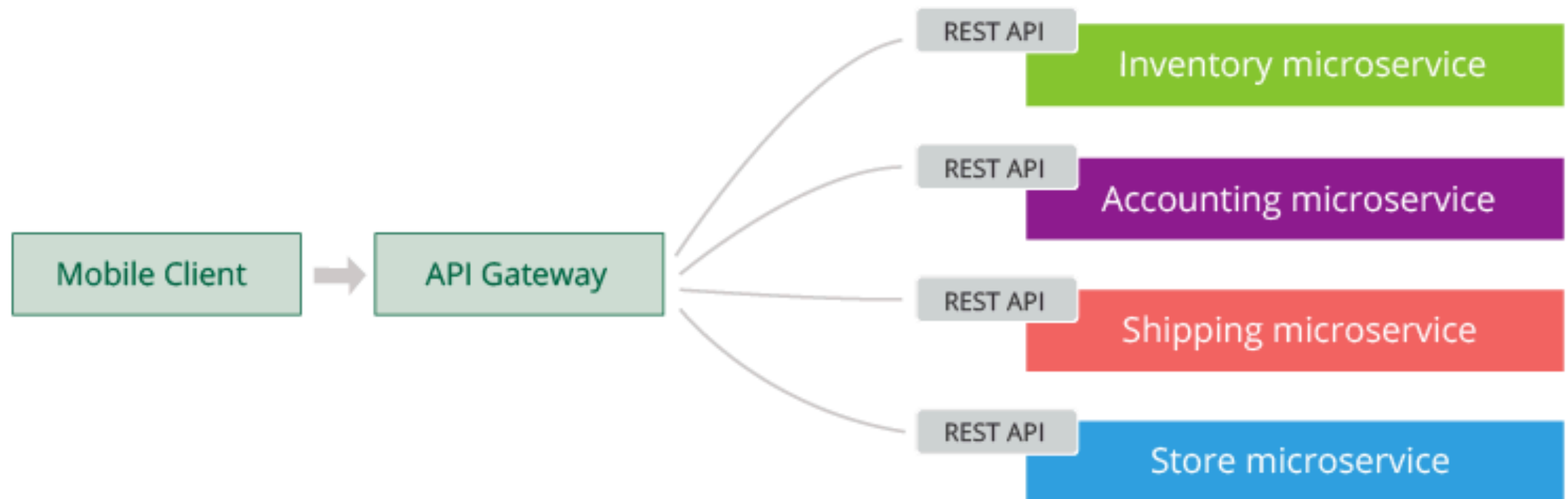


# Point-to-Point





# API Gateway



# Message Broker

