Microservices

Luis Daniel Benavides Navarro, Ph.D. 5-10-2021

Problem

- How to architecture a global information system?
- The system has the following requirements:
 - Easy to develop, maintain, evolve, and innovate
 - Multiple types of clients
 - Scalable
 - Secure
 - Sustainable (optimization of resources)
 - Resilient
 - Multi-tenancy

What about traditional techniques?

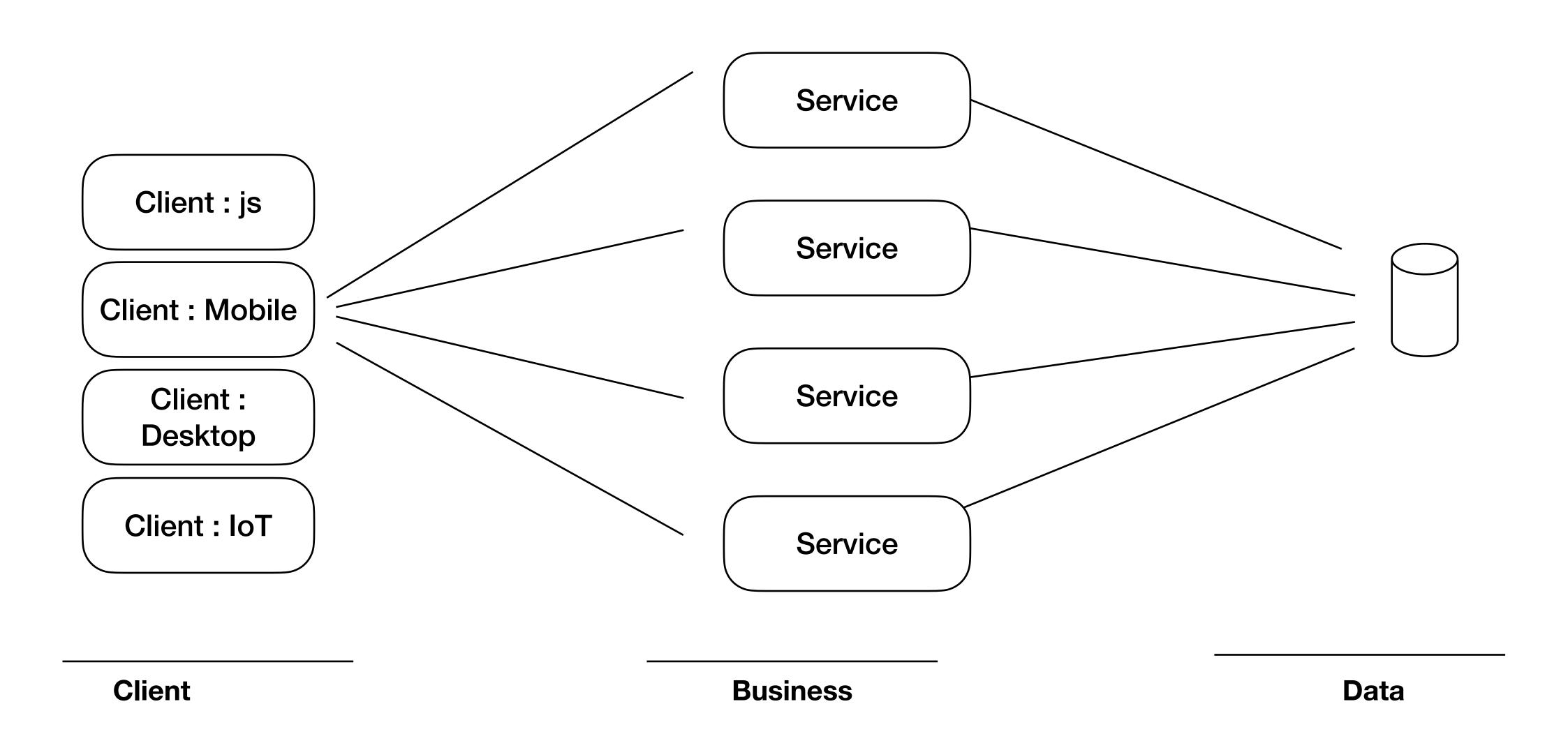
- SOA and the monolith are very useful!
- But:
 - Traditional development methods do not scale well
 - IT Architecture does not scale well

Microservices

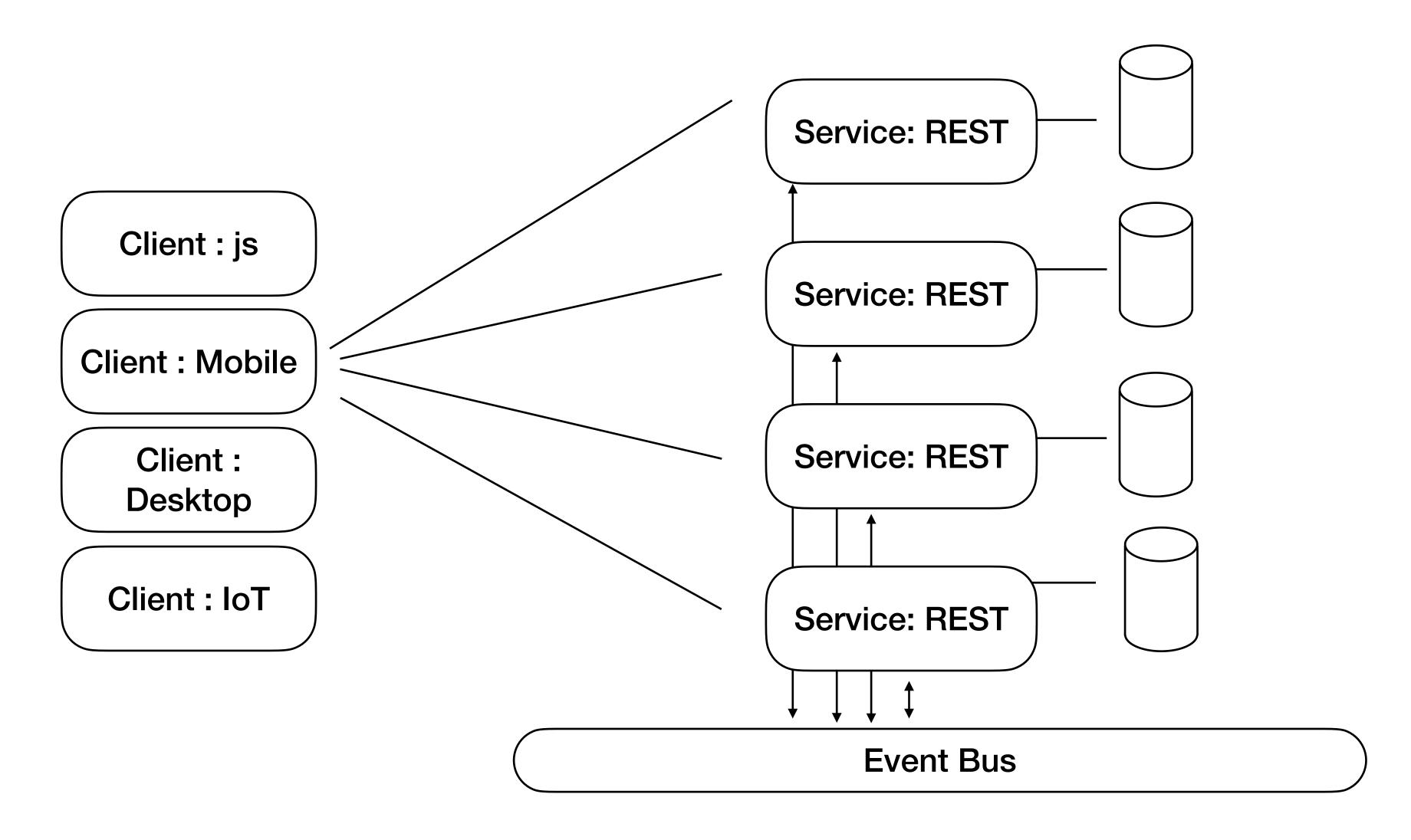
- Microservices is an architectural pattern to structure big (very big) internet systems.
- Two main ideas drive the conception of microservices:
 - The backend is structured as a set of small services (each service with a single responsibility).
 - A small team is responsible for the complete lifecycle of the microservice (design/architecture, design/implementation, tests, deployment, maintenance, and evolution).

Design-Architecture

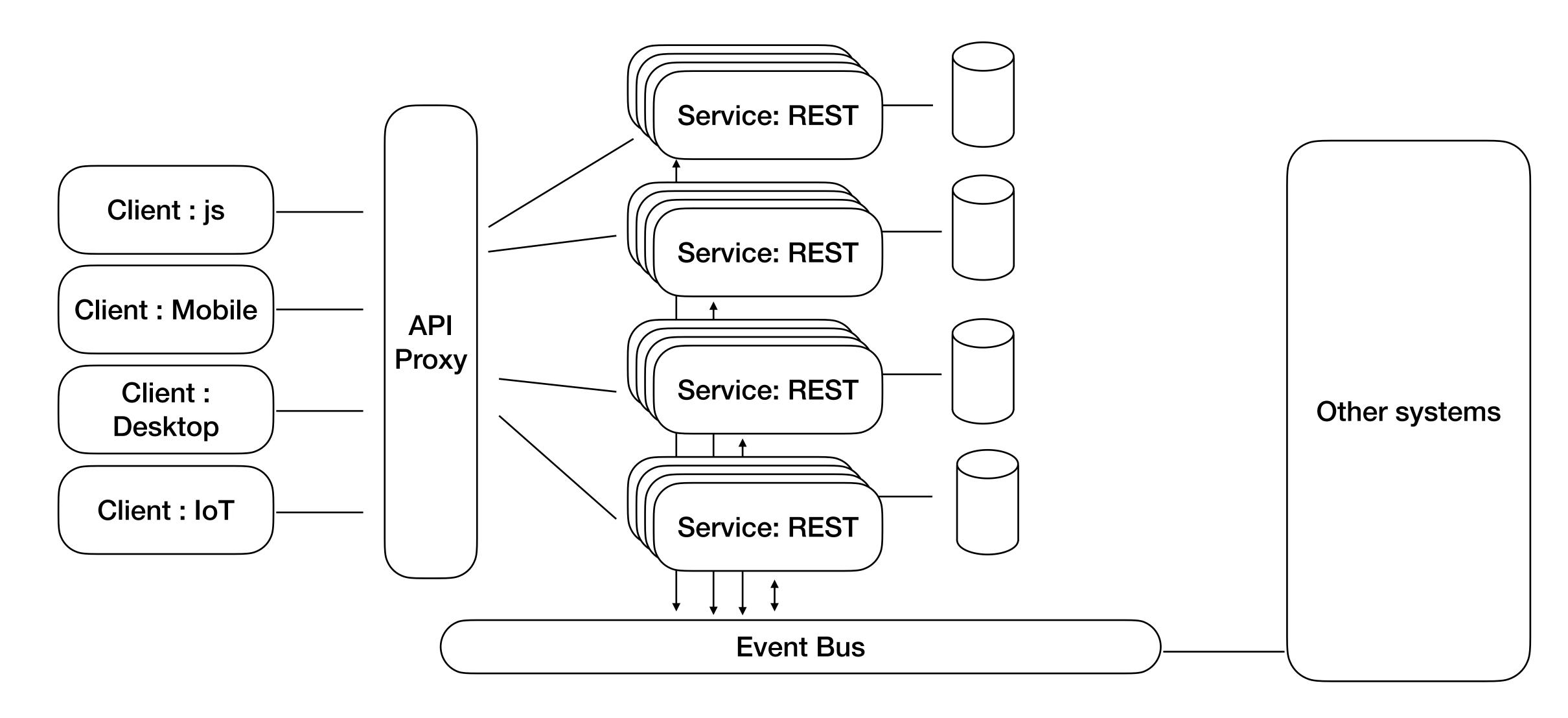
Design Metaphor



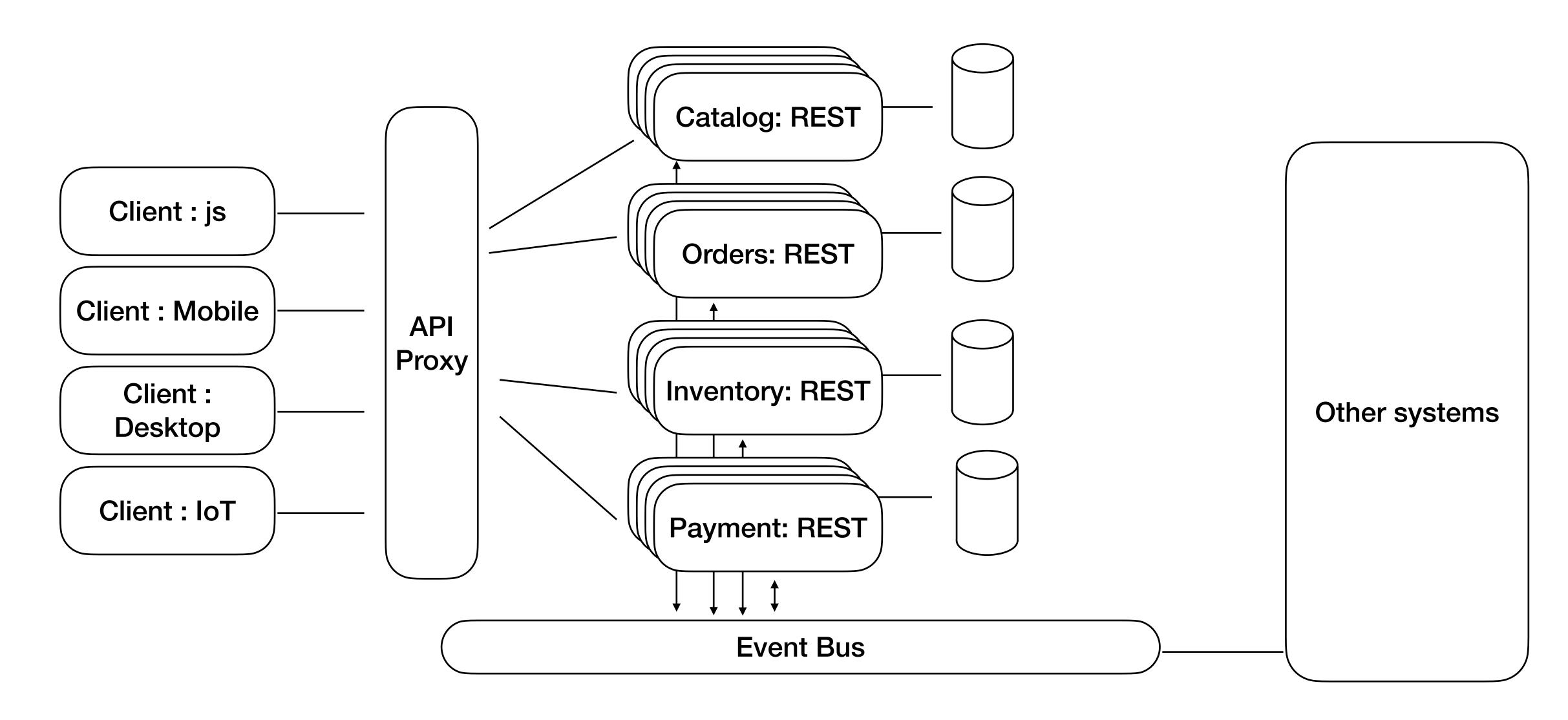
Design Metaphor



Design Metaphor



Example



API Design

What is an API?

- Define Entities (similar to objects)
- Define operations
- Entity API: Fields with name type and annotations
- Operations: name, return types, parameters with types, annotations, and modifiers

Entities

Exposed operations

```
"resources": {
   "io.flow.common.v0.models.user": {
     "operations": [
         "method": "GET",
         "description": "Returns information about a specific user.",
         "path": "/:id",
         "responses": {
          "200": { "type": "io.flow.common.v0.models.user" },
          "401": { "type": "unit" },
          "404": { "type": "unit" }
         "method": "POST",
         "description": "Create a new user. Note that new users will be created with a status of pending and will not be able
Flow team.",
         "body": { "type": "user_form" },
         "responses": {
          "201": { "type": "io.flow.common.v0.models.user" },
           "401": { "type": "unit" },
           "422": { "type": "io.flow.error.v0.models.generic_error" }
```

Alternatives

https://docs.swagger.io/spec.html#1-introduction

```
"apiVersion": "1.0.0",
"swaggerVersion": "1.2",
"apis": [
   "path": "/pet",
   "description": "Operations about pets"
   "path": "/user",
   "description": "Operations about user"
   "path": "/store",
   "description": "Operations about store"
"authorizations": {
 "oauth2": {
   "type": "oauth2",
   "scopes": [
       "scope": "email",
       "description": "Access to your email address"
       "scope": "pets",
       "description": "Access to your pets"
   "grantTypes": {
     "implicit": {
       "loginEndpoint": {
         "url": "http://petstore.swagger.wordnik.com/oauth/dialog"
       "tokenName": "access_token"
     "authorization_code": {
         "url": "http://petstore.swagger.wordnik.com/oauth/requestToken",
         "clientIdName": "client_id",
         "clientSecretName": "client_secret"
```

Heuristics

Good practices

- API first (and event first)
- Minimize intra service API communication.
- Prefer event-based asynchronous com.
- Small teams, lean development (post-agile)
- DevOps
- Automation of the life cycle (Maven, Git, Tests, ETC.)
 - Continuous Delivery/Continuous integration
 - TDD
- Organize conde in Repos. Organize APIs def. in independent REPOS (Discuss)
- Standardization (e.g., 1 P. Language per 4000 developers)

Deployment

A complete example

