**Ingram Brewery User Story**

Customer walks into Ingram Brewery and request a beer menu. Customer then decides what beer he / she wants and places an order. Customer gets the userId, username, and beverage name returned. Lastly, if the beer is dry, then must be brewed and then sent to the customer.

* Request Beer Menu
  + Retrieve Beer Information from BeerService.
* User places beer order
  + And corresponding User information from the UserService.
  + If beer is dry, then must be brewed / send notification of brewing please wait. Set a timer of like 1 min or 30 seconds.
* Display in the BreweryService.
  + Displays userid, username, and beverage name.
  + Display a brewing message when brewing.

Client

Server

Client

Client

Beer Service

User Service

Brewery Service

Eureka Server

* Use the Brewery Service to fetch a welcome message from the Beer Service through the Eureka Server Service as a client. Just to make sure my Microservices are working!
* Use the Brewery service to fetch the beer menu from the Beer service through the Eureka Server Service as a client.
* Fetch Beer information from the Beer Service and corresponding User information from User Service and display in the Brewery Service.

**Ingram Brewery Microservices**

* Beer Service
  + Pom.xml
  + Add Beer entity
  + Add Beer Repositoty
  + Add Beer Controller
  + Add Application properties
  + Add the @EnableEurekaClient annotation to the UserServiceApplication or the entry point of the program.
  + Add the SQLite 3 database.
  + Run the application and test in postman.
* Eureka Server Service
  + Pom.xml
  + Application properties
  + Add @EnableEurekaServer above the @SpringBootApplicaction or to the main entry point of the program.
* Brewery Service
  + Start with just the Brewery Controller for the first two methods which are the getBreweryHome and then menu.
  + Now talk about the user service and then come back to the Brewery service to fetch some user data.
* User Service
  + Pom.xml
  + Add User entity
  + Add User Repository
  + Add User Controller
  + Add application properties.
  + Add the @EnableEurekaClient annotation to the UserServiceApplication or the entry point of the program.
  + Add the SQLite 3 database.
  + Run the application and test in postman.