

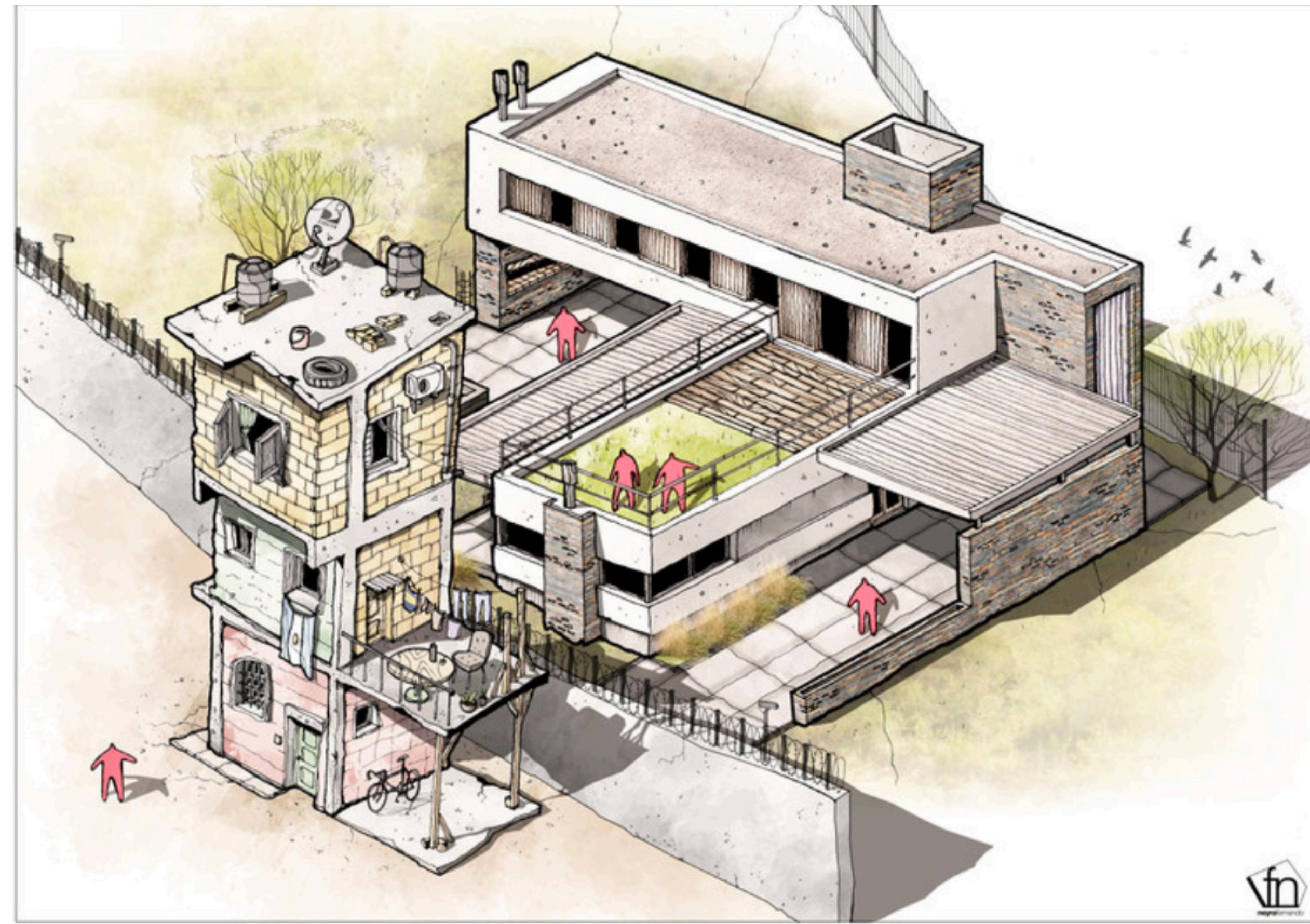
# Ingeniería de Software

21 - Arquitectura de Software

IIC2143-3

Josefa Espana

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# ¿Qué es Arquitectura de Software?

- Centrarse en la estructura del desarrollo.
- Anticiparse a decisiones costosas.
- Hacer explícitas las decisiones para tener una buena calidad.

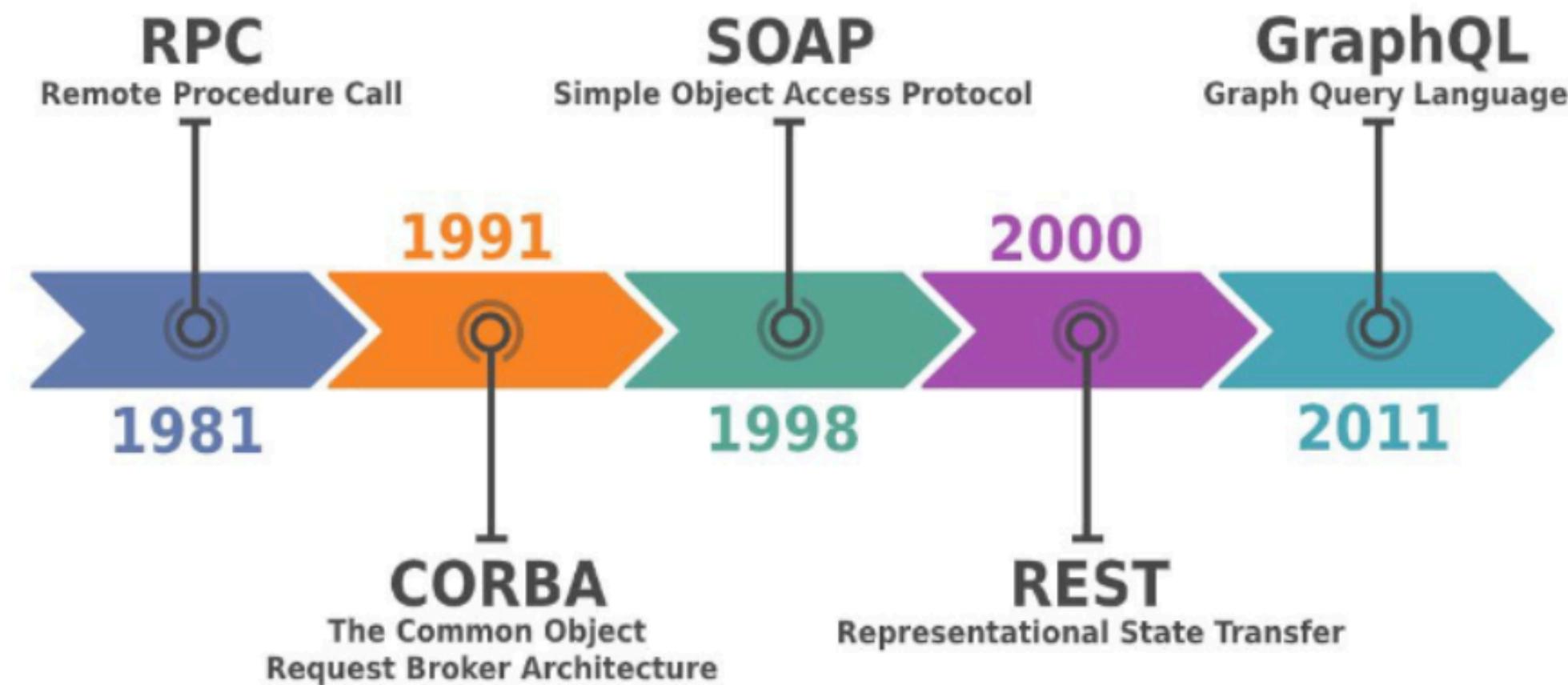


# Requisitos funcionales en el siglo 21

- Sea desarrollado y mantenido por muchos años (**Maintainability**)
- Soporte a millones de usuarios (**Scalability**)
- Disponibilidad 24/7 los 365 días del año (**Reliability**)
- Queremos que tenga buena latencia (**Efficiency**)

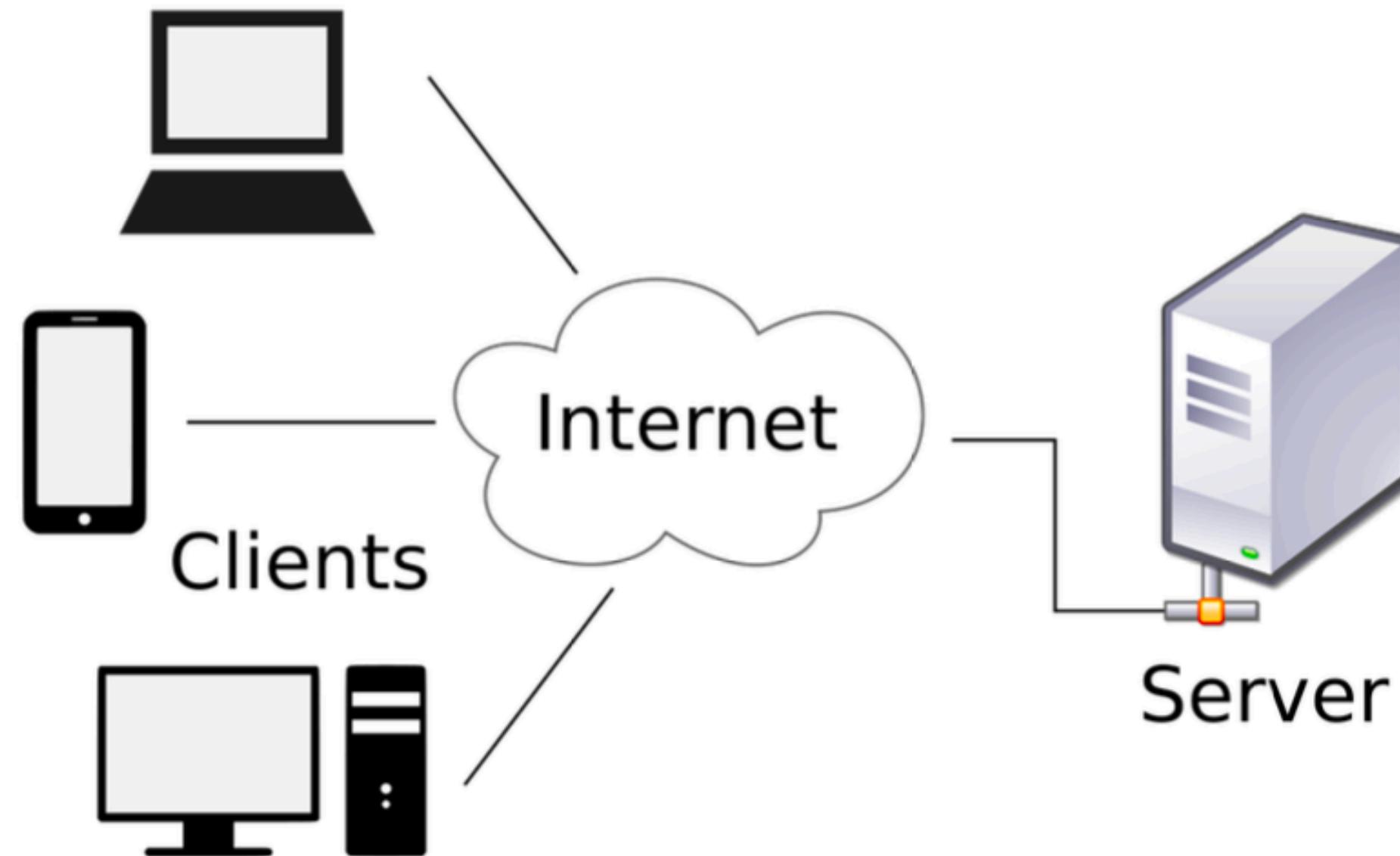


# Un poco de historia





# Cliente Servidor





# Clients

- Una máquina o un programa que tiene la capacidad y una forma de enviar solicitudes (requests) a través de internet.
- No necesariamente es un browser.
- Un computador puede tener varios clientes.



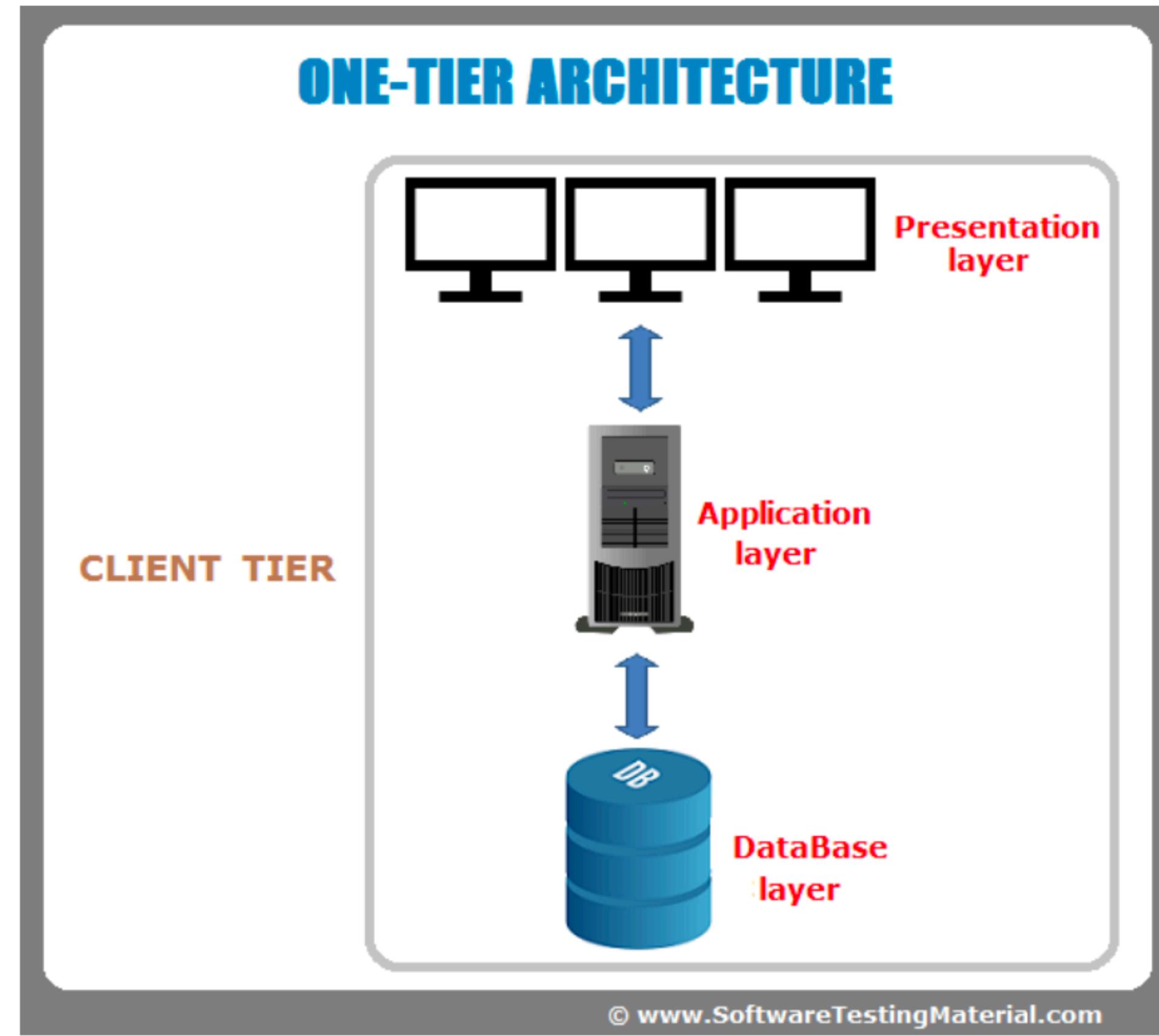
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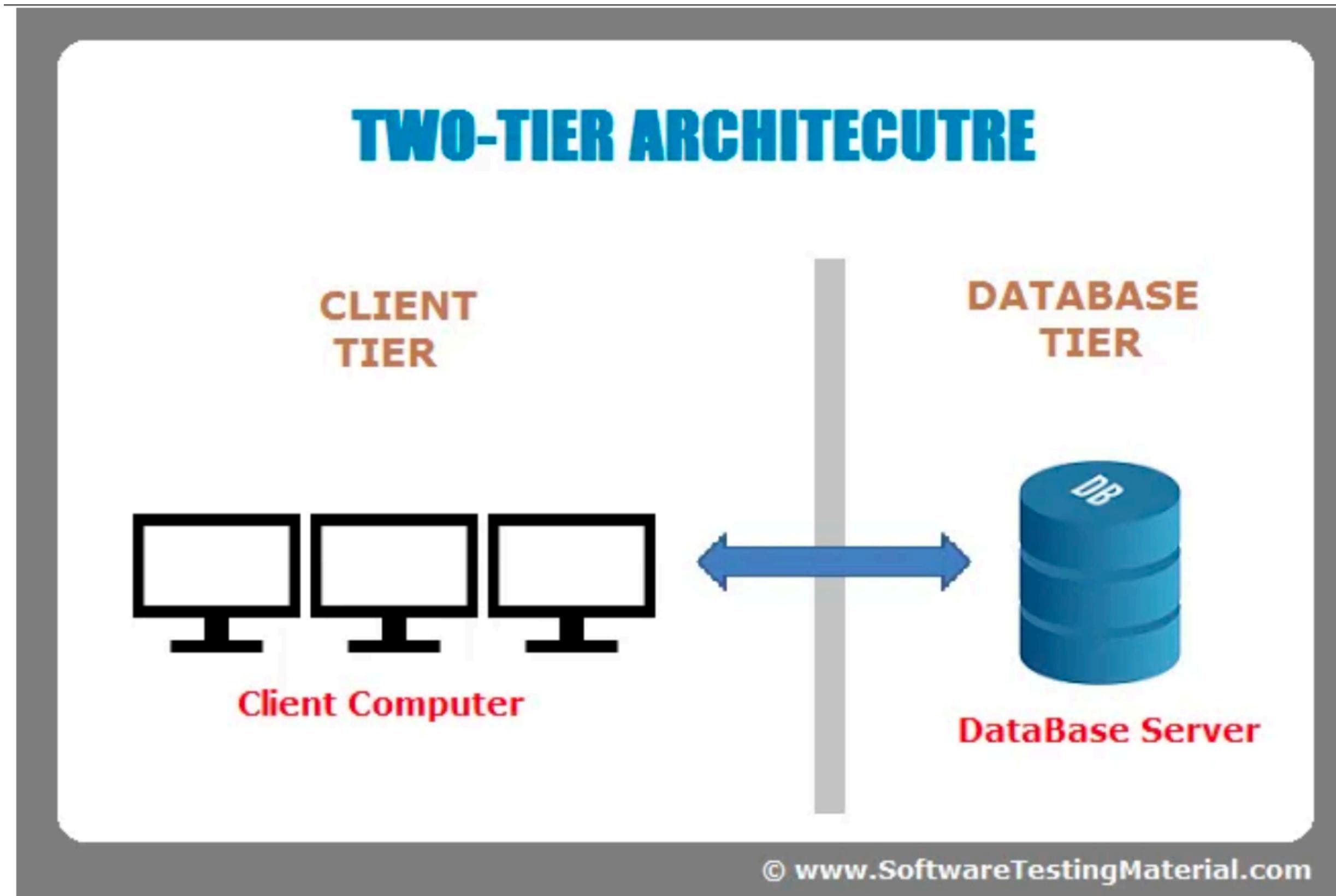


# Servidor

- No es necesariamente un dispositivo (computadora).
- Las computadoras de alto rendimiento son llamadas servidores porque ejecutan programas que dan servicios.
- Un servidor puede atender múltiples clientes al mismo tiempo.

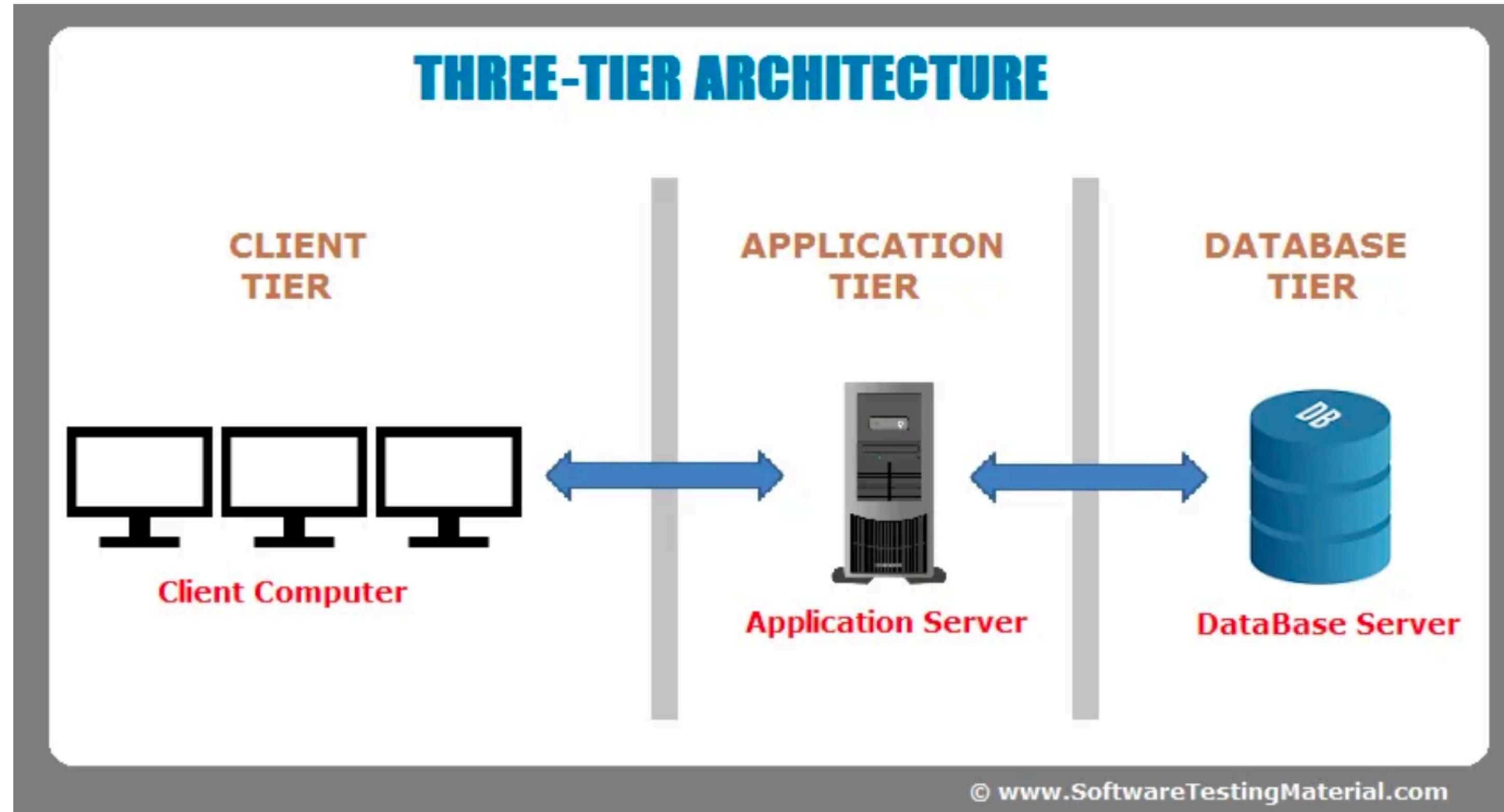


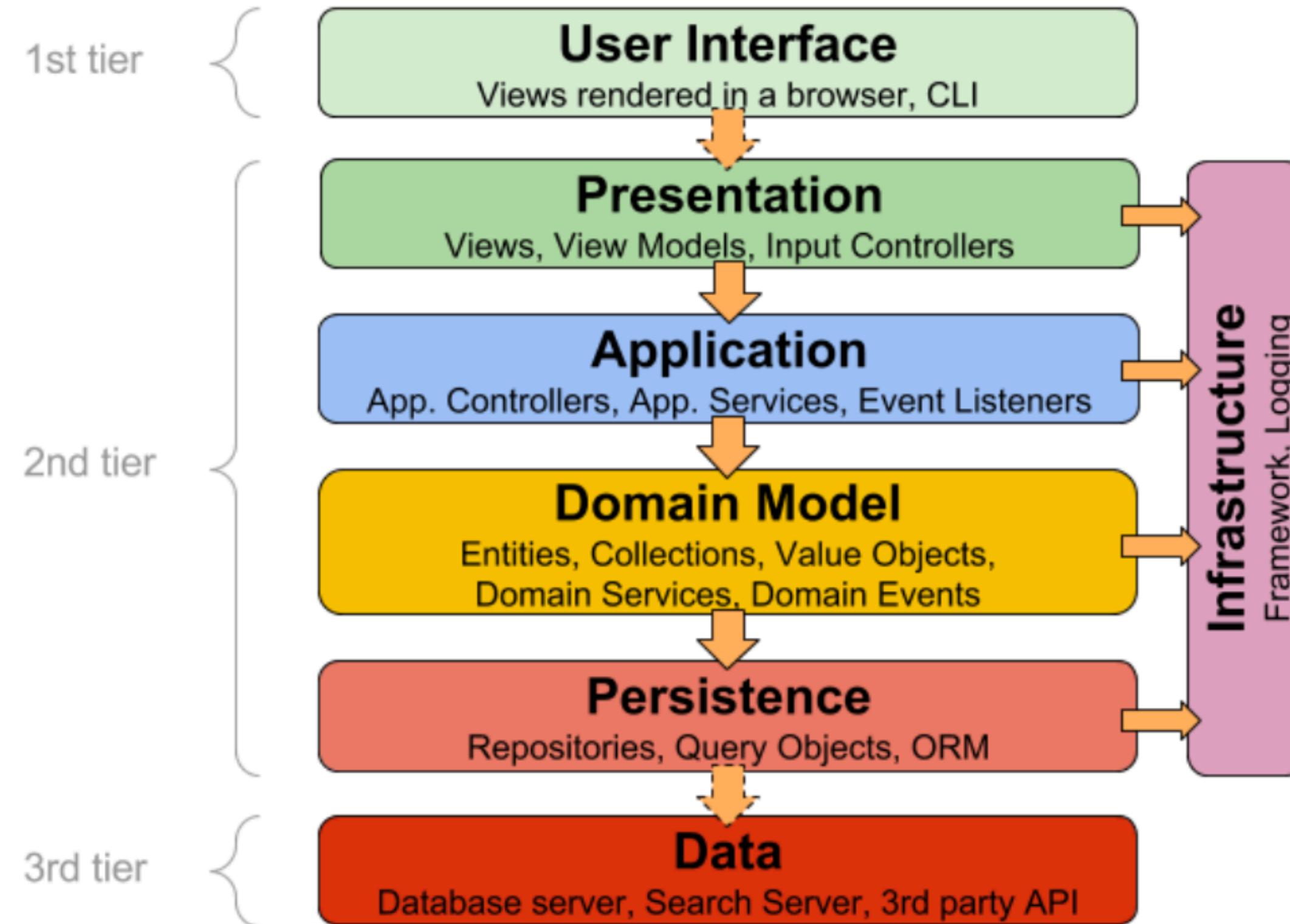






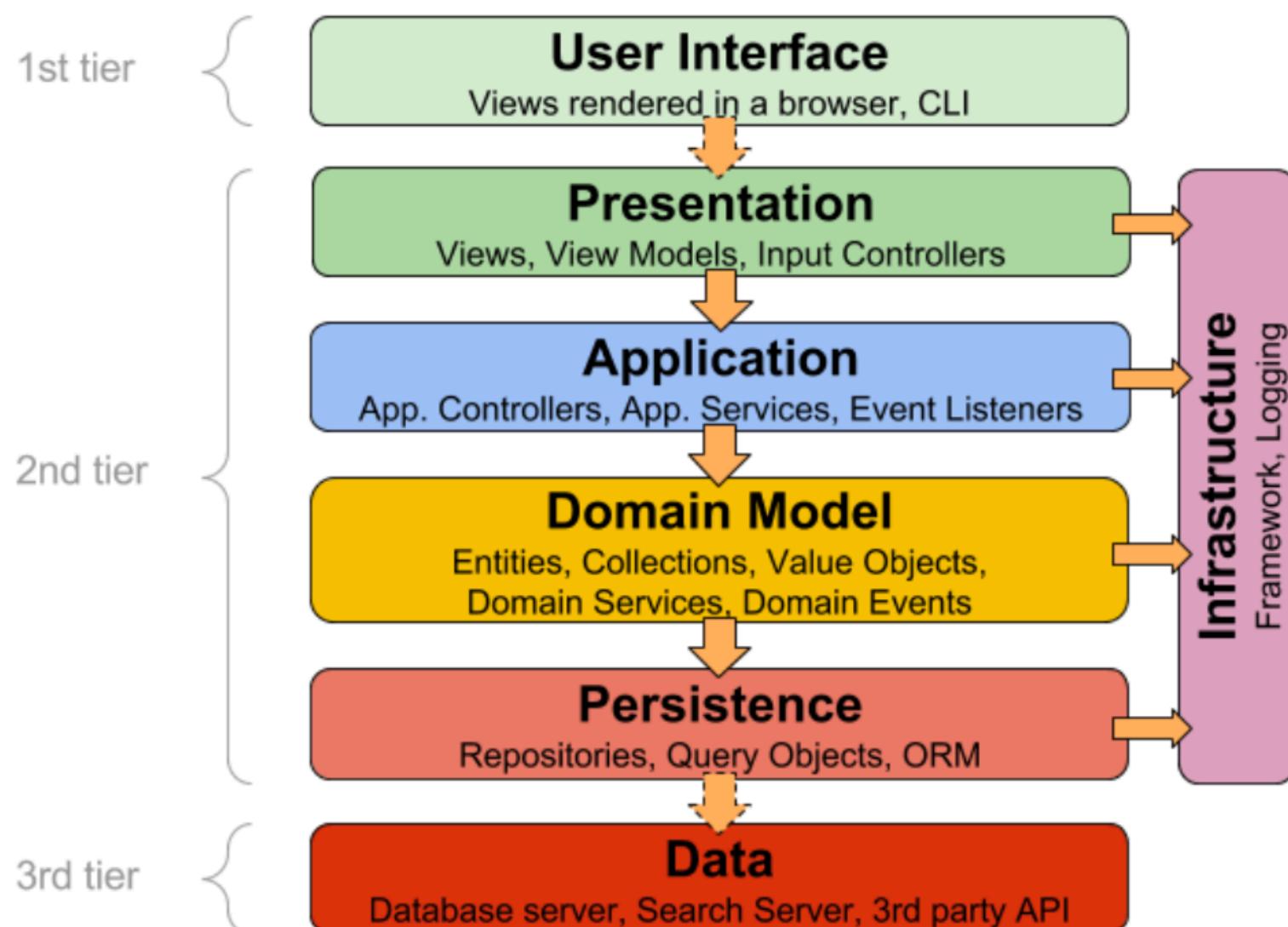
# Arquitectura de Capas





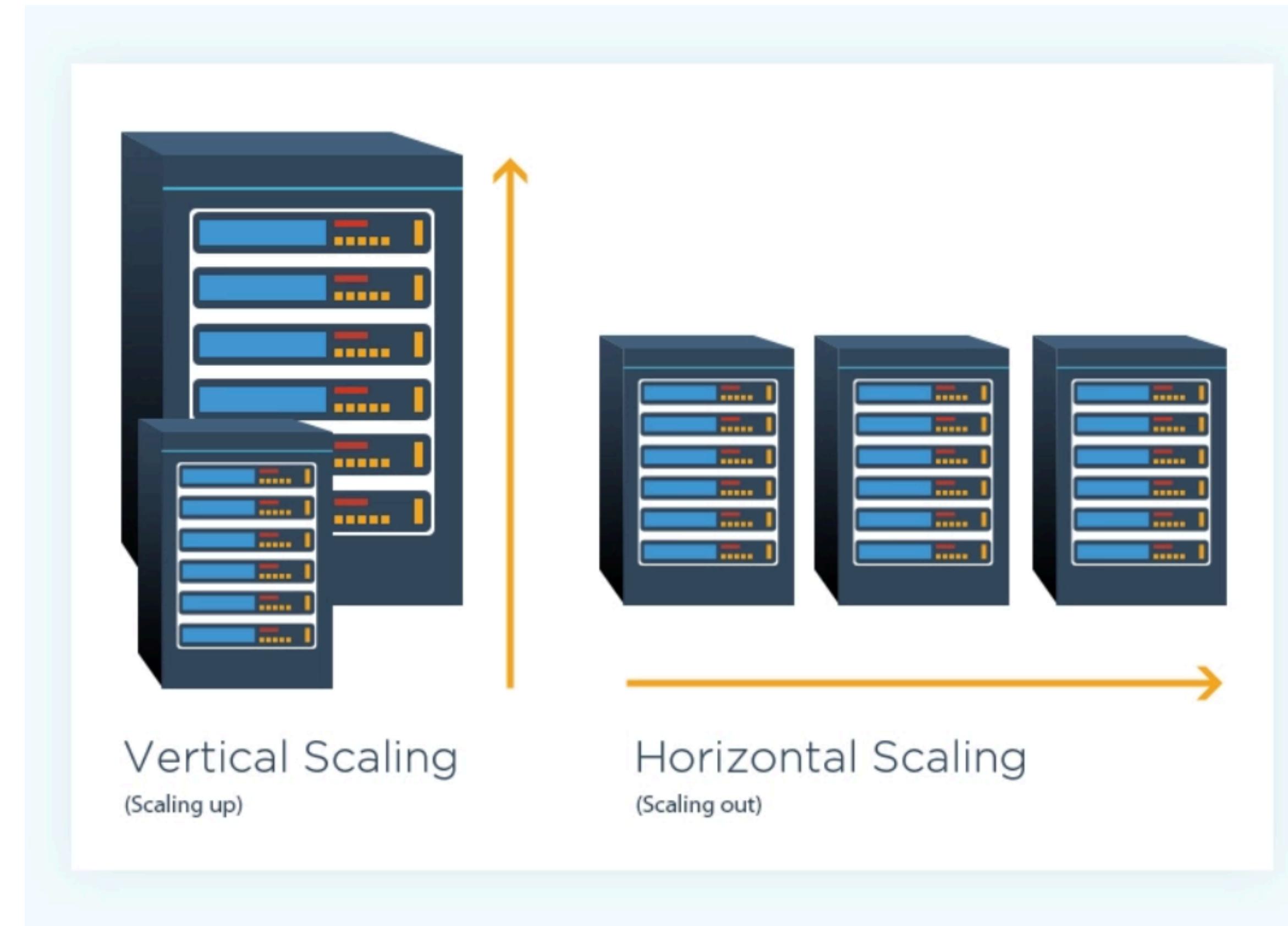


# ¿Podemos escalar?



[www.herbertograca.com](http://www.herbertograca.com)

- 100 usuarios: funcionando ✓
- 1000 usuarios: funcionando ✓
- 1000000 usuarios: no necesariamente.

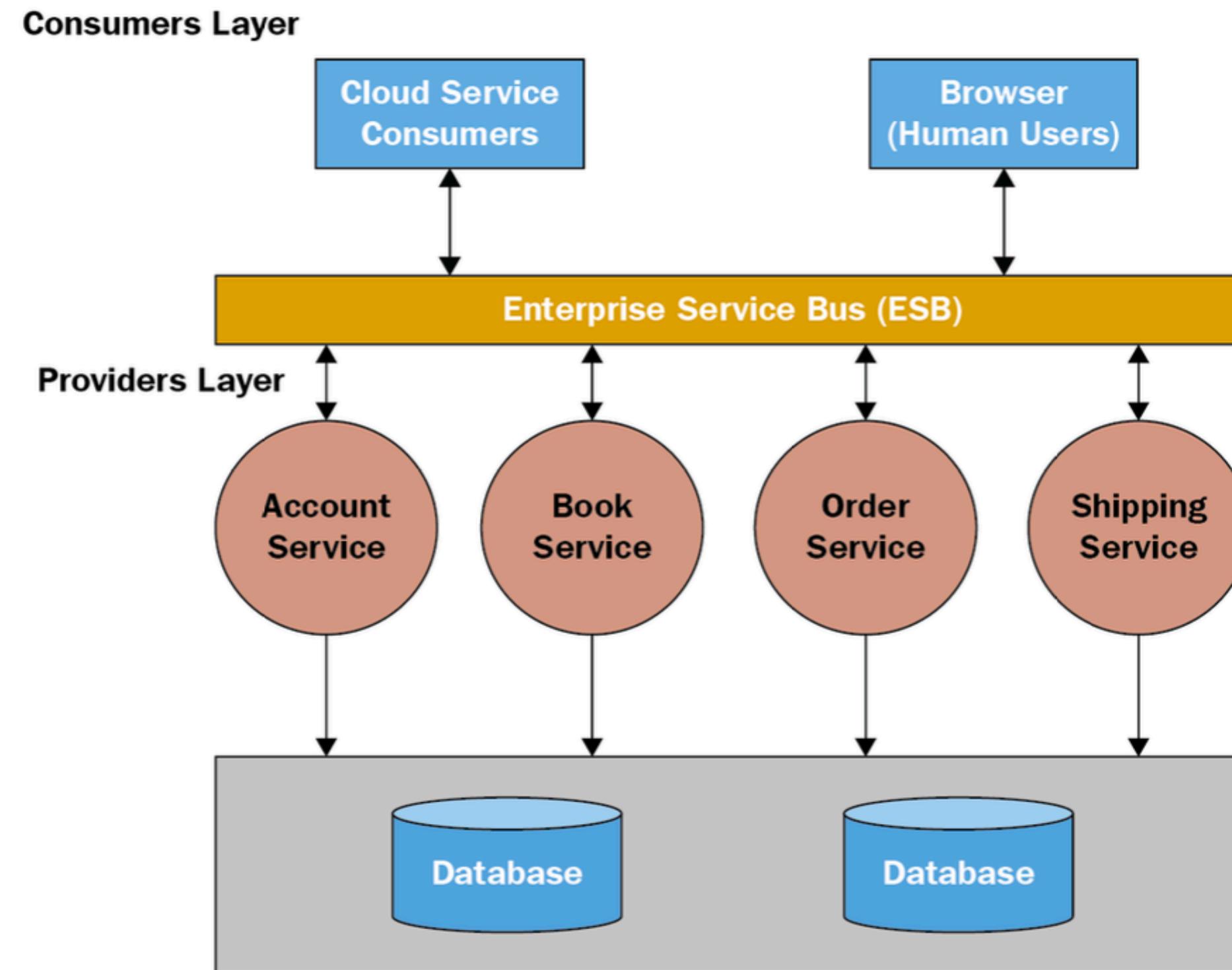


Vertical Scaling  
(Scaling up)

Horizontal Scaling  
(Scaling out)



# Arquitectura Orientada a Servicios



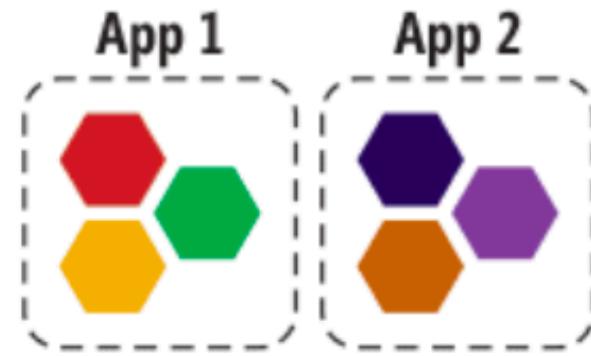


# Arquitectura Orientada a Micro-Servicios

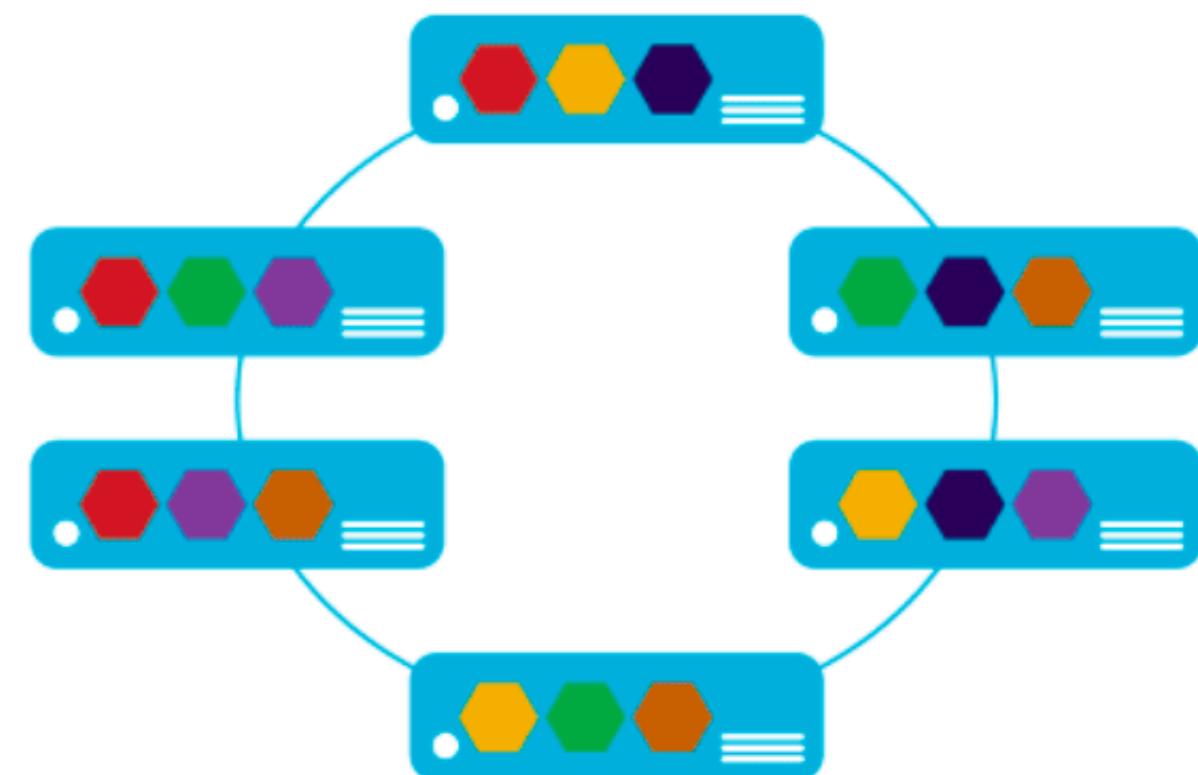


## Microservices Approach

A microservice approach segregates functionality into small autonomous services.

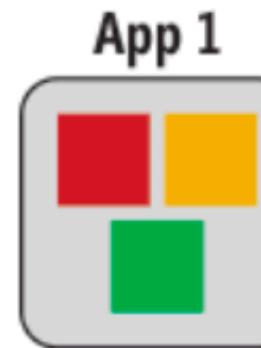


And scales out by **deploying independently** and replicating these services across servers/VMs/containers.

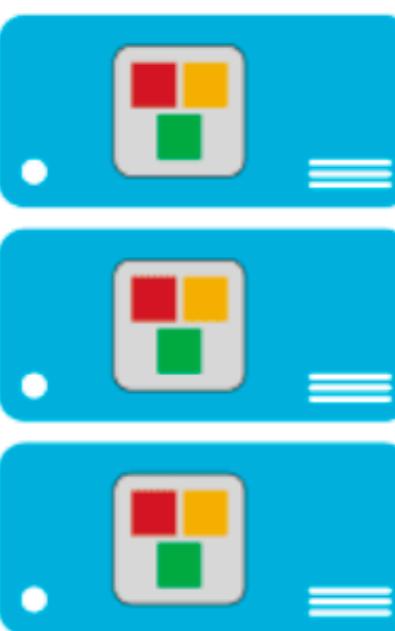


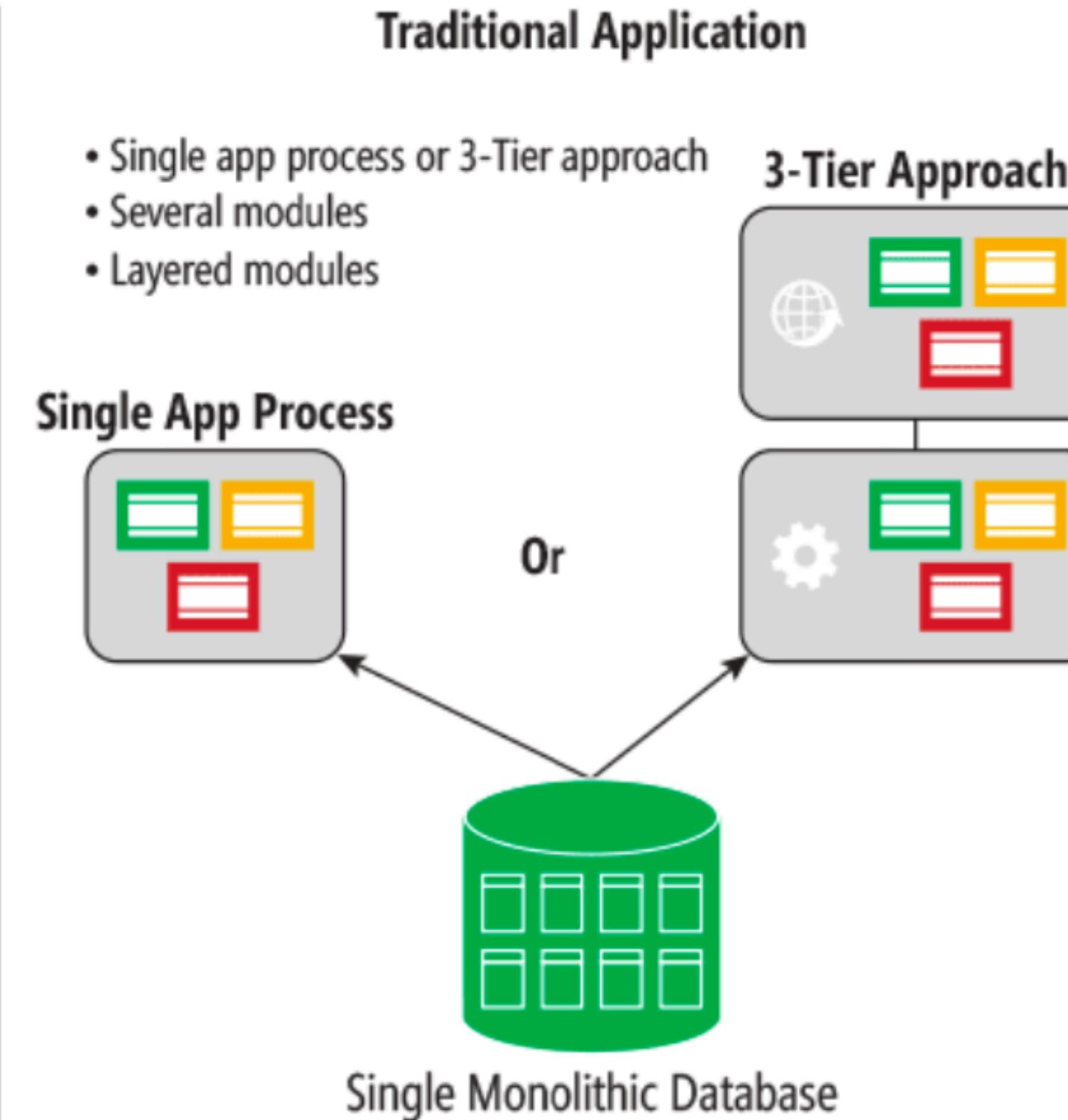
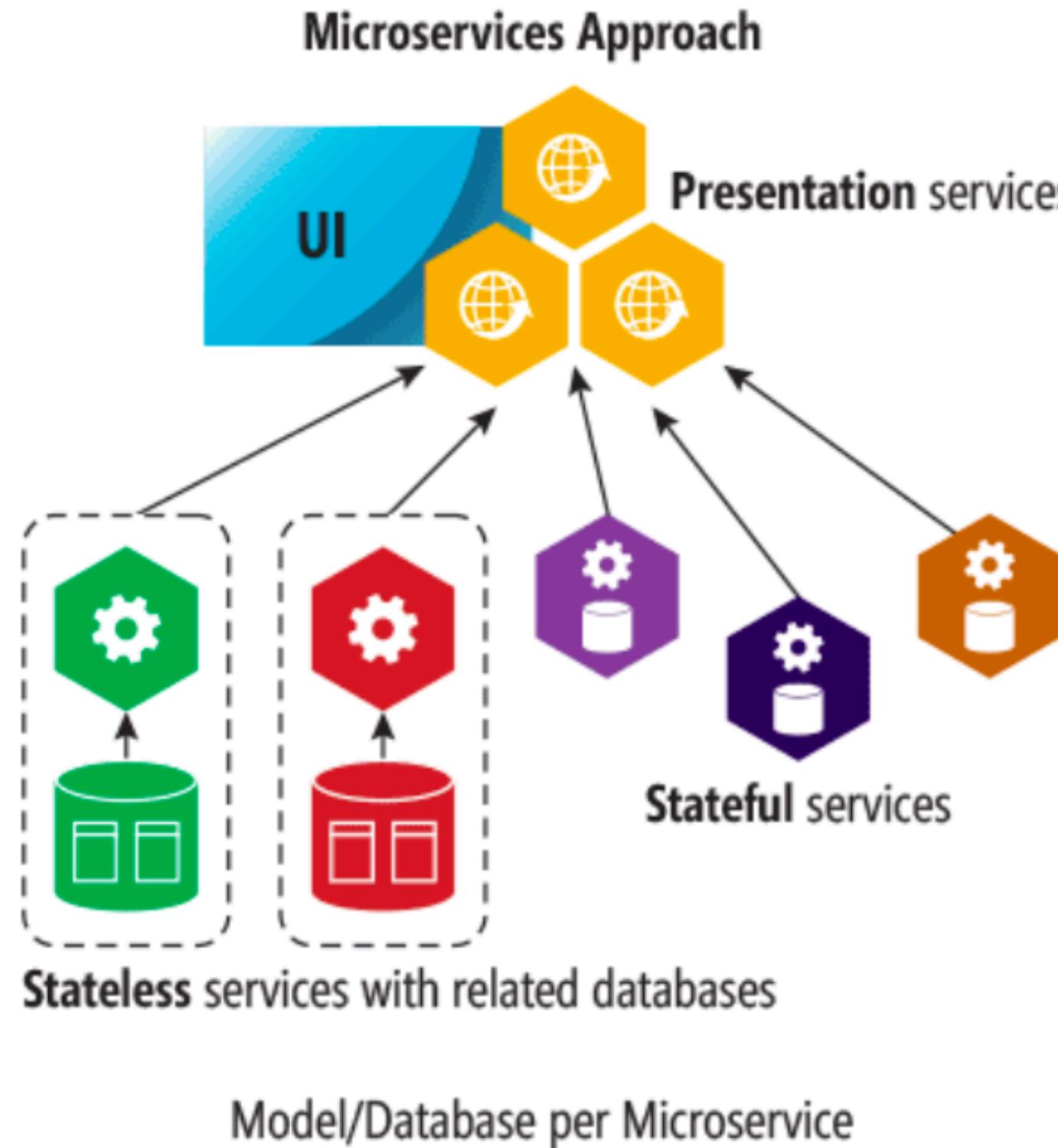
## VS. Traditional Approach

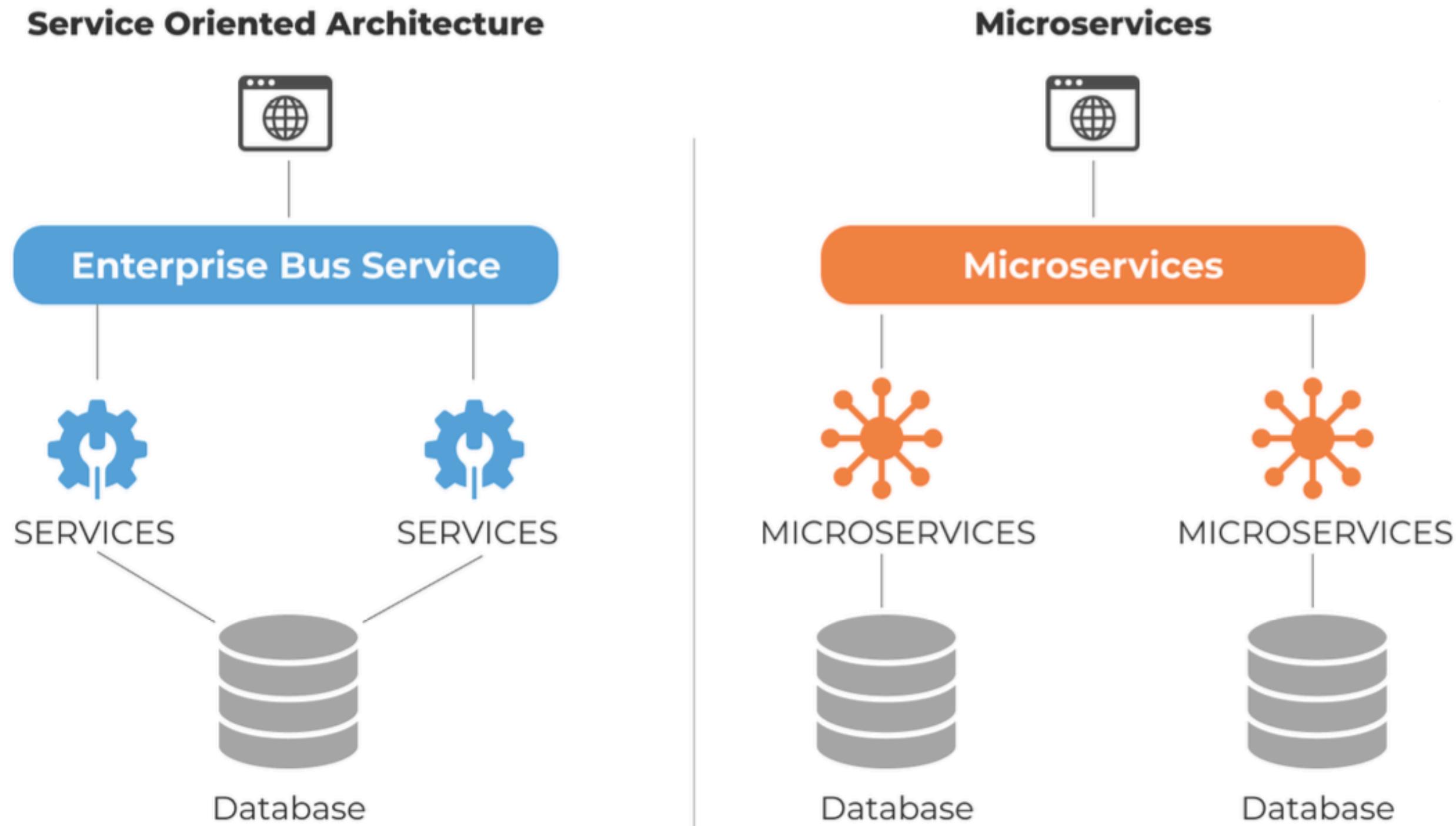
A traditional application (Web app or large service) usually has most of its functionality within a single process (usually internally layered, though).



And scales by cloning the whole app on multiple servers/VMs/containers.





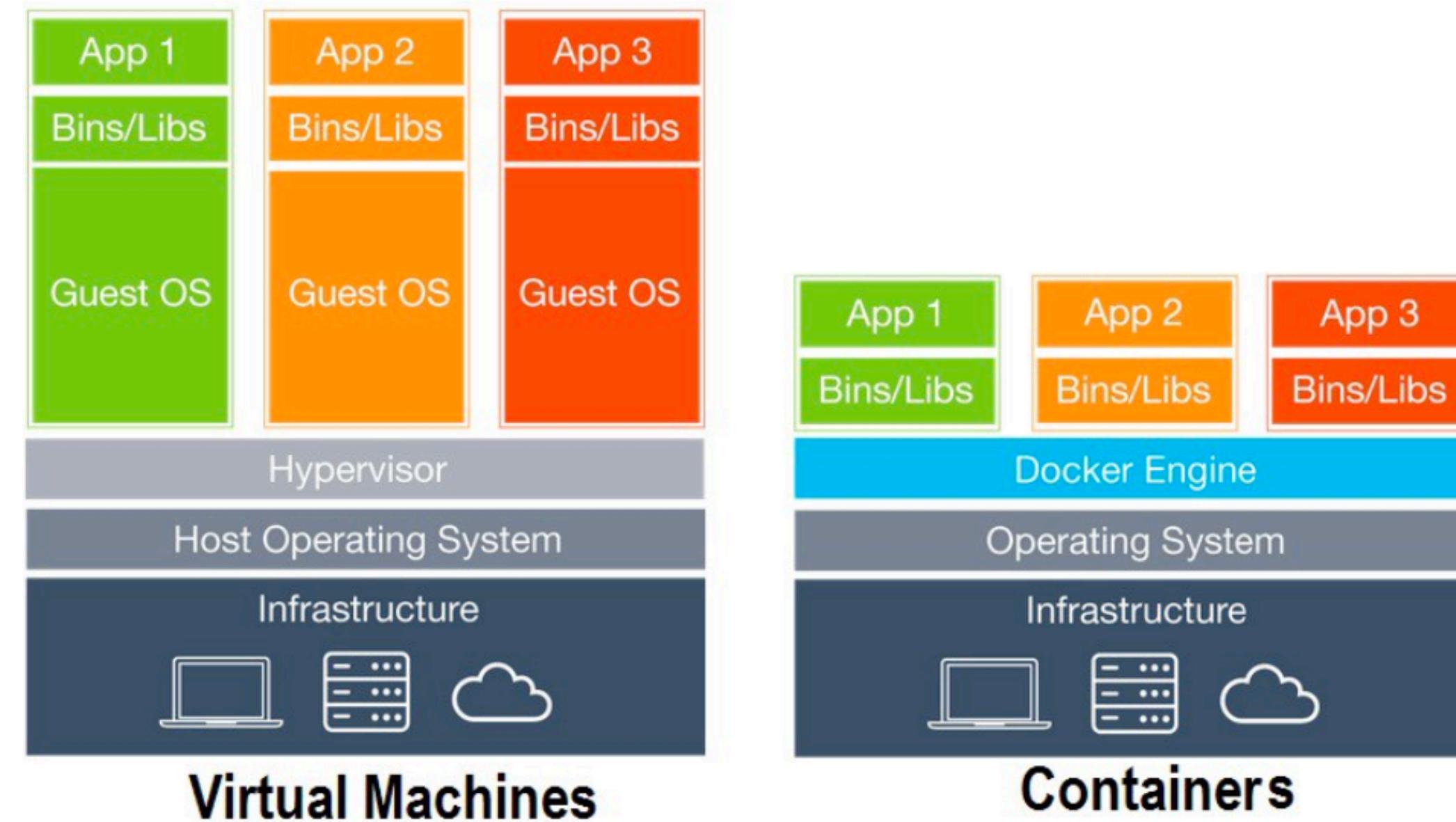




¿Cómo implementar una  
arquitectura con  
micro-servicios?

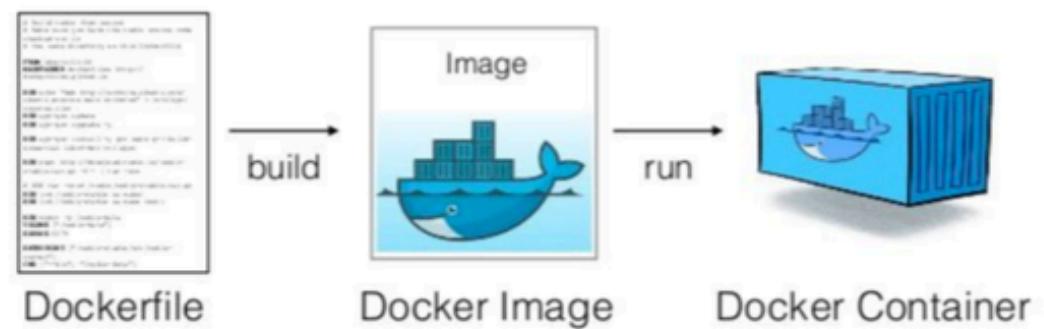


# *Containers (Docker)*





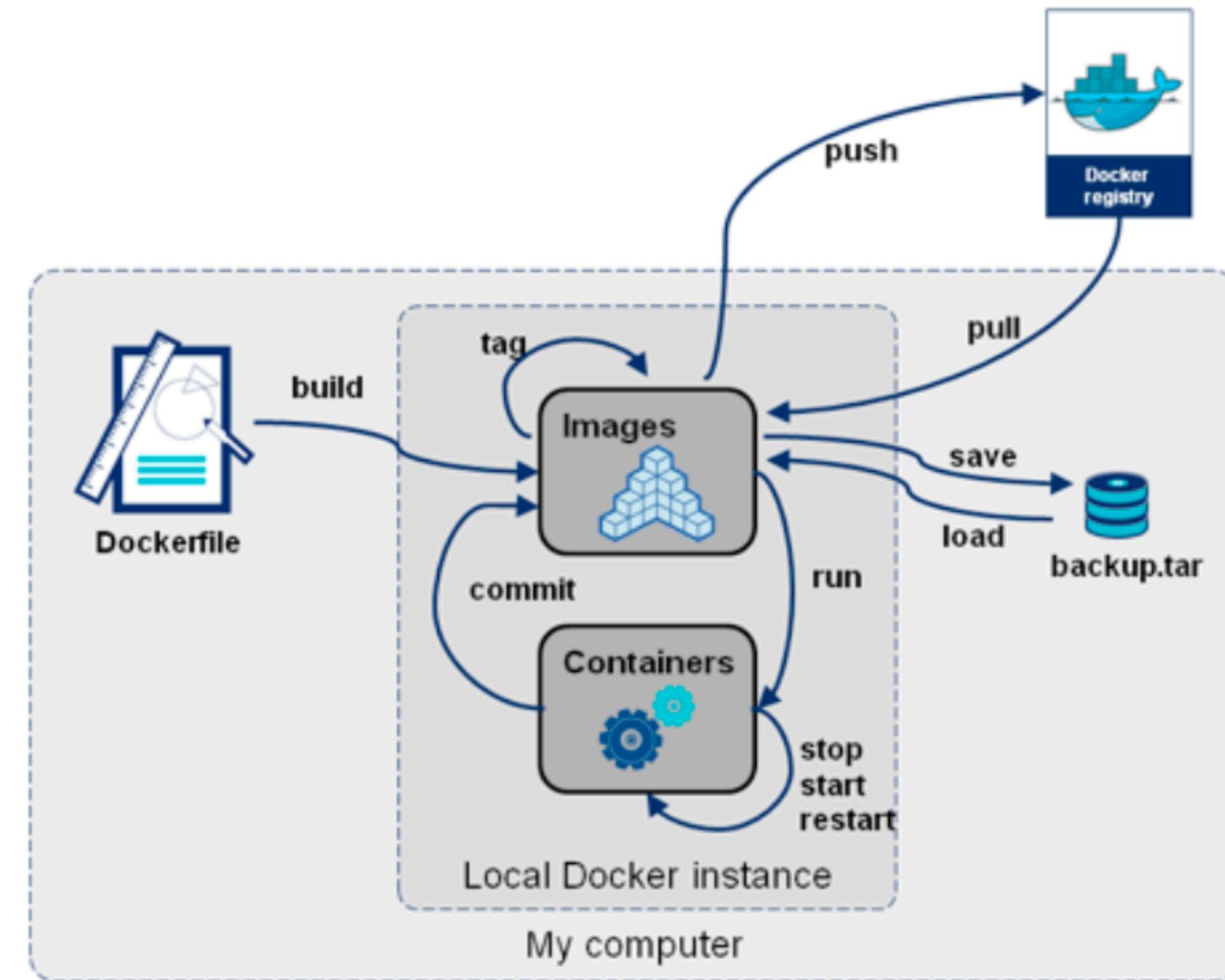
# Arquitectura de Software



```
# Especificamos la imagen de la que se heredará  
  
FROM python:3.6-alpine  
  
# Definimos algunas variables de ambiente  
  
ENV LIBRARY_PATH=/lib:/usr/lib  
  
ENV PYTHONUNBUFFERED 1  
  
# Ejecutamos algunos comandos para aprovisionar la imagen  
  
RUN mkdir /code  
  
WORKDIR /code  
  
ADD requirements.txt /code/  
  
RUN pip install -r requirements.txt  
  
# Copiamos el código  
  
ADD . /code/  
  
# Exponemos el puerto por donde se interactuará con la aplicación  
  
EXPOSE 8000  
  
# Definimos el comando de entrada a la aplicación  
  
CMD ["python", "manage.py", "runserver", "0.0.0.0:8000"]
```

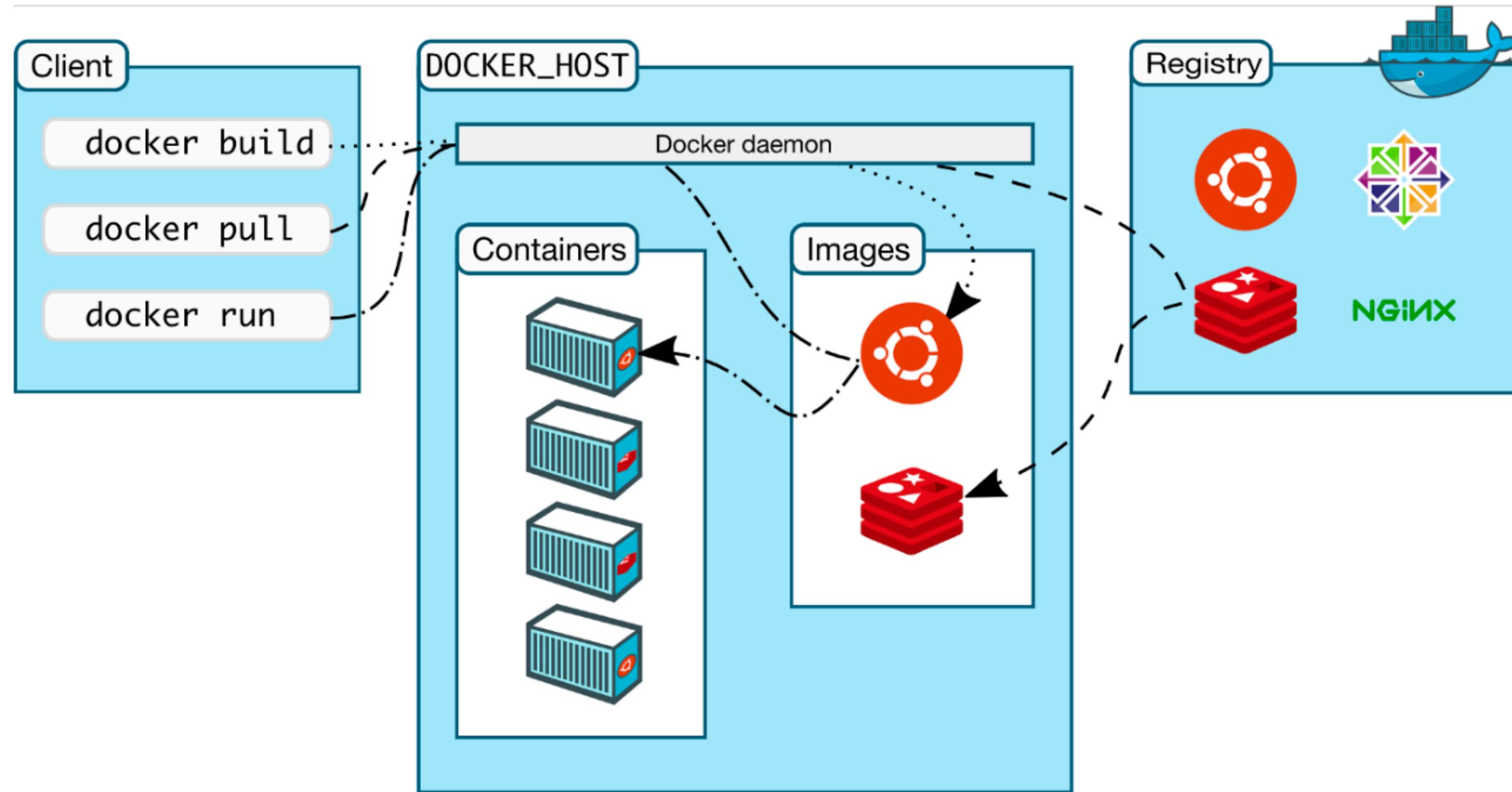


## Arquitectura de Software



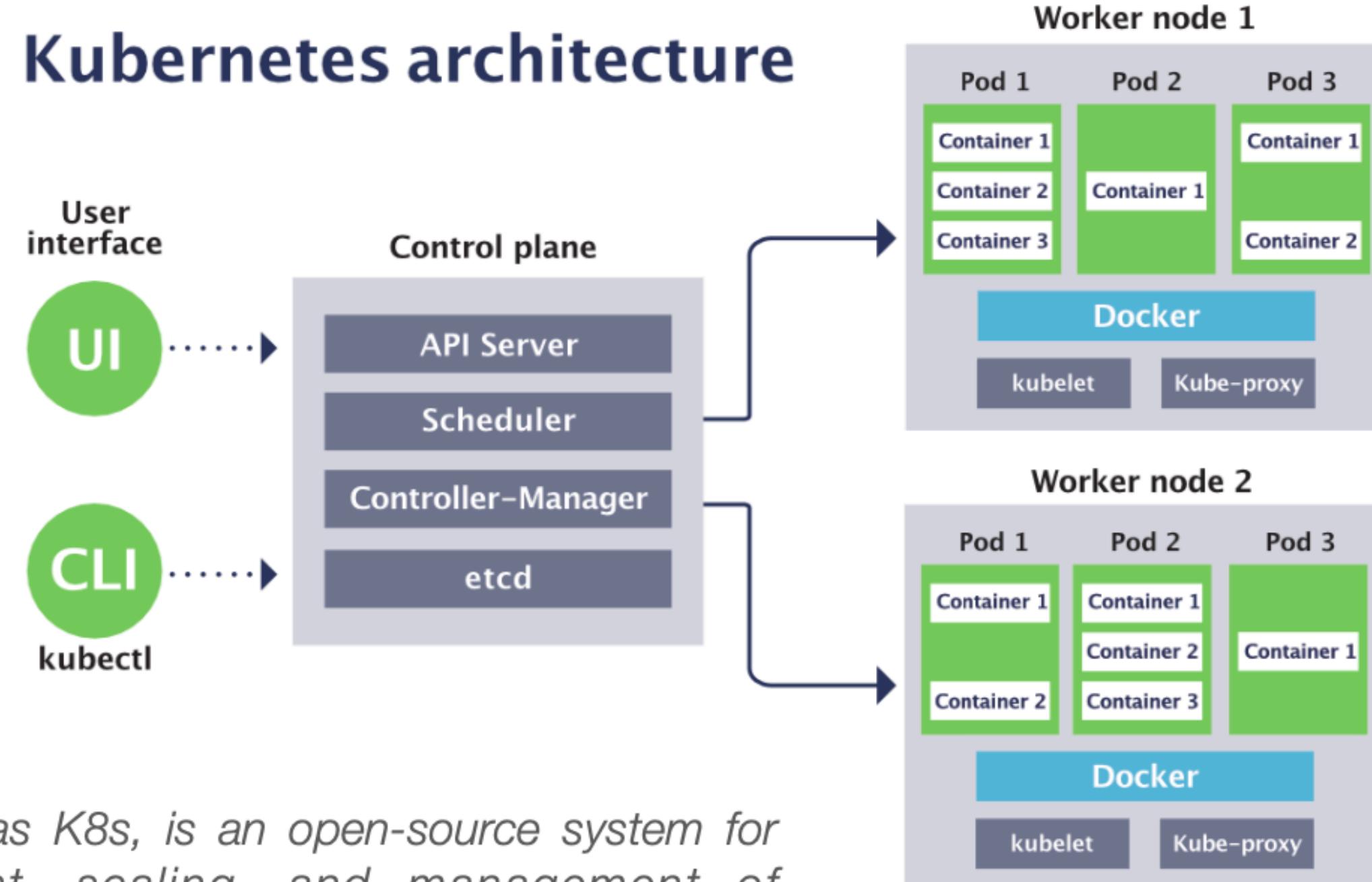


## Arquitectura de Software

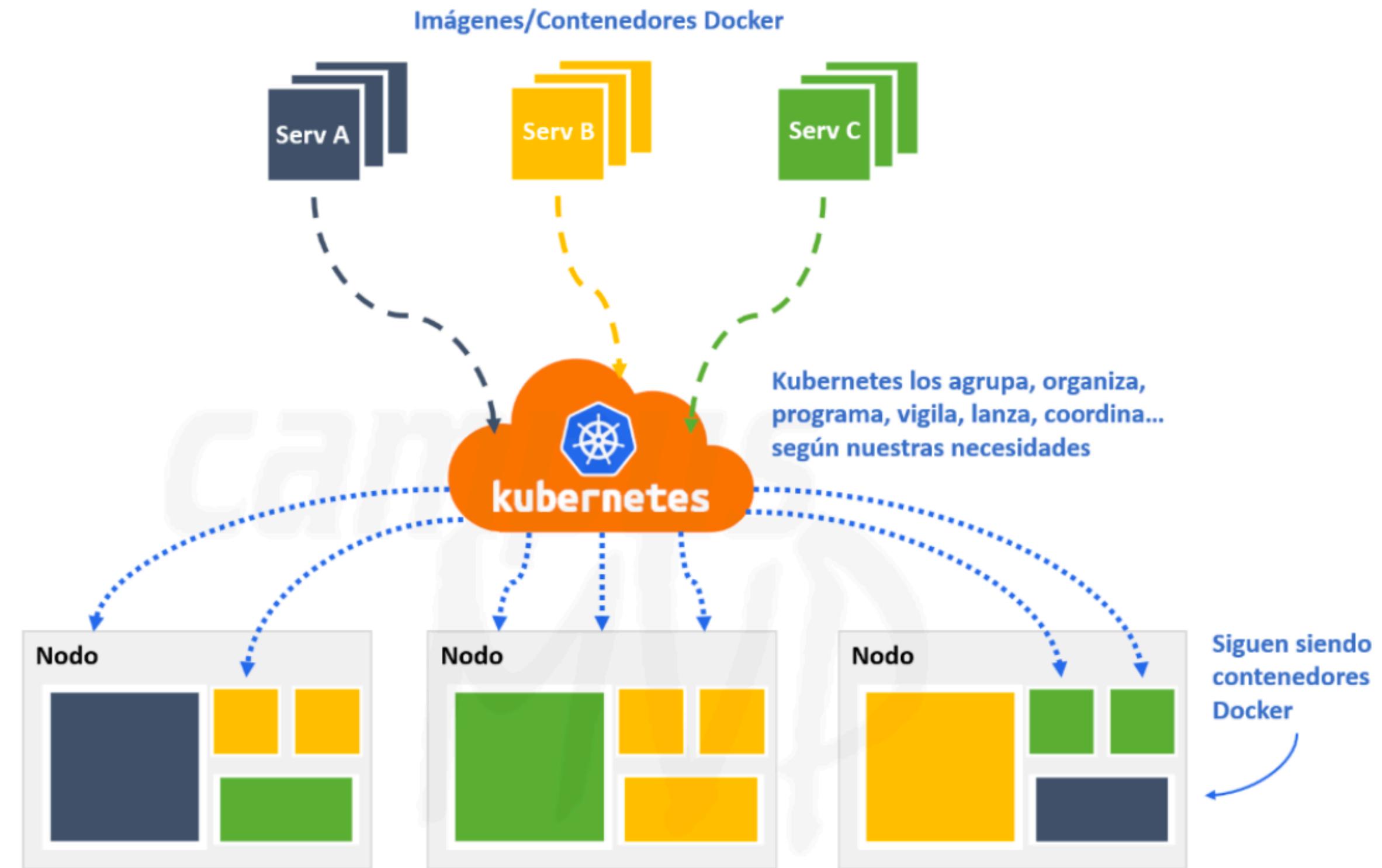


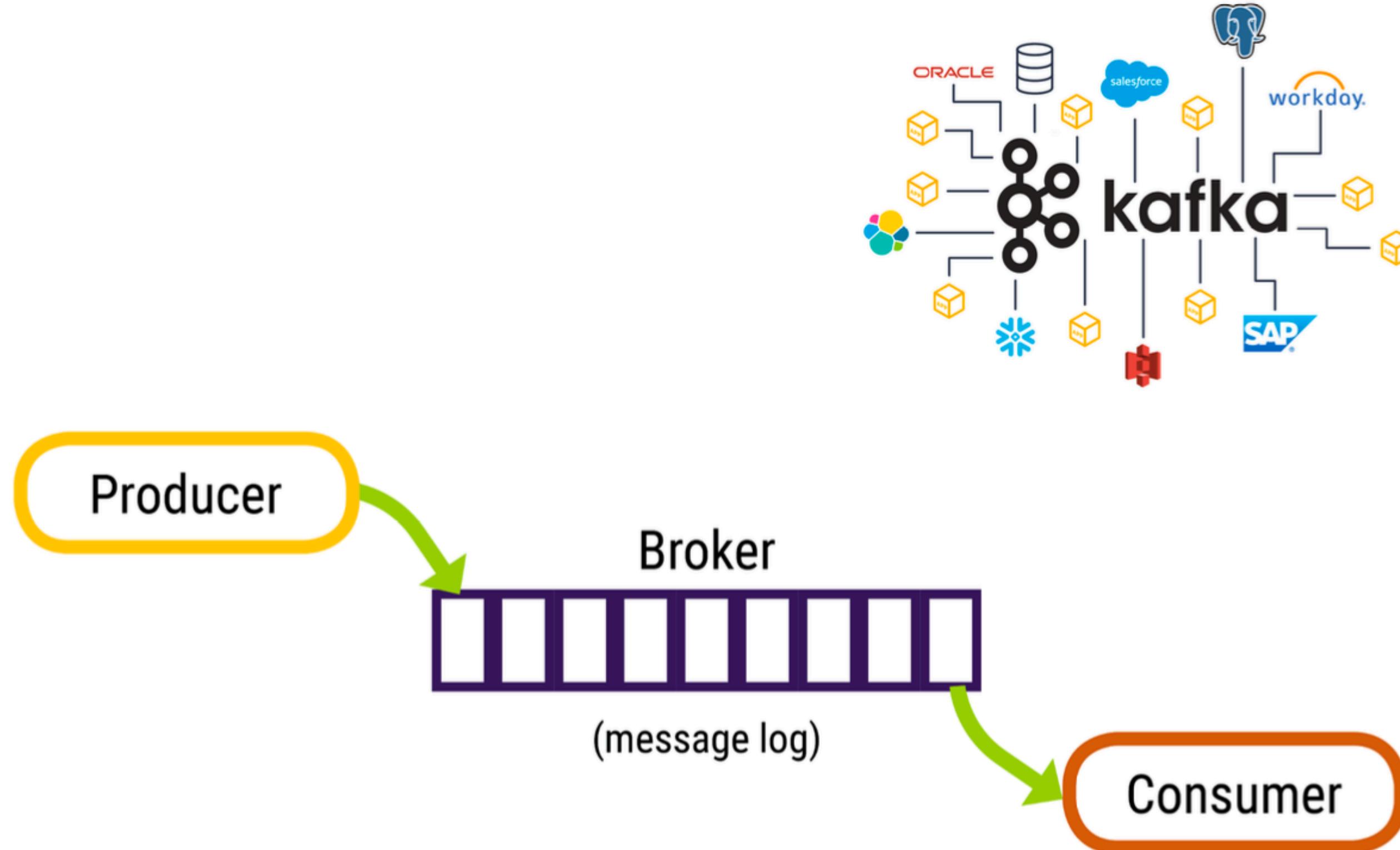


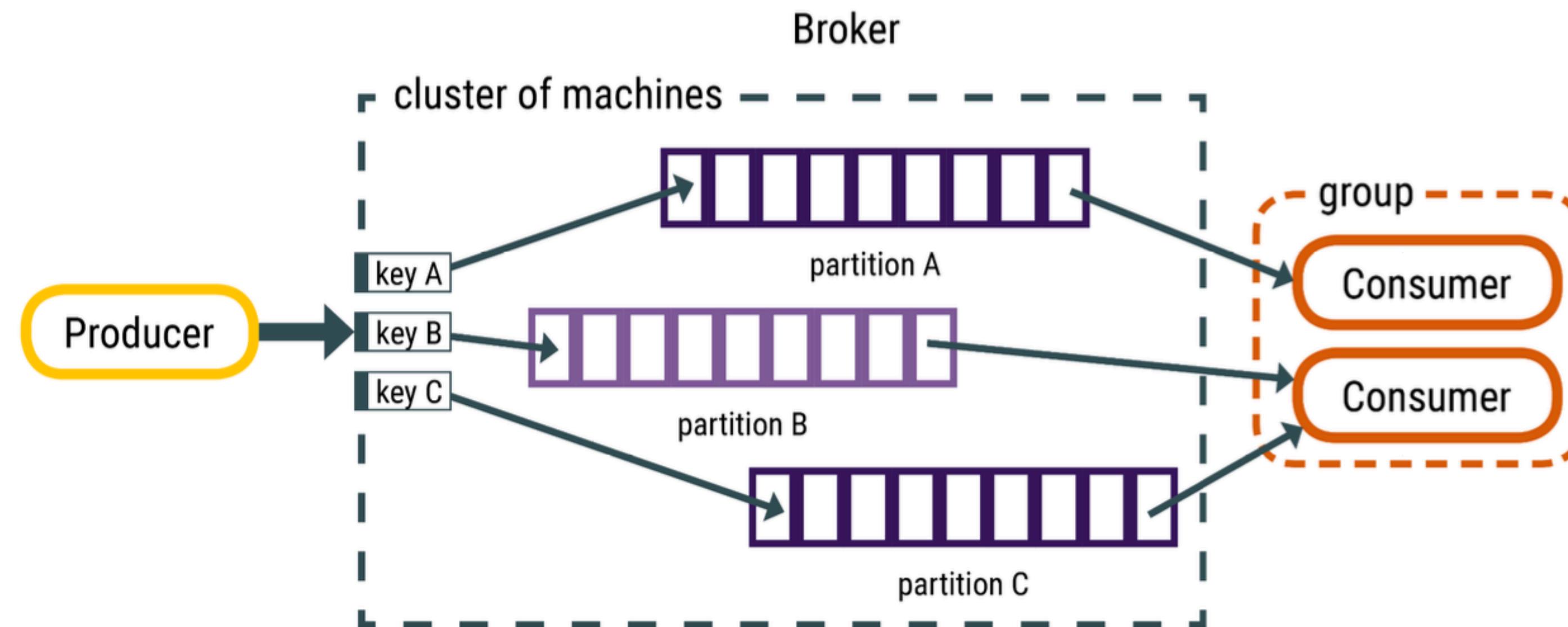
# Kubernetes architecture

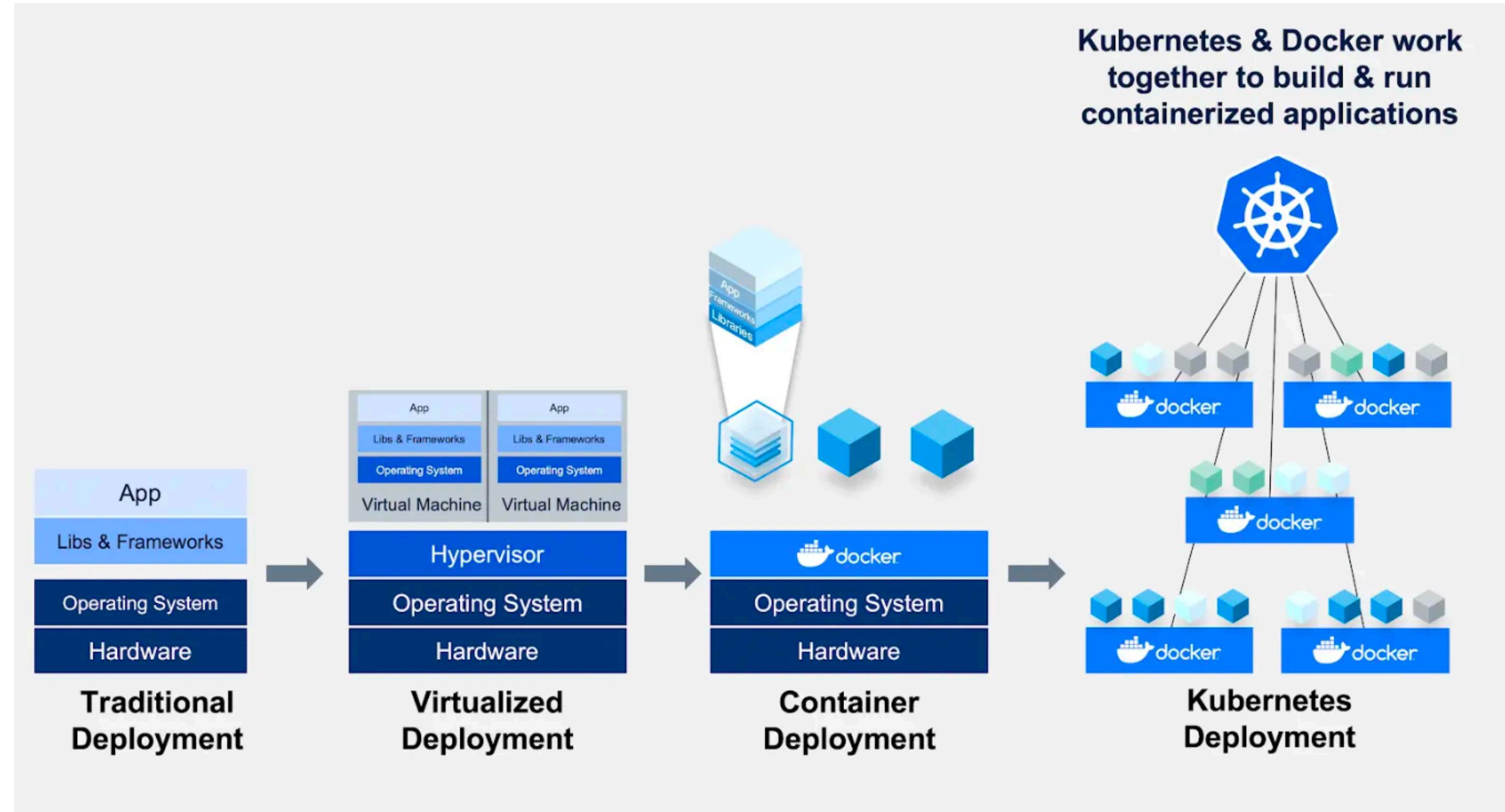


*Kubernetes, also known as K8s, is an open-source system for automating deployment, scaling, and management of **containerized** applications.*









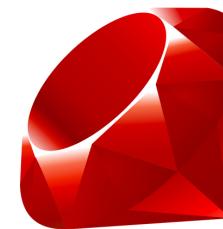


# Bibliografía

- Apuntes Sistemas Operativos y Redes 2023-1
- Documentación Docker
- Documentación Kubernetes



# ¿Consultas?



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