

## Agenda

- { 1) Project Overview
- 2) Microservice vs Monolith
- 3) Intro to spring framework
- 4) Dependency Injection & IoC
- 5) Springboot
- 6) Build first API

## PRD

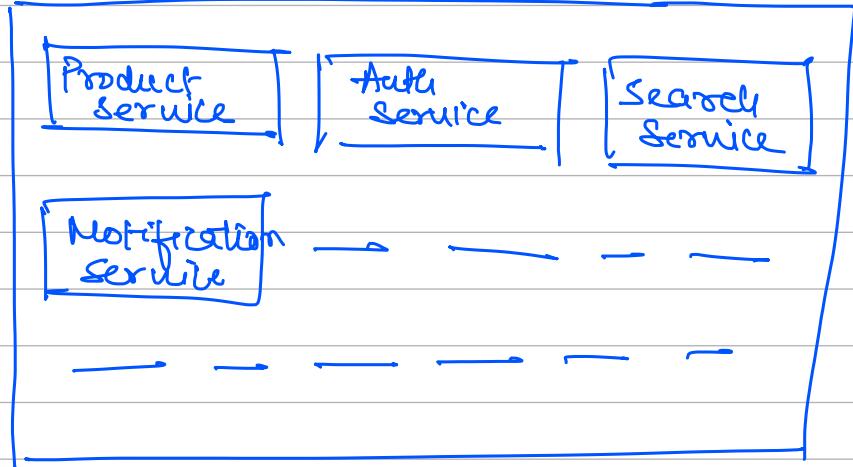
- { Authentication Service
- Cart Service
- Product Service
- Order Service
- Logistics Service
- Notification Service
- Search Service
- User Service

Monolith

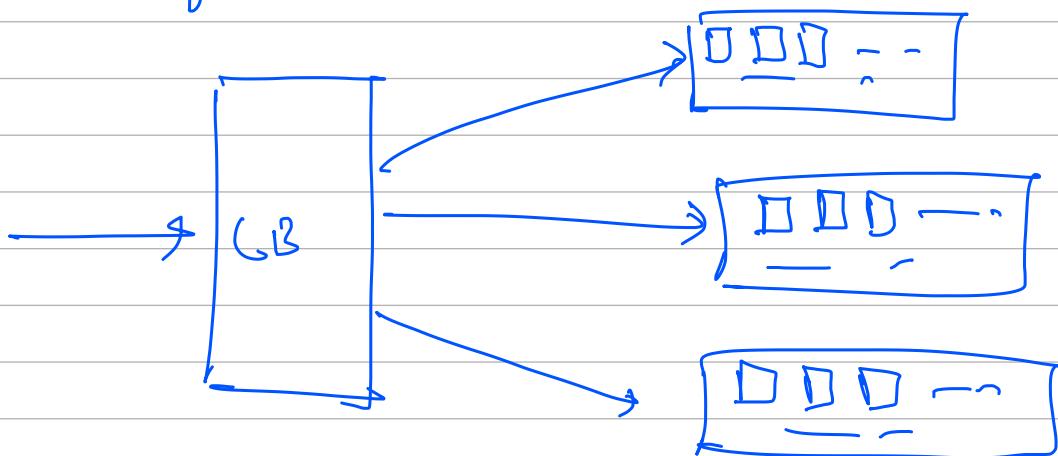
Microservice

Bausal Duo  
↳ flipkart

Amazon  
4/200 Services



We will have to run multiple servers of complete codebase



### Pros

- ① Single deployment
- ② Easy debugging
- ③ Low latency
- ④ Standardisation across codebase

### Cons

- ① High deployment time
  - ② No tech flexibility
  - ③ No selective scaling
  - ④ Small bugs have higher blast radius
- conf 1M/min  
45min

100 ↳ 20 Search Services  
100 Notification Service

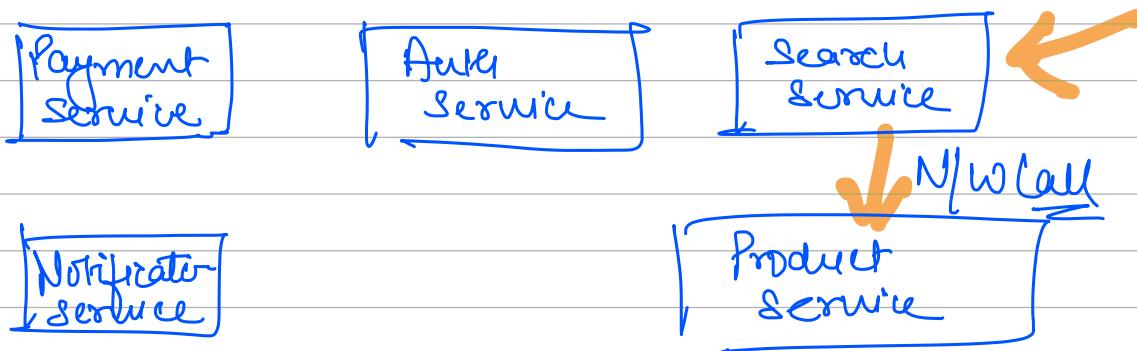
200k Amazon

↳ Single Code base

MicroService

↳ Service which caters to single responsibility

1 : 200000  
1200 : 200000

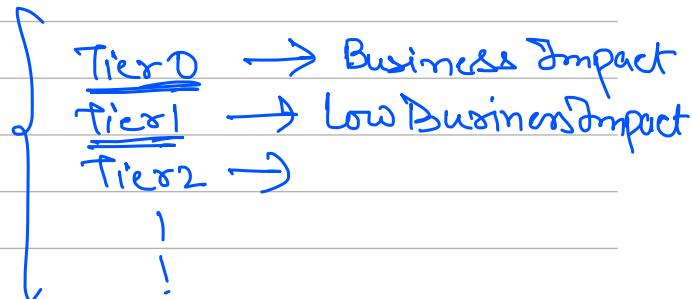
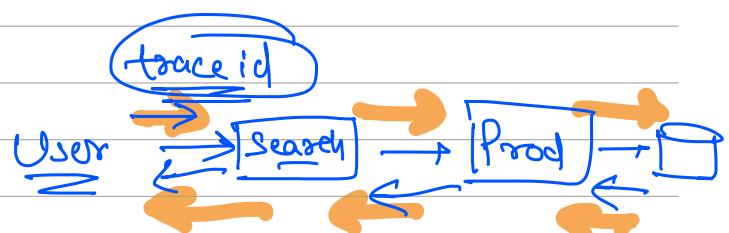


Pros

- 1) Selective Scaling
  - 2) Faster deployment
  - 3) Tech stack flexibility
- ====

Cons

- ① Debugging tough
- ② N/W latency



Pricing  
↳ Item

## Microservices

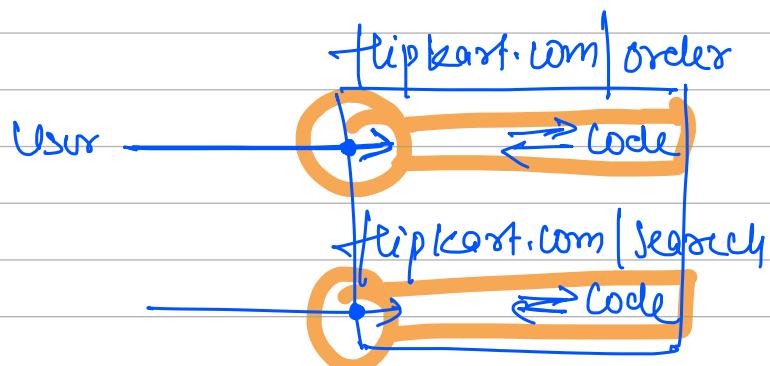
- { 1) Product Service
- 2) Category Service
- 3) User Service (Auth)
- 4) Search Service
- 5) Payment Service
- 6) Notification Service

## Frameworks

"Don't Reinvent the Wheel"

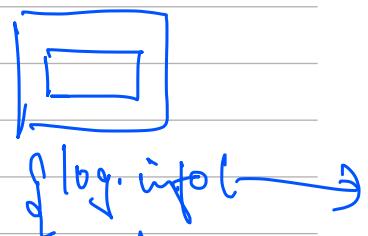
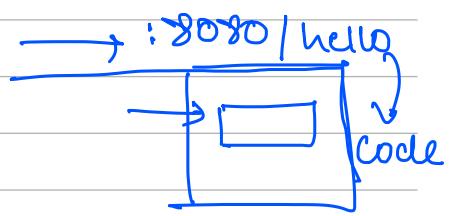
DRY

- ⇒ Provides ready to use implementation of common things that many software engineers would be using in their project
- ⇒ As a software engineer we would like to focus on the business logic



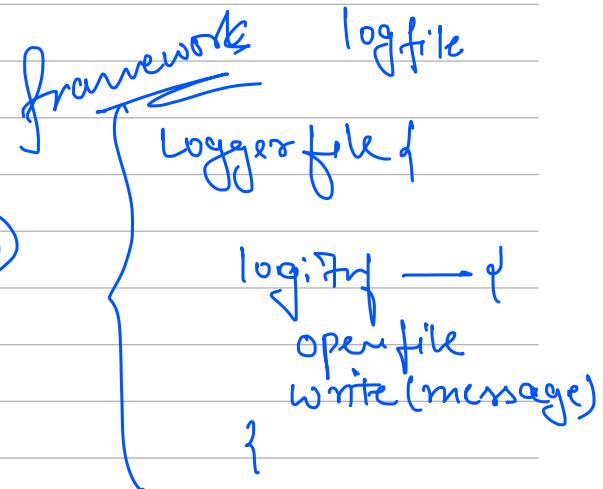
Framework provides functionality in a ready to use way

- Creating APIs
- DB Conn
- Configuration
- Logging



## Spring framework

Set of projects that helps in creating enterprise (Production) level facing Applications easily



## Spring

{ Core Project  
Object Creation +  
Transaction  
etc

Add Ons  
Awe  
Webserver  
kafka  
Redis

## Spring Boot

## SOLID

D = Dependency Inversion

Dependency Injection

Class A which is dependent on Class B

Class B {

B b;

}

① Creating object of B inside the Class A

Class A {

B b = new B();

}

② Set the value of Object via Constructor

Class A {

B b;

A(B b) {

this.b = b;

}

}

} B b = new B();  
A a = new A(b);

# Creating of dependencies outside of class &  
injecting them via const| setter is better  
way than creating object inside the class

## 1) Reuse of the object

User Service {

Db db;

**`= new DB();`**

}

Product Service {

Db db;

**`= new DB();`**

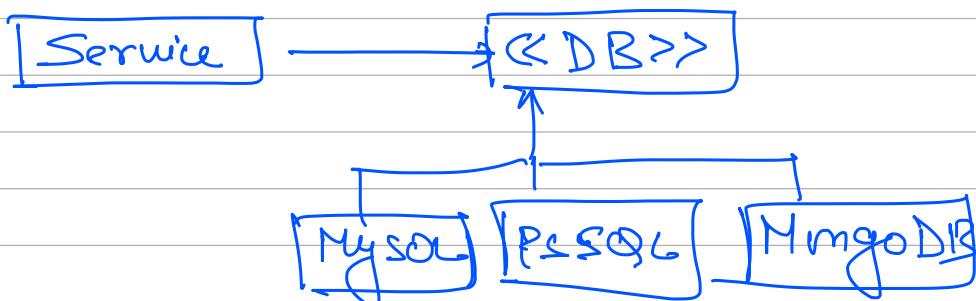
}

Common DB

Main {

{     DB db = new DB();  
        US us = new US(db);  
        PS ps = new PS(db);

## 2) Loose Coupling

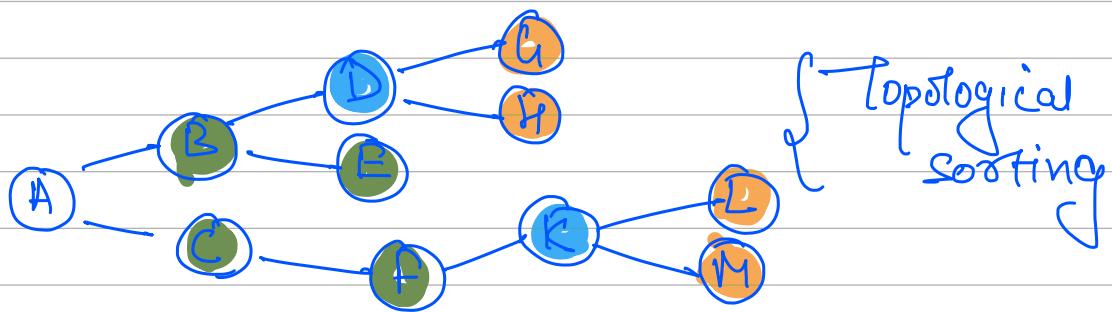


User Service of PSSQL  
DB db = new MySQL();  
↳

with Dependency Injection  
PSSQL();  
DB db = new MySQL();

US us = new US(db);

PS ps = new PS(db);



Spring : Dependency Injection framework      Confluence  
↳ 10000 Objects

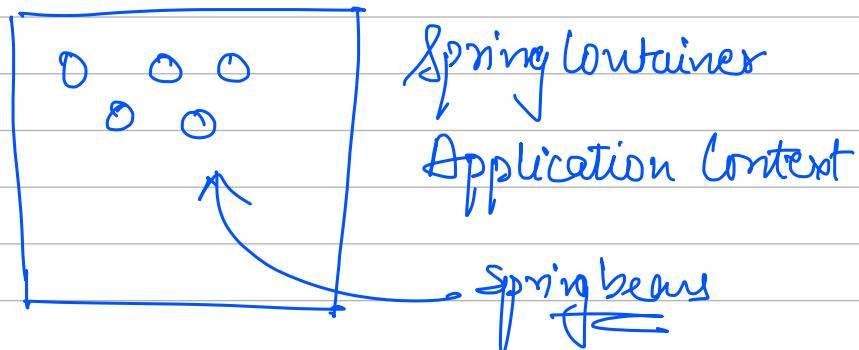
Inversion of Control

framework does the dependency injection on  
our behalf

Bean → Object

↳ Objects that are managed by Spring

↳ An object that spring will create  
manage life for injecting whenever  
required

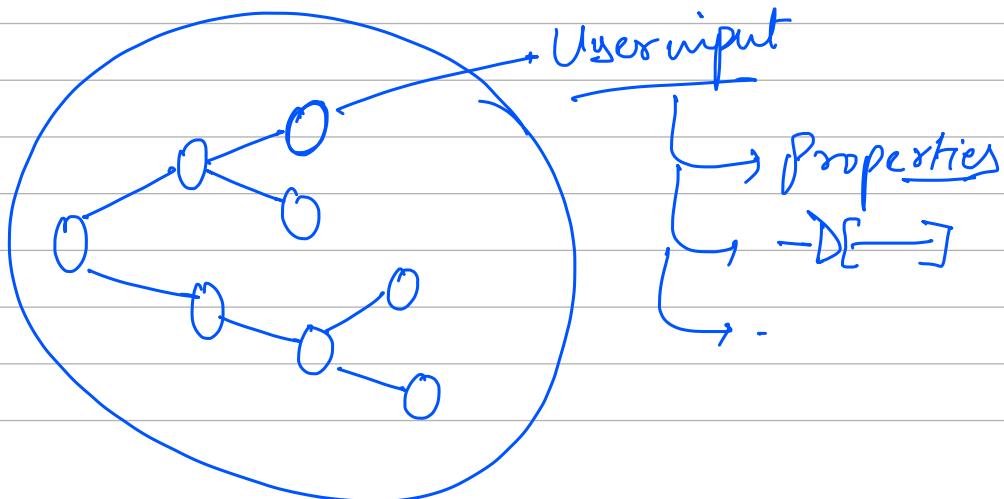


- 1) Start the Application ]
- 2) Create the Beans
- 3) Stored in Application Context

Spring Flow

↳ dependency injection

Spring Boot = springflow + addons



User Controller →

Registering (Name, Password)

} User Object = ( → )

AdministratorController

UserController

UserControllers