Microservices

Microservices are small services that can be independently developed, built and deployed.

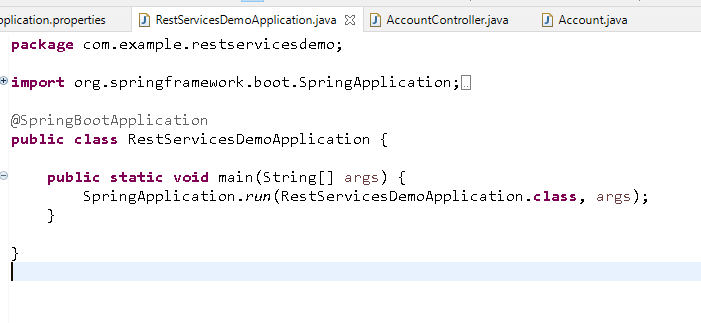
Spring provides a module called spring microservices which allows you to develop microservices.

Pre-requisites

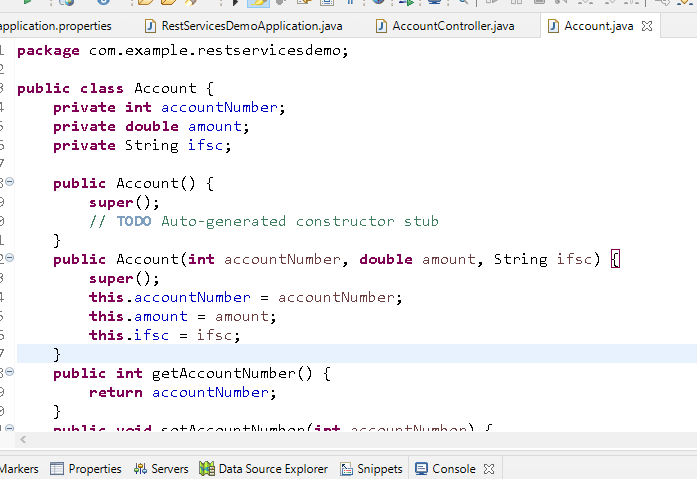
* Java
* Spring Boot
* Spring REST
* Spring Initializr project

Simple Spring REST project with Spring Boot

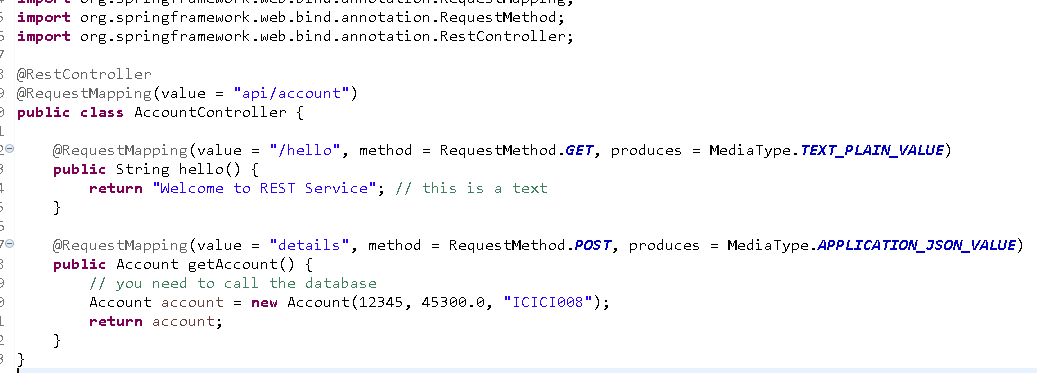
@SpringBootApplication



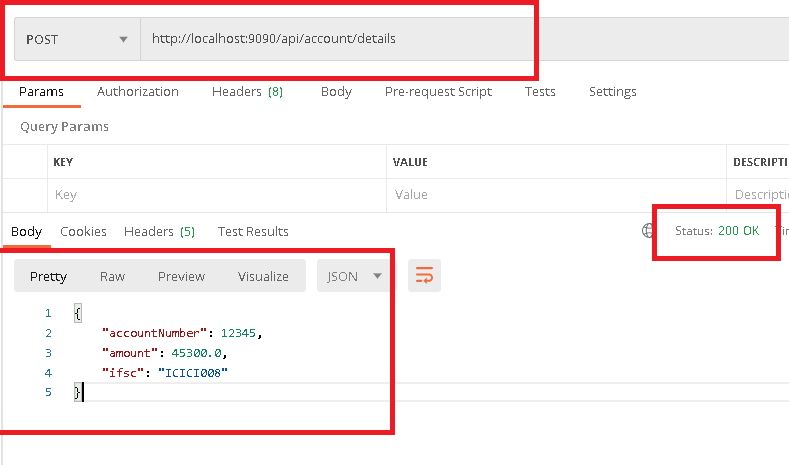
Account.java



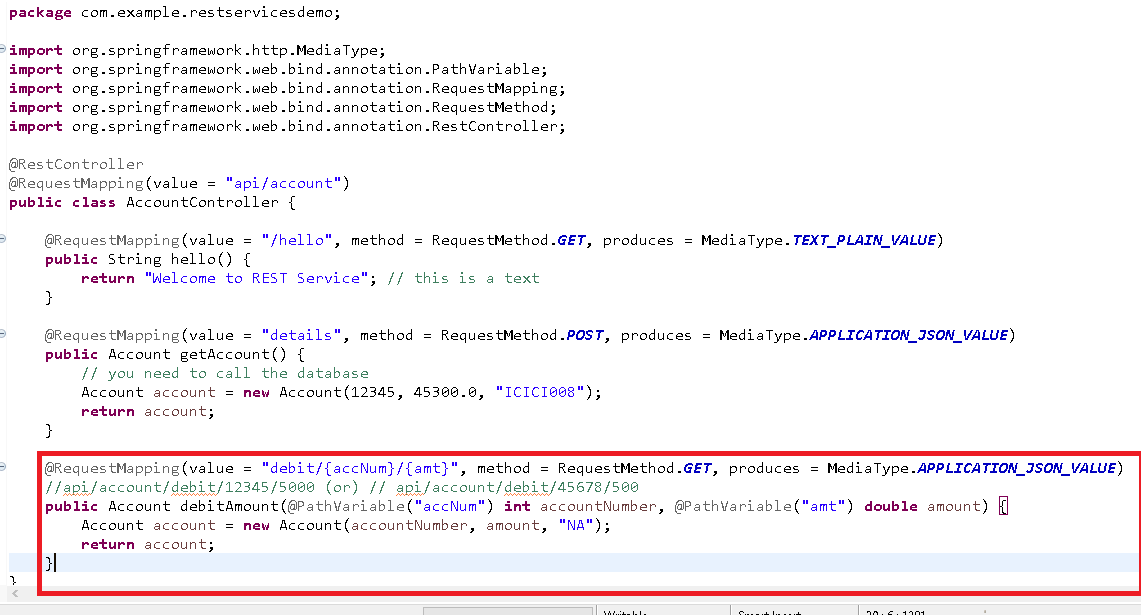
AccountController.java



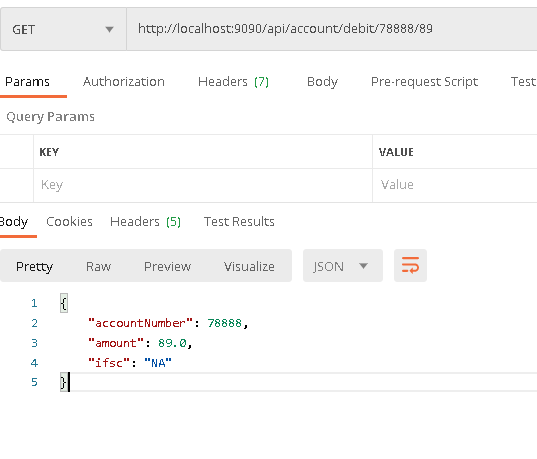
Output:



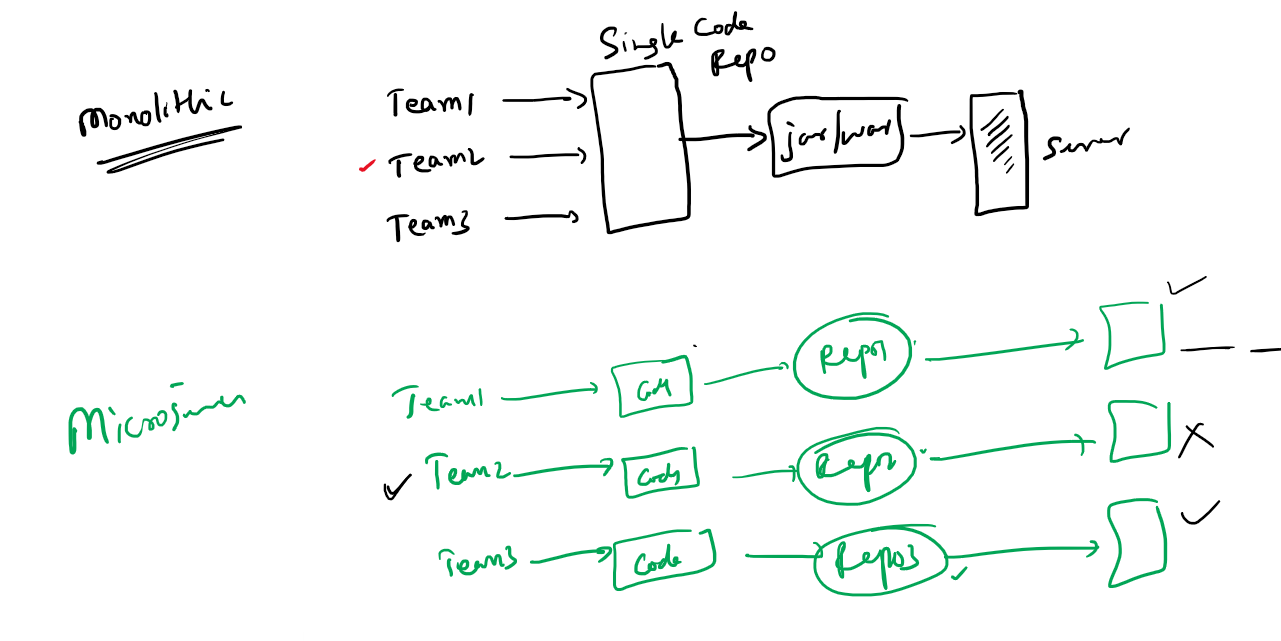
Client can send input via a text box in mobile or web or from credit card machine and so on, you must know how to extract those inputs in the rest service



Output



Monolithic vs Microservice architecture



Spring Framework integrated with Netflix OSS to make microservices developed through spring

Spring Framework released a module called *Spring Cloud* which is dependent on *Spring Boot*

Using these two projects you can quickly develop microservices with simple annotations.

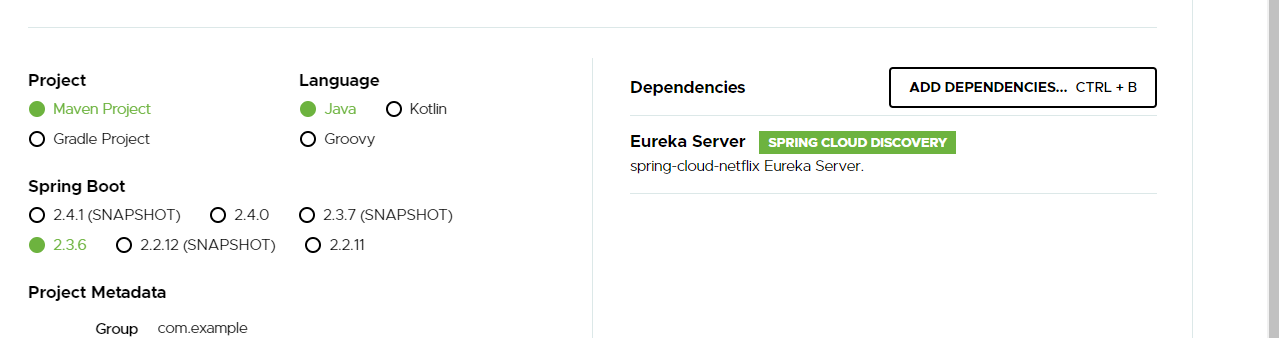
Steps involved in microservices

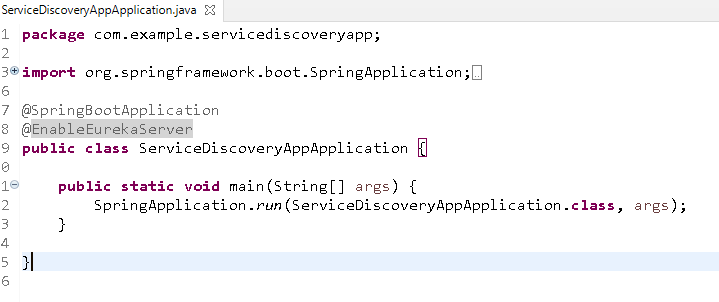
1. Service Discovery: where all the microservice registers to this registry so that microservices can locate other microservices
2. Discovery Clients: These are microservices that are called as clients which registers with the Service Discovery
3. Configuration Server:
4. Circuit Breaker:
5. API Gateway:

Service Discovery: It is implemented by Netflix and in spring you will use Eureka Server for Service discovery

Discovery Clients: It is implemented by Netflix and in spring you will use Eureka clients to register with Eureka server

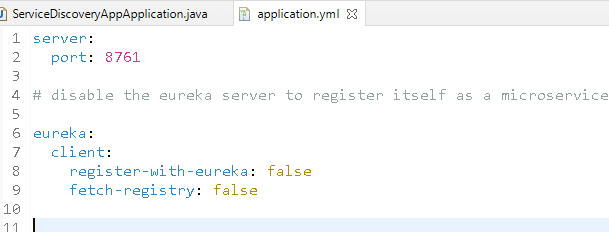
Creating Service Discovery





@EnableEurekaServer: creates a service discovery where all the @EnableEurekaClient would be registered.

Service Discovery acts like a client as well so you must disable few properties in the application.yml file

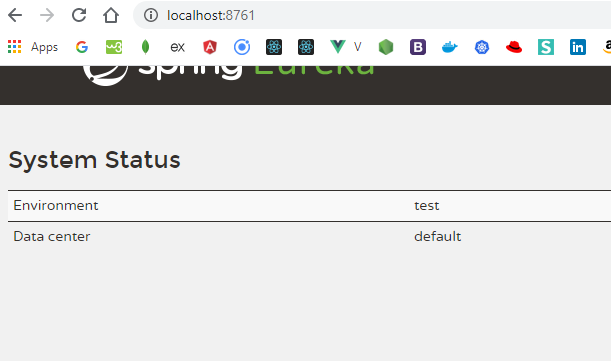


server.port: 8761, this is the default port all your microservice will register with the service discovery

eureka.client.register-with-eureka: false, this disables service discovery to register itself in its registry

eureka.client.fetch-registry: false, this disables client to fetch informations from service discovery

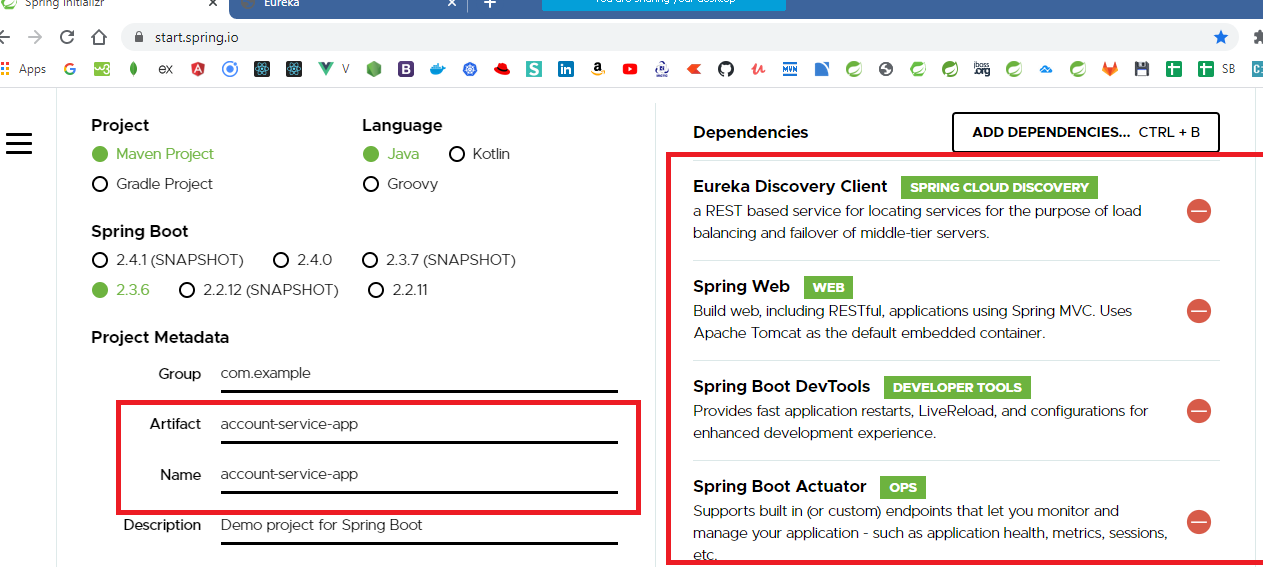
Output:

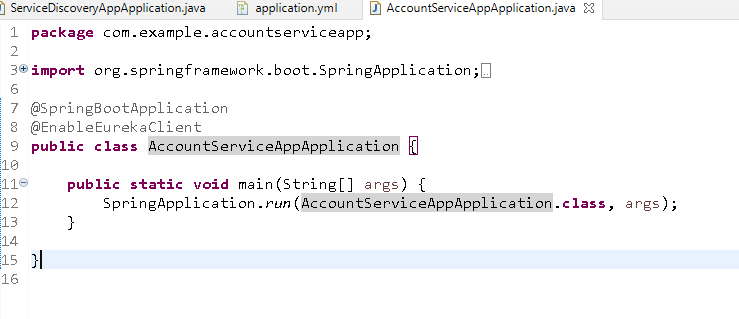


This dashboard shows all the registered microservices

Creating a microservice

1. Web
2. Eureka Client
3. Devtools (optional)
4. Actuator (optional)

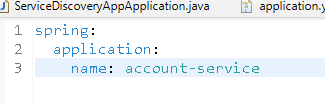




Now this is a microservice that tries to register with Service Discovery running in 8761 port

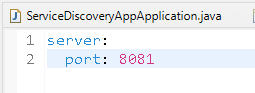
However every microservice needs a logical name that helps other microservices to communicate

bootstrap.yml

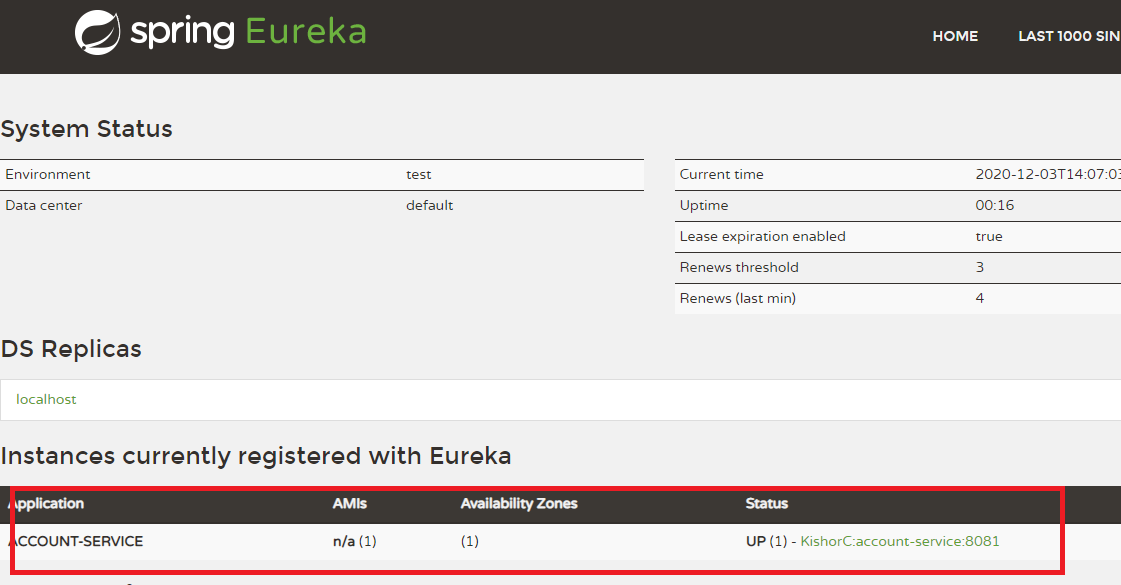


This is the file that is loaded before application.yml, you keep some configurations that should be loaded before application.yml, like application names, profiles, configuration servers url and so on

application.yml



Output:

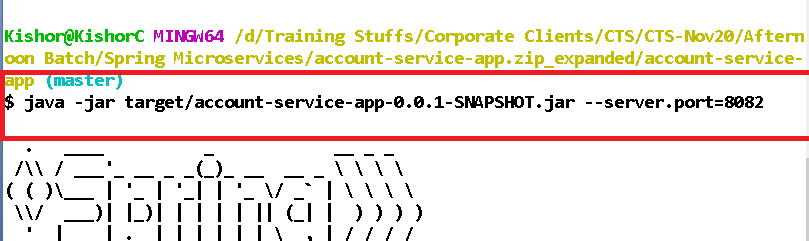


Eureka has only one instance of Account-Service if you need to multiple instances of account service then you need to launch this service in another port other than 8081, because the instances created in local machine.

You can use below commands from your project location

mvn package

java -jar target/file-name.jar --server.port = 8082



This will show up in the eureka dashboar, we are running one instance in eclipse & other in command prompt of account service

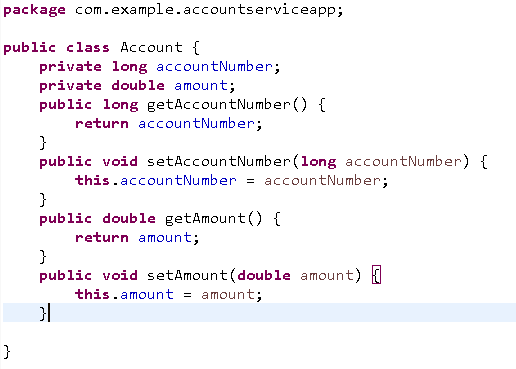


Exercise:

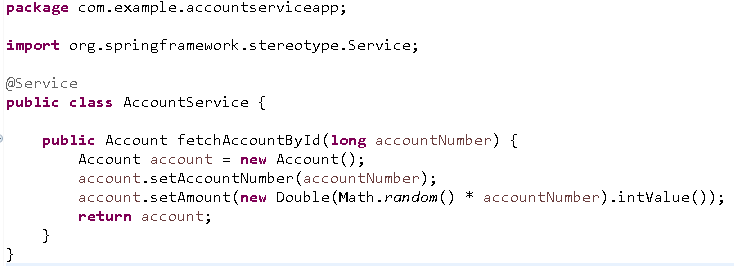
Create another microservice named paytm service and register with eureka with a different application name

Store this exercise in cts-hands-on repository in afternoon folder with another folder named microservice

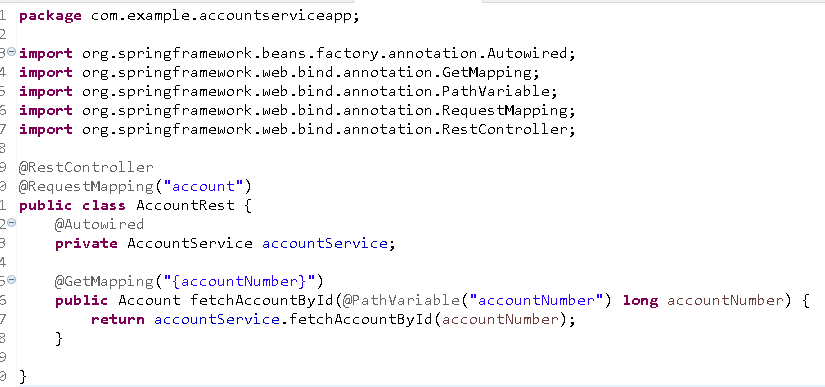
Account.java



AccountService.java



AccountRest.java



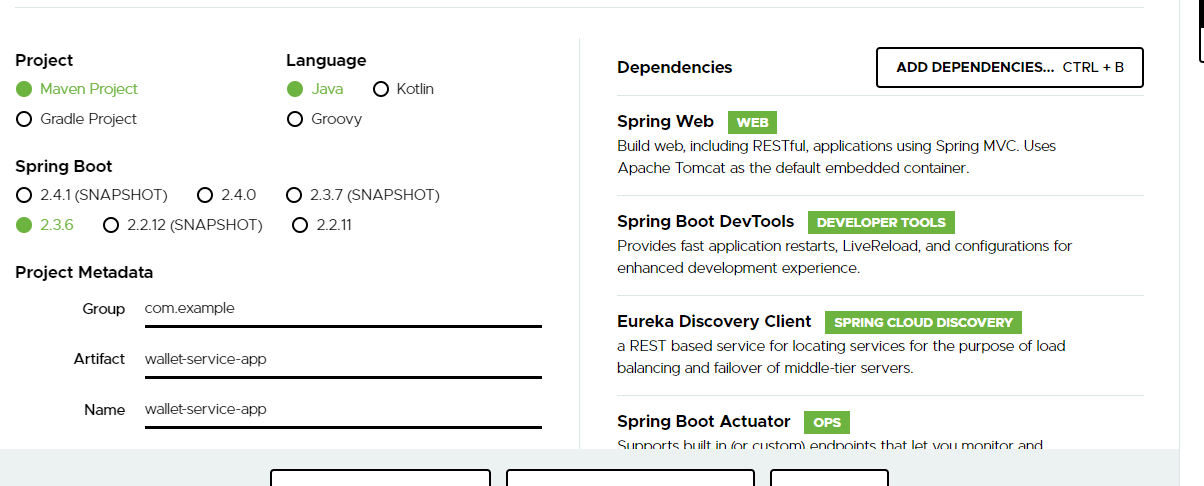
Here the REST endpoint to access account service is <http://localhost:8081/account>, however the microservice which has to communicate will not have idea about the other microservice location, so they will use the logical name of the microservice registered in the service-discovery, i.e., **ACCOUNT-SERVICE**

Communication between the microservices

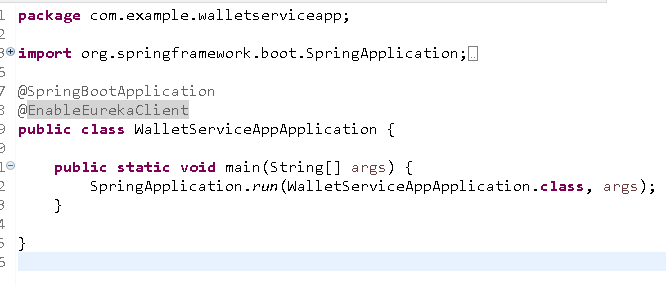
When any microservice has to communicate with other microservices they have to use

* service-id or logical name registered with service-discovery
* instance that can make REST calls, for ex: In Spring you have RestTemplate

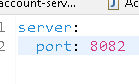
Wallet Service communicates with Account Service



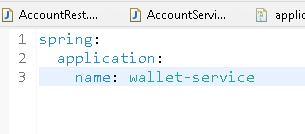
Add Eureka Client annotation



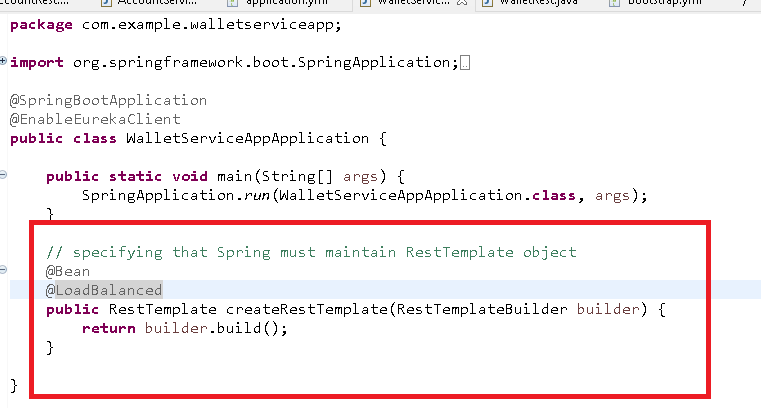
application.yml



bootstrap.yml

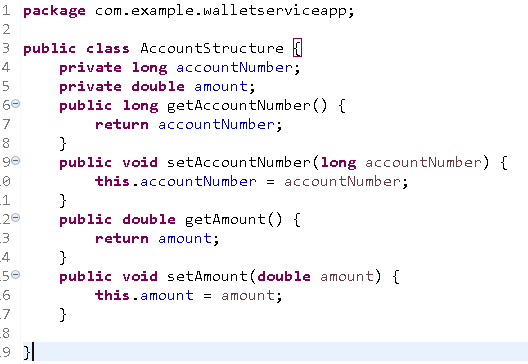


Creating RestTemplate instance with LoadBalanced

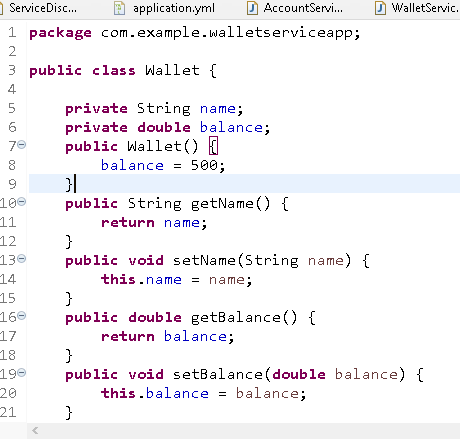


@LoadBalanced creates the load balanced backed RestTemplate object

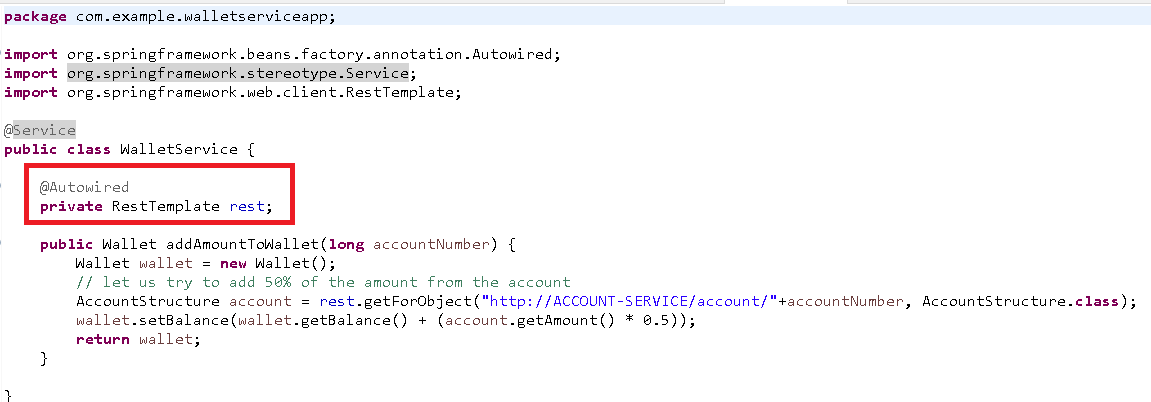
AccountStructure.java: This must match to json structure



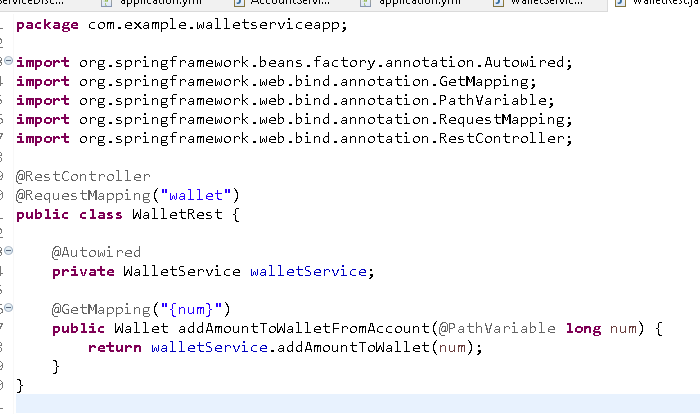
Wallet.java



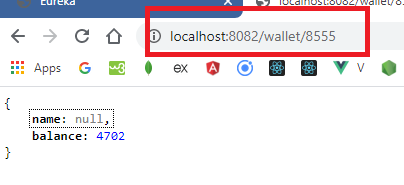
WalletService.java



WalletRest.java



Output:



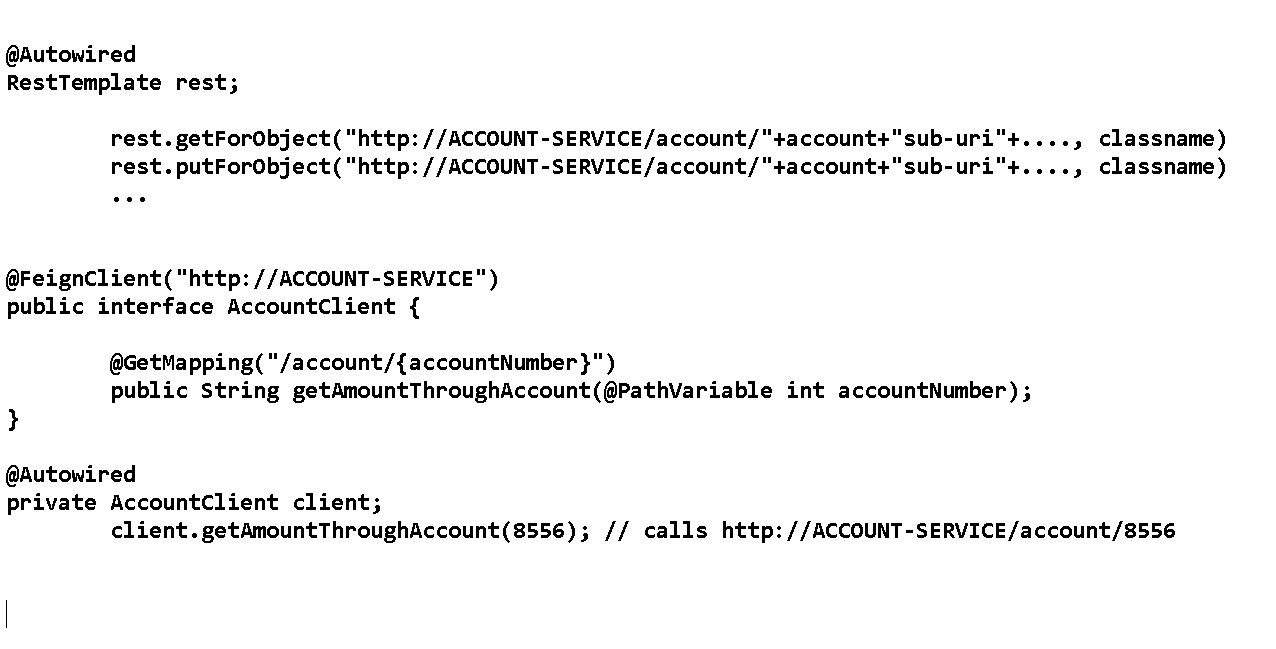
Note: name is null because we didn’t initialize it in wallet object, <http://localhost:8082/wallet/8555>

Sends request to

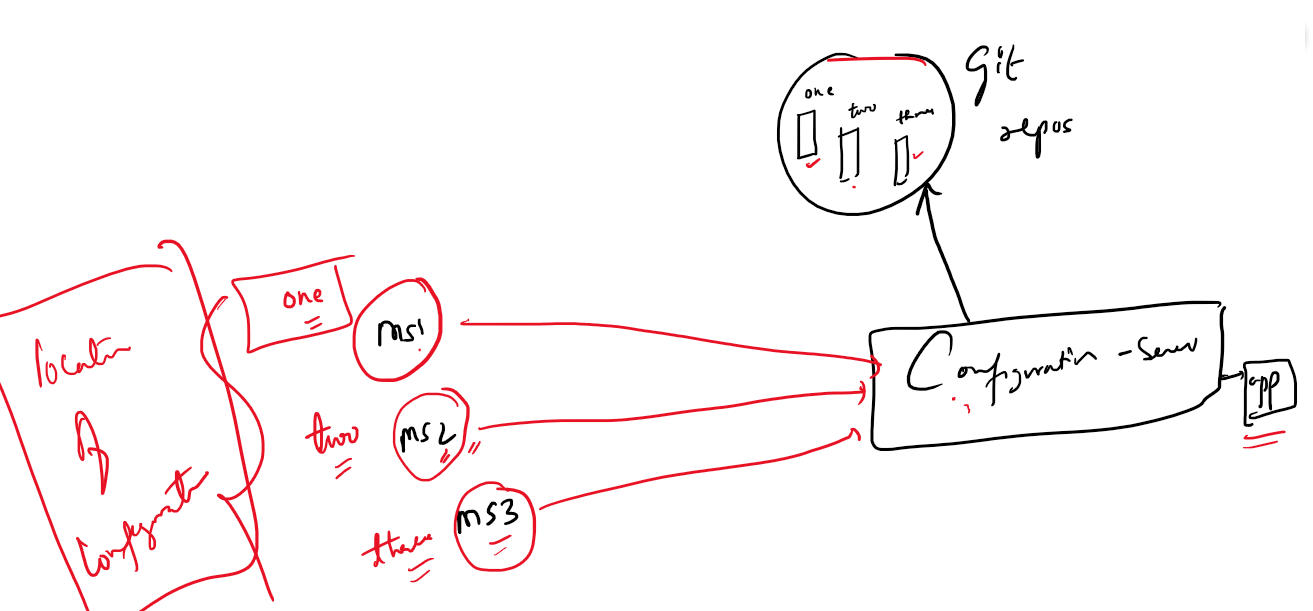
<http://account-service/account/8555>

Feign Clients: This is used as an alternative to the RestTemplate to call the webservices

It is reusable compare to RestTemplate, because it is going to be used with the help of interfaces with some methods that maps to appropriate microservice



Configuration Server: It maintains the configuration files for multiple microservices which can fetched from the configuration server, these configurations you can keep in the GIT.



Configuration server is an application that will know the location of the configuration files and needs microservice to mention the configuration file it needs to fetch.

Configuration Server will know the GIT location

Microservices will know the Configuration Server location

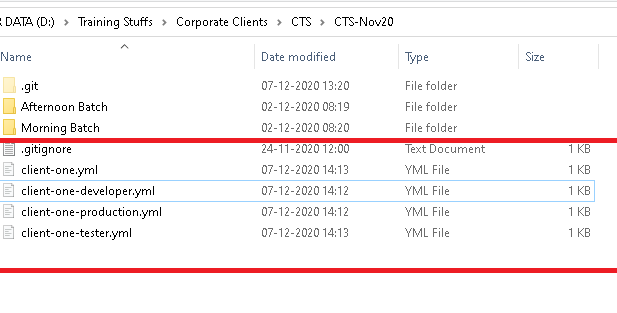
Configuration Server needs only one dependency

* config server

Microservices that connects to configuration server acts as configuration client it needs a dependency

* config client
* web
* actuator
* devtools

We will create 4 configuration files that can be loaded based on the profiles [developer, tester, production, default]



All these configuration files (yml) has single property title, that has to be read by config-clients by connecting to the config-server