Application Modernization Introduction

WW Developer Advocate Team

IBM Developer

IBM **Developer**

App modernization is inevitable

Evolution of application architectures

Late 90's	Enterprise Application (EAI) Services and Models Addressed integration and transactional challenges primarily by using message oriented middleware. Mostly proprietary systems needing a proliferation of custom interfaces.
Mid	Service Oriented Architectures
00's	Based on open protocols like SOAP and WSDL making integration and adoption easier. Usually deployed on an Enterprise ESB which is hard to manage and scale.
Early	API Platforms and API Management
10's	REST and JSON become the defacto standard for consuming backend data. Mobile apps become major consumers of backend data. New Open protocols like OAuth become available further simplifying API development.
2015	Microservice Architecture
and beyond	Applications are composed of small, independently deployable processes communicating with each other using language-agnostic APIs and protocols.

Why microservices ?

Efficient teams

- End to end team ownership of relatively small codebases
- ➤ Teams can innovate faster and fix bugs more quickly

Simplified deployment

- Each service is individually changed, tested, and deployed without affecting other services
- Time to market is accelerated.

Right tools for the job

- Teams can use best of breed technologies, libraries, languages for the job at hand
- Leads to faster innovation

Improved application quality

- Services can be tested more thoroughly in isolation
- ➤ Better code coverage

Scalability

- Services can be scaled independently at different rates as needed
- Leads to better overall performance at lower cost

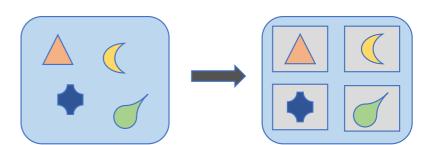
Key tenets of a microservices architecture

1. Large monoliths are broken down into many small services

- Each service runs into its own process
- Generally accepted rule is one service per container

2. Services are optimized for a single function

- One business function per service
 - The service will have only one reason to change



3. Services are tightly encapsulated behind concrete programming interfaces

A balance between evolving the interface and maintaining backward compatibility

4. Communication via REST API and/or message brokers

Avoids tight coupling and allows for flexibility of synchronous and asynchronous access

5. Per-service continuous integration and continuous deployment (CI/CD)

Services can evolve at different rates

Per-service HA and clustering

Services can be scaled independently at different rates as needed

Microservices Architecture Cultural change considerations

- Smaller teams with broader scope

Mini end to end development orgs in each team vs large silos across the entire development team

- Top down support with bottom up execution

- Change can't happen effectively w/o executive sponsorship
- Change needs to be executed at the smallest organizational unit to take hold

- Teams own all metrics related to operations and development

• Have to minimize downtime + number of bugs while also maximizing the rate at which needed features are added and minimizing the time to market of those new features

- Trust

 Teams need to build trust with other teams that they collaborate with rather than relying on one size fits all checklists and rules

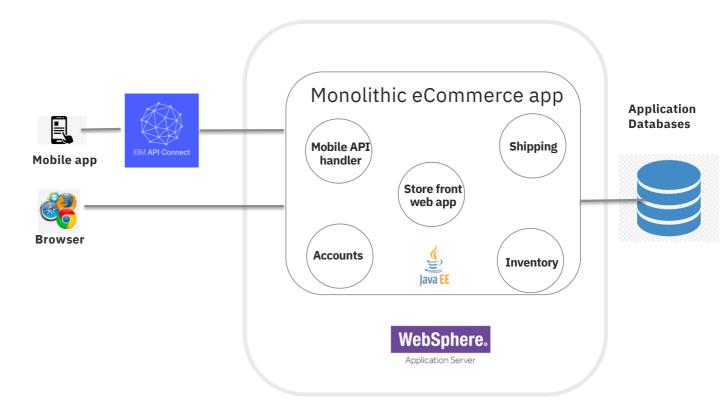
- Reward based on results not compliance

- Cultures only change when people are measured and rewarded for outcomes consistent with the changes
- Smaller more autonomous teams work better with less central micromanagement and more focus on broad measurable goals

Example microservice transformation

Monolithic eCommerce app

- Store front web interface
- Customer Accounts
- Inventory
- Shipping
- Back end for mobile app



An eCommerce Java EE app on Websphere

Transformed application

Kubernetes Cluster

Key technologies

- Containers (Docker)
- Container orchestration (Kubernetes)
- 12-Factor Best Practices
- CI/CD tools (e.g Jenkins)

• (IBM) Transformation Adv

