

Chapter 1 From Monolith to Microservices

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- Monolith: large single piece of software which continuously grows
 - Has to be run on expensive and bulky hardware
- Microservices: lightweight applications packaged with dependencies
 - Can be deployed individually on separate & modular servers with fewer resources
 - Event-driven architecture and service-oriented architecture principles
 - Communicate through APIs over a network
 - Modular => Scalable