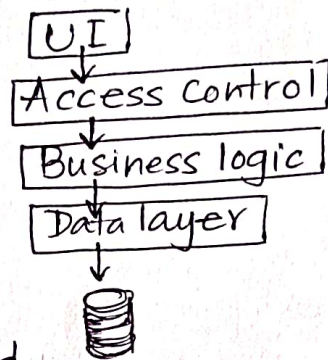


Software architecture

A. Monolithic

- Everything as single service
- ~~Simple~~ Simplest form
- Like a big container where all s/w components are tightly coupled
- Service is implemented in single server.

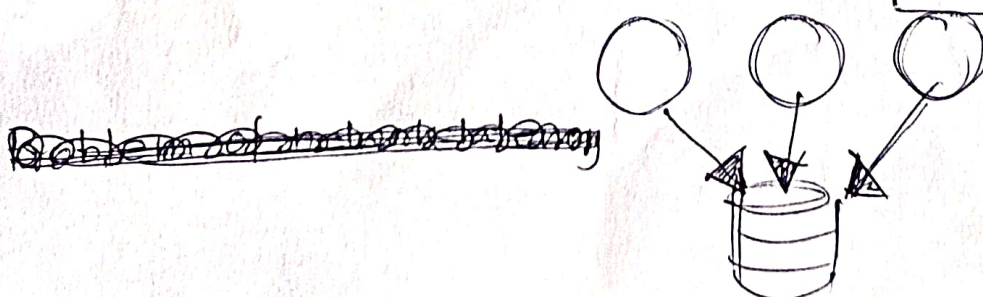
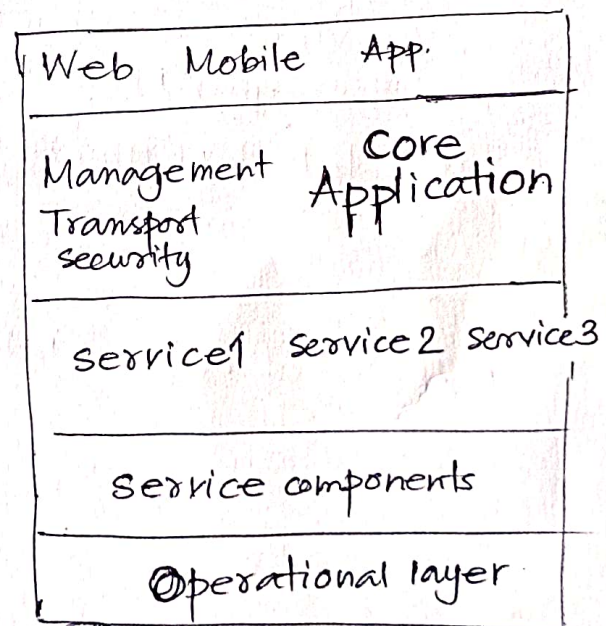


Easy to write code Code is written in same language
No problem of network latency

Problem of code reusability
scalable for full application only (Not partly)
Good for small application

B. Service oriented Architecture

- Application is broken down into mid-sized ~~services~~ ^{separate} independent services.
- Services communicate through APIs.
- Services are deployed in different servers.
- scalable

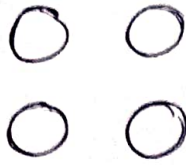


Monolithic



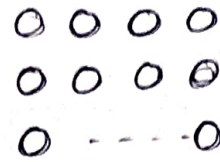
single unit

SOA



coarse-grained

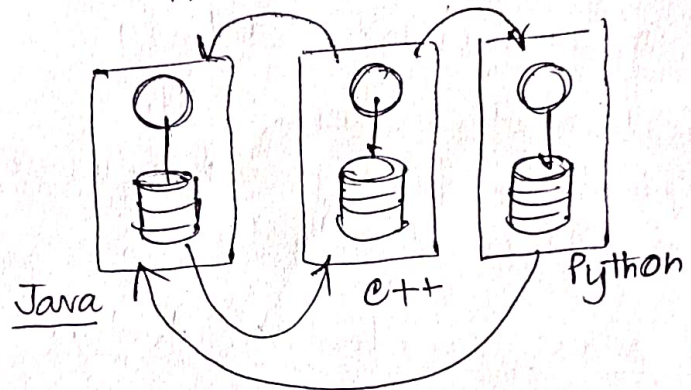
Microservices



Fine-grained

C. Microservices

- Each service runs through distinct process
- more scalable with flexibility (i.e. a particular unit can be scaled)
- Services are deployed in different servers.
- Autonomous
- All services can be coded in different language
- Services communicate through API.
- Parallel deployment of services



Problem of network latency