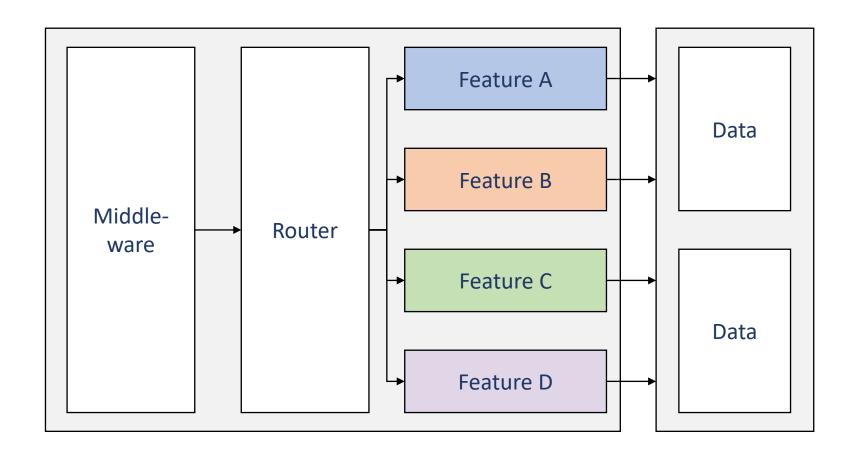


Today

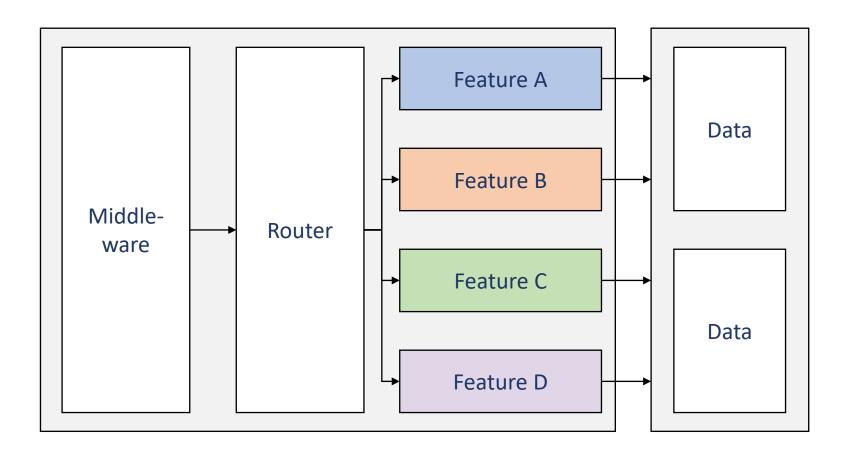
- Monolithic Architecture
- Micro-Service Architecture
- Data Management Between Services
- Database Per Service

This is probably how you are building your systems right now.



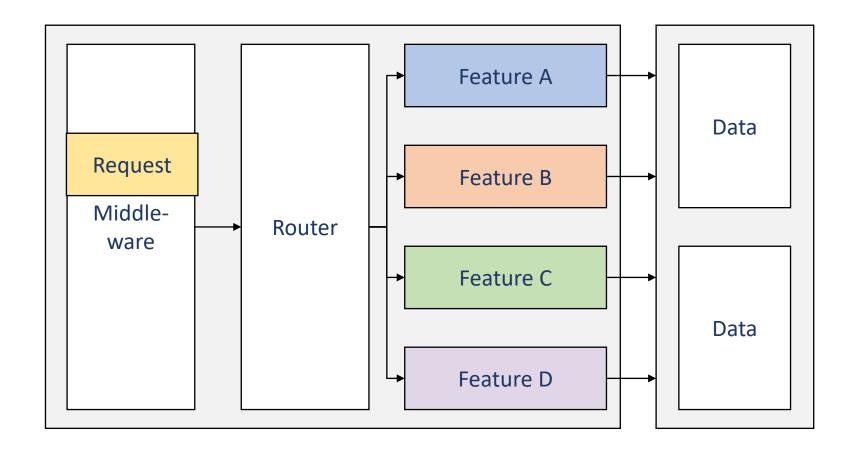
A request arrives on some port given some route.

Request

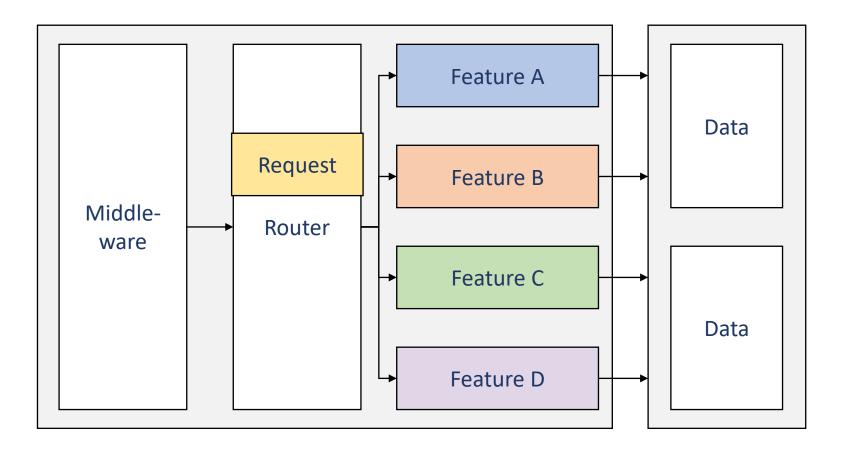


The various middleware processes the request.

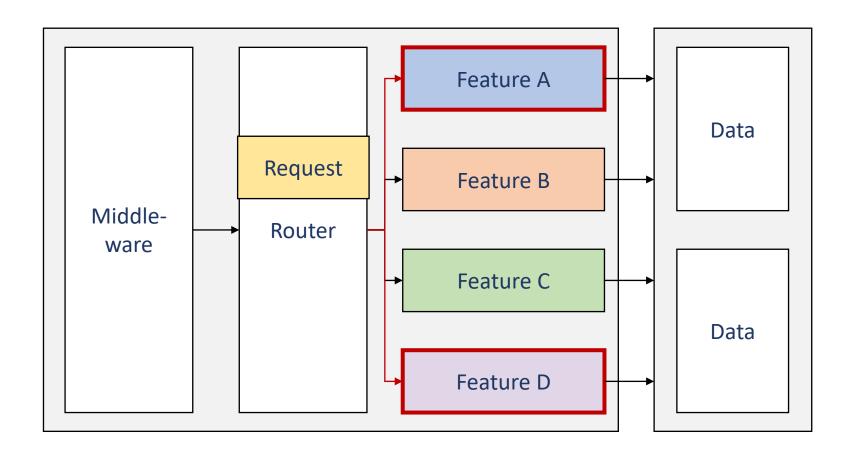
Body parsing, sessions, authentication, etc.



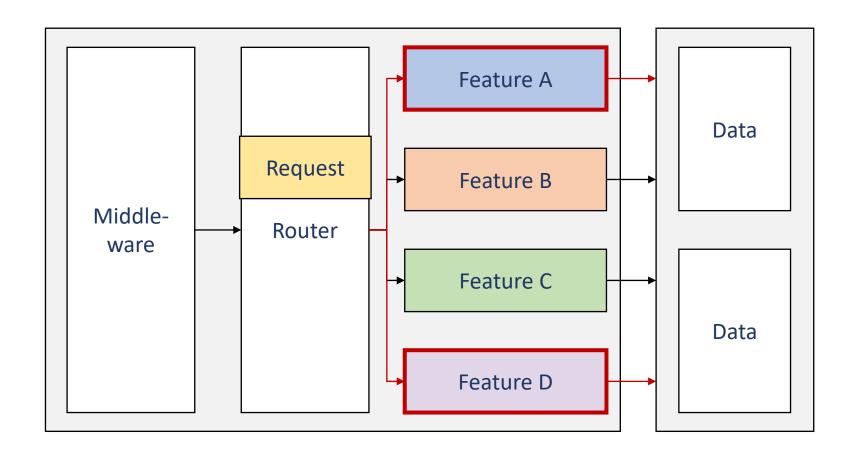
The router looks at the route to determine what the request and invokes the appropriate controller.



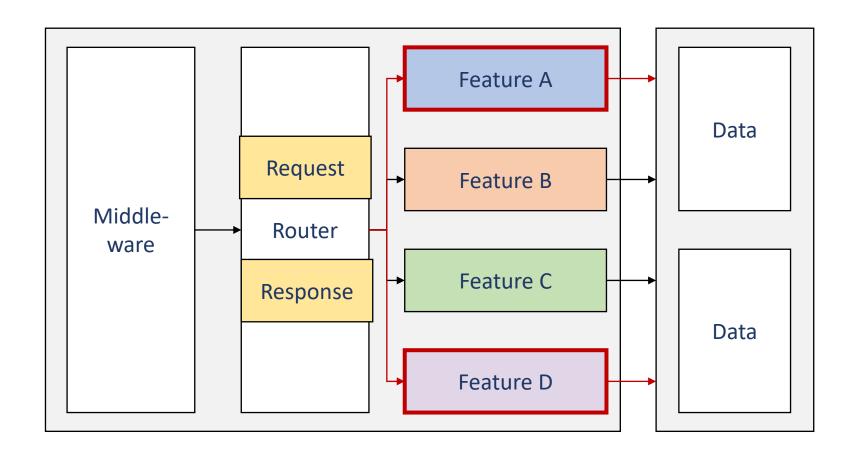
This, in turn, causes various features to be activated.



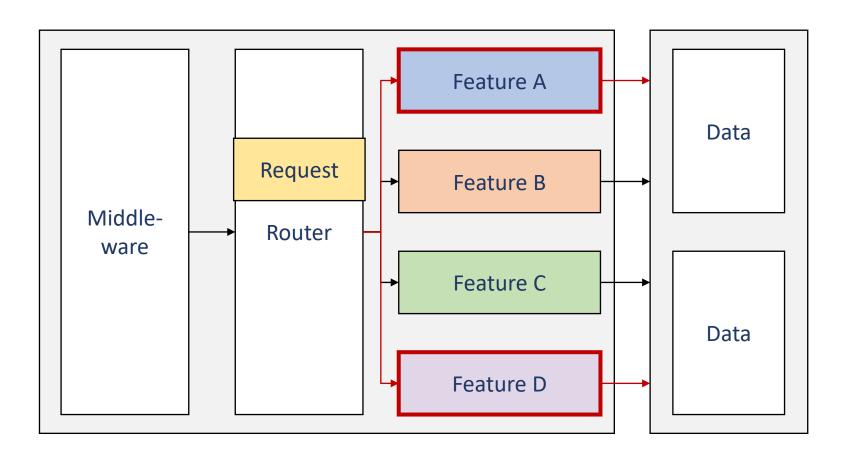
Data is fetched/stored through various CRUD operations.



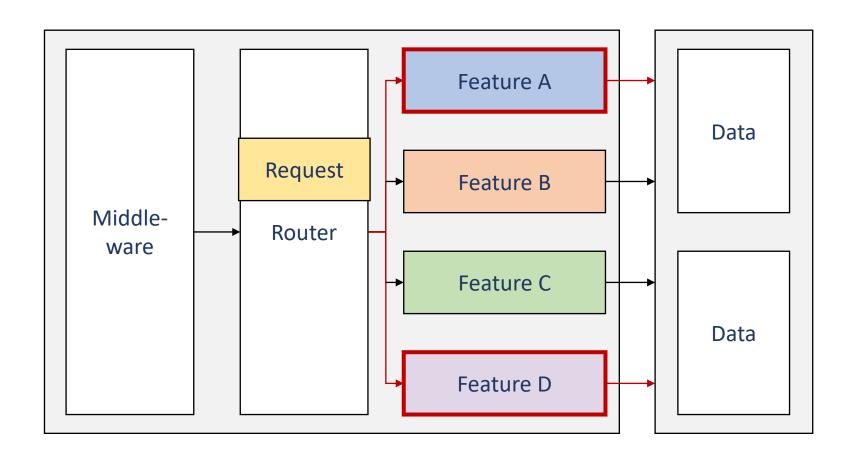
The activated features complete and a response is constructed.



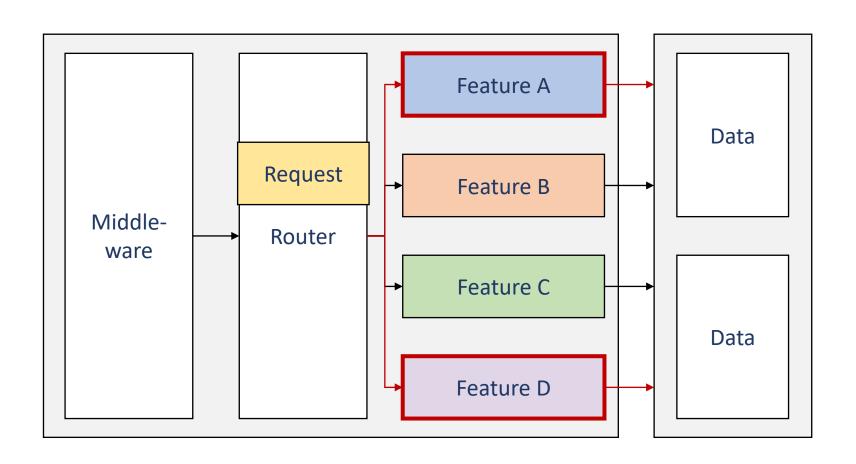
The response is then sent back to the requesting client.



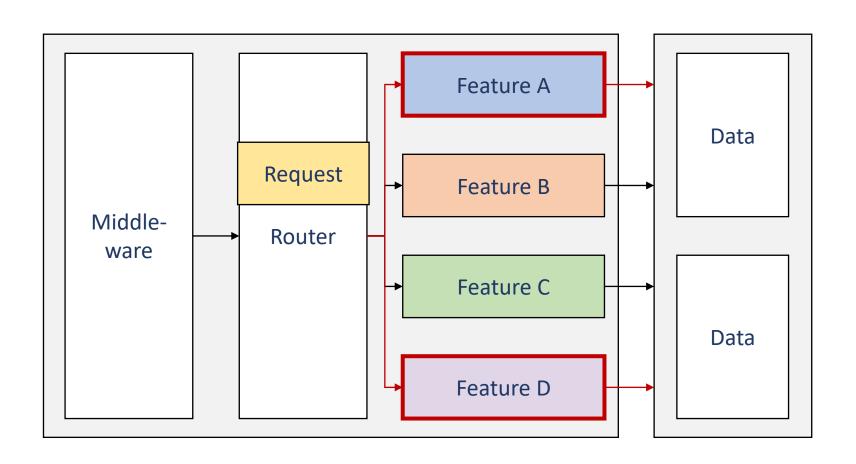
This is not an unreasonable approach to building a web system.



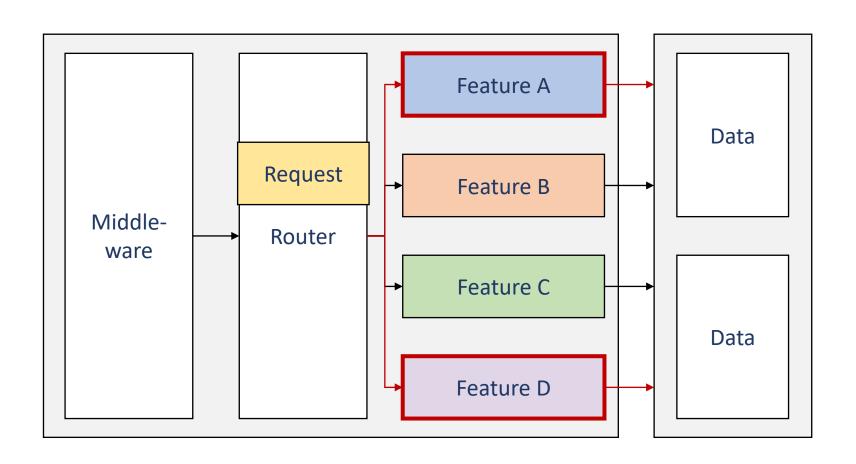
Do other architectures exist for doing this?



Are there ways to make this more efficient?



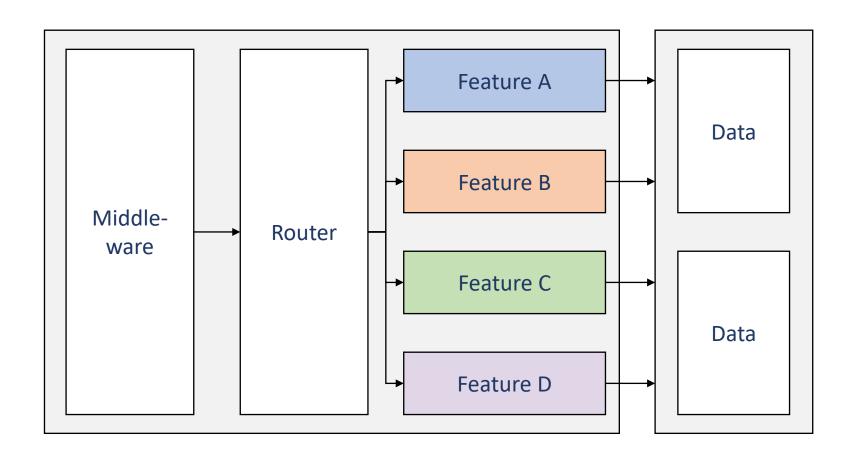
What if we scale this to a million requests per second?



Code Example: 01-monolith

What is a micro-service?

Again, here is what a monolithic architecture.

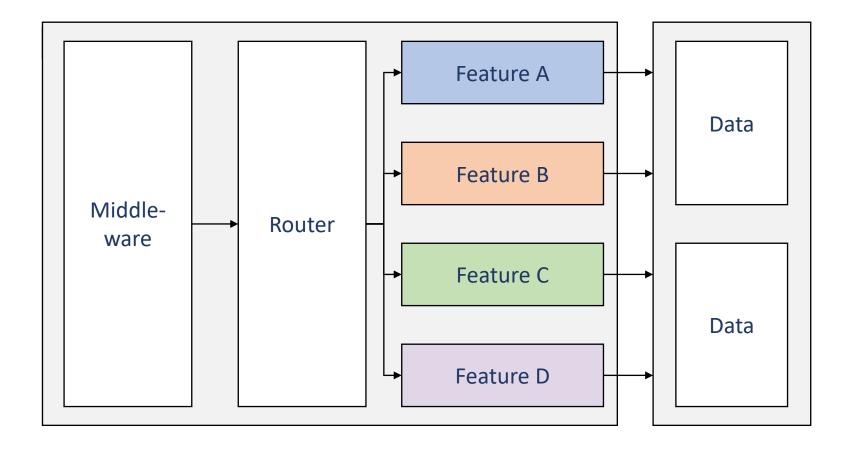


A monolith

contains:

- Routing
- Middlewares
- Business Logic
- Database Access

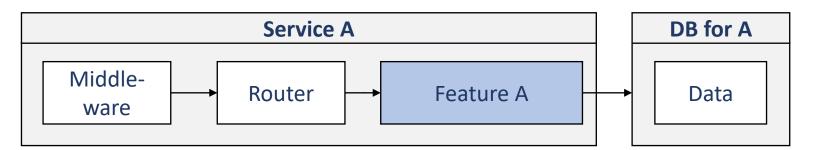
For all features.



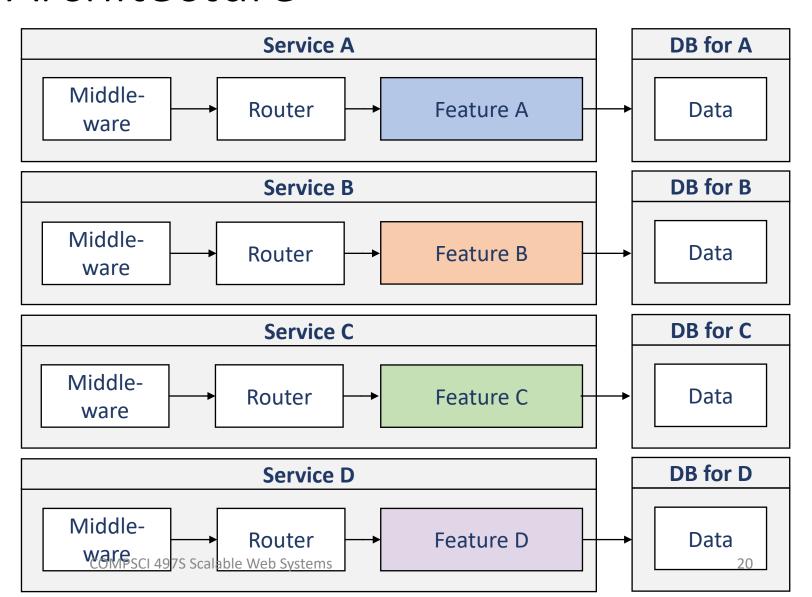
A micro-service contains:

- Routing
- Middlewares
- Business Logic
- Database Access

For a **single** feature!



A micro-service architecture is composed of many micro-services.

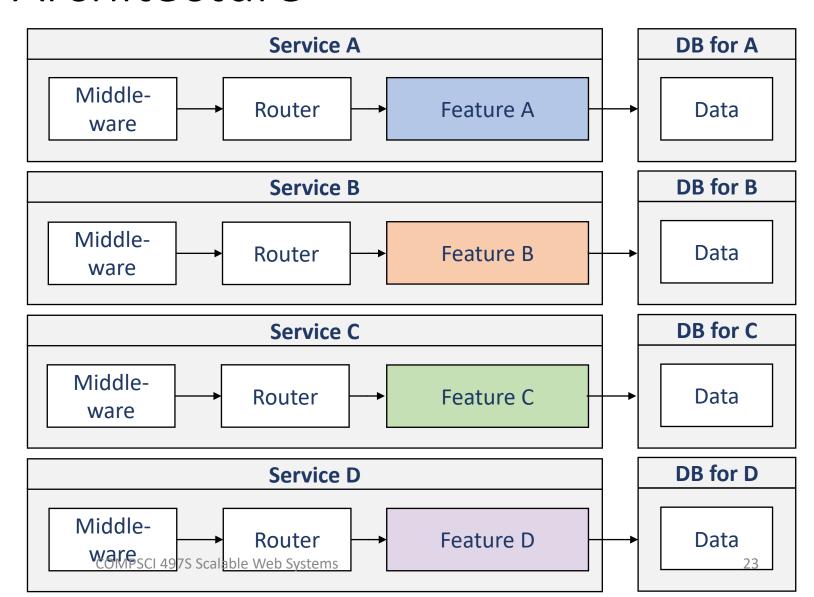


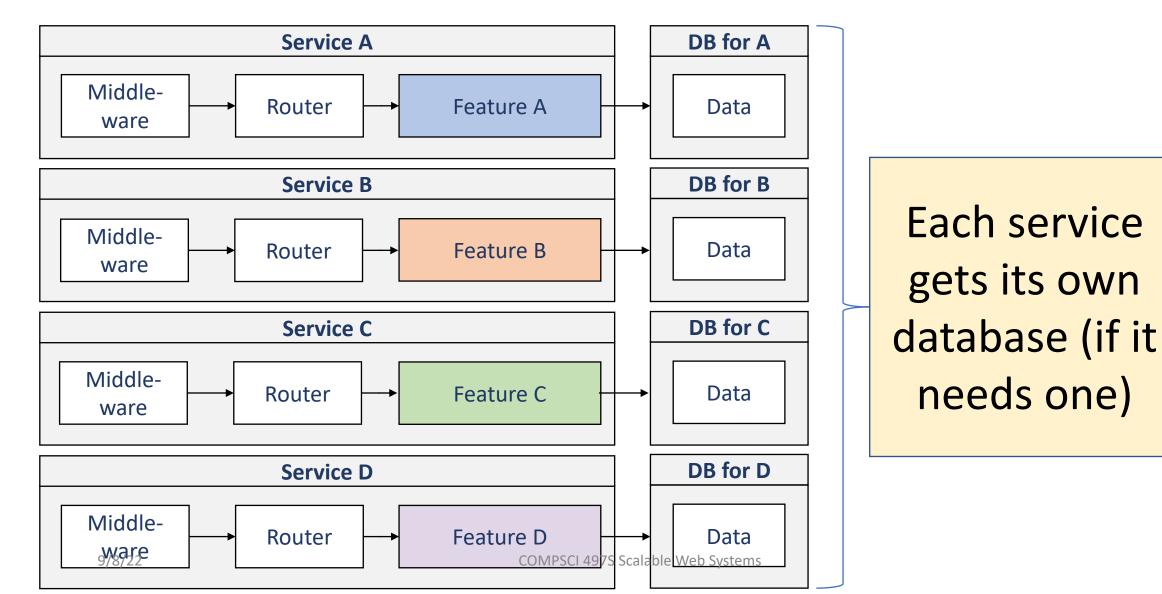
What is the biggest challenge with micro-services?

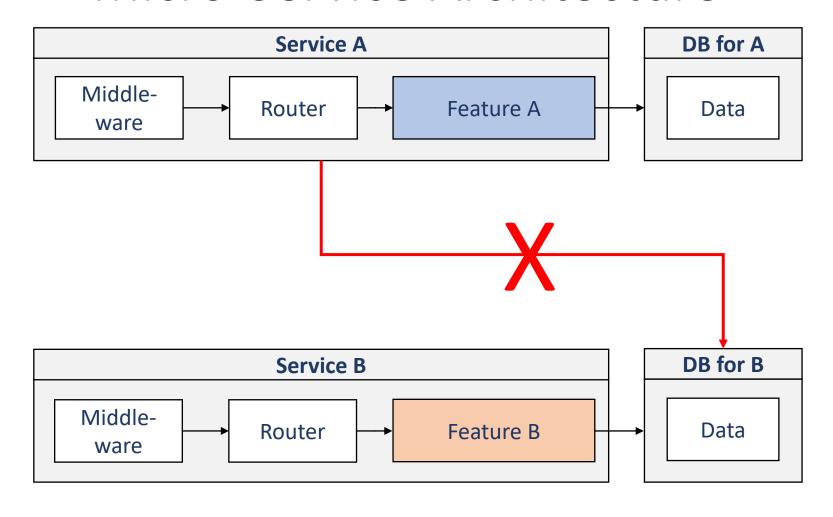
Data management between services.

A micro-service architecture works with data that is fundamentally different than a monolith.

- How it is stored
- How it is accessed







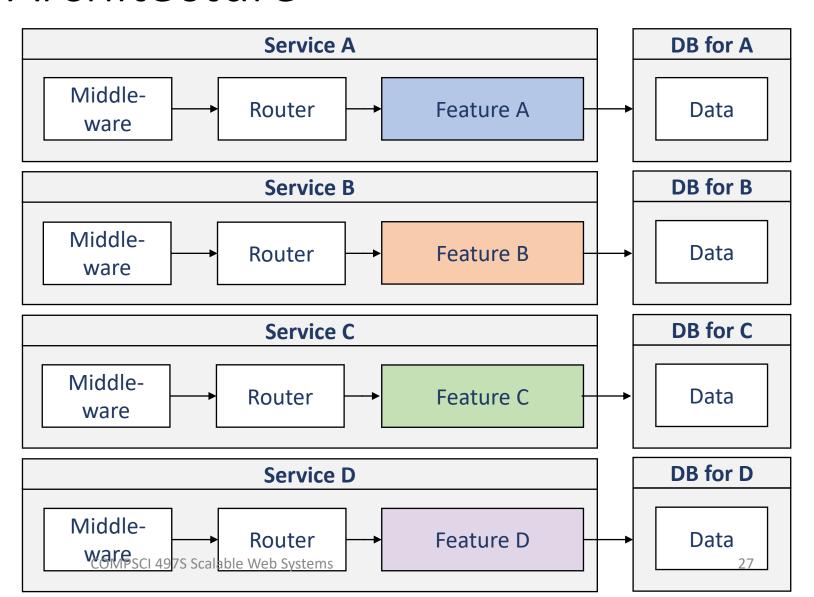
Services will never directly access another service's database

Services will never directly access another service's database

Each service gets its own database (if it needs one)

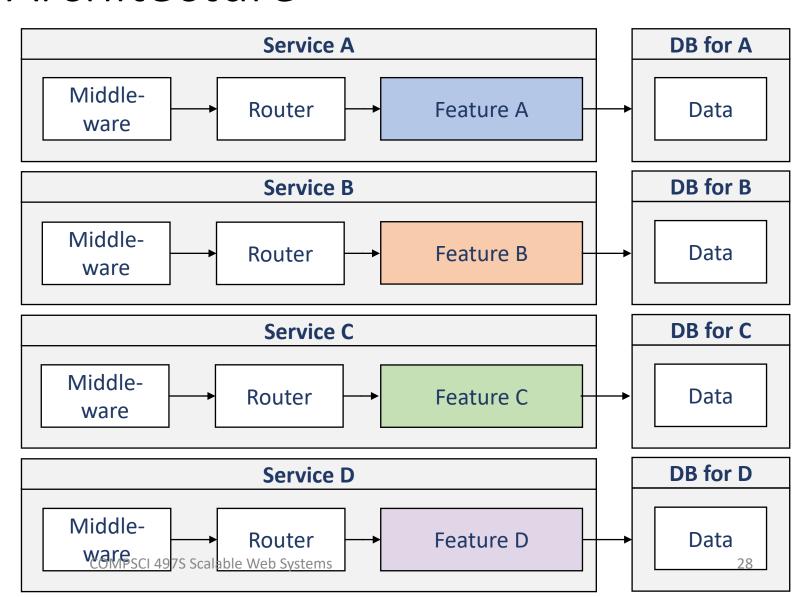
OK, but why?

Why a database per service?



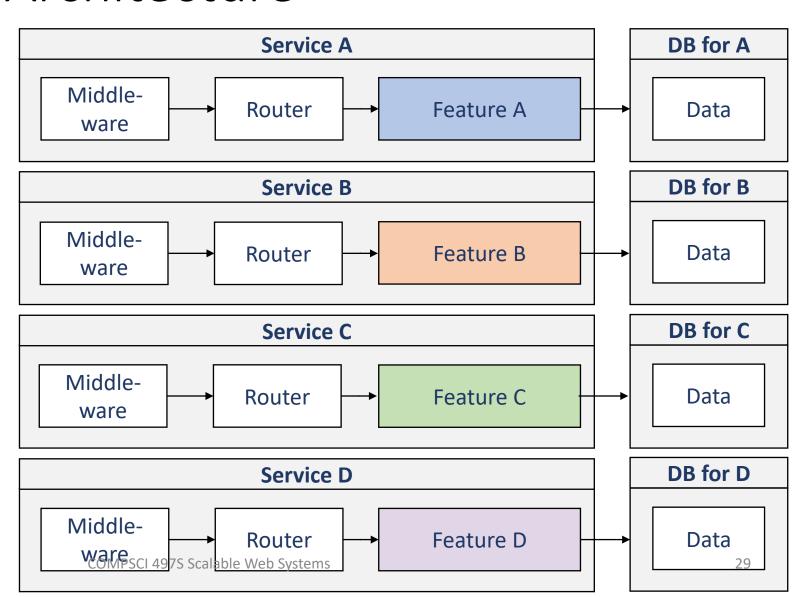
Why a database per service?

We want each service to run independently of other services.



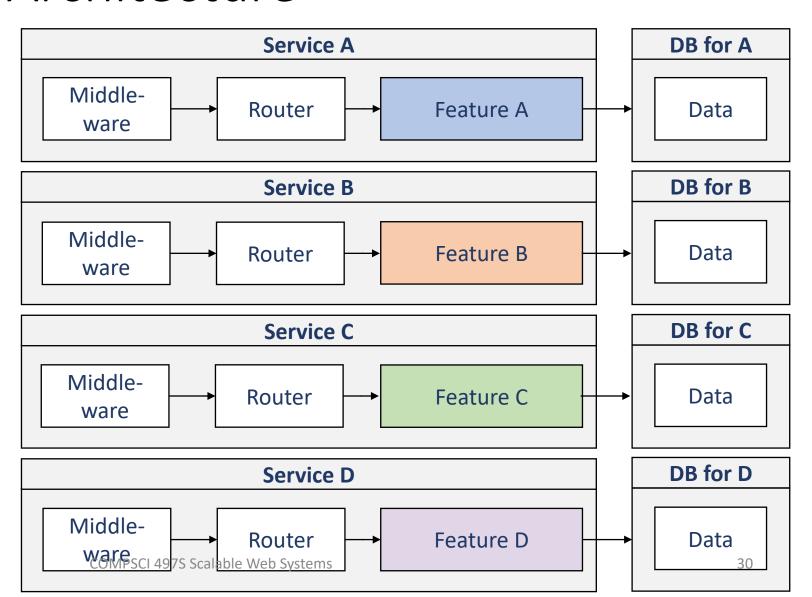
Why a database per service?

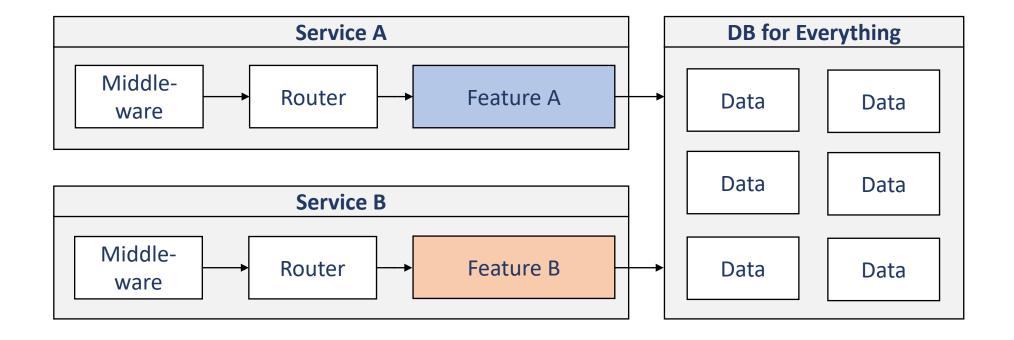
Database schema/structure might change unexpectedly.



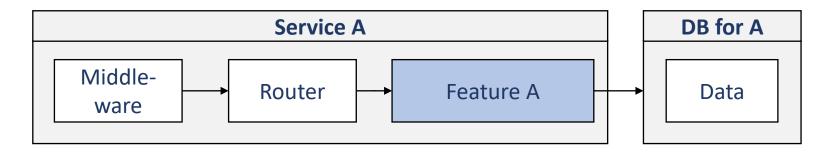
Why a database per service?

Some services might function more efficiently with different types of DB's (sql vs nosql)



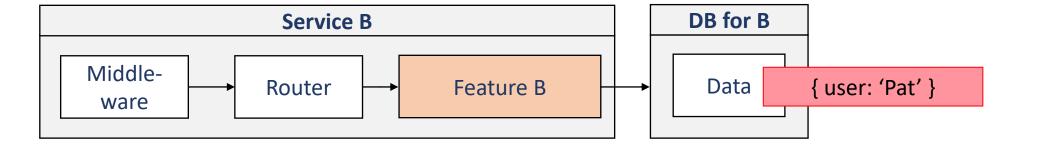


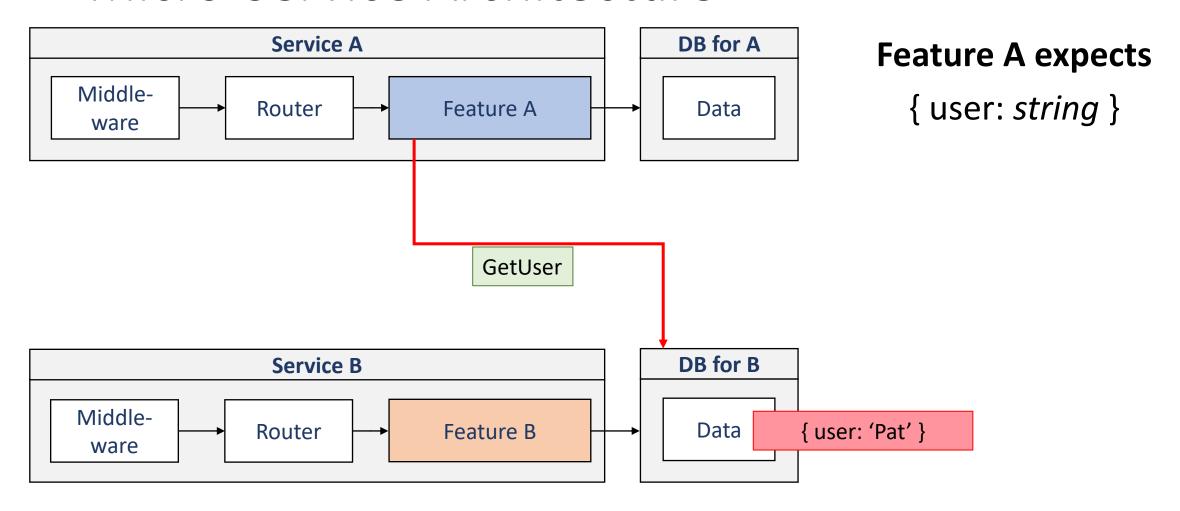
What could go wrong with this architecture?

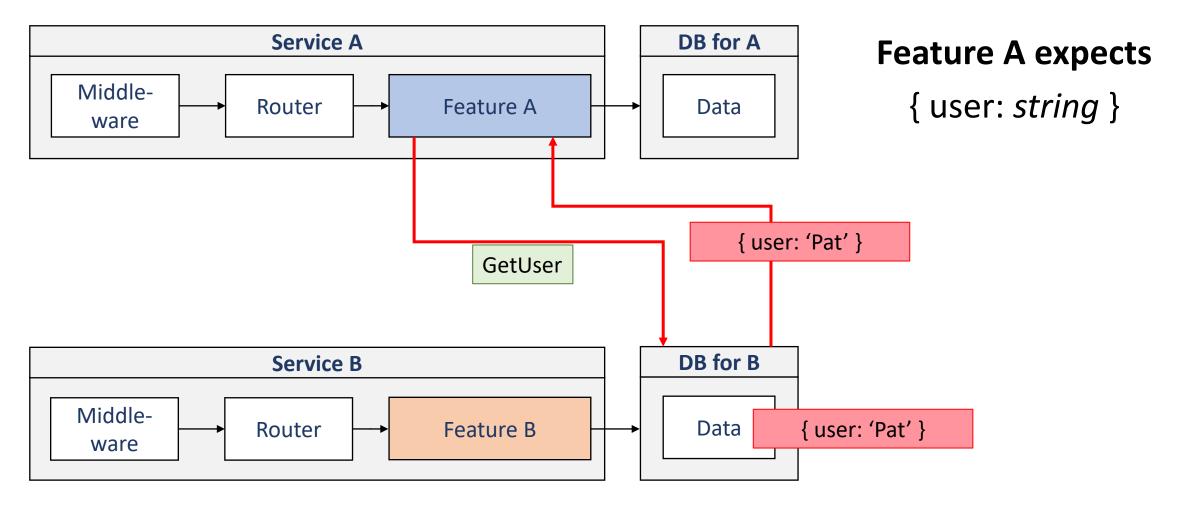


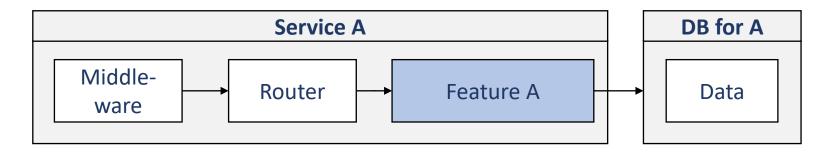
Feature A expects

{ user: *string* }



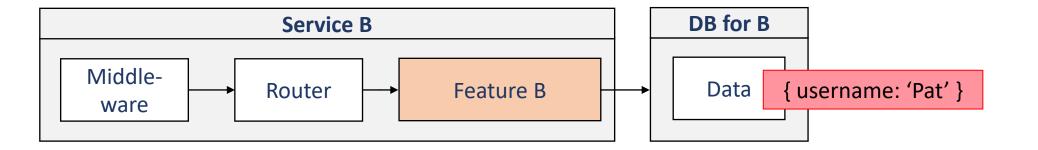


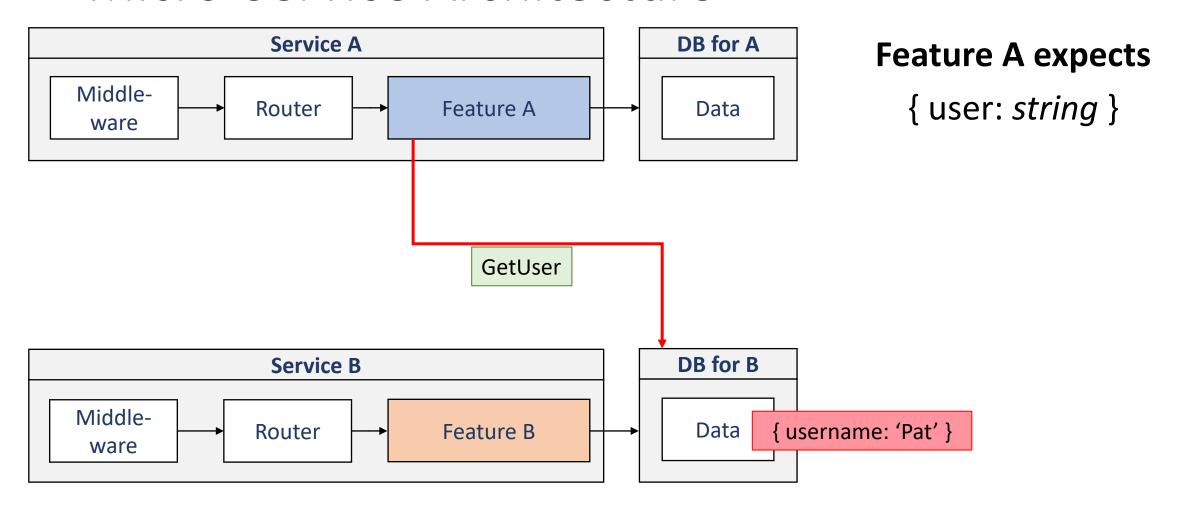


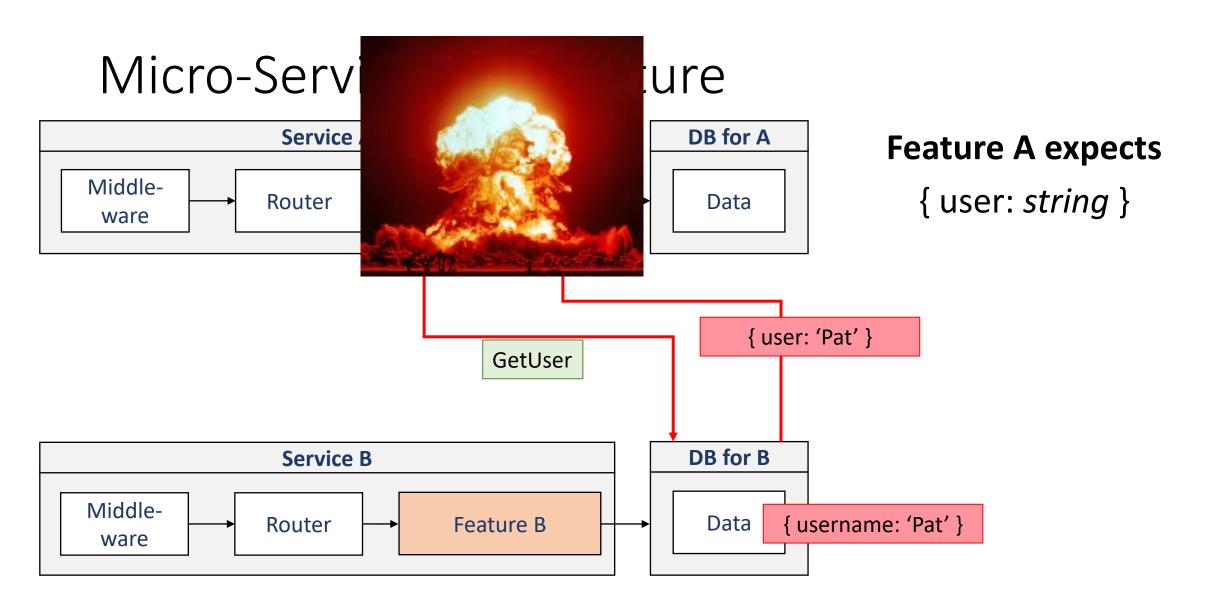


Feature A expects

{ user: *string* }







Basic e-commerce Application

Now that we have all of that covered, let us look at an actual application.

For that, let us switch over into a tool that is great for diagramming.

Group-Based Exercise

• See GROUP.md in course material.