

Assignment No. 7

Microservices

* Problem statement :

Implement a microservice that keeps track of the number of wins, losses and ties in an online game of your choice.

* Objectives :

To learn and implement microservices framework

* Theory :

Microservices also known as microservice architecture is an architectural style that structures an application as a collection of services that are

i> Highly maintainable and testable.

ii> Loosely coupled.

iii> Independently deployable.

iv> Organises around business capabilities.

Web framework

They encapsulate what developers have learnt over the past twenty years. While programming sites and applications for the web. They make it easier to reuse the code for common HTTP operations & to structure projects so other developers with the knowledge of the frameworks can quickly build & maintain the application.

Flask

Flask is a python web framework built with a small core ~~of~~ and easy to use & easy to extend philosophy. Flask is based on the werkzeug WSGI toolkit & Jinja2 templet toolkit.

WSGI (Web Server Gateway Interface)

It has been adopted as a standard for Python web application development. It is a specification for a universal interface between the web server and applications.

Werkzeug

It is a WSGI toolkit which implements requests, response objects and other utility functions.

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Virtual Environment

The main purpose of Python Virtual Environments is to create an isolated environment for Python projects.

* Conclusion :

With microservices, modules within software can be independently deployable. Hence a microservices based framework based distributed application was created.