

# 4Developers Conference

## Software is (Still) Eating the world!

Rashmi Nagpal  
Gopher

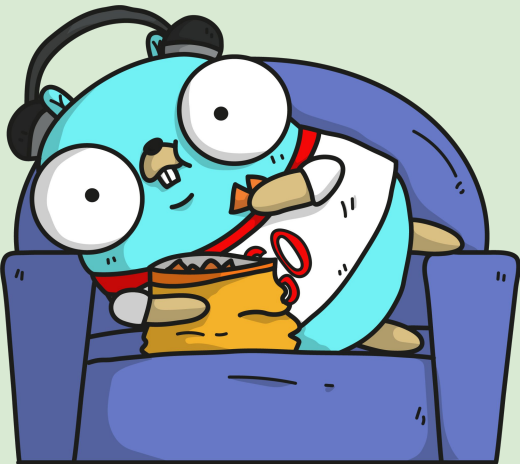
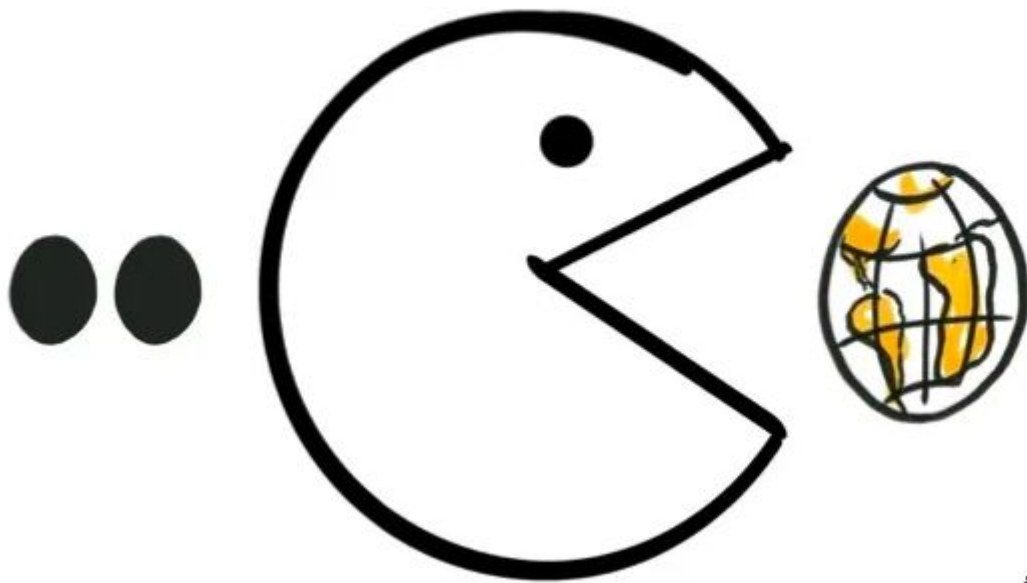


Image: Gopher Artwork by Ashley McNamara

# Software is eating up the world\*



\* Marc Andreessen  
in Wall Street Journal



Product Catalog

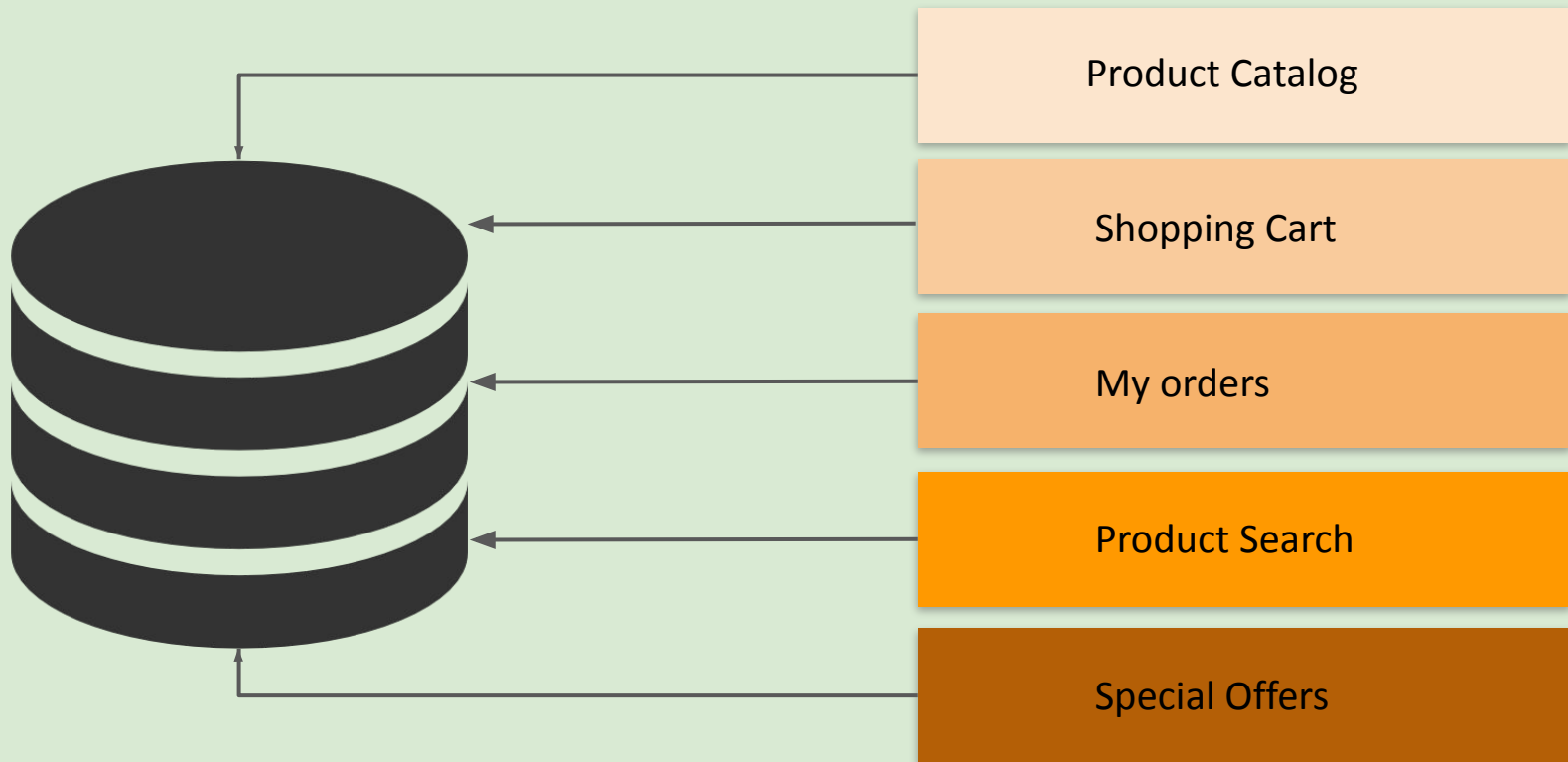
Shopping Cart

My orders

Product Search

Special Offers

# Traditional Architecture



# Microservice Architecture

Product Catalog



Shopping Cart



My orders



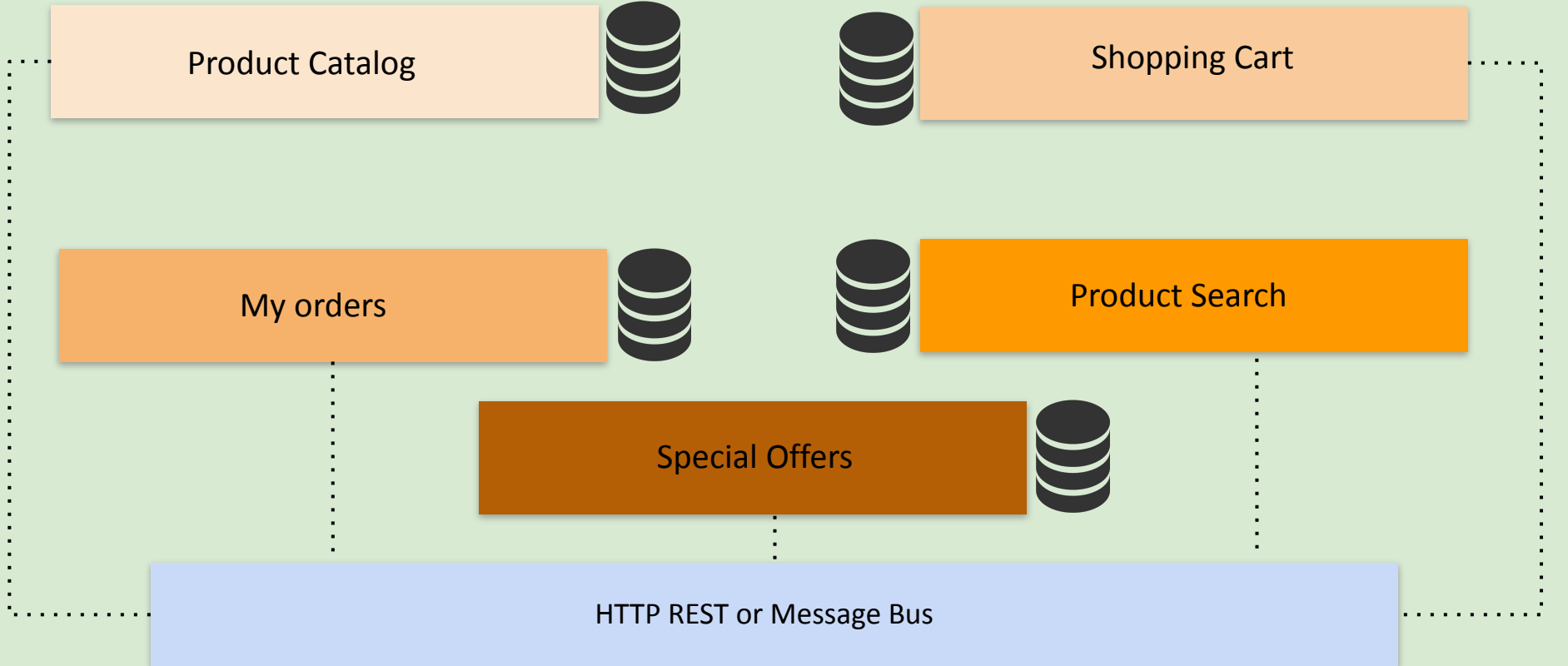
Product Search



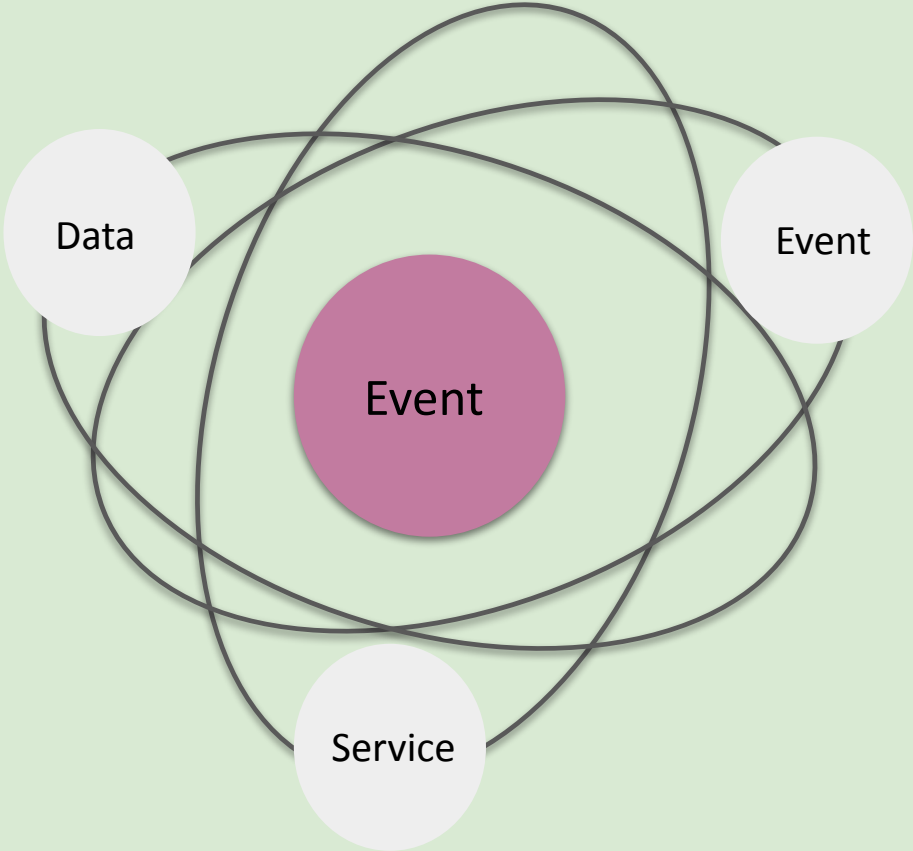
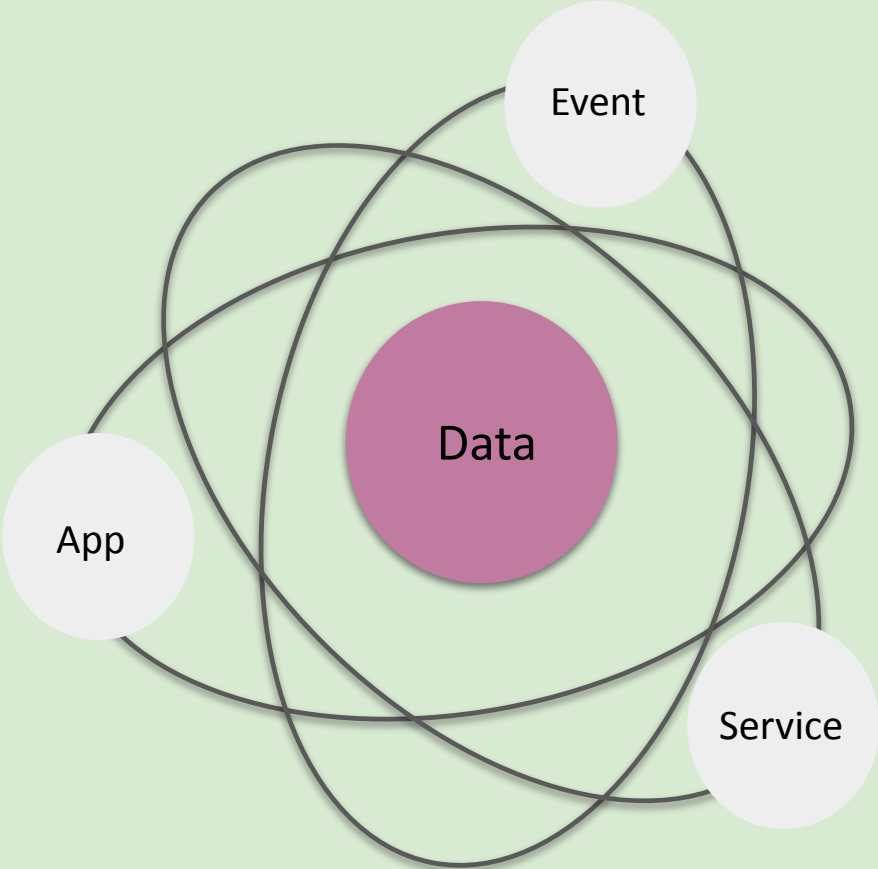
Special Offers



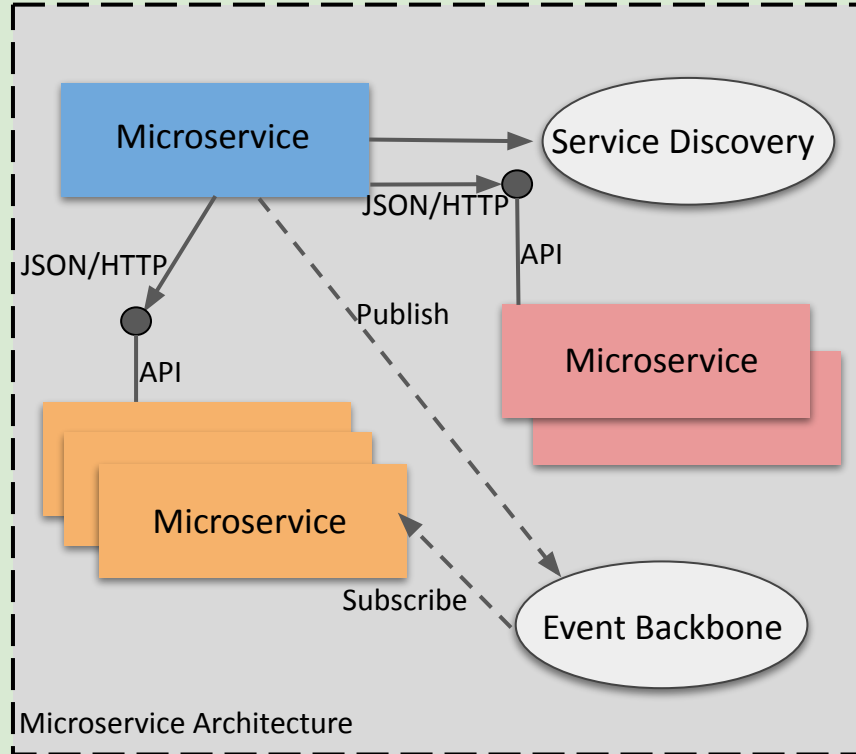
HTTP REST or Message Bus



# Event-driven Microservices



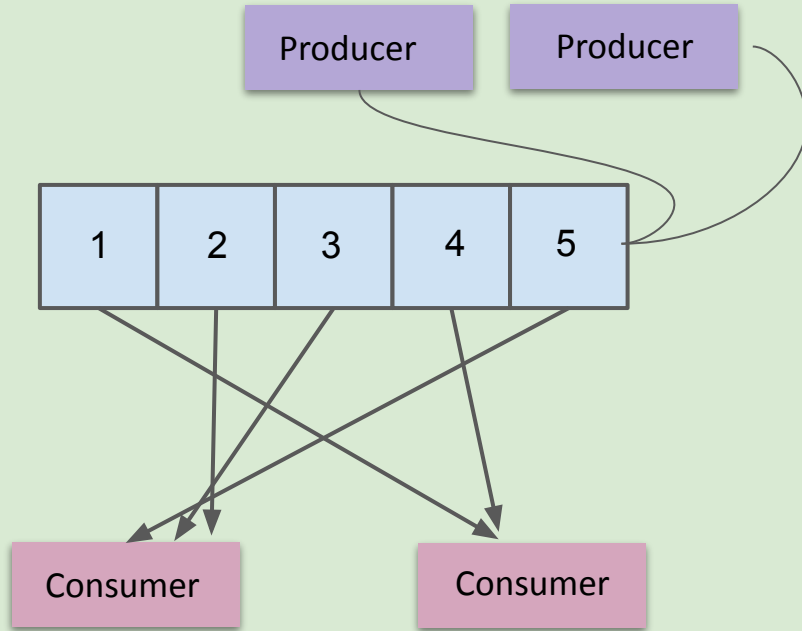
# Event-driven Microservices



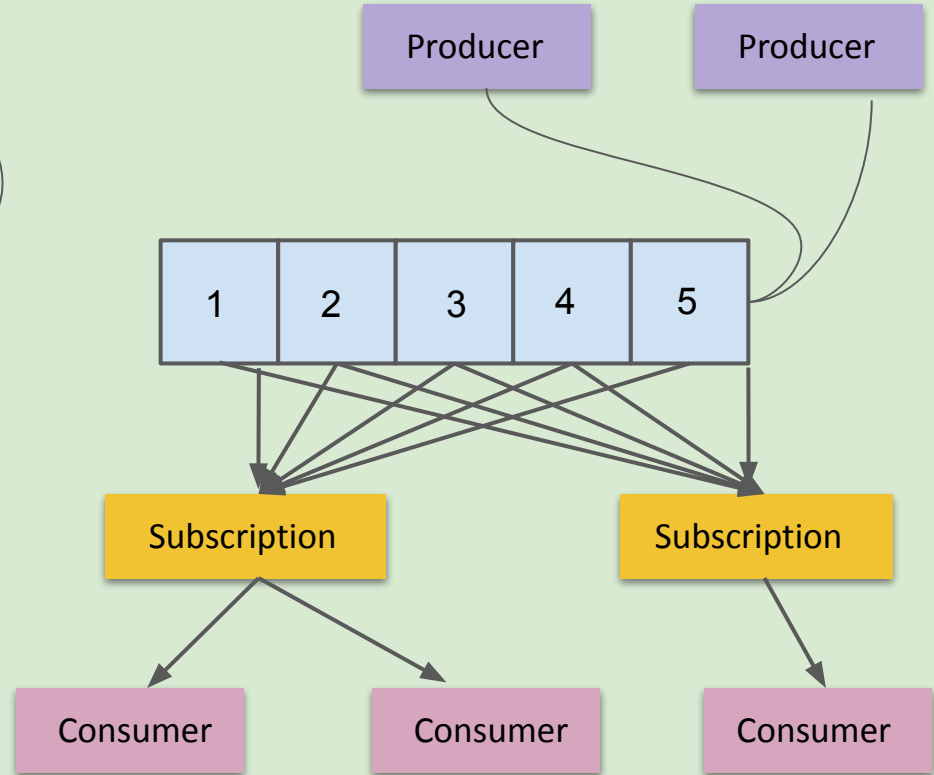
- Communicate primarily with events, with API's whenever required.
- Can produce or consume events using publish/subscribe messaging protocol.
- Events are handled by an event backbone.

# Messaging patterns

## 1. Point to point



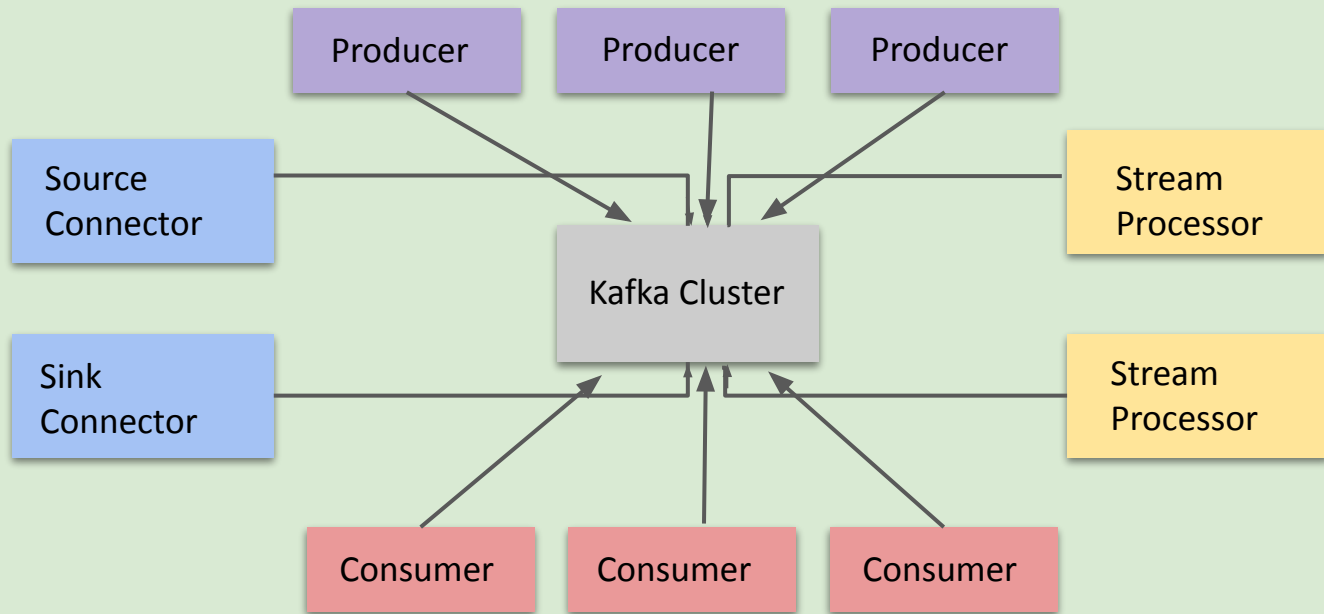
## 2. Publish/Subscribe





# Example

Apache Kafka



# Go Microservices Framework

1. Go Micro
2. Go Kit
3. Gizmo
4. Kite
5. Gin

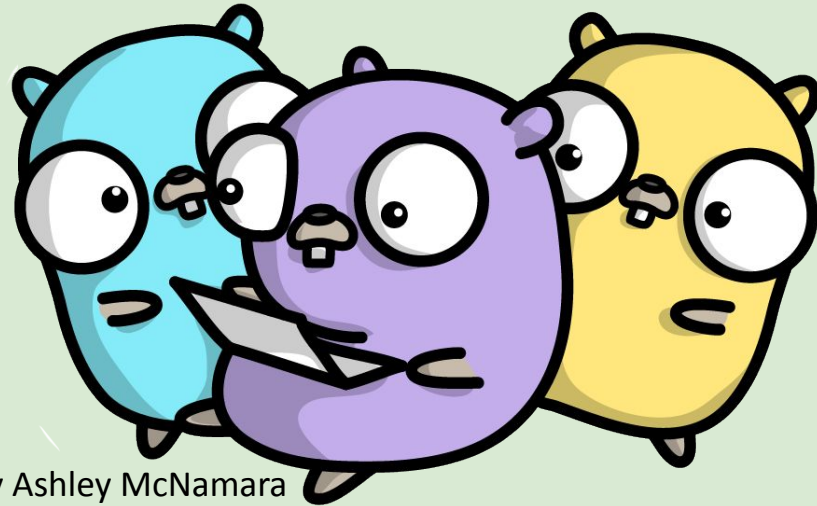


Image: Gopher Artwork by Ashley McNamara

# Go Micro Framework

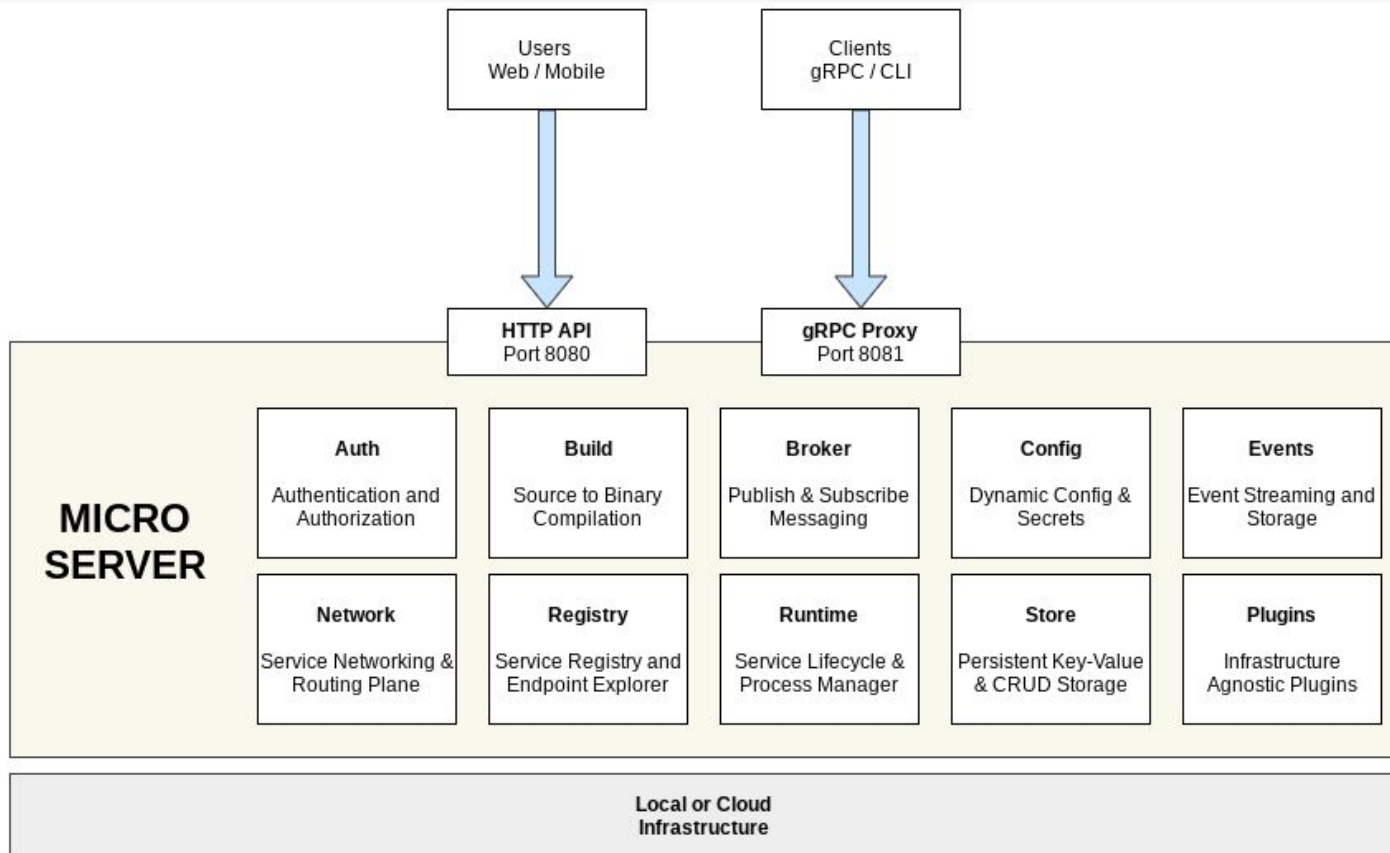


Image: <https://micro.mu/>

# Go Kit Framework

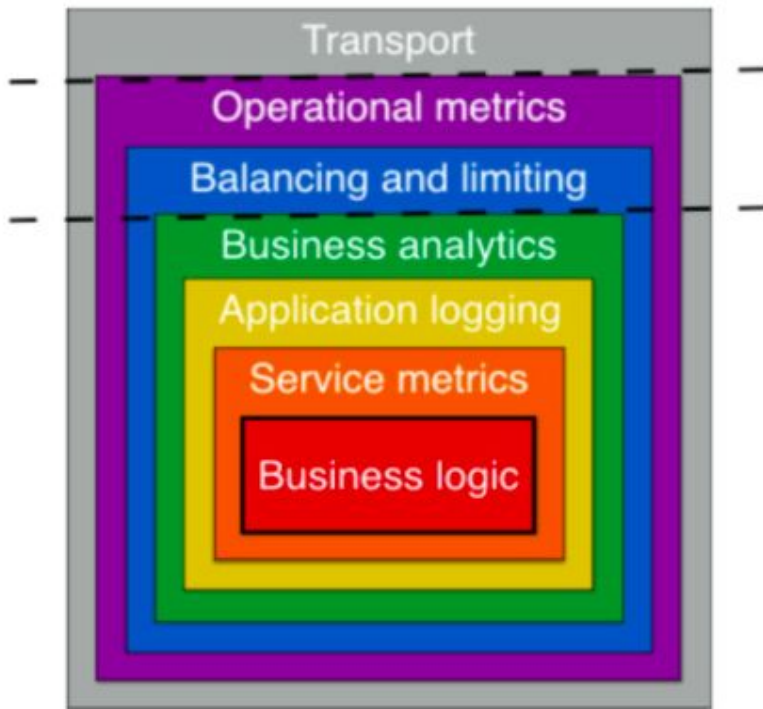


Image: <http://gokit.io>

# Gizmo Framework

- [‘Gizmo’](#), an open source Golang-based microservices toolkit, which provides standardised configuration and logging, health check and metric endpoints with configurable strategies, and basic interfaces to define service expectations and vocabulary.
- This toolkit was developed by small group of developers at New York Times

# Kite Framework

- It is a microservice RPC library written in Go which makes writing user friendly distributed systems easy.
- It aims a balance between simple/easy usage and performance and can connect to other kites and peers to communicate with each other (bidirectional).

# Gin Framework

- **Gin** is a high-performance HTTP web framework written in Go.
- It allows you to build web applications and microservices in Go. It contains a set of commonly used functionalities (e.g., routing, middleware support, rendering, etc.) that reduce boilerplate code and make it simpler to build web applications.

Demo

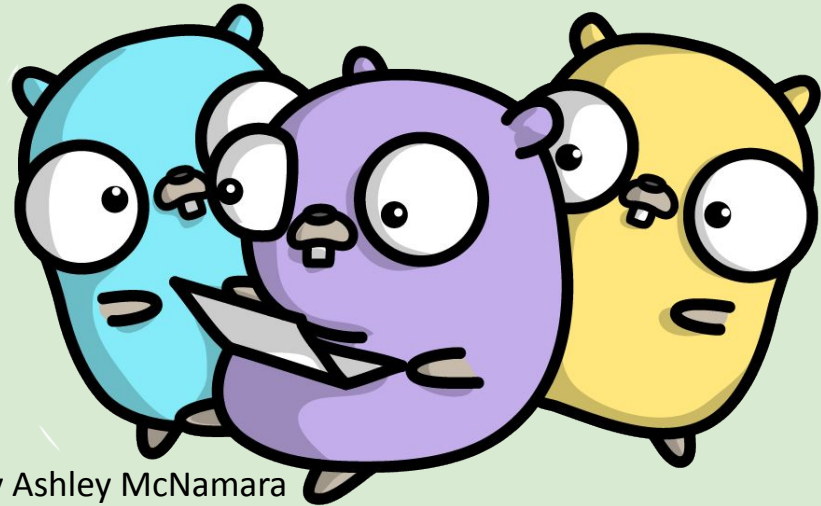
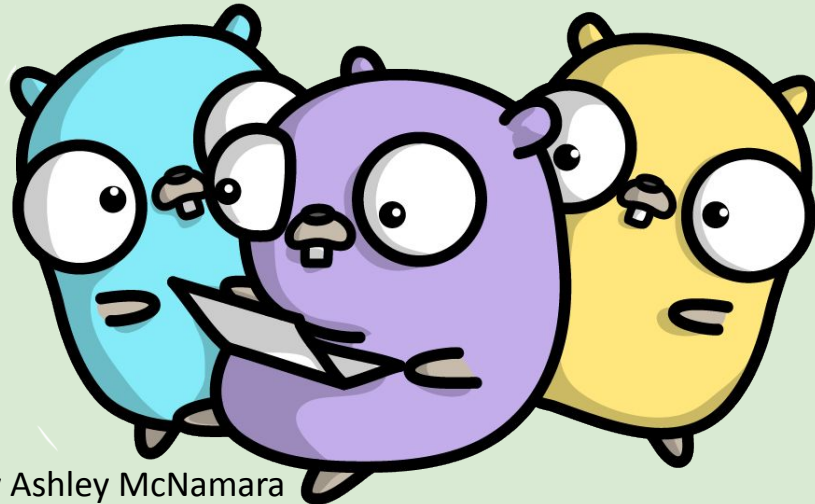


Image: Gopher Artwork by Ashley McNamara



# Why “Go” for microservices?

- Go has brilliant support for Concurrent programming!
- Go is static typed language!
- Go has great readability!
- Code Formatting : Go is opinionated about the code formatting and has a tool (gofmt) which automatically formats code!



Go Proverbs: <https://go-proverbs.github.io/>

Image: Gopher Artwork by Ashley McNamara

# Resources

- Brilliant playlist for developing Microservices in Go by Nic Jackson.  
[https://www.youtube.com/watch?v=VzBGi\\_n65iU&list=PLmD8u-IFdreyh6EUfevBcbiuCKzFk0EW\\_](https://www.youtube.com/watch?v=VzBGi_n65iU&list=PLmD8u-IFdreyh6EUfevBcbiuCKzFk0EW_)
- Introduction to Event-driven microservices.  
<https://www.youtube.com/watch?v=ksRCq0BJef8>
- Great article: <https://www.infoq.com/articles/golang-the-economist/>
- This talk:- <https://github.com/RN0311/4DevelopersConf>

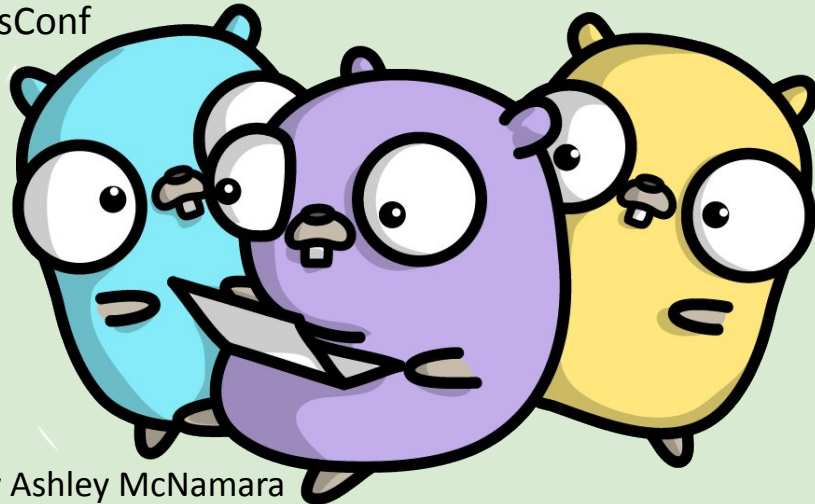
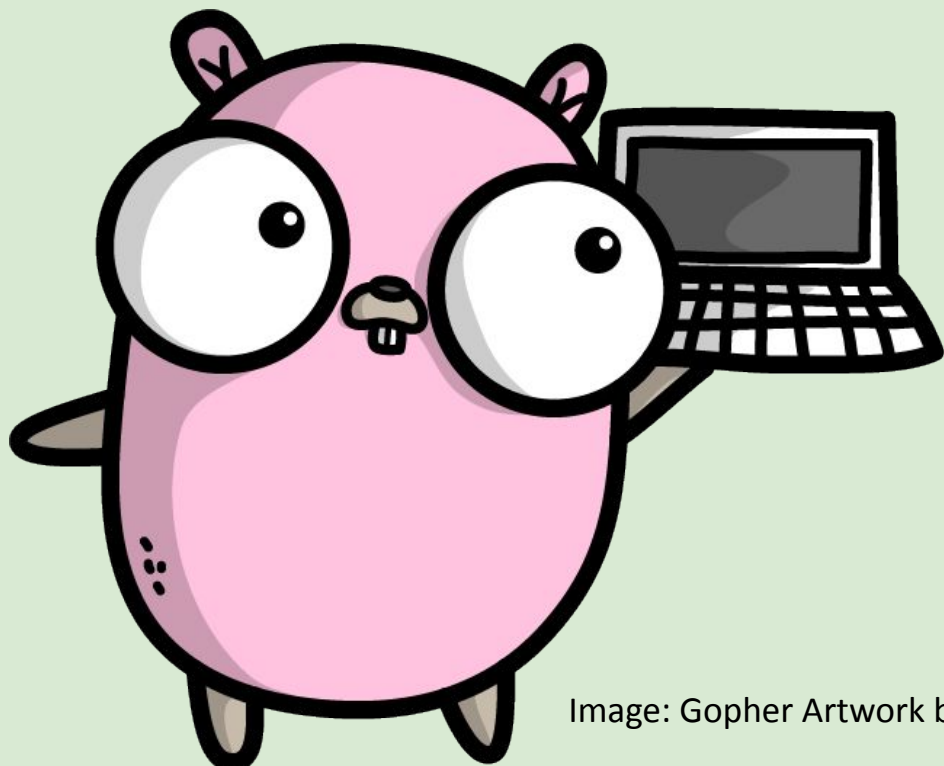


Image: Gopher Artwork by Ashley McNamara



Thank you!

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