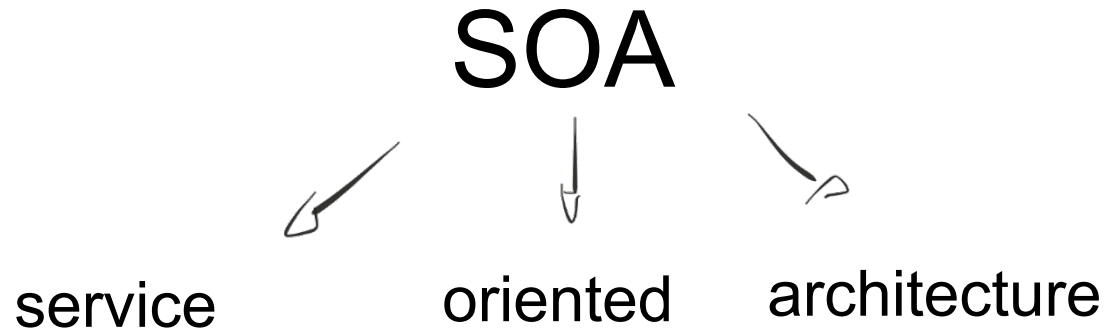




# Introduction to microservices

# Architectural style





- Modernized version of SOA

New world:

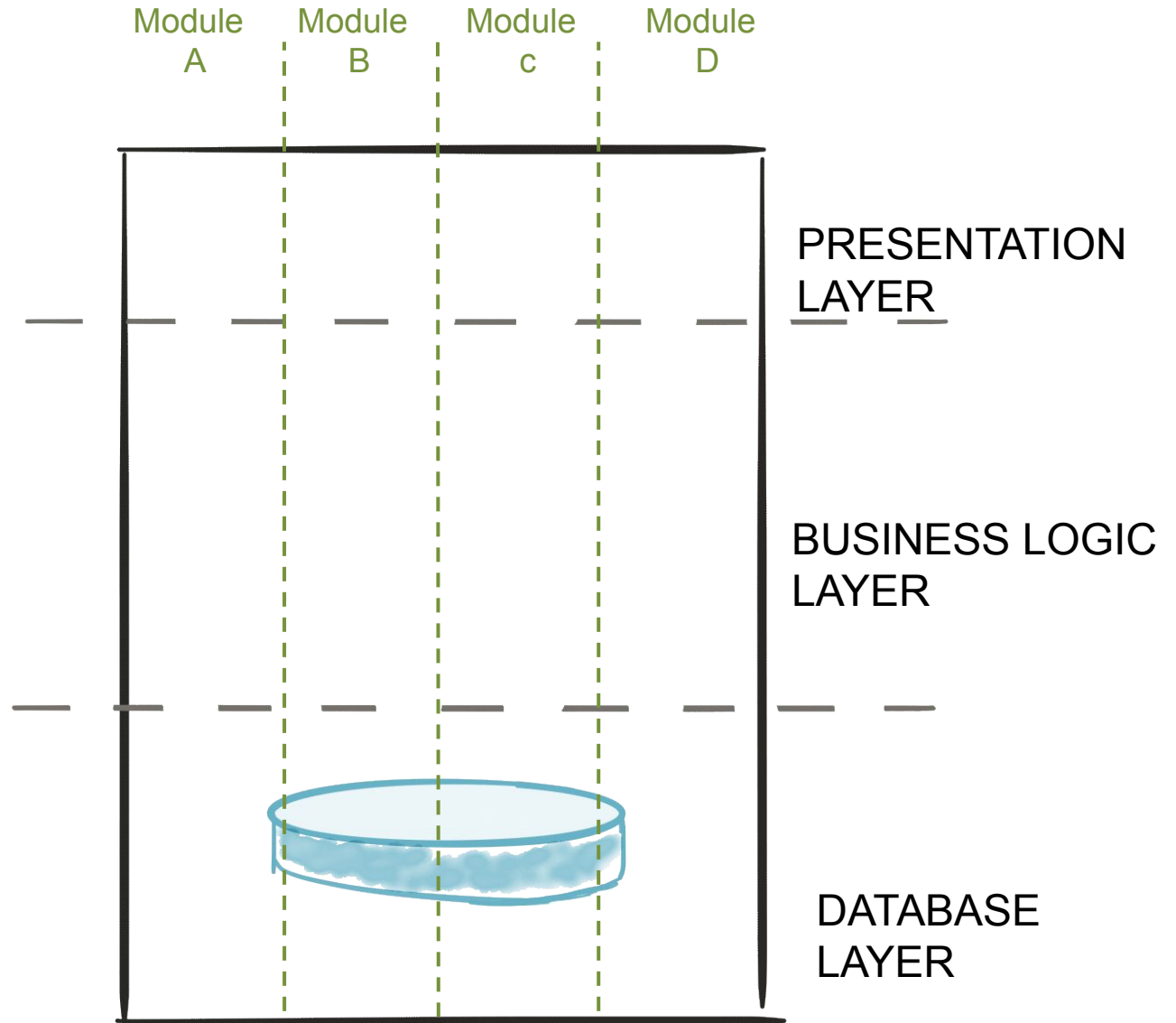
- Speed of delivery
- Scalability
- Innovation / experimentation
- Cloud / devops

VS

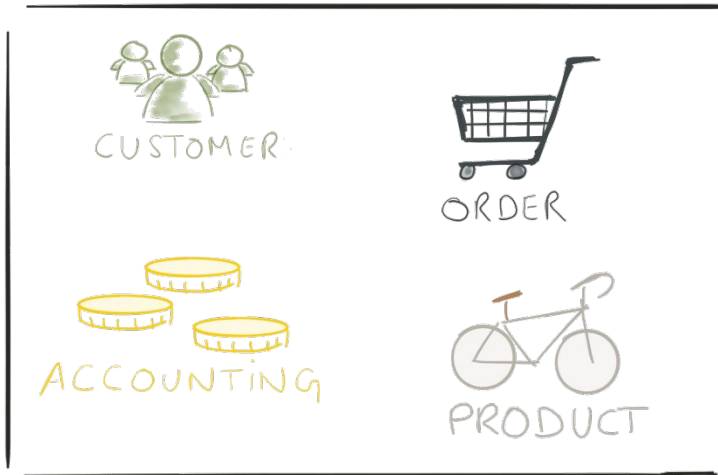
monolith

microservices

# A monolith



# VS

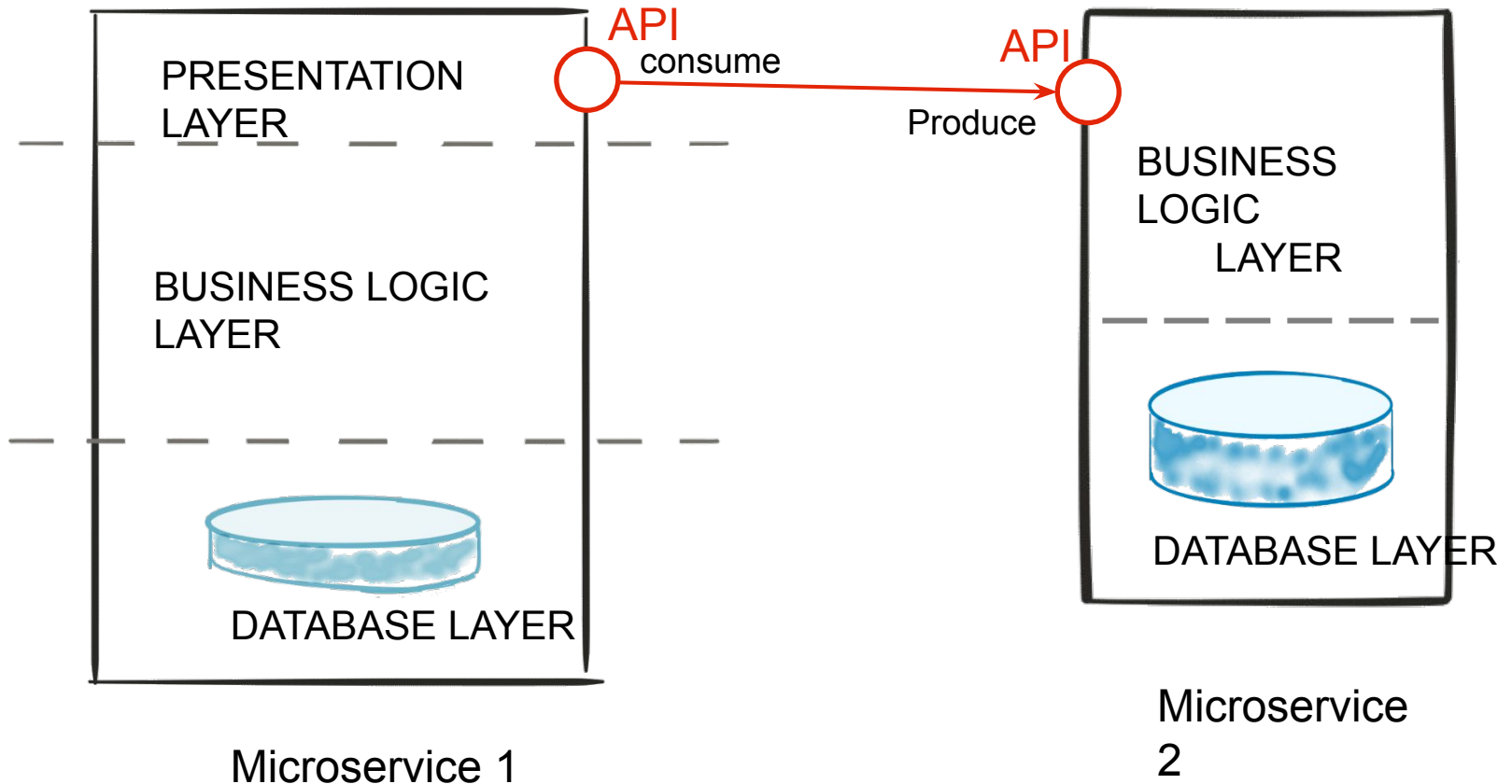


monolith



microservices

# microservices

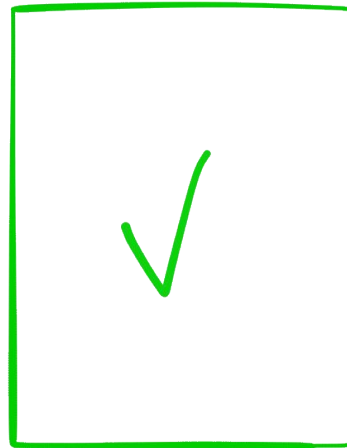


# principles

- Modularity
- Autonomous
- hide implementation details
- automation
- Stateless
- highly observable



modularity



modularity



Modelled around business capability

- Single responsibility
- Single data domain



Separation of concerns



Low coupling



Understandable by a person

# Modularity (TEAM)



A product not a project

UI -  
team



SERVER -  
team



DbA -  
team



monolith

U  
|



dba

SERVER

U  
|



dba

SERVER

U  
|

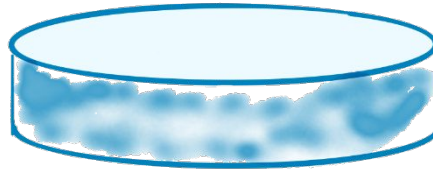
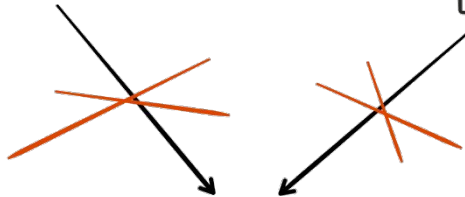
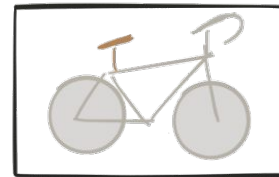


dba

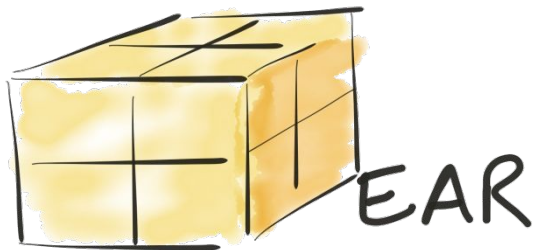
SERVER

microservices

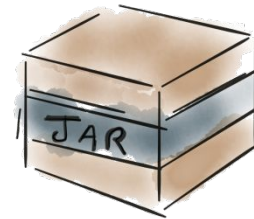
autonomous



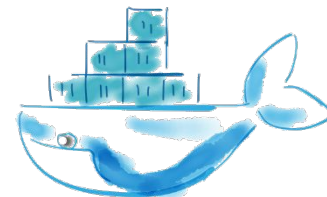
autonomous



monolith



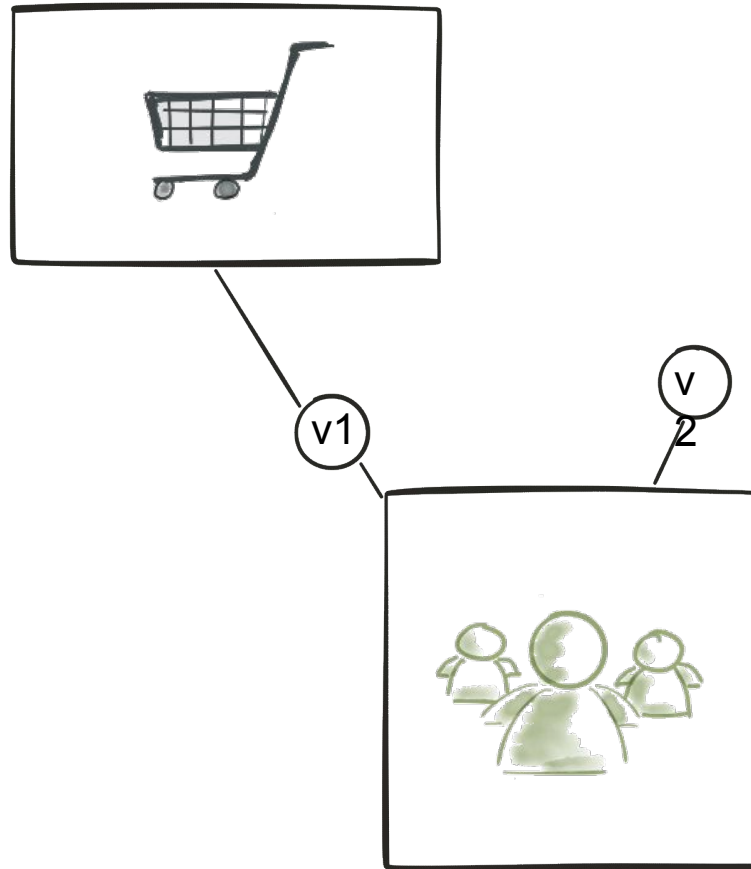
- Libraries
- http listener



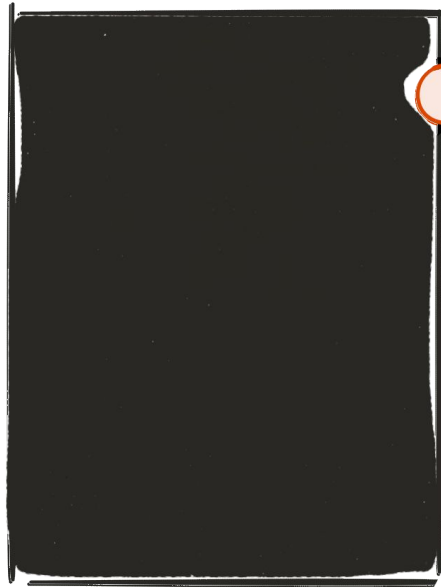
docker

microservices

autonomous

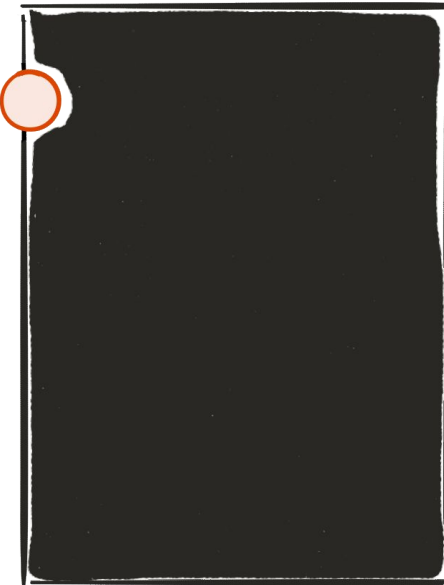


hide implementation details



API

-http  
-rest  
-json

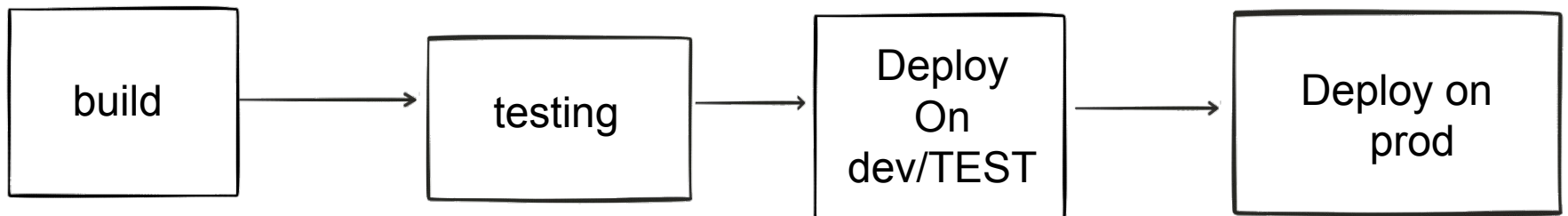


API

http-  
Rest-  
Json-



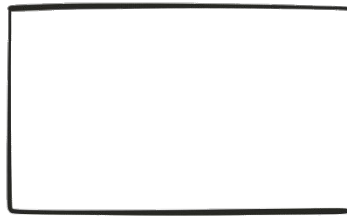
automation



- Continuous integration
- Continuous deployment

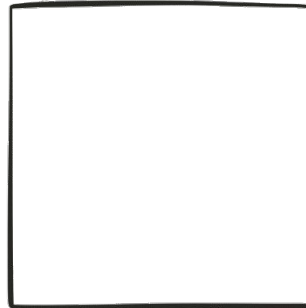


stateless



(1)

(2)

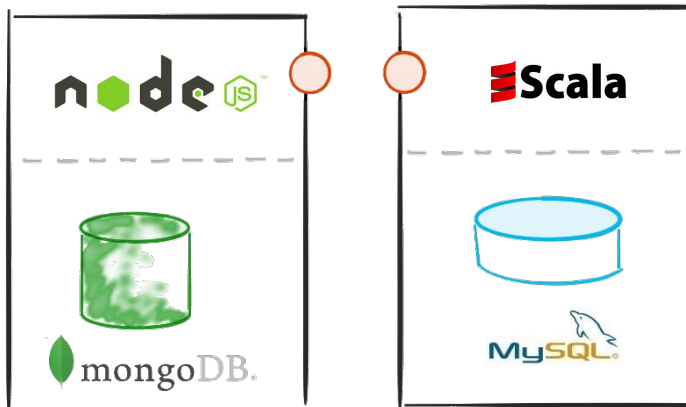


# principles

- Modularity
- Autonomous
- hide implementation details
- Automation
- Stateless
- highly observable

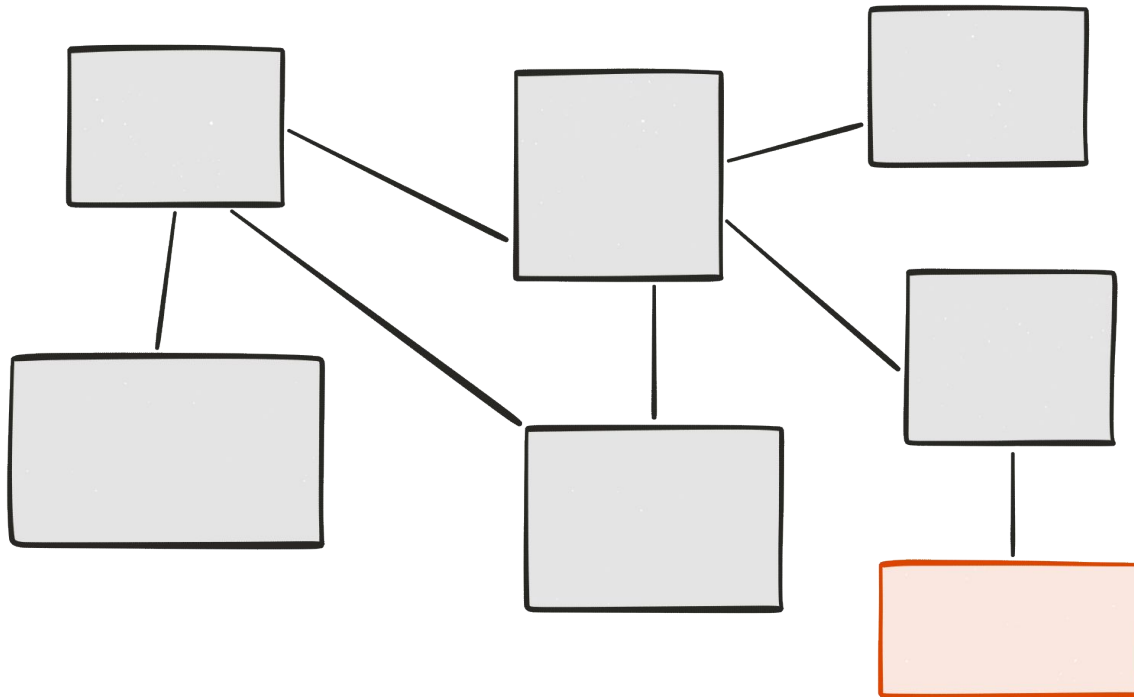
**Advantages**

# Polyglot architecture



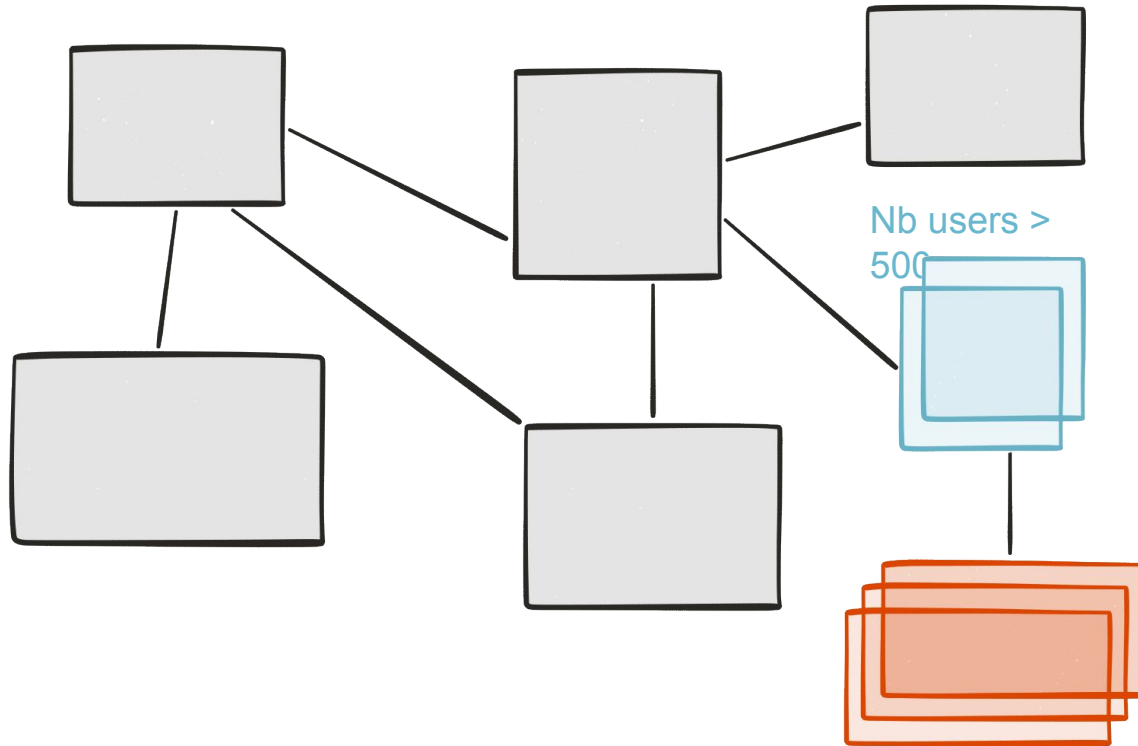
- The right technology for the job
- reduce technical debt

# Evolutionary design



- Remove
- Add
- Replace
- Experimental microservice
- Grow at “no” cost

# Selective scalability



## Big vs small



- ✓ Smaller code base
- ✓ Simpler to develop / test / deploy / scale
- ✓ Start faster
- ✓ Easier for new developers

drawbacks



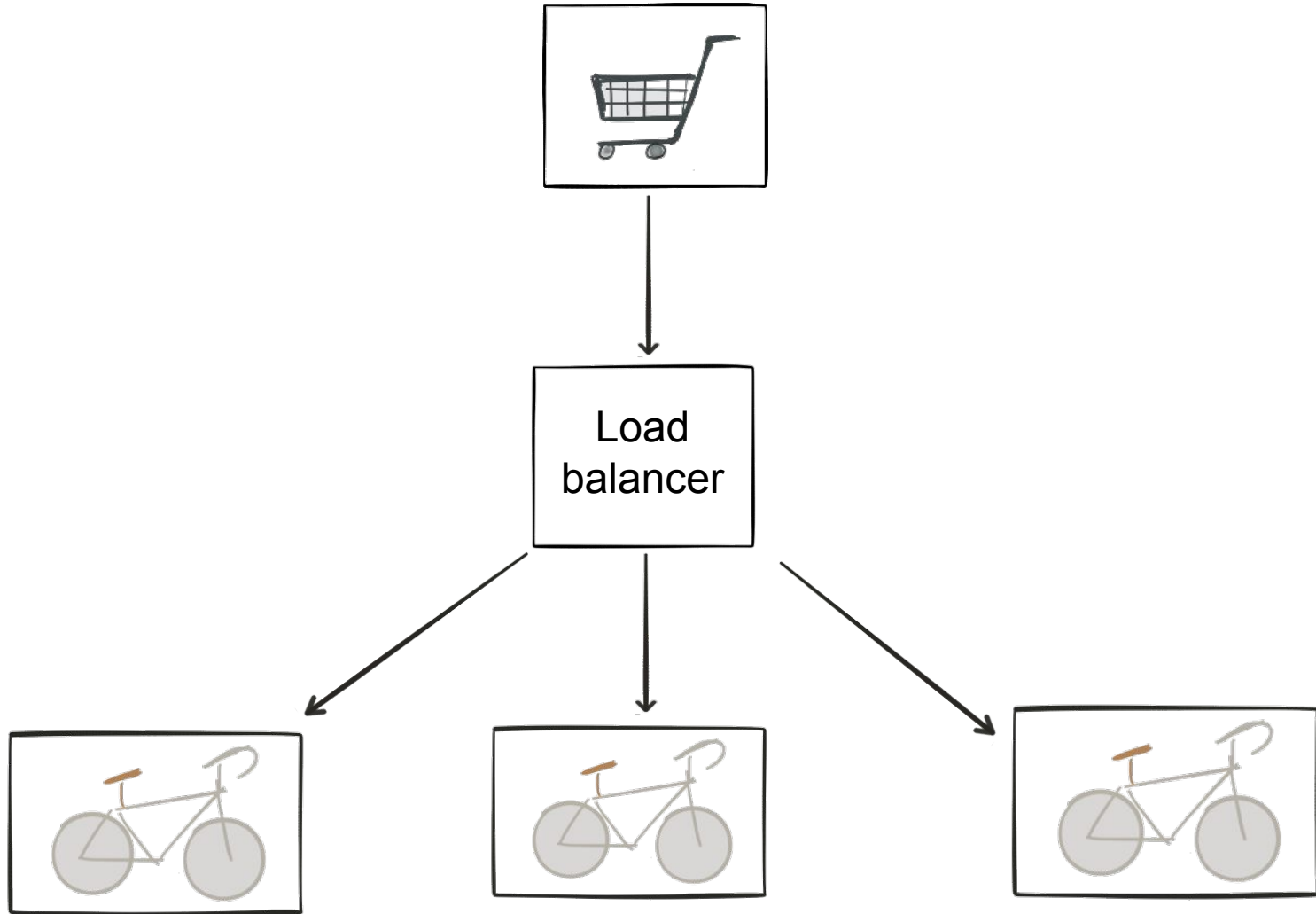
- Distributed system
  - Consistency
  - Transaction
  - Request travelling
- Slow (http)
- Requires an ecosystem
- Synchronous vs asynchronous
- Integration tests

## Conclusion:

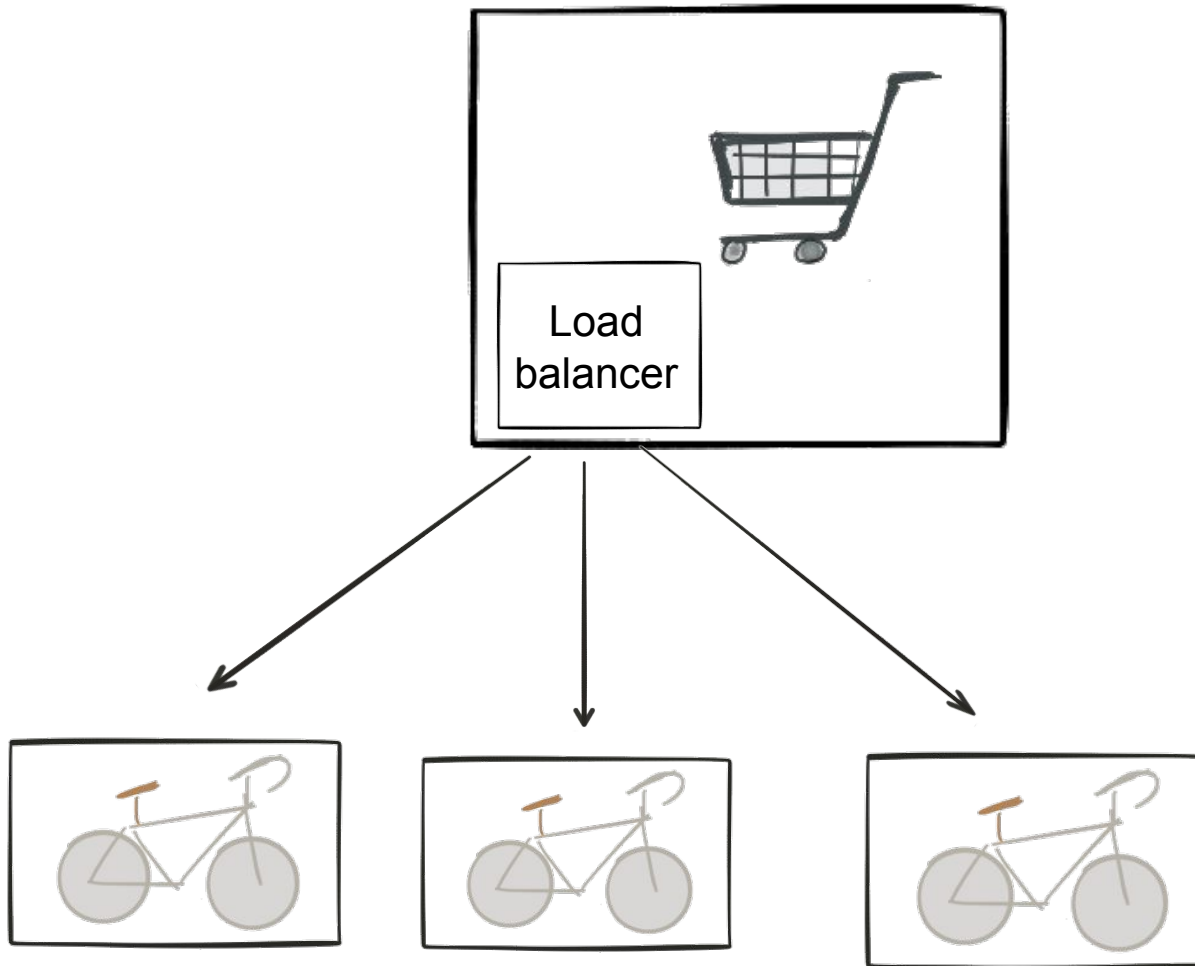
- The Microservices architecture is more complex Than a monolith.
- This the cost of growing and scaling easily

# Microservices ecosystem

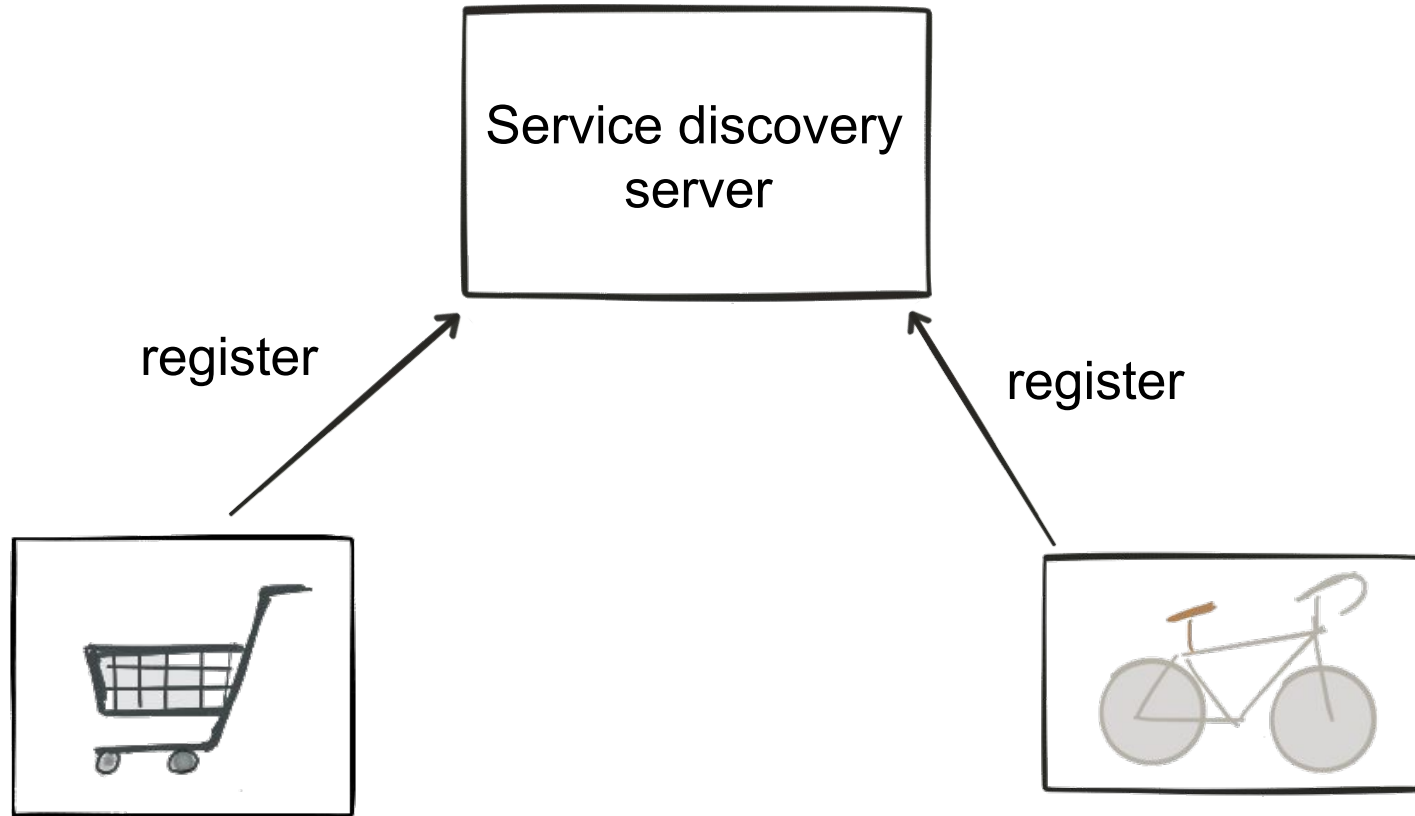
Load  
balancer



Load balancer (client  
side) 



# Service discovery



# Service discovery

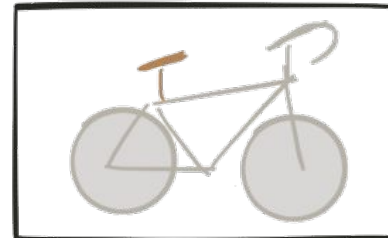


Service discovery  
server

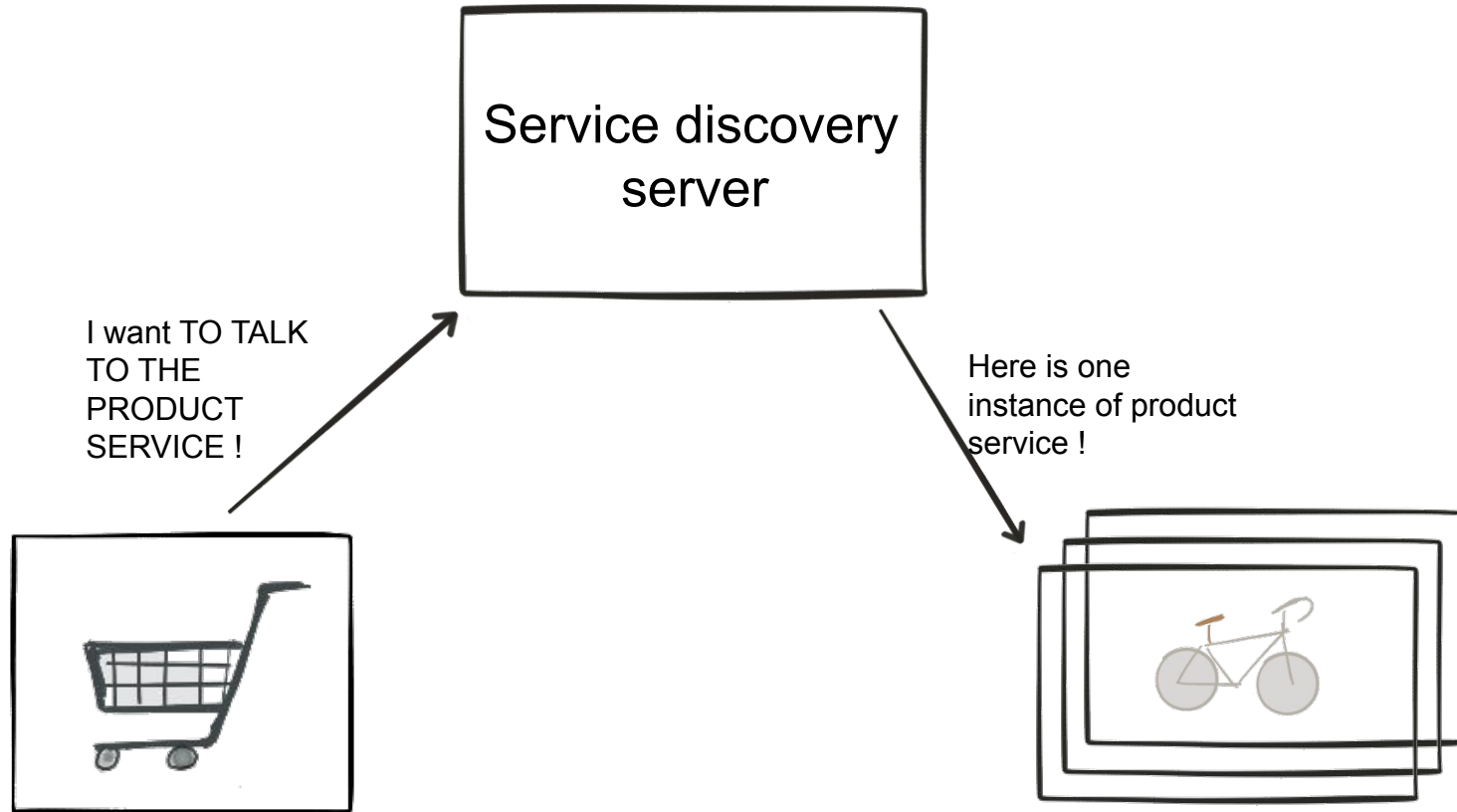
I want TO TALK  
TO THE  
PRODUCT  
SERVICE !



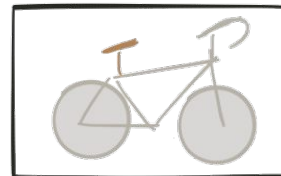
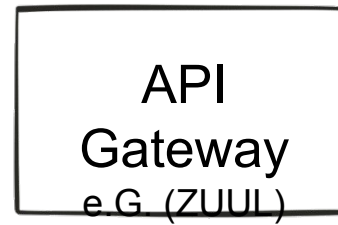
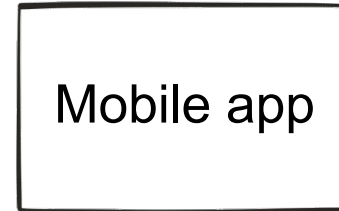
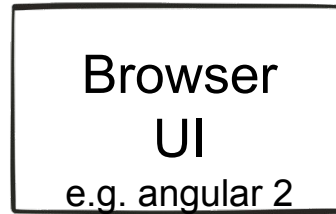
Here is the  
product service !



# Service discovery (load balancing)



# Api Gateway





# This is not new!

The old new thing...

## Principles

- Modularity
- Autonomous
- hide implementation details
- Automation
- Stateless
- highly observable

## advantages

- Polyglot architecture
- Evolutionary design
- Selective scalability
- Big vs small

## drawbacks

- Distributed system
- Synchronous vs asynchronous
- Slow (http)
- Requires an ecosystem

## ecosystem

- Load balancer
- Service discovery
- api gateway

**THANKS !**