

Monolith - one system running the whole system

Microservice - dividing as per services

Monolith

Advantages -

1. Good for small teams - if we want to communicate then we don't need to use microservices
2. Less complex
3. Less duplication (for each service - one machine has all the code no duplication)
4. Faster execution

Disadvantage -

1. More context is required - if someone new joins the team then they need to go through a whole monolithic...
2. Deployment is complicated - wherever change is made - to be deployed again
3. Too much responsibility on each server

For example - stackoverflow uses monolith.

Microservices -

Advantages -

1. It is easier to scale
2. Opposite of Disadvantage first point of the monolith
3. Parallel development is easy
4. Lesser parts are hidden in microservices - easier to reason about (in monolith we don't know what is used less and what is used more).

Disadvantages -

1. Not easy to design - (if service 1 is just communicating with service 2 then it's a clear indicator that this should have been within a single service).
2. Needs smart architect to design microservice,

For example - Netflix.