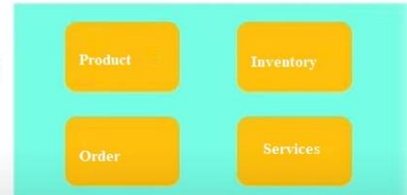


PRACTICE ASSIGNMENT 6

Monolithic Architecture

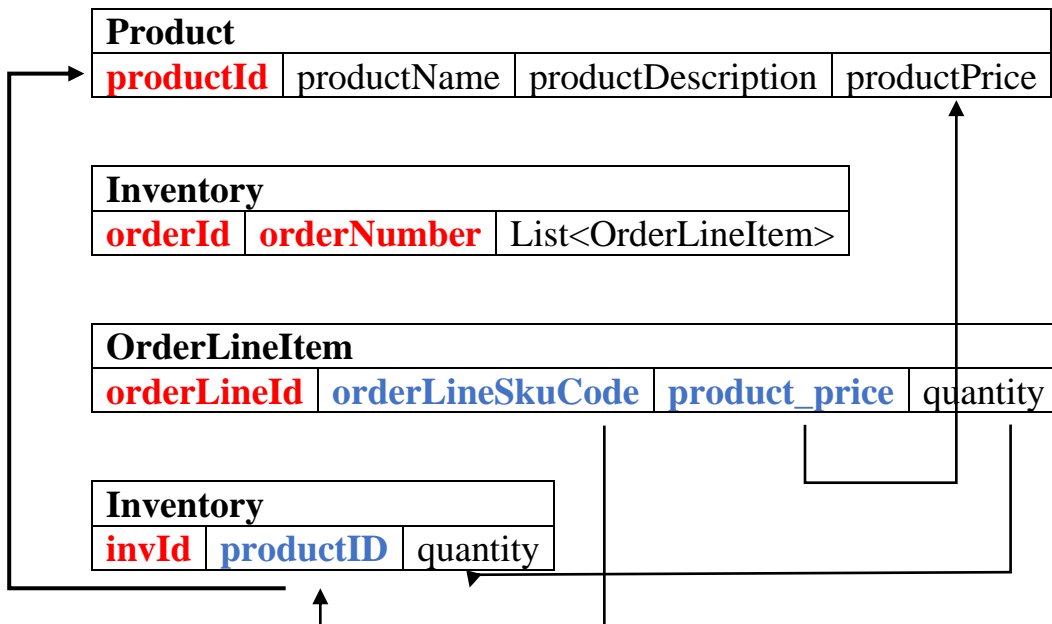
In this project, we will learn how to build a Shopping Application with Monolithic architectural.

- Monolithic architecture: multiple components are combined in single large app.
- Single Code Base
- Deployed in single bundle
- Change in one service then whole app is redeployed
- Building problem: developers has to communicate
- Problem in scale
- Cumbersome over time



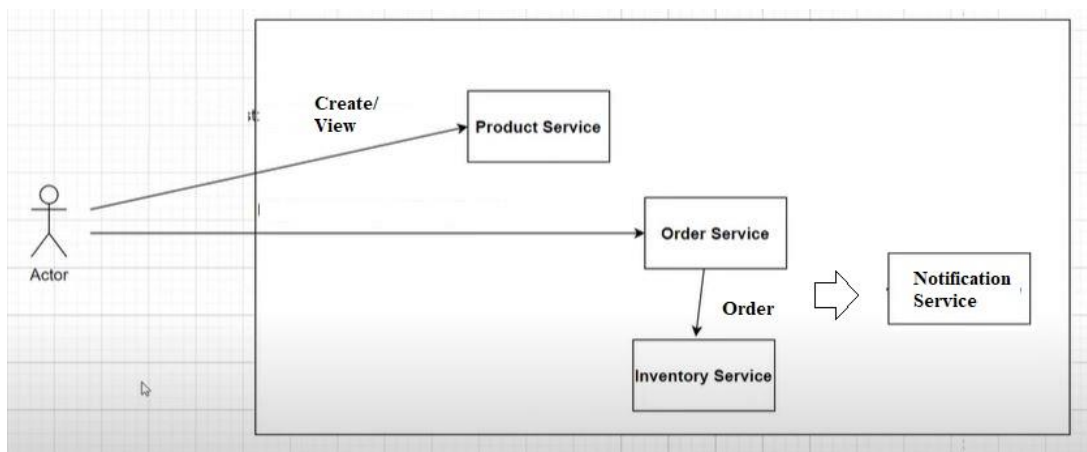
I. Database (50%):

- Product: **productId**, productName, productDescription, productPrice.
- Order: **orderId**, **orderNumber**, A list of OrderLineItem.
- OrderLineItem: **orderLineId**, **orderLineSkuCode**, **productPrice**, quantity.
- Inventory: **invId**, **productID**, quantity.



II. Functionality (50%):

- a. Product service: is used to create and View Products
- b. Order service: is used to order a list of products base on Inventory.
- c. Inventory service: is used to check if product is in stock or not.
- d. Notification service: send result notification after getting response from order and Inventory service. (For the sake of simplicity, your program might print out “Oder Placed successfully” if order is valid and print “Order fail” vice versa. Ssimilar, you can print out “Product not in stock” if product is in stock and “Product out of stock” vice versa.)



~The end~

Your project/ solution should be submitted to Moodle before the deadline.