

Since past few years, there is new way of developing software applications using **MicroServices Architecture**.

So, **what is that OLD software architecture** we used before MicroServices?

And, **what are the disadvantages of it** that lead to shift our focus to MicroServices?



Monolithic Architecture

Concept

Objectives

1. What is a monolithic?
2. What is a monolithic architecture?
3. Advantages & Disadvantages
4. The major challenge

monolithic

mɒnəˈlɪθɪk/Submit

adjective

1. **formed of a single large block** of stone.

"later Byzantine columns were monolithic and usually made of marble"

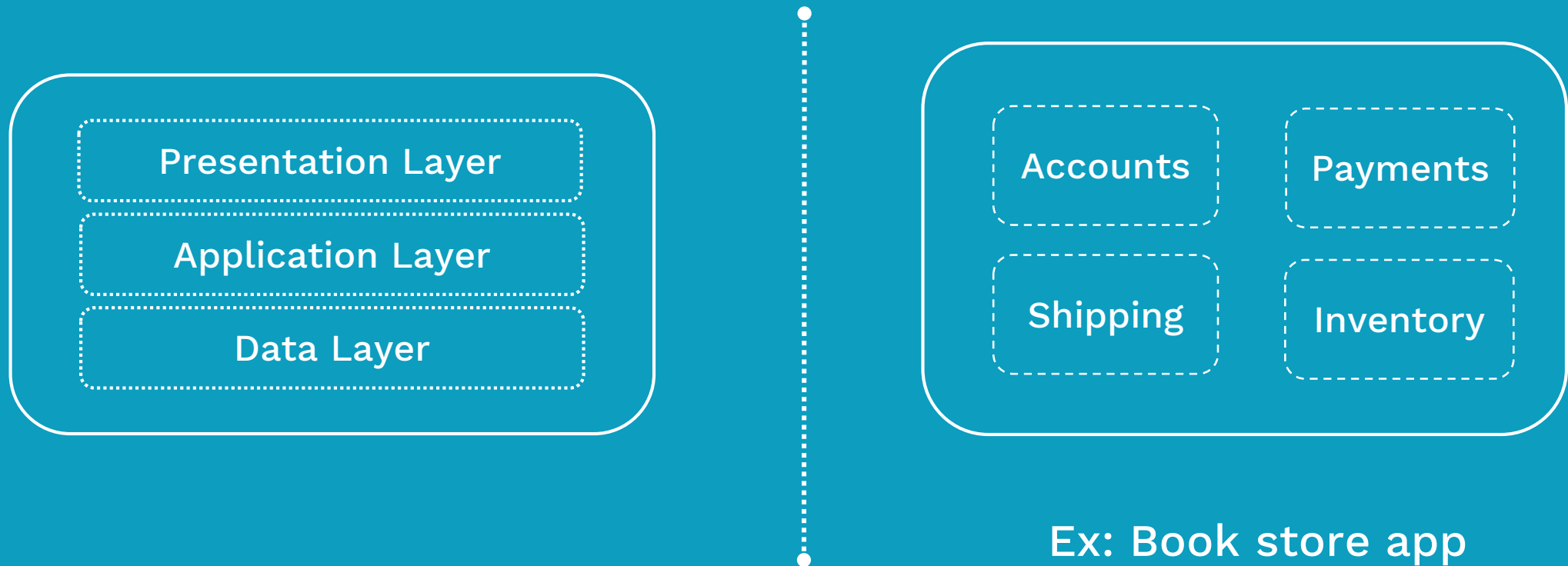
2. (of an organization or system) **large**, powerful, **indivisible**, and **slow to change**.

"rejecting any move towards a monolithic European superstate"

synonyms: **inflexible**, rigid, unbending, unchanging, intractable, **immovable**, impenetrable, fossilized, hidebound; More

Monolithic Architecture - Overview

- Self contained - packaged & deployed as single unit
- Three tiered application architecture



Advantages

- Single unit of deployment
- IDE Support

Disadvantages

- Often very large
- Technology dependency on initial decision
- Implemented using single development stack
- Frequent deployments are not practical.
- Need to scale entire application stack

The Big Problem

Internet

Scalability & Flexibility ↓

Summary

1. What is a monolithic?
2. What is a monolithic architecture?
3. Advantages & Disadvantages
4. The major challenge

Coming up...

MicroServices