

Micro-frontends

The term micro-frontend can be used to describe a class of frontend architectures where "monolithic" UI applications are broken down into smaller, composable units, which are typically owned and deployed by teams operating with some autonomy.

UDS operates strictly at the UI layer and as such imposes almost no constraints on application architecture of consuming applications. There is no requirement to use micro-frontends or any other particular pattern when architecting your application. However there are a few aspects of the design of UDS—especially UDS Base components—which make it easy to integrate with a micro-frontend architecture:

- **Component-driven approach** using a component-driven approach, enables atomic elements of UI to be composed and reused across multiple applications or micro-frontends. This can help speed up development and improve UI consistency.
- **Styling isolation** all UDS Base components have complete style encapsulation and do not rely on, or pollute, global styles. This means that micro-frontends can safely use UDS components without worrying about having side-effects on other micro-frontends.
- **Separation of display from business logic** UDS provides design systems that handle the visual representation of a brand. This isolates a cross-cutting concern for frontend applications and enables container application layers to provide a consistent, versioned design to consuming micro-frontends.

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