# Microservices

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## Agenda

Microservices Architecture

**API Gateway** 

Inter-Process Communication (IPC)

**Service Discovery** 

Microservices Deployment Strategy

Refactoring a Monolith into Microservices

Docker Platform (Samples)

Kubernetes

#### Note:

"Most of the topics in this presentation is based on Microservices From Design Deployment blog articles by Chris Richardson with Floyd Smith."

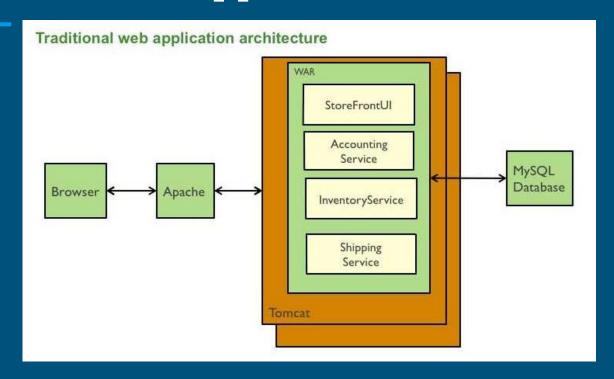
https://www.nginx.com/blog/introduction-to-microservices/

### Microservices Architecture

The term "Microservices Architecture" has sprung up over the last few years to describe a particular way of designing software applications as suites of independently deployable services. (James Lewis, Martin Fowler)

Microservices are small, autonomous services that work together. (Building Microservices - Sam Newman)

### Monolithic Applications



Simple to develop, test, deploy, scale.

BUT...

Large monolithic code base

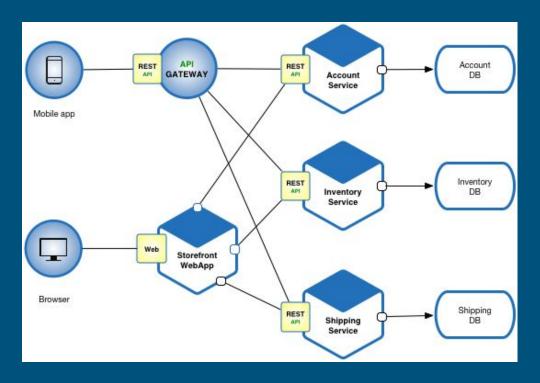
Overloaded IDE

Overloaded web container

Continuous deployment

Scaling the application

### Microservices Architecture



Team of developers working on each service

New team members must quickly become productive

The application must be easy to understand and modify

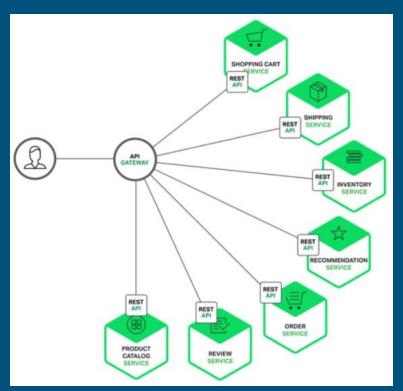
Continuous deployment

Multiple instances of the application

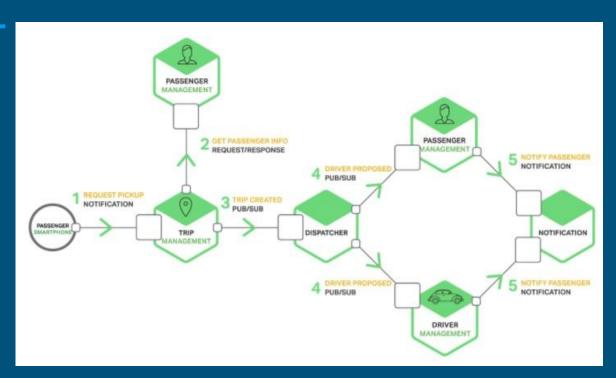
### **API Gateway**

The API Gateway is responsible for request routing, composition, and protocol translation.

All request from clients first go through the API Gateway. It then routes requests to the appropriate microservice.



### Inter-Process Communication



#### **Interaction Styles**

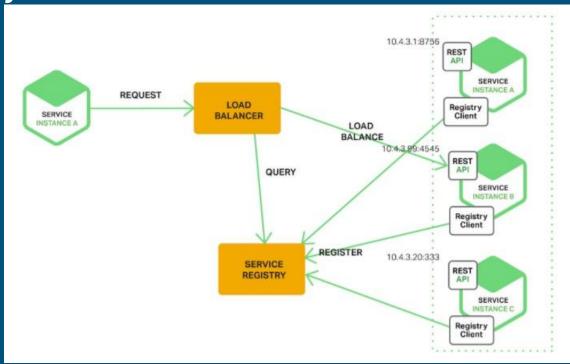
How services interact.

One to One One to Many

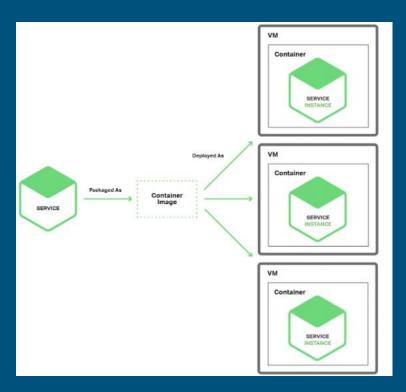
Synchronous Asynchronous

Service Discovery

Service instances have dynamically assigned network locations. Moreover, the set of service instances changes dynamically because of autoscaling, failures, and upgrades.



### Microservices Deployment Strategy



A microservices application consists of tens or even hundreds of services. Services are written in a variety of languages and frameworks. Each one is a mini-application with its own specific deployment, resource, scaling, and monitoring requirements.

Multiple Service Instances Per Host Pattern

### Refactoring a Monolith into Microservices

Strategy #1 - Stop Digging

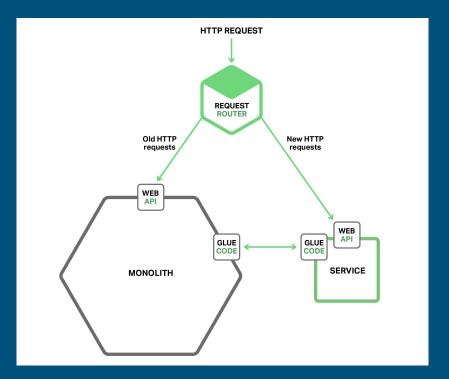
Strategy #2 - Split Frontend and Backend

Strategy #3 - Extract Services

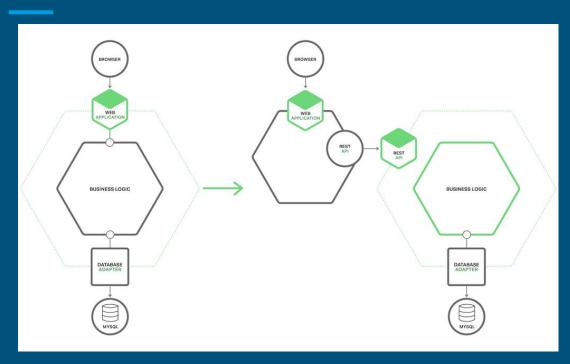
## Strategy #1 - Stop Digging

When we are implementing a new functionality we should not add more code to monolith. Instead, the big idea with this strategy is to put new code in a standalone microservice.

This figure shows the system architecture after applying this approach.



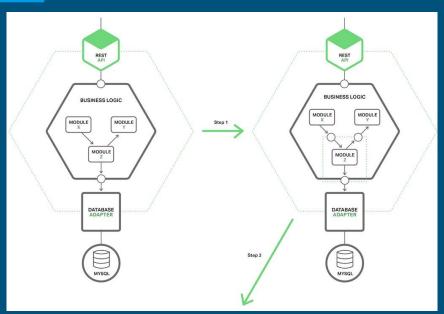
### Strategy #2 - Split Frontend and Backend

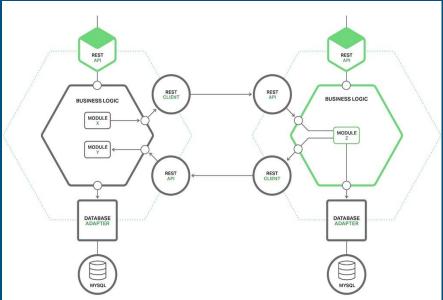


Splitting a monolith in this way has two main benefits. It enables you to develop, deploy, and scale the two applications independently of one another. In particular, it allows the presentation-layer developers to iterate rapidly on the user interface and easily perform A|B testing, for example.

Another benefit of this approach is that it exposes a remote API that can be called by the microservices that you develop.

## Strategy #3 - Extract Services



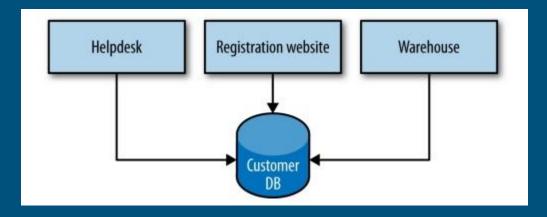


### Decomposition patterns

How to decompose an application?

- Decompose by business capability
- Decompose by domain-driven design subdomain
- Decompose by verb or use case
- Decompose by nouns

### Shared Database



What if over the time we realize we would be better off storing data in a nonrelational database? (Goodbye, loose coupling)

What if there is going to be logic associated with how a customer has changed and we need to modify the bd? (Goodbye, cohesion)

#### Docker Platform



"Docker is a platform for developers and sysadmins to develop, deploy, and run applications with containers. The use of Linux containers to deploy applications is called containerization. Containers are not new, but their use for easily deploying applications is."

### Docker Platform



Containers

Services

**Swarms Clusters** 

**Stacks** 

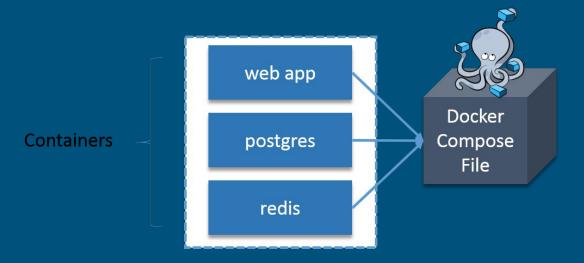
Deployment

#### **Dockerfile**

```
FROM openjdk:8-jdk-alpine
MAINTAINER c.avendano10@gmail.com
CMD java ${JAVA_OPTS} -jar test-producer-*.jar
COPY target/test-producer-*.jar .
```

### Docker Platform

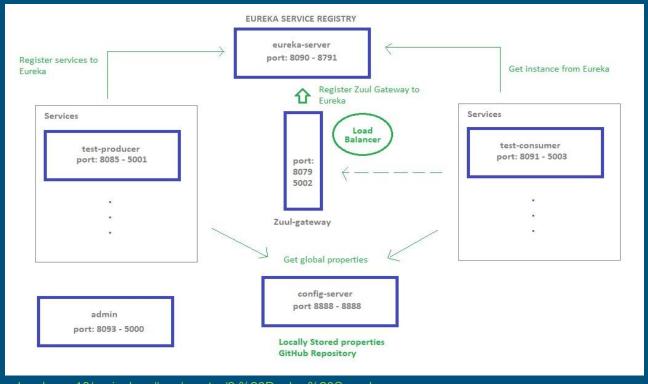




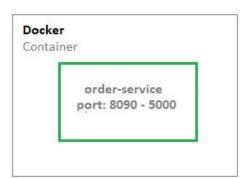
### Samples

- 1. Spring Cloud with Netflix Eureka
- 2. Dockerize first sample
- 3. Spring Boot + Docker + Mysql
- 4. JUnit Tests + Docker + Jenkins

## Sample 1 & 2



### Sample 3





#### docker-compose.yml

```
version: '3.0'
services:

mysql-service:
   image: mysql:latest
   container_name: mysql
   ...

order-service:
   image: carloselpapa10/order-service
   container_name: order-service
   depends_on:
   - mysql-service
   ...
```

## Sample 4 - Jenkins Blueocean



### Other Sample - Jenkins Docker Processes



### Swagger UI

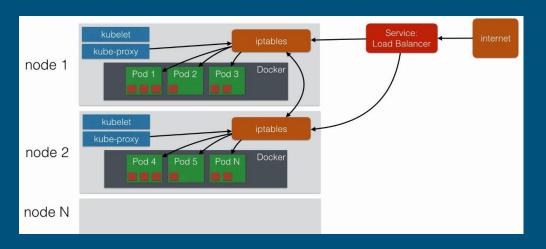
Swagger UI allows anyone to visualize and interact with the API's resources without having any of the implementation logic in place. It's automatically generated from your Swagger specification, with the visual documentation making it easy for back end implementation and client side consumption.



https://swagger.io/swagger-ui/

### Kubernetes

Kubernetes is an open-source system for automating deployment, scaling and management of containerized application.



Kubernetes
Architecture

### Conclusion

The concepts and tools presented throughout this presentation show us a different approach to build, test and deploy applications. The Microservices Architecture has a particular way of designing software applications as suites of independently deployable services.

It is time to switch from our monolith applications to microservices architecture applying patterns seen so far and dockerize the world.