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WHAT IS THE  
STATE OF MICROSERVICES  
IN 2018?

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WE BUILT THE **WRONG** MICROSERVICES!



WE BUILT TOO MANY MICROSERVICES!



**WE DIDN'T REALLY NEED MICROSERVICES!**



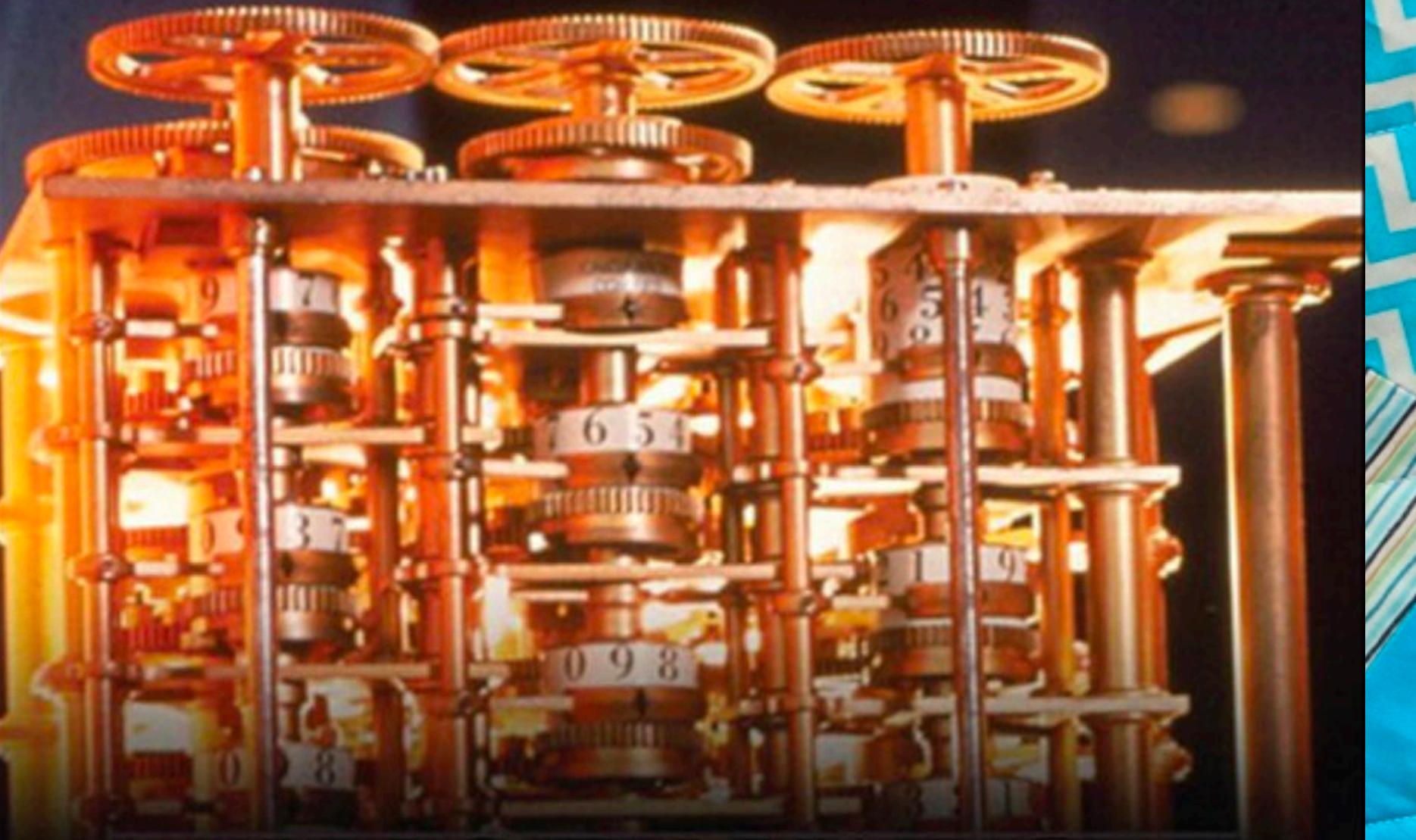
WE CREATED THE SAME OLD ARCHITECTURE WITH  
MICROSERVICES!

WHAT WE'VE GOT  
HERE IS FAILURE TO  
**DESIGN**

A dramatic scene from a movie. In the foreground, a man with dark hair and a mustache, wearing a light-colored suit and a wide-brimmed hat, lies face down on a rocky, craggy surface. He is looking upwards towards two other men standing on a higher, more level rock formation above him. The man on the left is also wearing a suit and hat, while the man on the right is in a dark uniform. The background shows a vast, hazy landscape under a clear blue sky.



Robert C. Martin Series



# WORKING EFFECTIVELY WITH LEGACY CODE

Michael C. Feathers

WHERE ARE THE  
**SEAMS?**



Applause from Pivotal, Mark Carlson, and 125 others



Matt Stine

Cloud Native Polymath and Product Manager @Pivotal. Subtweets are clearly my own.

Jun 2, 2017 · 6 min read

# What's Your Decomposition Strategy?

It's a simple question really, but very few people have an answer.

The most frequent and most important question I get from the developers and architects with whom I work is this:

*What microservices should we have?*

If you stop and ponder this question for a minute, you'll quickly come to realize that if you get the answer to this question wrong, it doesn't really matter what else you get right.

<https://builttoadapt.io/whats-your-decomposition-strategy-e19b8e72ac8f>

ON THE CRITERIA TO BE USED  
IN DECOMPOSING SYSTEMS INTO MODULES

D. L. Parnas

Department of Computer Science  
Carnegie-Mellon University  
Pittsburgh, Pa.

August, 1971

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This paper discusses modularization as a mechanism for improving the flexibility and comprehensibility of a system while allowing the shortening of its development time. The effectiveness of a "modularization" is dependent upon the criteria used in dividing the system into modules.

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The major progress in the area of modular programming has been the development of coding techniques and assemblers which (1) allow one module to be written with little knowledge of the code used in another module and, (2) allow modules to be reassembled and replaced without reassembly of the whole system.

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Decomposition Techniques

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**LET'S BUILD AN ONLINE STORE!**

**Product  
Catalog**

**Orders**

**Inventory**

**Payment**

**Notifications**

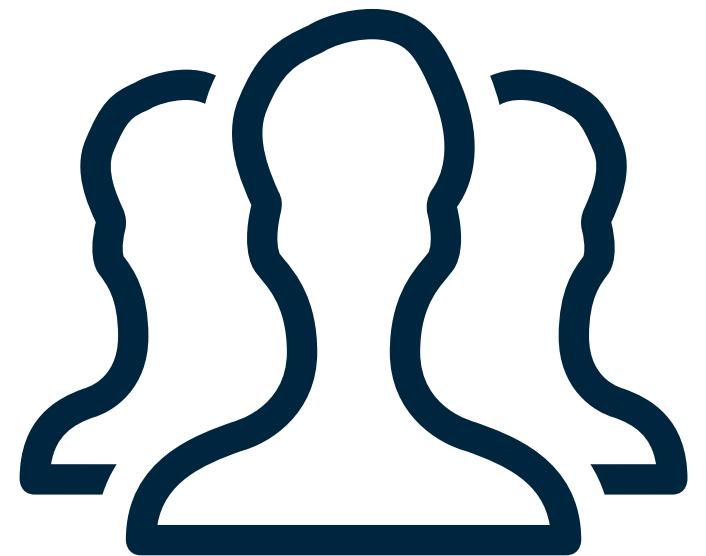
**Fulfillment**

**Shipping**





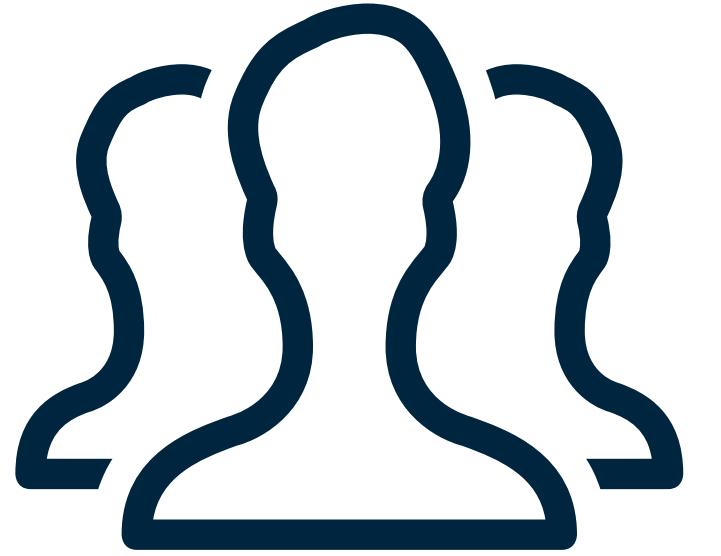
UI



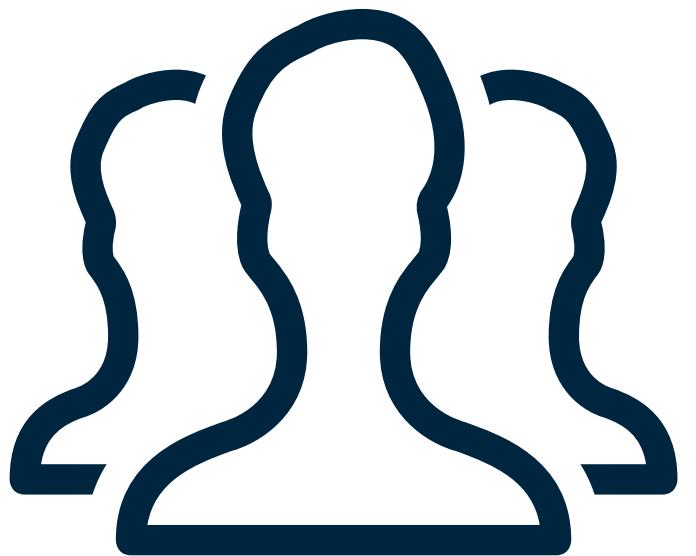
Services



Data



UI

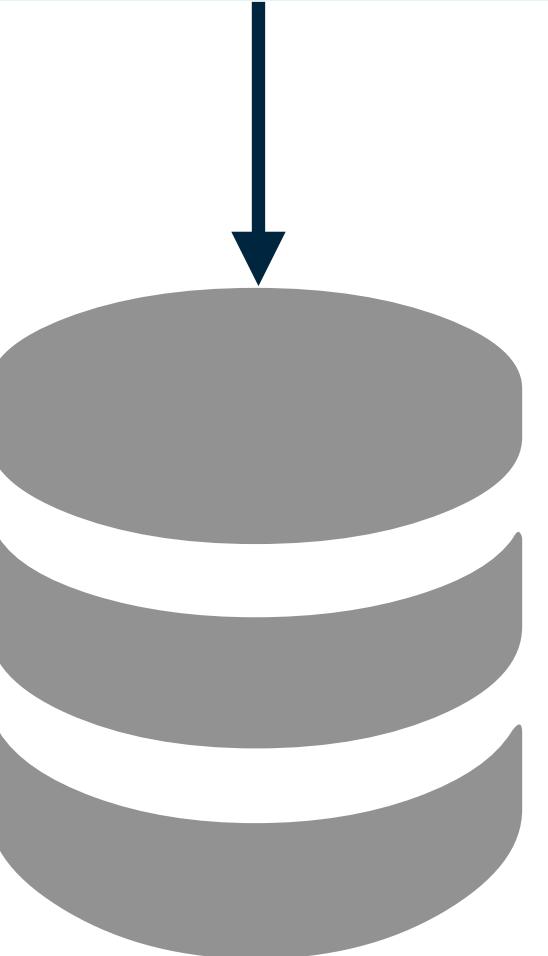


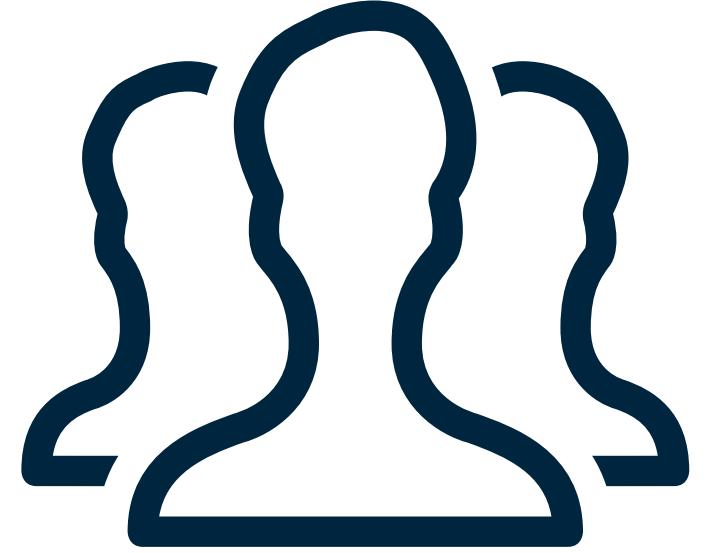
Services



Data

**Domain Model**





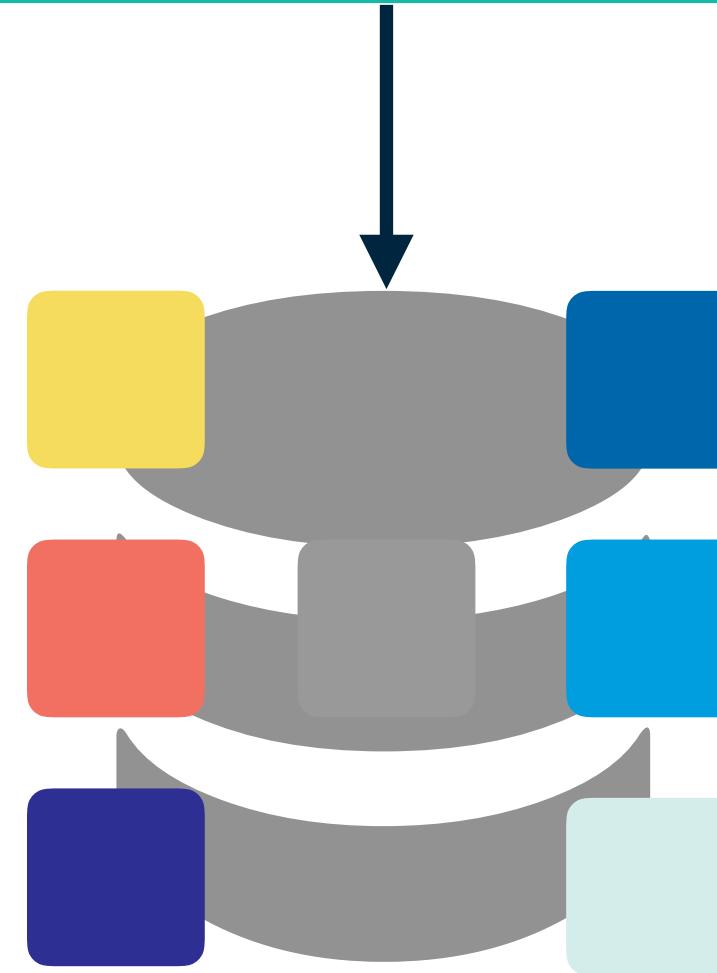
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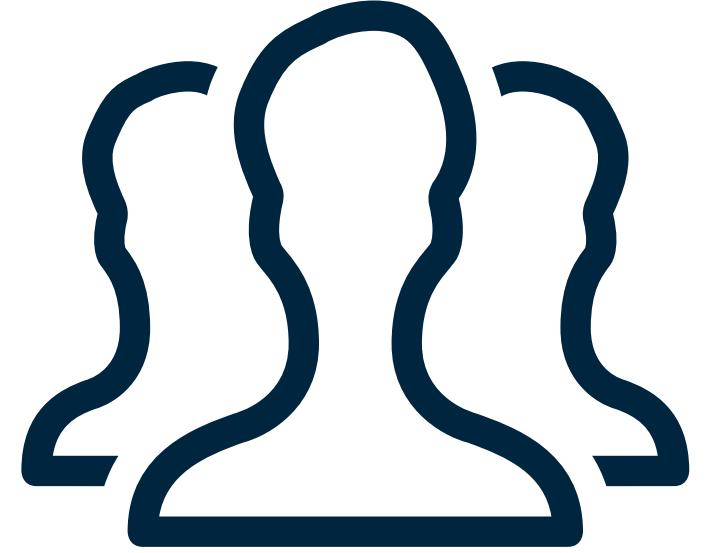


Services



Data





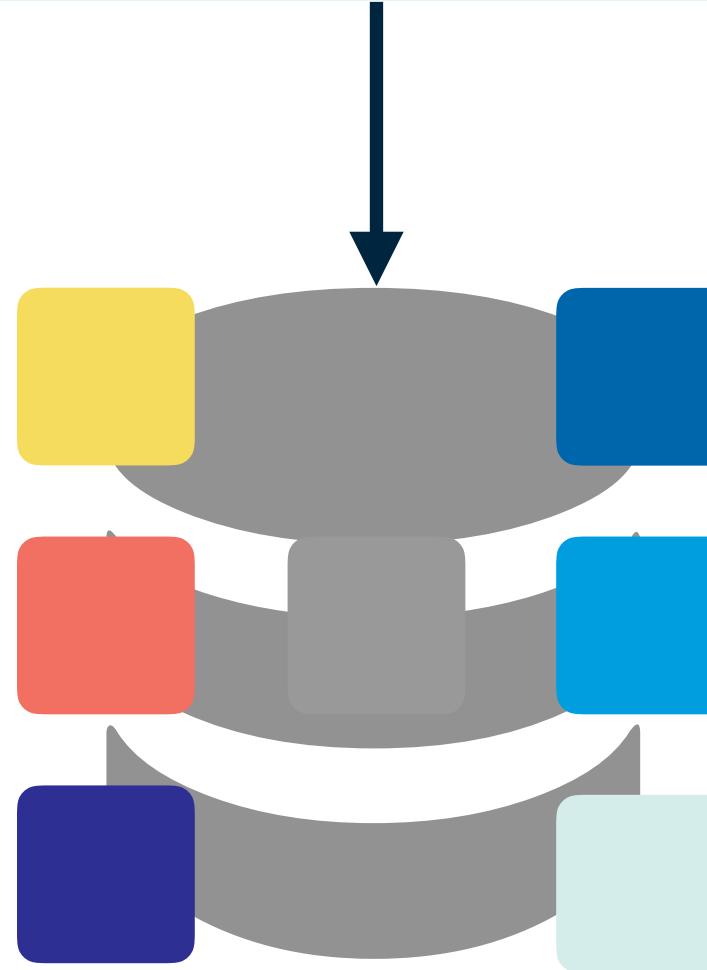
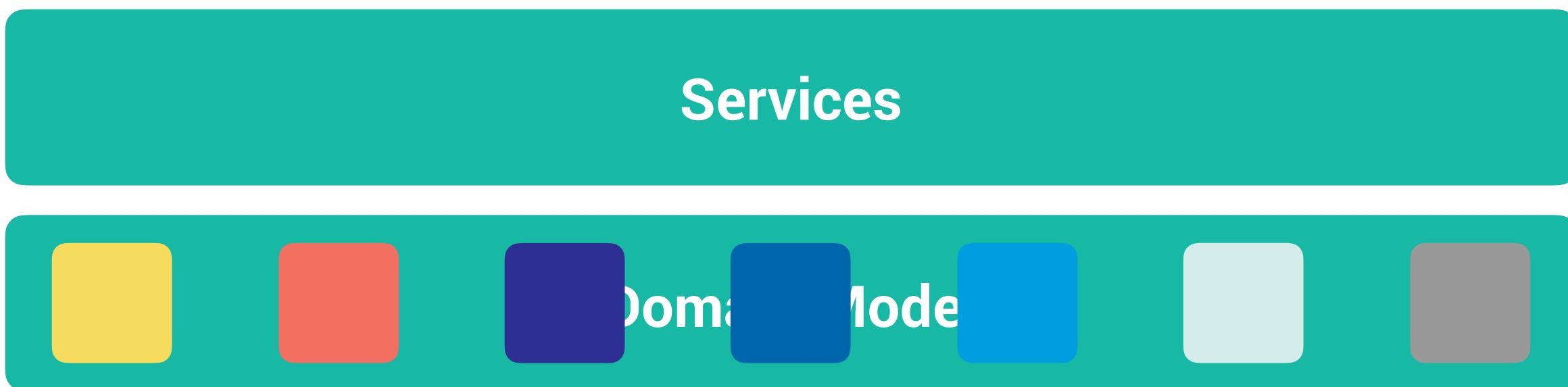
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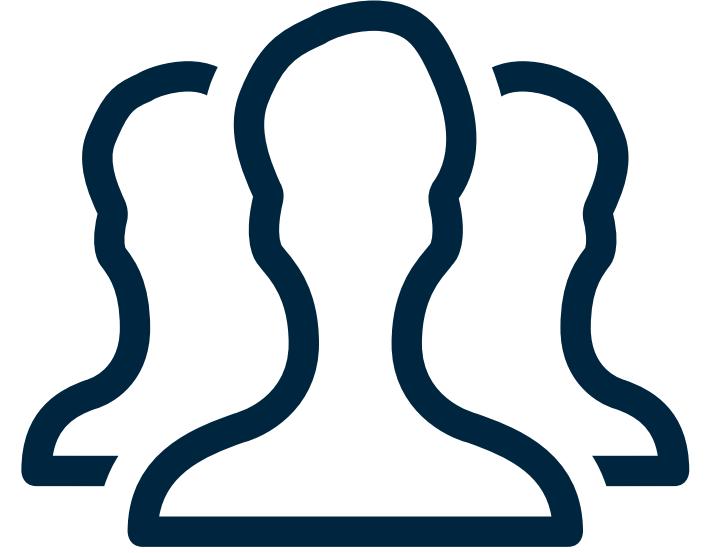


Services

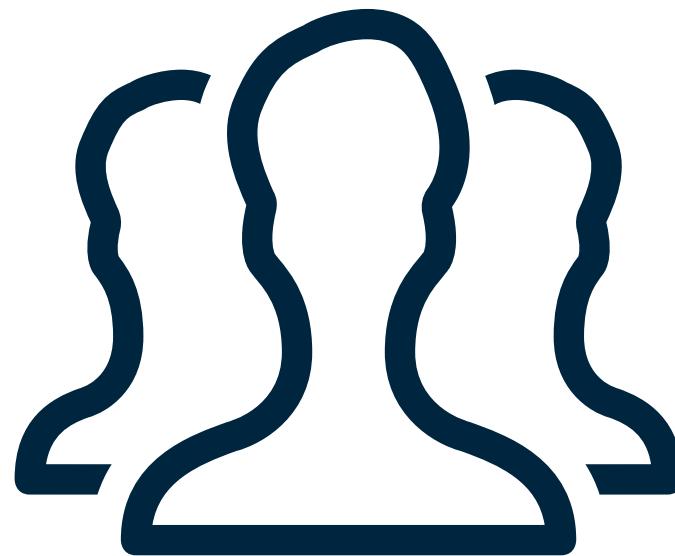


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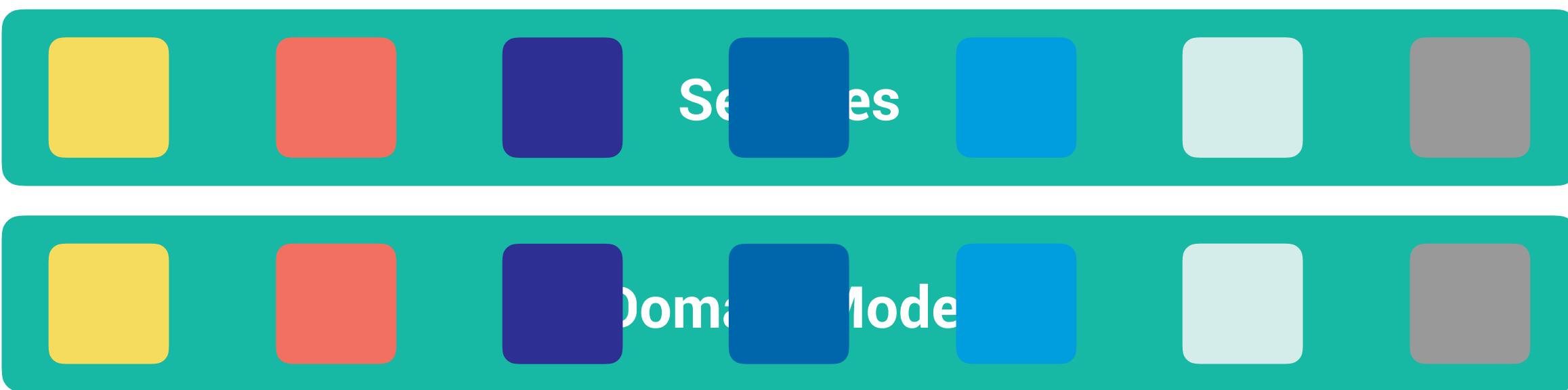
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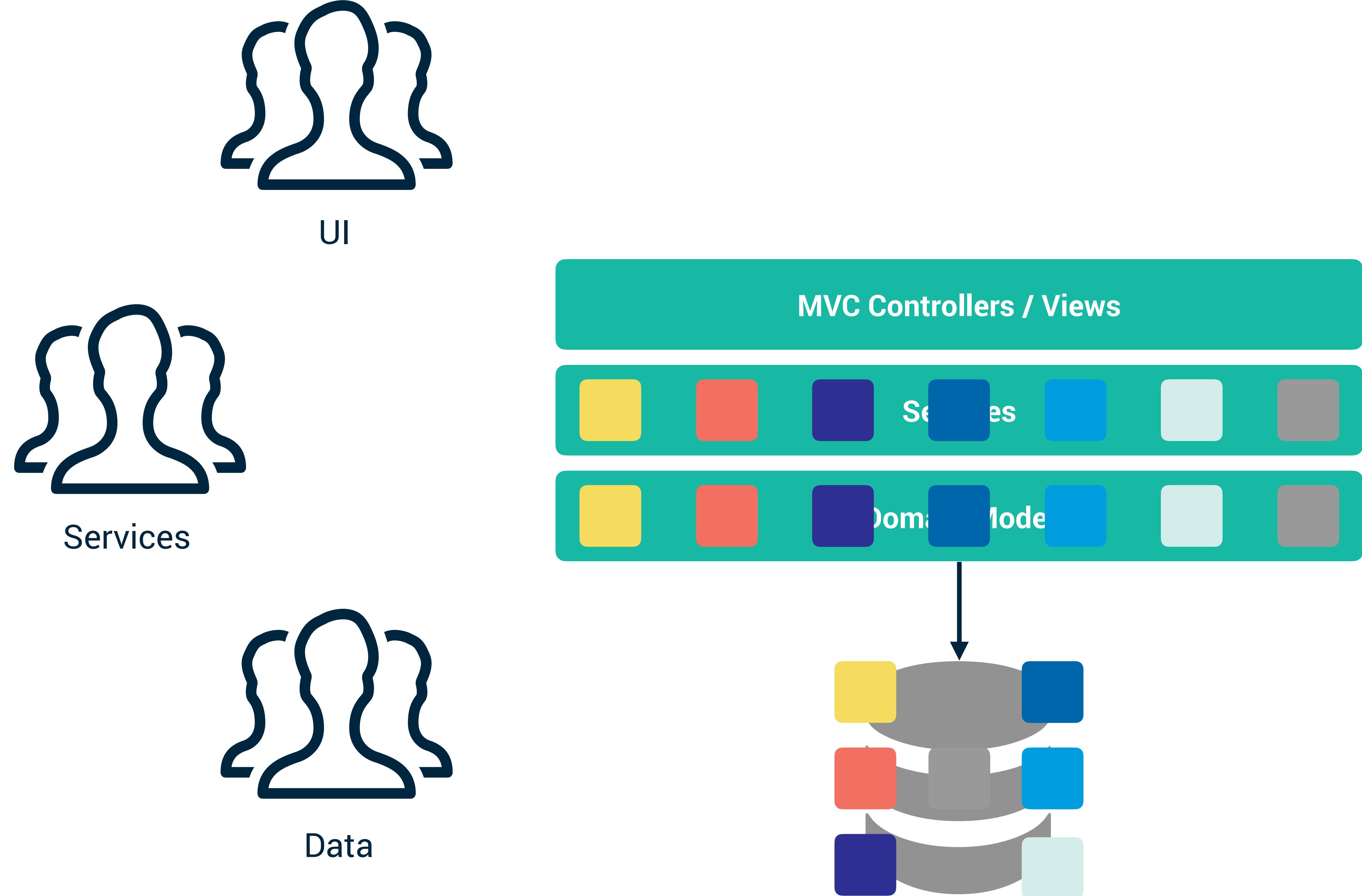


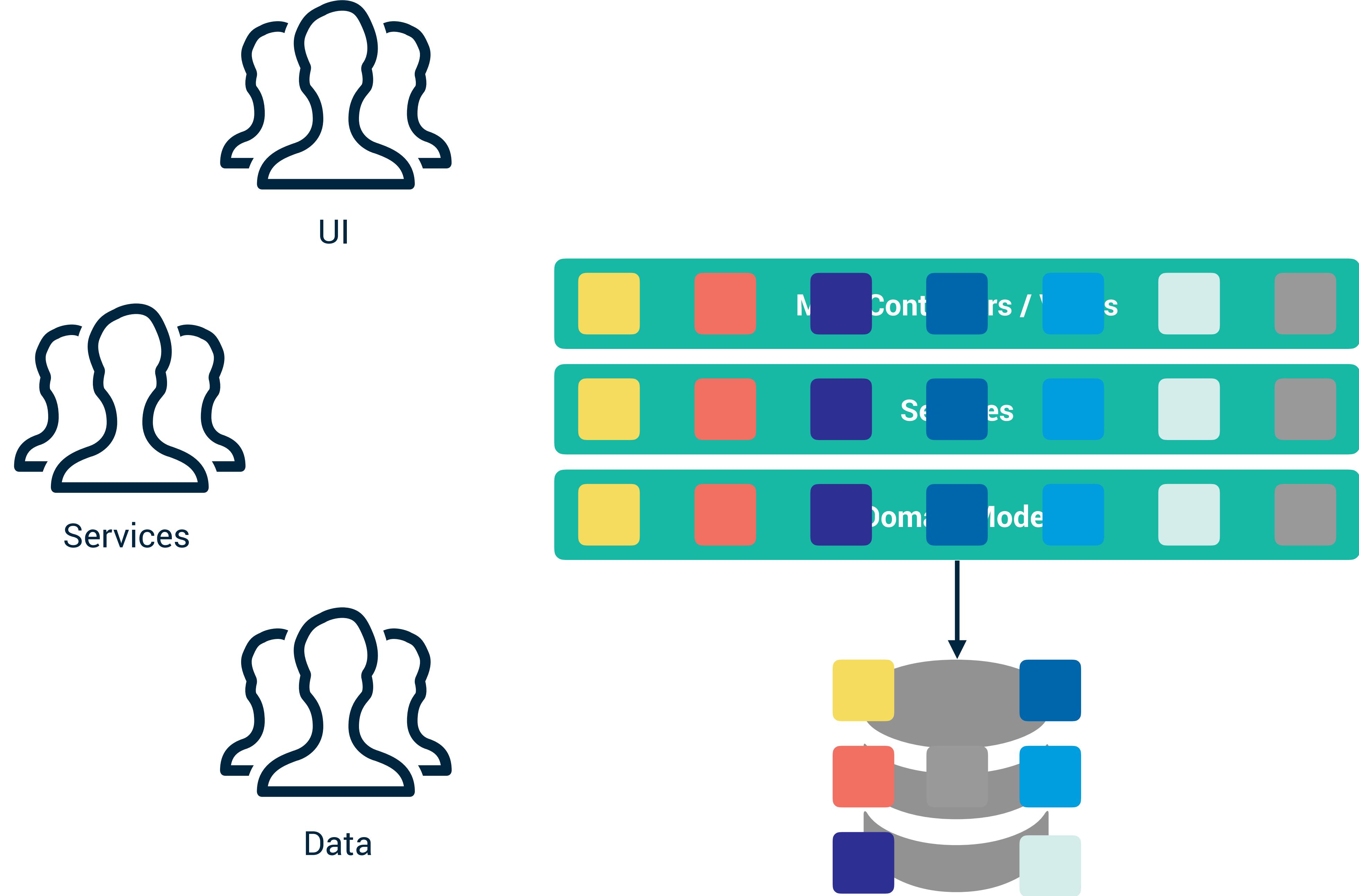
Services

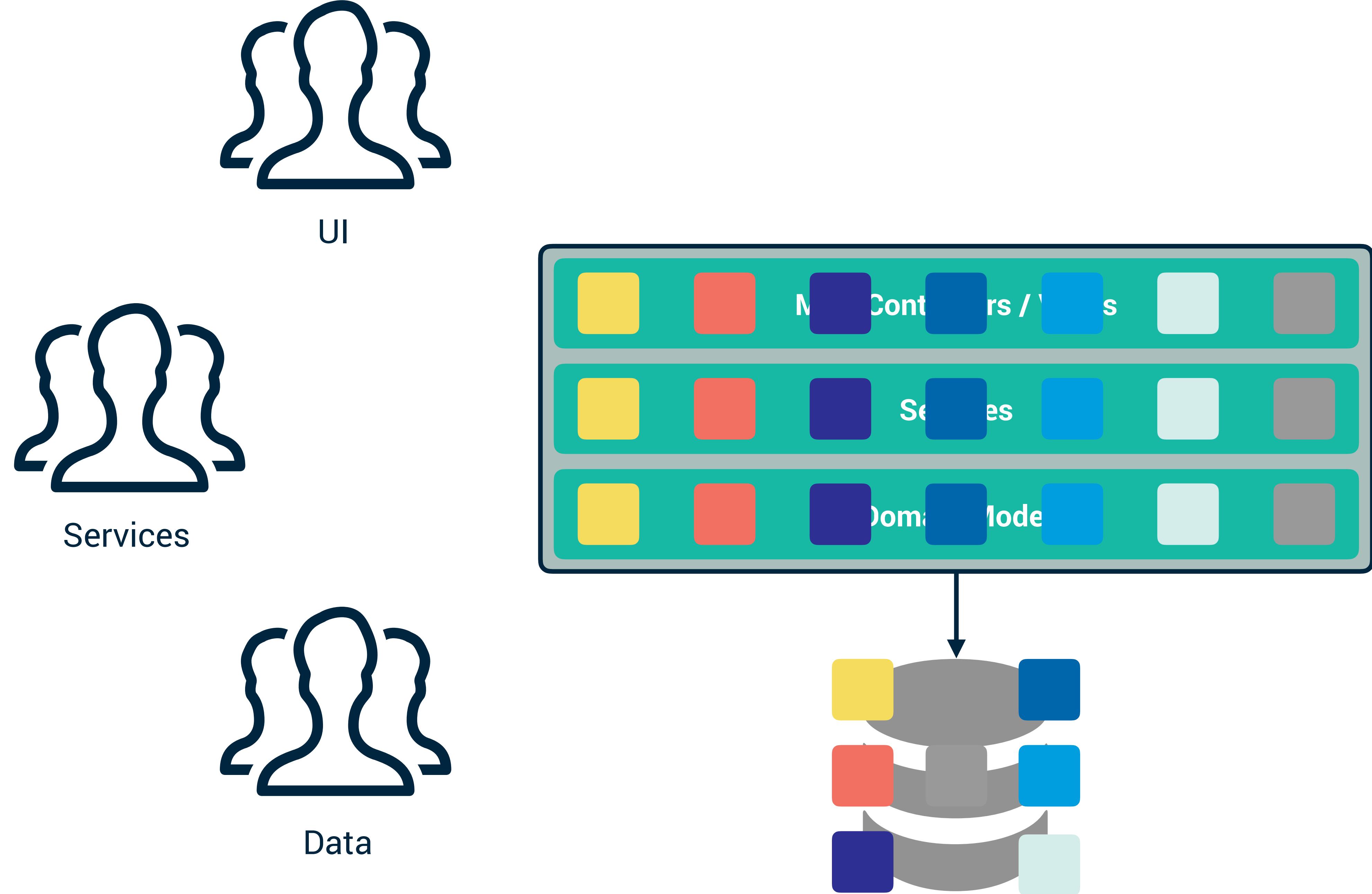


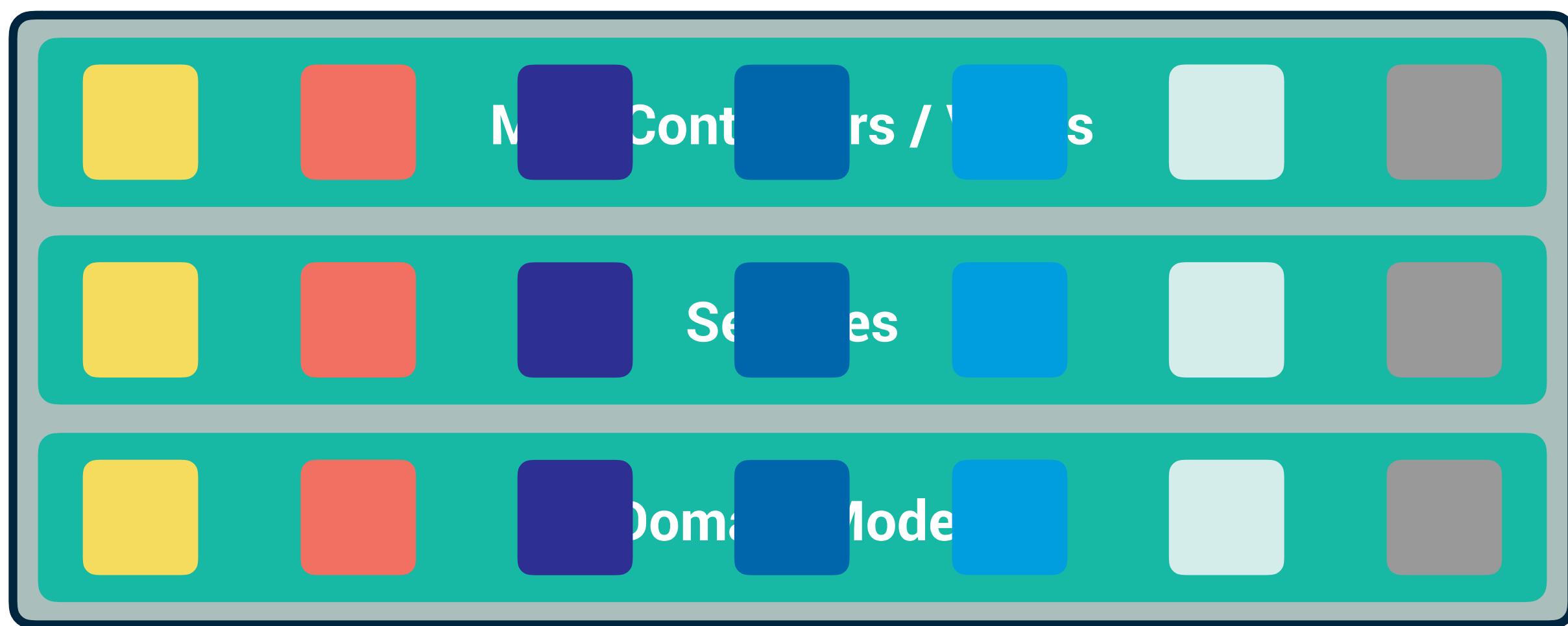
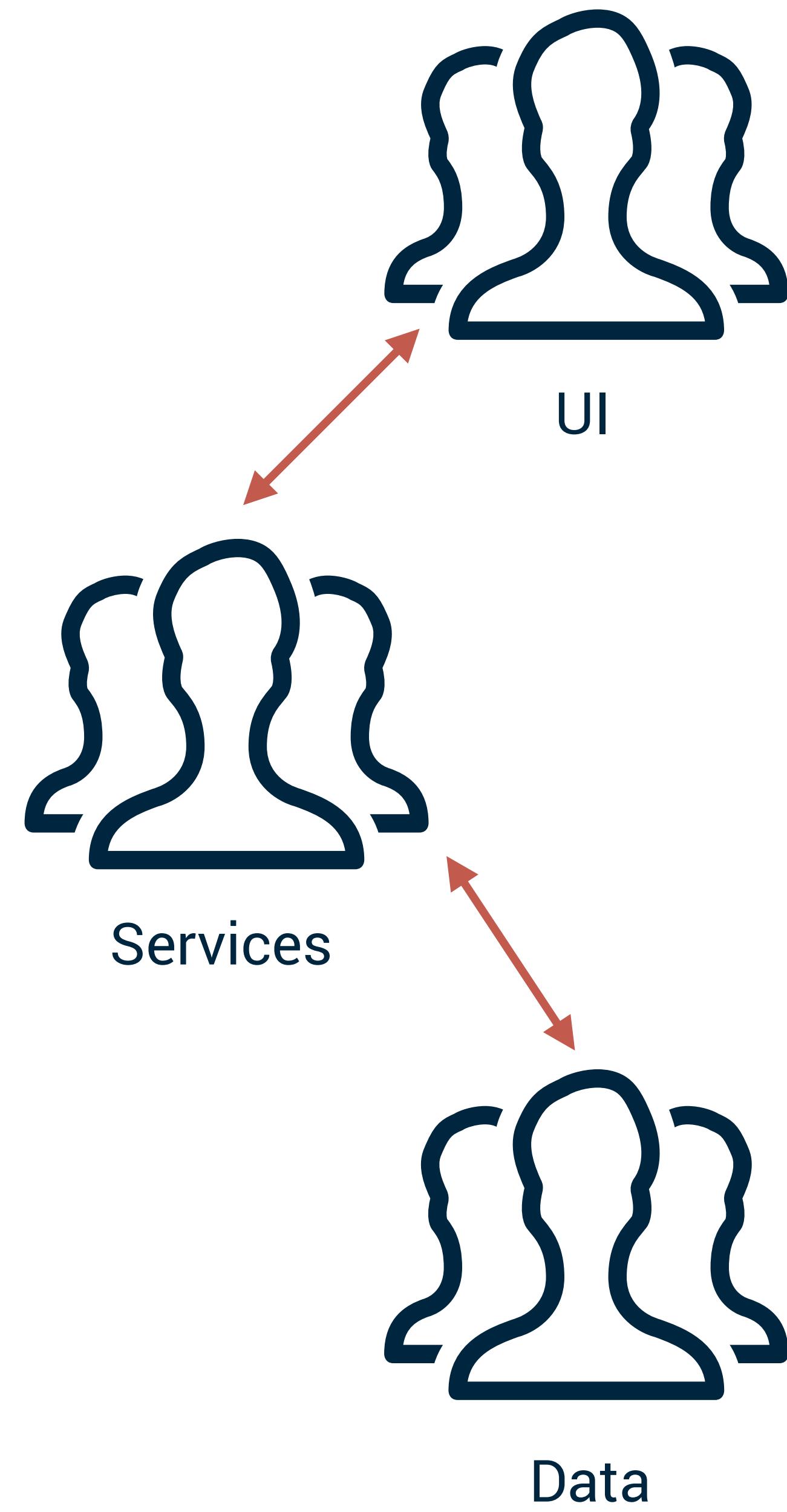
Data











# FUNCTIONAL DECOMPOSITION

## Changes

Struggles with knowledge spread across all modules, so often each module has to change in response to a desired functional change.

## Independent Development

Dependent on shared data formats and schema. Must be jointly defined and agreed upon across multiple groups.

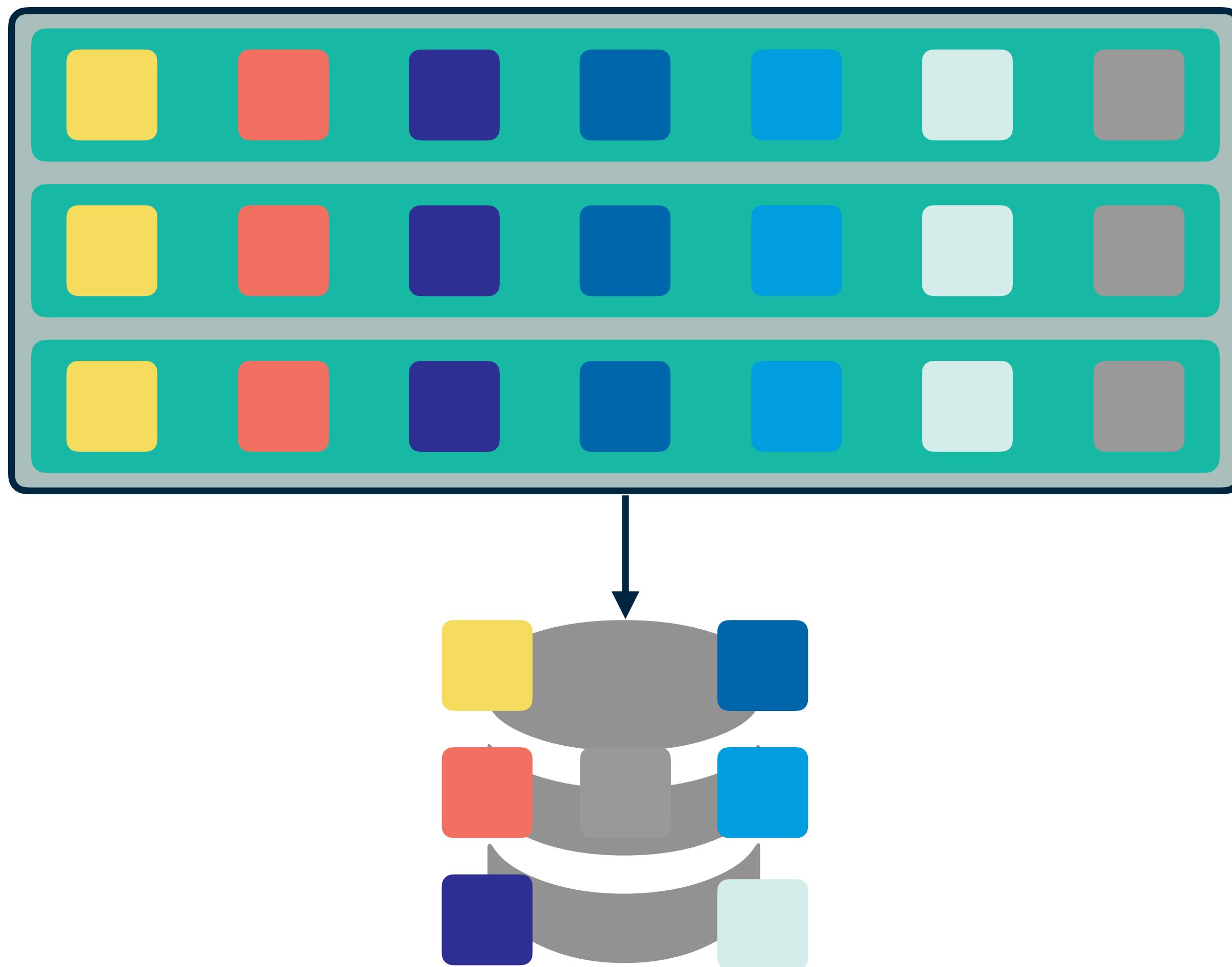
## Comprehensibility

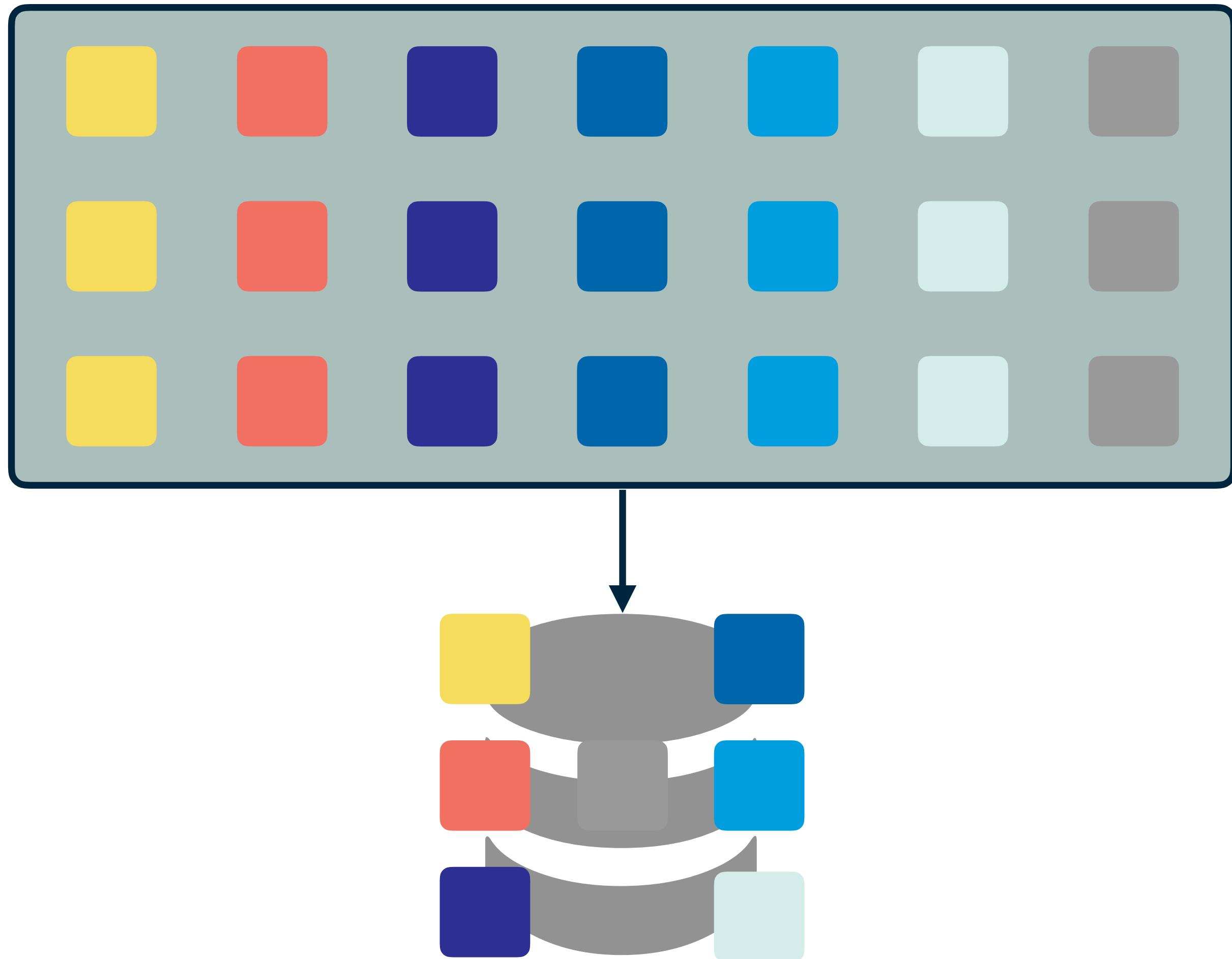
You need to know something about how all of the modules work to understand the whole system.

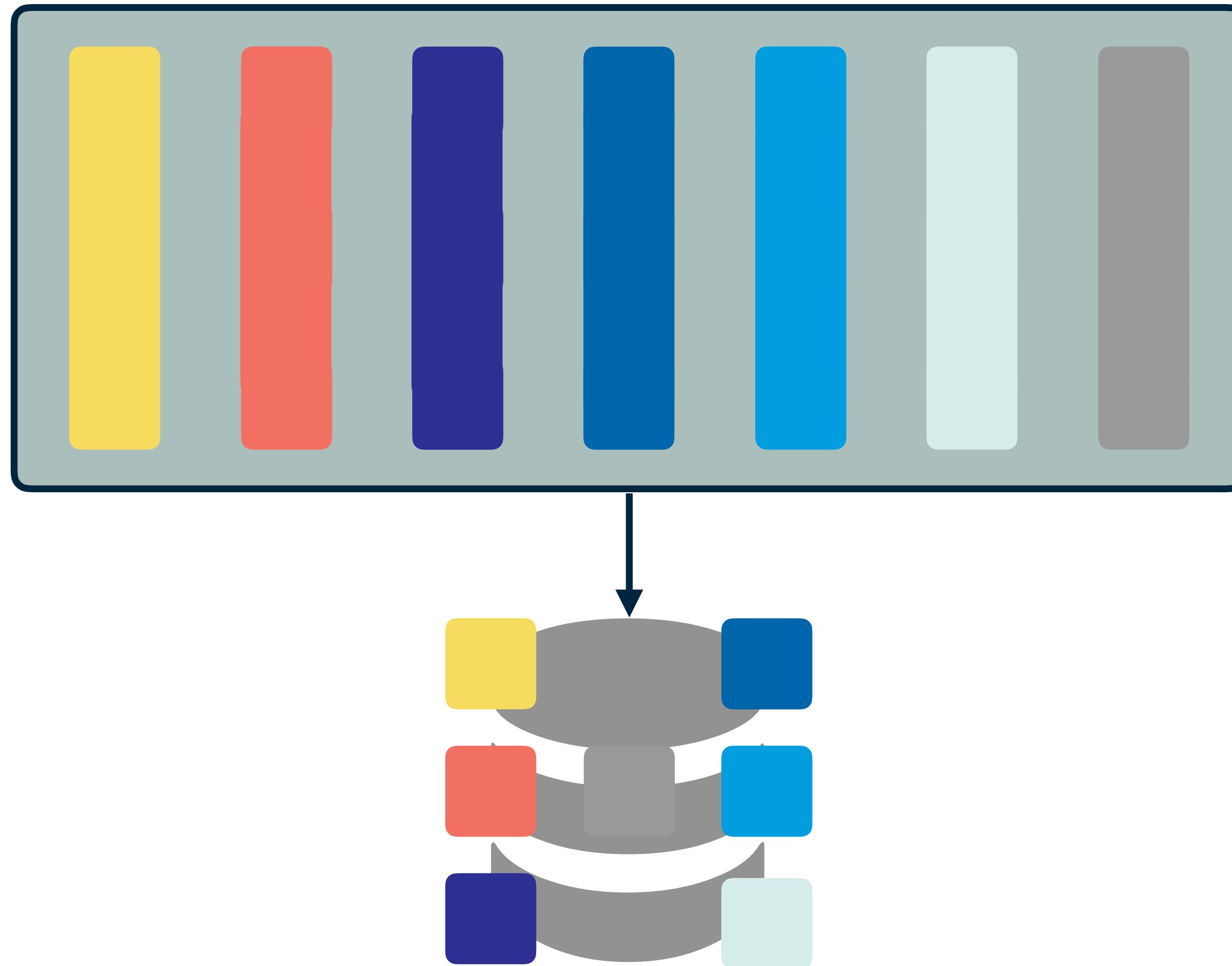
Decomposition Techniques

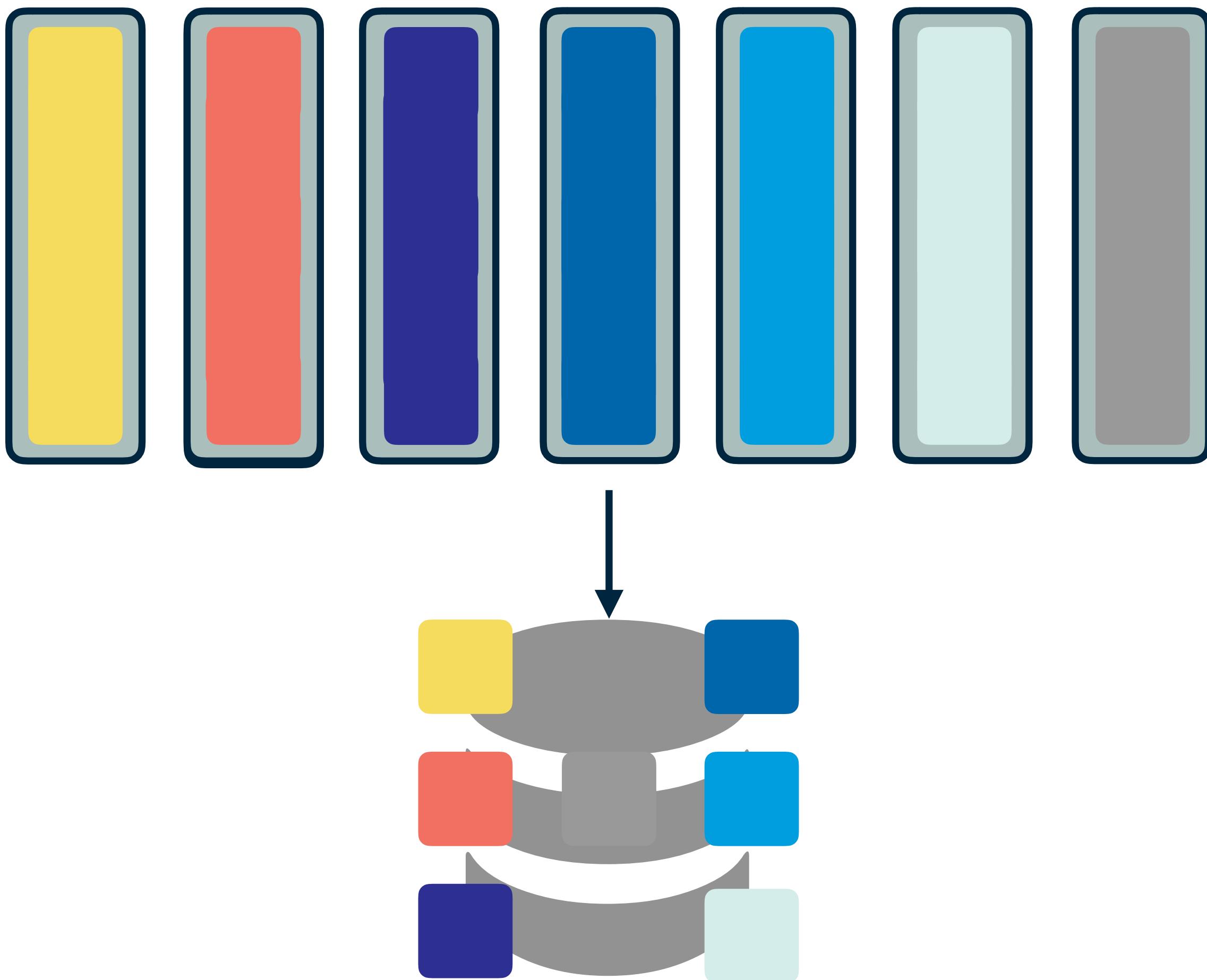
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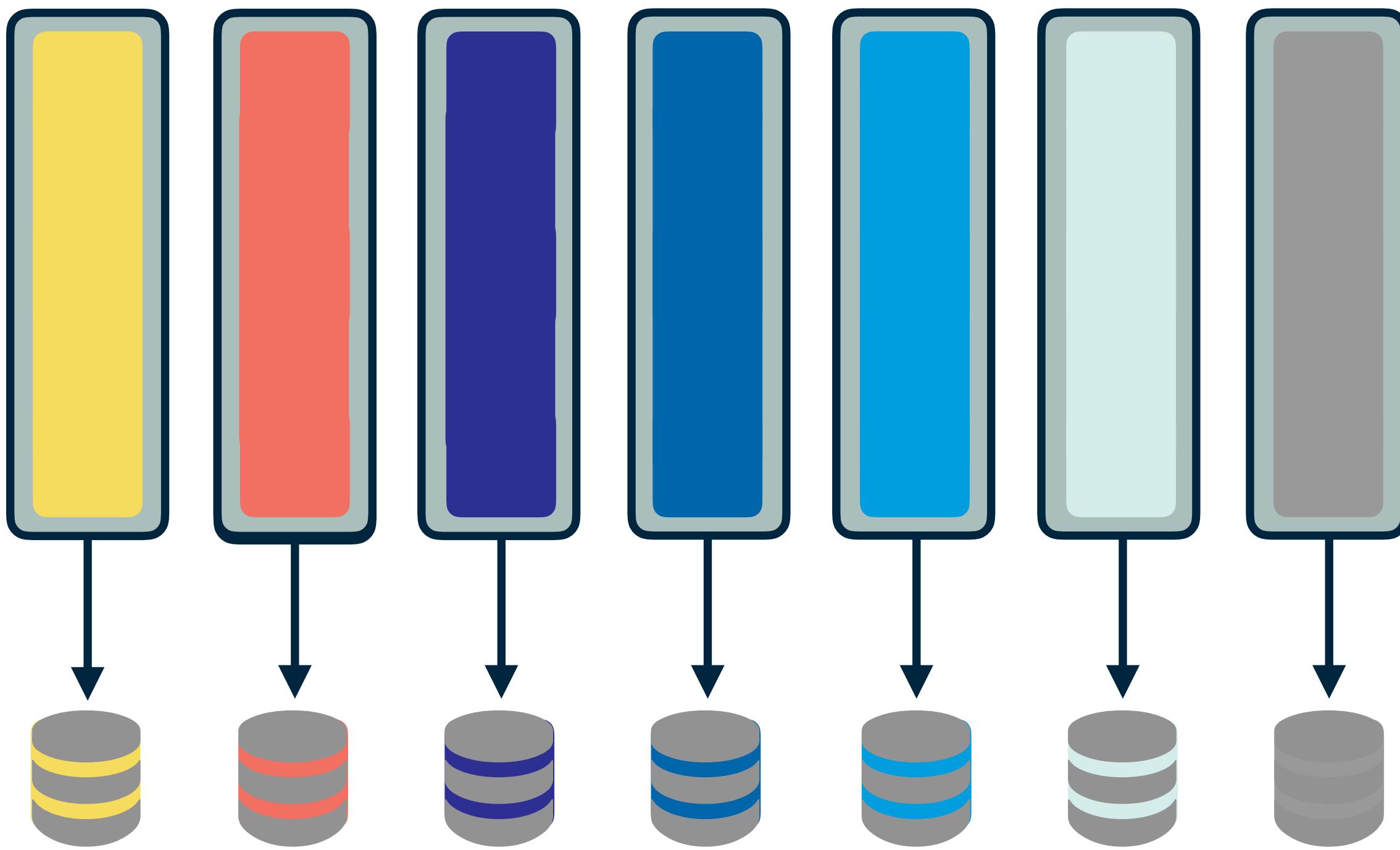
LET'S REFACTOR TO A  
CAPABILITY DECOMPOSITION

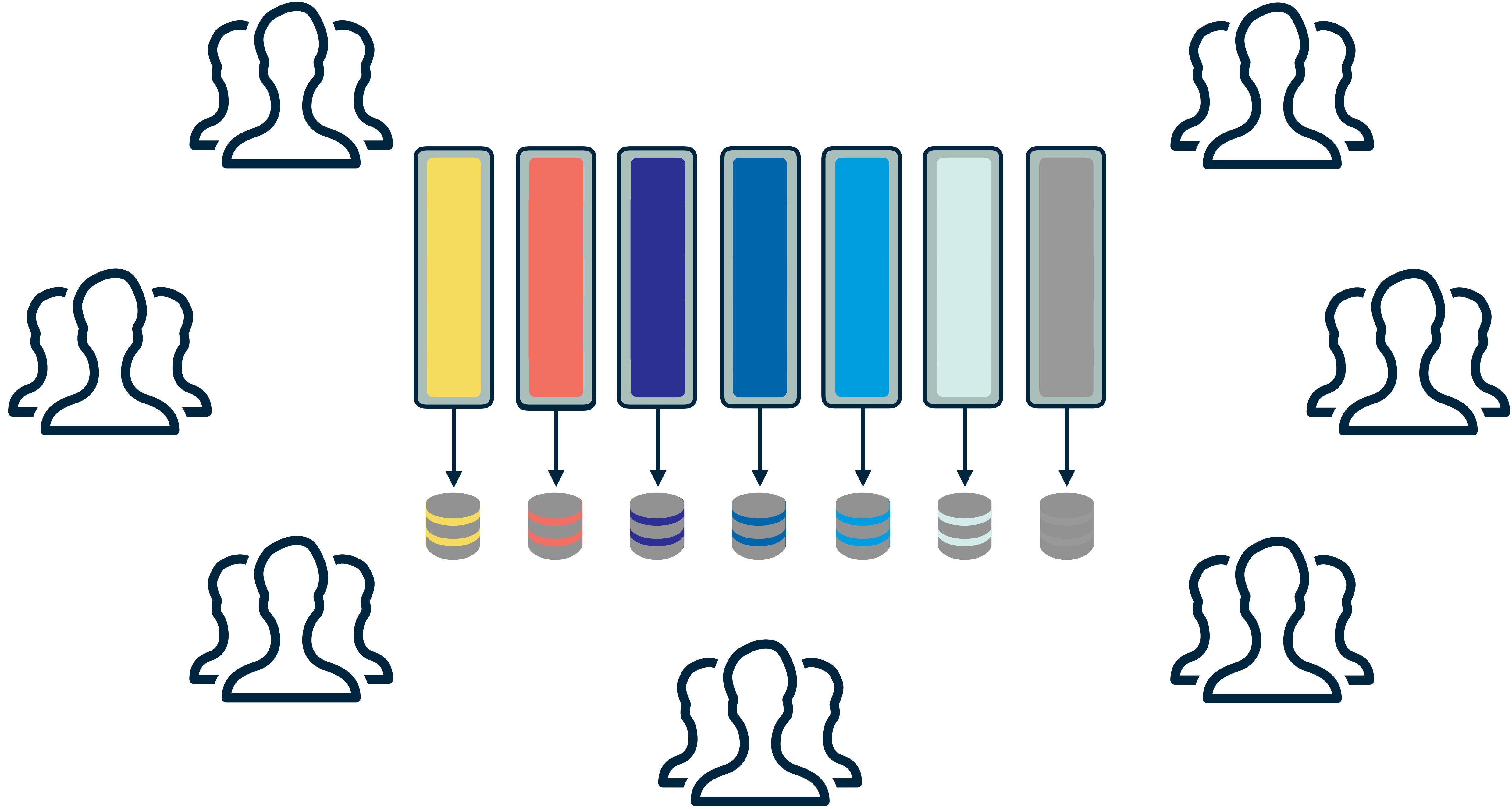


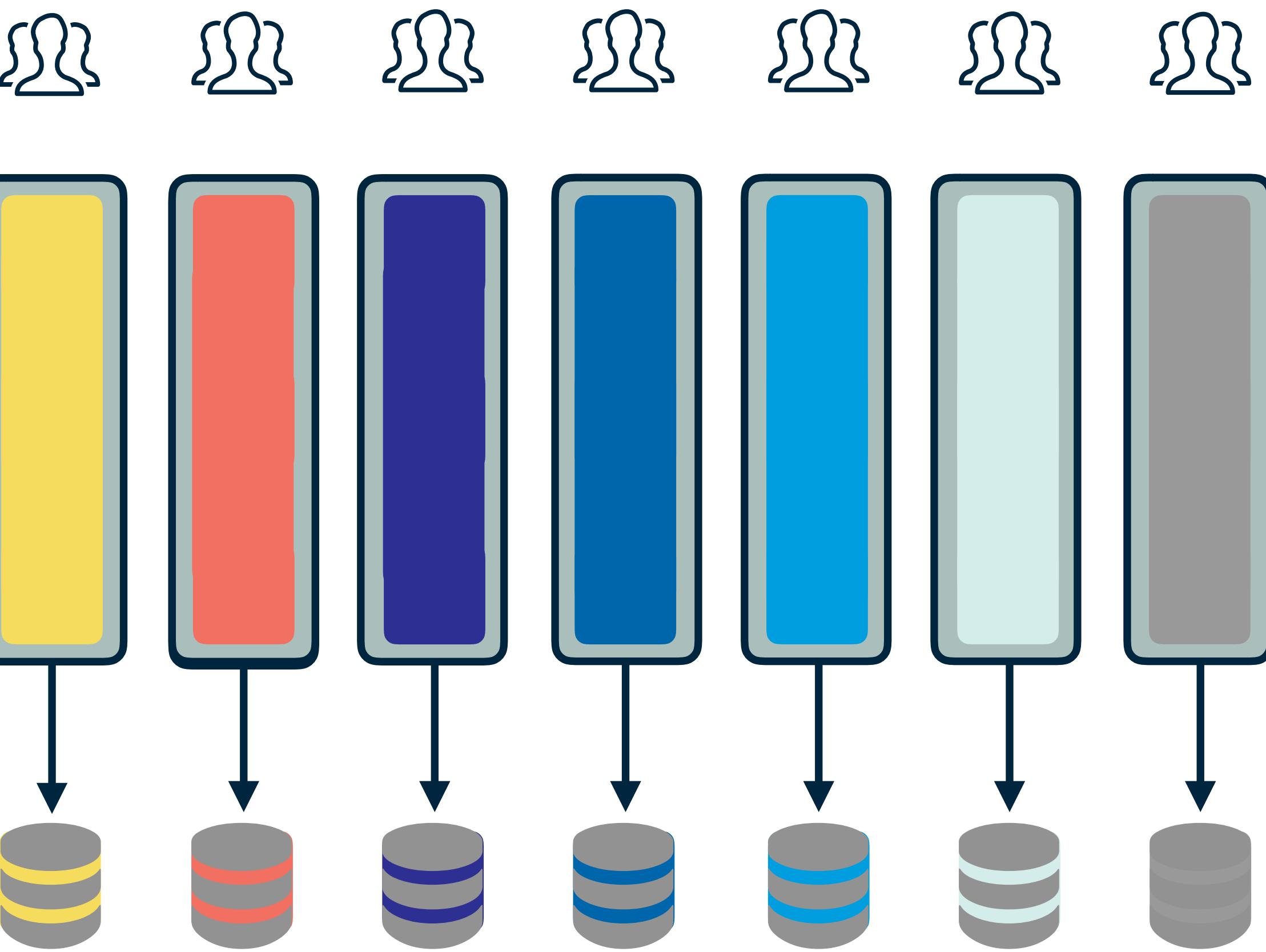












# CAPABILITY DECOMPOSITION

## Changes

Usually isolates a change to a single module.

## Independent Development

Has abstract interfaces that encapsulate the work to be done..

## Comprehensibility

You can understand modules independently.

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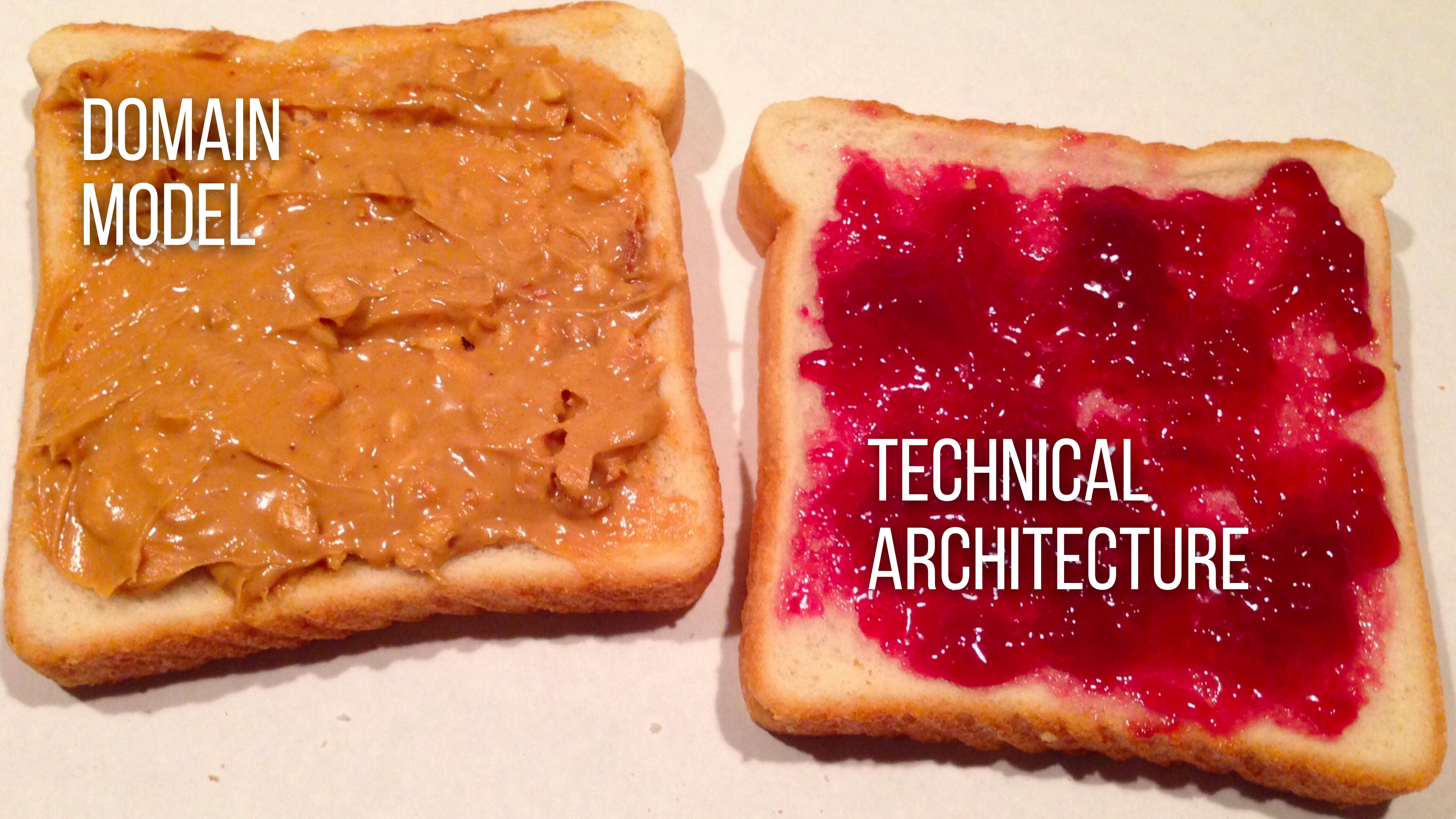
We have tried to demonstrate...it is almost always incorrect to begin the decomposition of a system into modules on the basis of a flowchart...instead that one begins with a list of difficult design decisions or design decisions which are likely to change. Each module is then designed to hide such a decision from the others. Since, in most cases, design decisions transcend time of execution, modules will not correspond to steps in the processing...we must abandon the assumption that a module is one or more subroutines, and instead allow subroutines and programs to be assembled collections of code from various modules.

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Decomposition Techniques

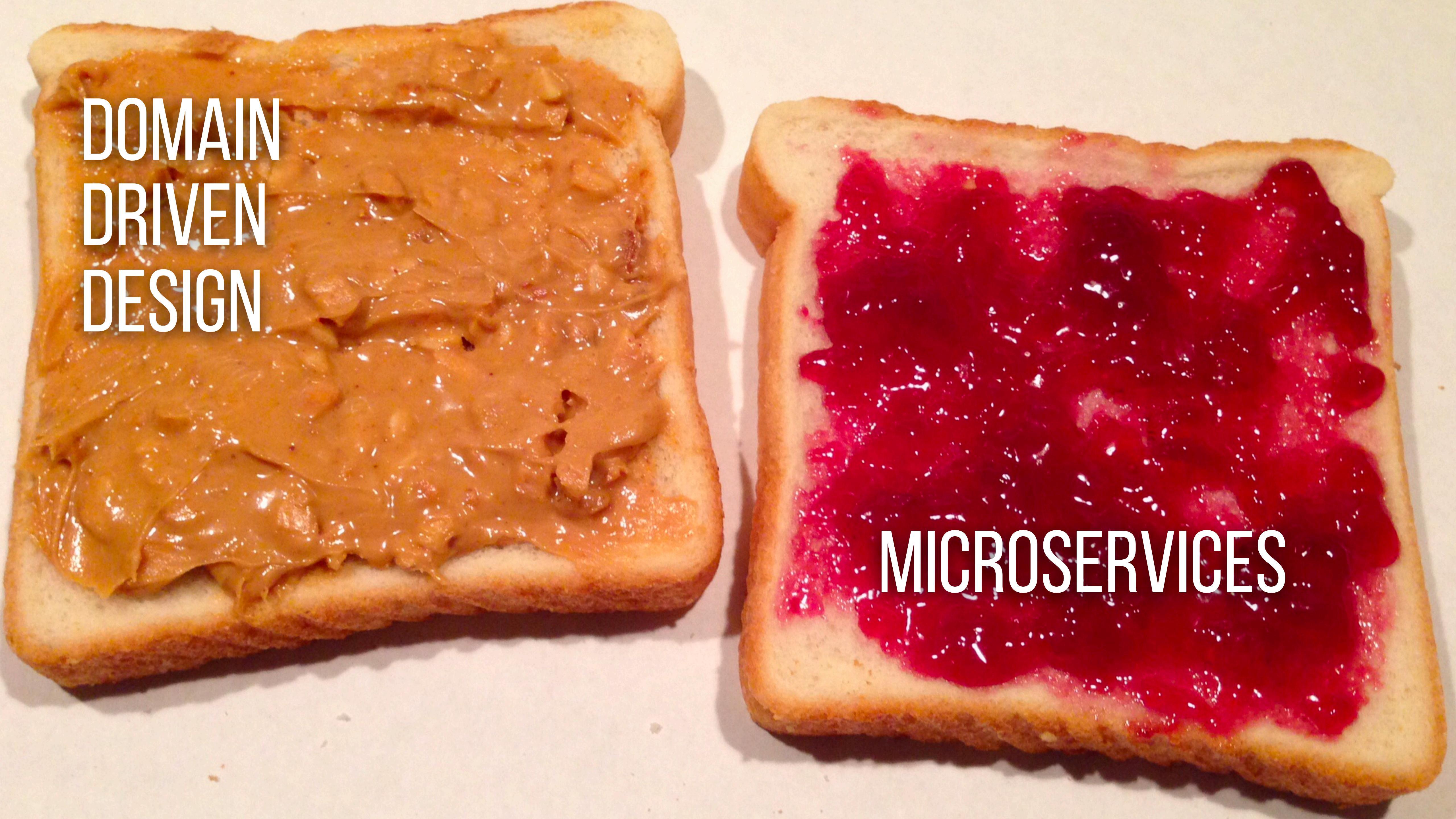
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THE FUNDAMENTAL WAYS IN WHICH WE DESIGN  
MODULES EFFECTIVELY HAS NOT CHANGED IN THE  
LAST 50 YEARS.

A photograph of two slices of white bread. The left slice is spread with a thick layer of peanut butter, while the right slice is spread with a thick layer of red jam. Both spreads are uneven and runny, dripping down the sides of the bread. The bread is set against a plain, light-colored background.

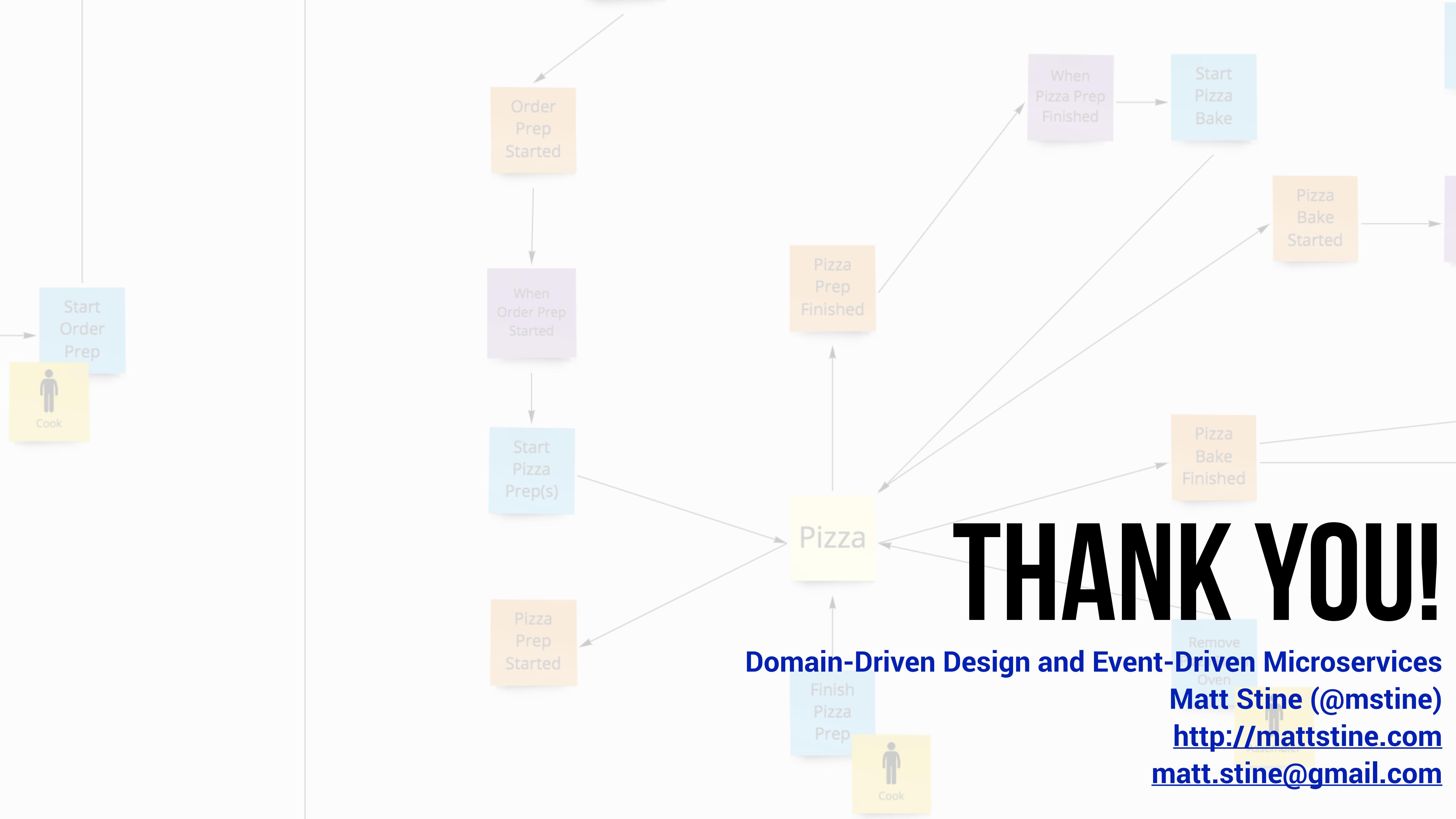
DOMAIN  
MODEL

TECHNICAL  
ARCHITECTURE

A photograph of two slices of white bread. The slice on the left is spread with a thick layer of peanut butter, which has been partially smeared onto the adjacent slice. The slice on the right is spread with a thick layer of red jam. Both slices are resting on a light-colored surface.

DOMAIN  
DRIVEN  
DESIGN

MICROSERVICES



# THANK YOU!

**Domain-Driven Design and Event-Driven Microservices**

**Matt Stine (@mstine)**

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