

Creating Synchronous Communication between ASP.NET Core Microservices



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Overview



Synchronous microservice communication

Exploring a REST microservice architecture built with .NET Core

Communicating with other services

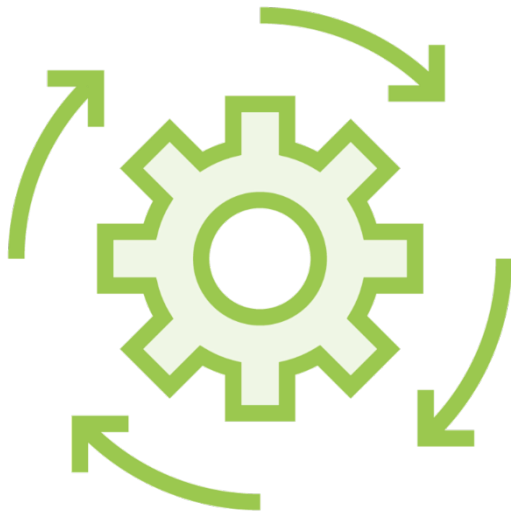
Working with gRPC

Disadvantages of synchronous communication



Synchronous Microservice Communication





No more method calls

Different applications

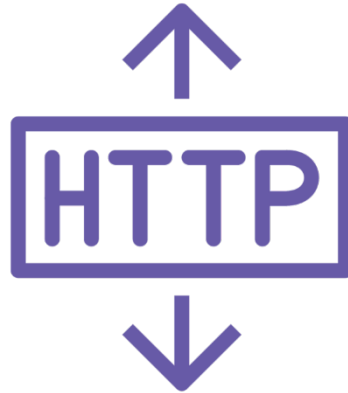
Invoking other service through network call



Synchronous Microservice Communication



No more method calls



Simple protocols



Logic inside the
services

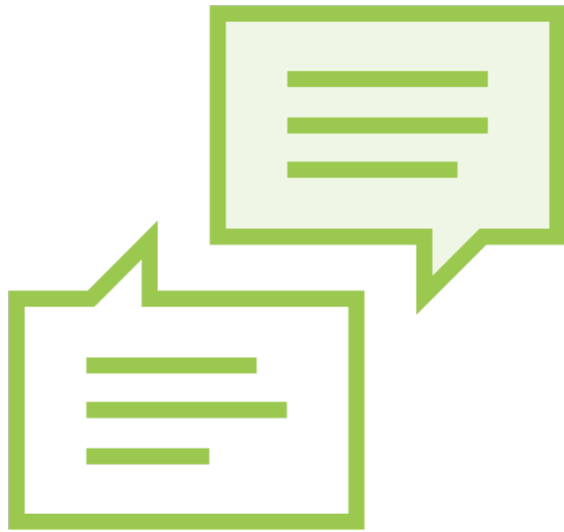


Types of Communication

Synchronous

Asynchronous





Synchronous communication

- Request and response
- Not related to async code

Types Used for Synchronous Communication

REST

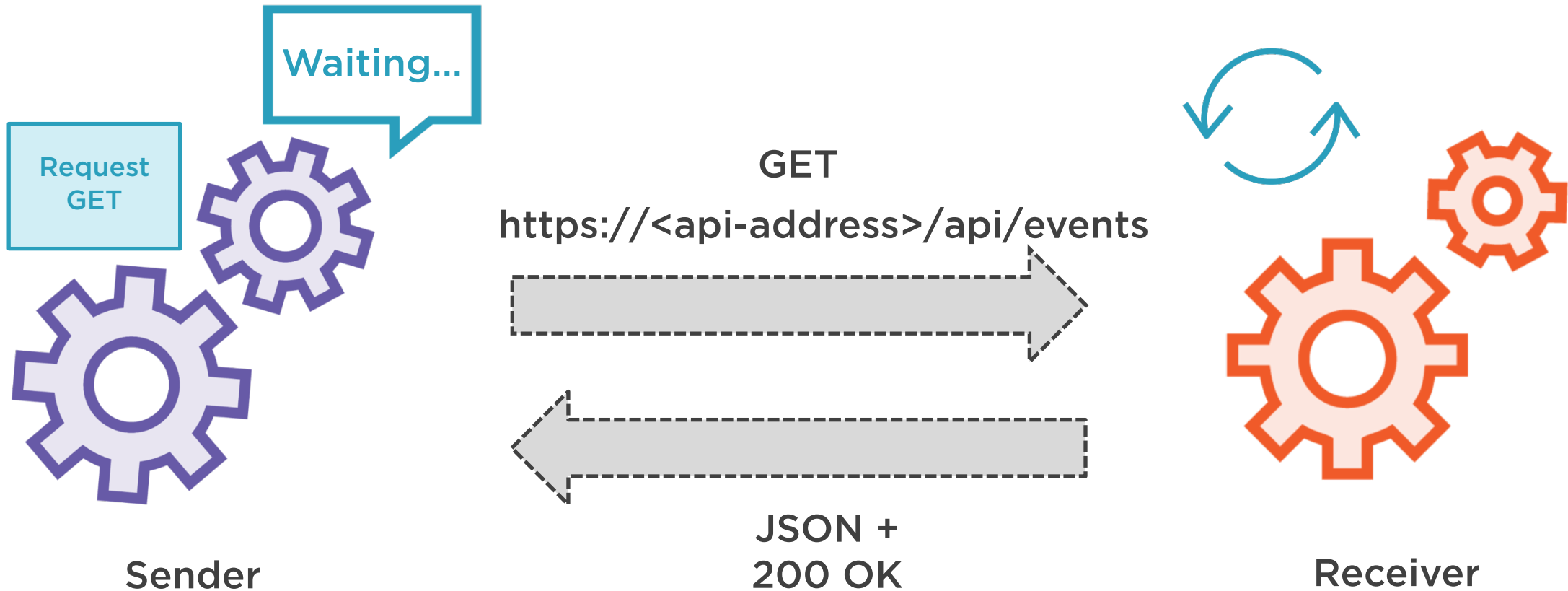
gRPC

SignalR

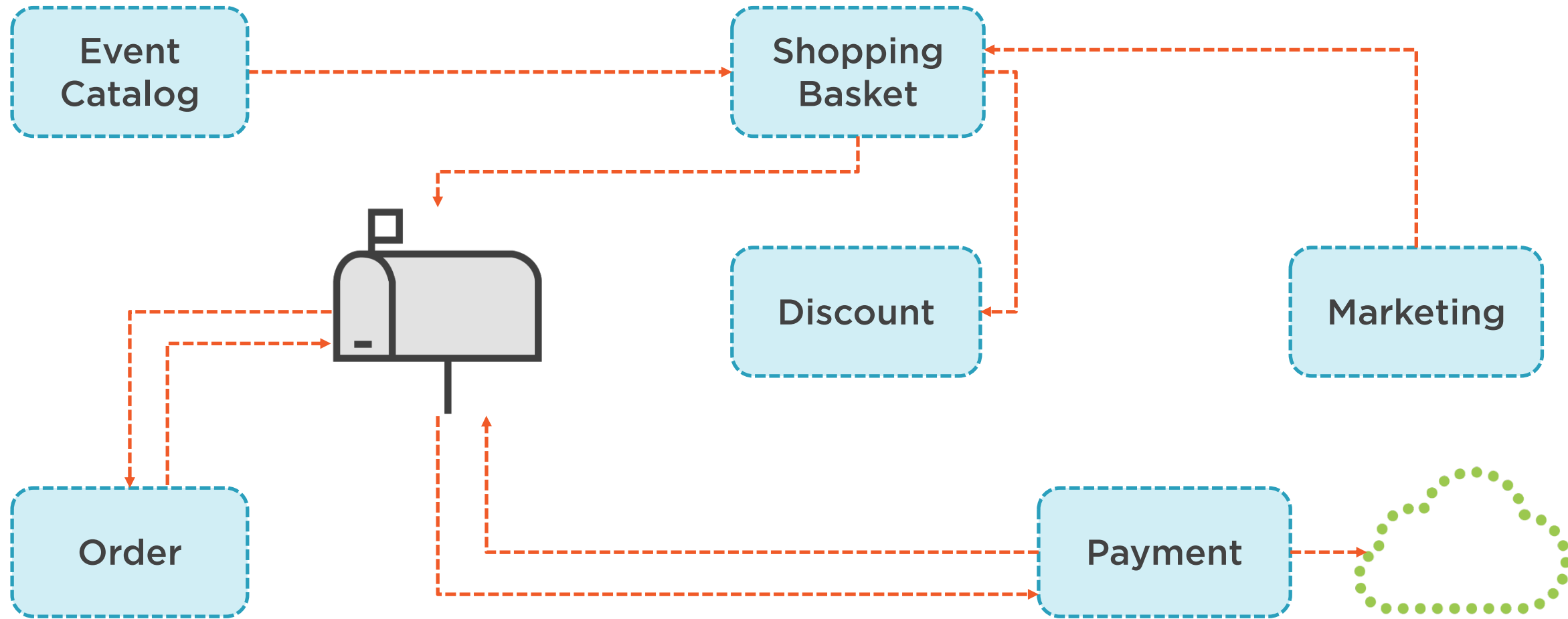
TCP



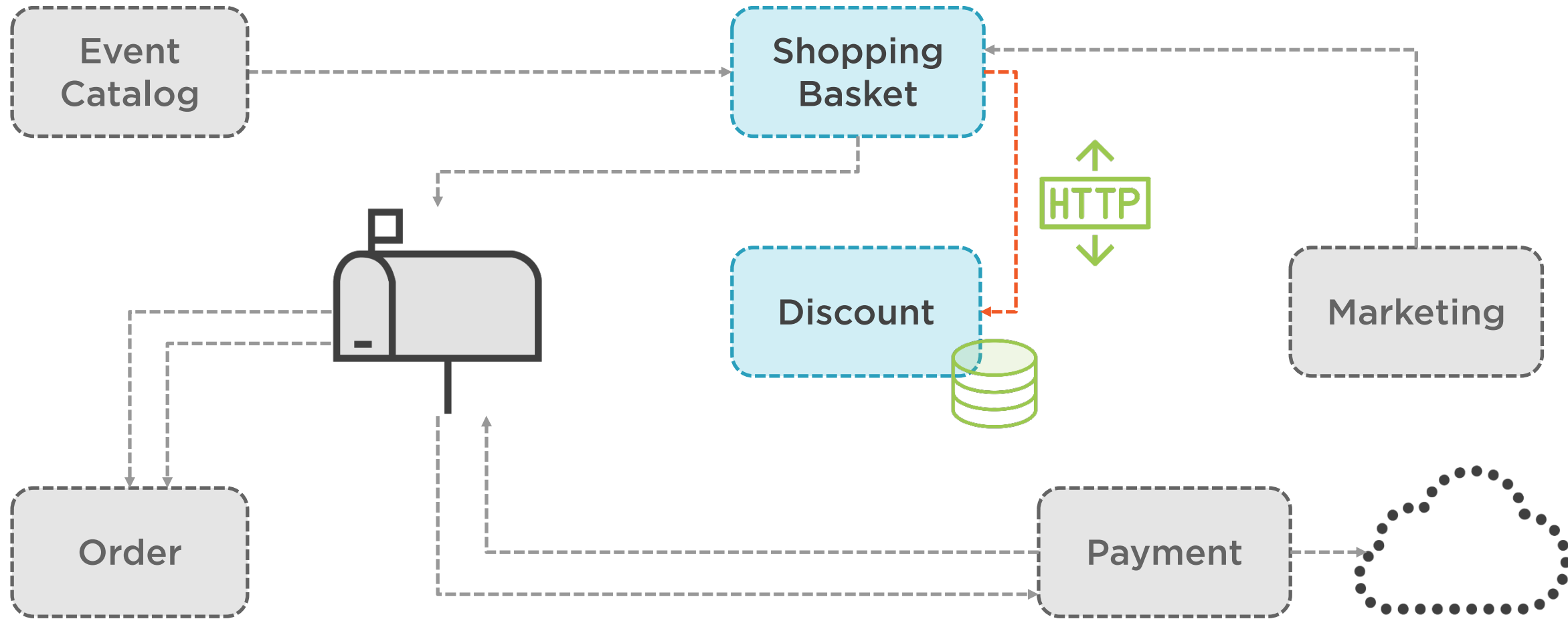
Using REST



Synchronous Communication in GloboTicket



Synchronous Communication in GloboTicket



Demo



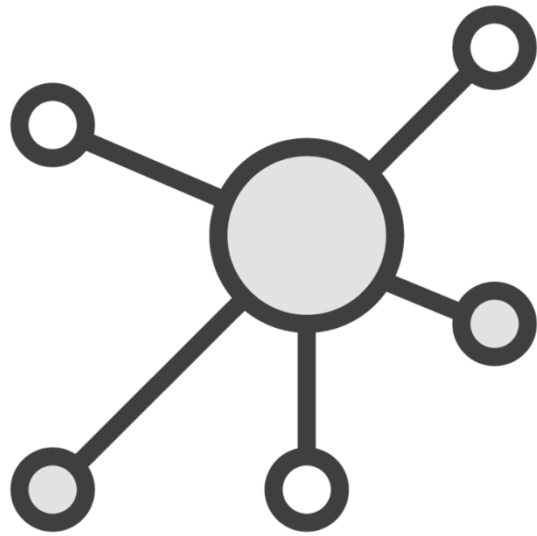
Exploring the synchronous
communication between microservices

Running the application for this module



Exploring a REST Microservice Architecture Built with .NET Core





REST microservice is “just” an API

- ASP.NET Core API

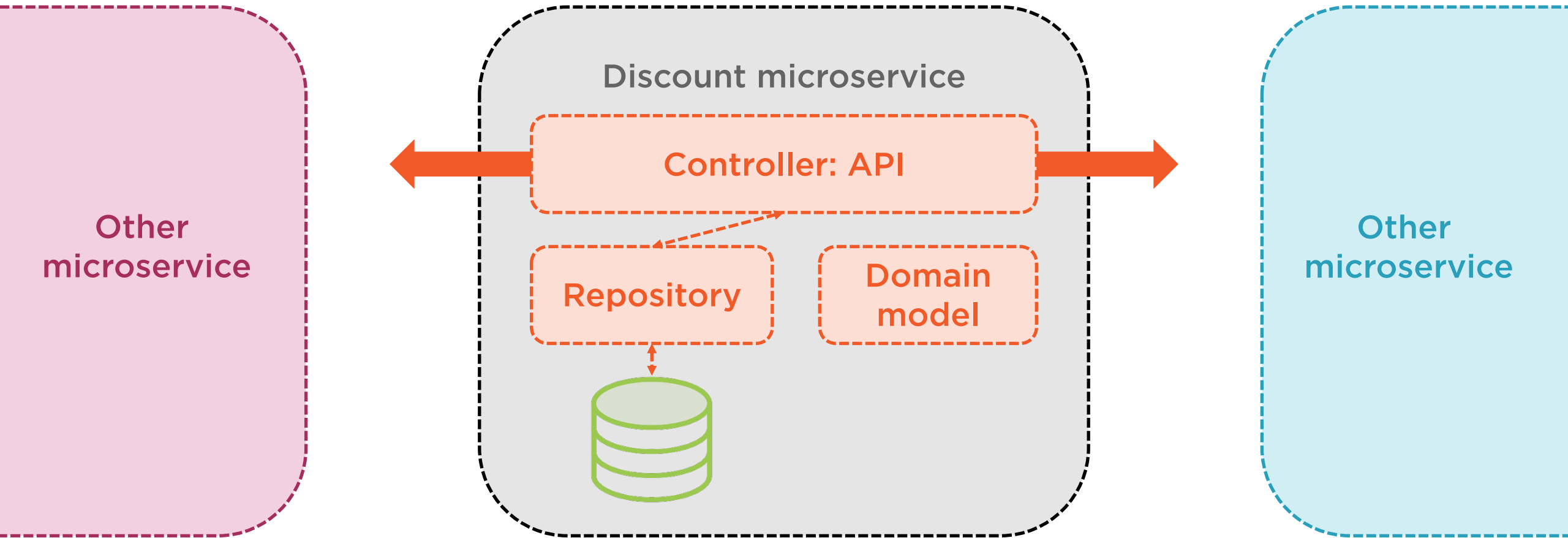
Can be created with every approach

- Internals
- Clean architecture, layered...

Own its data

- Sync of data between services through integration events

ASP.NET Core API



Demo

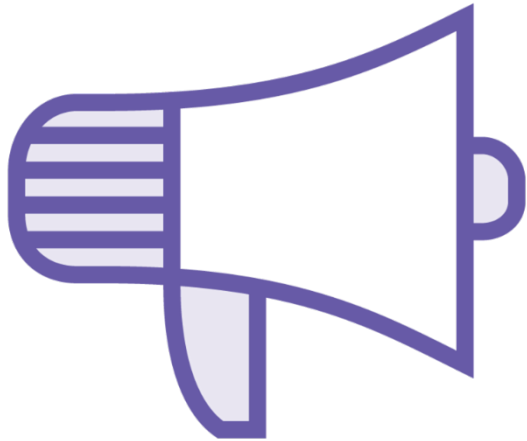


Exploring the Discount Service



**“The DiscountService is ready.
How can we let other teams know about its
functionalities?”**






Adding Swagger

- API description
 - JSON or YAML
- Tooling
 - Swashbuckle

Exposing the Swagger API Contract

 **Swagger**
Supported by SMARTBEAR

Select a definition Discount API V1

Discount API v1 OAS3

/swagger/v1/swagger.json

Discount

GET

/api/discount/code/{code}

GET

/api/discount/{couponId}

GET

/api/discount/error/{couponId}

PUT

/api/discount/use/{couponId}



Demo



Adding Swagger to the discount microservice

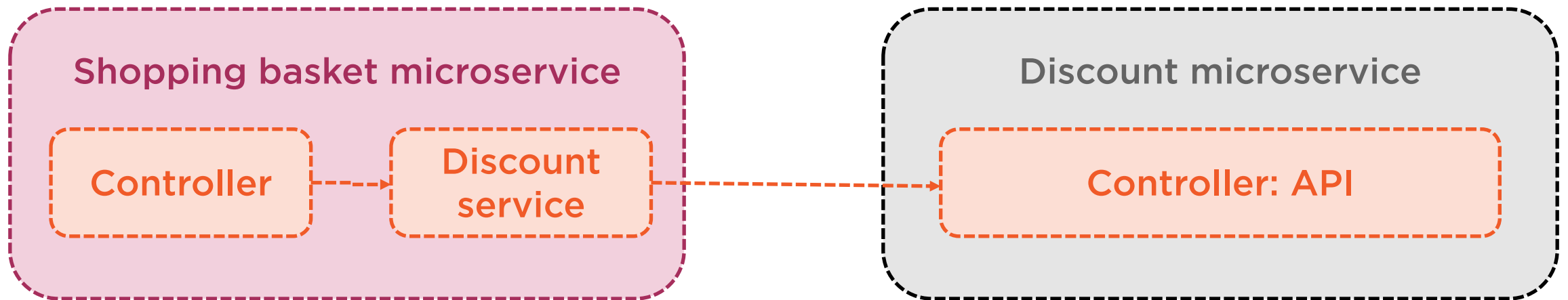
Testing the microservice API



Inter-microservice Communication



Synchronous Microservice Communication



A Synchronous Await Call?

```
public async Task<Coupon> GetCoupon(Guid couponId)
{
    var response = await
        client.GetAsync($" /api/discount/{couponId}");
    return await response.ReadContentAs<Coupon>();
}
```



Demo



Connecting with the Discount Service
from the Shopping Basket Service



Working with gRPC



Using gRPC



RPC framework



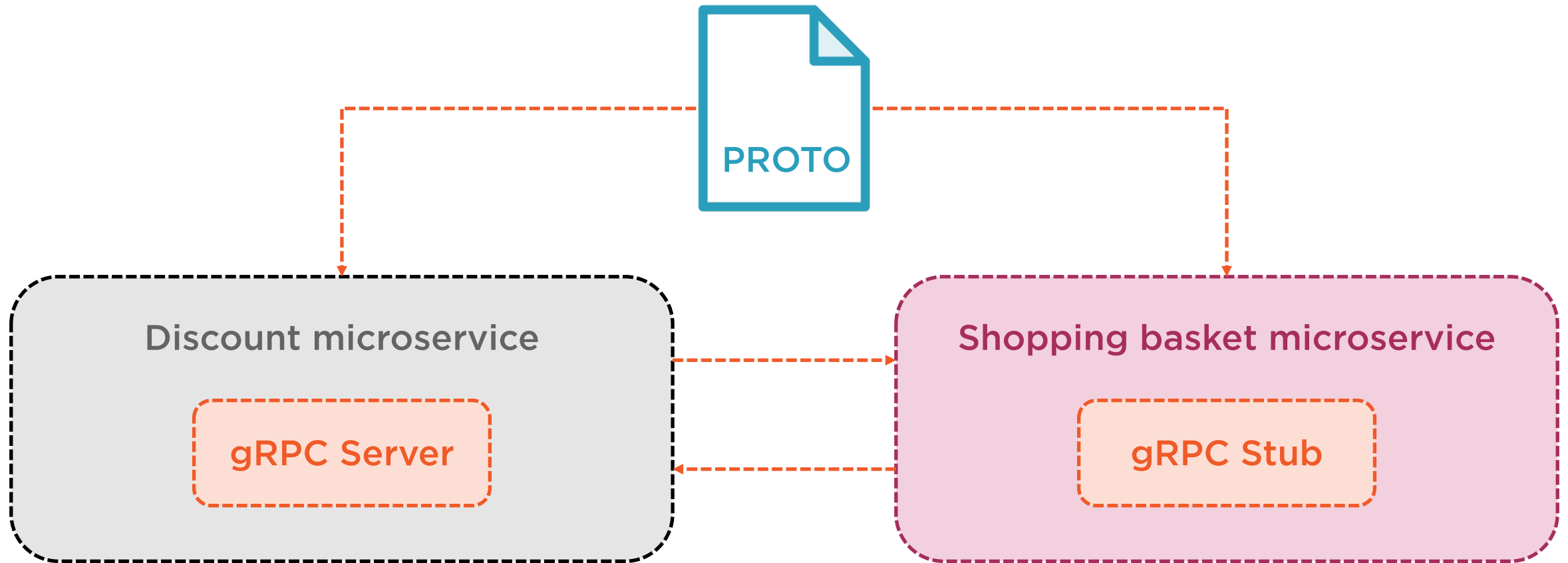
High performance and lightweight



Supported from ASP.NET Core and many other languages



Using gRPC





Based on .proto file

- Contract
- Client and server code generated
- Defines service and messages

Sample .proto File

```
service Discounts {  
    rpc GetCoupon (GetCouponByIdRequest) returns (GetCouponByIdResponse) {}  
}
```

```
message Coupon {  
    string CouponId = 1;  
    string Code = 2;  
    int32 Amount = 3;  
    bool AlreadyUsed = 4;  
}
```



```
public class DiscountsService: Discounts.DiscountsBase
{
    public override async Task<GetCouponByIdResponse>
        GetCoupon(GetCouponByIdRequest request, ServerCallContext context)
        {
            ...
        }
}
```

Exposing the Service Functionality



```
private readonly Discounts.DiscountsClient discountsService;  
  
GetCouponByIdResponse getCouponByIdResponse =  
    await discountsService.GetCouponAsync(getCouponByIdRequest);
```

Calling the gRPC Service



Demo



Exploring the gRPC approach for the Discount Service



Disadvantages of Synchronous Communication



Disadvantages of Synchronous Communication

Tight coupling

**Bottleneck in
system**

**Knowledge in one
place**

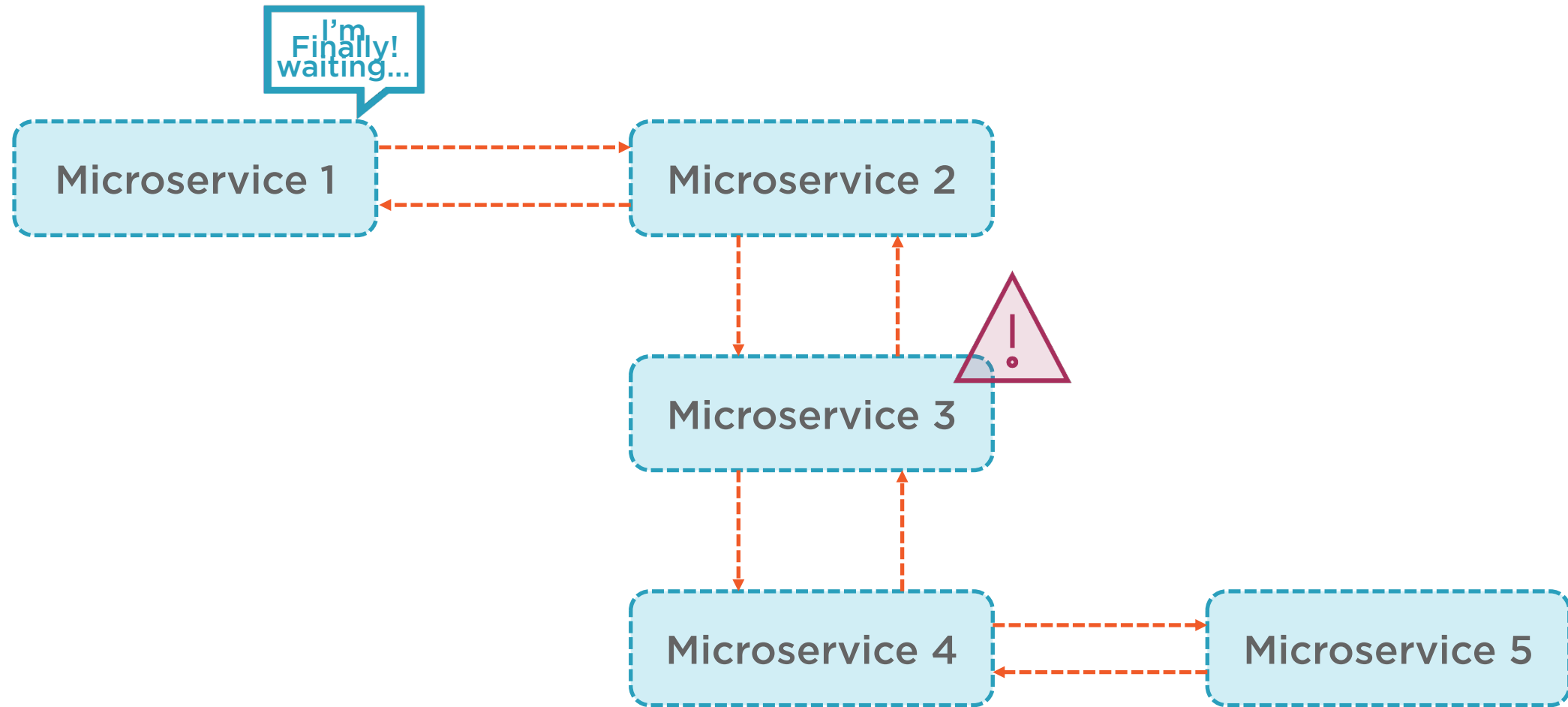
One-to-many

Changes are hard

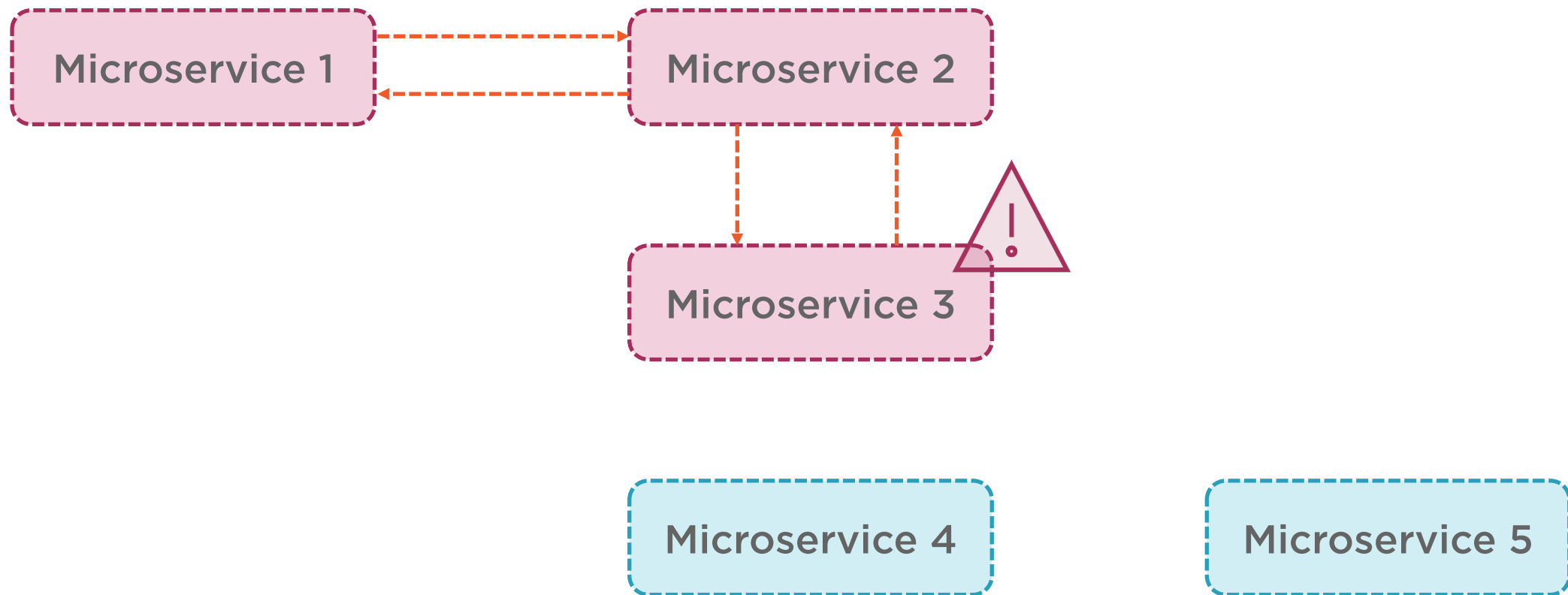
**Errors difficult to
catch**



A Chain of Synchronous Calls



A Chain of Synchronous Calls





How can we solve this?

Asynchronous communication will solve a lot of the issues.



Summary



Synchronous communication uses standard service approach

REST, gRPC work well

Not a perfect fit for all communication in a microservice system





Up next:
Asynchronous service
communication

