Microservices + Software Development Life Cycle

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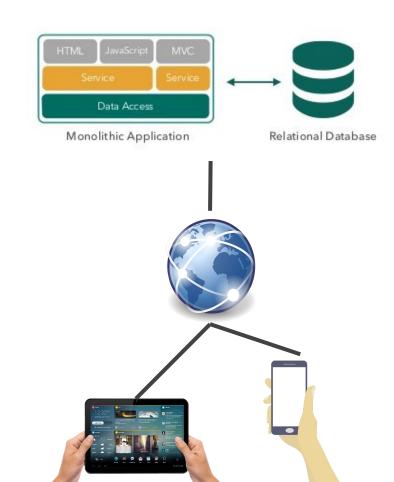
Overview

- Monolithic Architecture
- Microservices Architecture
- Benefits of Microservices
- SDLC Implications
- Tools, Frameworks, Platforms, and Services

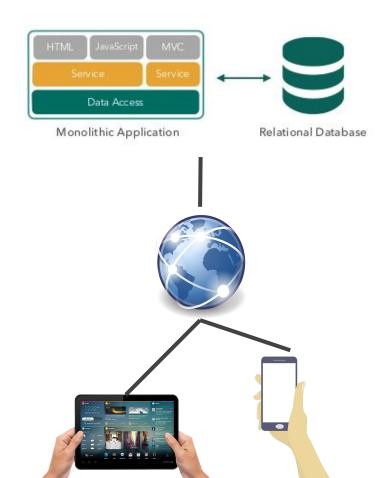
- Web-based enterprise application that supports thousands of users on desktop, mobile.
- Requires application on servers that holds business rules, data, etc.



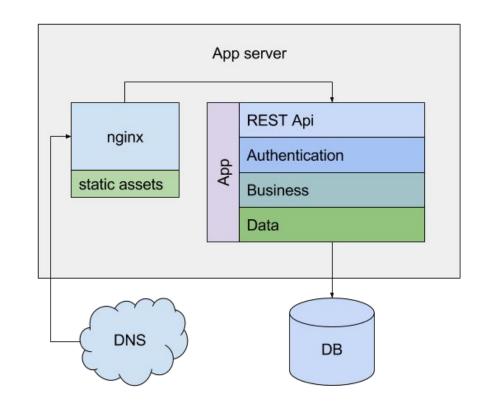
- Monolithic formed of a single large block of stone.
- Application all in one place (server).
- 1. Users requests website via http.
- 2. Server picks up request and sends back html/js/css.
- 3. Any additional requests are processed by same server.

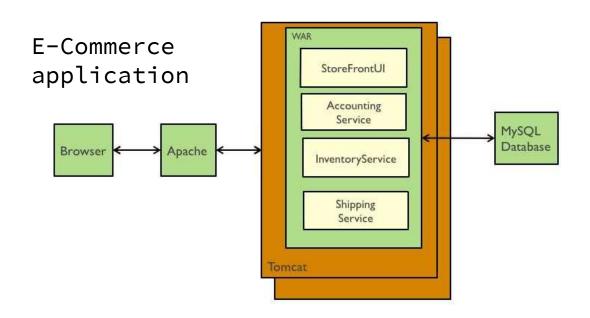


- + Easy deployment
- + Easy and fast development
- Tight coupling
- Single point of failure
- Hard to scale independent services



- Server contents
 - Nginx http
 - Static assets
 - App binaries
- Example app services
 - Authentication
 - Business
 - Data
 - O API





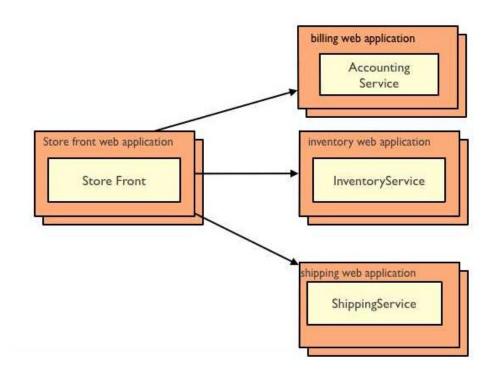
Apache - HTTP Server Tomcat - Serverlet container

- Process requestsvia Java Serverlet
- Dynamic content
- Java runtime environment

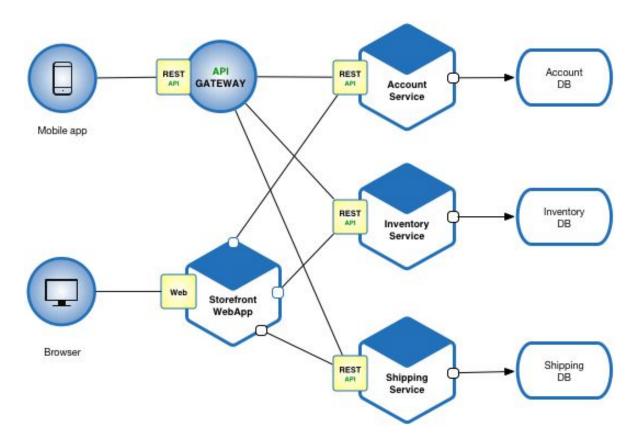
Web Application
Resource (WAR) - File
format

Contains JAR,
 JavaServer Pages
 (JSP), Java
 Serverlets, Java
 classes, XML, etc.

- Microservices break into smaller processing units
- Application spread out into many serving environments
 - Application is the microservices communicating with each other

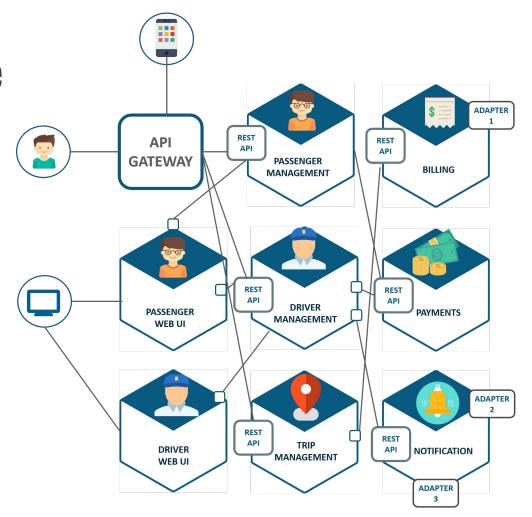


- Separate concerns
 - Decoupled & modular
 - Mobile & Browser
- Glued together by REST API



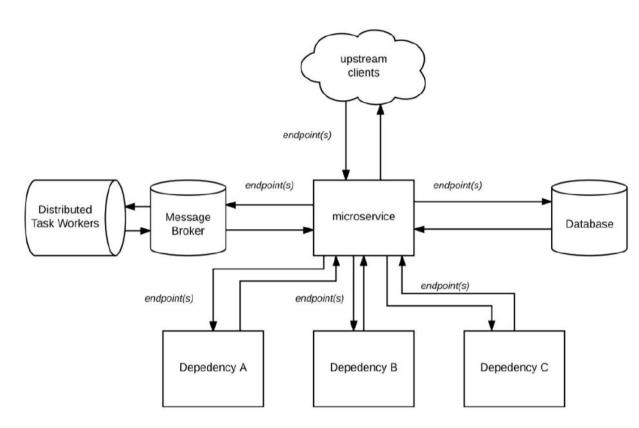
Another Example - Ridesharing application

- Decoupled = Web & Mobile
- Each services only does one thing
- Application consists of inner-microservices communication

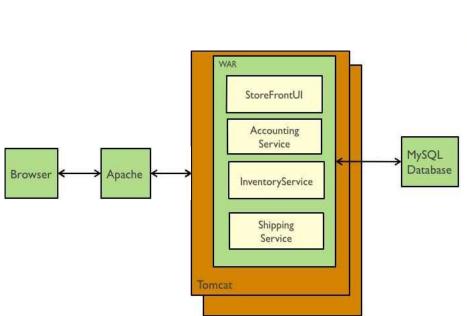


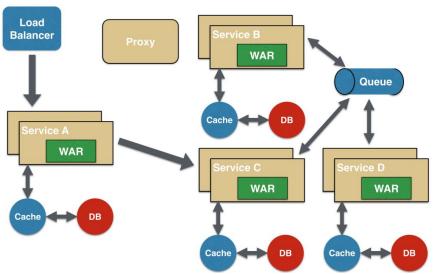
Detailed look

- Message Broker (queue, pubsub,etc)
- Task workers
- All communication via endpoints



Microservices

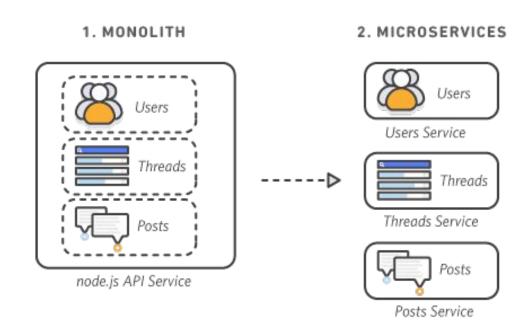




Benefits of Microservices

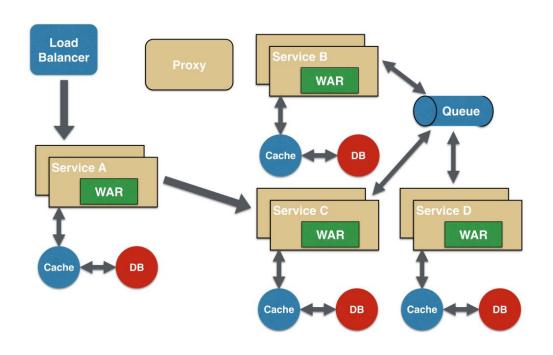
Social media app example

- Services are independently managed
- Each has specific job
- Fault doesn't crash all of app



Benefits of Microservices

- Independently
 - deployable
- Specialized languages (performance)
- Better organized (one job)
- Decoupled



Software Development Lifecycle (SDLC) Implications

Purely Monolithic

```
Single long SDLC (1 per application)
```

Traditional techniques

Purely Microservices

Distributed SDLCs (1 per feature)

Favors AGILE workflows

Separate independent lifecycle per function in MSs

Creation, Release, Monitoring, Depreciation

Extra overhead due to microservices:

Maintaining security

Integration testing + Designing for failure

Monitoring/operational overhead

Ensuring consistency

Additional overhead in microservices can result from:

Diminished code reuse

Addition of multiple languages can also affect this

Interdependent/coupled microservices

Expanding service boundaries (ex. where should new logic live?)

Overhead of Monolith SDLCs

Heavy documentation needed

Time to facilitate changes

Difficulty adding new developers

Tests need deployment of full stack



Benefits of Microservice SDLCs

Overall reduction of overhead at scale

Faster in organized large teams

Benefits of Monolith SDLCs

Reduction of operational overhead

Easier in general, especially for small teams

Mixed approaches are possible too!

Needs: Gateway

Automated deployment

Accessible endpoints (eg Service Discovery)

Events

Devops needs:

Logging

Config Management

Monitoring







More robust tools are needed for MS based apps

Containers

Docker

CoreOS Rocket

Container Orchestration

Docker Swarm

Kubernetes



Work for both Microservices and Monoliths

Example Frameworks

Dropwizard

Vertx

Spring Boot

Restlet

Serverless/Anonymous

Serverless Microservices

(PaaS Providers: Amazon, Azure, Google, IBM)

+ Serverless Monitoring Tools

(Dashbird, IOPipe, DataDog)

Not possible with Monoliths

Q & A