

MICROSERVICES WITHOUT SPRING

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Chapter 1. Problem Solving

Chapter 2. What is Software

Chapter 3. Components and Patterns

Chapter 4. Value Success and Failure

Chapter 5. Principles over Frameworks

Chapter 6. Building a Compute Engine

Chapter 7. Simple enables Complex

Chapter 8. Living Documentation

Chapter 9. Spring Framework is Good

Chapter 10. Delivering Compute to the Globe

Chapter 11. Assurance and Testing

Chapter 12. Team Dynamics