Miro-services, module, modularity

A software developer develops an application then he must think about the future of the softawer, it depends on the developer scope of view.if the developer is breave, he develop his application for the long term and it has to be.so in that space that product development space relly turns to module, module systems modularity as aprinciple to help the developer to achive.modularity helps to do such things.modularity is abit more concrete in the scope of software-development.there are three tentes of modularity theat the developer must keep in mind when he thinking about software development. The first one is all about strong and capsulation, these two are all about hiding staff.when the developer thinks about hiding, it has to be seted, because all components musnt hide, also the developer must contians some api’s , contract service, definations that are explicitly defined. <strong>it doesn’t only apply to library development this also applies to the large applications, so these well-defined interfaces allows thses modules that have strongly encapulated parts to still work together in a usefull way. The last one is explicit dependencies, if the developer of creating modules that have encapulated parts and that publicly exported api’s then the developer end up with an application that consists of small parts.

Modularity is the ultimate agile tool because if there is module and modular part in the system

It means thart the developer can easily replace internal so the developer can replace iplementaions as long as the developer adhere to these well-defined interfaces.