

# **Refactoring your Java EE applications using Microservices and Containers**

Arun Gupta

Vice President, Developer Advocacy

@arungupta, blog.arungupta.me

[arun@couchbase.com](mailto:arun@couchbase.com)



O'REILLY®

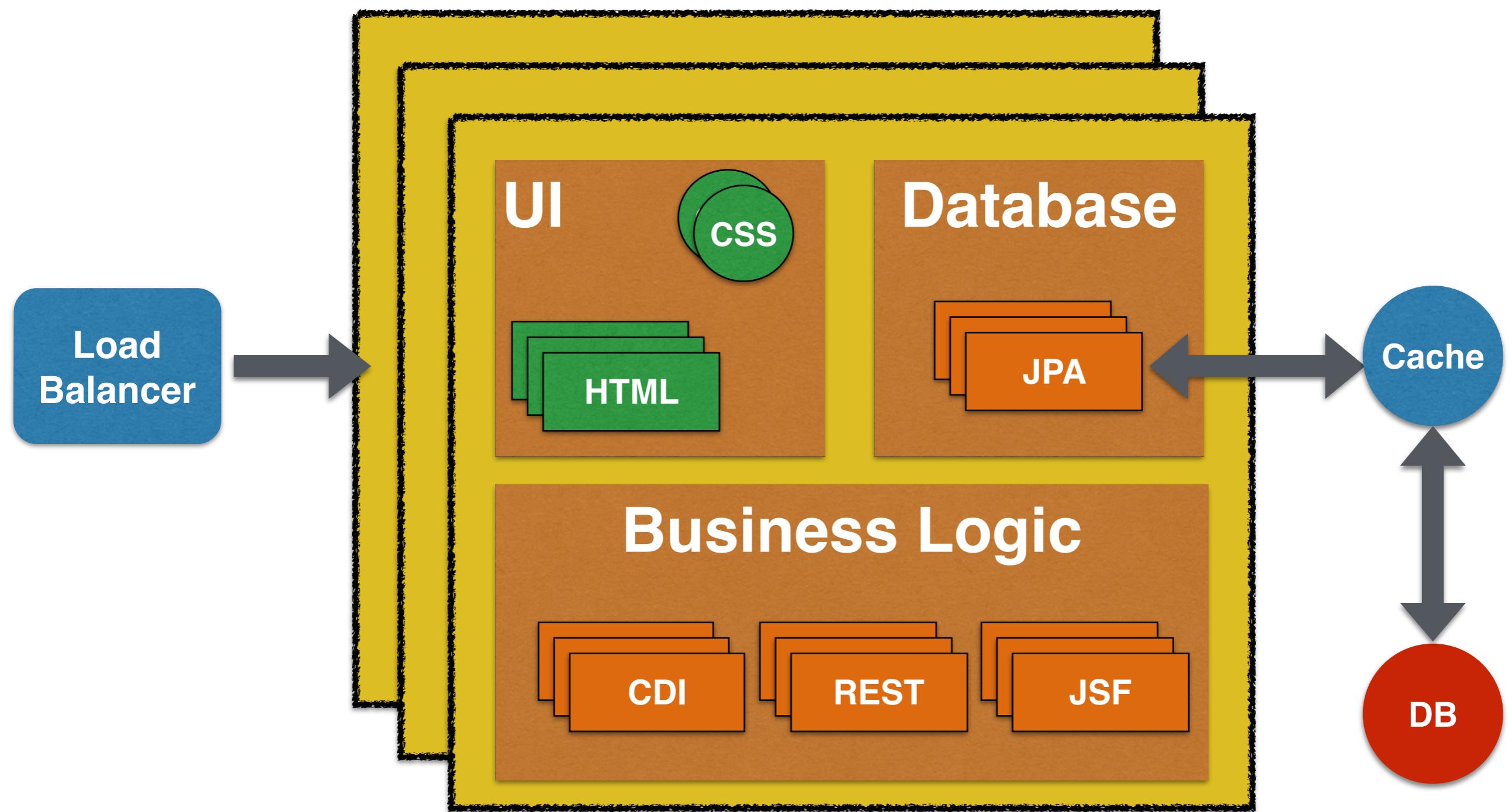
A detailed black and white illustration of a spiny lizard, specifically a horned lizard, resting on a purple rectangular background. The lizard has a textured, scaly body with several prominent spines along its back and tail.

# Minecraft Modding with Forge

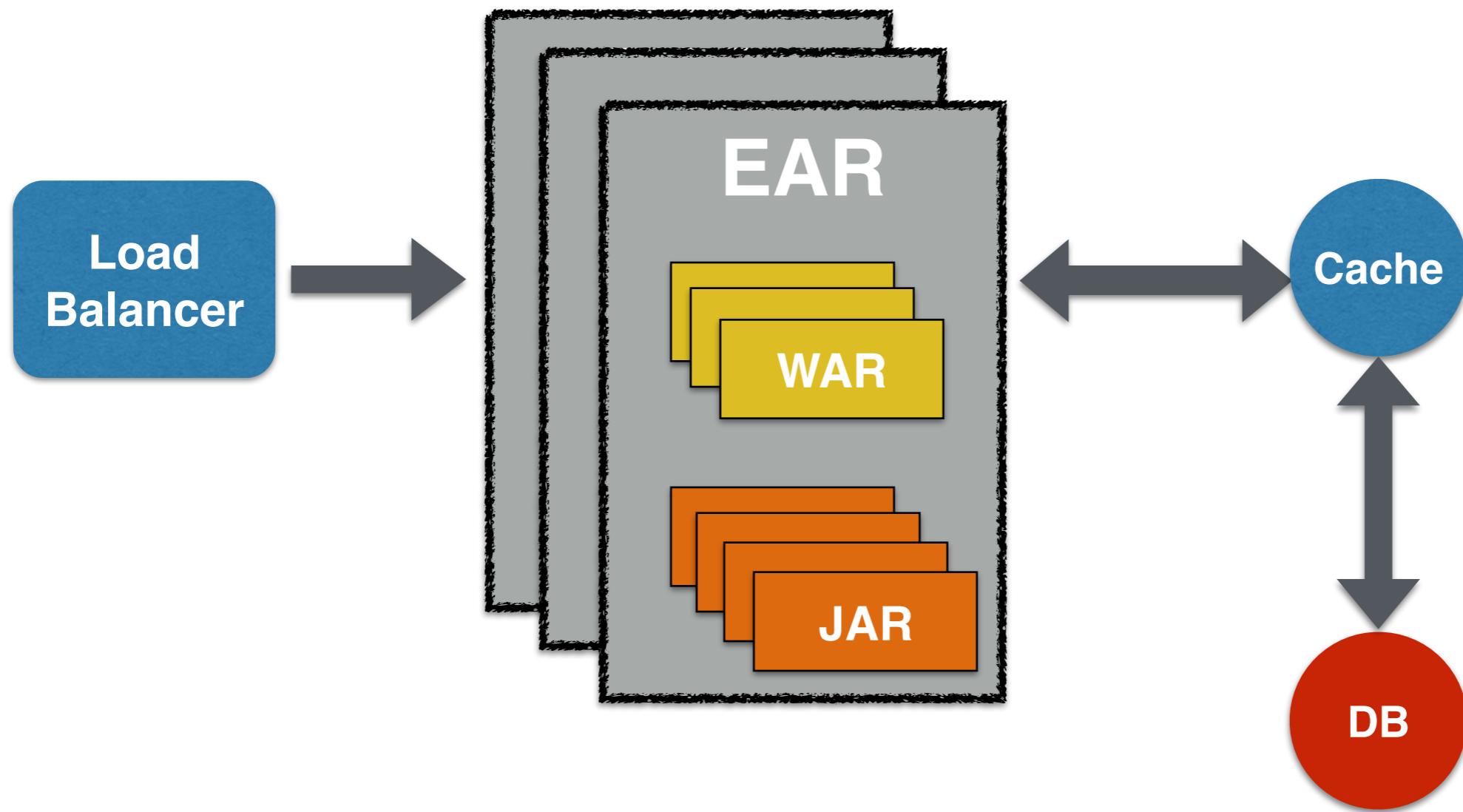
A FAMILY-FRIENDLY GUIDE TO BUILDING FUN MODS IN JAVA

Arun Gupta & Aditya Gupta

# Monolith Application



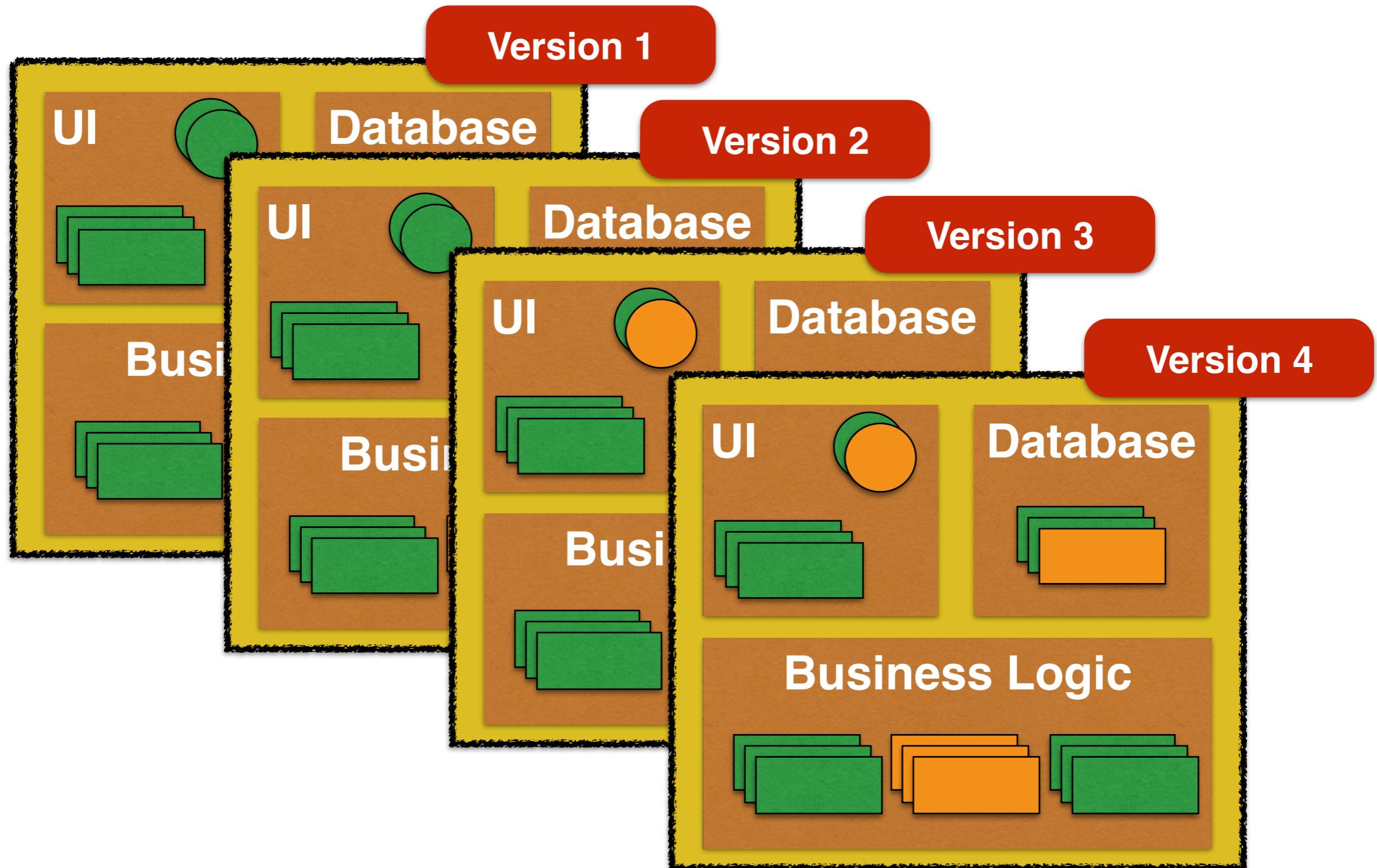
# Monolith Application



# Advantages of Monolith Application

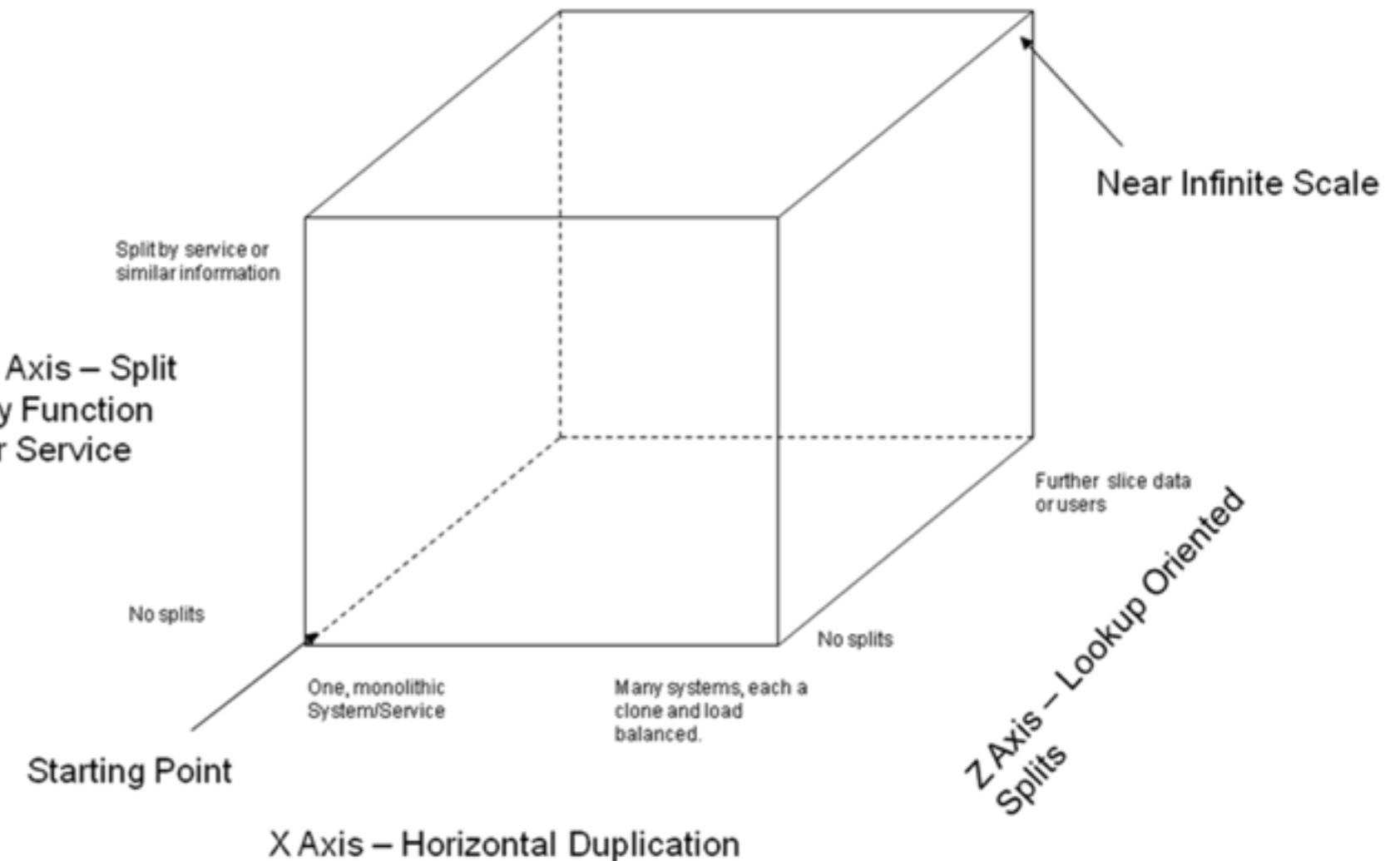
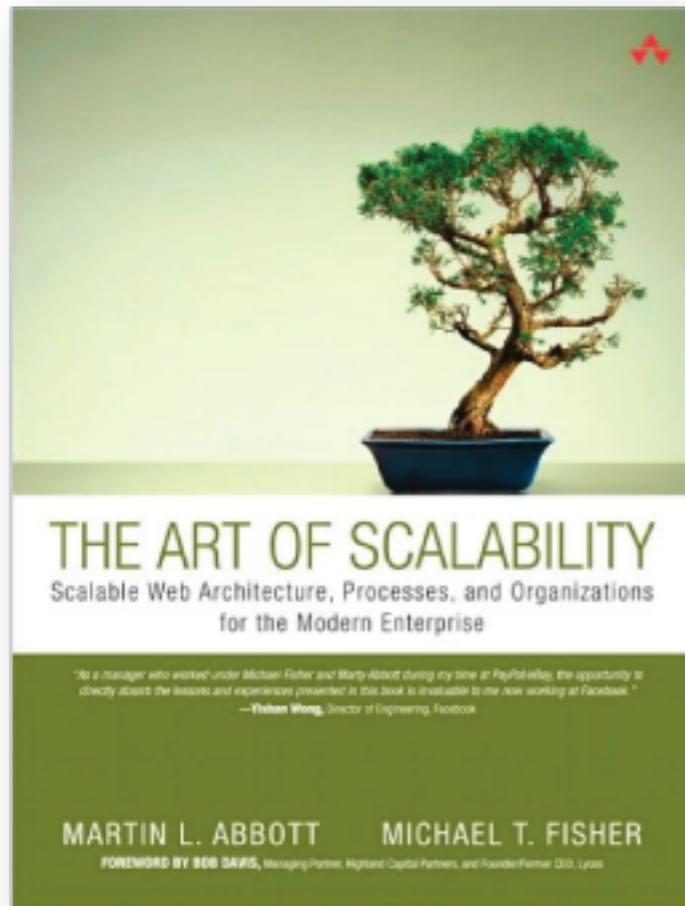
- Typically packaged in a single .ear
- Easy to test (all required services are up)
- Simple to develop

# Monolith Application



# Disadvantages of Monolith Application

- Difficult to deploy and maintain
- Obstacle to frequent deployments
- Makes it difficult to try out new technologies/ framework

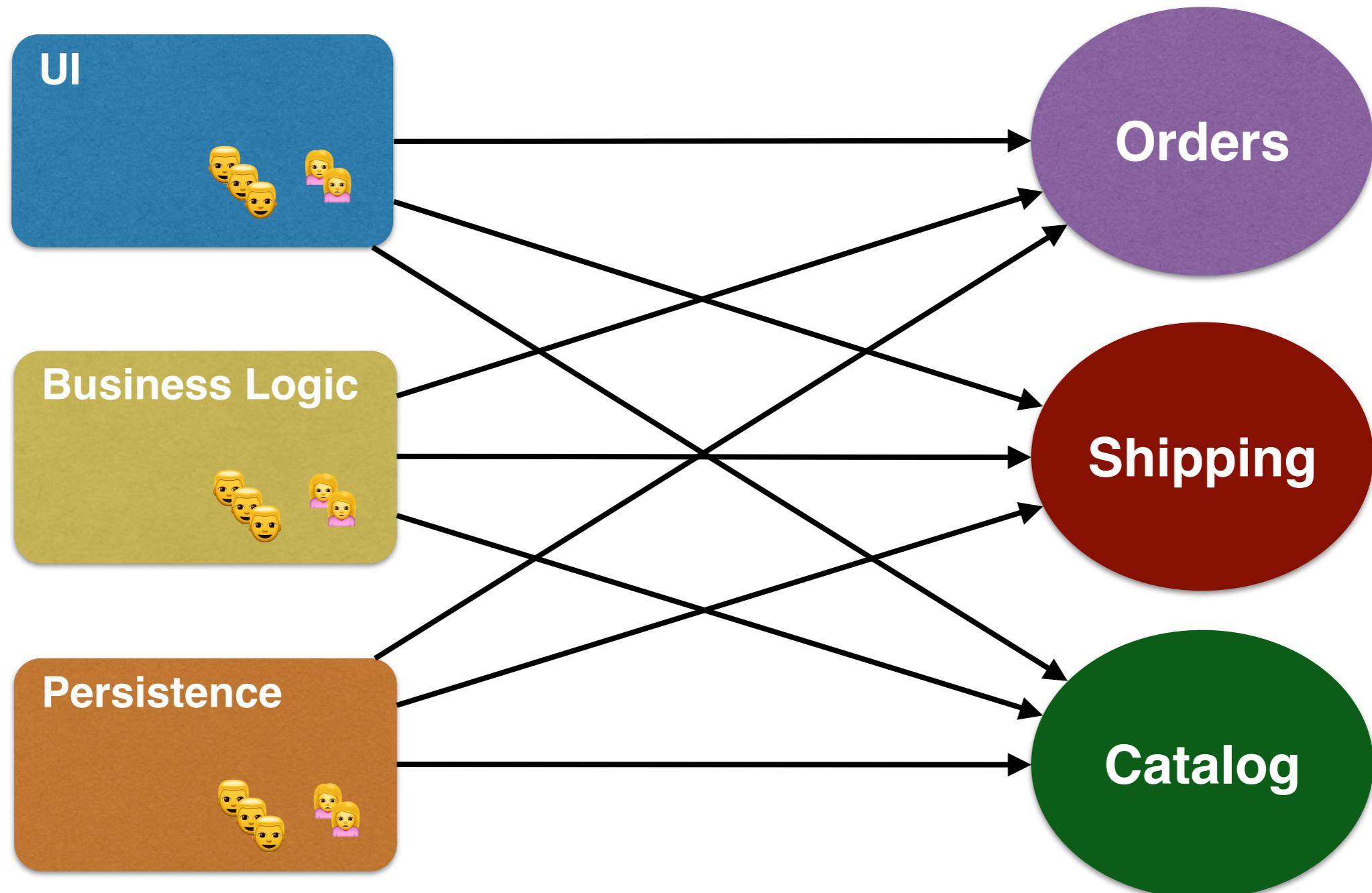


An ***architectural approach***, that emphasizes the ***decomposition of applications*** into ***single-purpose, loosely coupled*** services managed by ***cross-functional teams***, for delivering and maintaining ***complex software systems*** with the velocity and quality required by today's ***digital business***

I DONT ALWAYS  
BUILD EVERYTHING



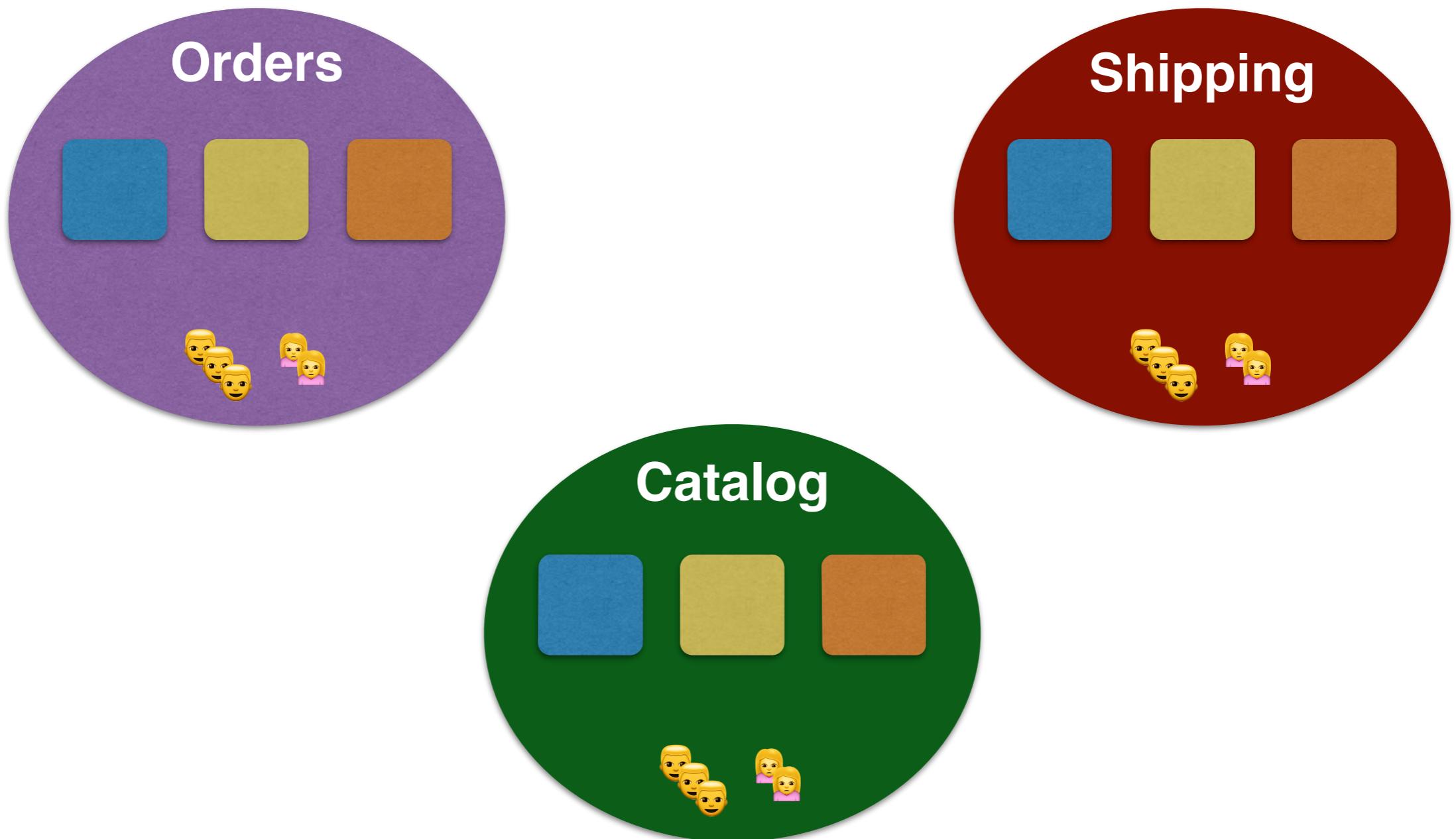
imgflip.com



*“Any **organization** that designs a system  
(defined more broadly here than just information  
systems) will inevitably produce a design whose  
structure is a **copy of the organization's  
communication structure.**”*

–Melvin Conway

# Teams around business capability



# Single Responsibility Principle

DO  
1  
THING

# Explicitly Published interface



# Independently replaceable and upgradeable





With great  
power, comes great  
responsibility



“you build it, you run it!”

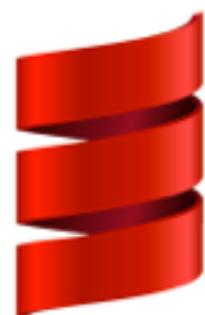
# Designed for failure



*Fault tolerance is a requirement, not a feature*



# Characteristics



Scala



ORACLE  
D A T A B A S E



PostgreSQL



Couchbase



redis



cassandra

# 100% automated

WELLS FARGO

Bill Pay Overview Payments Payees eBills Reports Notices User Profile

**Bill Pay Overview**

Make Payment

Note: Delivery time for payment varies by payee. See number of business days in Send On column.

Payee	Pending Payment	Last Paid	Amount	Send On
AMERICAN EXPRESS	\$2,053.50	\$1,349.93	\$ [ ]	mm/dd/yyyy 3 Business Days
BANK OF AMERICA <small>eBill</small> Receiving eBills <a href="#">View eBill</a>	\$198.80	\$92.17	\$ [ ]	mm/dd/yyyy 3 Business Days
BANK ONE / FIRST	\$55.00	\$55.00	\$ [ ]	mm/dd/yyyy 3 Business Days
CHARLES SCHWAB			\$ [ ]	mm/dd/yyyy 5 Business Days
CITIBANK VISA <small>eBill</small> Pending activation	\$63.50	\$198.80	\$ [ ]	mm/dd/yyyy 5 Business Days
DIRECT TV <small>eBill</small> Activate eBills		\$63.50	\$ [ ]	mm/dd/yyyy 3 Business Days
SBC-PACIFIC BELL		\$45.80	\$ [ ]	mm/dd/yyyy 5 Business Days
SPRINT PCS <small>eBill</small> Activate eBills	\$49.78	\$63.50	\$ [ ]	mm/dd/yyyy 5 Business Days
SFPUC-WATER DE			\$ [ ]	mm/dd/yyyy 3 Business Days
WF HOME MORTGAGE		\$1,349.93	\$ [ ]	mm/dd/yyyy 5 Business Days

**Help**

[Unviewed Notices](#) (2)  
[Unpaid eBills](#) (3)  
[Pending Payments](#) (6)

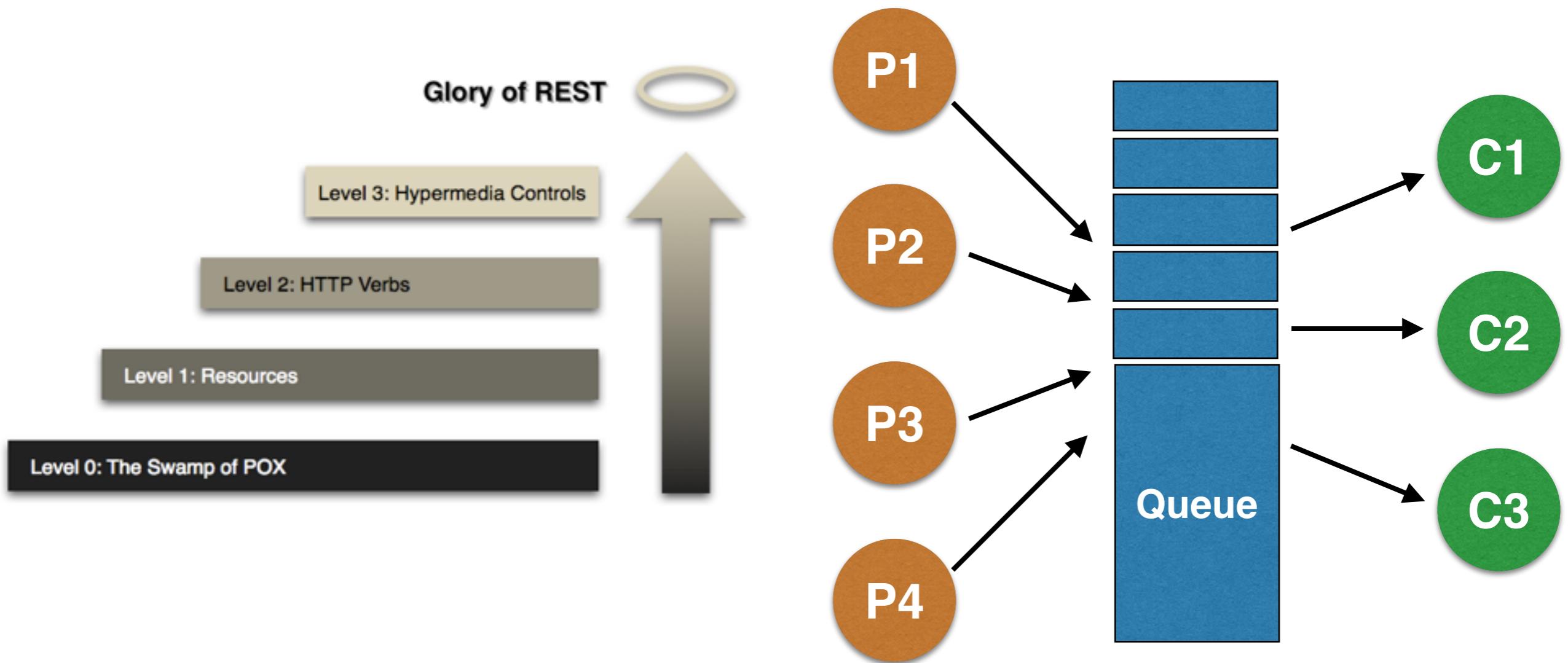
**Make Payment**

Home | Locations | Contact Us | Open Account | Sign Off  
© 2001-2005 Wells Fargo. All rights reserved.

# Sync or Async Messaging



# REST vs Pub/Sub



# “Smart endpoints Dumb pipes”



# SOA

- SOA 2.0
- Hipster SOA
- SOA done right
- SOA++

# SOA 2.0?



Arun Gupta  
@arungupta

- Conway's Law
- Service Discovery
- Immutable VM

Microservices = SOA -ESB -SOAP -  
Centralized governance/persistence -  
Vendors +REST/HTTP +CI/CD +DevOps  
+True Polyglot +Containers +PaaS WDYT?



RETWEETS FAVORITES  
**72** **63**



5:07 PM - 27 May 2015

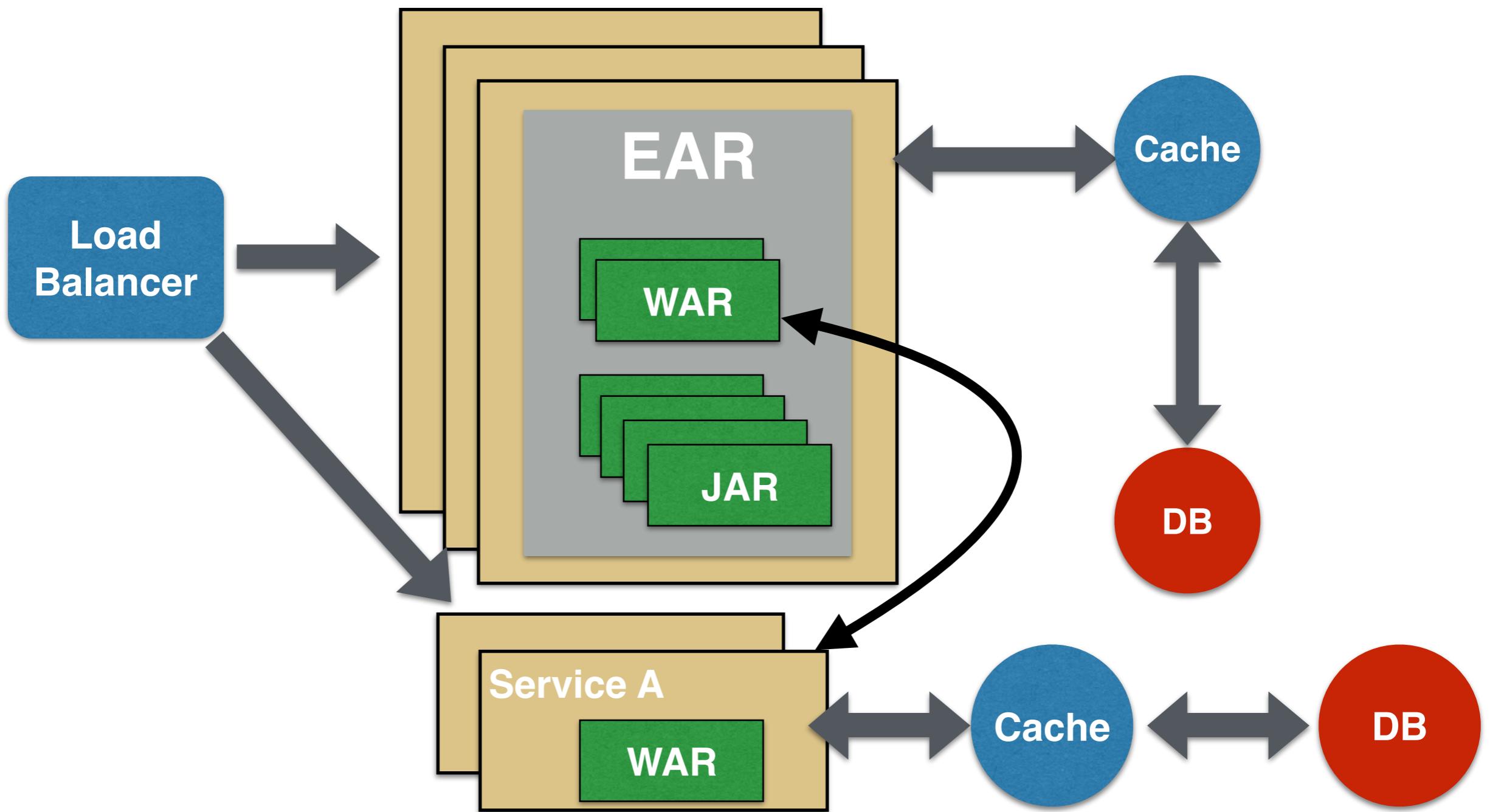
# Strategies for decomposing



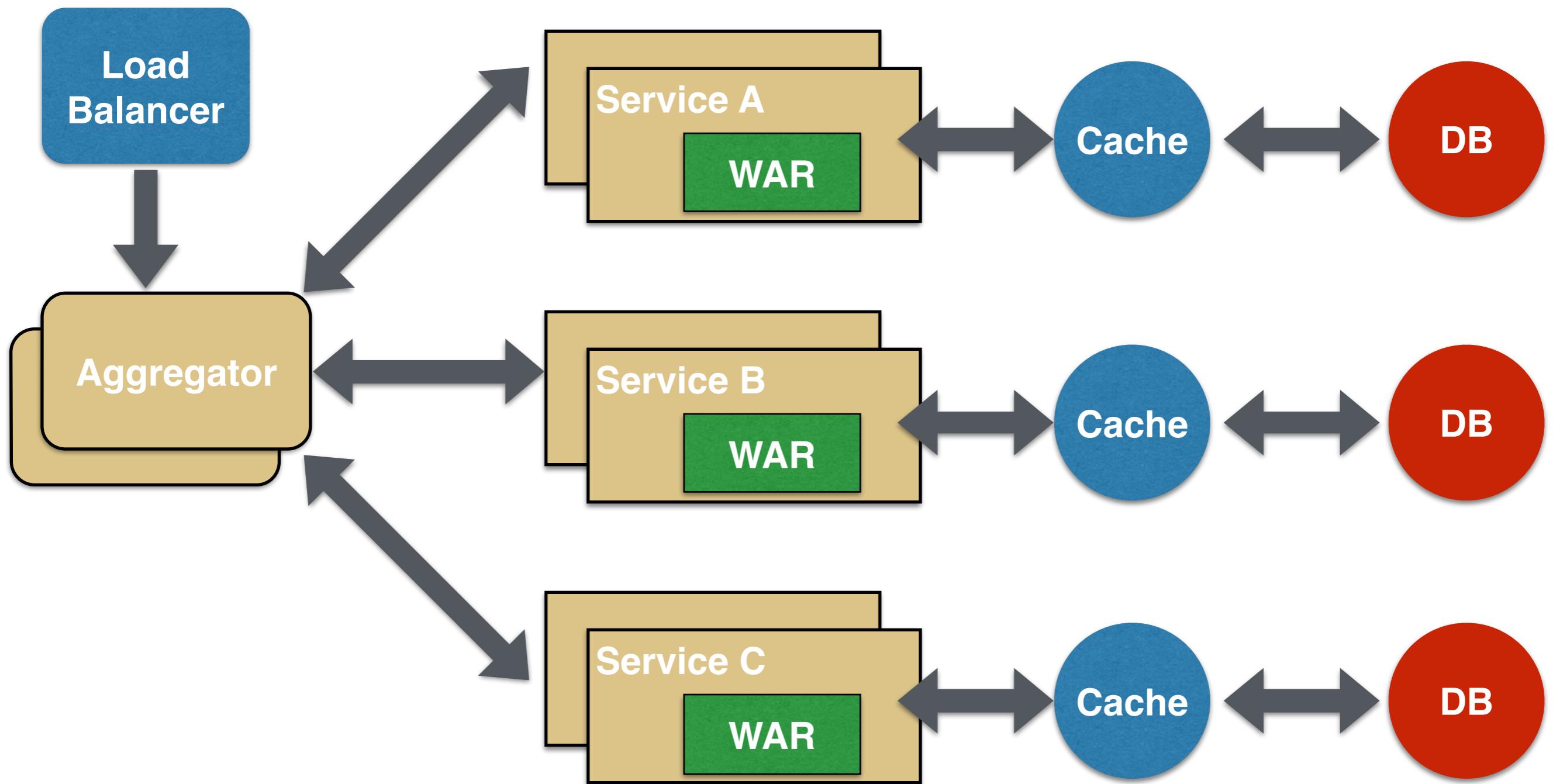
# Strategies for decomposing

- Verb or usecase - e.g. Checkout UI
- Noun - e.g. Catalog product service
- Single Responsible Principle - e.g. Unix utilities

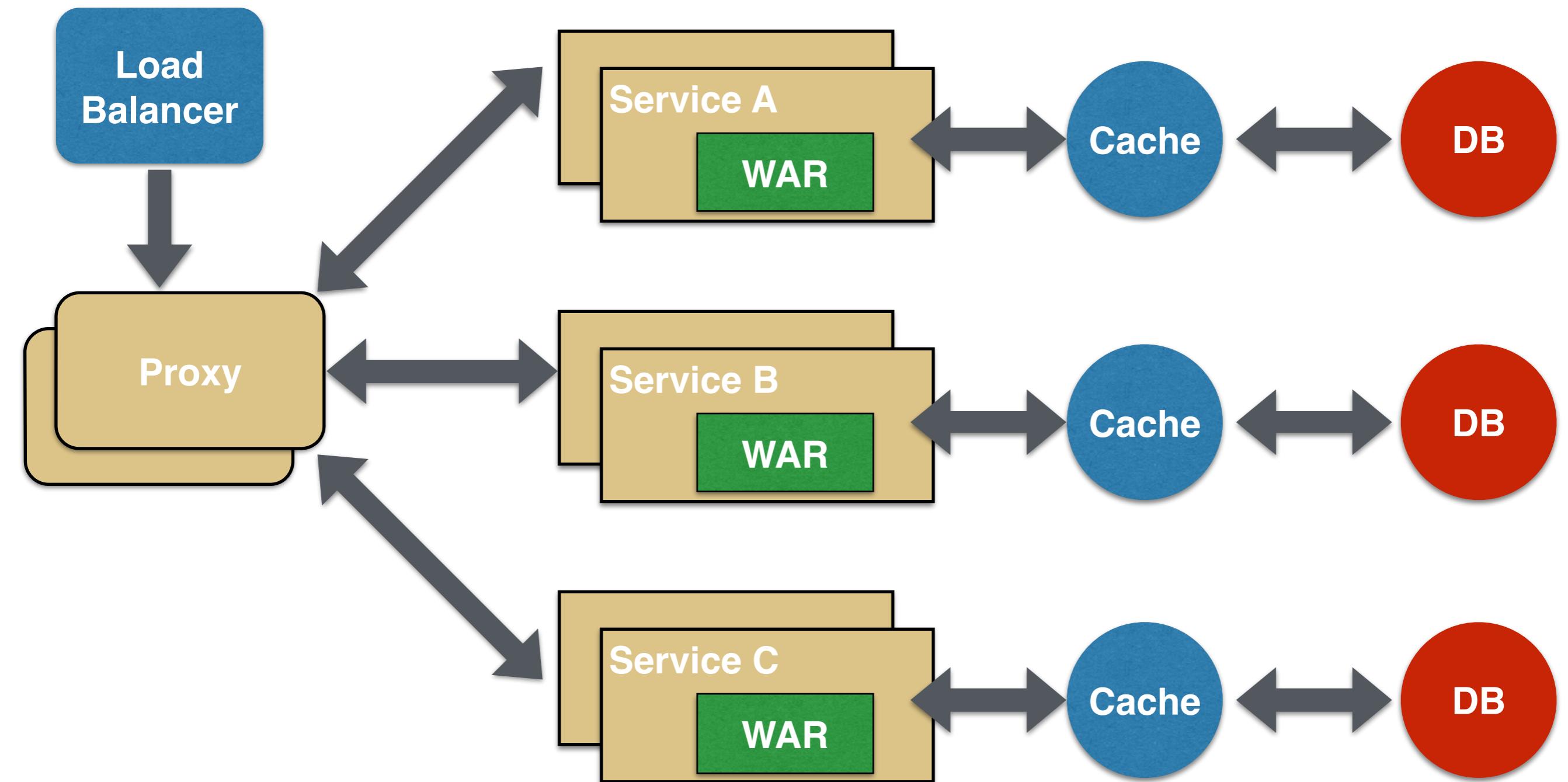
# Towards microservices



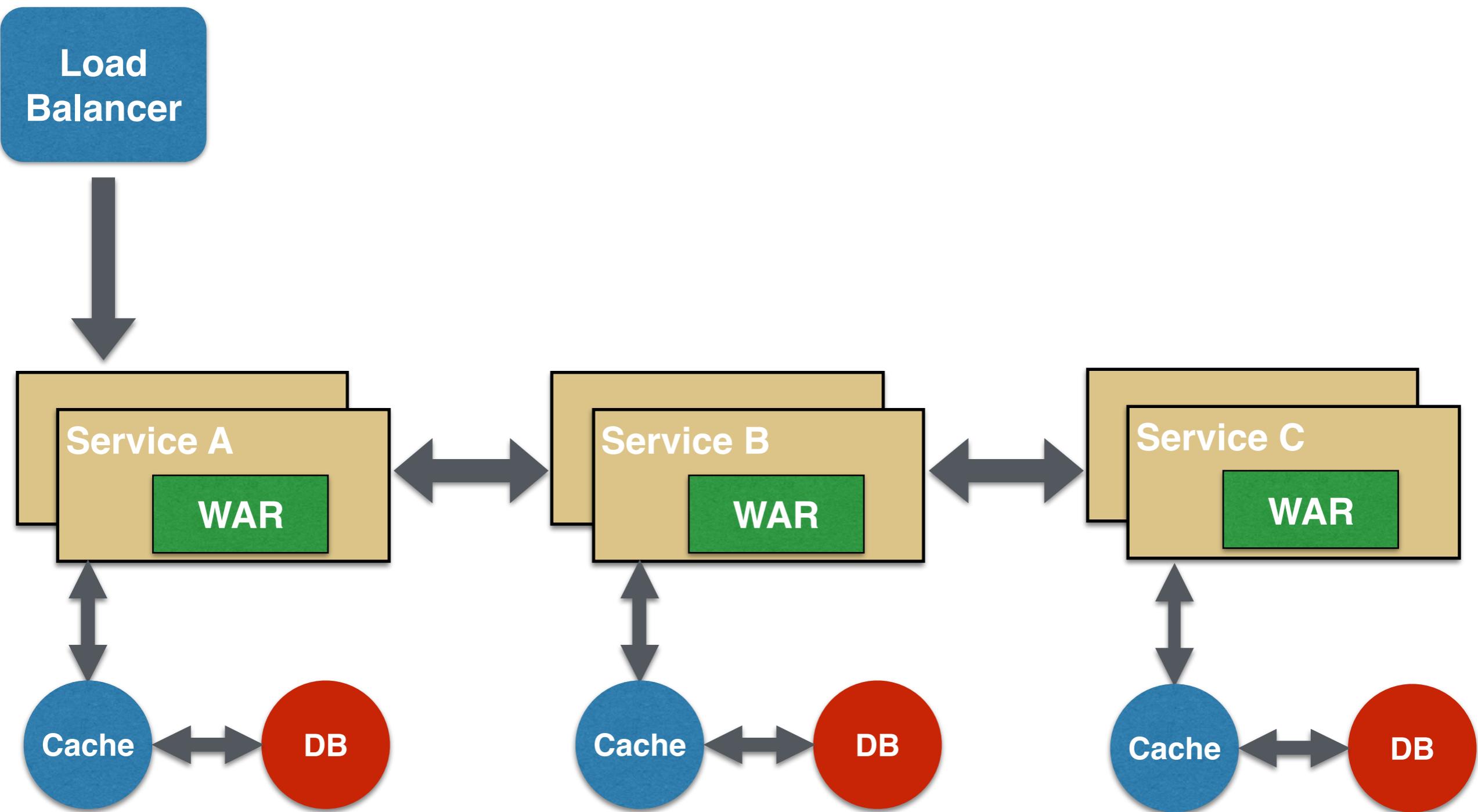
# Aggregator Pattern #1



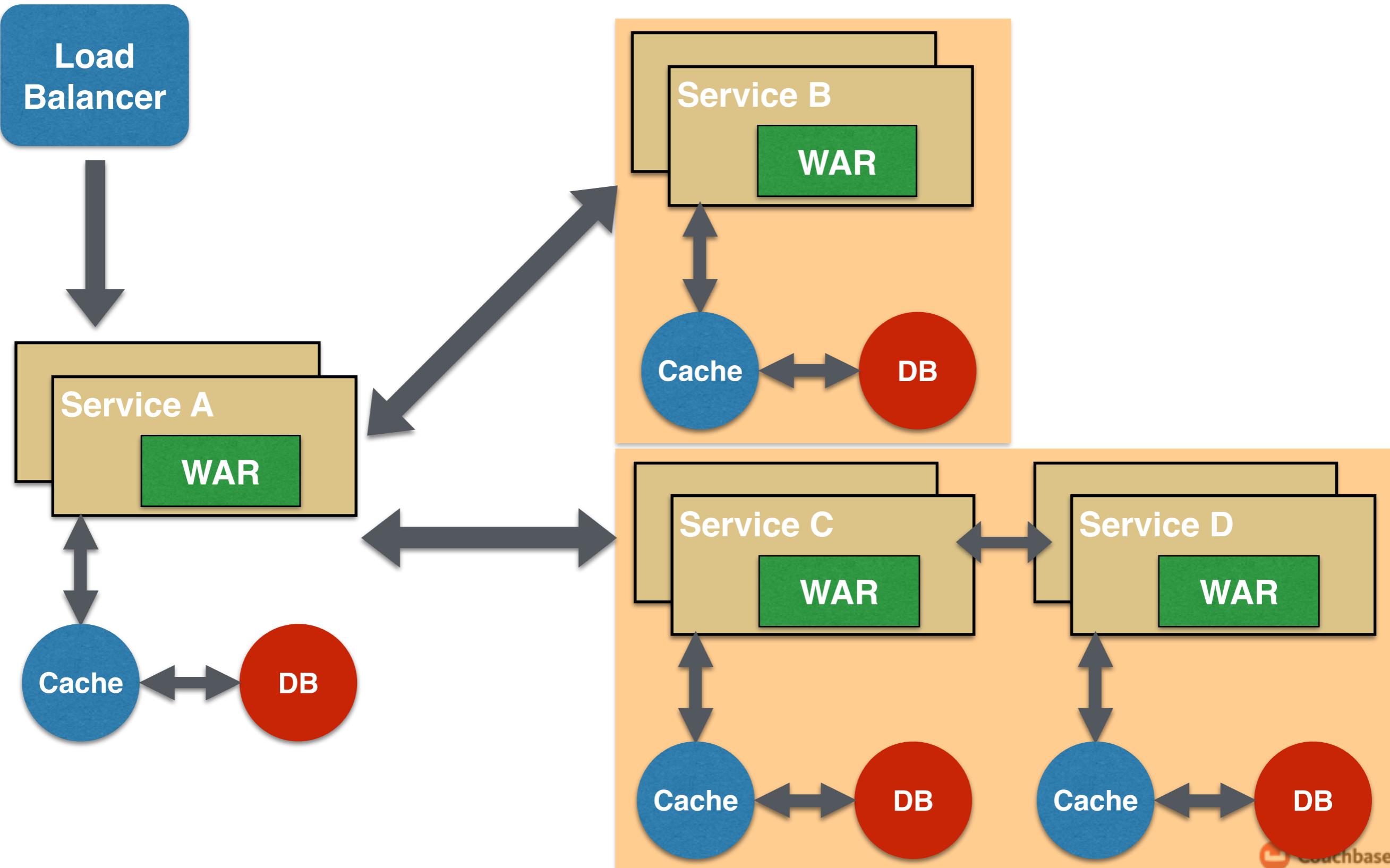
# Proxy Pattern #2



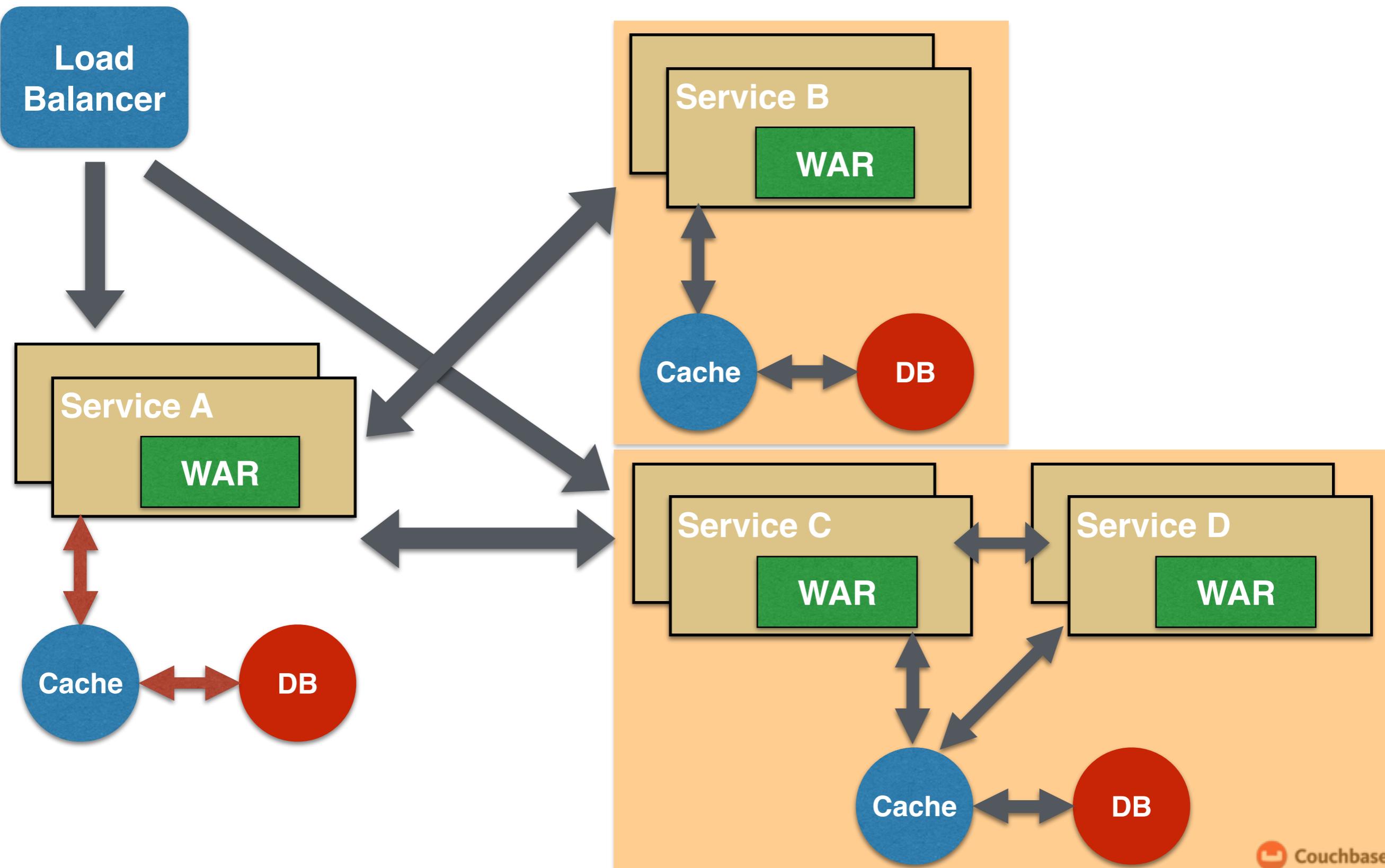
# Chained Pattern #3



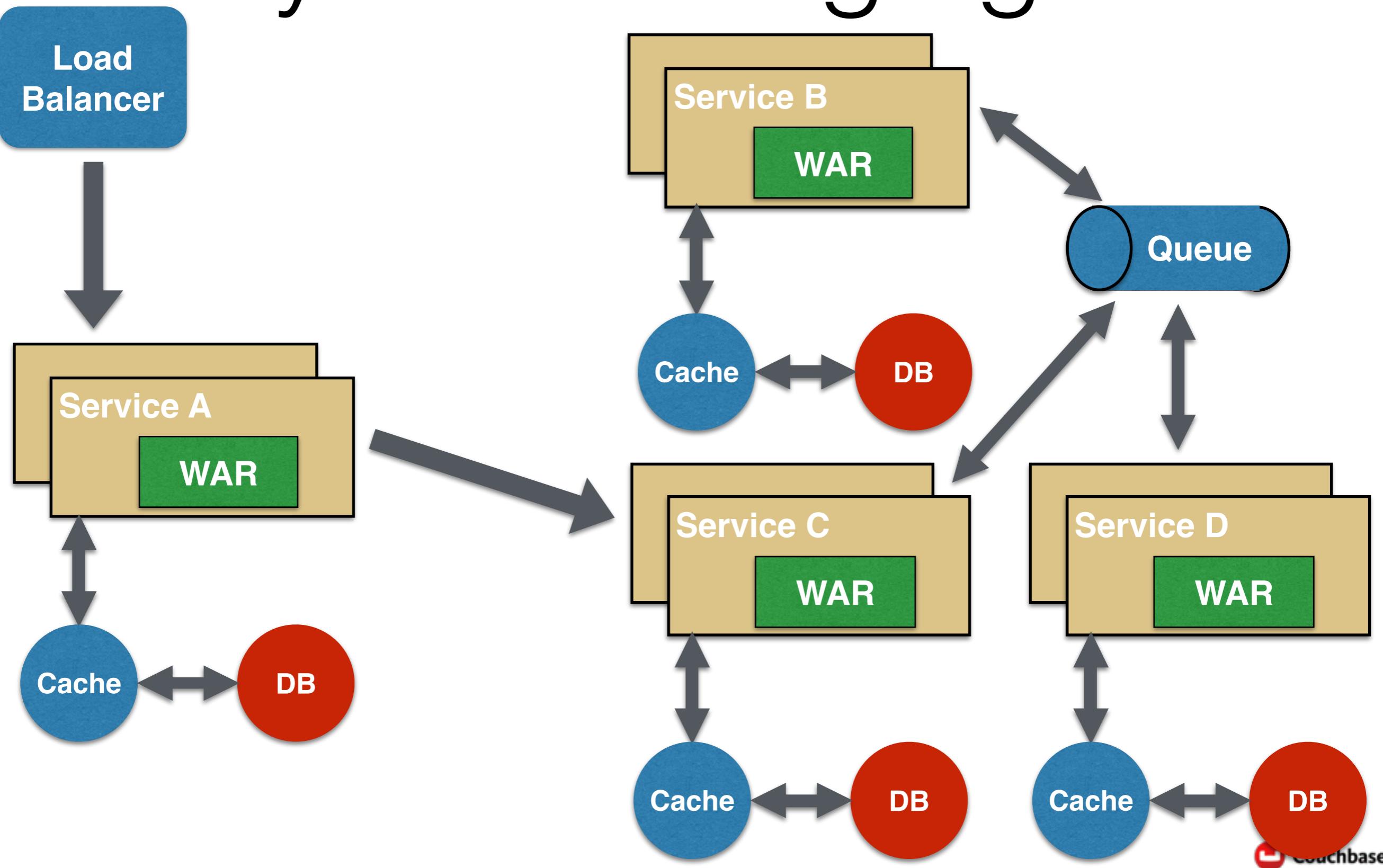
# Branch Pattern #4



# Shared Resources #5



# Async Messaging #5



# SAY MICROSERVICE



# ONE MORE TIME

memegenerator.net

# Advantages of microservices

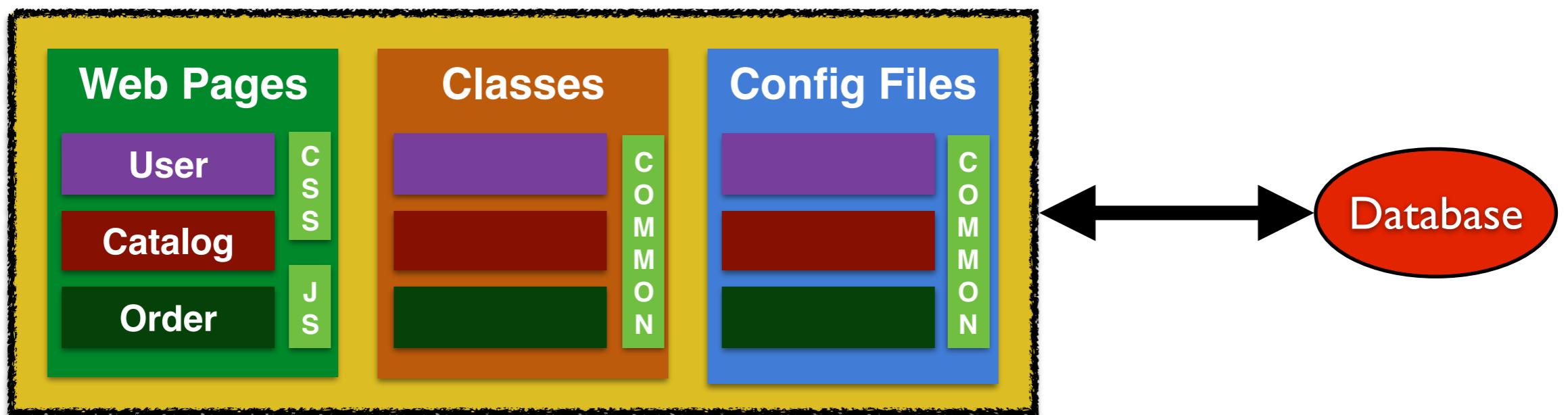
- Easier to develop, understand, maintain
- Starts faster than a monolith, speeds up deployments
- Local change can be easily deployed, great enabler of CD
- Each service can scale on X- and Z-axis
- Improves fault isolation
- Eliminates any long-term commitment to a technology stack
- Freedom of choice of technology, tools, frameworks

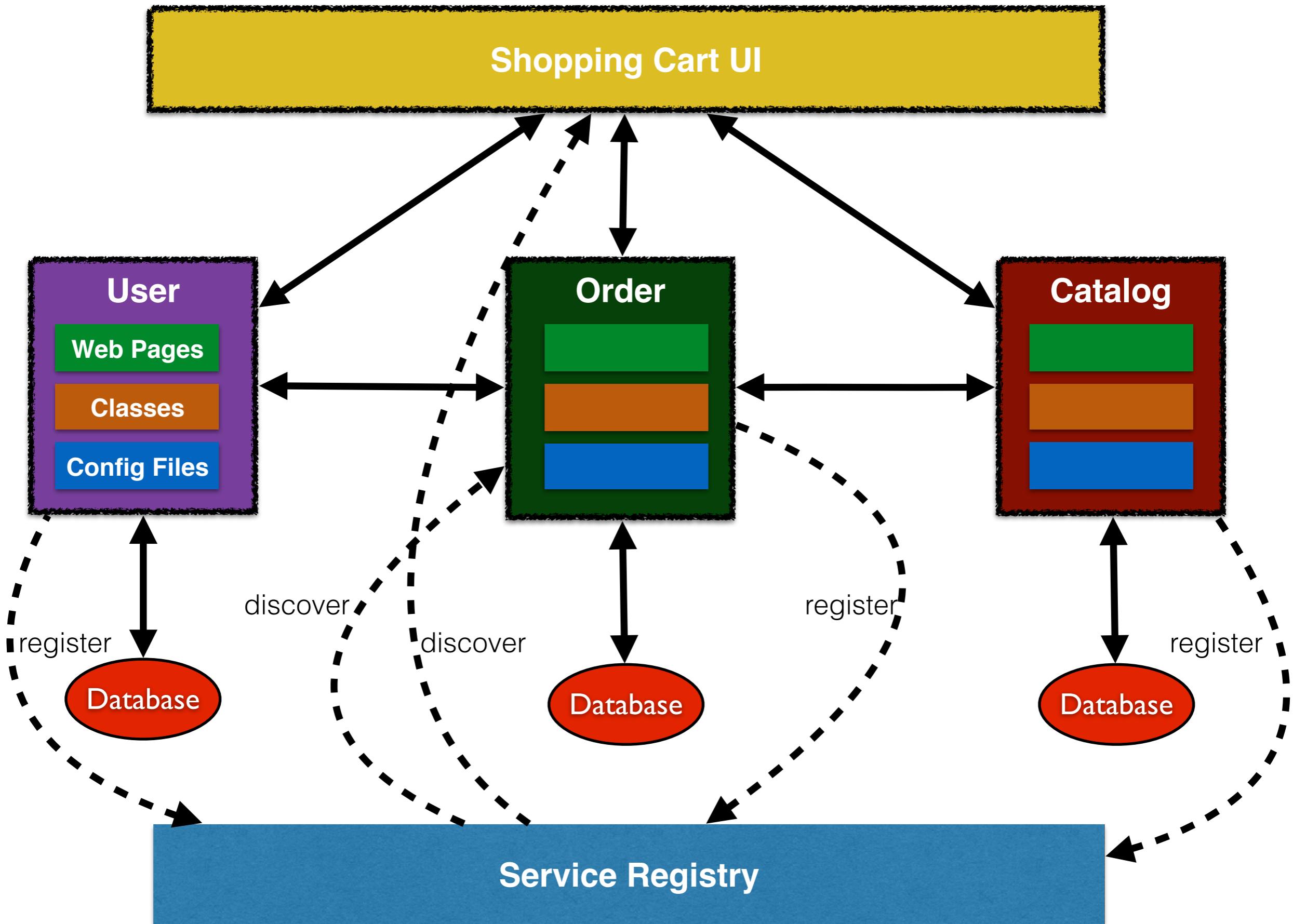
***“If you can't build a [well-structured] monolith, what makes you think microservices are the answer?”***

[http://www.codingthearchitecture.com/2014/07/06/distributed\\_big\\_balls\\_of\\_mud.html](http://www.codingthearchitecture.com/2014/07/06/distributed_big_balls_of_mud.html)

***“If your monolith is a big ball of mud, your microservice will be a bag of dirt”***

**Arun Gupta**





# Service Registry/Discovery

- ZooKeeper and Curator
- Snoop
- ...
- Kubernetes
- etcd
- Consul
- OSGi

# Monolith vs Microservice

	Monolith	Microservice
Archives	1	5 (Contracts, Order, User, Catalog, Web)
Web pages	8	8
Config Files	4 (persistence.xml, web.xml, load.sql, template.xhtml)	12 (3 per archive)
Classes	12	26 (Service registration/discovery, Application)
Archive Size	24 KB	~52 KB total

# Design Considerations

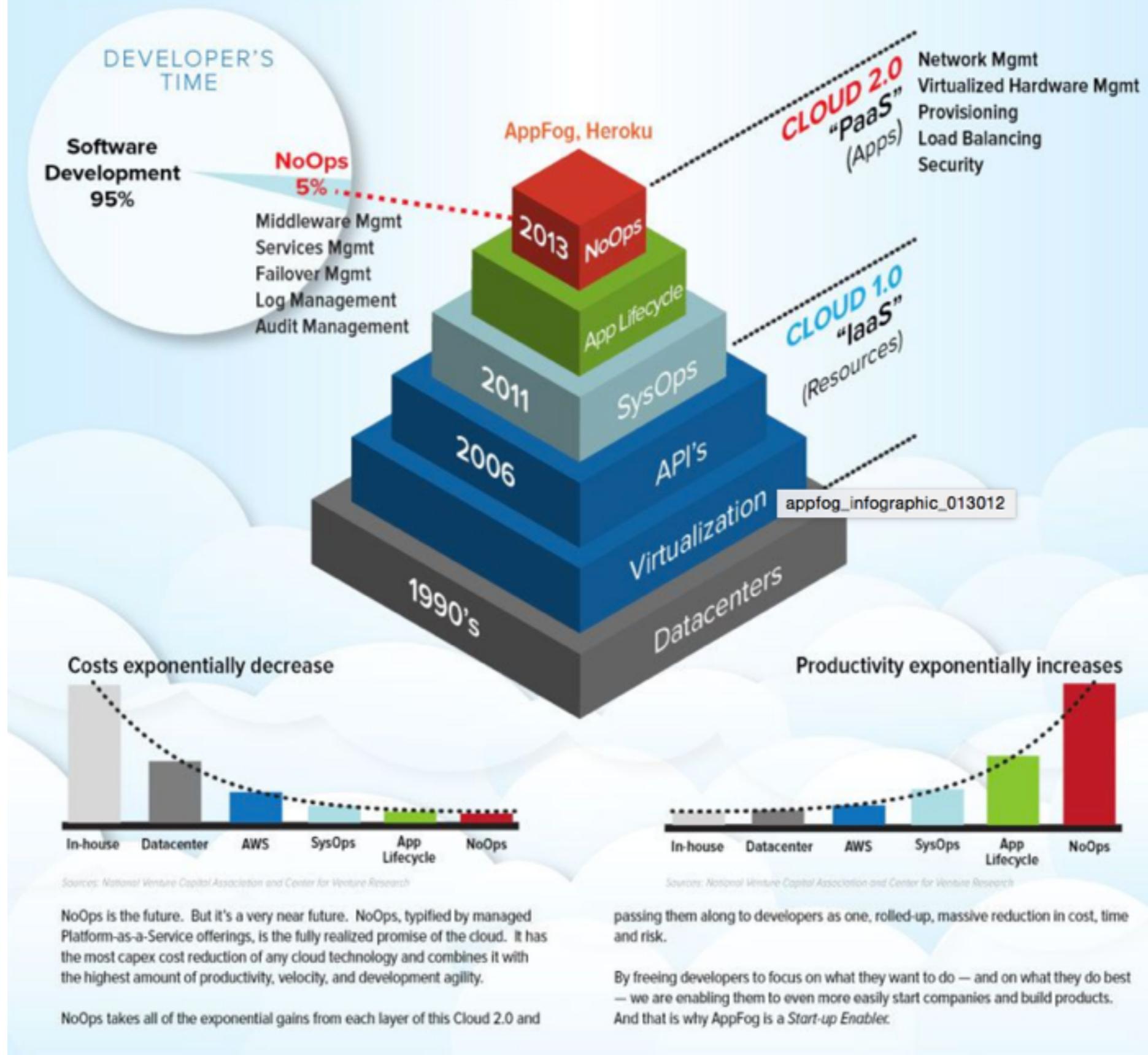
- UI and Full stack
  - Client-side composition (JavaScript?)
  - Server-side HTML generation (JSF?)
  - One service, one UI
- REST Services
- Event sequencing instead of 2PC
- API Management

# NoOps

- Service replication (Kubernetes)
- Dependency resolution (Nexus)
- Failover (Circuit Breaker)
- Resiliency (Circuit Breaker)
- Service monitoring, alerts and events (ELK)

## 2013: A bright NoOps future

So where does this all lead? The end-game is NoOps. Where building and running an app is purely a developer process — and where developers are not having to spend time doing Ops work.

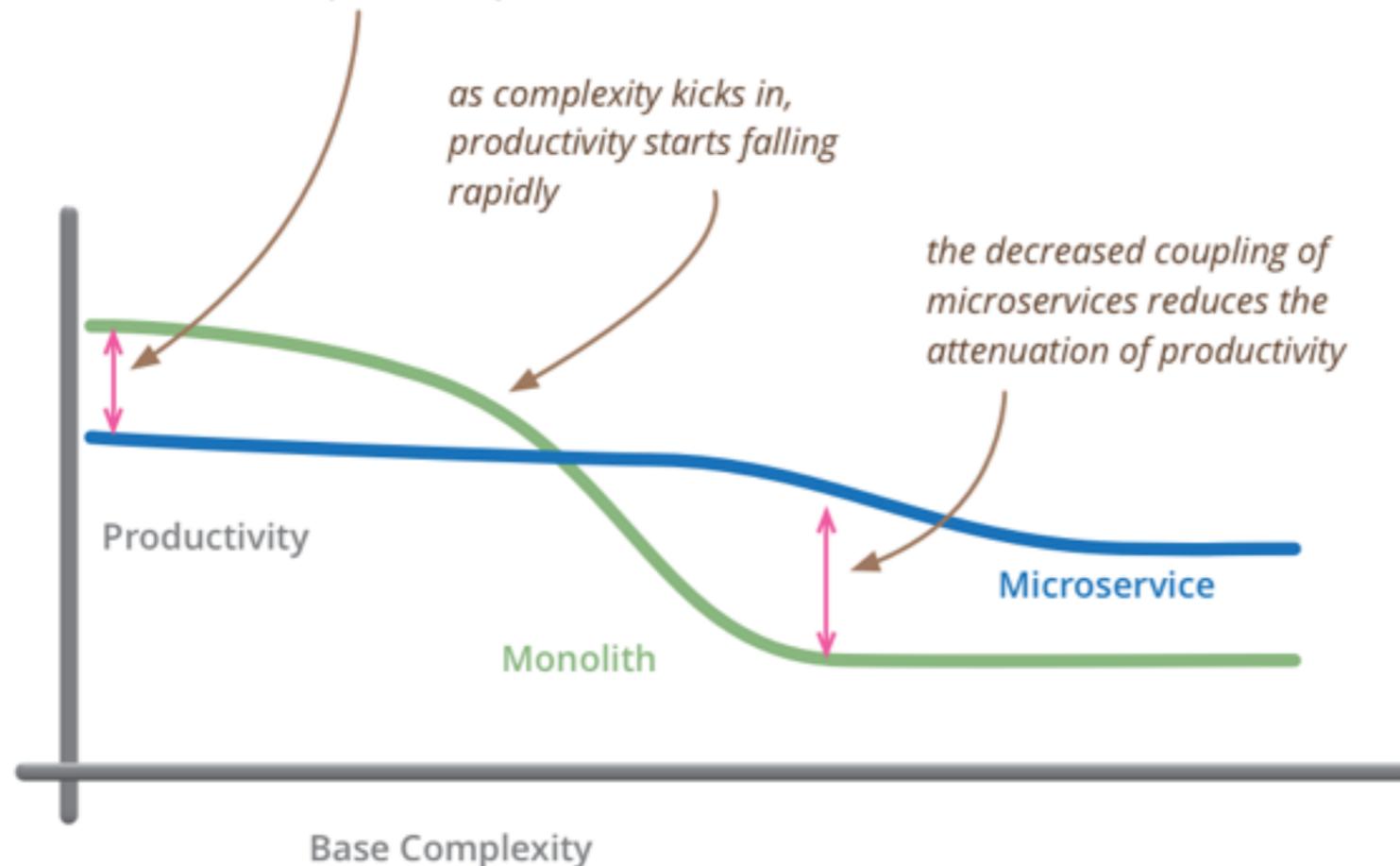


# Drawbacks of microservices

- Additional complexity of distributed systems
- Significant operational complexity, need high-level of automation
- Rollout plan to coordinate deployments
- Slower ROI, to begin with

# Microservice Premium

*for less-complex systems, the extra baggage required to manage microservices reduces productivity*



*“don’t even consider microservices unless you have a system that’s too complex to manage as a monolith”*

*but remember the skill of the team will outweigh any monolith/microservice choice*



Refcard #215

# Getting Started With Microservices

Design Patterns for Decomposing the Monolith

by Arun Gupta

Still re-deploying your entire application for one small update? Microservices deploy modular updates and increase the speed of application deployments.

Free PDF

 DOWNLOAD

 SAVE

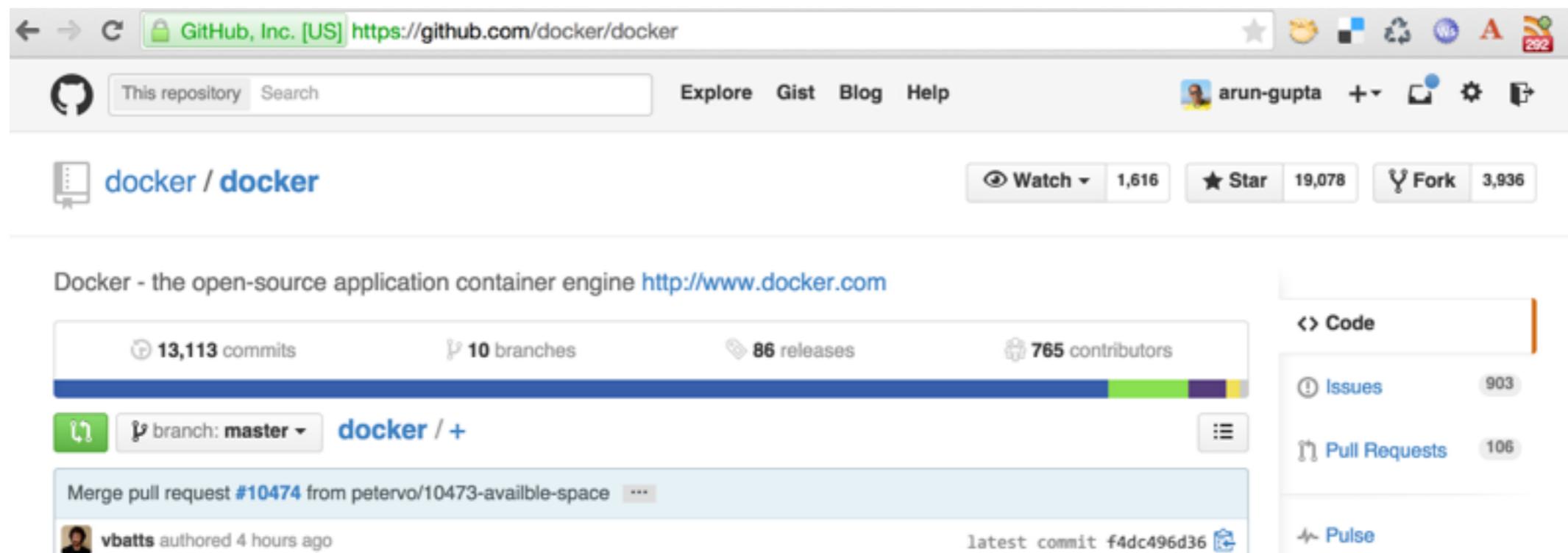
 12.2k

<https://dzone.com/refcardz/getting-started-with-microservices>



# What is Docker?

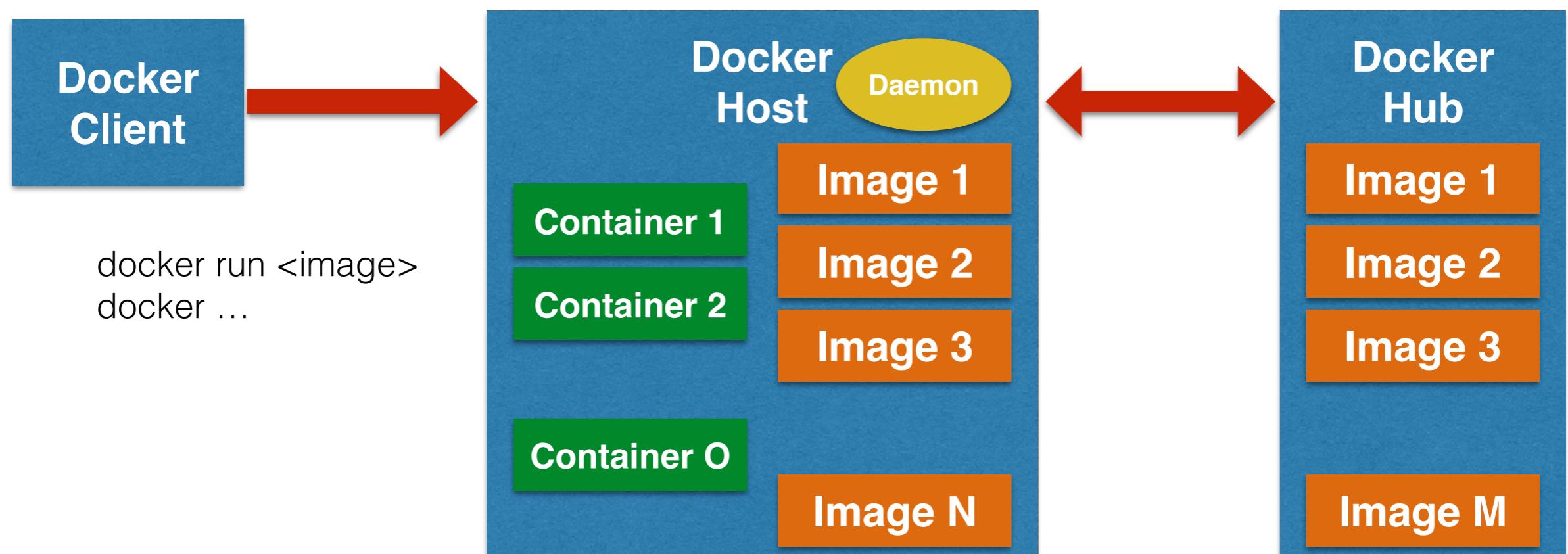
- Open source project and company



A screenshot of the Docker GitHub repository page (<https://github.com/docker/docker>). The page shows the repository's statistics: 13,113 commits, 10 branches, 86 releases, and 765 contributors. It also displays a merge pull request from petervo/10473-available-space, authored by vbatts 4 hours ago, and a latest commit f4dc496d36. The right sidebar includes sections for Code, Issues (903), Pull Requests (106), and Pulse.

- Used to create containers for software applications
- Package Once Deploy Anywhere (PODA)

# Docker Workflow



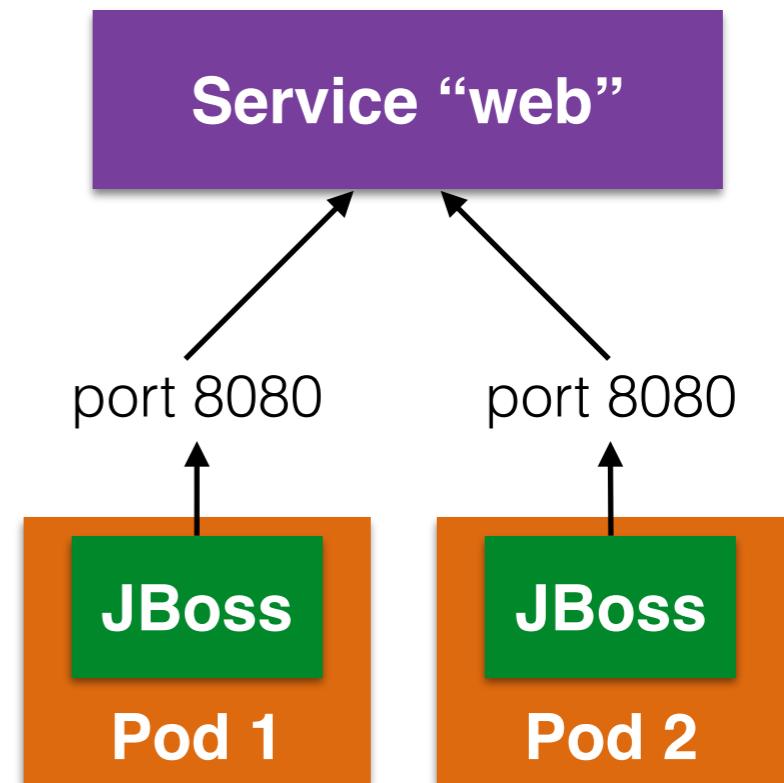
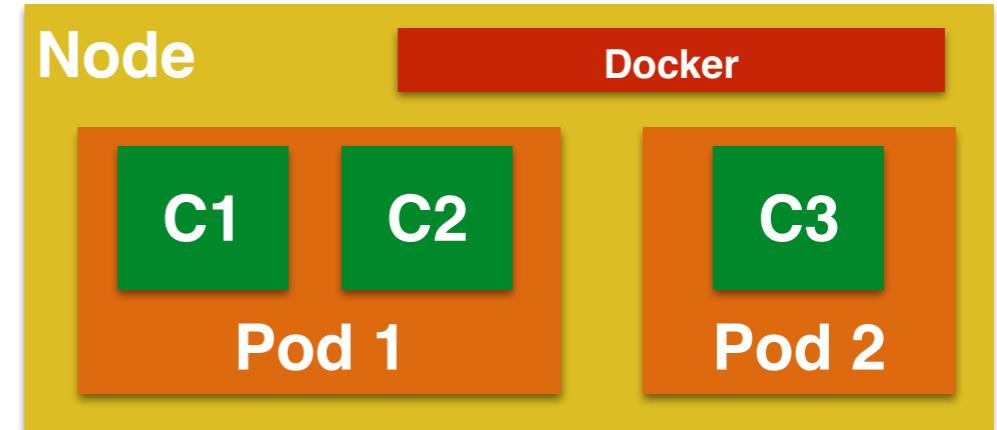
# Kubernetes



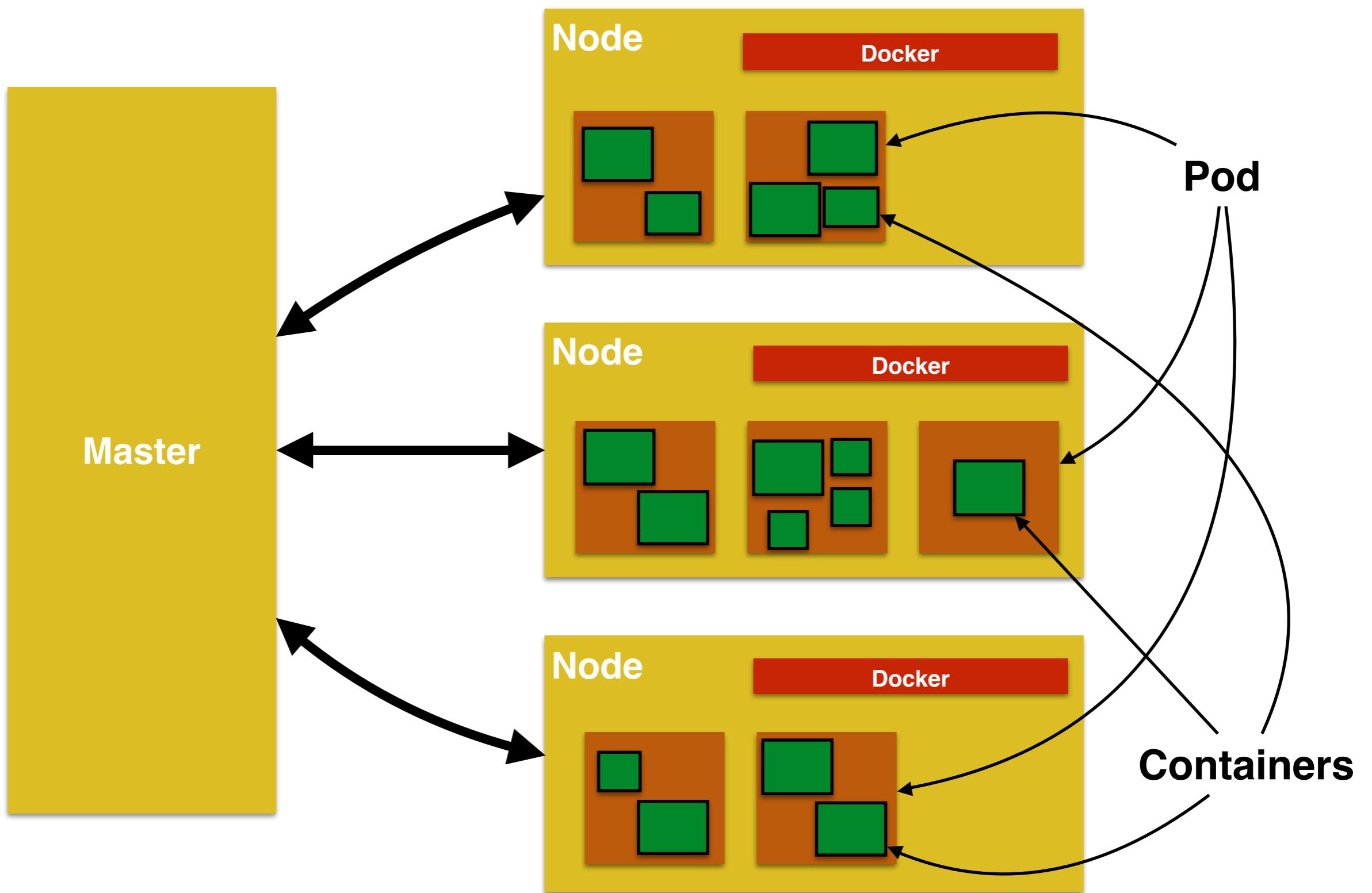
- Open source orchestration system for Docker containers
- Provide declarative primitives for the “desired state”
  - Self-healing
  - Auto-restarting
  - Schedule across hosts
  - Replicating

# Concepts

- **Pods**: collocated group of Docker containers that share an IP and storage volume
- **Service**: Single, stable name for a set of pods, also acts as LB
- **Label**: used to organize and select group of objects

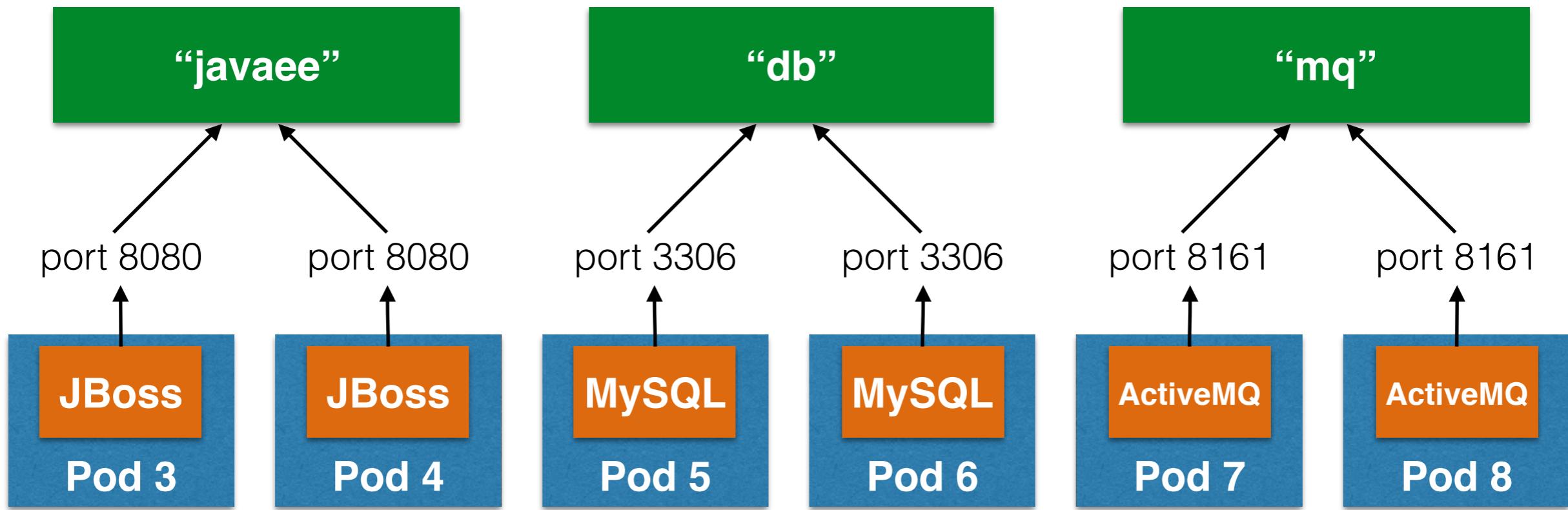
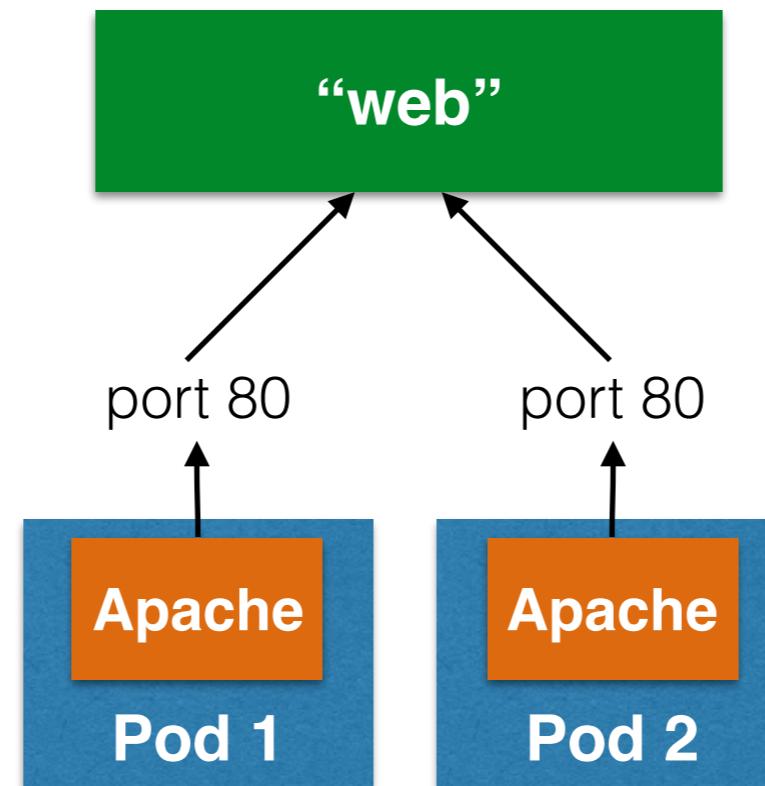


# Kubernetes Architecture





OPENSIFT



# References

- [github.com/arun-gupta/microservices](https://github.com/arun-gupta/microservices)
- [github.com/javaee-samples/docker-java](https://github.com/javaee-samples/docker-java)
- [dzone.com/refcardz/getting-started-with-microservices](https://dzone.com/refcardz/getting-started-with-microservices)