

# Scaling Applications with Microservices and NServiceBus

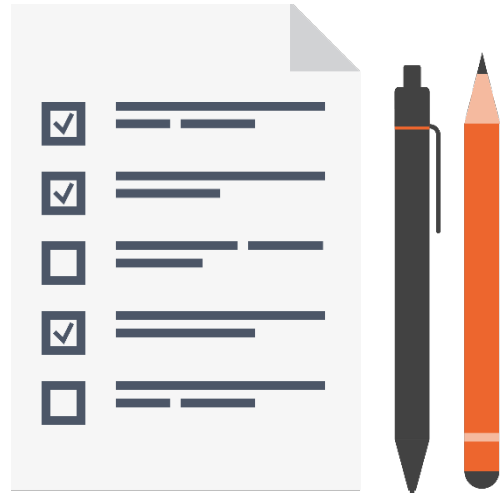
## Microservices and the Service Bus



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# Overview



Monolith

Distributed applications

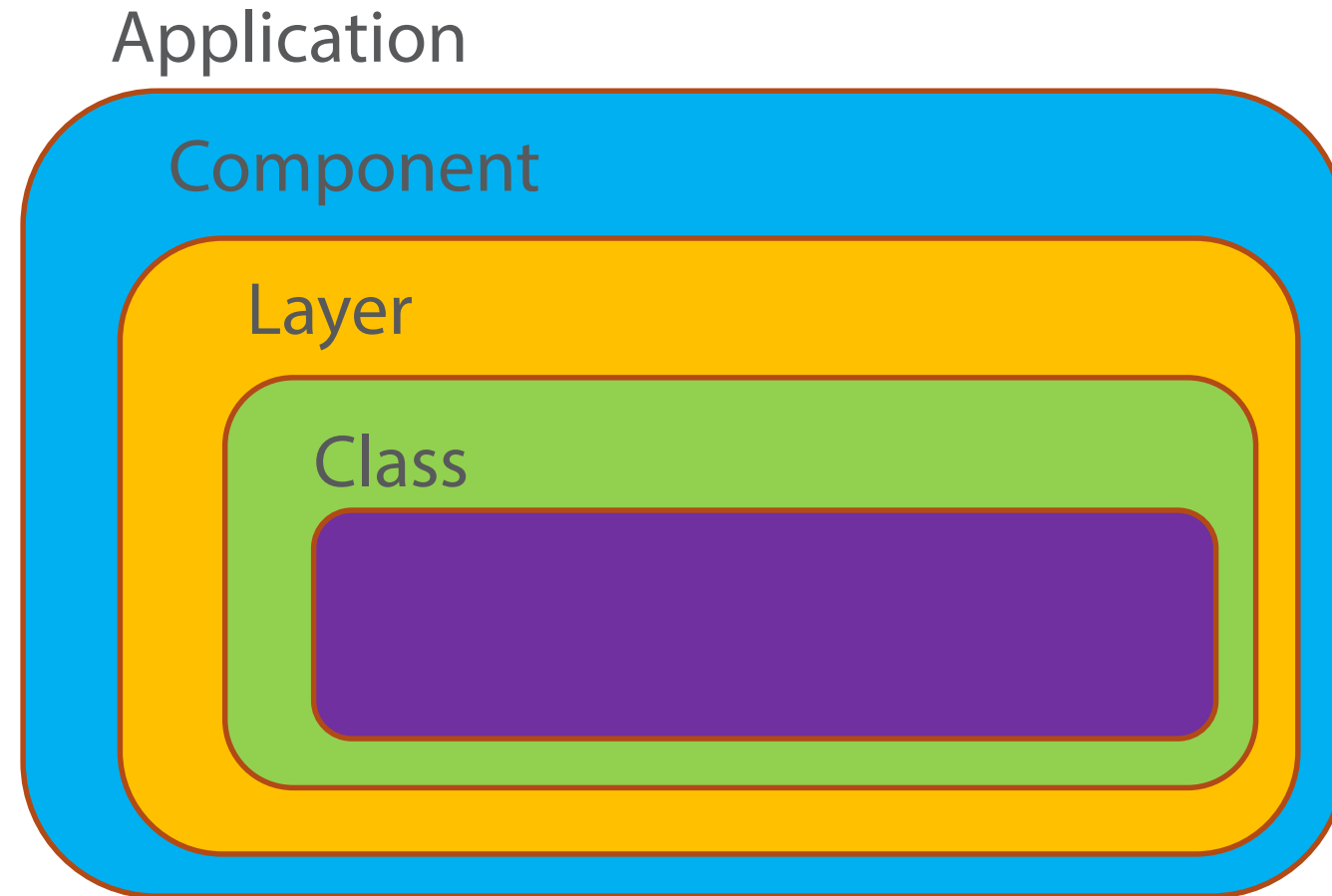
Microservices

Servicebus

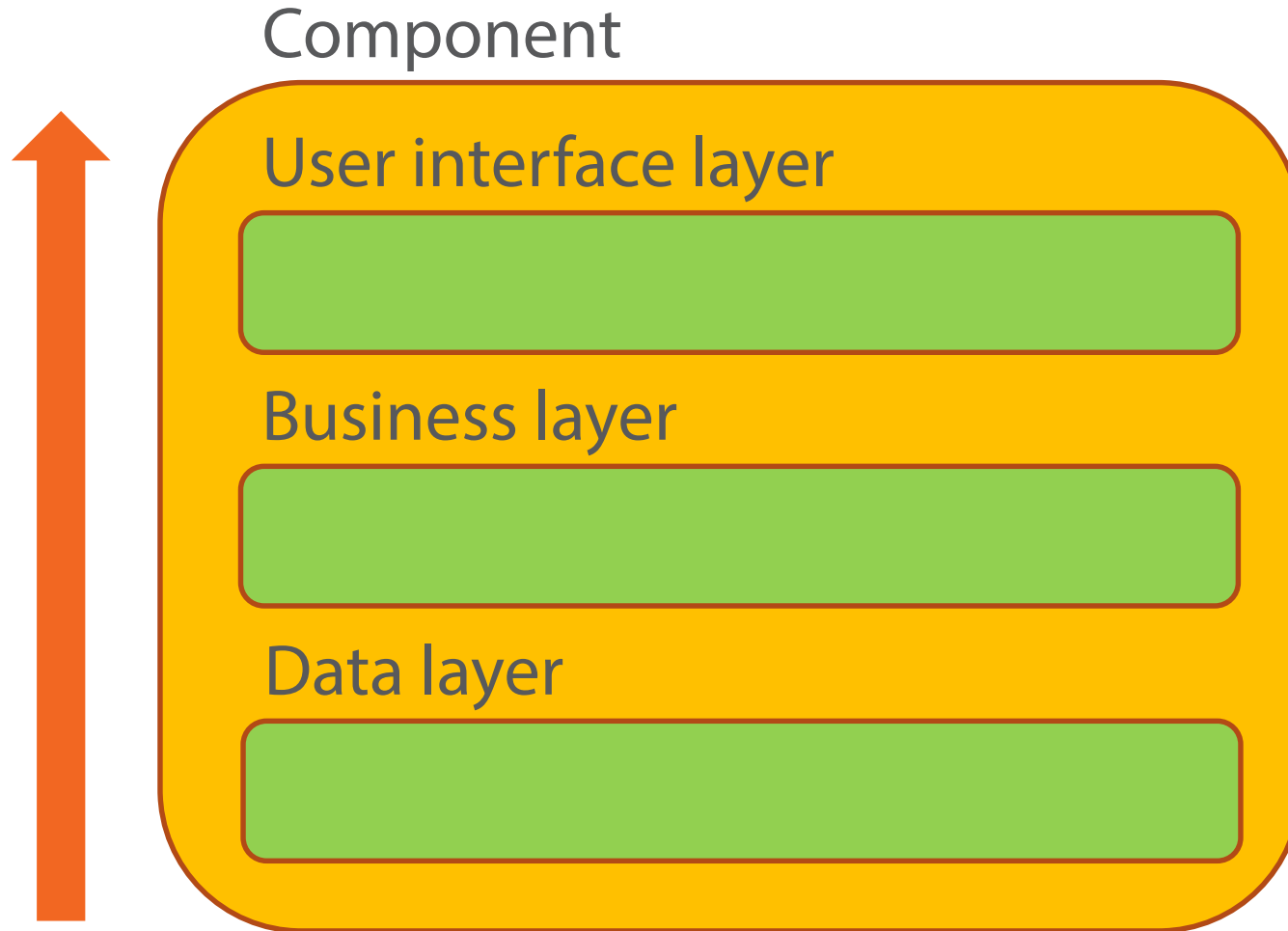
## Monolithic application

A single-tiered software application in which the user interface and data access code are combined into a single program from a single platform

# General Architecture of an App

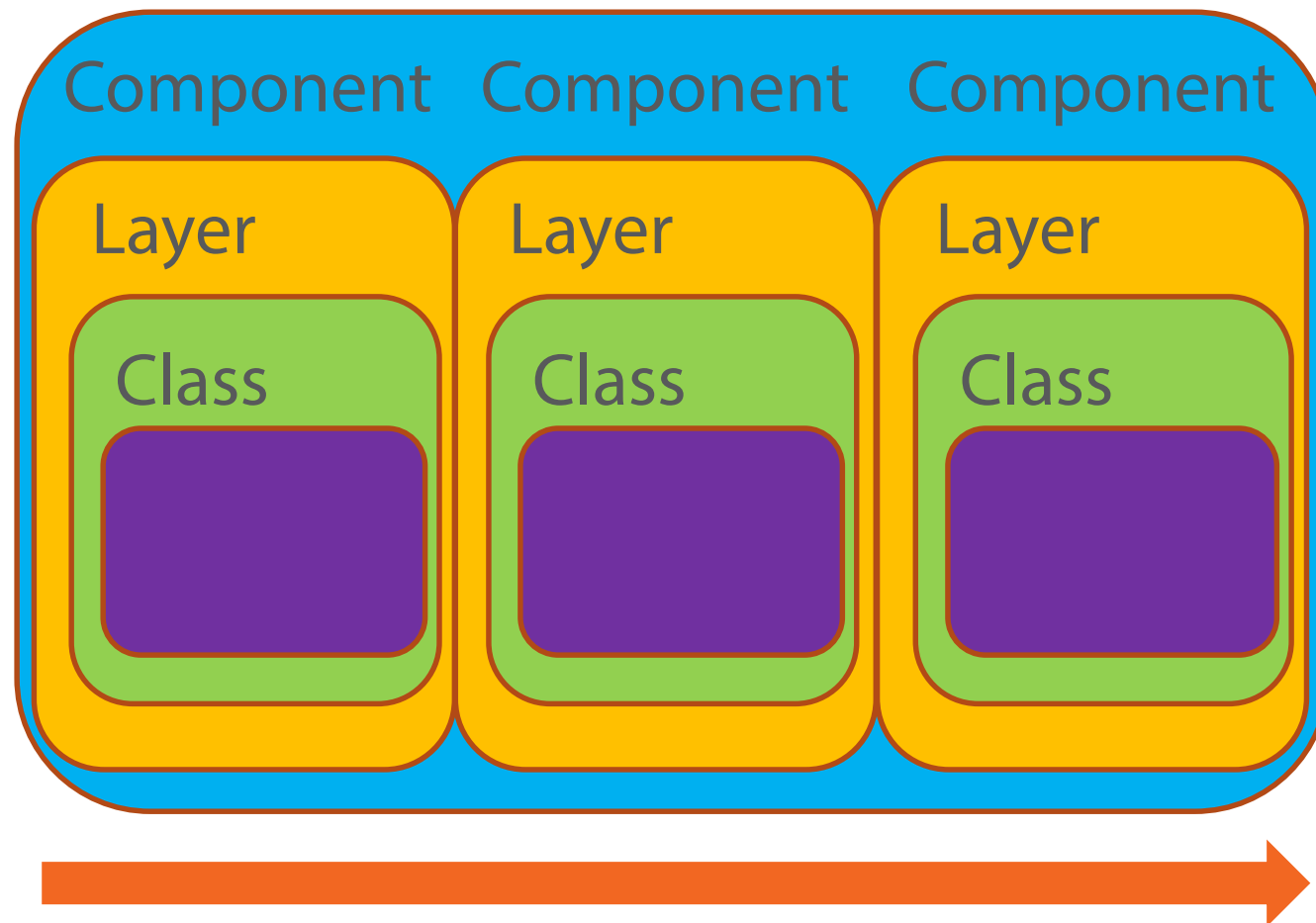


# Vertical Coupling

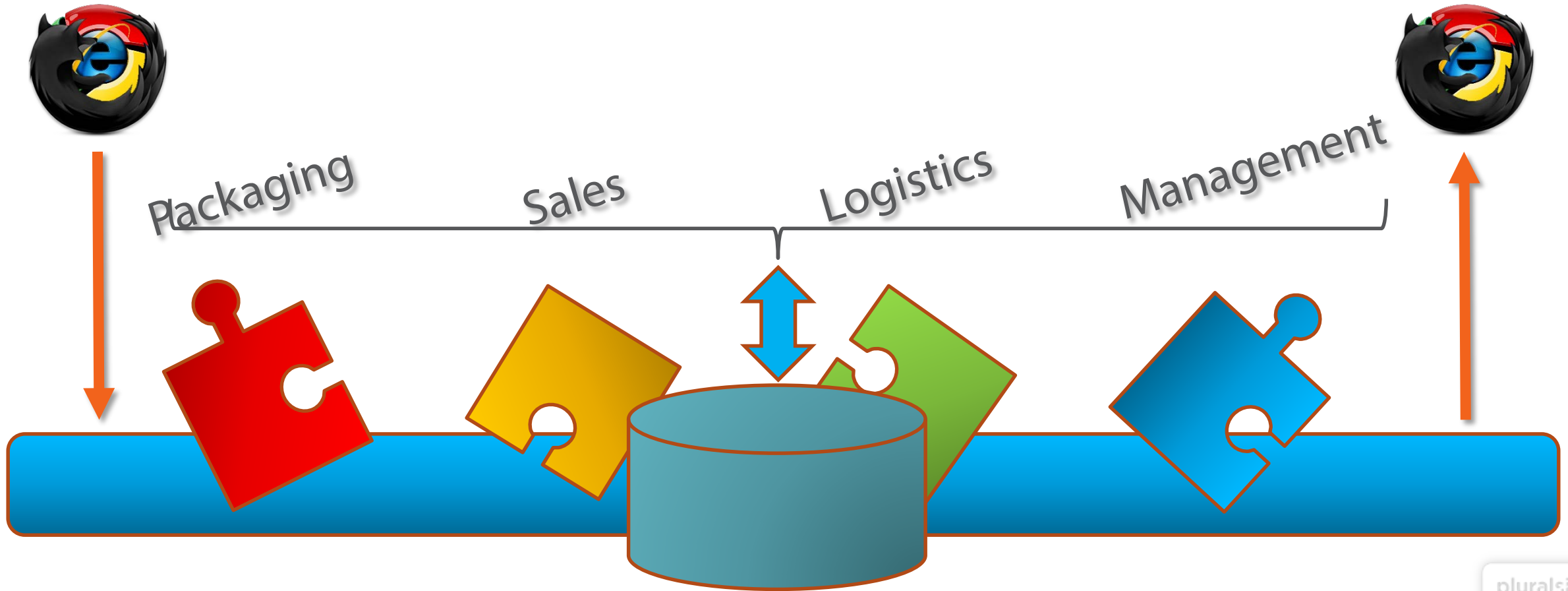


# Horizontal Coupling

Application



# Request Handling



# Benefits of Monolithic Applications

Easy to deploy

Well known

No external  
dependencies

IDE friendly



# Possible Problems



# Downsides of Monolithic Applications

If complex hard to  
maintain

Tends to get  
complex

Release hardening

Performance

Reliability

One stack

# Demo: Simplified Monolith

**FIRE ON WHEELS**

Startup in the package delivery business

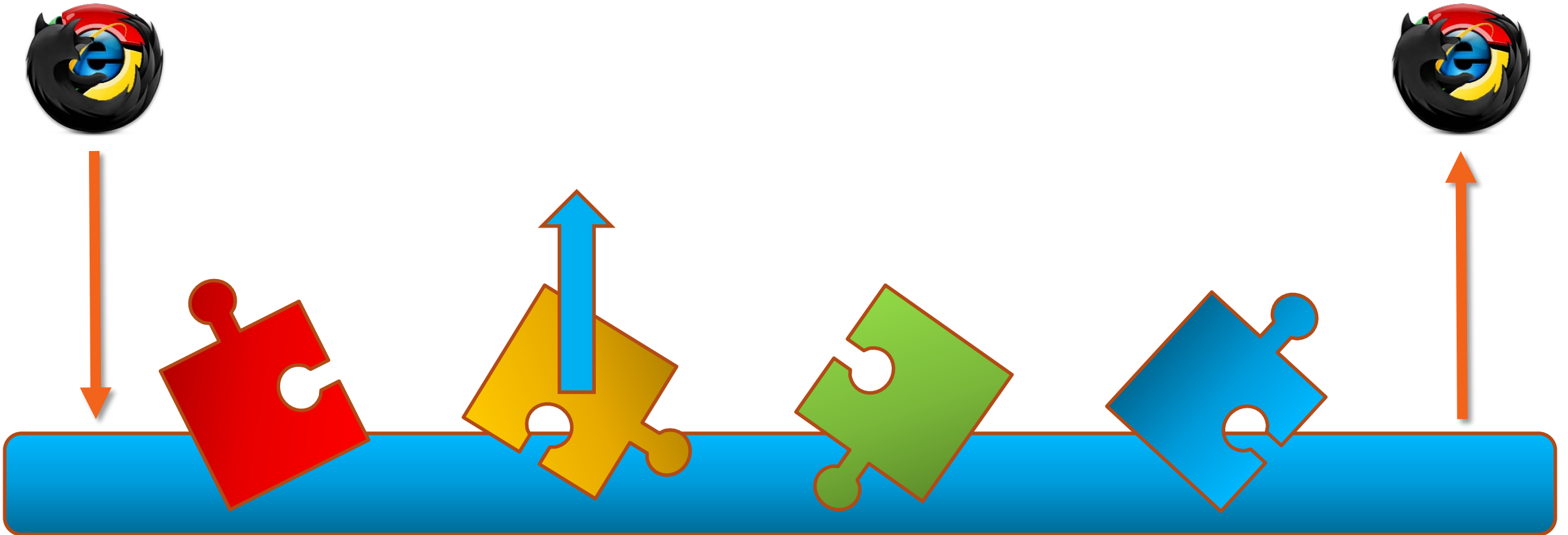
Customers can enter package delivery orders in a simple ASP.NET MVC web application

It sends an email to the person responsible for delivering the package

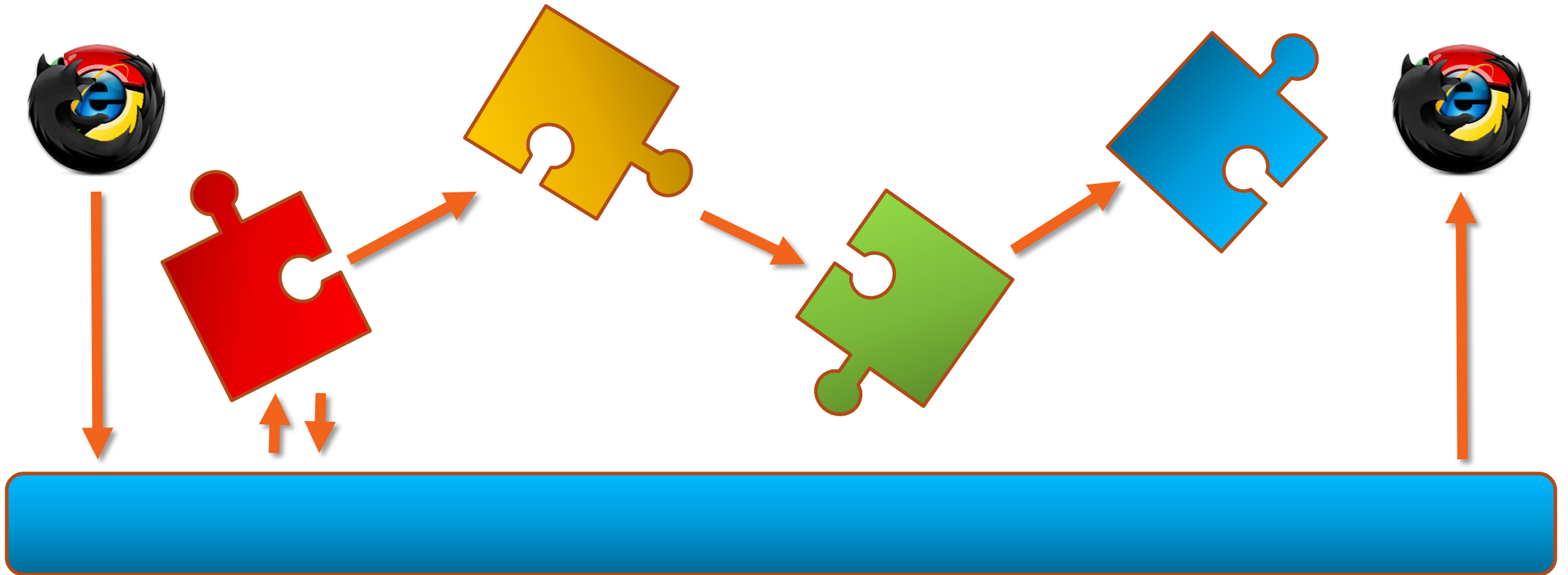
## Distributed system

A distributed system is a software application in which components located on networked computers communicate and coordinate their actions by issuing calls or passing messages

# Distributing Components



# Service-oriented Architecture



# The Fallacies of Distributed Computing

- The network is reliable
- Latency is zero
- Bandwidth is infinite
- The network is secure
- Topology won't change
- There is one administrator
- Transport cost is zero
- The network is homogeneous

# High Cohesion

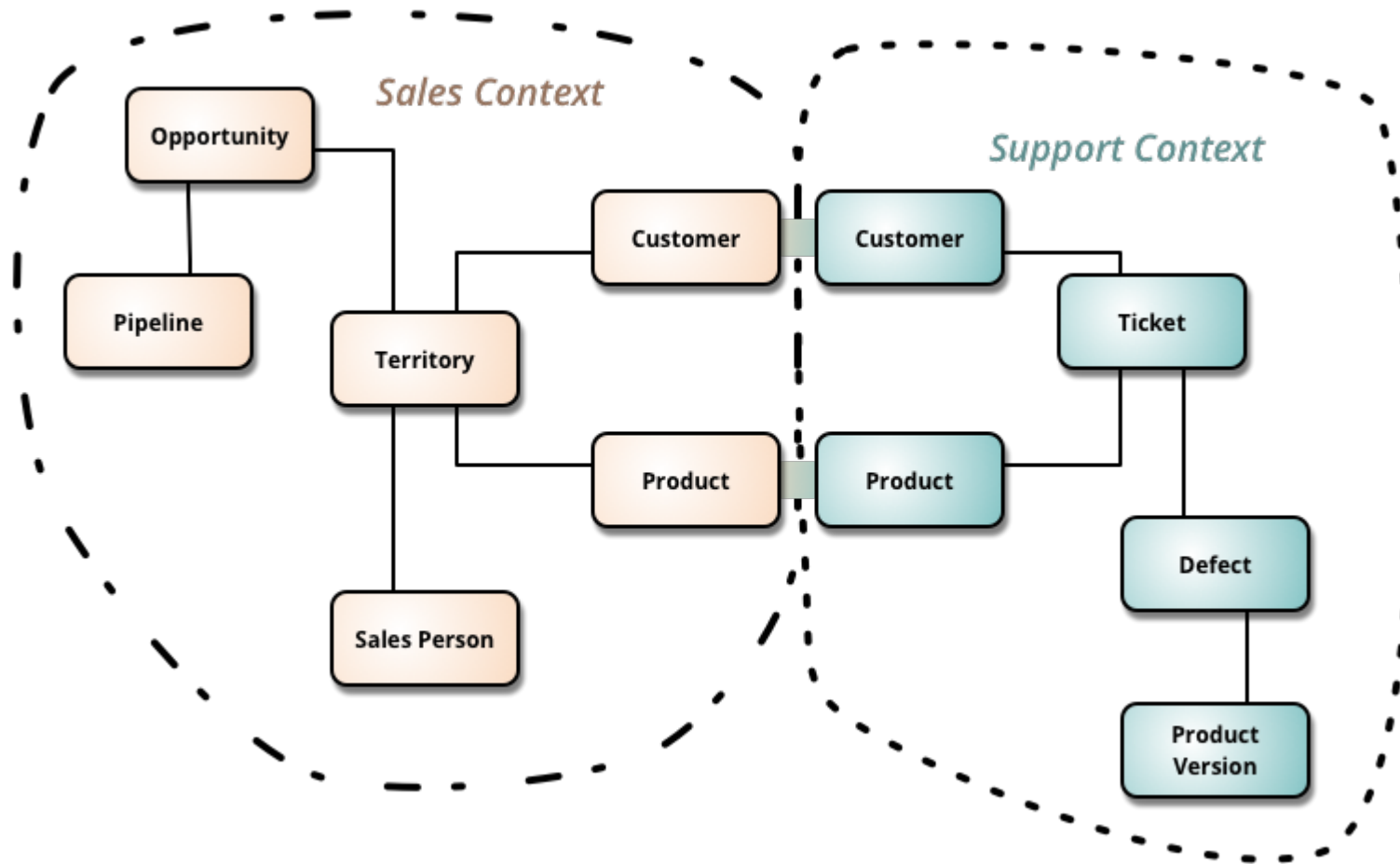
Related functionality together  
Hide complexity



# Before You Begin

- Make a diagram of your services
- Overlap of entities, business rules, functionality is unavoidable
- Include the boundaries of the services in your diagram
- Result: Best possible (start of) architecture up front

# Bounded Context



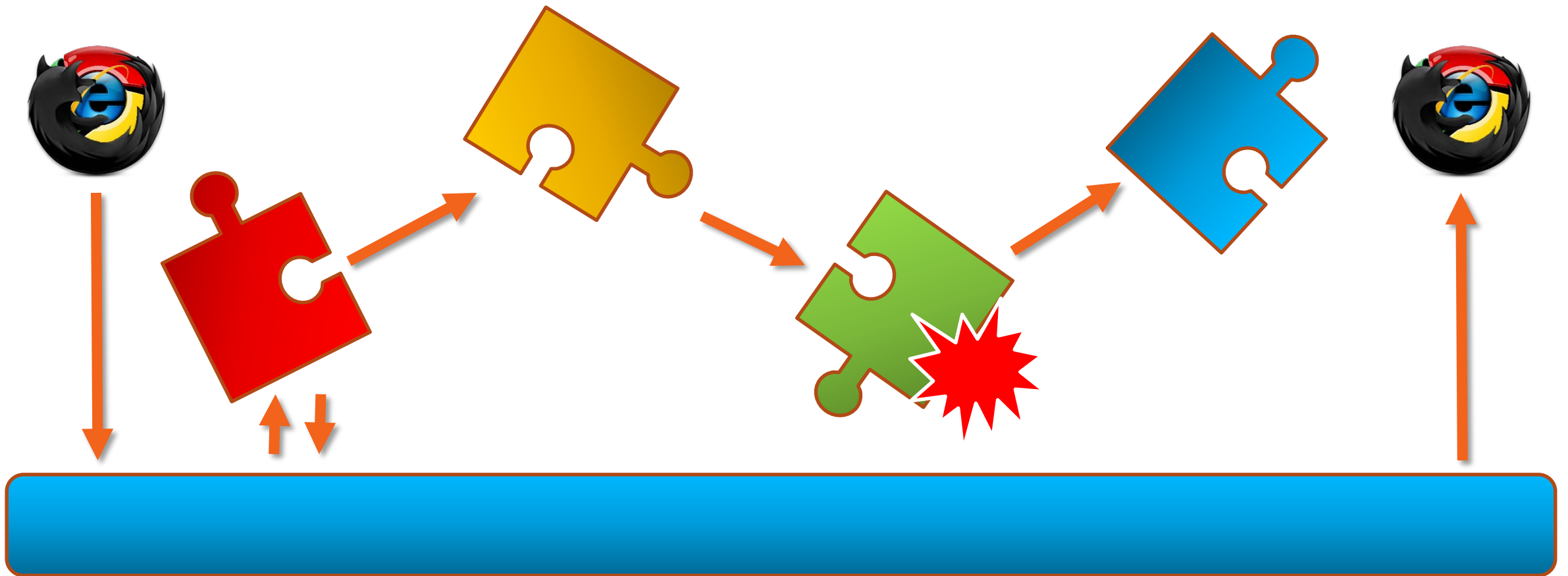
# Coupling

Platform

Behavioral

Temporal

# Service-oriented Architecture



# Remote Procedure Call

Call a method over the wire

.NET Remoting/Java RMI



# Remote Procedure Call

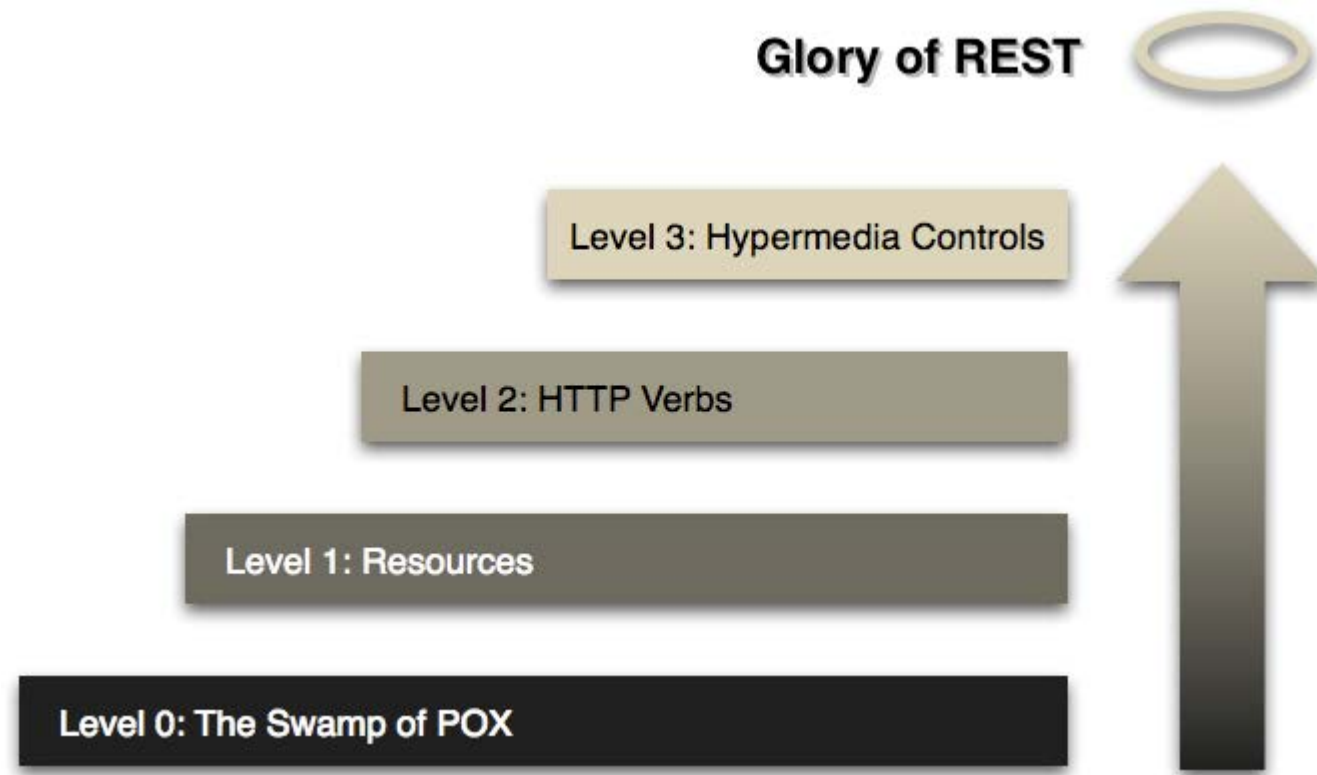
- Tends to generate proxy classes
- Beware of the fallacies of distributed computing!

# Remote Procedure Call: SOAP

Simple Object Access Protocol  
Call method using standardized XML



# Representational State Transfer (REST)





# Representational State Transfer



- Fallacies more apparent than with RPC

# Demo: Simplified SOA

**FIRE ON WHEELS**

Business is great

Amazon wants Fire On Wheels to deliver packages for them

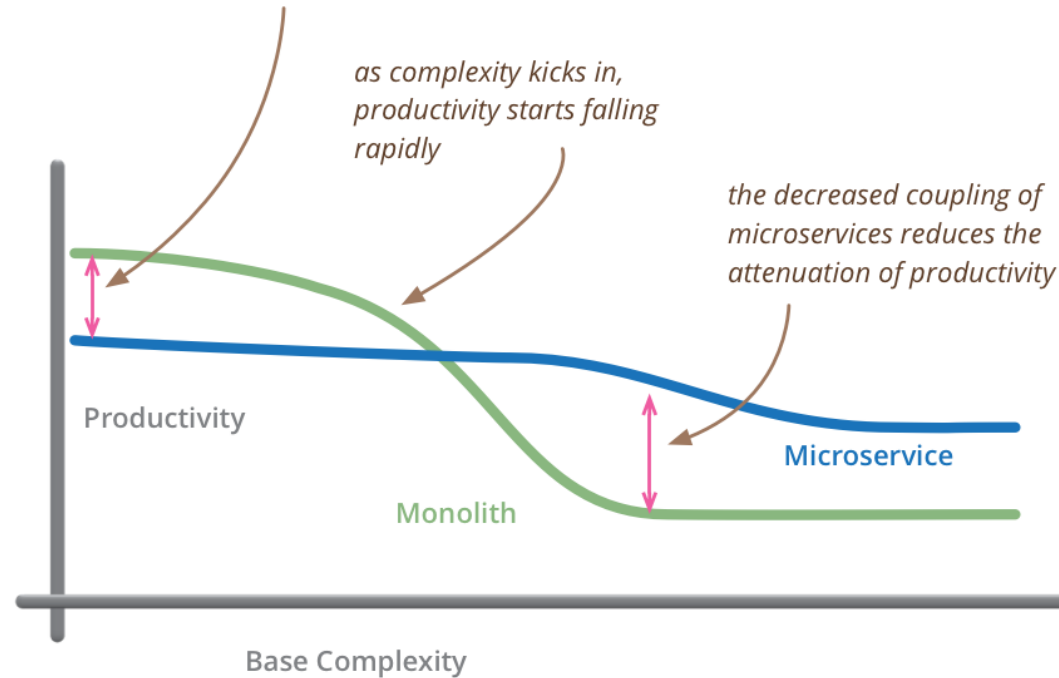
But they don't want to fill out a web page!

# Microservices

Microservices is a software architecture style, in which complex applications are composed of small, autonomous processes communicating with each other using language-agnostic APIs.

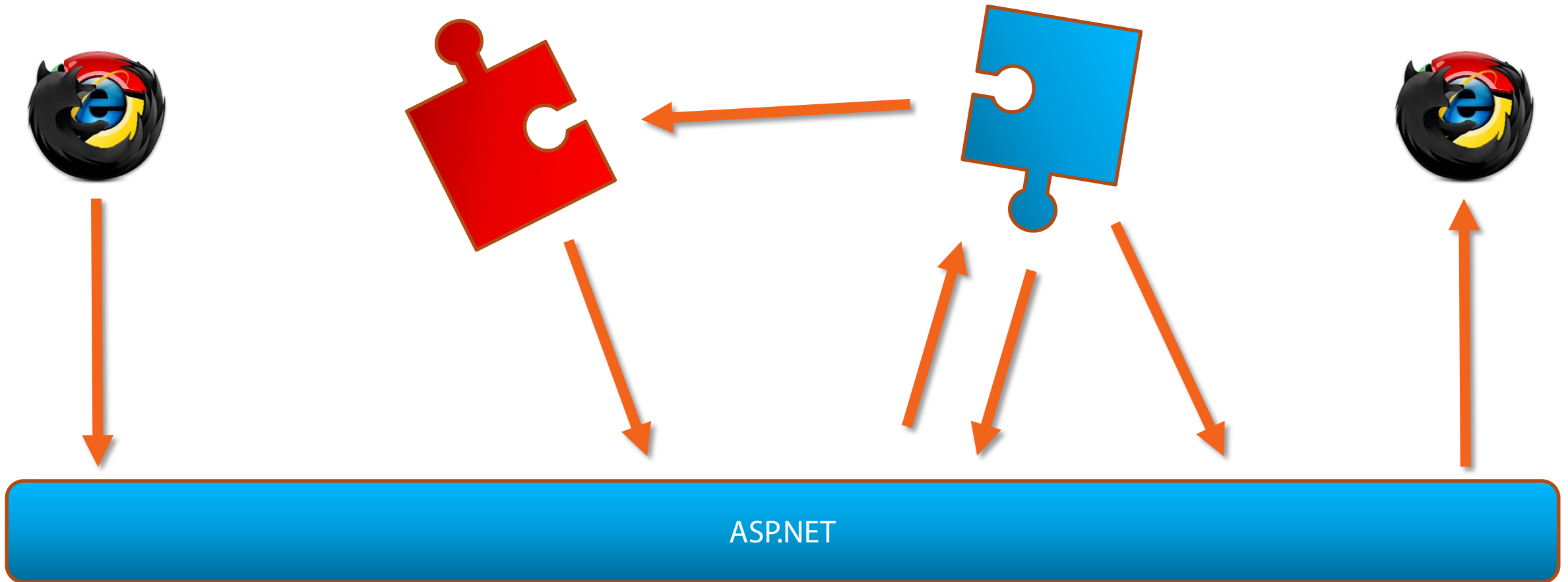
# Should You?

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



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

# Microservices with Messaging



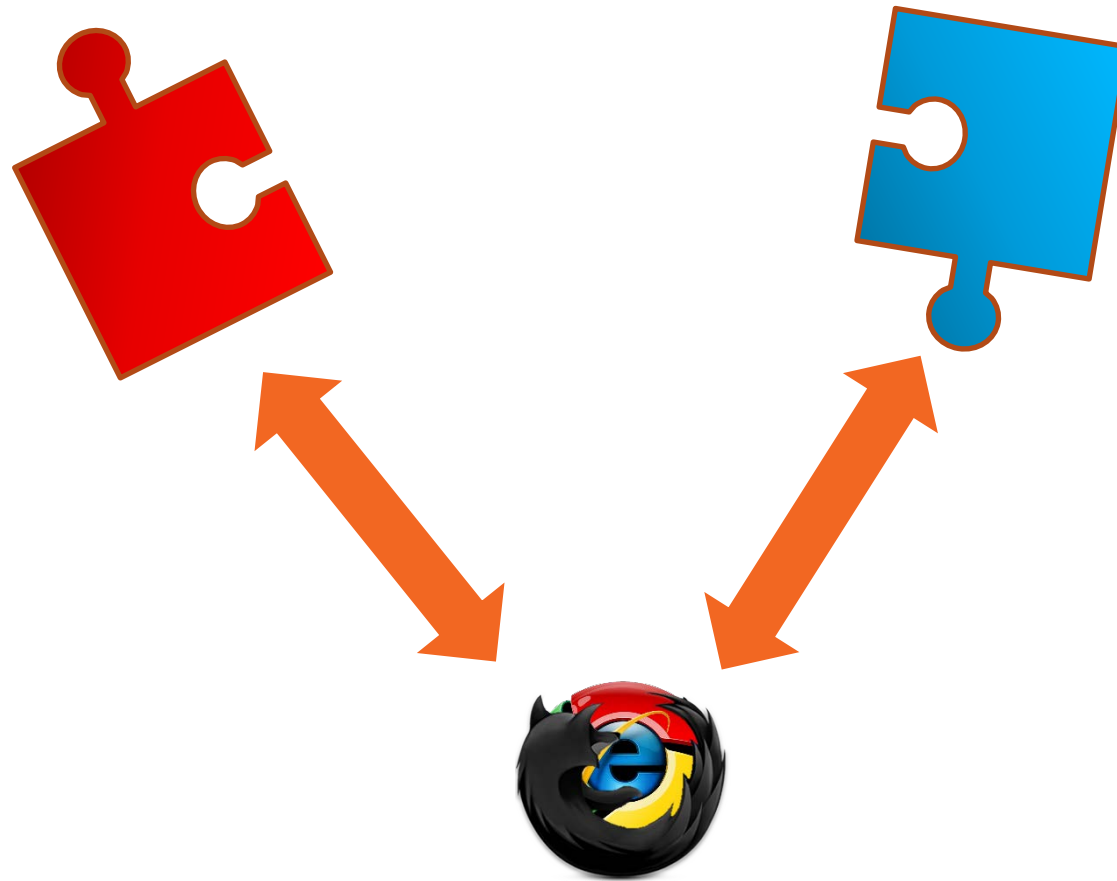
# Microservices and UI

Each service should  
expose its own UI

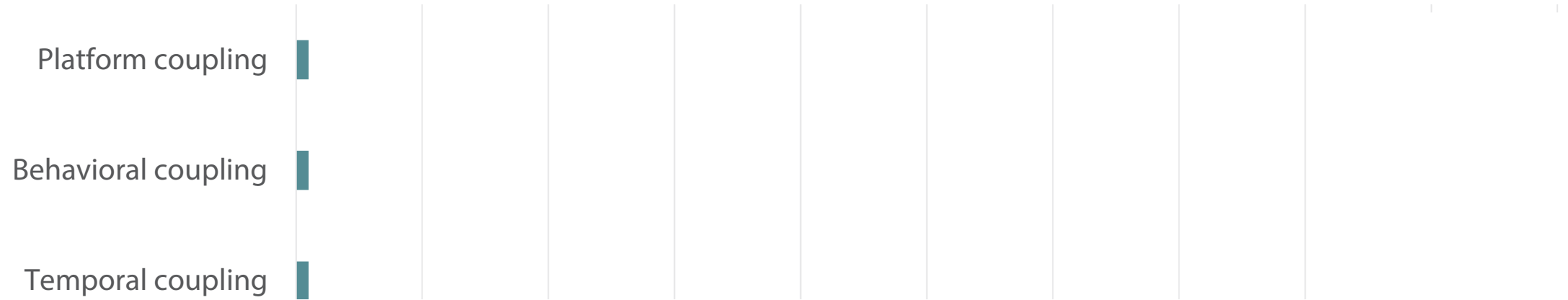
When one service fails  
the rest of the UI is  
shown

Needs UI composition

# Microservices and SPAs



# Microservices



- Fallacies still apply!



# Properties of Microservices (1)

Maintainable

Versioning

Each their own

Hosting

Failure isolation

Observable

# Properties of Microservices (2)

UI

Discovery

Security

Deployment

The downside of the  
microservice architecture is that  
it's relatively complex

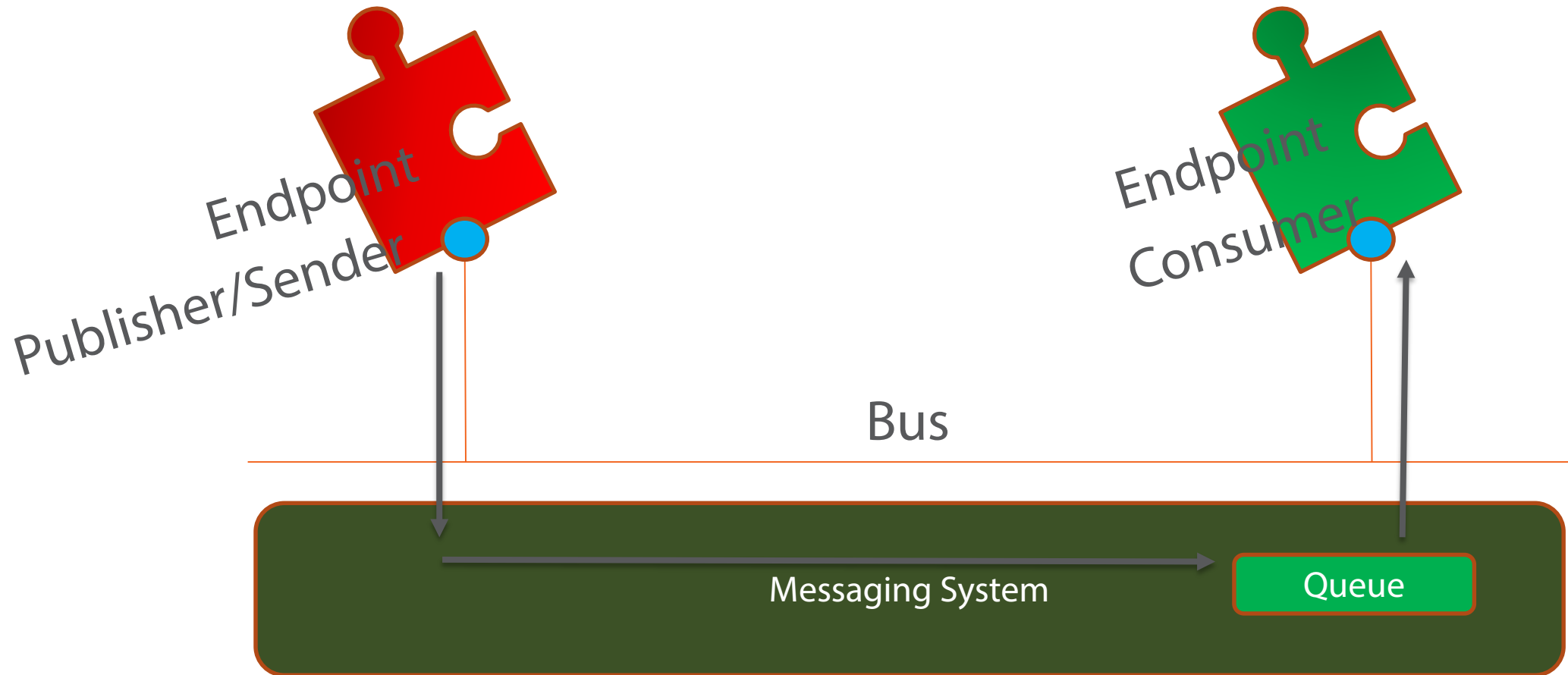
# Reuse and Microservices

- Code is typically not shared among services
- But... How about DRY!? (Don't Repeat Yourself)
- Set yourself free from DRY, use source control

# Databases and Microservices

- An entity can exist in multiple services and databases
- Data duplication is fine
- But... How about foreign keys?
- Set yourself free from data integrity

# The Services



# NServiceBus

- An implementation of a service bus
- Written for .NET services
- Non- .NET services can use other bus implementations compatible with the same messaging system.

# ESB

- Example: Biztalk
- Don't confuse with our service bus
- Logic in the bus
- Microservices = dumb pipes



# Demos?

**FIRE ON WHEELS**

More technical explanation needed  
In the next module!

# Summary



Monoliths are great but become unmaintainable when they get more complex

SOA with RPC and REST has some distinctive downsides

Microservices solve these downsides but beware of the complexity

The service bus facilitates the communication between services through a messaging backend