

# How to Architect API Based Microservices

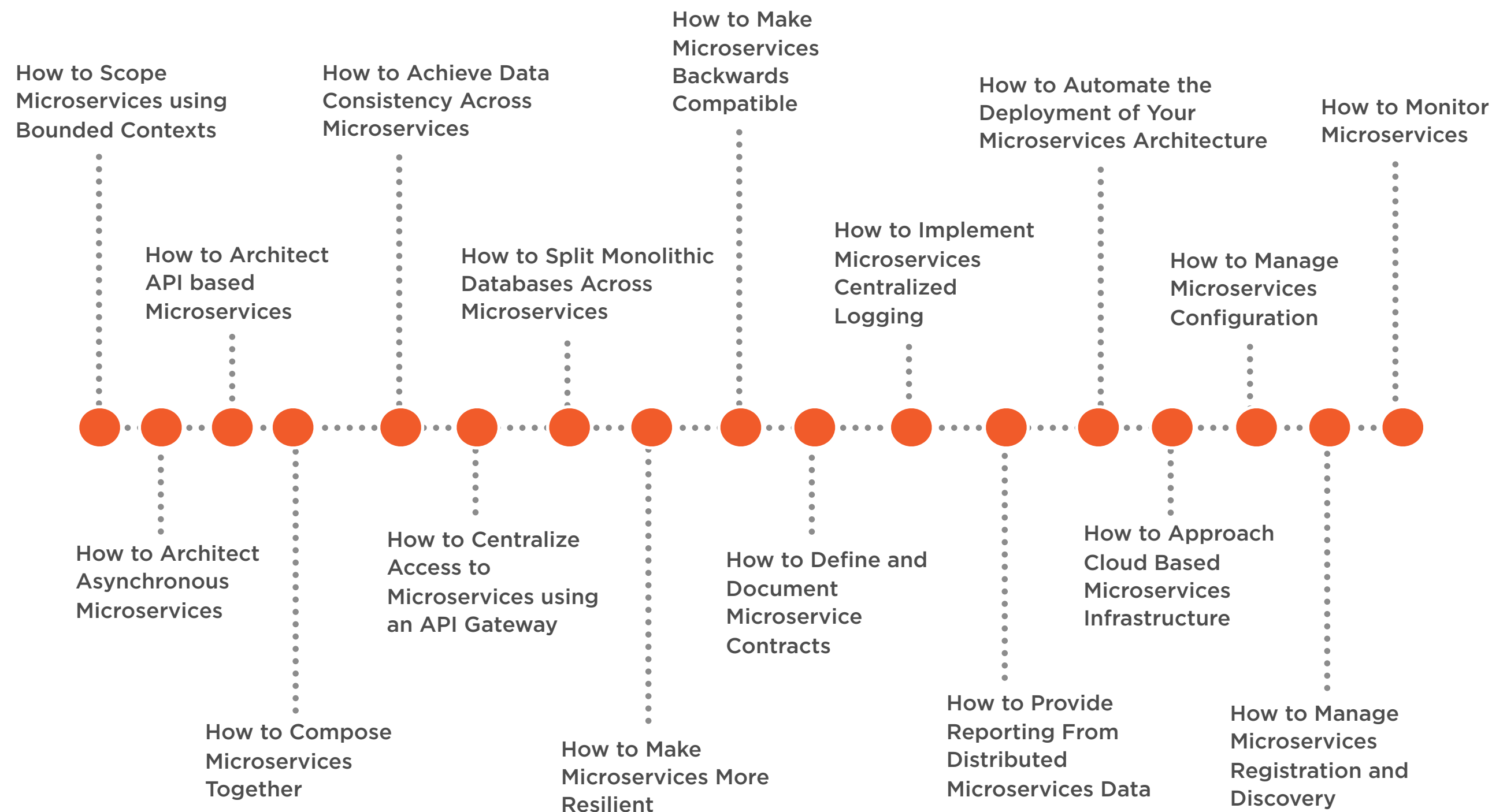
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# Microservices Architectural Design Patterns Playbook



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## Microservices Architecture

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# Overview

**Introduction**

**Functional Requirements**

**Architecture Options**

**REST Architectural Style**

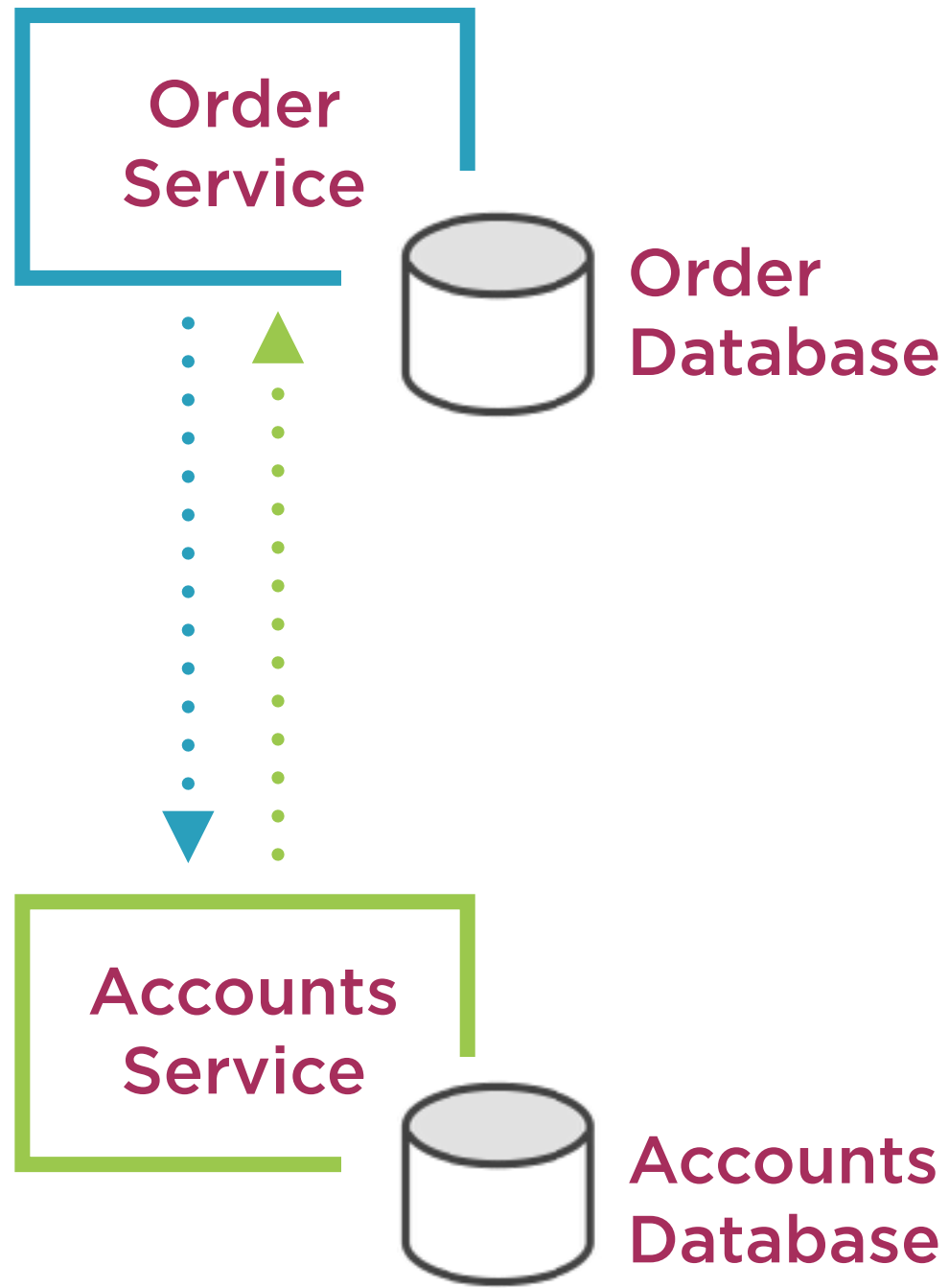
**API Architectural Patterns**

- Facade Design Pattern
- Proxy Design Pattern
- Stateless Service Pattern

# Introduction

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# Introduction



## Microservices

- API vs worker based

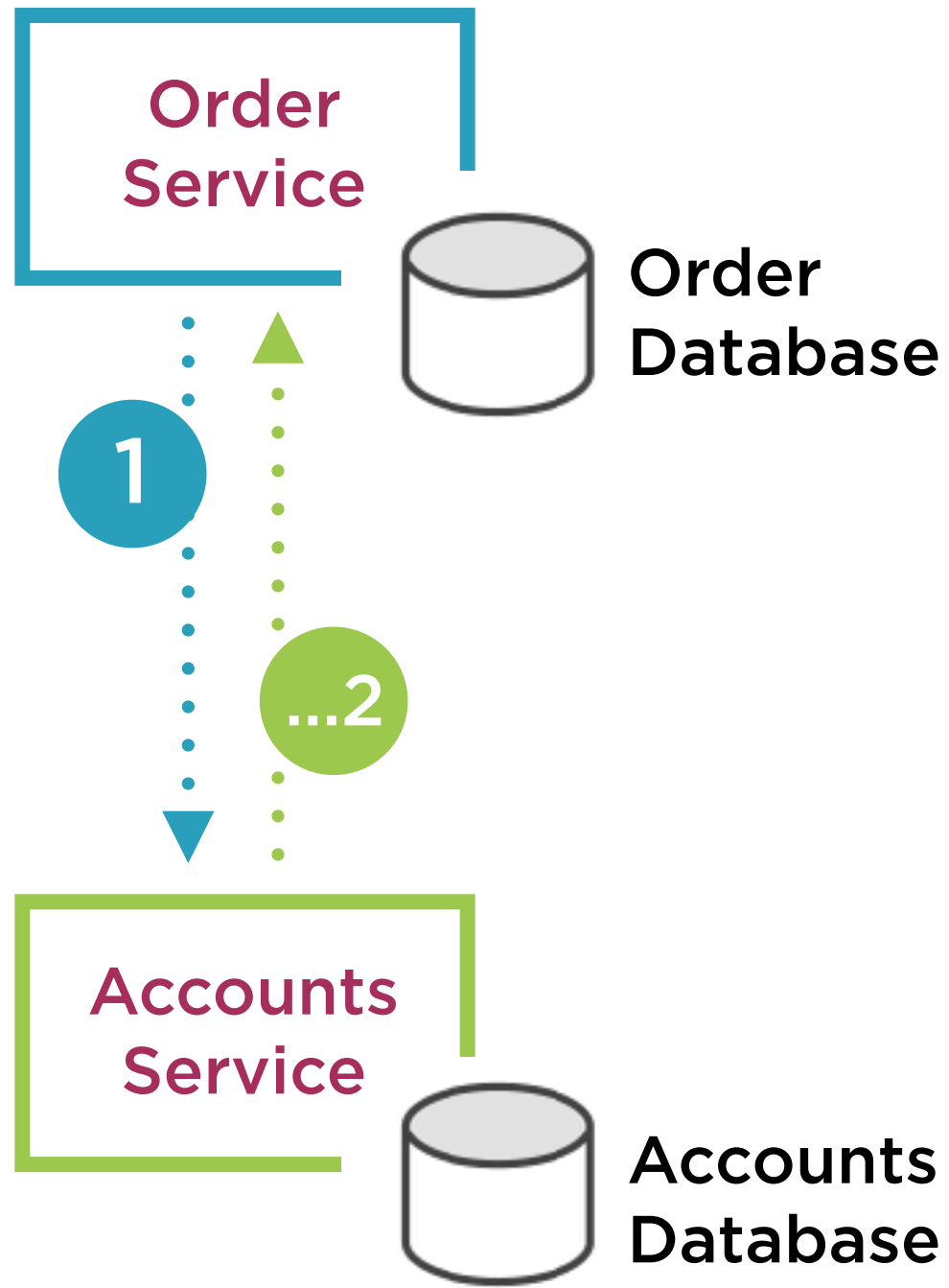
## Architecture

- API vs application

## How to architecture

- Functional requirements
- Architecture styles
- Architecture patterns

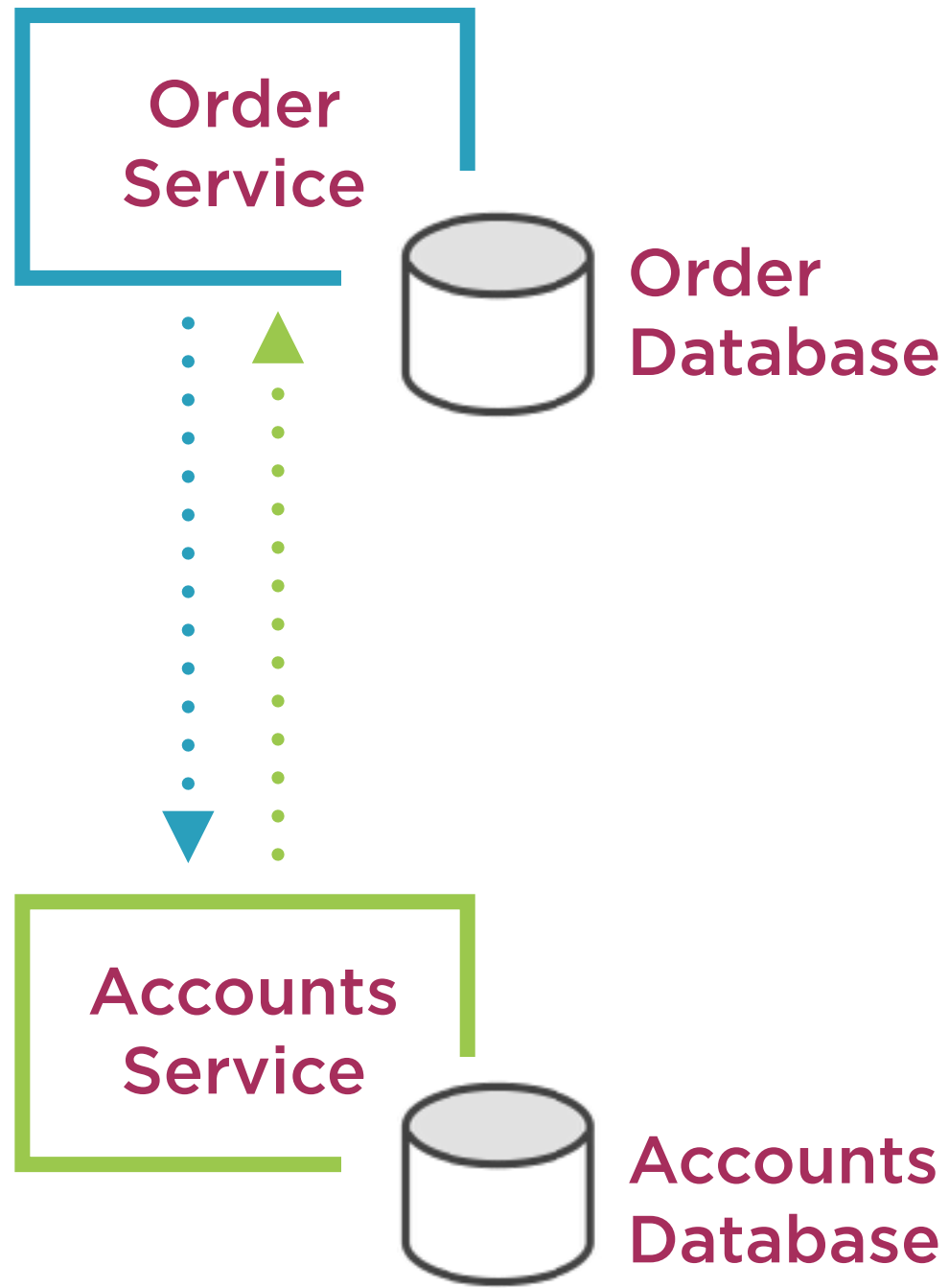
# Functional Requirements



## Autonomous microservices principle

- Loosely coupled
- Independently changeable
- Independently deployable
- Support and honor contracts
- Technology agnostic API
- Stateless API

# Architecture Options



## API architectural styles

- Pragmatic REST
- HATEOS (True REST)
- RPC
- SOAP

## API architectural patterns

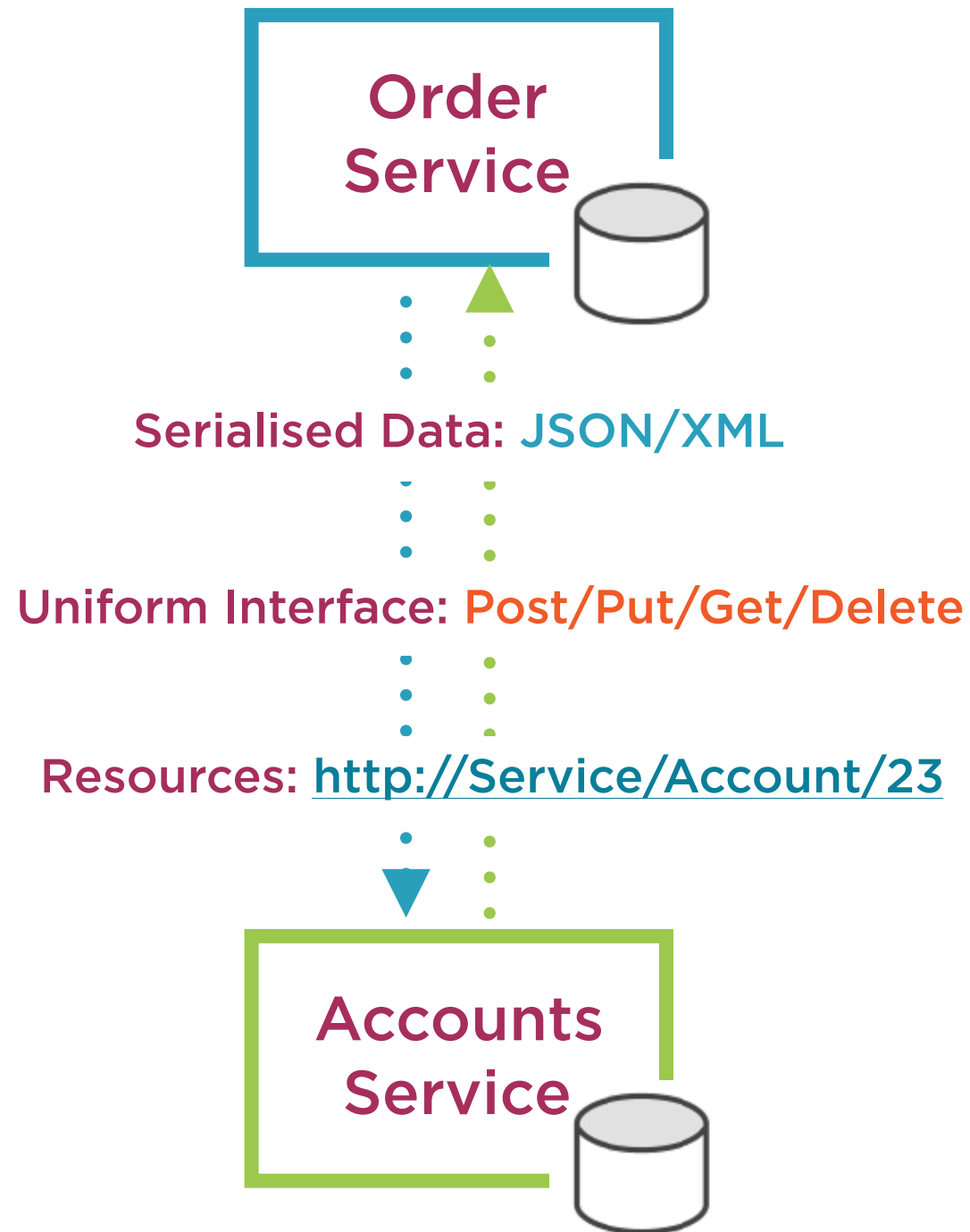
- Facade pattern
- Proxy pattern
- Stateless service pattern



# REST Architectural Style

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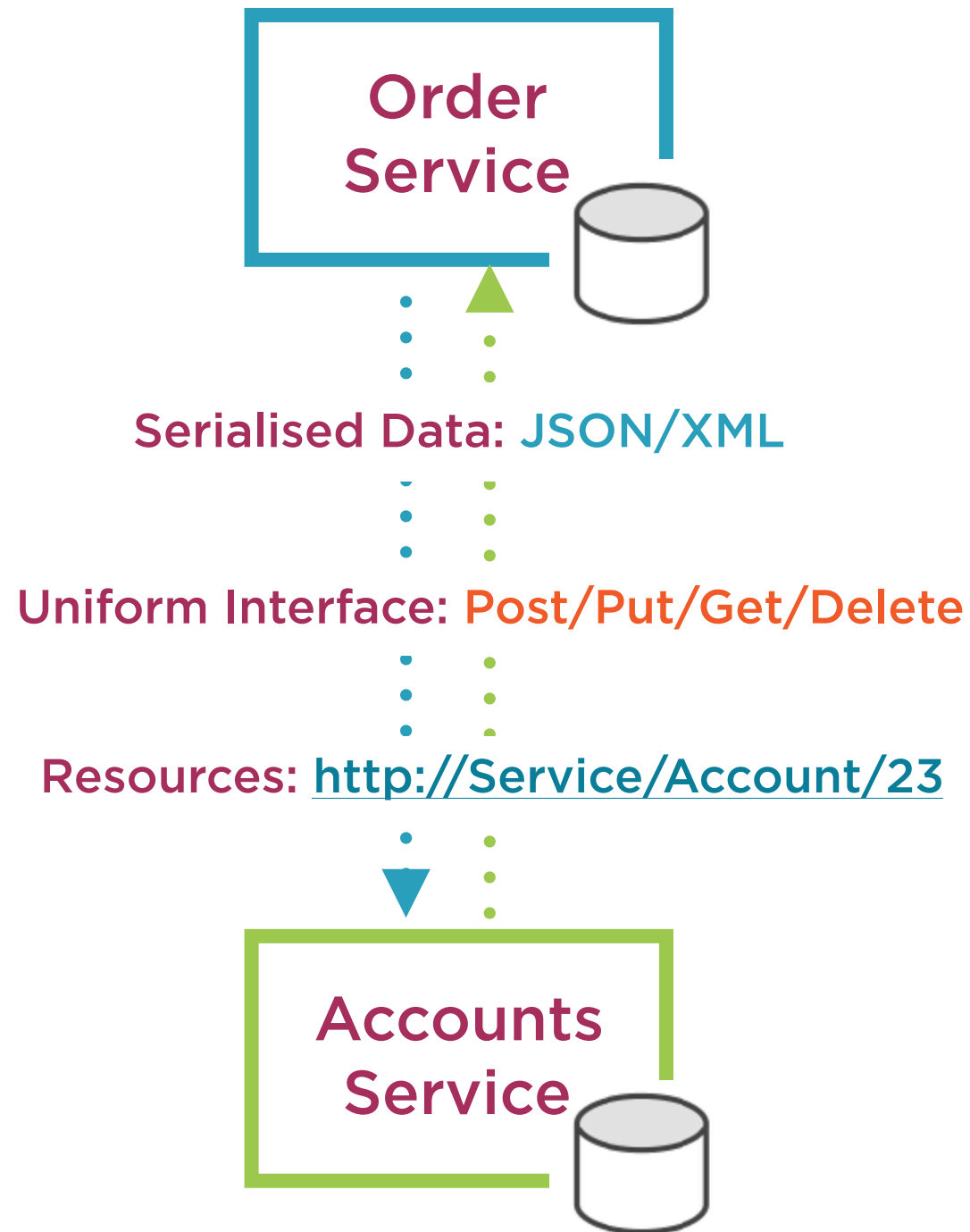
# REST Architectural Style



## What is REST?

- A style that defines constraints
- Uses HTTP based infrastructure
- Inherits advantages of the web
- Key concepts
  - JSON or XML
  - Resource endpoints
  - Uniform resource interface

# Applying REST Constraints to Microservices



**Client-server**

**Stateless**

**Cacheable**

**Layered system**

**Uniform Interface**

- Resources
- Manipulation of resources from request
- Self-descriptive message

# RESTful API Example

API	Description	Request body	Response body	HTTP Response Code
<b>GET</b> /api/customer	Get all customers	None	Array of customers	200/OK
<b>GET</b> /api/customer/{id}	Get an customer by ID	None	Customer	200/OK
<b>POST</b> /api/customer	Add a new customer	Customer	Customer	201/Created
<b>PUT</b> /api/customer/{id}	Update an existing customer	Customer	None	200/OK
<b>DELETE</b> /api/customer/{id}	Delete a customer	None	None	204/No Content

# Pragmatic RESTful Microservices

## Actions and Tasks

/api/customer/calculateInvoice/2017

/api/routes/optimizeRoutes/

/api/Offers/expireVouchers/

/api/customer/emailVoucher/

/api/reports/consolidate/

/api/Offers/expireVouchers/453

## Extended unofficial version of REST

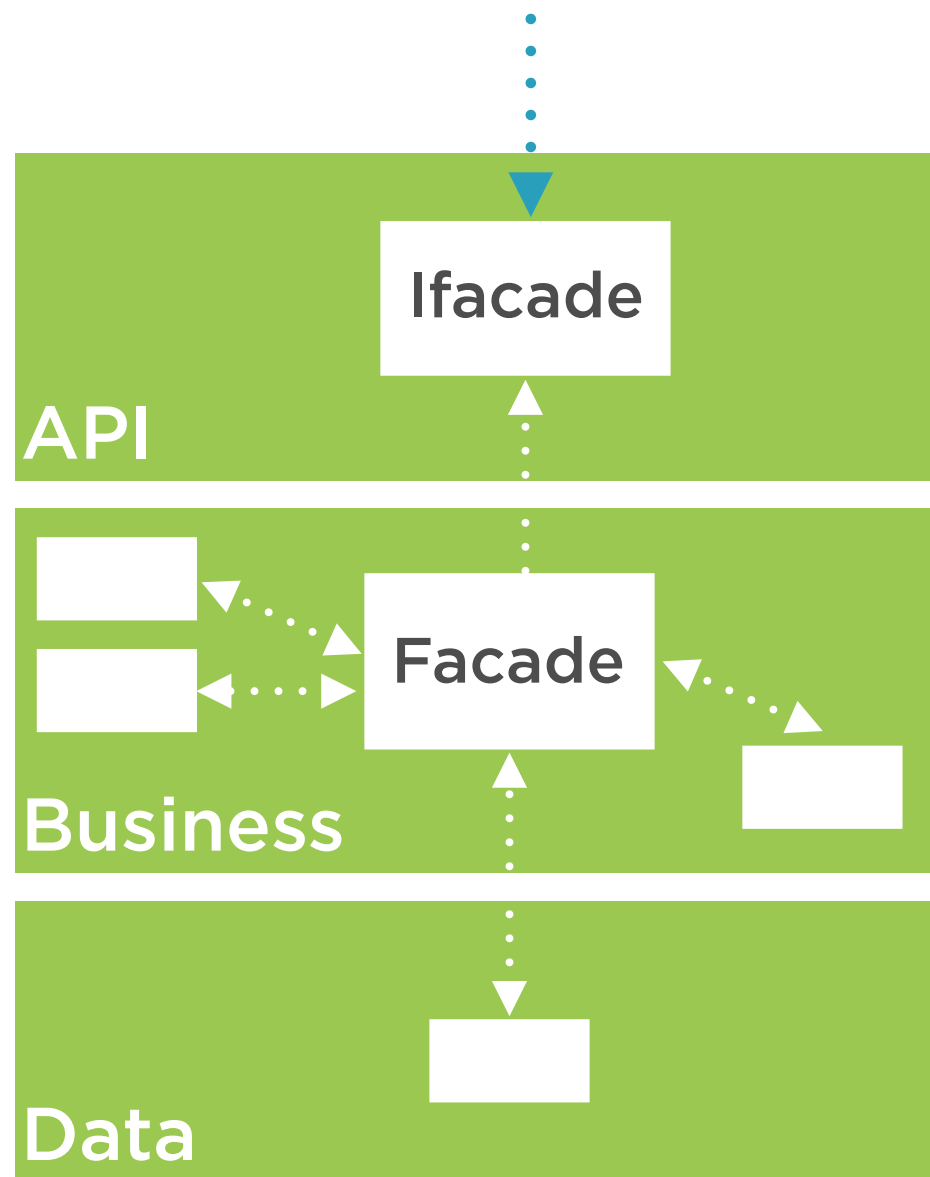
### Pragmatic additions for microservices

- Not all about resource CRUD
- Action\Task based endpoints
- Verbs instead of nouns
- Query string and or request body
- Response body for output
- Callback address for output
- HTTP status codes

# API Architectural Patterns

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# Facade Design Pattern



**A single interface to subsystems**

**Each subsystem represented by a class**

**API requests honored by the facade**

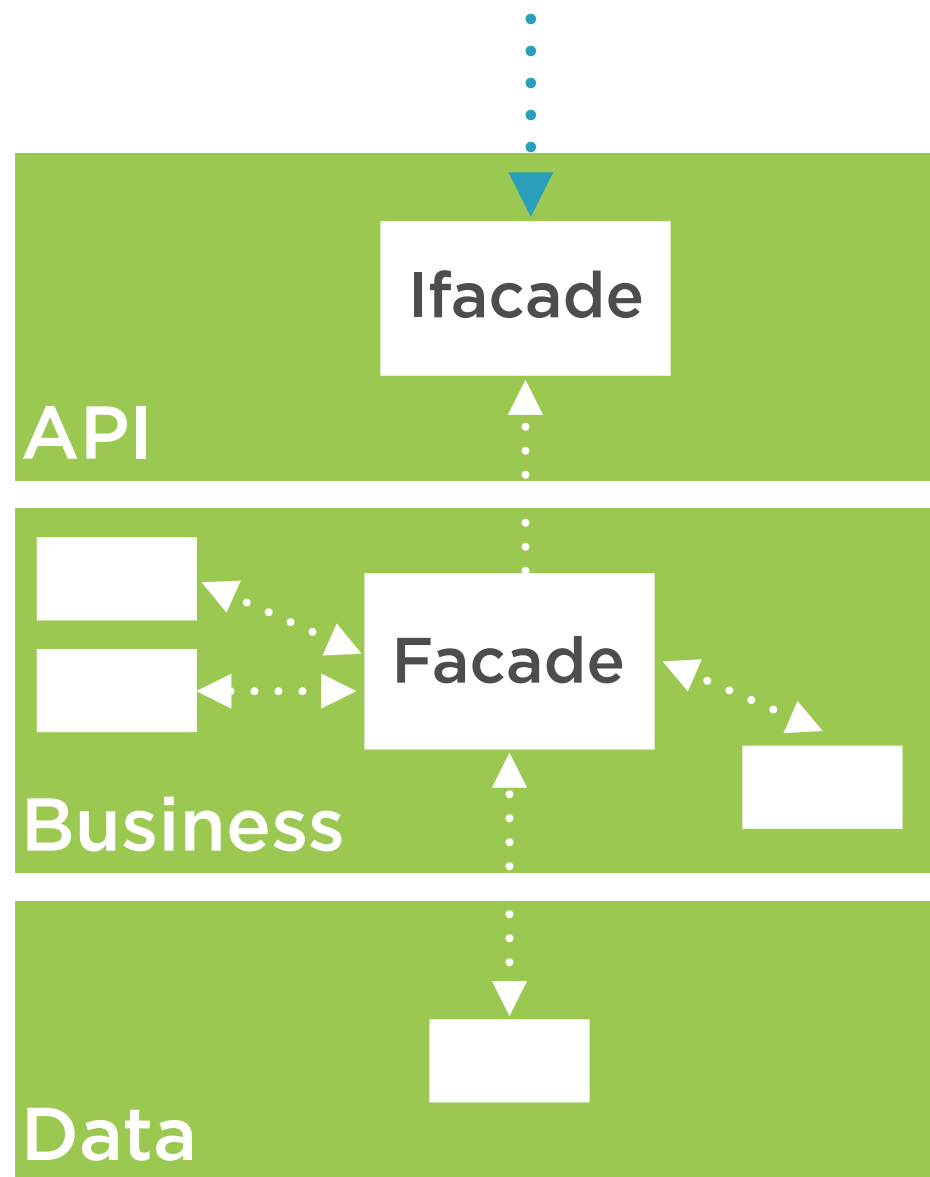
**Microservice API is just a facade**

- Business logic lives behind the facade
- Helps with information hiding
- Shared models
- Decoupling

**Facade helps enforce design principles**

- Single cohesion

# Approach to the API Facade Design Pattern



## 1. Design the API

- Endpoints
- Parameters
- Responses
- Status codes

## 2. Mock the API for consumer testing

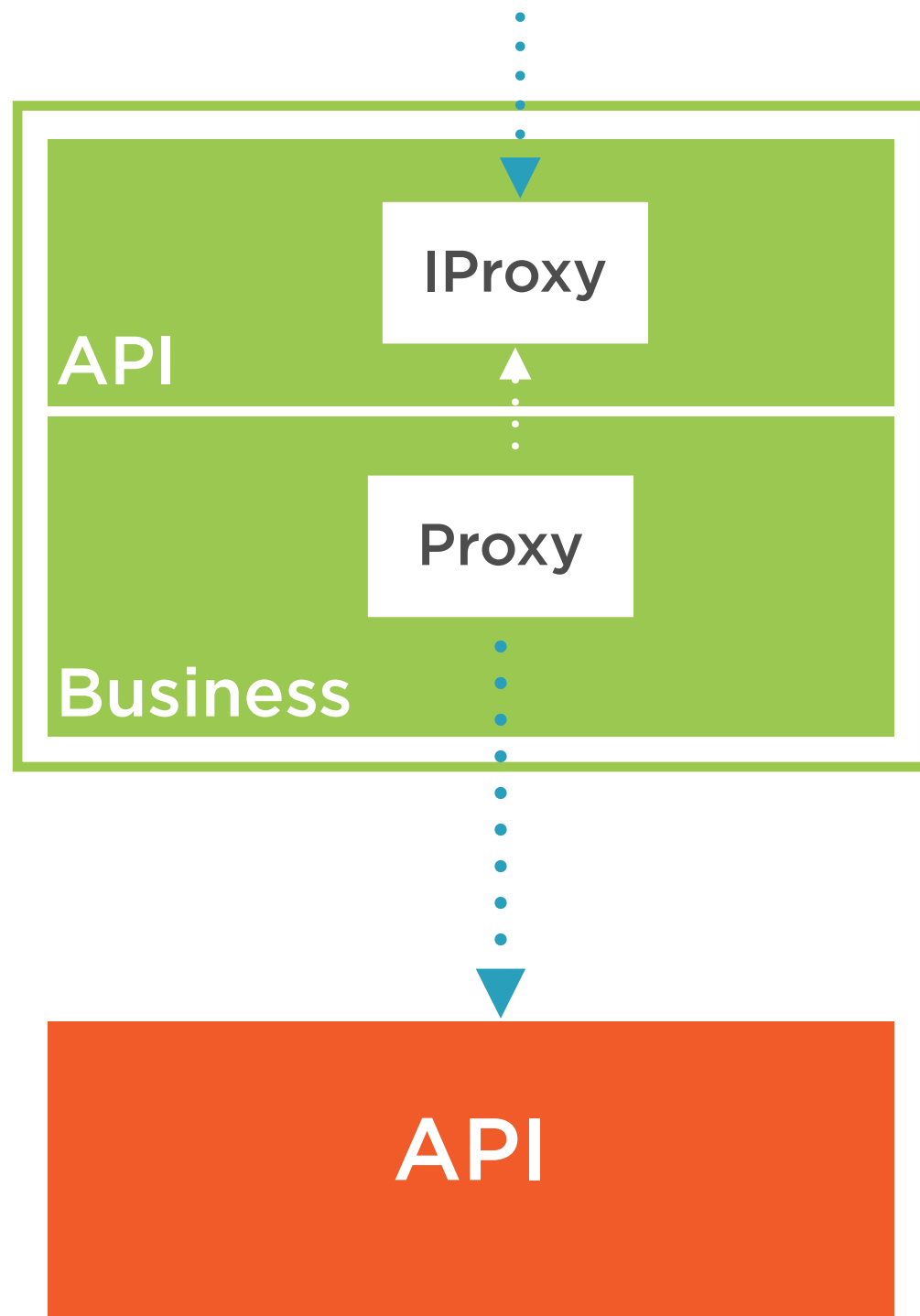
- Facade that returns hardcoded
- Responses
- Statuses

## 3. Revise and implement the actual facade

- Using feedback from 2



# Proxy Design Pattern



**Placeholder for another object**

**Used to control access to other object**

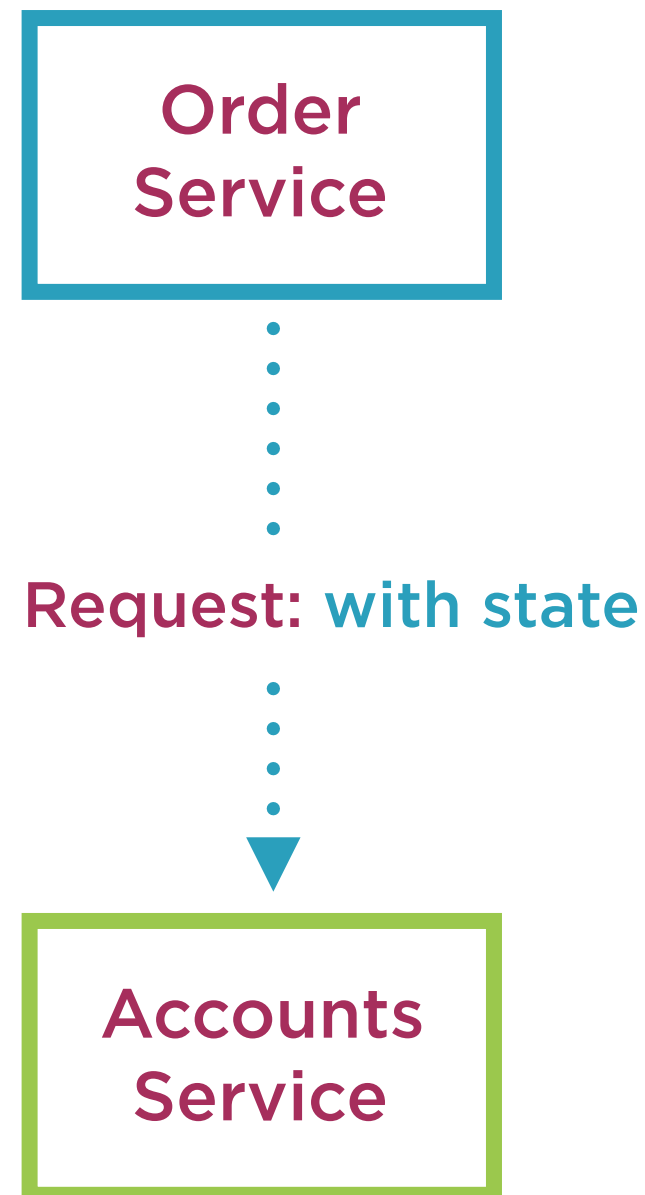
**Other object could be an external API**

**Proxy object doesn't contain business logic**

**Proxy object is a wrapper which provides**

- Simplification
- Transformation
- Security
- Validation

# Stateless Service Pattern



## What are stateful services

- Avoid for microservices

## Stateless Service Pattern

- No state information maintained
- Clients maintain state
- State sent as part of request

## Advantages for microservice architecture

- Scalability, performance and availability

## Caveat

- Increased network traffic

# Demo

## **APIs to illustrate**

- Stateless Restful API
  - Using facade design pattern
  - Using proxy design pattern

# Summary

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