

SERVICE DISCOVERY

- we've been mounting servers locally w/ fixed IP/port
- in the cloud, the IP address is NOT fixed!!
 - ↳ when a service comes up/goes live, it gets a random IP from the available pool
- if our app is coded to specific IP addresses, it will break if a service goes down/up
- w/ service discovery, we have some sort of 3rd-party registry that hangs on to IP addresses for services as they come up
- we can request the current IP for a service from the registry before making a request

