[Microservices](https://www.ibm.com/cloud/learn/microservices) are an essential part of computing technology. It has gained much popularity and is now considered important in developing a robust architectural approach. In simpler terms, microservices refer to designing a software system that combines loosely coupled services.

Instead of using a [monolithic approach](https://medium.com/koderlabs/introduction-to-monolithic-architecture-and-microservices-architecture-b211a5955c63), software developers are increasingly inclining towards using the microservices architecture. The services in the microservices architecture are easy to maintain and can be tested rigorously for bugs. Furthermore, they are loosely coupled and can be deployed independently. One of the major benefits of using microservices technology is that it is organized around the business’s capabilities, and you need a small team to operate it effectively.

Broadly speaking, there are three types of [microservices](https://aws.amazon.com/microservices/) used in software development: domain, integration, and unit-of-work. We will take an in-depth look at the three different types, which will help us understand their differences.