<https://www.marcobehler.com/guides/java-microservices-a-practical-guide>

Microservices frameworks

Quarkus,Micronut,Vert.x,Helidon

Netflix’s Hystrix 🡪 a popular library that helps you to think about latency and fault tolerance.

For microservice communication 🡪 It cane be asynchronous, non -asynchronous

REST Template ,grpc,

1. What is microservice architectural style\
2. Advantages of microservice architecture
3. Disadvantage of microservices
4. What are loose coupling and high cohesion?
5. What is the single responsibility principle
6. Difference between Microservice architecture and Devops?
7. Advantage of microservices over monolithic
8. Difference between microservice and SOA ?
9. What is client certificate?
10. What is Kubernetes ?
11. What is Eureka ?
12. What is service discovery
13. What is distributed transaction ?
14. What is domain – driven-design
15. What is end to end microservice testing ?
16. What is consumer-driven-contract CDC
17. What is idempotence in microservices
18. What communication styles are used in microservice architecture
19. What is docker?
20. What is hystrix ?
21. What are RESTful Web services?
22. What is OAUTH
23. What is spring boot
24. What is benefit of using Spring MVC framework
26. What is Microservice Architecture and why it is used?
27. Difference between Microservice vs Monolith Architecture? Advantages and disadvantages of both?
28. In which scenario we should use Microservice or monolith architecture?
29. What is loose coupling?
30. Difference between Microservice vs Service Oriented Architecture?
31. What is workFlow orchestration?
32. Basic understanding of Docker and K8s.
33. Distributed Systems Design Patterns?
34. What is 12- Factor Approach for Microservices?
35. Difference between different Databases like mongo vs cassandra, mysql vs cassandra?
36. What is CAP Theorem?
37. Study about Microservices Best Practicses.
38. How load Balancers and Servers works and How they handle concurrent requests?
39. What is Idempotency problem?
40. What is eventual Consistency?
41. What is Distributed transaction?
42. What is 2Phase and 3 phase Commit?
43. How Saga is better than 2 PC Commit?
44. What is Service registry and service discovery?
45. How to scale Application? What is scale Cube?
46. What is API gateway? what are benefits of api gateway?
47. Difference between http vs gRPC?
48. How to make synchronous vs asynchronous calls? Difference between them?
49. What is Circuit Breaker pattern?
50. What is Distributed Tracing?
51. What is availability , performance and reliability?
52. What is Service Mesh?
53. What is Proxy Pattern?
54. What is Chaos Testing?
55. Understand about messaging and caching, how we can use them in microservices?
56. Understand about different libraries like Eureka server, Hystrix, Ribbon, Feign, RestTemplate, Spring Cloud.