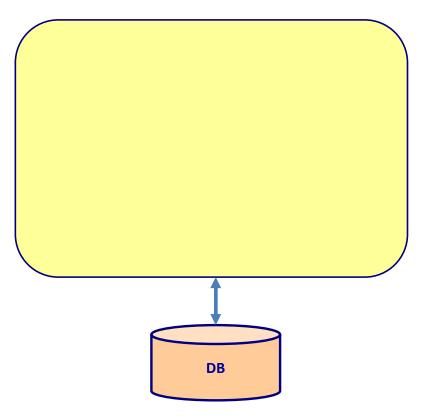
Lesson 7

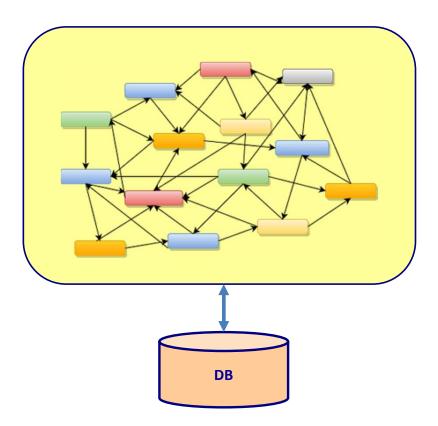
### **MICROSERVICES**

#### **MONOLITH ARCHITECTURE**

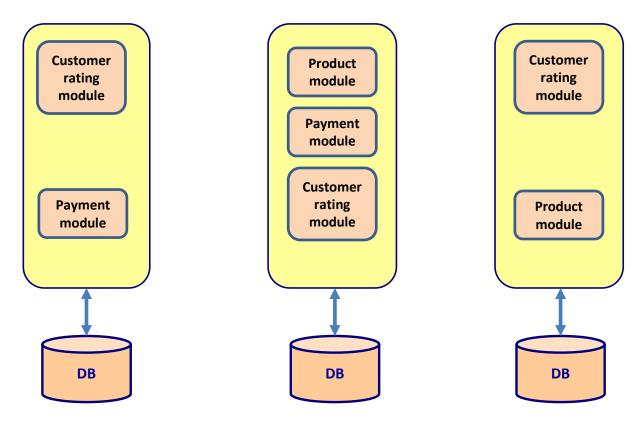
Everything is implemented in one large system



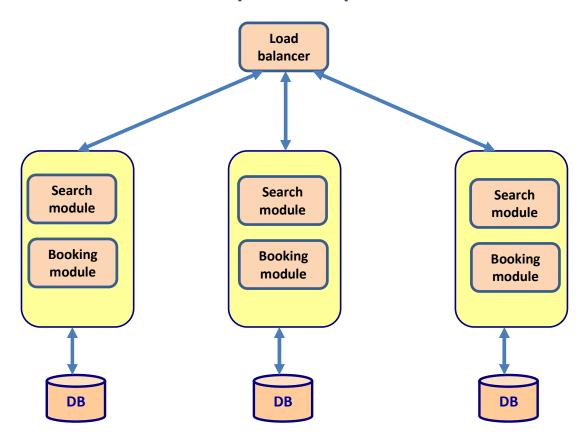
- Can evolve in a big ball of mud
  - Large complex system
    - Hard to understand
    - Hard to change



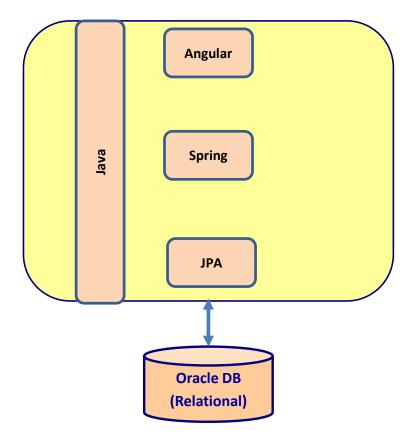
Limited re-use is realized across monolithic applications



- All or nothing scaling
  - Difficult to scale separate parts



- Single development stack
  - Hard to use "the right tool for the job."



Does no support small agile scrum teams

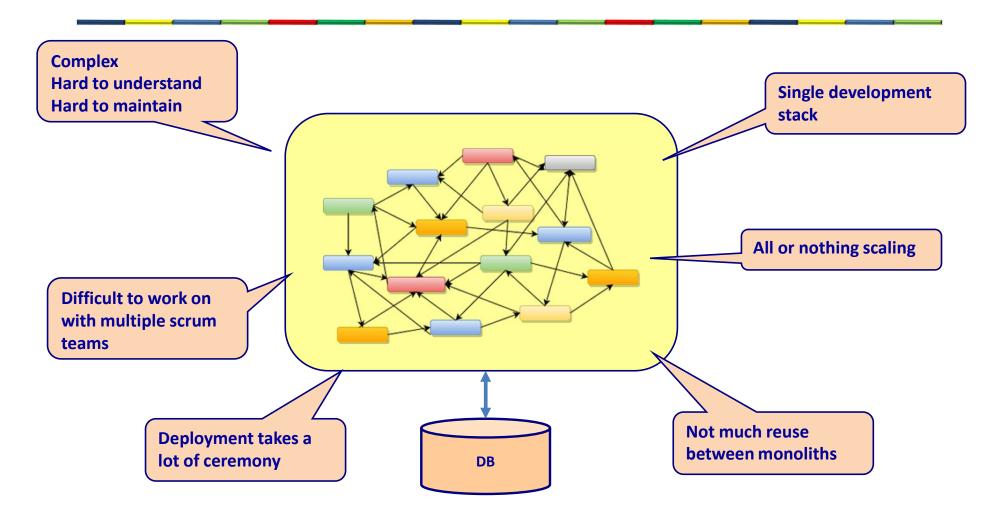
Hard to have different agile teams work on the

same application DB

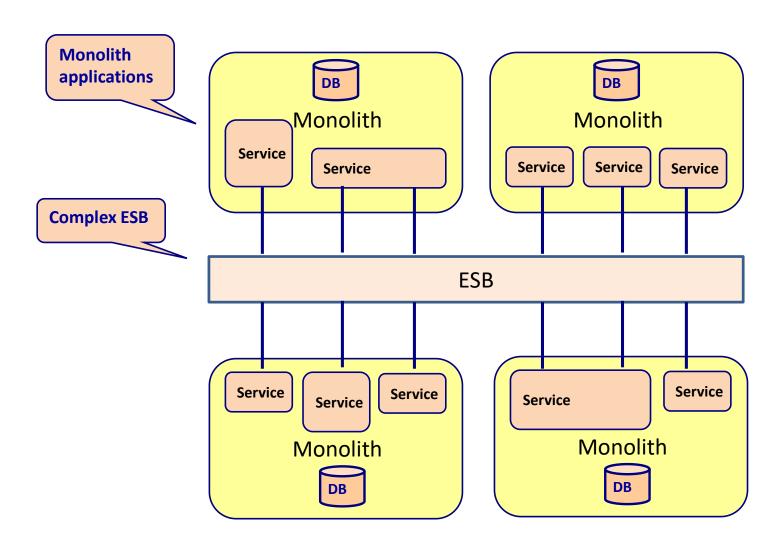
- Deploying a monolith takes a lot of ceremony
  - Every deployment is of high risk
  - I cannot deploy very frequently
  - Long build-test-release cycles



#### Problems with a monolith architecture



### Problems with SOA



## Microservice early adopters

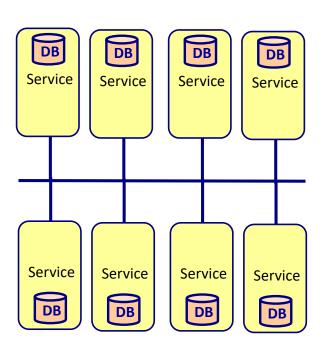
- Netflix
- Uber
- Airbnb
- Orbiz
- eBay
- Amazon
- Twitter
- Nike

Common problem:

How to migrate from a monolith to more scalability, process automation, manageability,...

#### Microservices

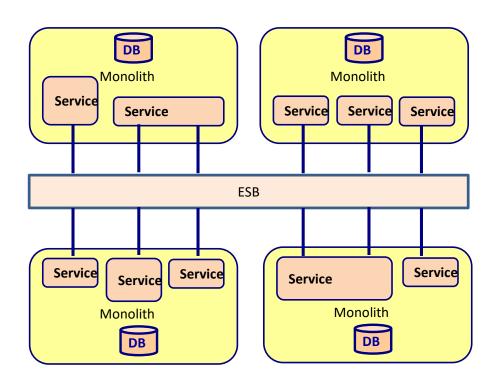
- Small independent services
  - Simple and lightweight
  - Runs in an independent process
  - Language agnostic
  - Decoupled

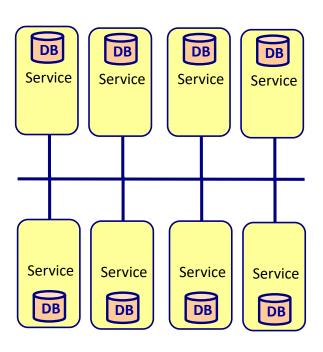


#### **SOA vs Microservice**

**SOA** 

#### Microservice

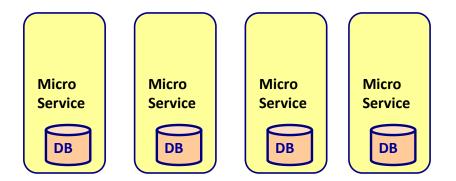




# CHARACTERISTICS OF A MICROSERVICE

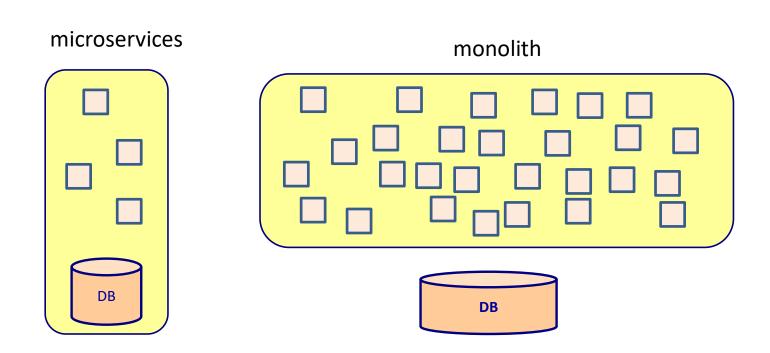
#### Microservices

- Small independent services
  - Simple and lightweight
  - Runs in an independent process
  - Technology agnostic
  - Decoupled

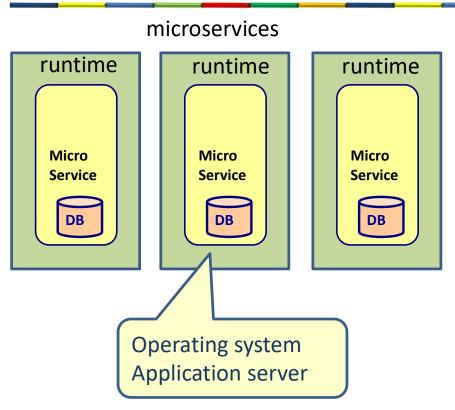


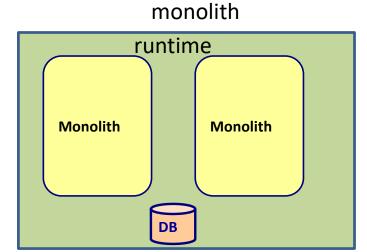
### Simple and lightweight

- Small and simple
- Can be build and maintained by 1 agile team



### Runs in an independent process





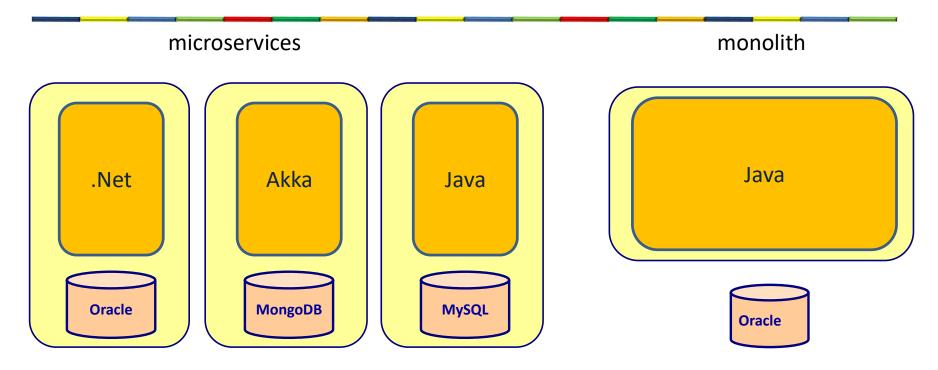
#### Advantages

- Runtime can be small
  - Only add what you need
- Runtime can be optimized
- Runtime can start and stop fast
- If runtime goes down, other services will still run

#### Disadvantages

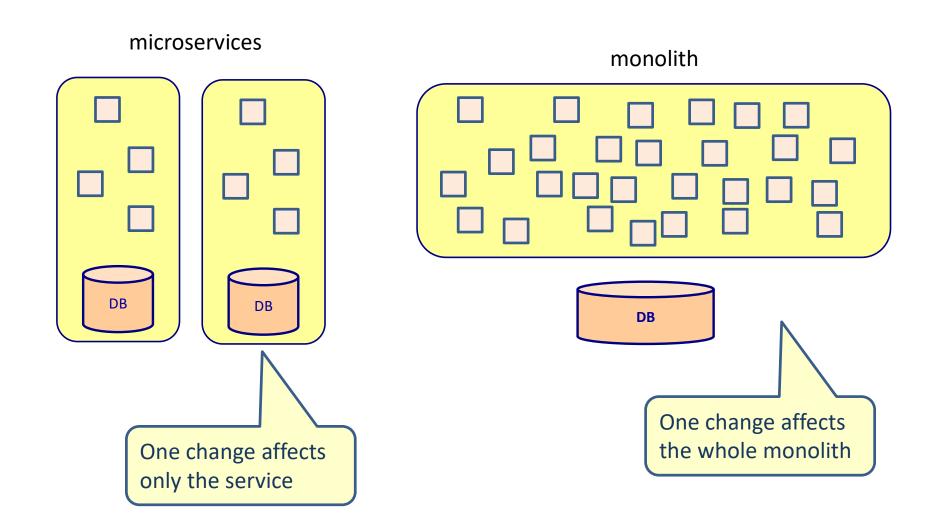
 We need to manage many runtimes

### Technology agnostic

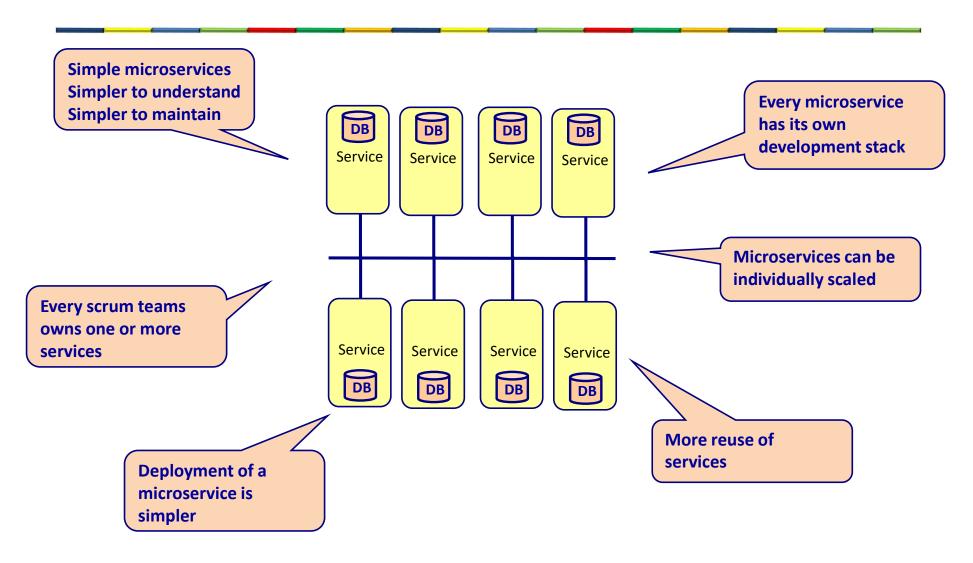


 Use the architecture and technologies that fits the best for this particular microservice

# Decoupled

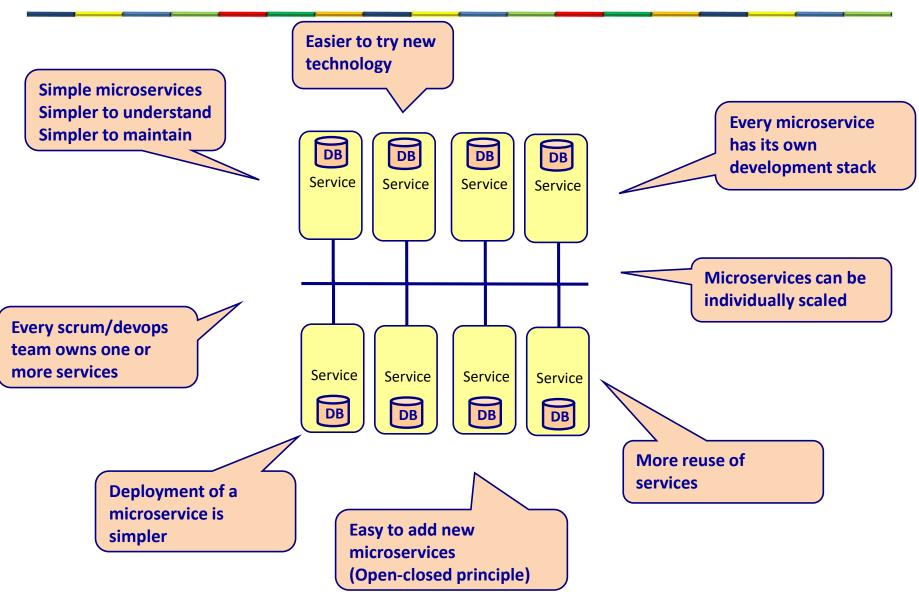


### Microservice architecture

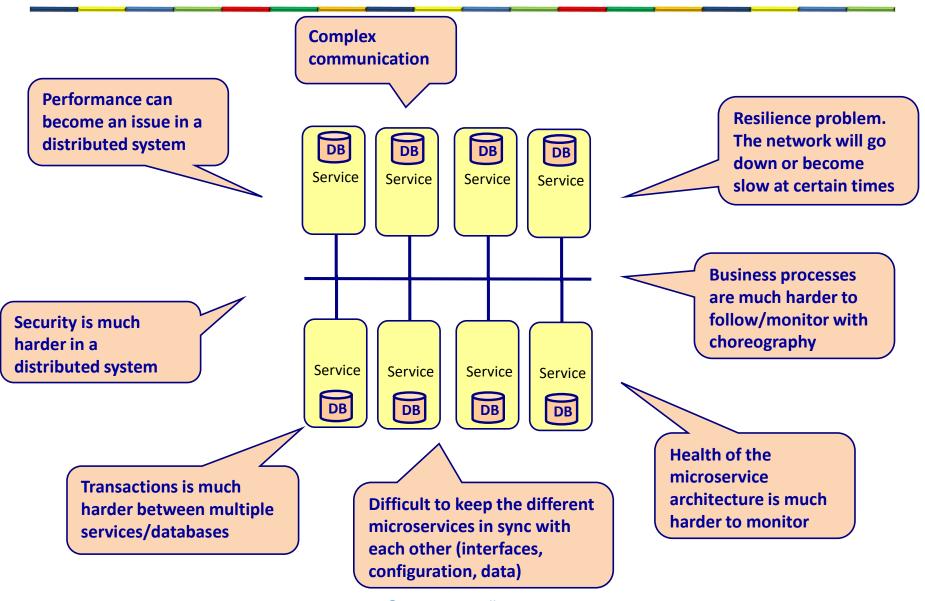


# ADVANTAGES AND DISADVANTAGES OF A MICROSERVICE ARCHITECTURE

### Advantages



### Disadvantages

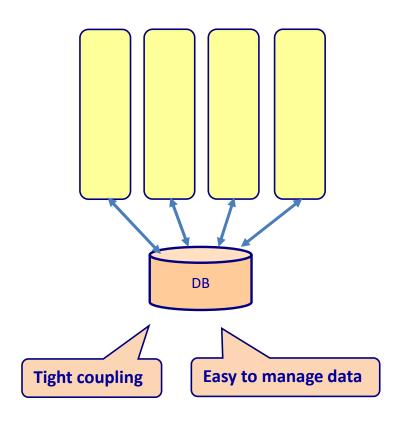


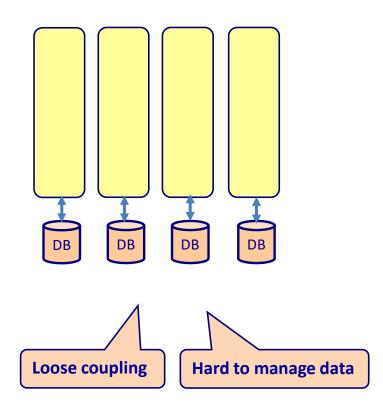
### Challenges of a microservice architecture

Challenge	Solution
Complex communication	
Performance	
Resilience	
Security	
Transactions	
Following the process	
Keep data in sync	
Keep interfaces in sync	
Keep configuration in sync	
Monitor health of microservices	
Follow/monitor business processes	

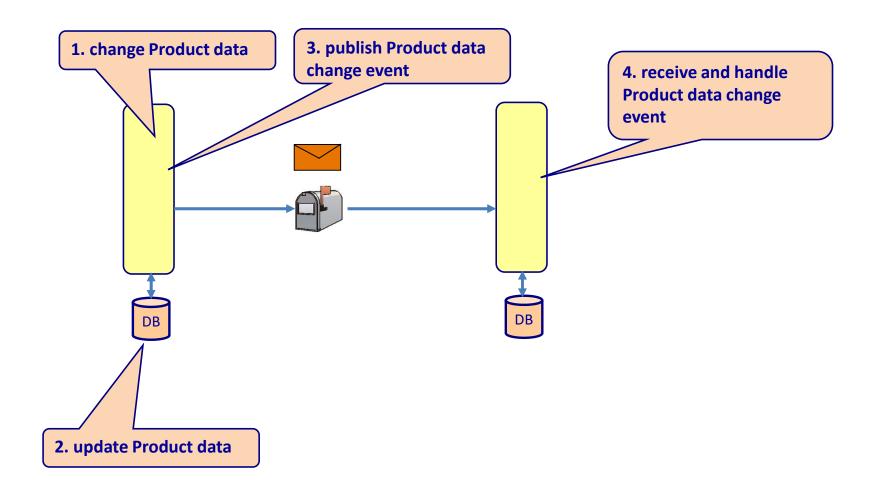
#### MICROSERVICE AND DATABASES

## Every service manages its own data



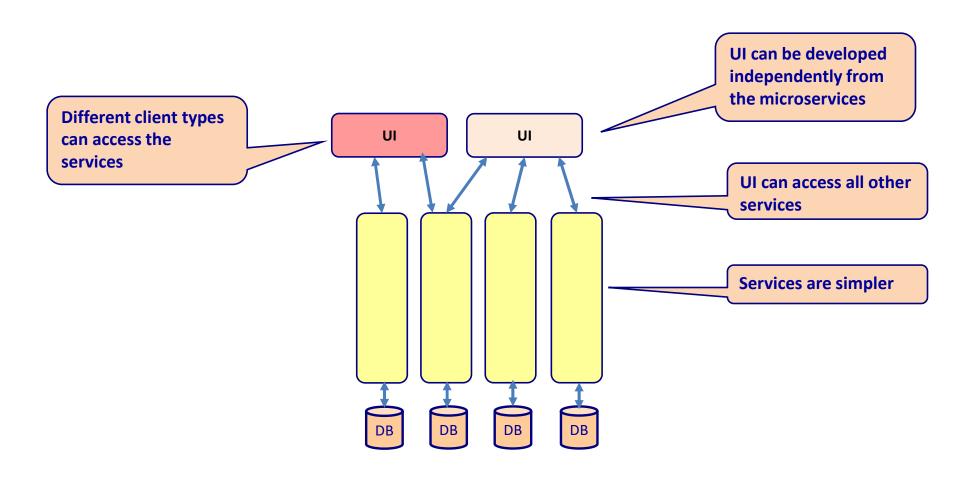


## Data consistency



### **UI AND MICROSERVICE**

## Split front-end and back-end



#### **MICROSERVICE BOUNDARIES**

- DDD bounded context
  - Isolated domains that are closely aligned with business capabilities
- Autonomous functions
  - Accept input, perform its logic and return a result
    - Encryption engine
    - Notification engine
    - Delivery service that accept an order and informs a trucking service

- Size of deployable unit
  - Manageable size
- Most appropriate function or subdomain
  - What is the most useful component to detach from the monolith?
  - Hotel booking system: 60-70% are search request
    - Move out the search function
- Polyglot architecture
  - Functionality that needs different architecture
    - Booking service needs transactions
    - Search does not need transactions

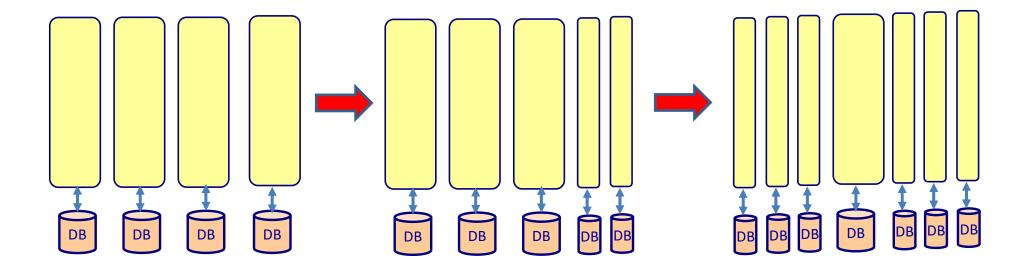
- Selective scaling
  - Functionality that needs different scaling
    - Booking service needs low scaling capabilities
    - Search needs high scaling capabilities
- Small agile teams
  - Specialist teams that work on their expertise
- Single responsibility

- Replicability or changeability
  - The microservice is easy detachable from the overall system
  - What functionality might evolve in the future?
- Coupling and cohesion
  - Avoid chatty services
  - Too many synchronous request
  - Transaction boundaries within one service

- DDD bounded context
- Autonomous functions
- Size of deployable unit
- Most appropriate function or subdomain
- Polyglot architecture
- Selective scaling
- Small agile teams
- Single responsibility
- Replicability or changeability
- Coupling and cohesion

#### Microservice boundaries

 Start with a few services and then evolve to more services



#### **Domains**

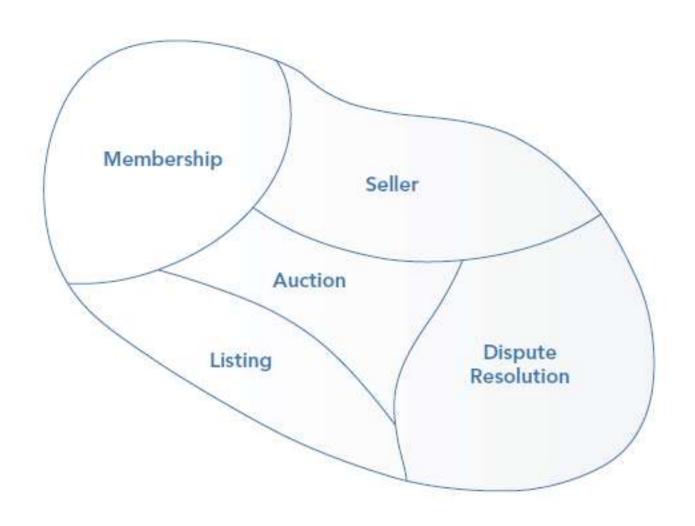
- Core subdomain
  - This is the reason you are writing the software.
- Supporting subdomain
  - Supports the core domain
- Generic subdomain
  - Very generic functionality
    - Email sending service
    - Creating reports service

# Distilling the domain

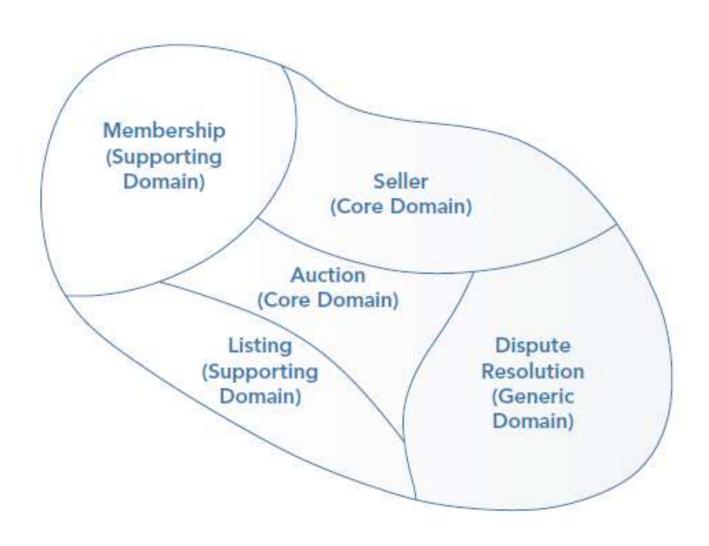
The large domain of online auction



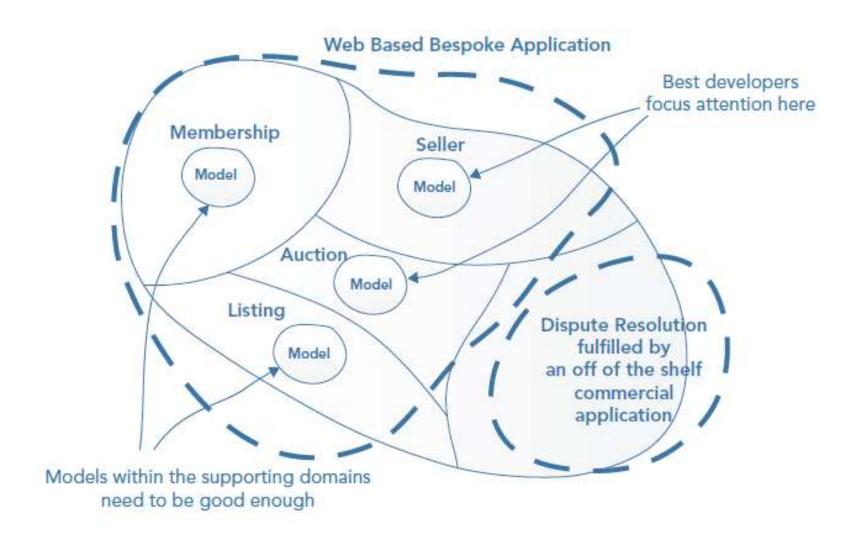
#### Find the subdomains



### Identify the core domain



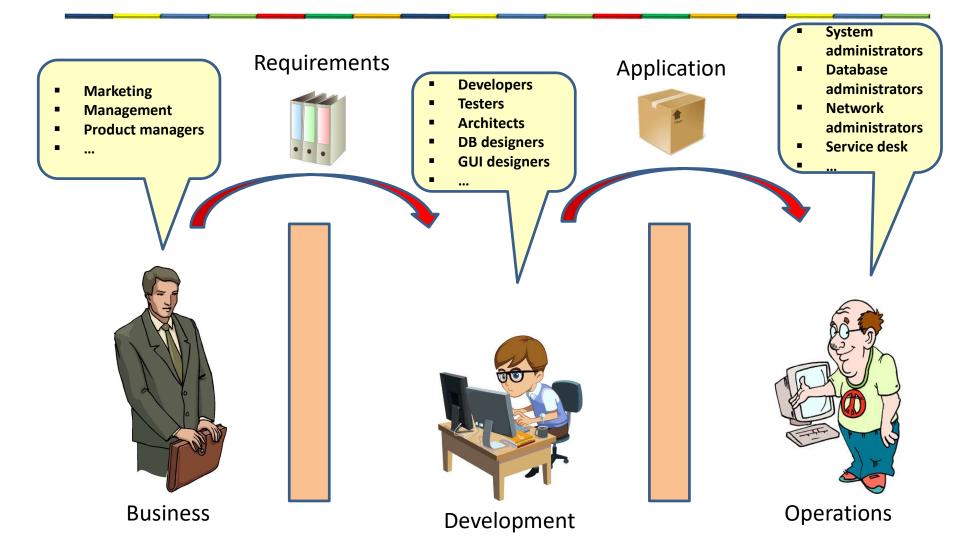
# Subdomains shape the solution



# MICROSERVICES IN THE ORGANIZATION

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# Traditional software development

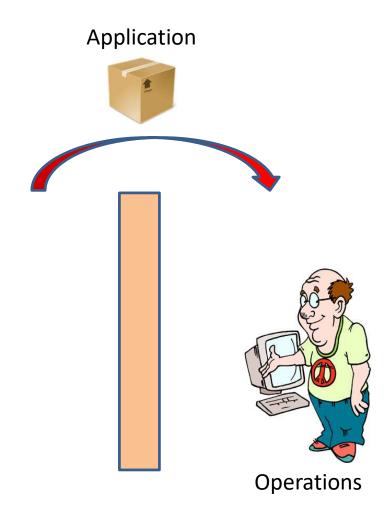


#### Agile software development: Scrum

- Close collaboration
- Better communication
- Short delivery cycles
- Short feedback loops



Product owner (business) and developers in one team



#### **DevOps**

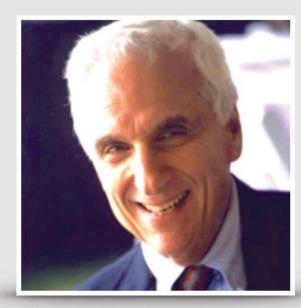
- Close collaboration between developers and operations
- Streamlines the delivery process of software from business requirements to production
- Better communication
- Identical development and production environment
- Shared tools
  - Automate everything
  - Monitor everything



Product owner (business) and developers in one team

Operations

# Conways law



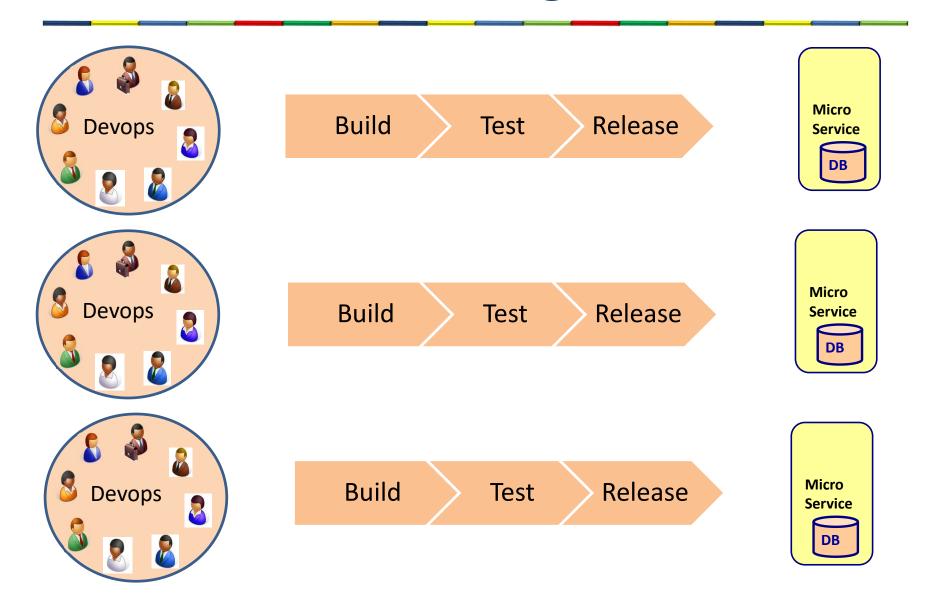
"If you have four groups working on a compiler, you'll get a 4-pass compiler"

—Eric S Raymond

"organizations which design systems ... are constrained to produce designs which are copies of the communication structures of these organizations"

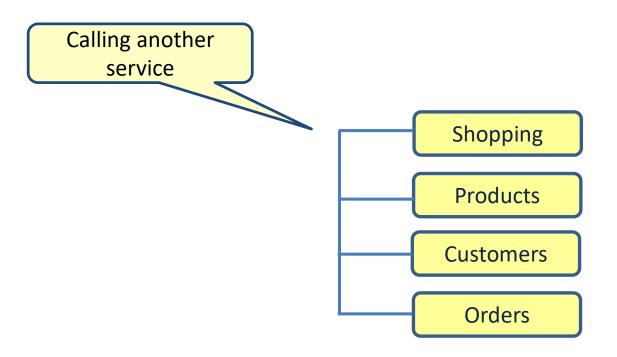
-Melvin Conway

### Microservice organization

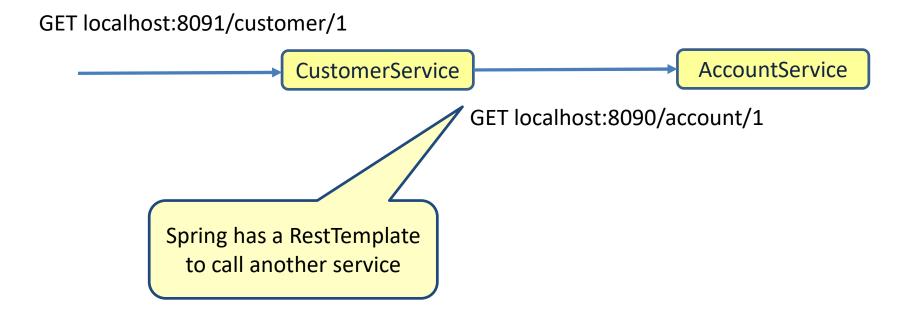


# CALLING ANOTHER MICROSERVICE: FEIGN

# Implementing microservices



# Calling another service



### RestTemplate

```
@Component
public class RestClient {
    @Autowired
    private RestOperations restTemplate;

public void callRestServer(){
        Greeting greeting =
            restTemplate.getForObject("http://localhost:8080/greeting", Greeting.class);
        System.out.println("Receiving message:"+greeting.getContent());
    }
}
```

```
@Configuration
public class AppConfig {
    @Bean
    RestTemplate restTemplate(){
        return new RestTemplate();
    }
}
```

RestTemplate has to be configured.

Developer has to know REST details

# Feign

- Declarative HTTP client
  - Simplify the HTTP client
- You only need to declare and annotate the interface

#### AccountService

```
@RestController
public class AccountController {
    @RequestMapping("/account/{customerid}")
    public Account getName(@PathVariable("customerid") String customerId) {
        return new Account("1234", "1000.00");
    }
}
```

```
public class Account {
  private String accountNumber;
  private String balance;
  ...
}
```

```
server:
  port: 8090
```

```
@SpringBootApplication
public class AccountServiceApplication {

   public static void main(String[] args) {
      SpringApplication.run(AccountServiceApplication.class, args);
   }
}
```

# Properties files and yml files

#### application.properties

```
Mapping single properties
myapp.mail.to=frank@hotmail.com
myapp.mail.host=mail.example.com
myapp.mail.port=250

#Mapping list or array
myapp.mail.cc=mike@gmail.com,david@gmail.com
myapp.mail.bcc=john@hotmail.com,admin@acme.com

#Mapping nested POJO class
myapp.mail.credential.user-name=john1234
myapp.mail.credential.password=xyz@1234
```

#### CustomerService

```
@SpringBootApplication
@EnableFeignClients
public class CustomerServiceApplication {

   public static void main(String[] args) {
      SpringApplication.run(AccountServiceApplication.class, args);
   }
}
```

```
server:
port: 8091
```

```
<dependency>
  <groupId>org.springframework.cloud</groupId>
  <artifactId>spring-cloud-starter-openfeign</artifactId>
  </dependency>
```

#### CustomerService: the controller

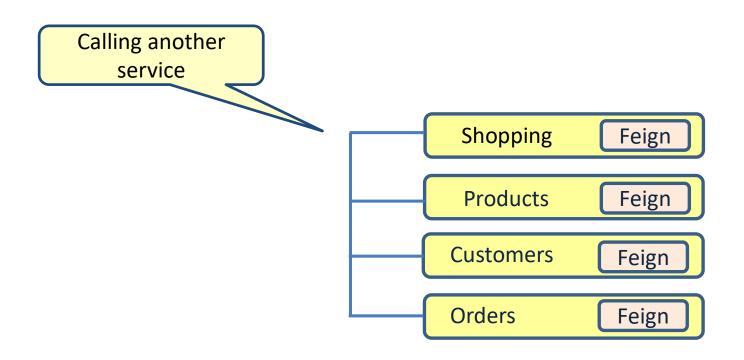
```
@RestController
public class CustomerController {
    @Autowired
    AccountFeignClient accountClient;

@RequestMapping("/customer/{customerid}")
public Account getName(@PathVariable("customerid") String customerId) {
        Account account = accountClient.getName(customerId);
        return account;
}

@FeignClient(name = "account-service", url = "http://localhost:8090")
interface AccountFeignClient {
    @RequestMapping("/account/{customerid}")
    public Account getName(@PathVariable("customerid") String customerId);
}
```

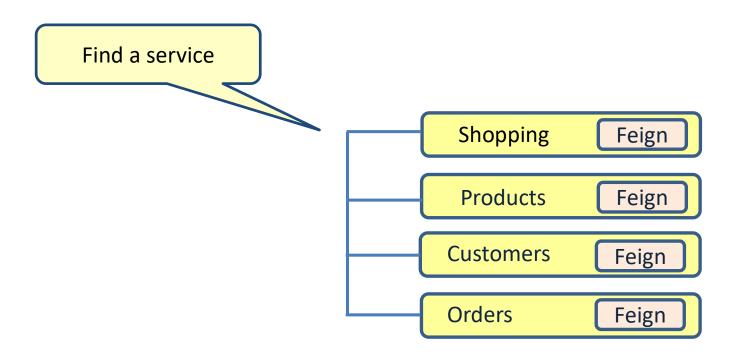
Declare the interface, Spring creates the implementation

# Implementing microservices

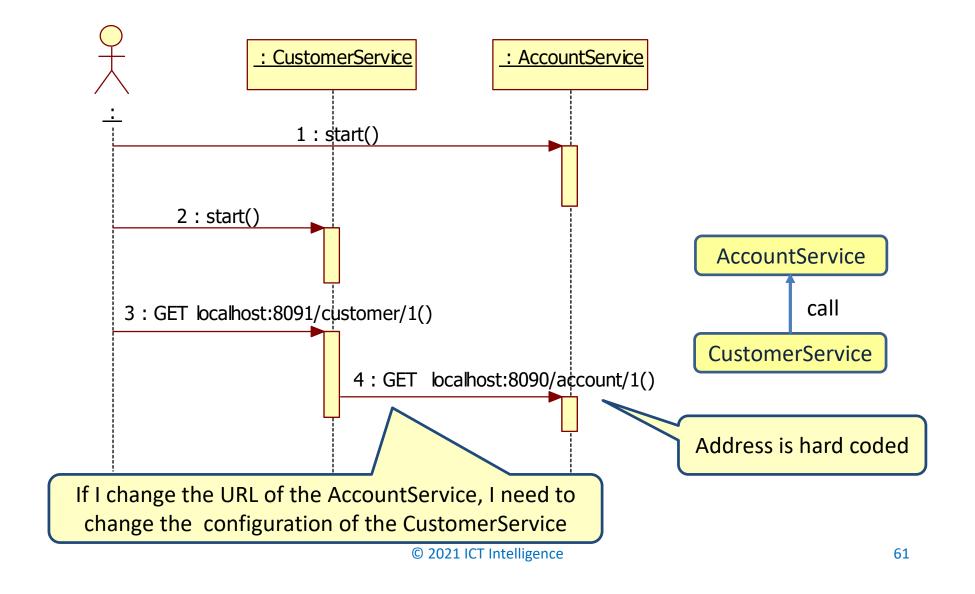


#### **SERVICE REGISTRY: EUREKA**

# Implementing microservices



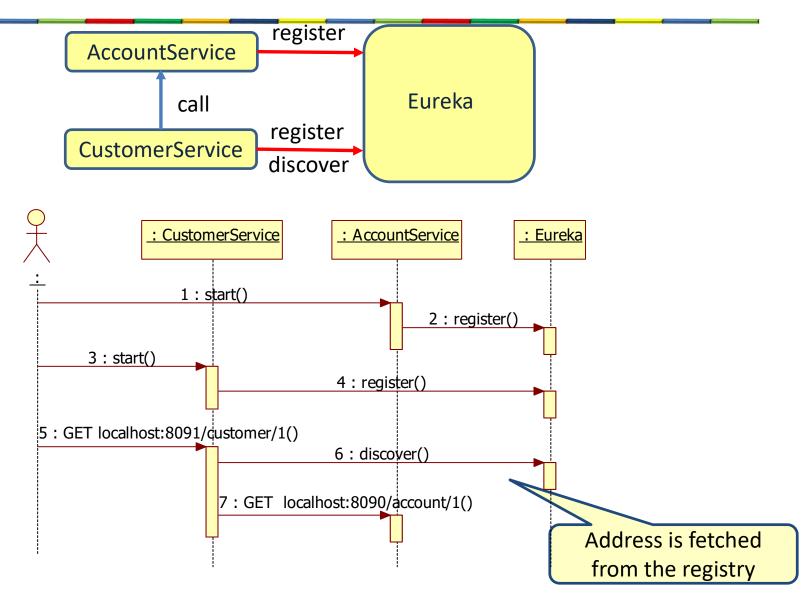
#### One service calling another service



### Service Registry

- Like the phone book for microservices
  - Services register themselves with their location and other meta-data
  - Clients can lookup other services
- Netflix Eureka

# **Using Eureka**



# Why service registry/discovery?

#### 1. Loosely coupled services

- Service consumers should not know the physical location of service instances.
  - We can easily scale up or scale down service instances

#### 2. Increase application resilience

• If a service instance becomes unhealthy or unavailable, the service discovery engine will remove that instance from the list of available services.

#### Eureka Server

```
@SpringBootApplication
@EnableEurekaServer
public class EurekaServerApplication {
   public static void main(String[] args) {
      SpringApplication.run(EurekaServerApplication.class, args);
   }
}
```

```
server:
    port: 8761

eureka:
    client:
    registerWithEureka: false  #telling the server not to register himself fetchRegistry: false
```

```
<dependency>
  <groupId>org.springframework.cloud</groupId>
  <artifactId>spring-cloud-starter-netflix-eureka-server</artifactId>
  </dependency>
```

# Running Eureka



#### AccountService

```
@SpringBootApplication
@EnableDiscoveryClient
public class AccountServiceApplication {
   public static void main(String[] args) {
      SpringApplication.run(AccountServiceApplication.class, args);
   }
}
```

```
server:
  port: 8090

eureka:
  client:
    serviceUrl:
    defaultZone: http://localhost:8761/eureka/

spring:
  application:
    name: AccountService
```

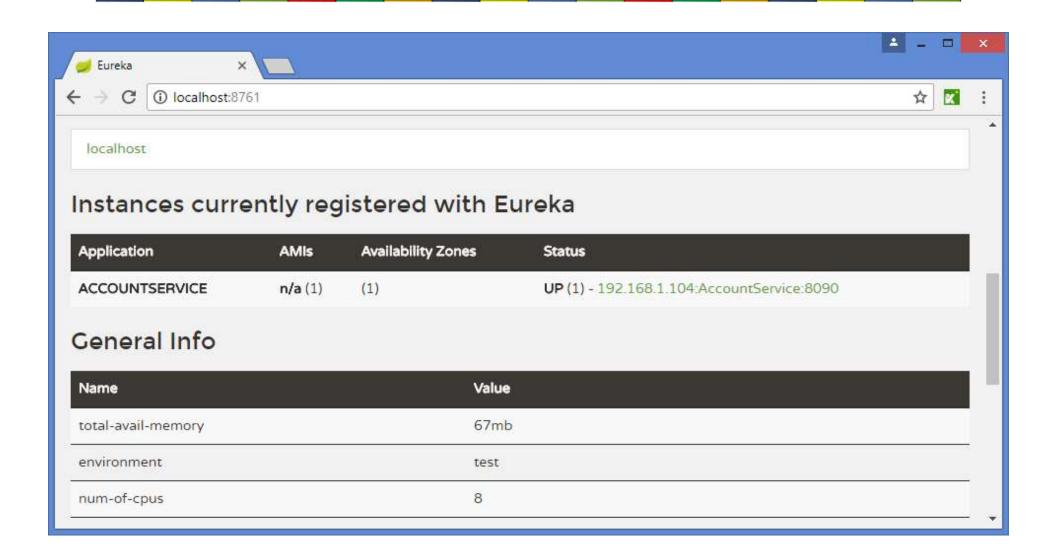
#### AccountService

```
@RestController
public class AccountController {
    @RequestMapping("/account/{customerid}")
    public Account getName(@PathVariable("customerid") String customerId) {
        return new Account("1234", "1000.00");
    }
}
```

```
public class Account {
   private String accountNumber;
   private String balance;
   ...
}
```

```
<dependency>
  <groupId>org.springframework.cloud</groupId>
  <artifactId>spring-cloud-starter-netflix-eureka-client</artifactId>
  </dependency>
```

# Running the AccountService



#### CustomerService

```
@SpringBootApplication
@EnableDiscoveryClient
@EnableFeignClients
public class CustomerServiceApplication {

   public static void main(String[] args) {
      SpringApplication.run(AccountServiceApplication.class, args);
   }
}
```

```
server:
  port: 8091

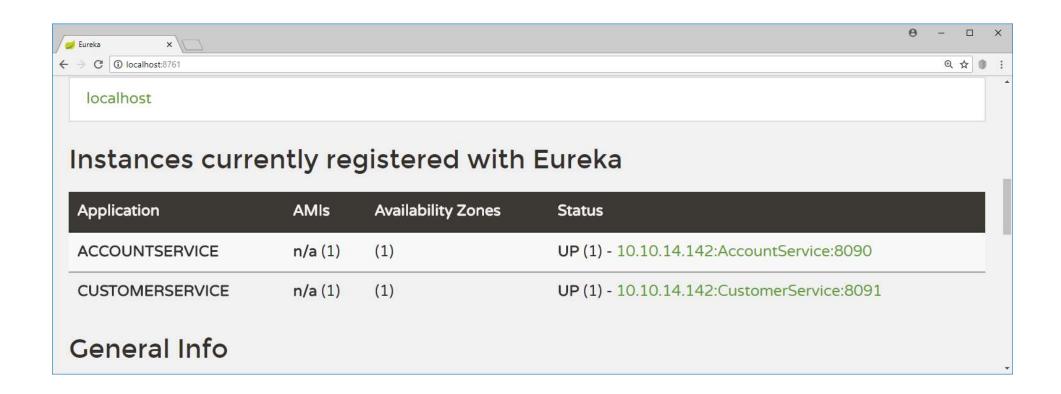
eureka:
  client:
    serviceUrl:
    defaultZone: http://localhost:8761/eureka/

spring:
  application:
    name: CustomerService
```

#### CustomerService: the controller

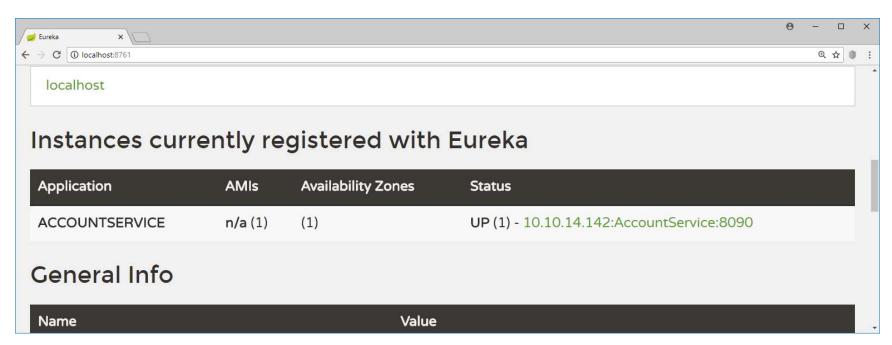
```
@RestController
public class CustomerController {
 @Autowired
 AccountFeignClient accountClient;
 @RequestMapping("/customer/{customerid}")
  public Account getName(@PathVariable("customerid") String customerId) {
   Account account = accountClient.getName(customerId);
    return account;
                                     Name of the service instead of the URL
                                                             Feign works together
  @FeignClient("AccountService")
  interface AccountFeignClient {
                                                                 with Eureka
   @RequestMapping("/account/{customerid}")
    public Account getName(@PathVariable("customerid") String customerId);
                                         application.yml
                                        server:
                                           port: 8091
```

# Running the CustomerService

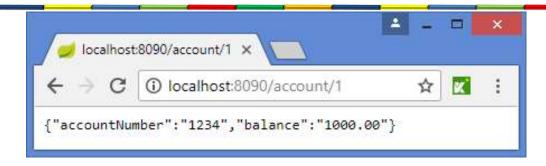


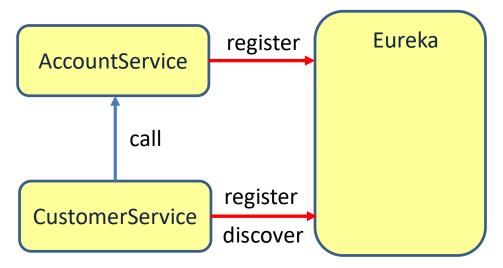
### Stopping the CustomerService

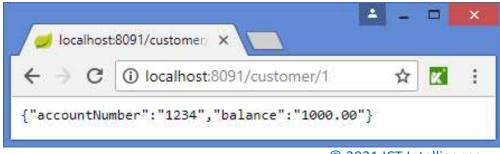
- Eureka monitors the health of registered services.
- If we stop the CustomerService, Eureka will notice that automatically



# **Using Eureka**







# Implementing microservices

