

TEAM 6 TECHNIQUE SHARING PRESENTATION

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What are we discussing today?

Microservices

What is the motivation?

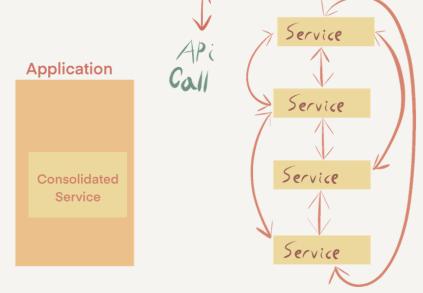
To enforce separation of concerns as the project grows, there is a requirement to decide how to keep modules decoupled.

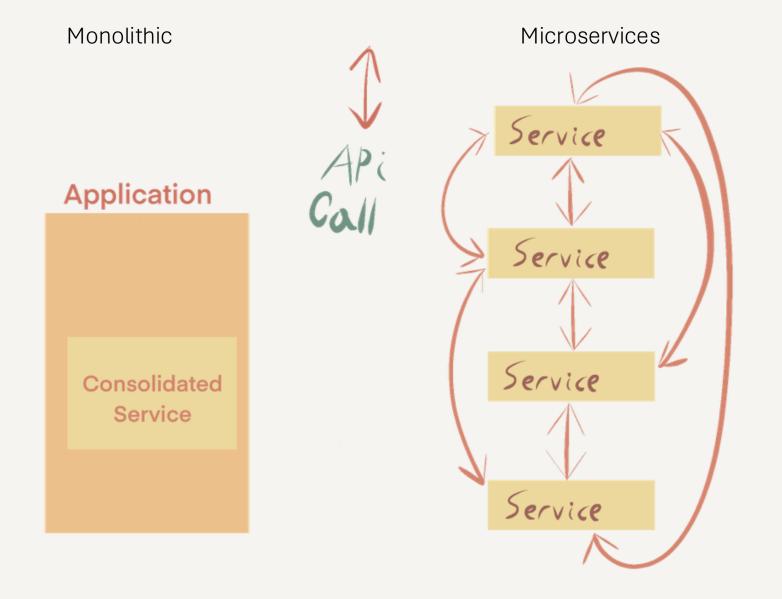
First things first What are microservices? What are the alternatives?

Microservices is an architecture design technique, wherein discrete functional constituents, characterized by being loosely coupled are separated into independent services each including their own development stack engaging with each other utilizing api calls [1,2,3]

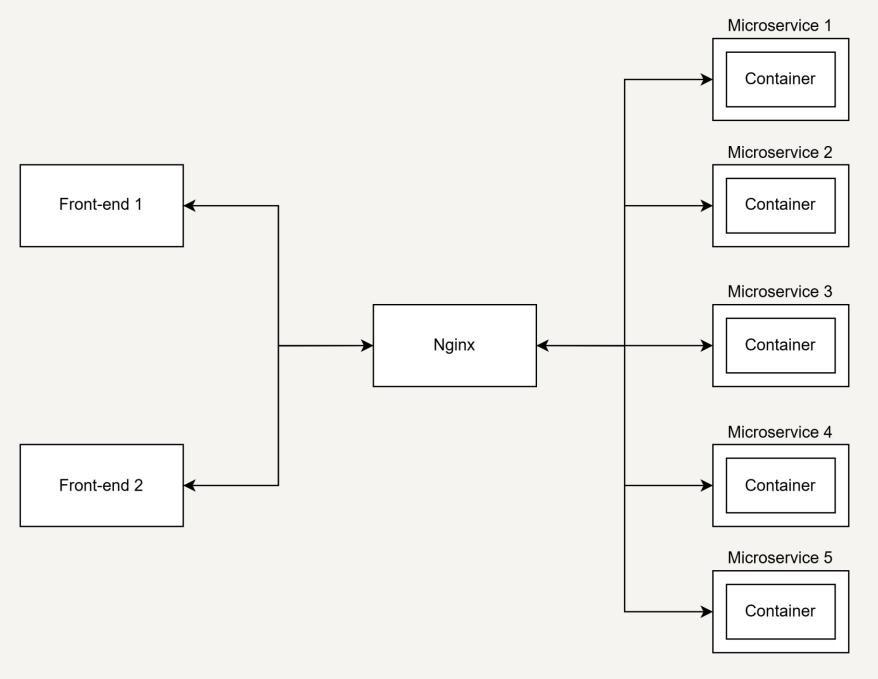
> The main alternative is a monolith design. That is where all services are tightly coupled in one

large package [1,3]





Very Demure

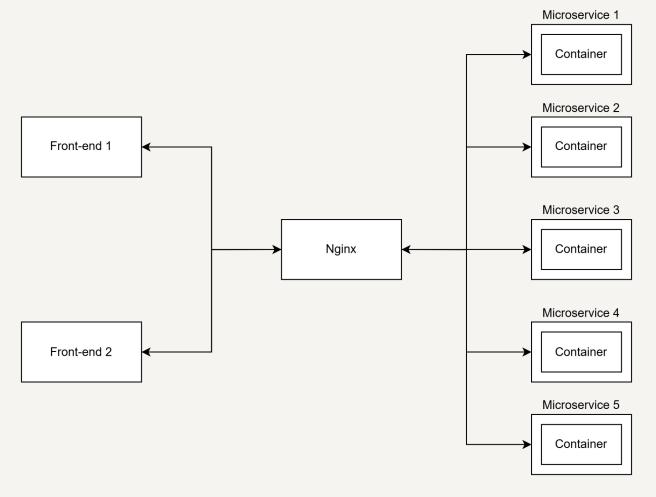


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Advantages in Industry

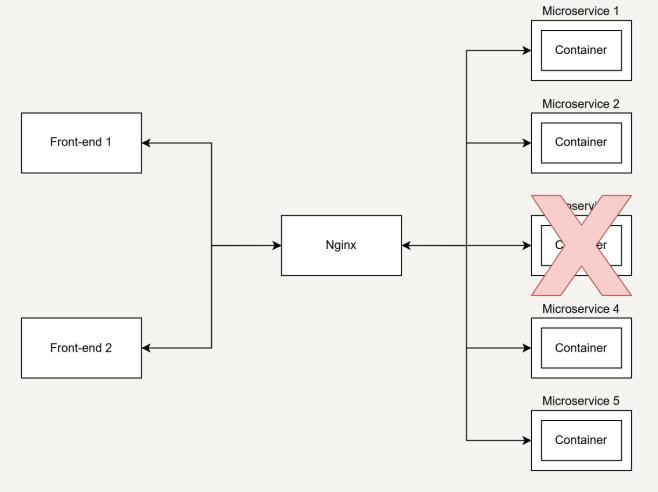
 Why would a company choose a microservice architecture?



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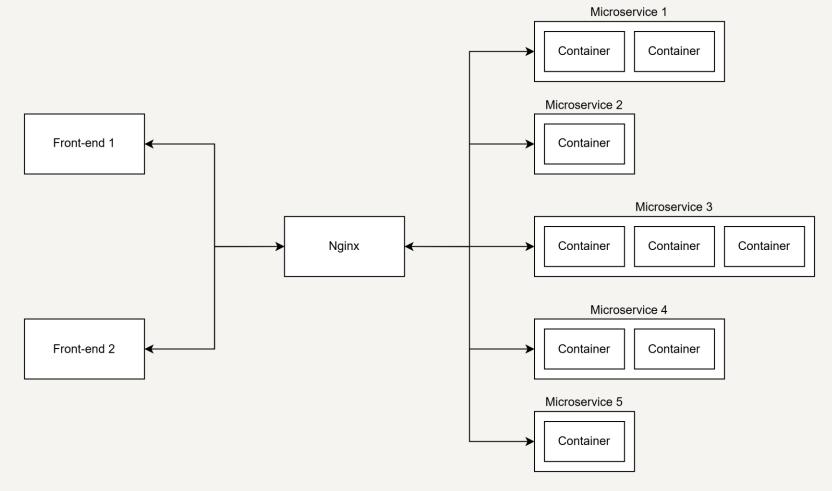
Enhanced Fault Tolerance

 Reduced risk of downed hardware/software affecting other parts of the system



Precise Scaling

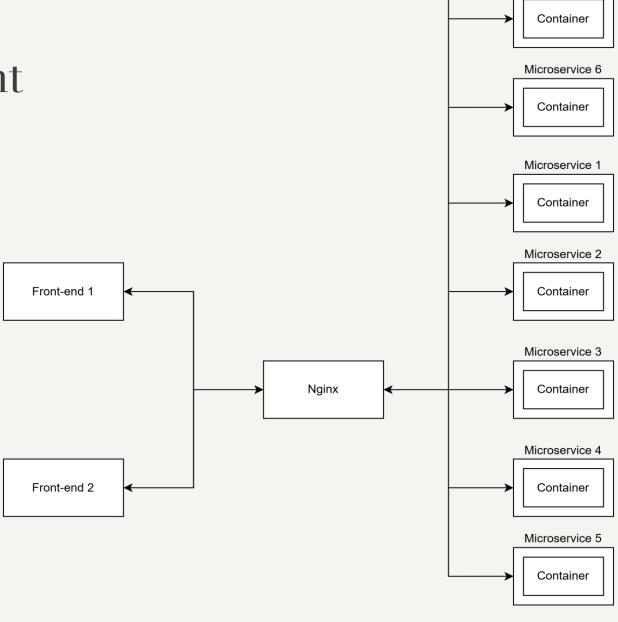
 Scale a service individually based on its needs, allowing resources/money to be used more efficiently.



8

Ease of Deployment

- Each microservice can be deployed on their own.
- Makes updates, fixes, and adding new features faster and with less risk to the rest of the system.



Microservice 7

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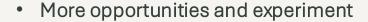
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- More opportunities to learn and experiment
 - o As microservices were isolated from each other, members implementing a service had the choice of choosing their preferred languages and databases

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o Current Architecture

Microservices

• 1 Microservice: Written in Go

• 2 Microservices: Written in Python with Flask

• 2 Microservices: Written in C# with .NET

Databases

• 1 Database: Maria DB

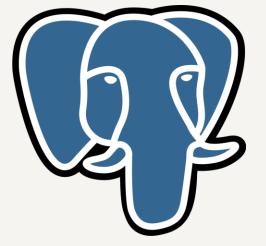
• 2 Databases: MongoDB

• 2 Databases: PostgresSQL









- More opportunities and experiment
 - Learning to work with these tools and discovering their strengths not only provided us with experience, but as well as insights into what we'd might like to use in future projects.

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13

• Smaller bugs

- As microservices were isolated from each other, bugs had a reduced risk of affecting large parts of the system.
- This meant that upon visual inspection, it was easier to locate a bug as it was highly likely to be contained in one microservice.
 - Less files and lines of code to search.
- Note: Bugs increase in severity when communication between microservices increase, as you are now debugging within an internal network

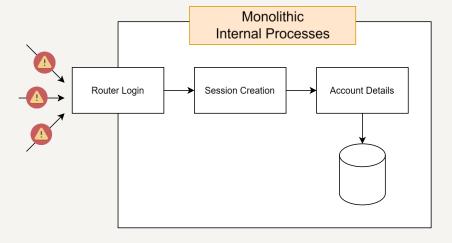
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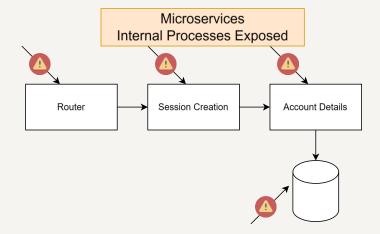
Faster Development

- While creating our back-end, members were able to work in parallel when developing their own microservices, which reducede delays and helped us finish things faster.
- Reduced errors and bugs caused from miscommunication
- Bad/messy code was isolated in its own server, if it works it works!

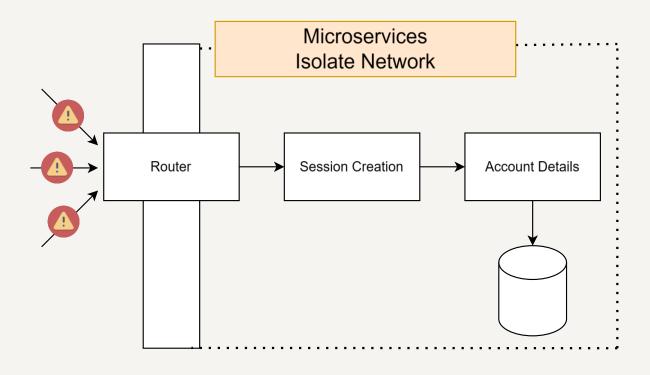
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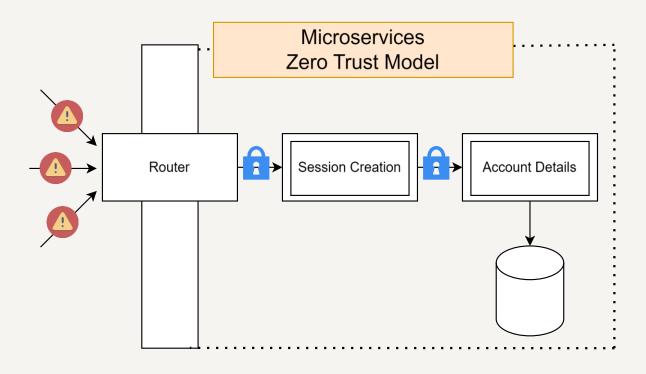




Security & Exposure



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Security & Exposure

Network Overhead



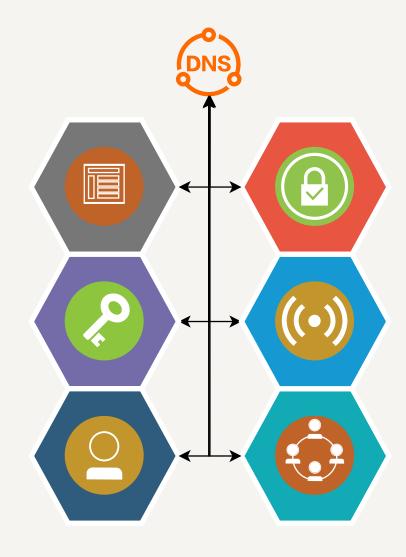
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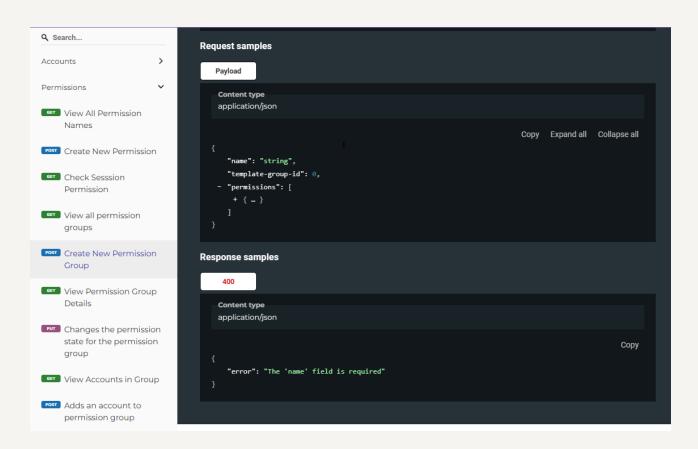
Network Overhead



Network Overhead



API Complexity



API Complexity

Documentation Logging

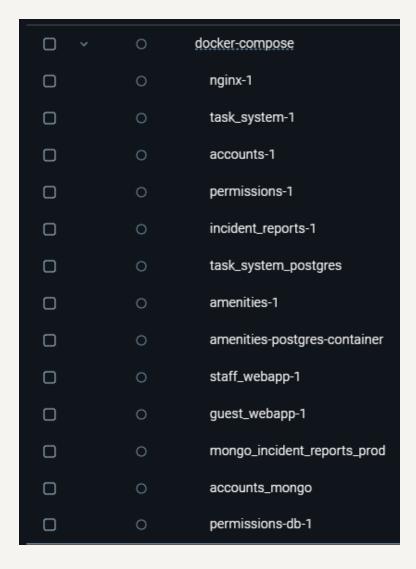






*Image from the Prometheus Website

Deploying Many Services

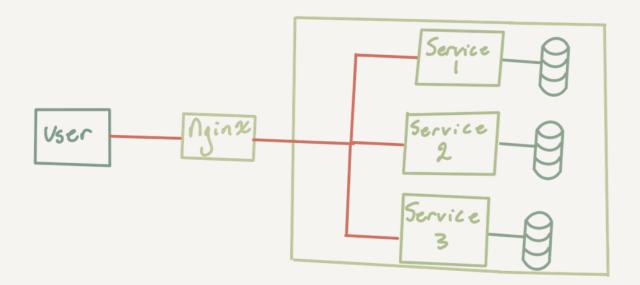


Testing Across languages

How to run all tests: 1. Accounts python3 -m pip install src/accounts/requirements.txt python3 -m src/accounts/tests 2. Amenities dotnet dotnet test --working-directory ./src/amenities/amenities_db_integration_test dotnet dotnet test --working-directory ./src/amenities/amenities_test 3. Guest Webapp npx cypress run --project ./src/guest_webapp 4. Incident Reports python -m unittest discover -s incident_reports_tests -p "*.py" -v 5. Permissions o go test ./src/permissions/tests 6. Staff Webapp npx cypress run --project ./src/staff_webapp 7. Task System dotnet dotnet test --working-directory ./src/task_system/task_system_test

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Key Interesting Technique Take-away:



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