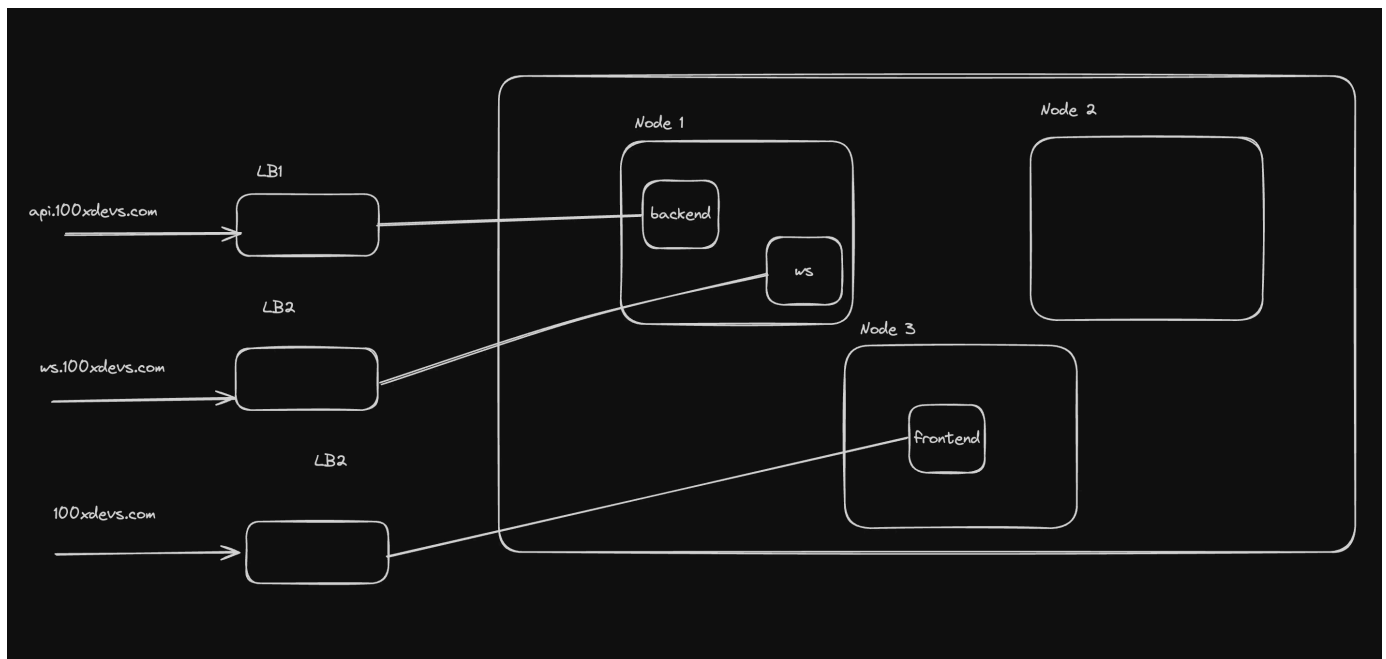


Downsides of services

Services are great, but they have some downsides -

Scaling to multiple apps

1. If you have three apps (frontend, backend, websocket server), you will have to create **3** separate services to route traffic to them. There is no way to do **centralized traffic management** (routing traffic from the same URL/Path-Based Routing)
2. There are also limits to how many load balancers you can create

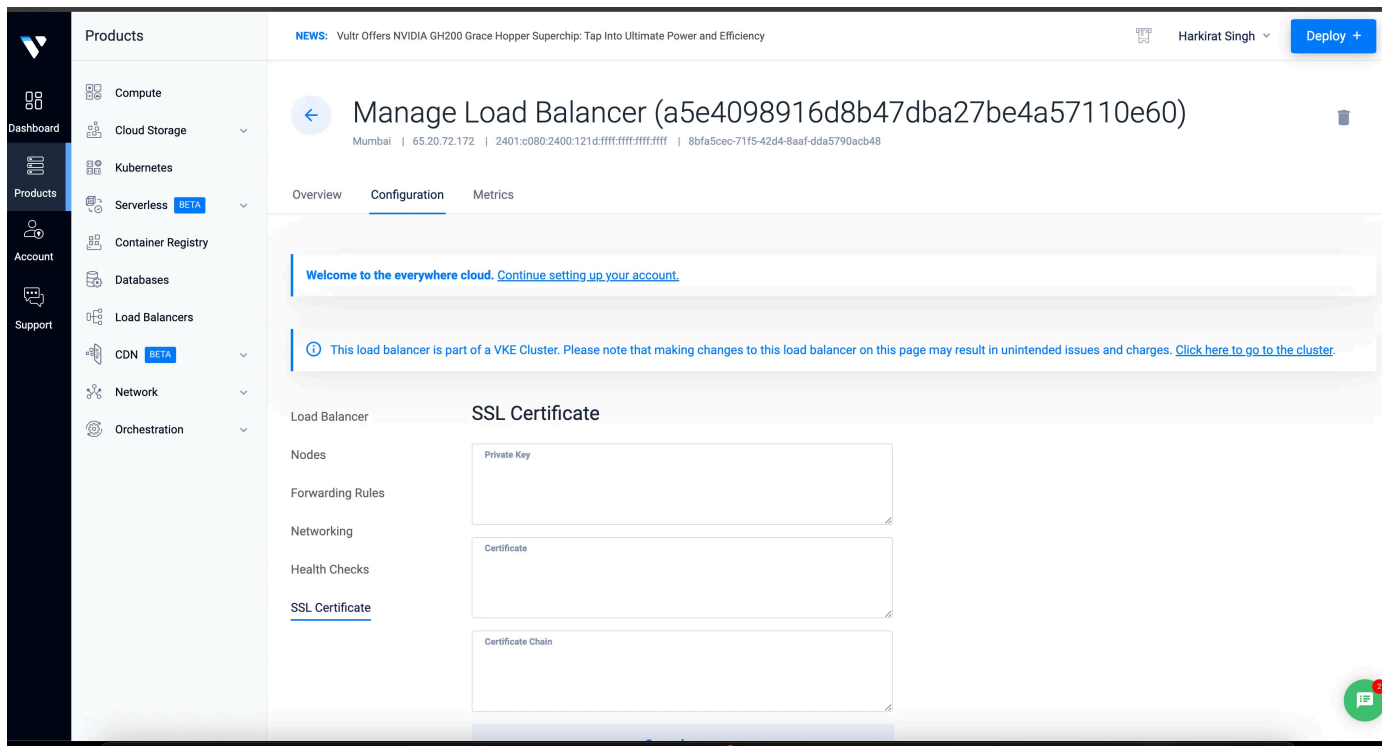


Multiple certificates for every route

You can create certificates for your **load balancers** but you have to maintain them outside the cluster and create them manually

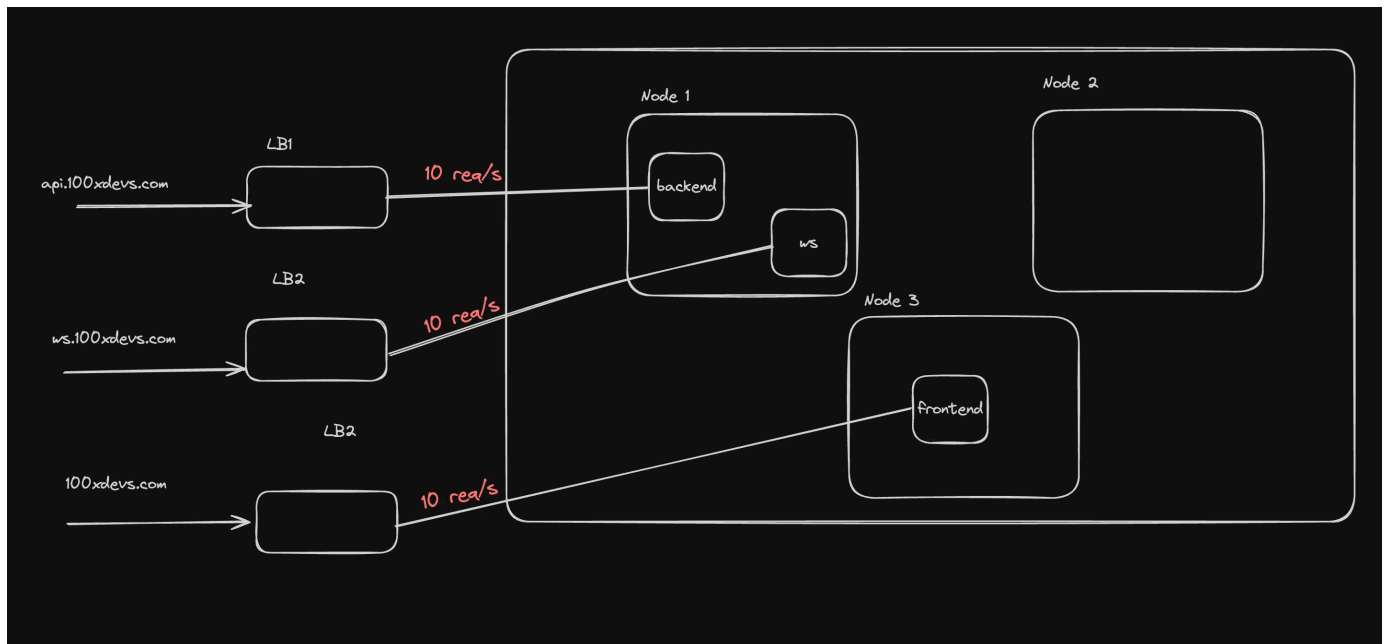
You also have to update them if they ever expire





No centralized logic to handle **rate limiting** to all services

Each load balancer can have its own set of rate limits, but you cant create a **single rate limiter** for all your services.



Trying it out

Here is a sample manifest that you can run to start two separate deployments and attach them to two separate **LoadBalancer** services

► Manifest

```
kubectl apply -f manifest.yml
```



You will notice two load balancers created for your two services

The screenshot shows the Vultr Cloud Dashboard. On the left is a sidebar with navigation links: Dashboard, Products, Account, and Support. The 'Products' section is expanded, showing options like Compute, Cloud Storage, Kubernetes, Serverless (BETA), Container Registry, Databases, Load Balancers (selected), CDN (BETA), Network, and Orchestration. The main content area displays a 'Load Balancers' table with two entries, both in 'Installing' status. A 'Frequently Asked Questions' link is visible at the bottom.

Name	Location	Charges	Status
adcd0fad2855f4d668236549626f3b59 4154562d-7329-4c70-bc29-703d7127c4a9	India Mumbai	\$0.00	Installing
a5e7c55eee5a44129827ebf3378c0cb8 f7de0529-9467-4bf3-a97d-642d24b140e2	India Mumbai	\$0.00	Installing

Open the load balancers

