

# Microservices with gRPC

Luka Obradovic • 07.06.2017



# Overview

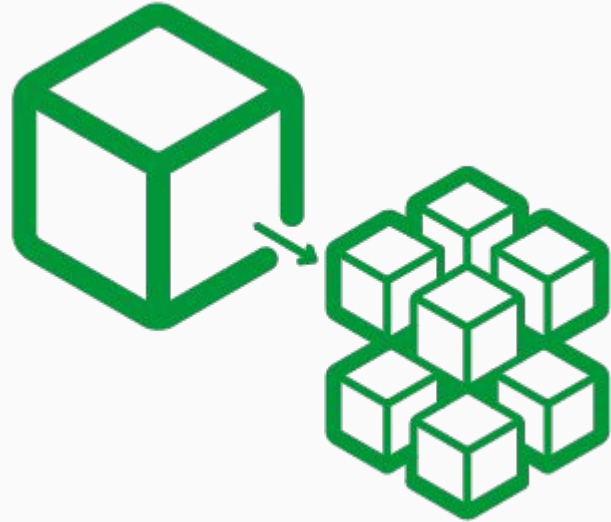
- **Motivation** - Microservices
- **RPC**
- **Protobuf**
- **gRPC**
- **Demo**

# What is gRPC ?

**A high performance, open-source, universal RPC framework that relies on Protocol Buffers**

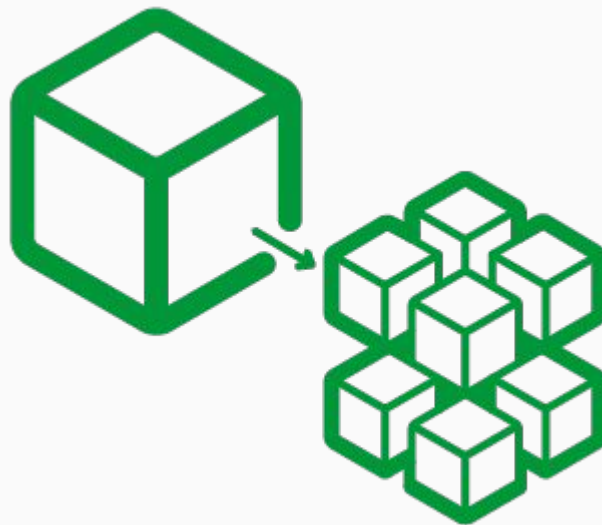
# Motivation - Microservices

- `main()` => classes => libraries



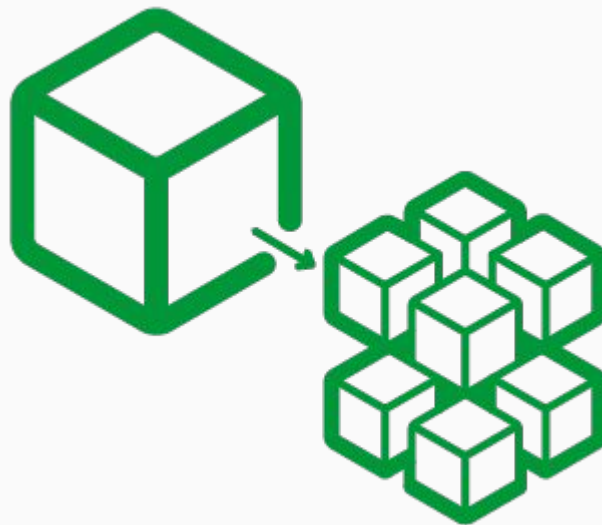
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- Stubs
- Like calling a local method
- Interface **D**escription **L**anguage
- Strictly typed
- Can use other protocols

# Protobuf

- Serialising mechanism

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- Serialising mechanism
- Schema Language
- Language neutral
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- Backwards-compatibility
- Less Boilerplate Code

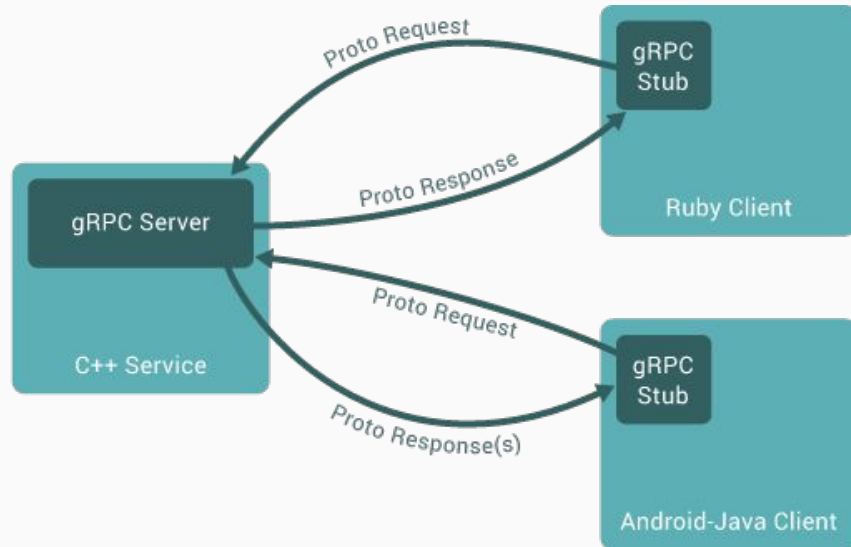
# Protobuf [example]

```
message Person {  
    string name = 1;  
    string family_name = 2;  
    int32 id = 3;  
  
    enum Sex {  
        MALE = 0;  
        FEMALE = 1;  
    }  
  
    Sex sex = 4;  
}
```

```
final Person person =  
    Person  
        .newBuilder()  
        .setId(12345)  
        .setName("John")  
        .setFamilyName("Doe")  
        .setSex(Person.Sex.MALE)  
        .build();  
  
person.writeTo(new FileOutputStream(args[0]));
```

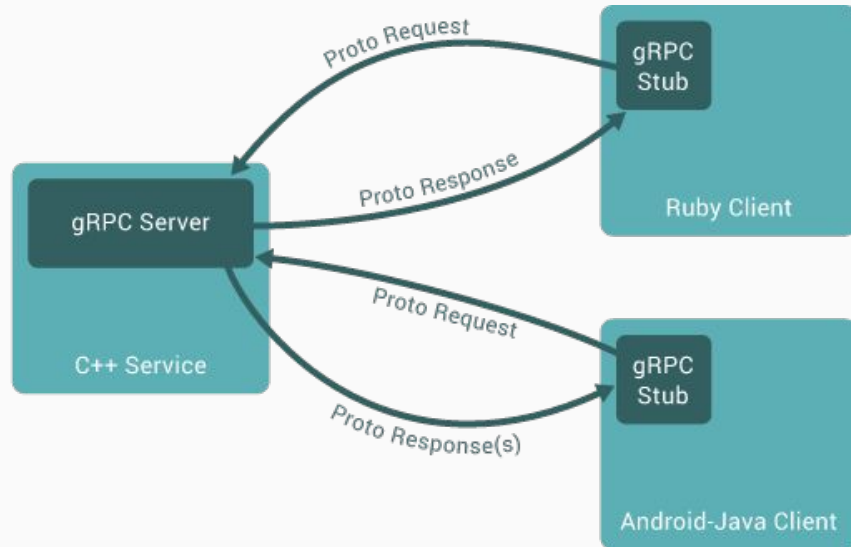
# gRPC

- Protobuf to describe the service (IDL)



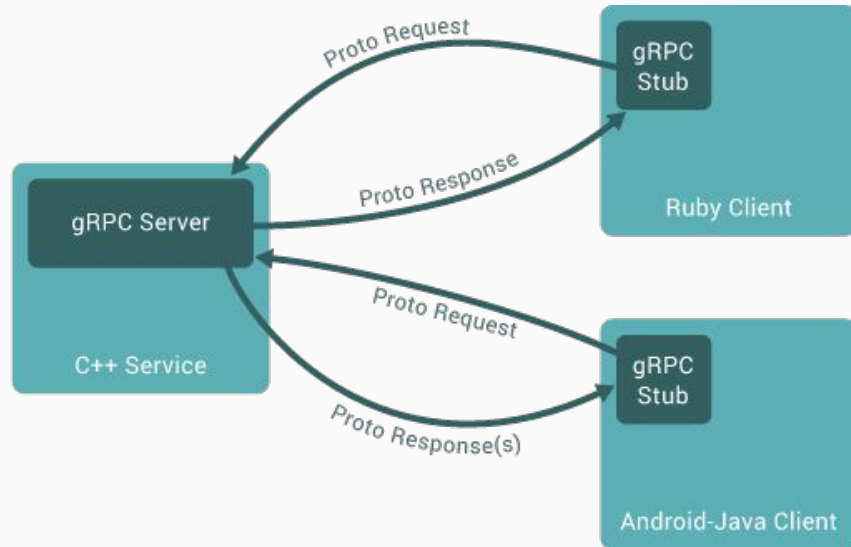
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- Protobuf for messaging



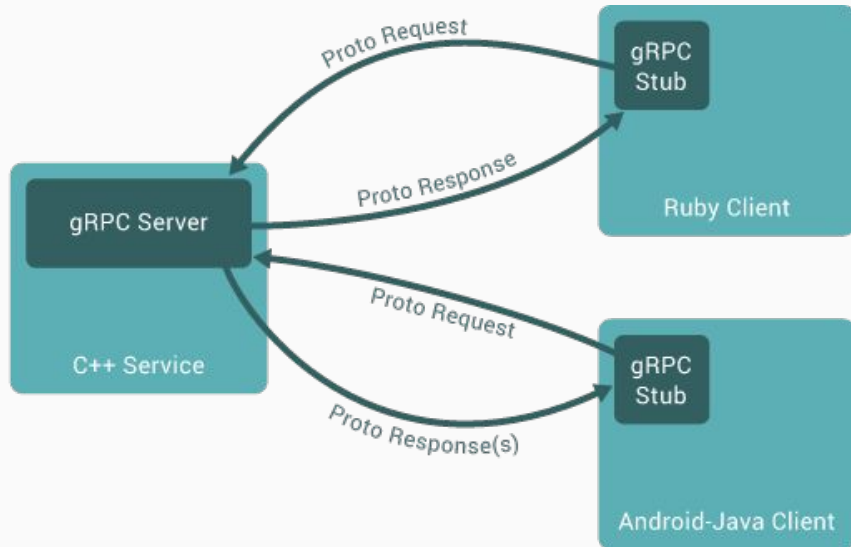
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- Protobuf for messaging
- Generated server and client code



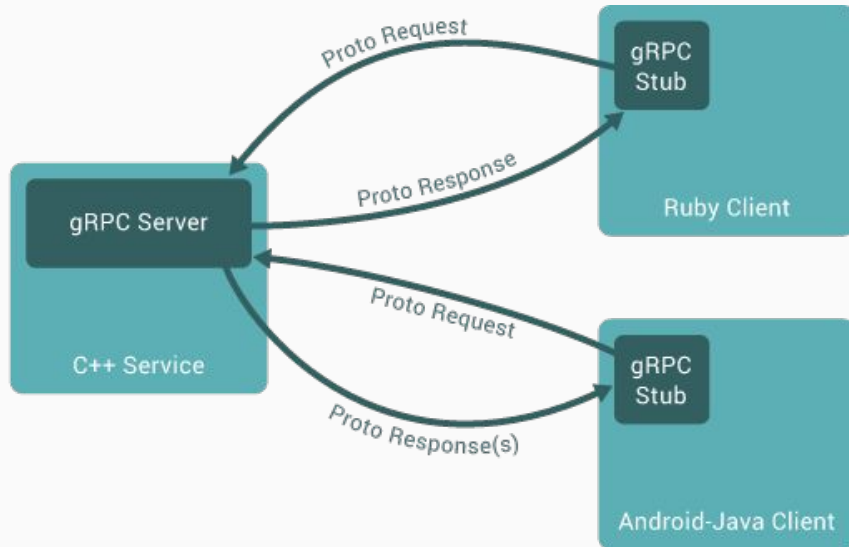
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- Generated server and client code
- HTTP/2



# gRPC

- Protobuf to describe the service (IDL)
- Protobuf for messaging
- Generated server and client code
- HTTP/2
- Bi-directional streaming





# gRPC [example]

```
service Calculator {  
    rpc Add (AddRequest) returns (AddResponse) {  
  
    }  
}
```

```
message AddRequest {  
    int32 x = 1;  
    int32 y = 2;  
}
```

```
message AddResponse {  
    int32 z = 1;  
}
```

Demo