

Microservice simply an architecture of software development although it’s not the first architecture in software development. This article is all about what are the shortcoming and limitation of previous Monolithic architecture in software development and why software developers adopt the microservice architecture for the better development of applications.

**Background**

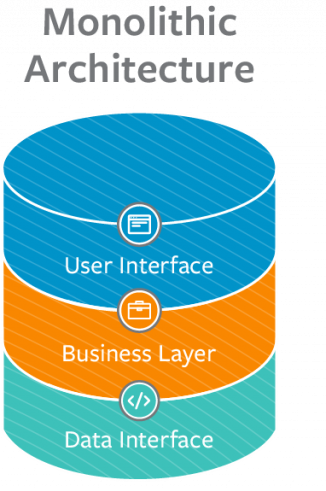
In the early days of software development, computer programming is not an easy task to do and not that much as feasible as now, only the specialist of the field can use computer programming.

In 1964 when **Basic** was introduced as a general-purpose programming language it allows the people from other departments to write a program. This leads to the rapid growth of computer applications and also increase the complexity for the software developers.

At that time computer scientist try to tackle these problems by ancient technique **‘Divide and Conquer’.** In 1972, **David Parnas** introduce the concept of **modularity and information hiding** and in 1974 **Edsger W.Dijkstra** introduces the concept of **separation of concern.** All these researches lead the software development to the modular approach and decrease the large complexity into a **loosely coupled, highly cohesive** software system. This modular approach was termed as **Monolithic Architecture.**

**Monolithic Architecture**

Monolithic means something made from a single large piece of material in software development term monolithic is an architecture developed by using single programming language and multiples modules which are divided into three layers: **presentation** layer, **business** layer and **database** layer.



In the ’90s, when the internet becomes more popular software applications rapidly grows and became more complex and large, again software developers gain one more overhead so, in 1997 **Brain Foote** and **Joseph Yoder** analyzed software applications and published **‘Big Ball Mud’** paper regarding the problem facing by software applications.