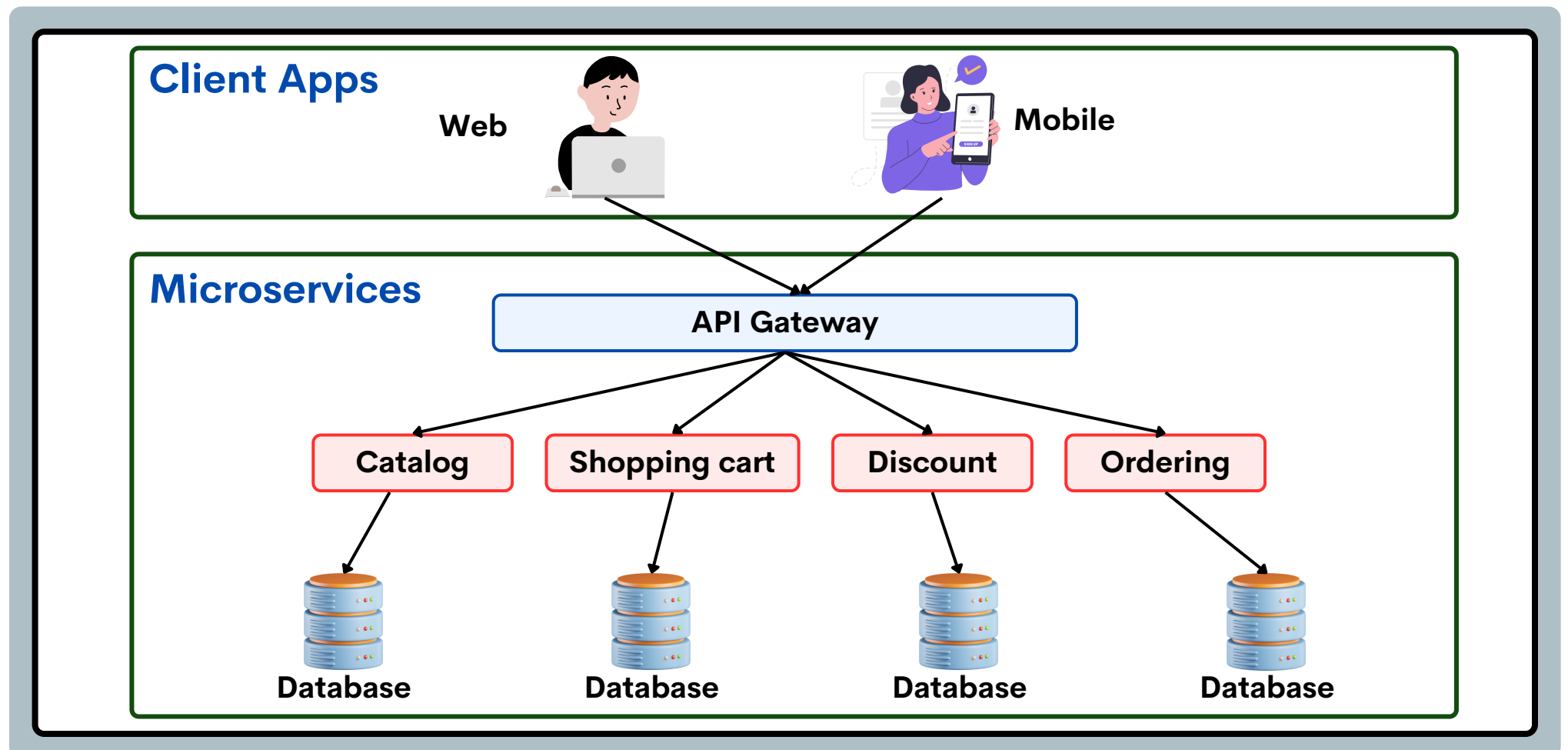


MICROSERVICES

PATTERNS

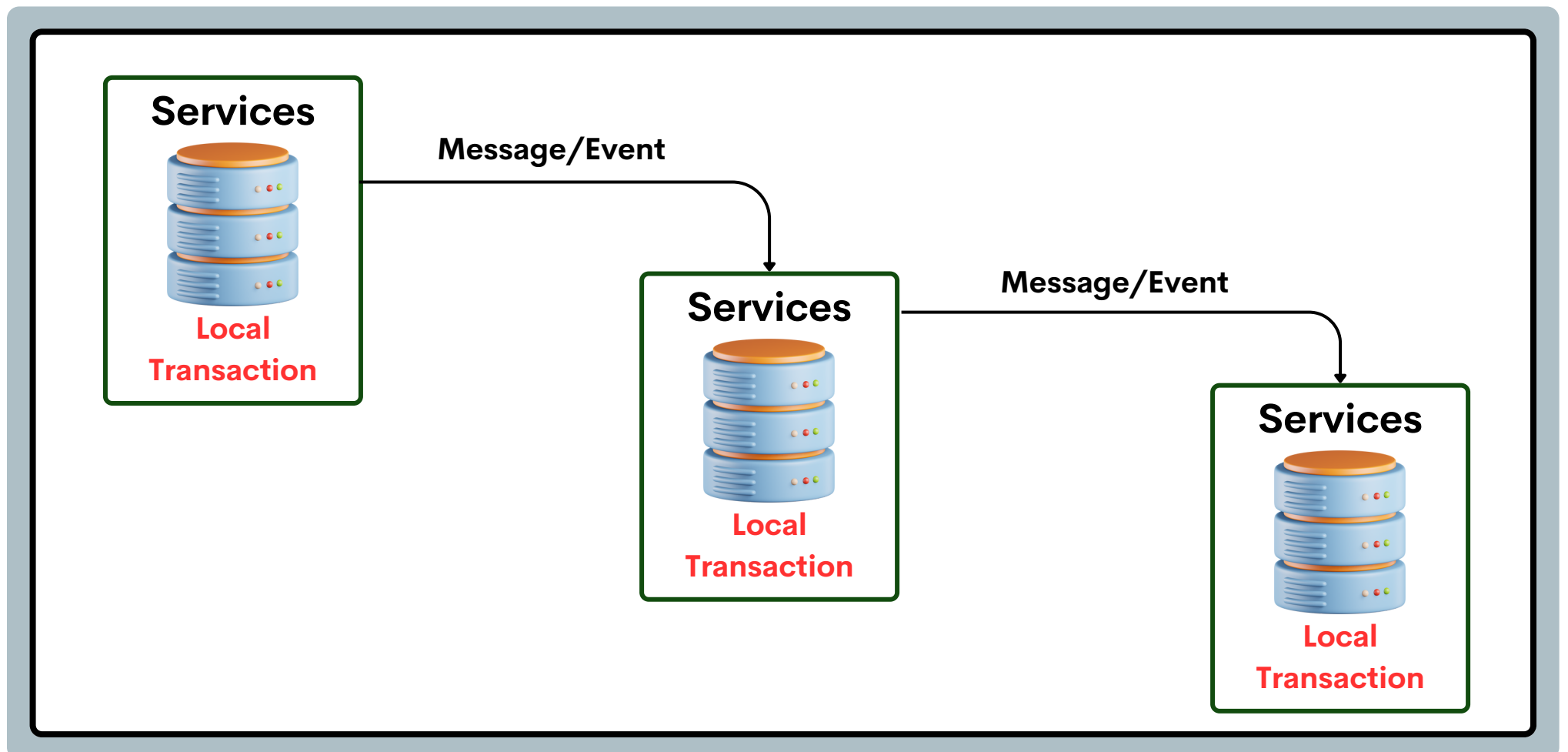


API GATEWAY PATTERN



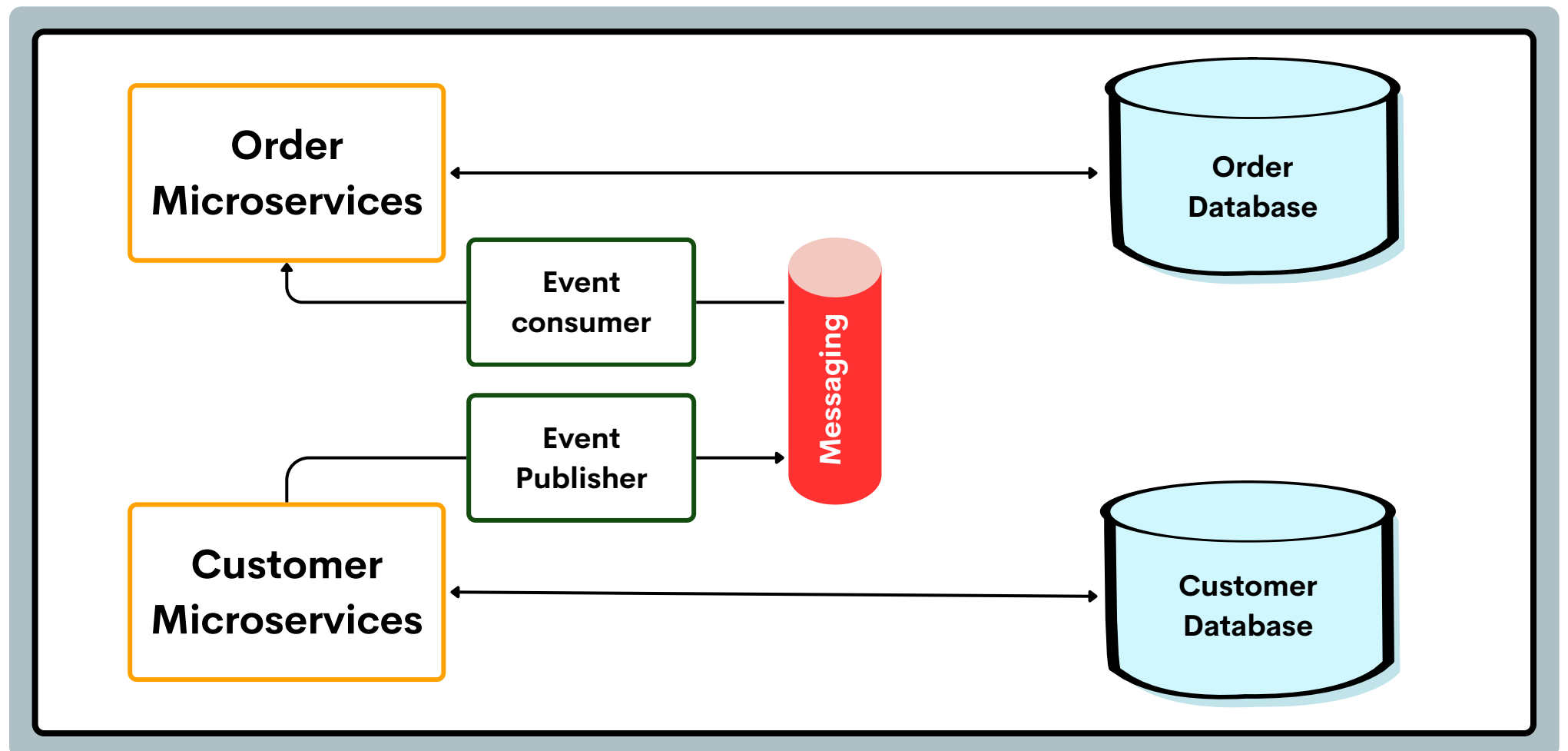
- **Definition:** A single entry point that routes client requests to the appropriate microservices.
- **Benefits:** Simplifies client-side code, centralizes cross-cutting concerns like authentication and rate limiting.
- **Use Case:** Providing unified access to multiple microservices in a distributed system.

SAGA PATTERN



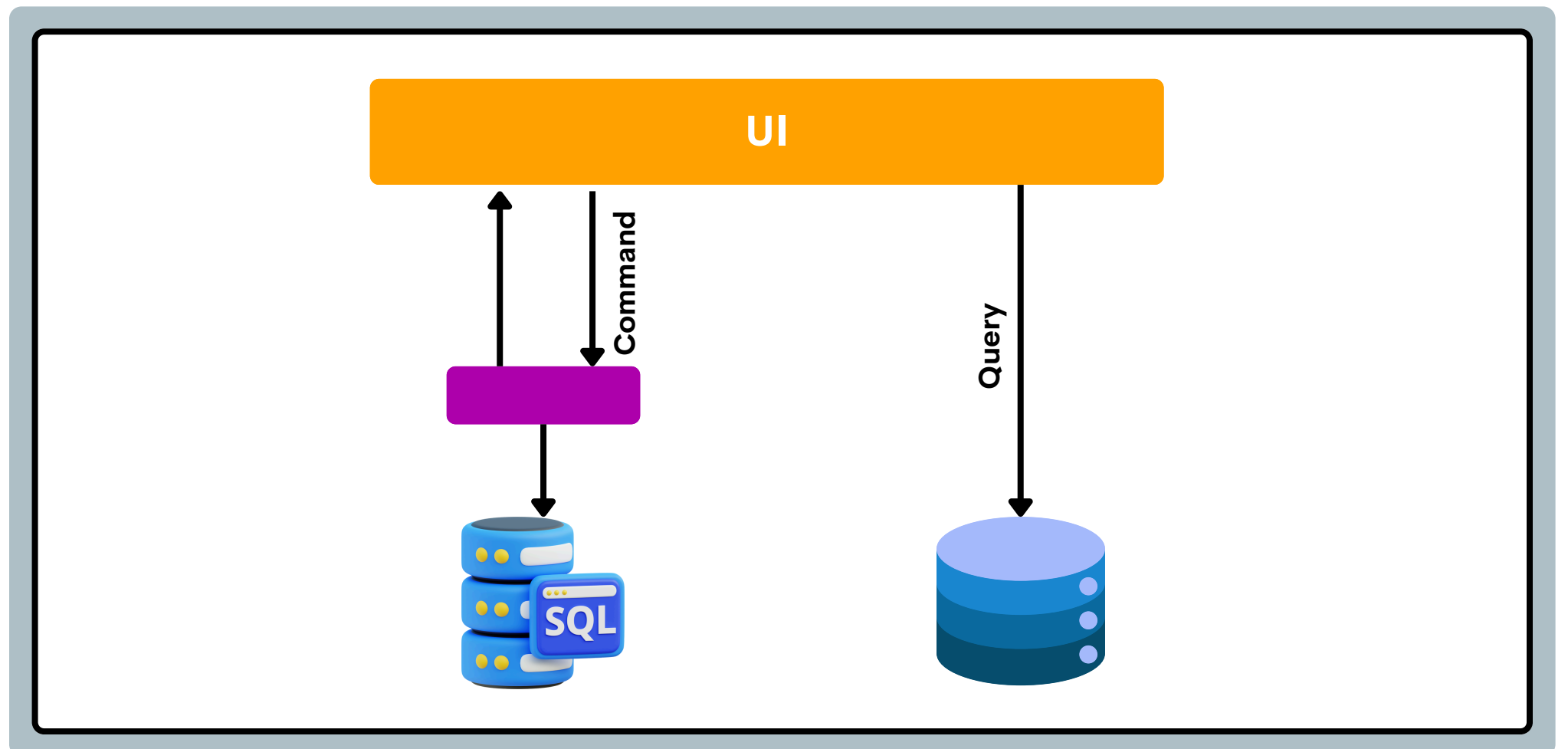
- **Definition:** A pattern to manage distributed transactions across multiple microservices, ensuring data consistency.
- **Benefits:** Avoids distributed locks, supports long-running transactions.
- **Use Case:** E-commerce systems handling order processing or payment workflows.

EVENT SOURCING PATTERN



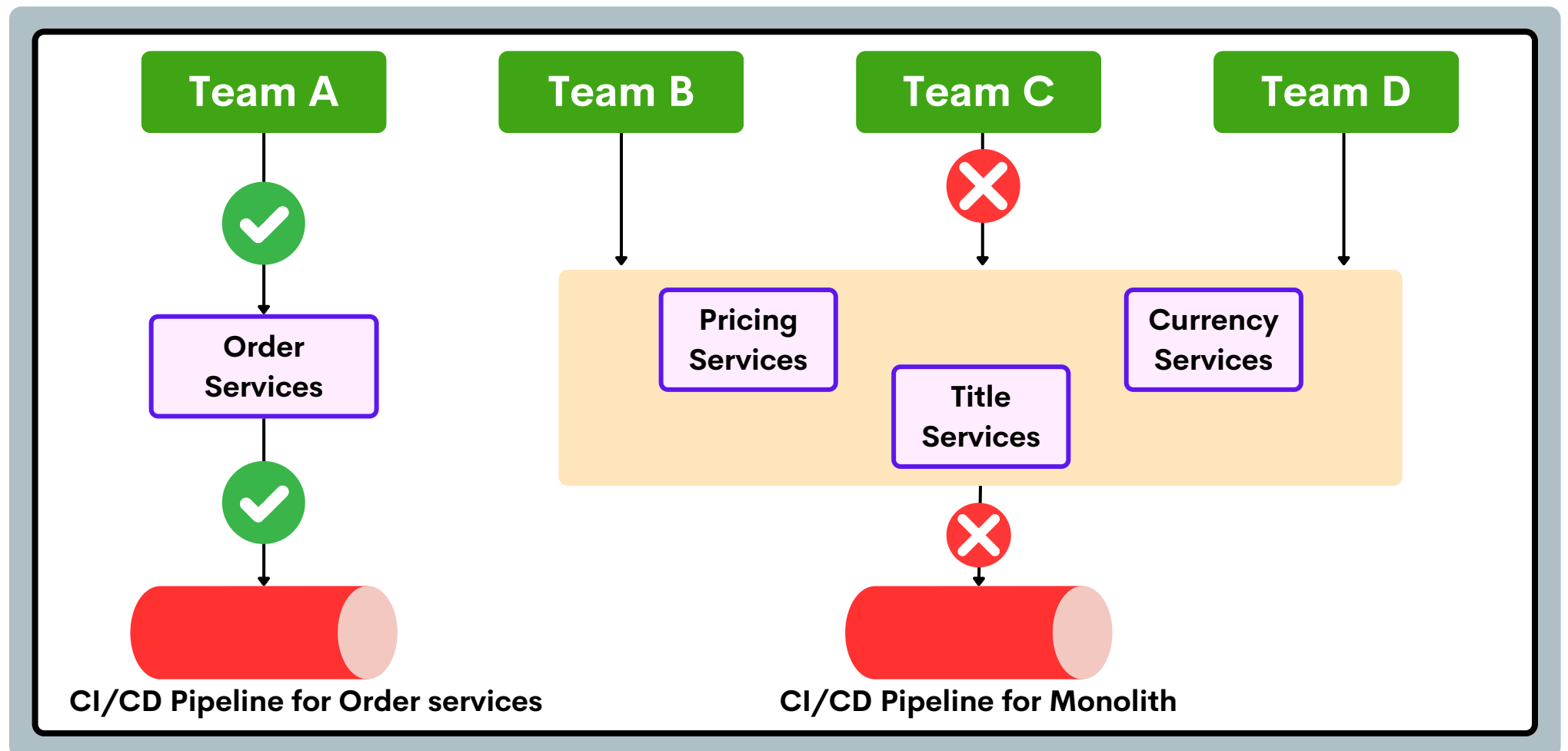
- **Definition:** Stores the state of an application as a sequence of events, enabling state reconstruction.
- **Benefits:** Provides auditability, replayability, and fault tolerance.
- **Use Case:** Systems requiring historical records or complex state transitions.

CQRS



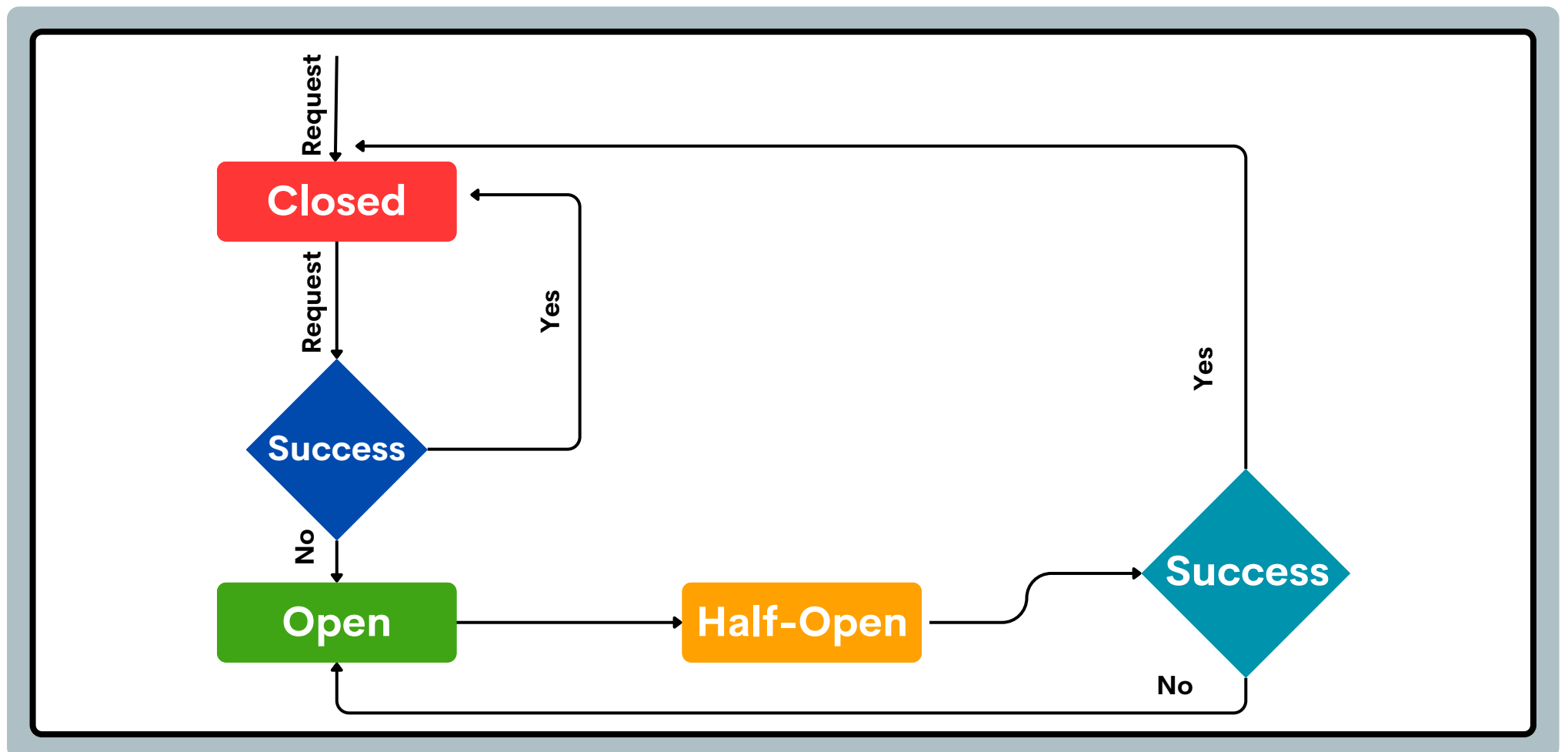
- **Definition:** Separates read and write operations into distinct models for optimized performance.
- **Benefits:** Independent scaling of read/write workloads, simplifies complex queries.
- **Use Case:** Systems with high read/write asymmetry or complex query requirements.

STRANGLER FIG PATTERN



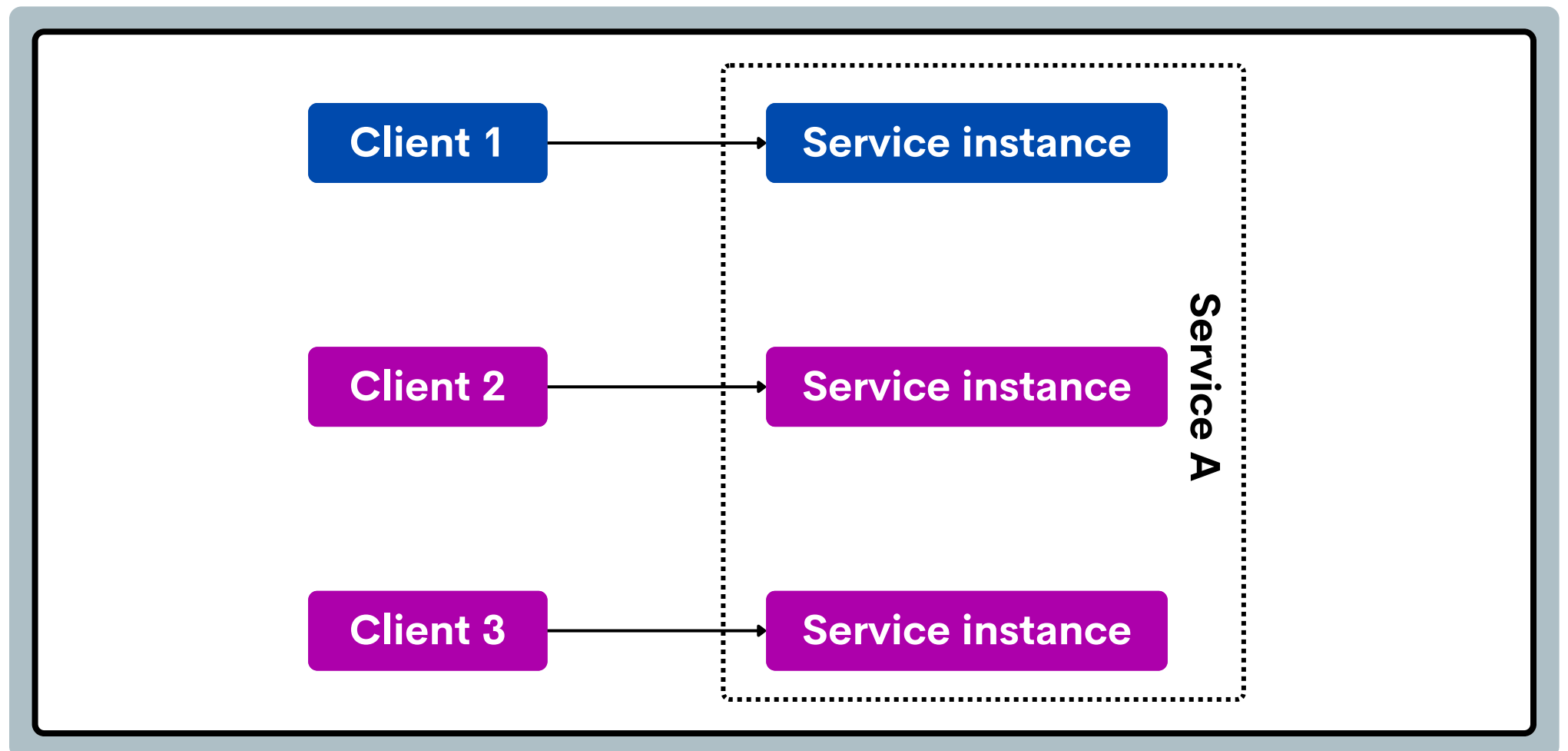
- **Definition:** Gradually replaces a legacy system by building new functionality around it.
- **Benefits:** Reduces risk, avoids a complete system rewrite.
- **Use Case:** Incrementally modernizing legacy systems.

CIRCUIT BREAKER PATTERN



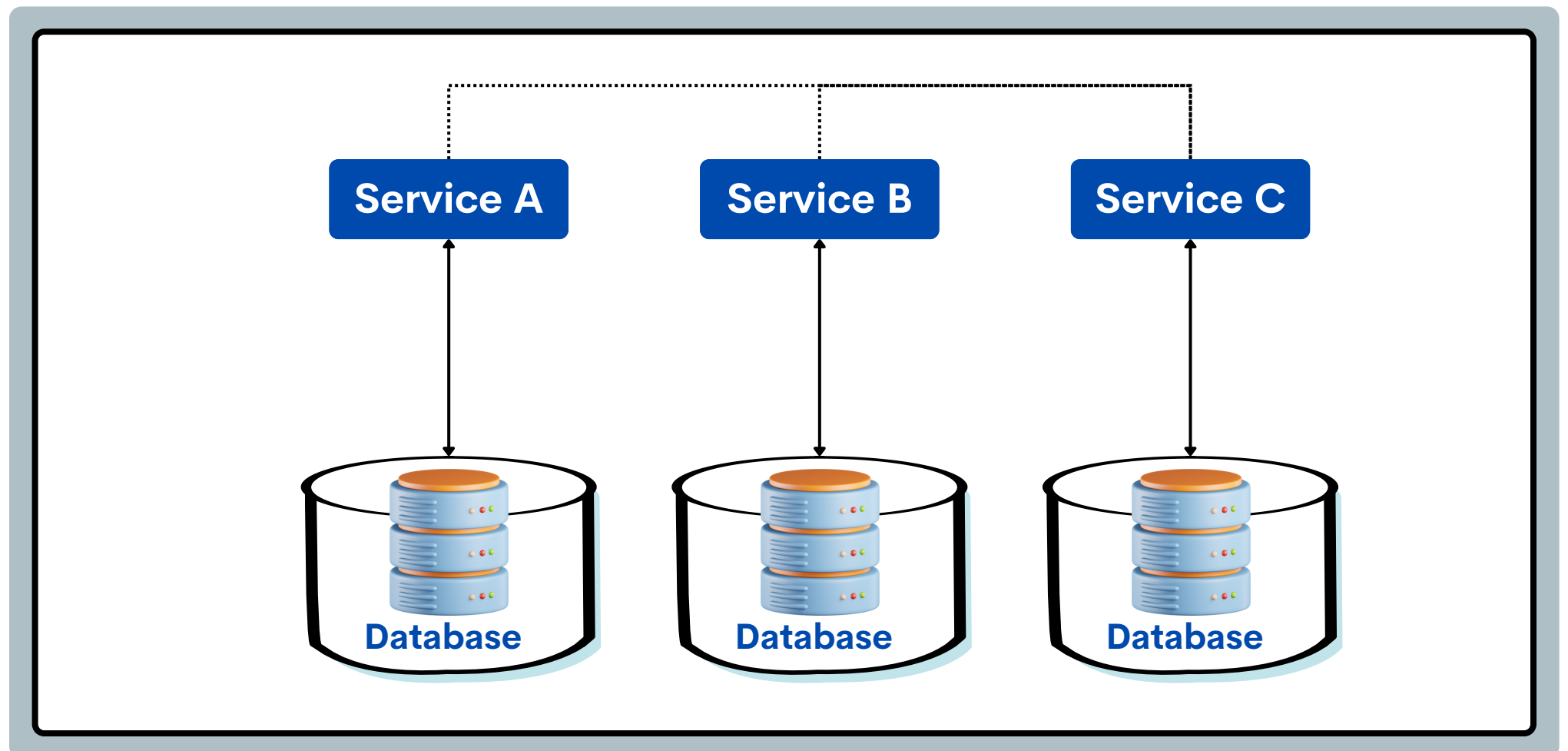
- **Definition:** Prevents repeated execution of failing operations to avoid system overload.
- **Benefits:** Improves resilience, prevents cascading failures.
- **Use Case:** Handling failures in external service calls or dependencies.

BULKHEAD PATTERN



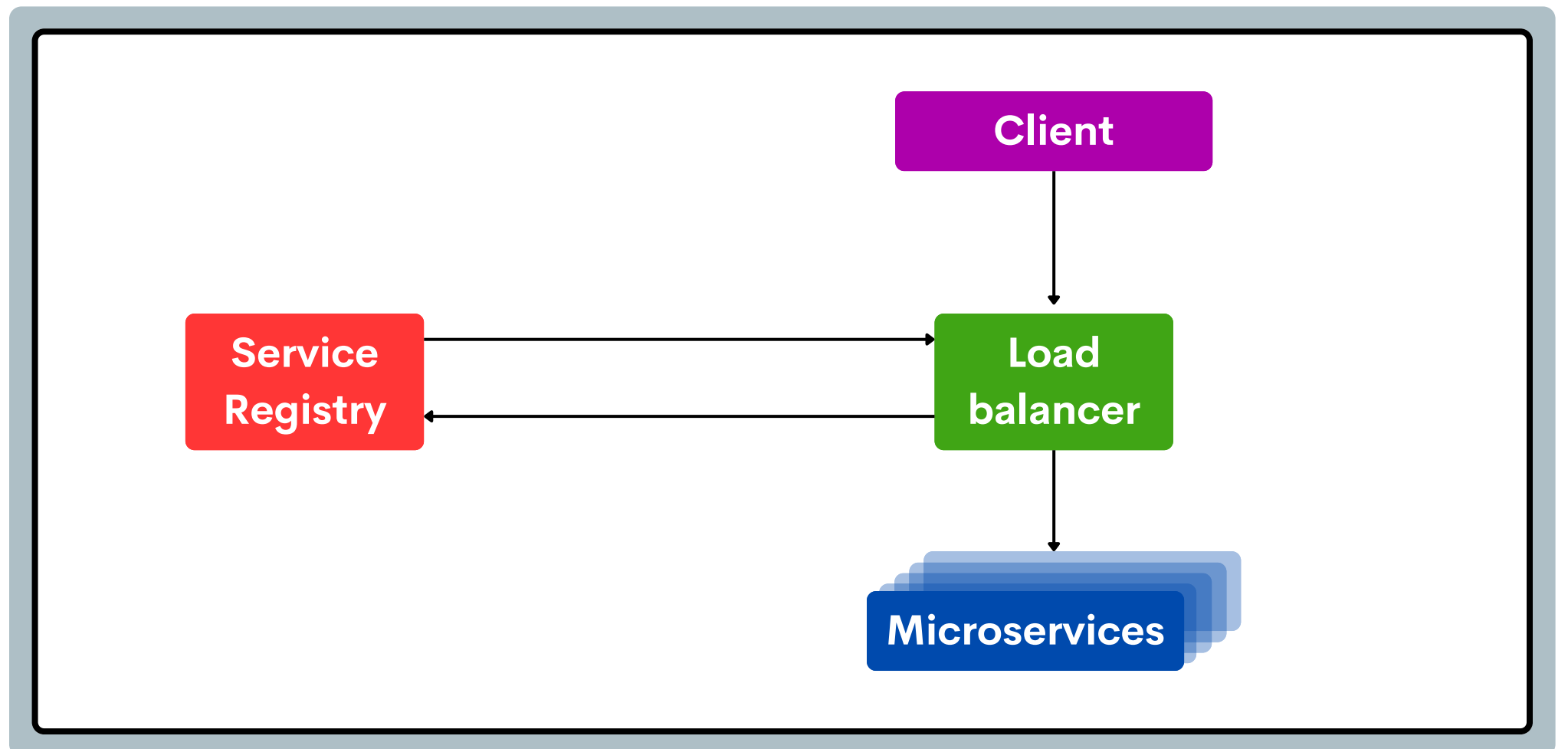
- **Definition:** Isolates resources (e.g., threads, connections) to prevent failures in one service from affecting others.
- **Benefits:** Enhances fault tolerance and system stability.
- **Use Case:** Systems with multiple interdependent services.

DATABASE PER SERVICE PATTERN



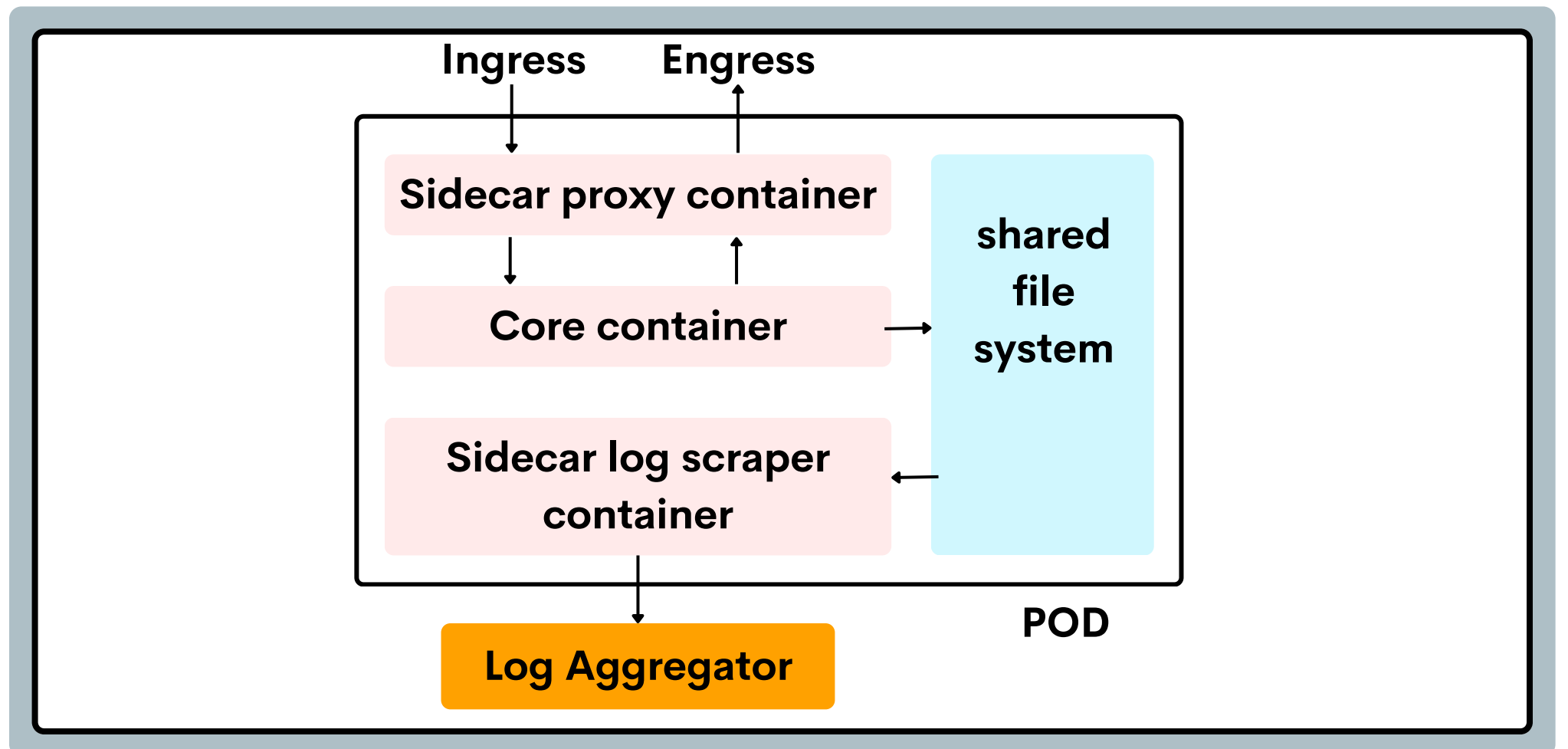
- **Definition:** Each microservice has its own dedicated database for data management.
- **Benefits:** Ensures loose coupling and independent scaling.
- **Use Case:** Microservices architectures requiring independent data storage.

SERVICE DISCOVERY PATTERN



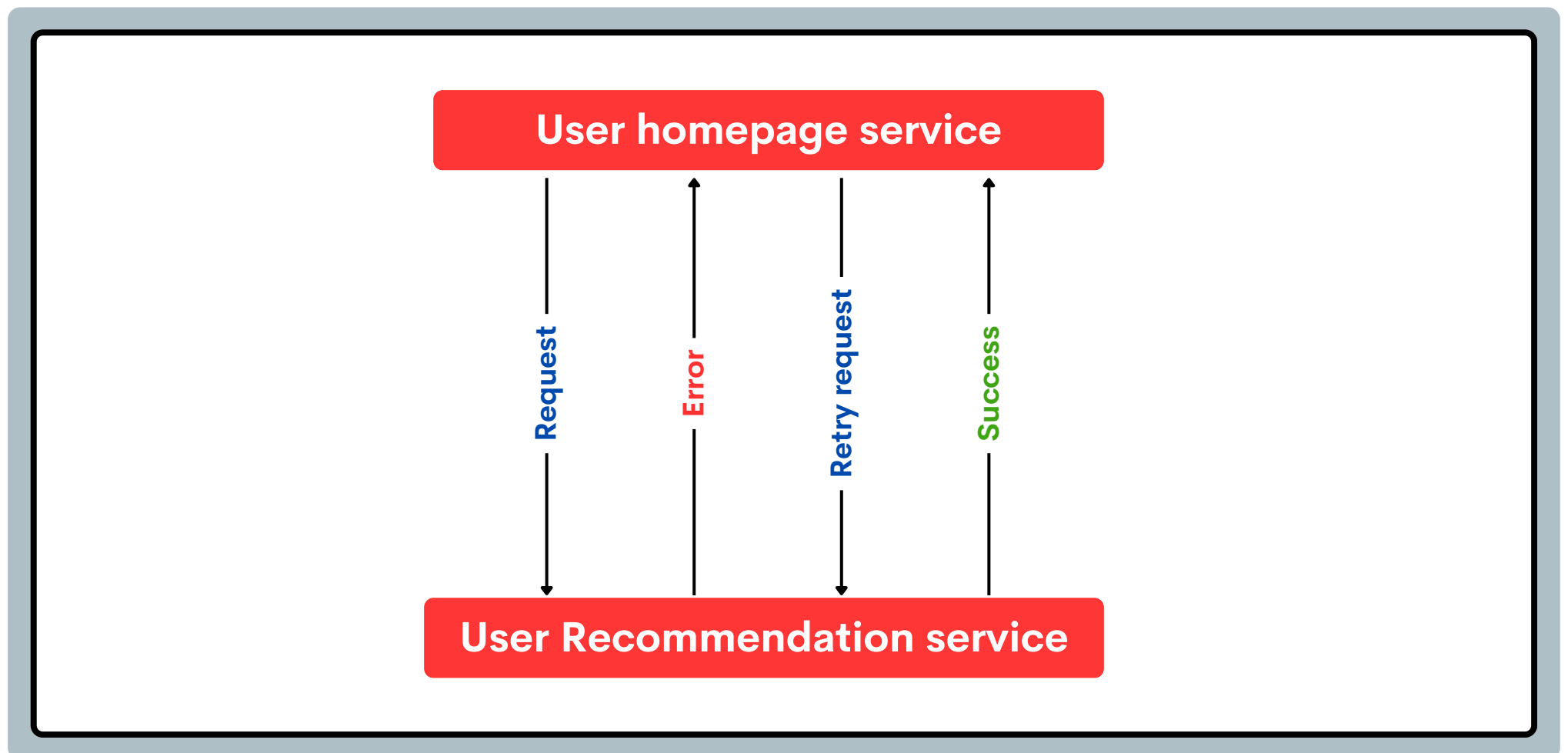
- **Definition:** Enables microservices to dynamically discover and communicate with each other.
- **Benefits:** Supports dynamic environments with frequent service changes.
- **Use Case:** Cloud-based systems with auto-scaling or containerized services.

SIDECAR PATTERN



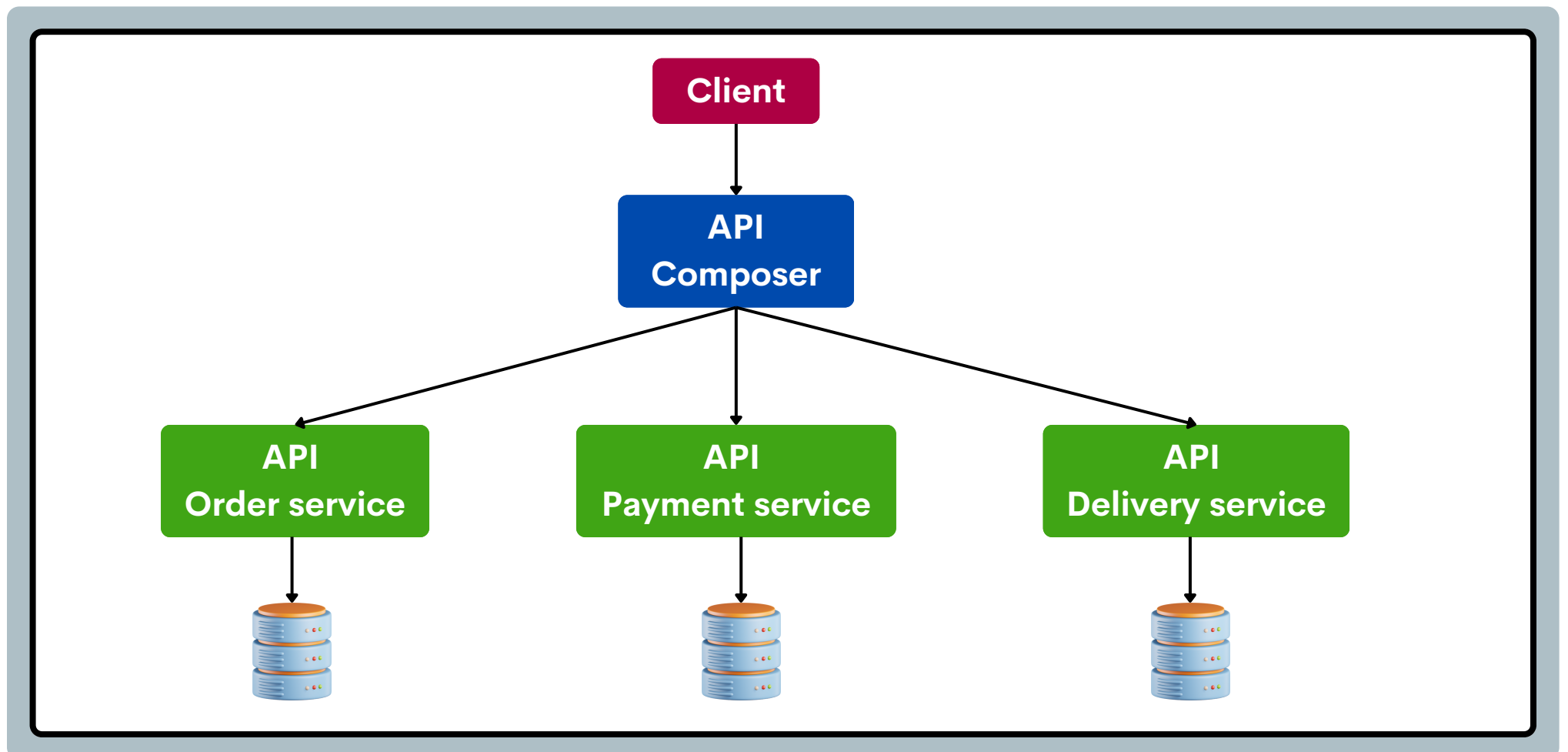
- **Definition:** Attaches a helper component (sidecar) to a service to provide additional functionality.
- **Benefits:** Keeps the main service lightweight and focused on core logic.
- **Use Case:** Adding cross-cutting concerns like logging, monitoring, or security.

RETRY PATTERN



- **Definition:** Automatically retries failed operations, often with exponential backoff.
- **Benefits:** Handles transient failures, improves system resilience.
- **Use Case:** Temporary network or service availability issues.

API COMPOSITION PATTERN



- **Definition:** Combines data from multiple microservices into a single response for the client.
- **Benefits:** Simplifies client-side logic by aggregating data server-side.
- **Use Case:** Aggregating data from multiple services for a client request.

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