**Microservices: -**

* Microservices is an architecture for software development.
* Microservices is not a first architecture while previous many architecture in software development.
* Previous architecture is monolithic, in this architecture what limitation, short comings, advantages, disadvantages and what reasoning those software developer or computer scientist or researcher move to new or another architecture as like microservices

**First commit……!**

**Background: -**

* During the early days of computer science/software development, barriers to entry in programming languages were high level languages
* Cannot understand any graduate or master level of science/computer students
* In 1960s, it was a time using a programming and software development its much difficult or complex task
* Most limited people can use programming languages
* Only PhD in science and computer can use these programming languages
* Or mathematics and researcher can use these programming languages
* As at that time, nearly all use of computer required writing custom software
* Because limited people have computer and early era computer does not efficient as compare to now a day’s computer.

**Second commit……!**

**Developed BASIC programming languages: -**

* In 1964, a general -purpose programming languages **BASIC** was develop.
* It is low level programming language, so easily can use non-PhD and all department students and also write programs.
* Now day by day is rapidly growth up in computing appliance in the 1960s, software became large and complex.
* Computer scientist tried to tackle the complexity of software systems with the ancient and proven technique **Divide and conquer**.
* **David Parnas** published his paper **“On the Criteria to be used in decomposing systems into Modules”.**
* In 1972, **David Parnas** introduced the concept of **Modularity** and **Information hiding.**
* **Edsger W. Dijkstra** introduced the concept **“Separation of Concern** in his paper **“On the role of scientific throught”** published in 1974.

**Third commit…..!**

**The Work Of two scientist/researcher: -**

* The work of **David Parnas, Edsger W. Dijkstra** and other lead to the **Modular Software Development** in 1970.
* With the principle of decomposing a large, complex software systems into **“Loosely coupled, highly cohesive”.**
* In simple terms, **“Loosely coupled**”means the dependency between modules should be very low and **“highly cohesive”** means that one module should focus on single or similar functionality.
* In 1990s, rise the internet and web, Software growth up in business applications and became even more complex and large.
* As such we use the modularity and reduct the complexities of software applications.

**Fourth commit…….!**

**Period of Internet: -**

* So mostly people use the internet and those are move to desktop applications to web application
* But it did not help full as the soft modular boundaries of software sub-systems are easy to **cross and minus.**
* The computer scientist think is and developed the new architecture became a very popular architecture during the 1990s, the new architecture name is **Layered Architecture,** it is purpose of business applications.
* Normally, a business Web Application is divided into several layers:

1. Presentation layers
2. Business layers
3. Data base layers

* In 1997, **Brian Foote and Joseph Yoder** has analyzed many Business application and published the **“Big Ball of Mud”** papers.

**Fifth commit…….!**