

# A Shift from Monolithic to Microservice Architecture

## Applications have changed dramatically

~2000 Today

Monolithic



Slow Changing

Big Server

A Decade Ago (and still valid)

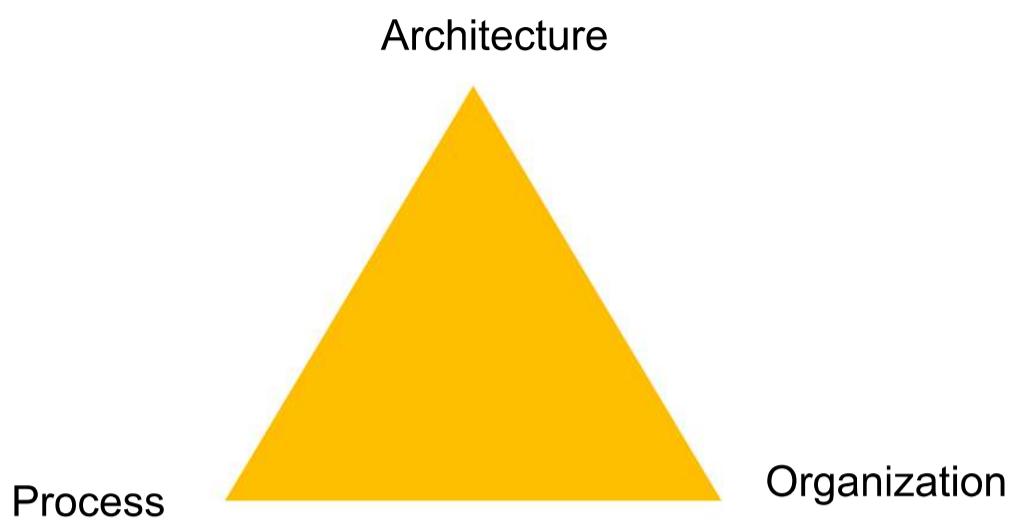
- Apps were monolithic
- Built on a single stack such as .NET or Java
- Long Lived
- Deployed to a single server



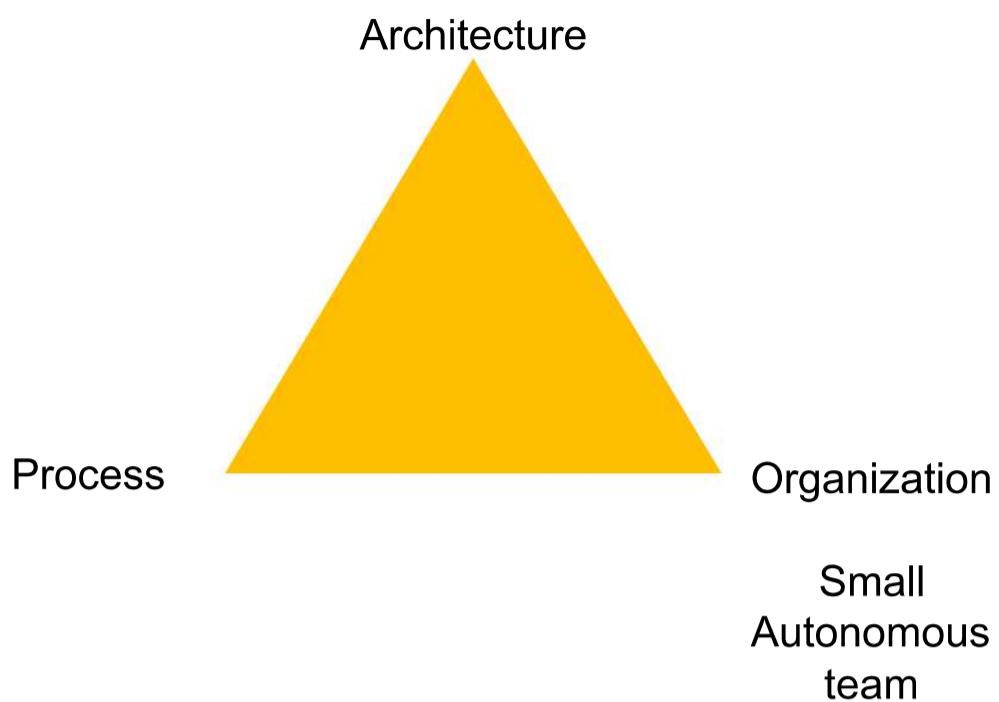
**Let's imagine you are building  
a large, complex application,  
e.g., Online Store**



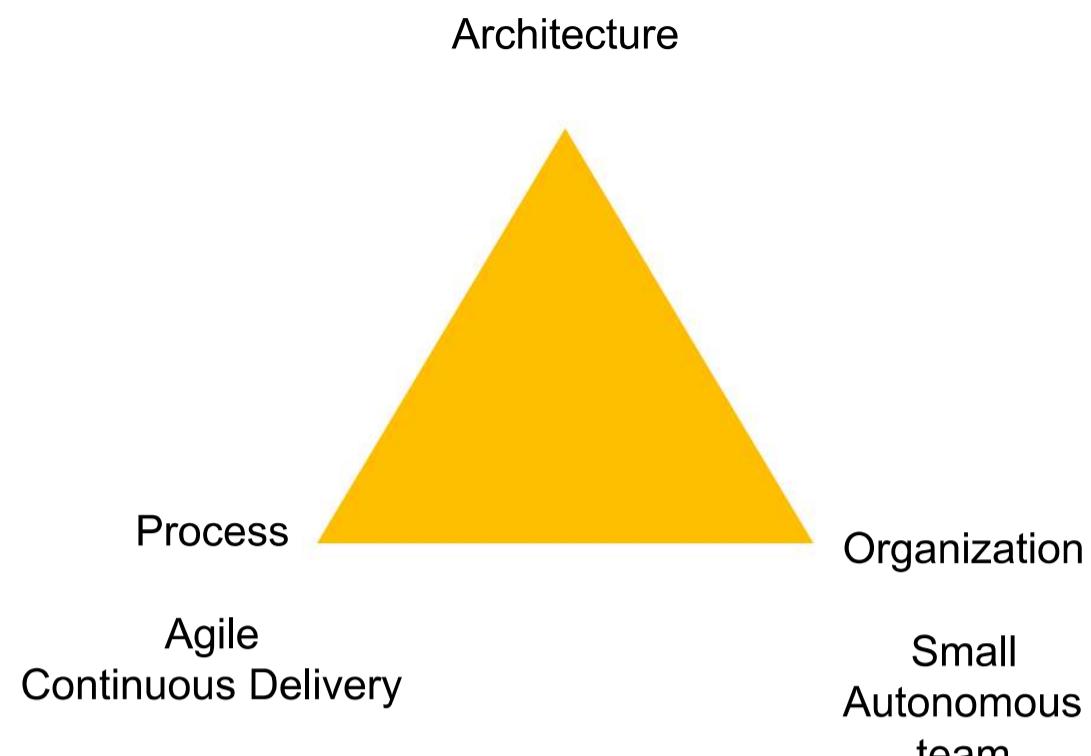
# Successful Software Development



# Successful Software Development

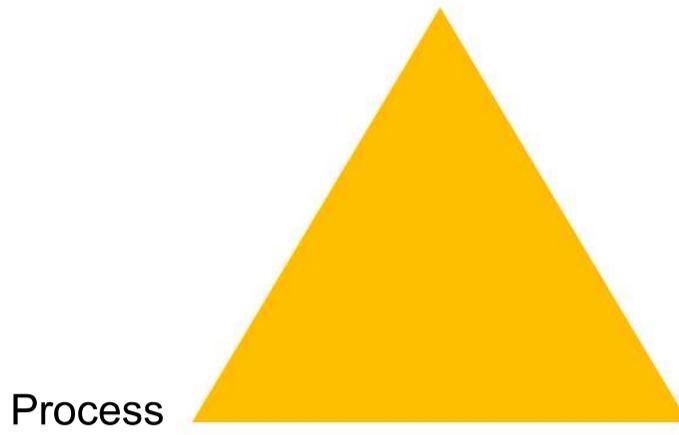


# Successful Software Development



# Successful Software Development

Architecture  
Monolithic Vs Microservices

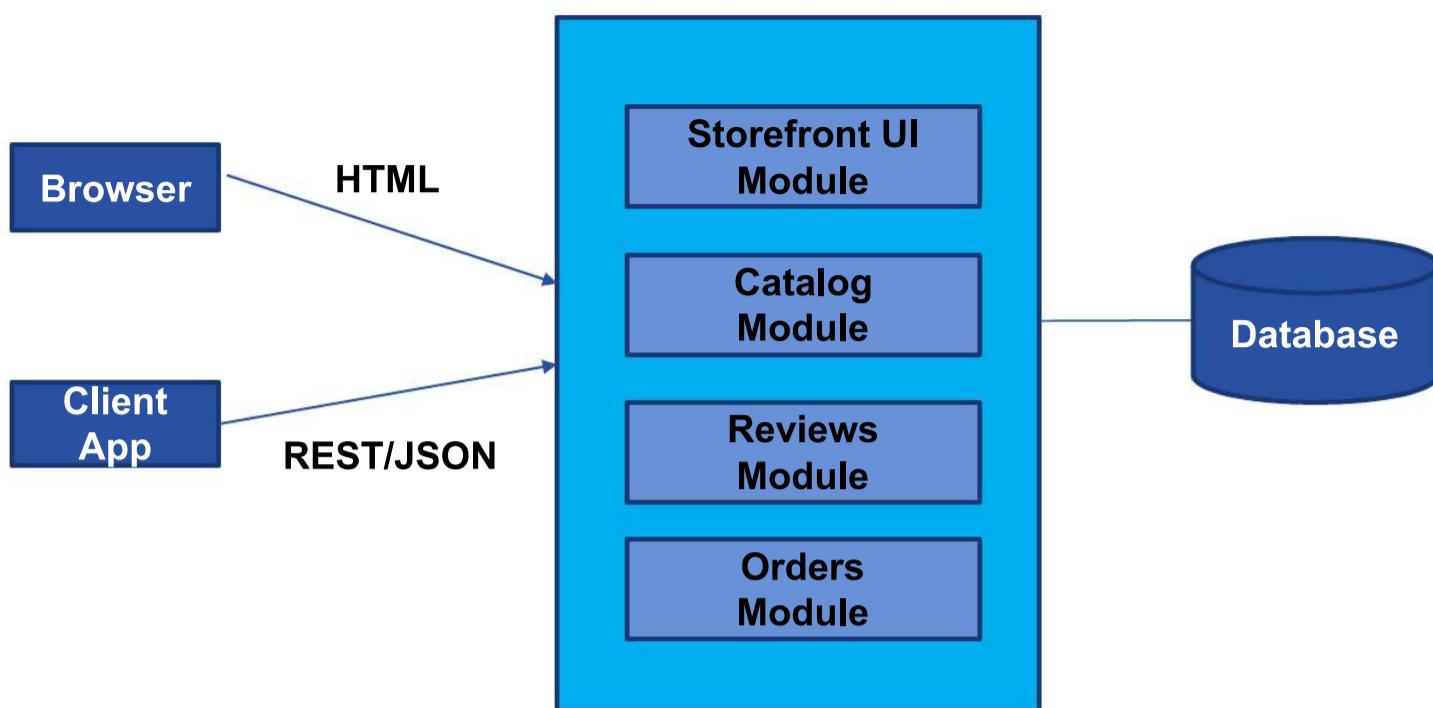


Process  
Agile  
Continuous Delivery

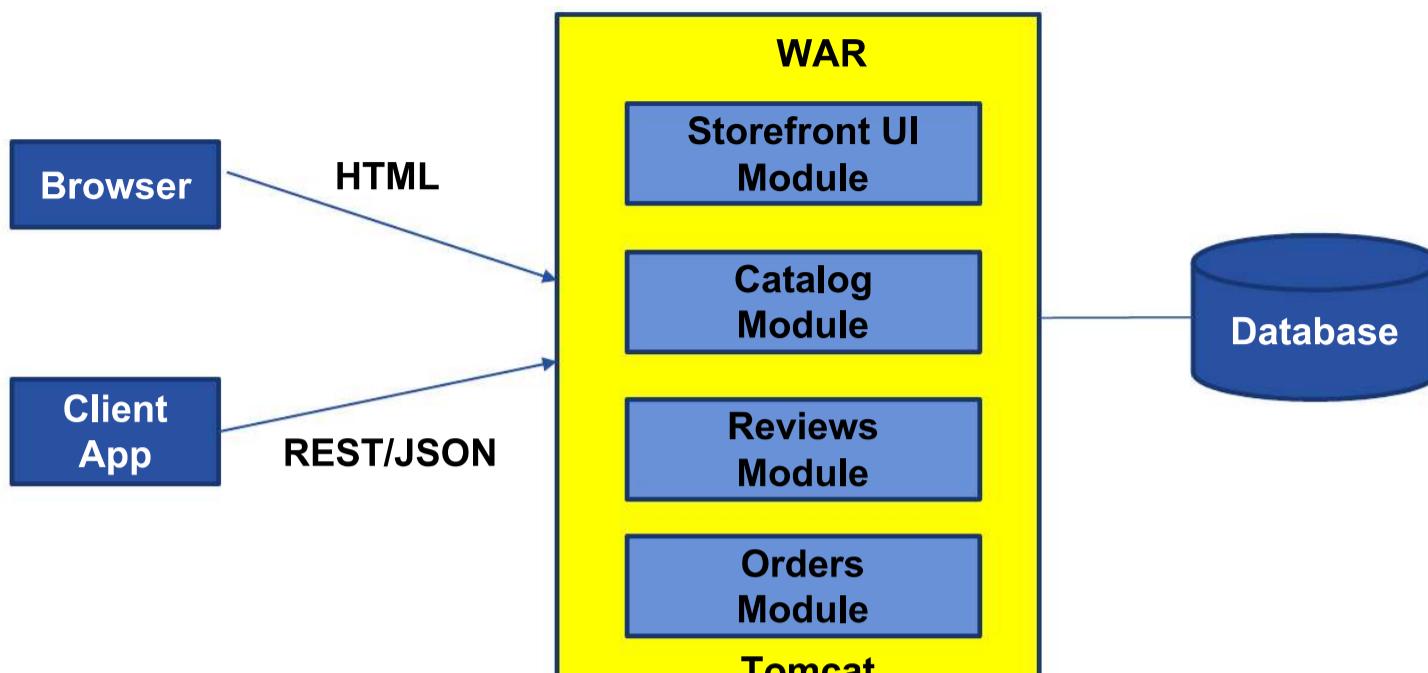
Organization  
Small  
Autonomous  
team



# A Close Look at Monolithic



# A Close Look at Monolithic



# Benefits of Monolith

Simple to Develop, Test, Deploy & Scale

- Simple to develop because of all the tools and IDEs support to that kind of application by default.
- Easy to deploy because all components are packed into one bundle.
- Easy to scale the whole application.



But  
successful  
applications  
keep  
growing

....

@crichtardsor

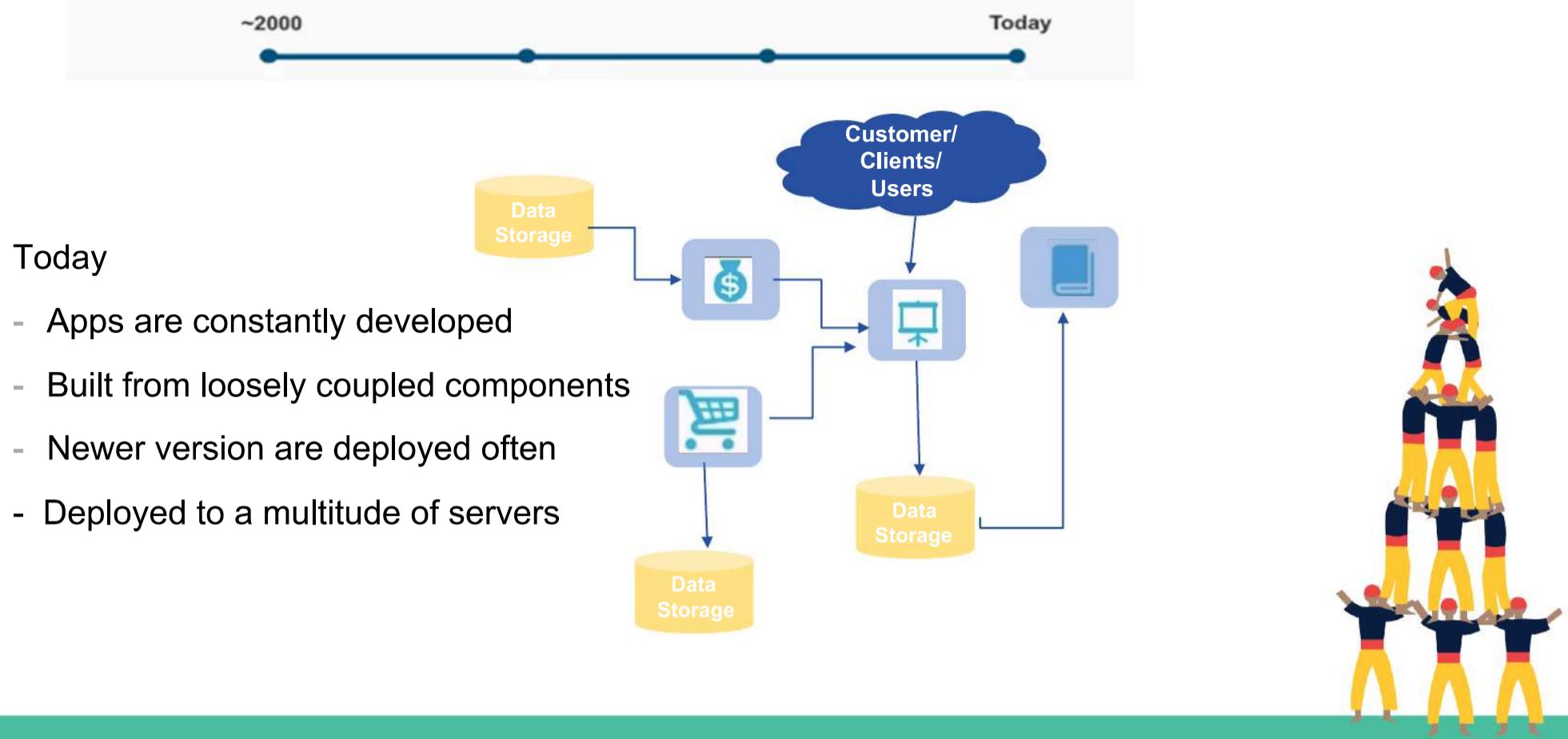


# Disadvantages of Monolith

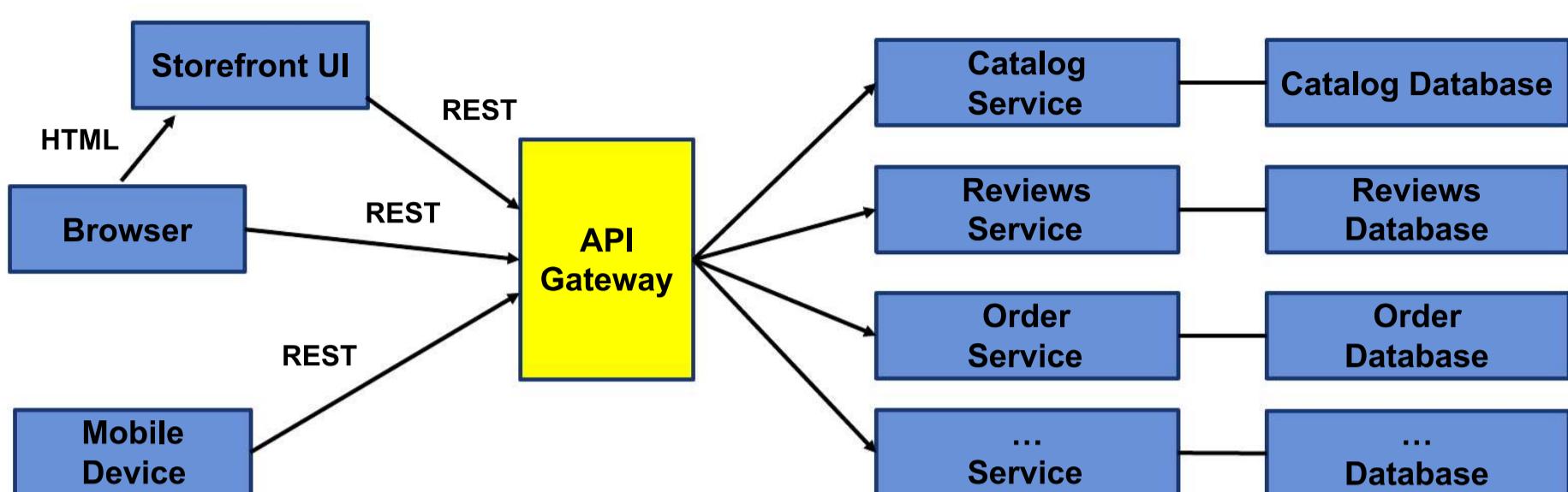
- Very difficult to maintain
- One component failure will cause the whole system to fail.
- Very difficult to understand and create the patches for monolithic applications.
- Adapting to new technology is very challengeable.
- Take a long time to startup because all the components need to get started.



## Applications have changed dramatically



# Microservice Architecture



# Benefits of Microservices

- Can scale independent microservices separately. No need to scale the whole the system
- Can use the latest technologies to develop the microservices.
- One component failure will not cause entire system downtimes.
- When developing an overall solution we can parallel the microservices development task with the small teams. So it helps to decrease the development time.

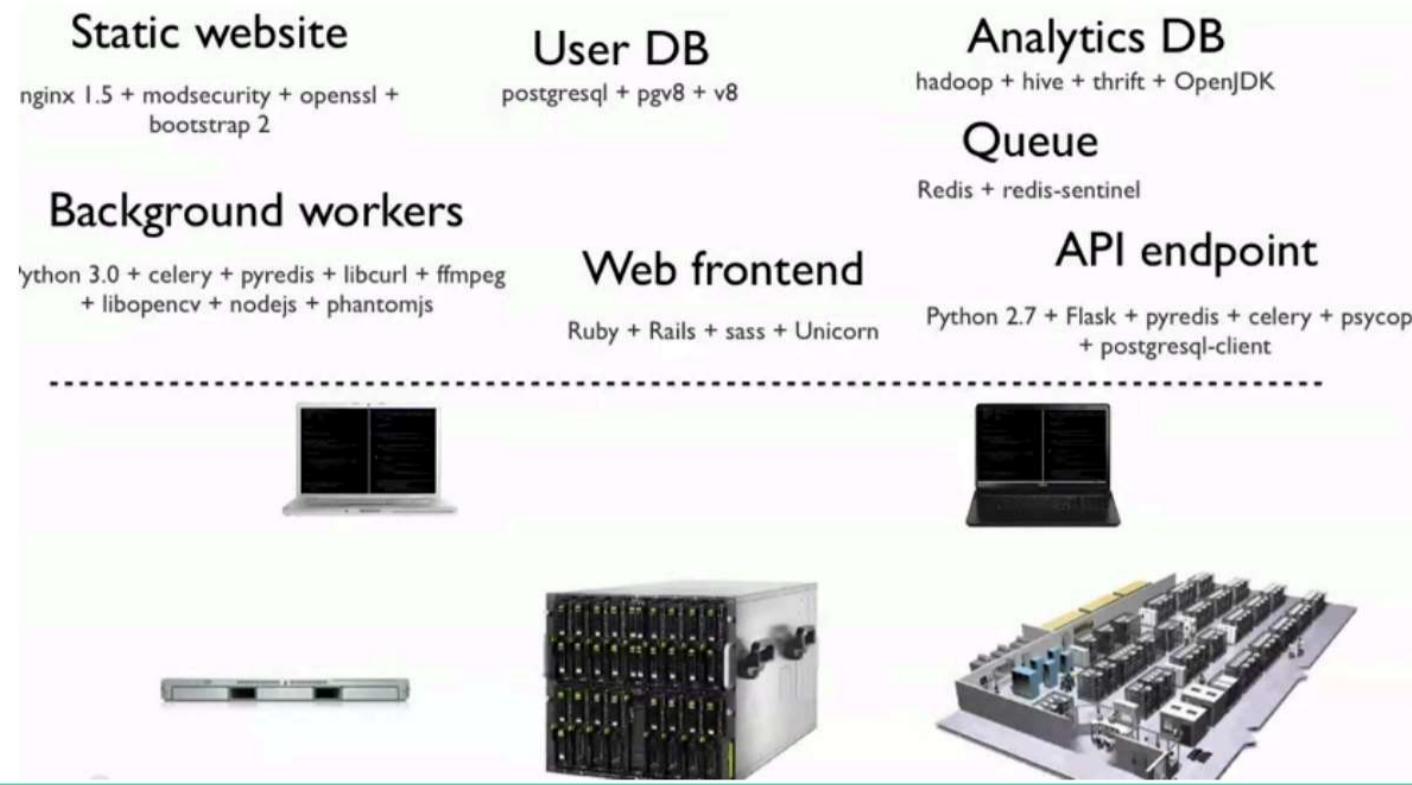


# Once upon a time...a Software Stack

LAMP

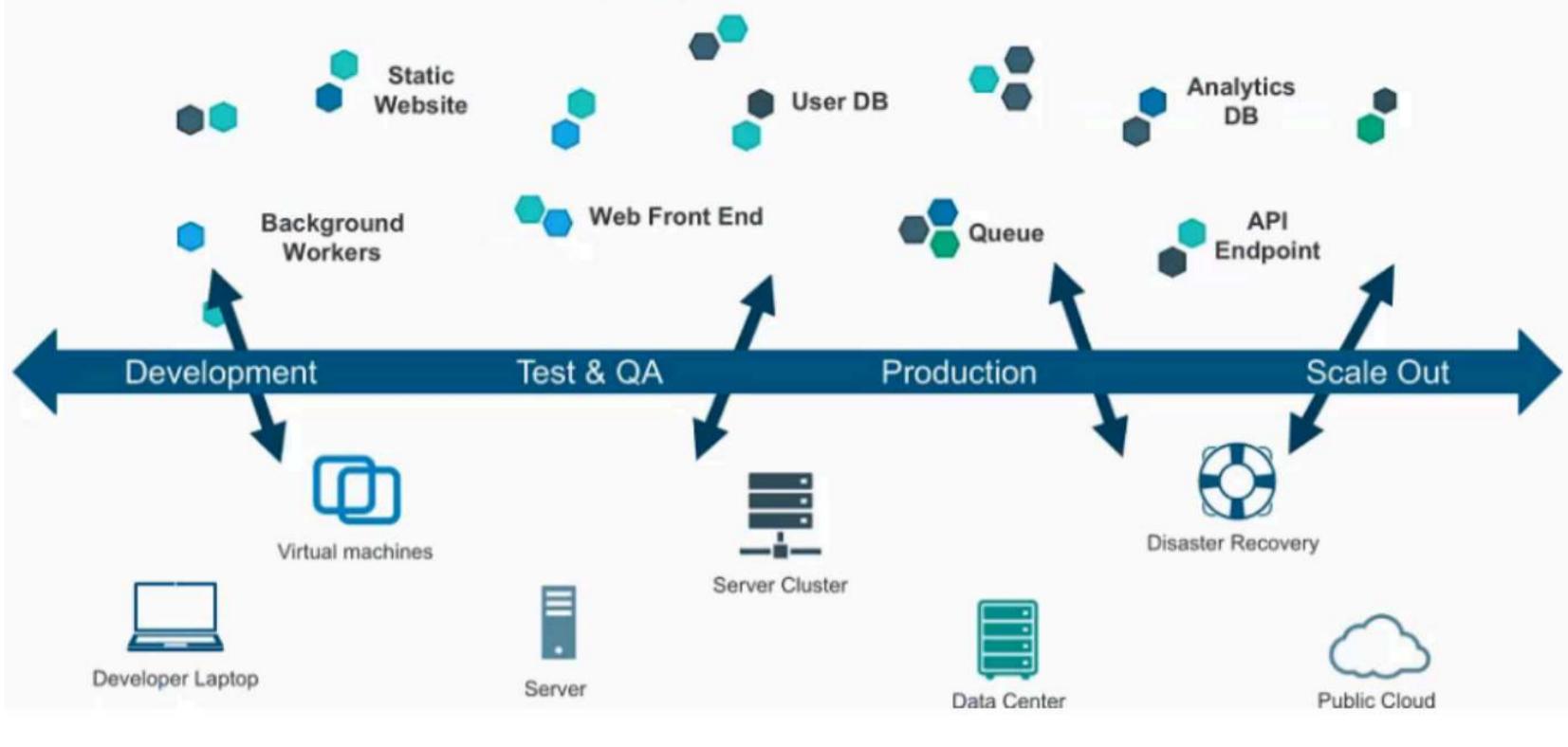


# Now much more distributed & complex...



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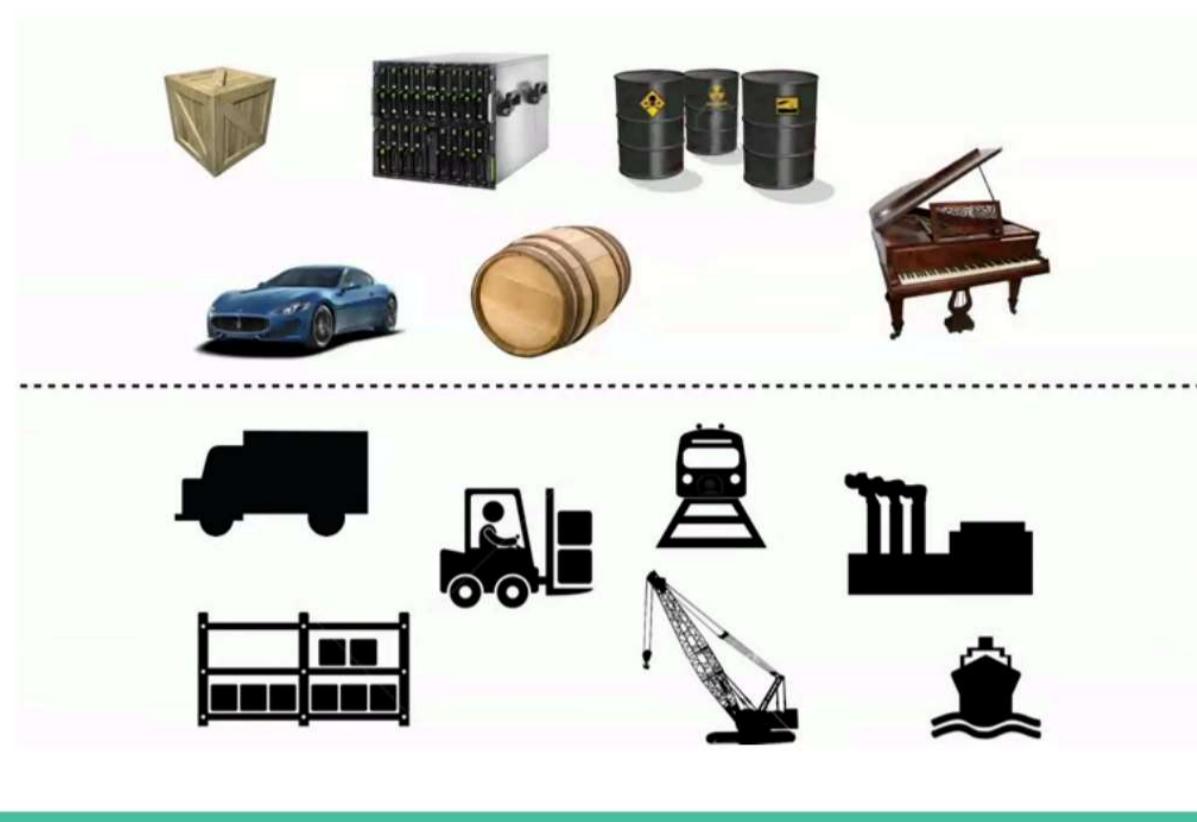
# The New Challenge of Distributed Apps



# The New Challenge of Distributed Apps



# An Effort to solve the problem Complexity



# **Every possible good to ship X Every Possible way to Ship**

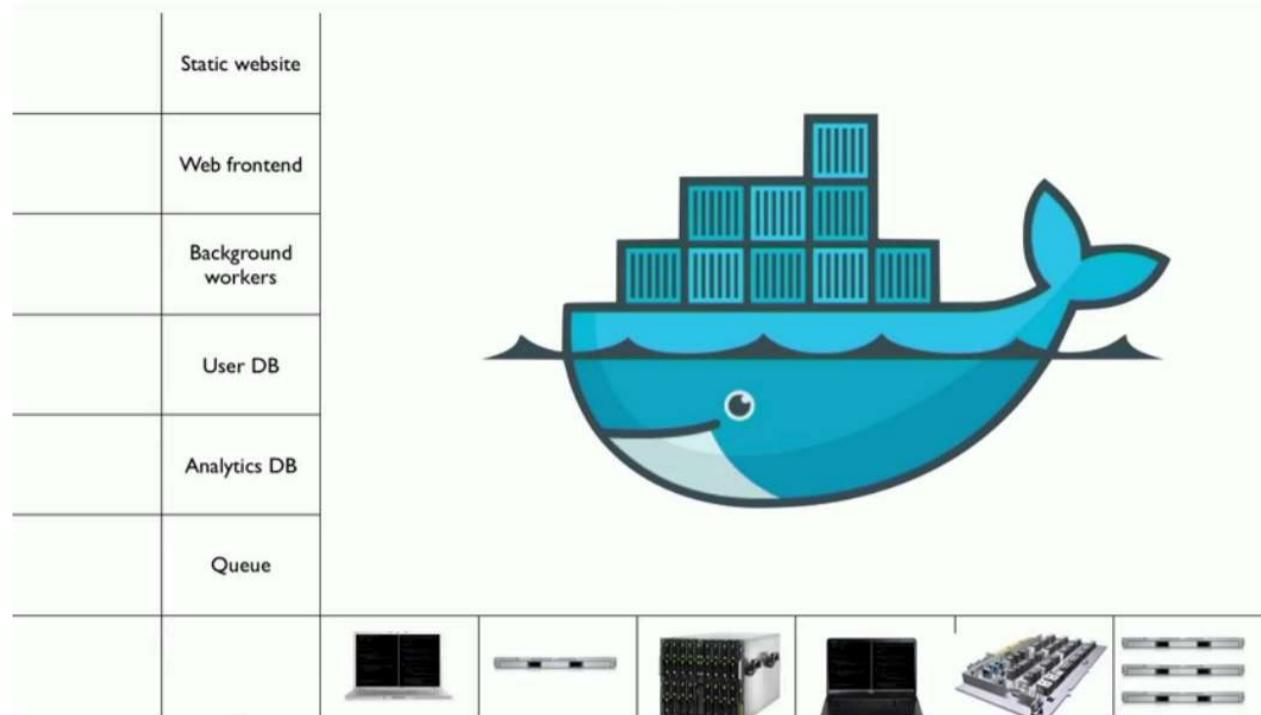
|  |   |   |   |   |   |   |
|--|---|---|---|---|---|---|
|  | ? | ? | ? | ? | ? | ? |
|  | ? | ? | ? | ? | ? | ? |
|  | ? | ? | ? | ? | ? | ? |
|  | ? | ? | ? | ? | ? | ? |
|  | ? | ? | ? | ? | ? | ? |
|  | ? | ? | ? | ? | ? | ? |
|  |   |   |   |   |   |   |



# Enter....Internodal Container



# That's what Docker is all about..



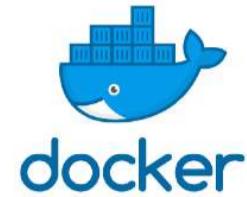


# What is Docker and what problem does it solve?

# What is Docker?

Refers to several things in 2019

- Docker as a “Company”
- Docker as a “Product”
- Docker as a “Platform”
- Docker as a “CLI Tool”
- Docker as a “Computer Program”

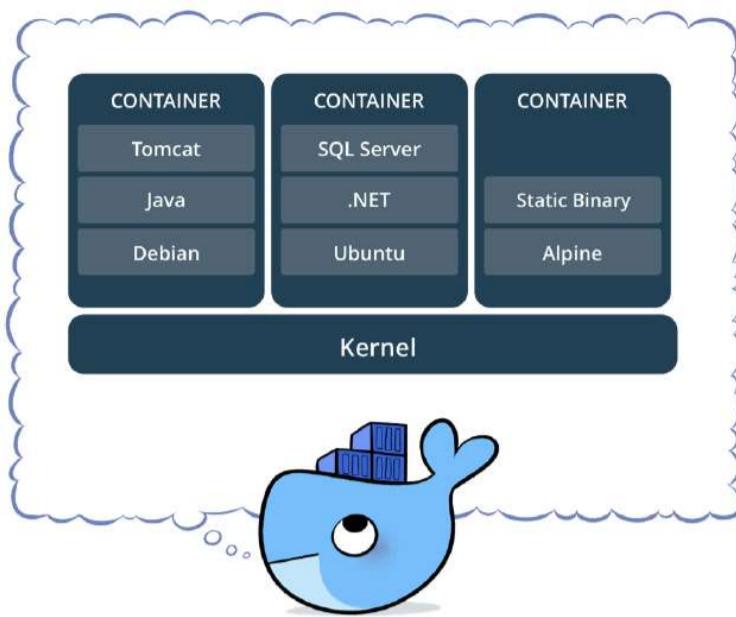


```
PS C:\Users\Ajeet_Rainas> docker version
Client: Docker Engine - Community
  Version:           18.09.1
  API version:      1.39
  Go version:       go1.10.6
  Git commit:       4c52b90
  Built:            Wed Jan  9 19:34:26 2019
  OS/Arch:          windows/amd64
  Experimental:    false

server: Docker Engine - Community
Engine:
  Version:           18.09.1
  API version:      1.39 (minimum version 1.12)
  Go version:       go1.10.6
  Git commit:       4c52b90
  Built:            Wed Jan  9 19:41:49 2019
  OS/Arch:          linux/amd64
  Experimental:    true
```



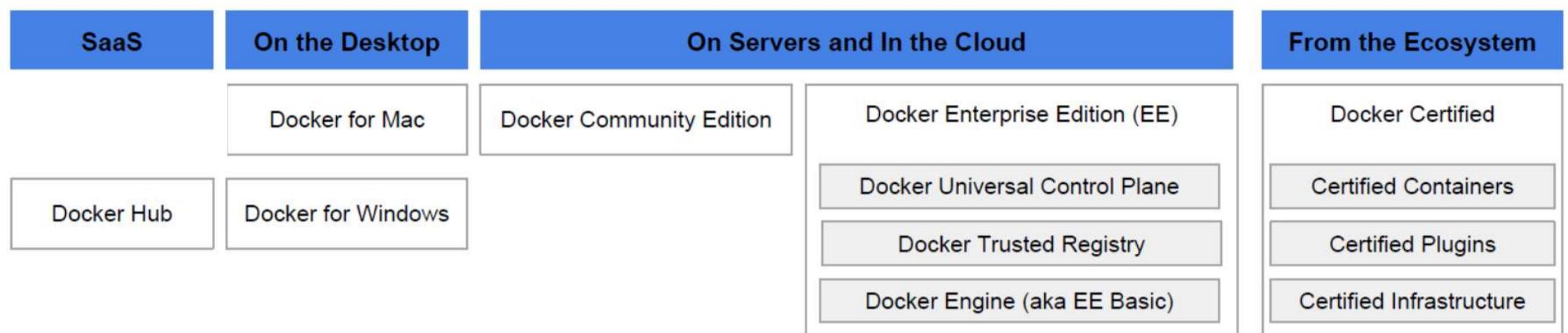
# What is Docker?

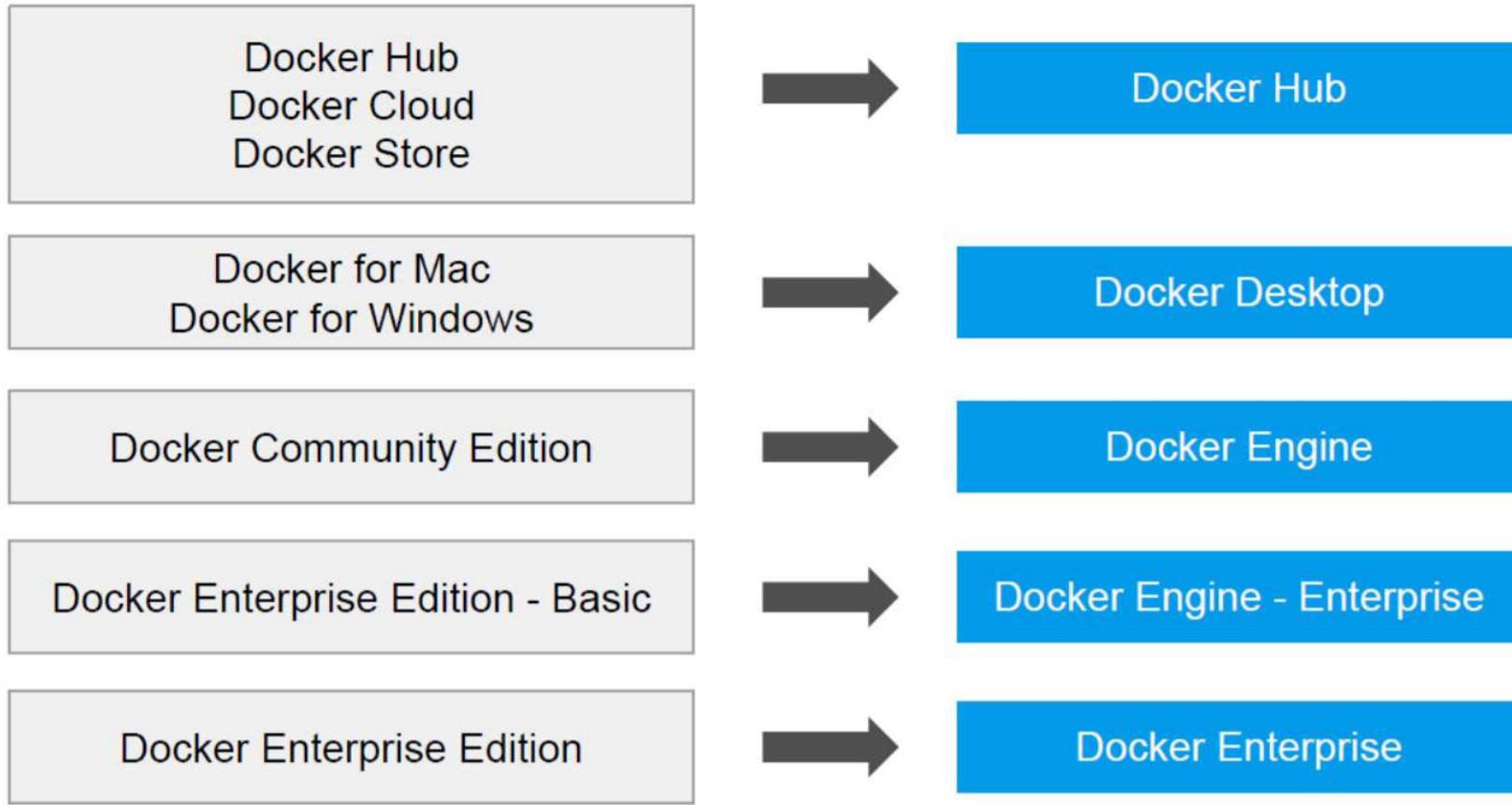


- Standardized packaging for software and dependencies
- Isolate apps from each other
- Share the same OS kernel
- Works for all major Linux distributions
- Containers native to Windows Server 2016 & 1809



# Docker Product Offerings





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# Today Docker runs on



Orange pi  
Orange Pi PC



Microsoft  
Windows Server 2019





# **Traditional Software Development WorkFlow (without Docker)**

## Git Server

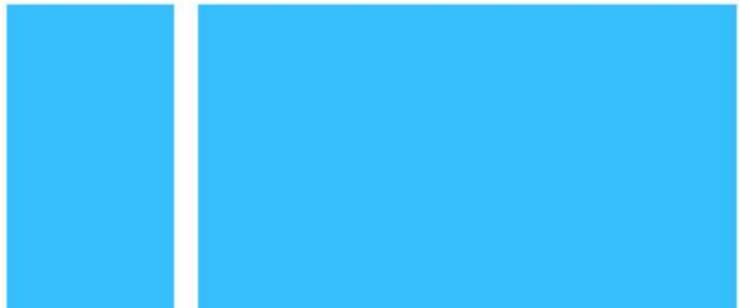
Development Machine

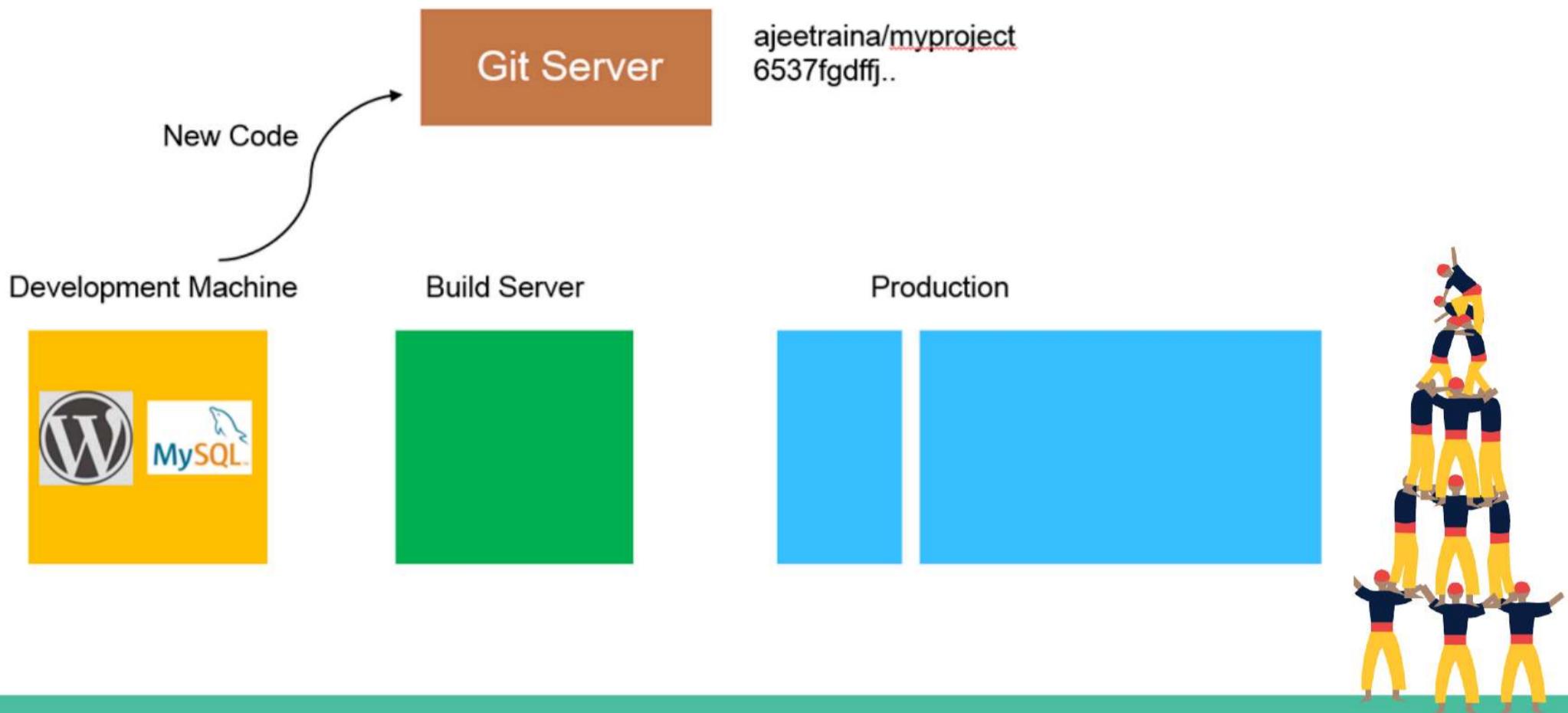


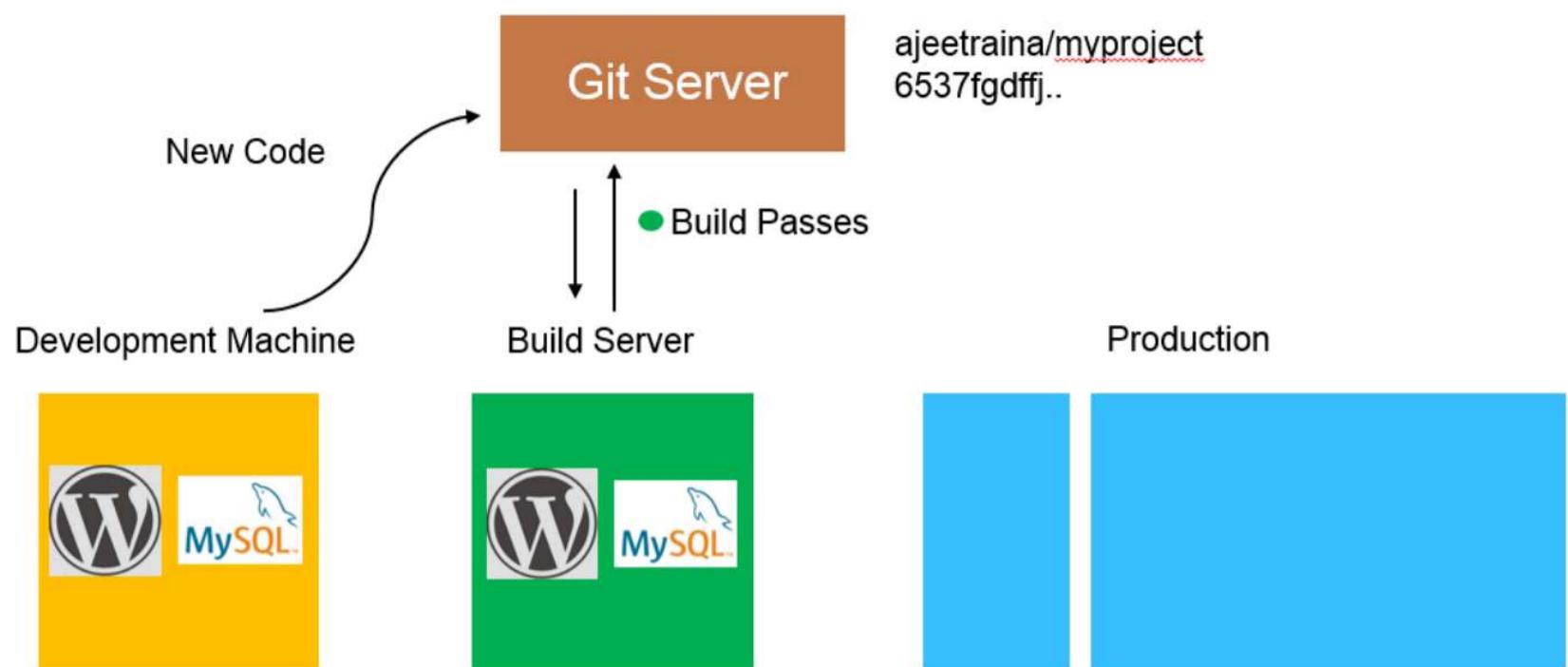
Build Server

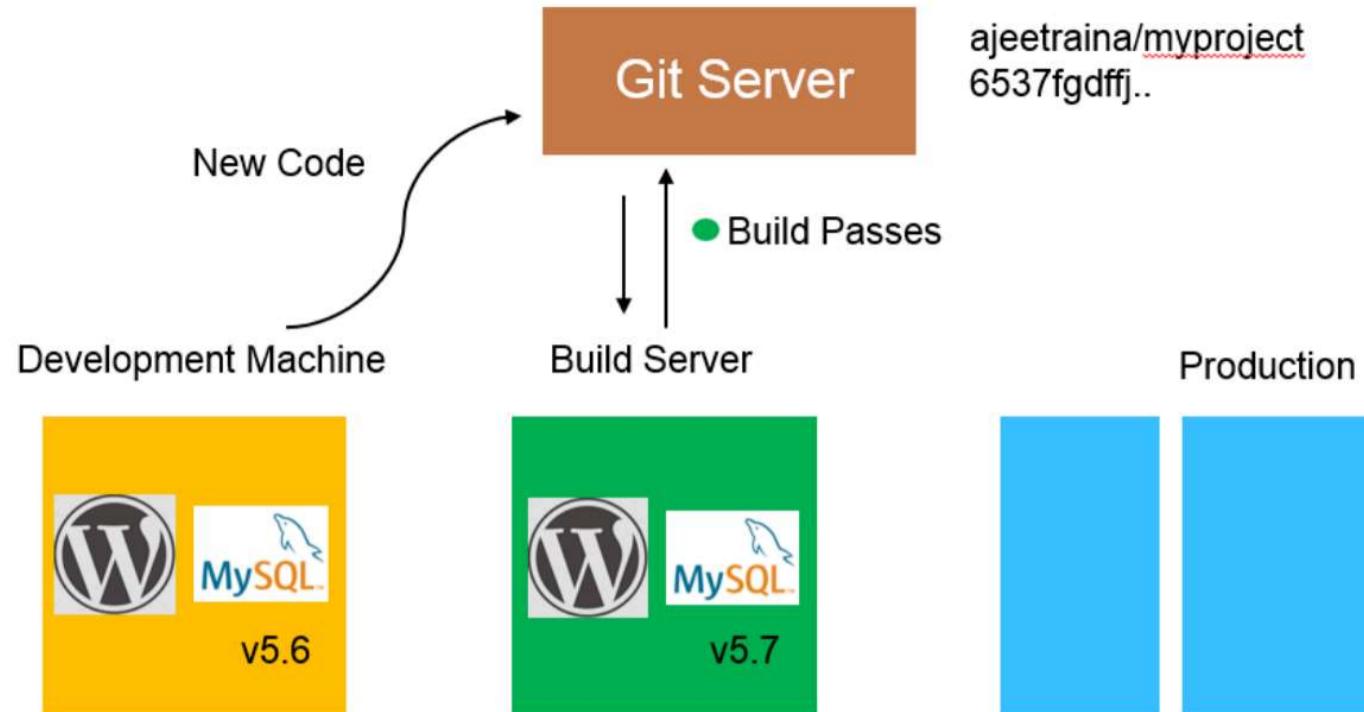


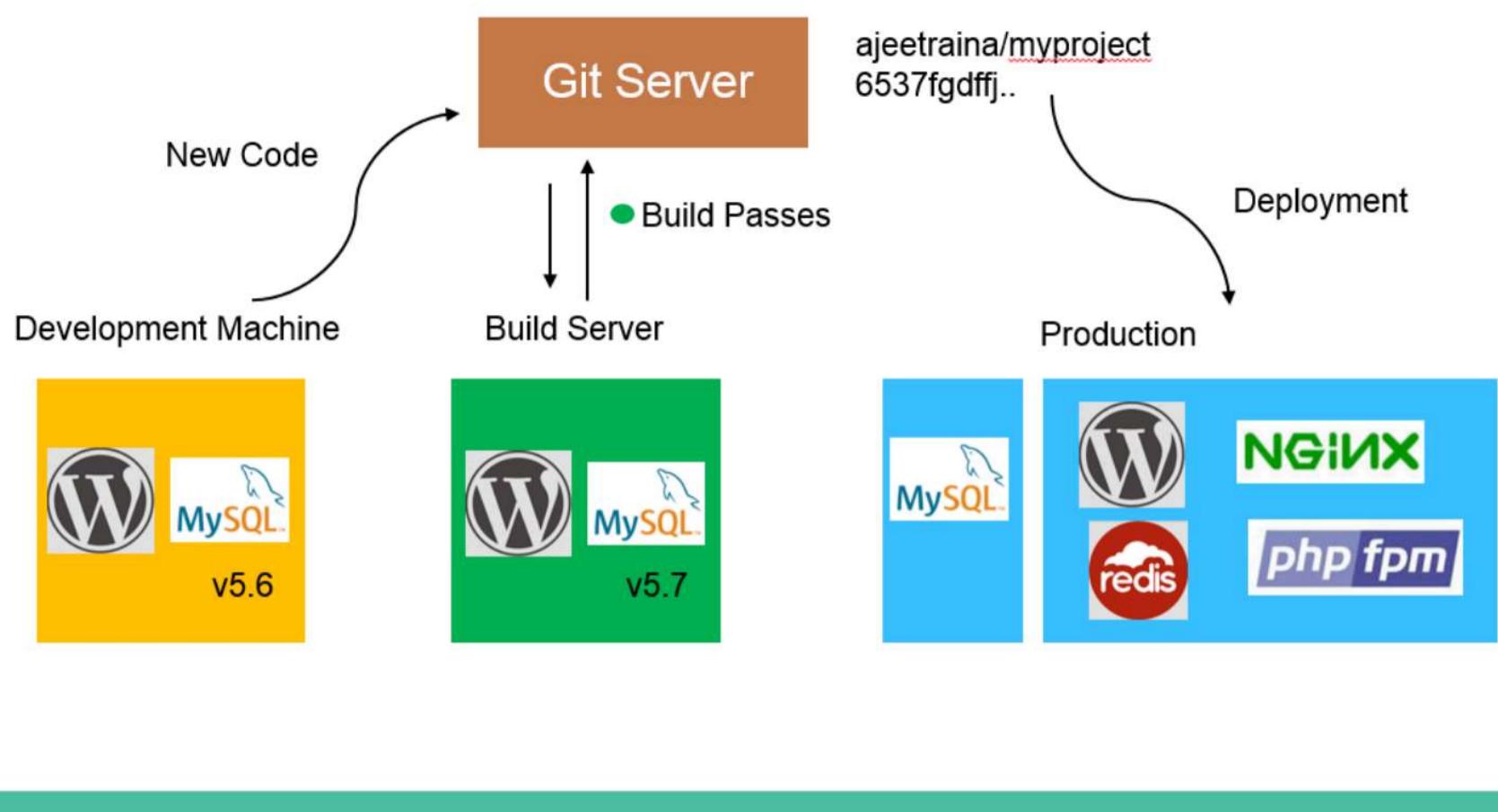
Production













# Traditional Software Development WorkFlow (with Docker)

Git Server

Docker Registry

Development Machine

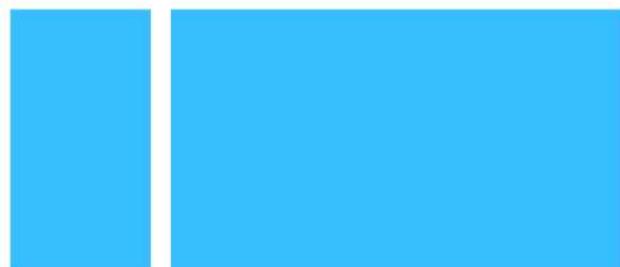


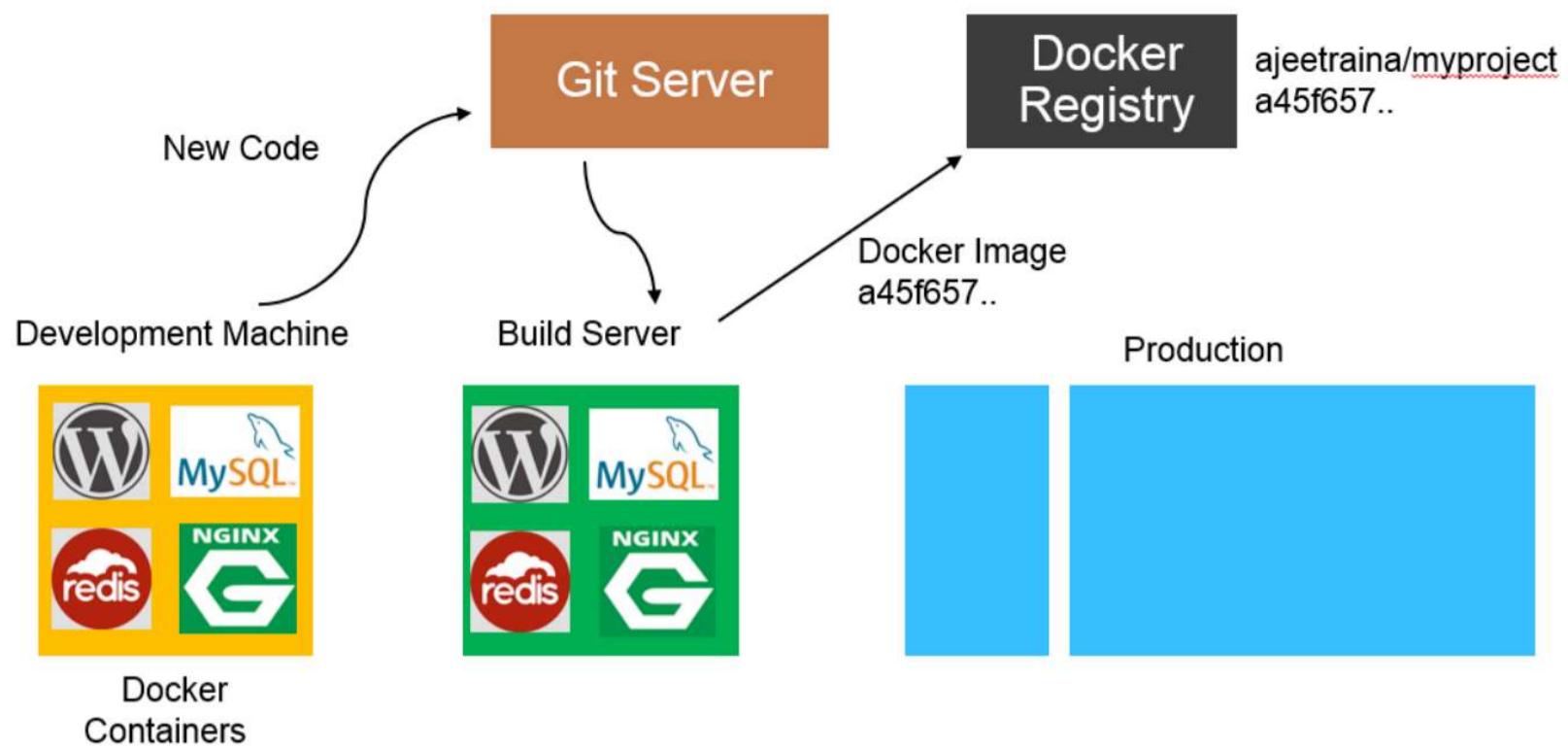
Docker  
Containers

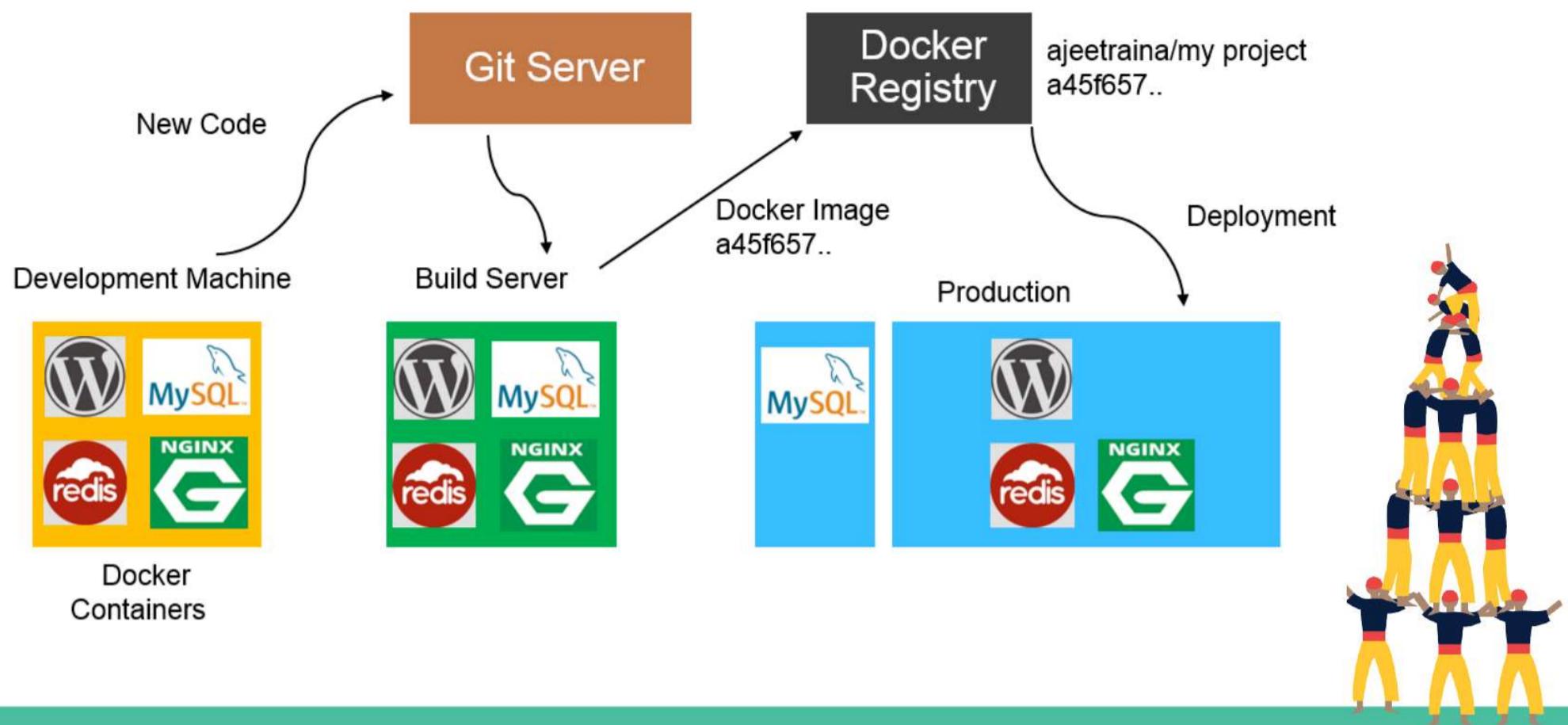
Build Server



Production







# Docker Vs VM

# Docker Containers are NOT VMs



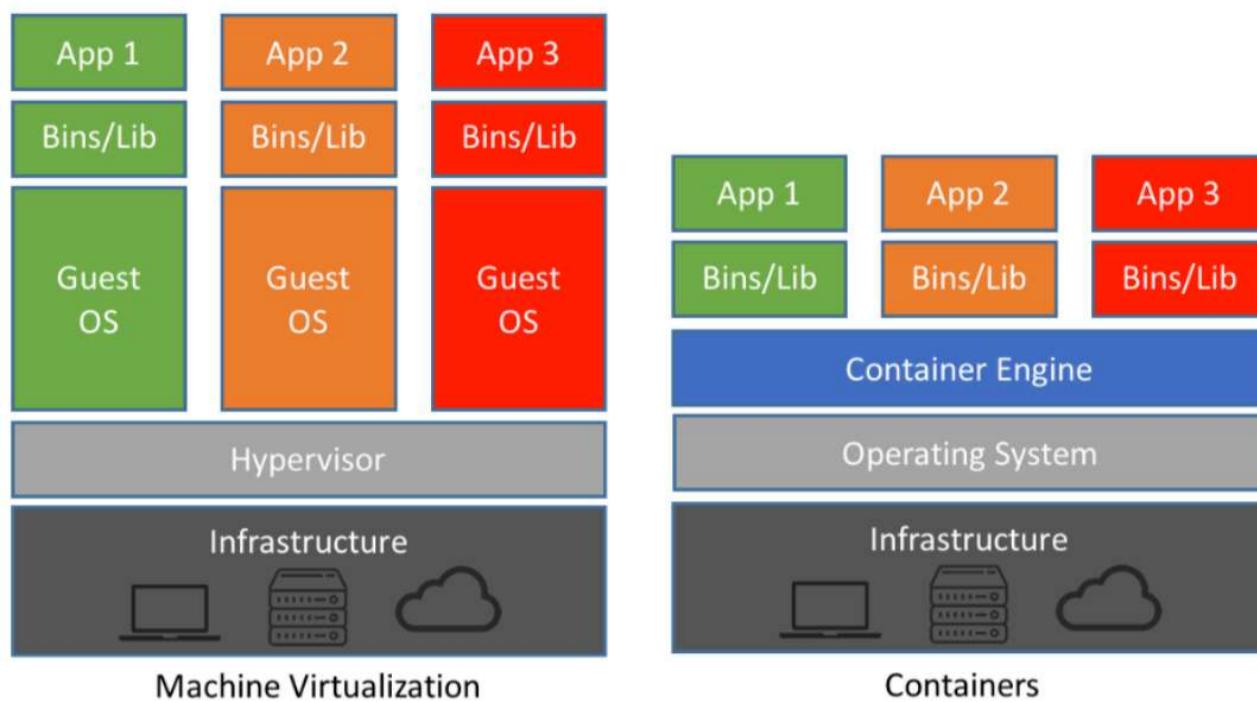
# Virtual Machine



# Containers



# Docker Container Vs VM



# Comparing Docker & VM

| Virtual Machines  | Docker   |
|---|--|
| Each VM runs its own OS                                       | Container is just a user space of OS   |
| Boot up time is in minutes                                    | Containers instantiate in seconds  |
| VMs snapshots are used sparingly                              | Images are built incrementally on top of another like layers. Lots of images/snapshots |
| Not effective diffs. Not version controlled                   | Images can be diffed and can be version controlled. Docker hub is like GITHUB          |
| Cannot run more than couple of VMs on an average laptop       | Can run many Docker containers in a laptop.  |
| Only one VM can be started from one set of VMX and VMDK files | Multiple Docker containers can be started from one Docker image                        |

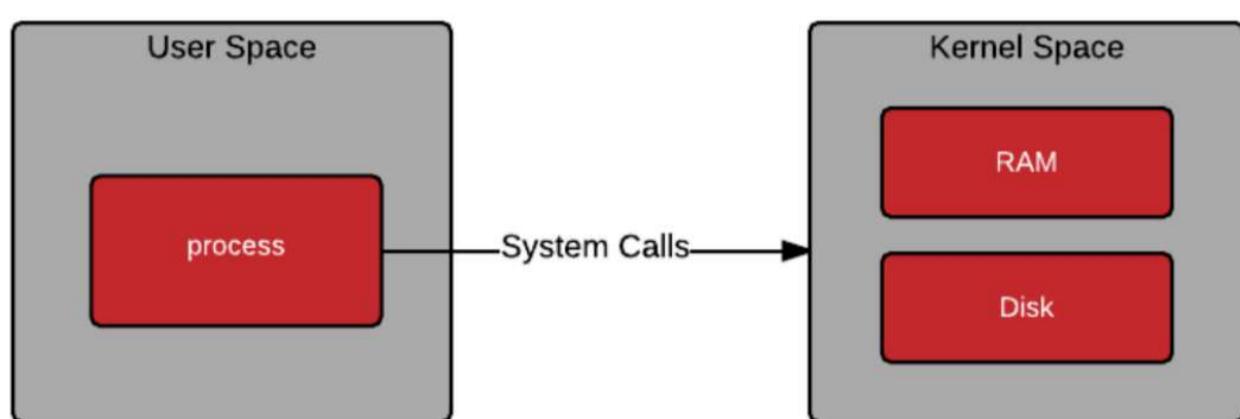




# What makes Containers so small?

# Container = User Space of OS

User space refers to all of the code in an operating system that lives outside of the kernel.



**Process Virtualization**





# Demonstrating Process Virtualization

# Demonstration Process Virtualization

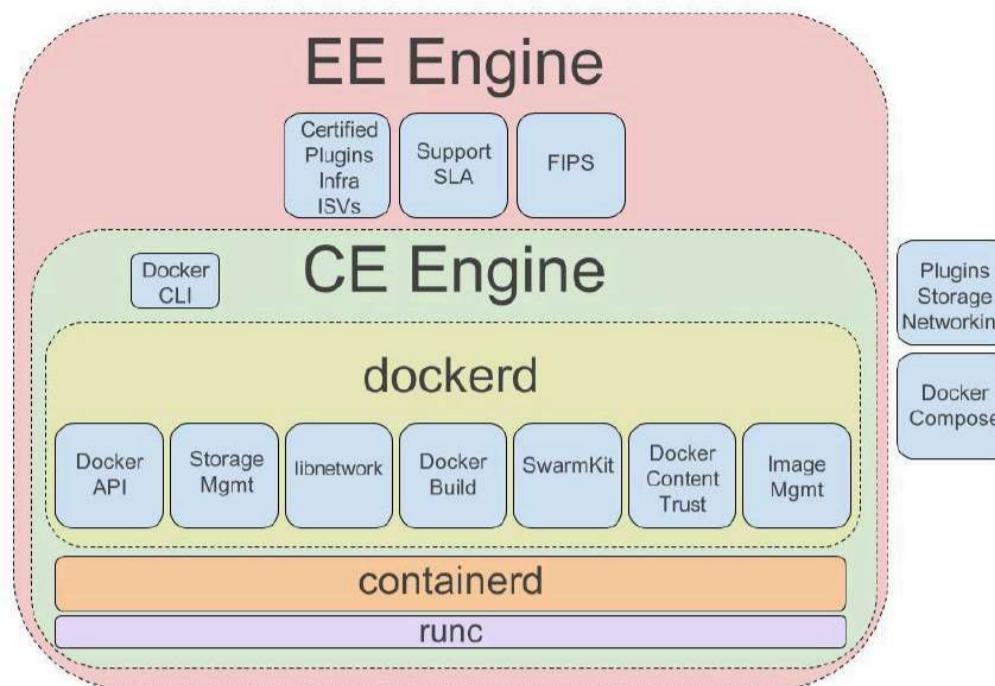


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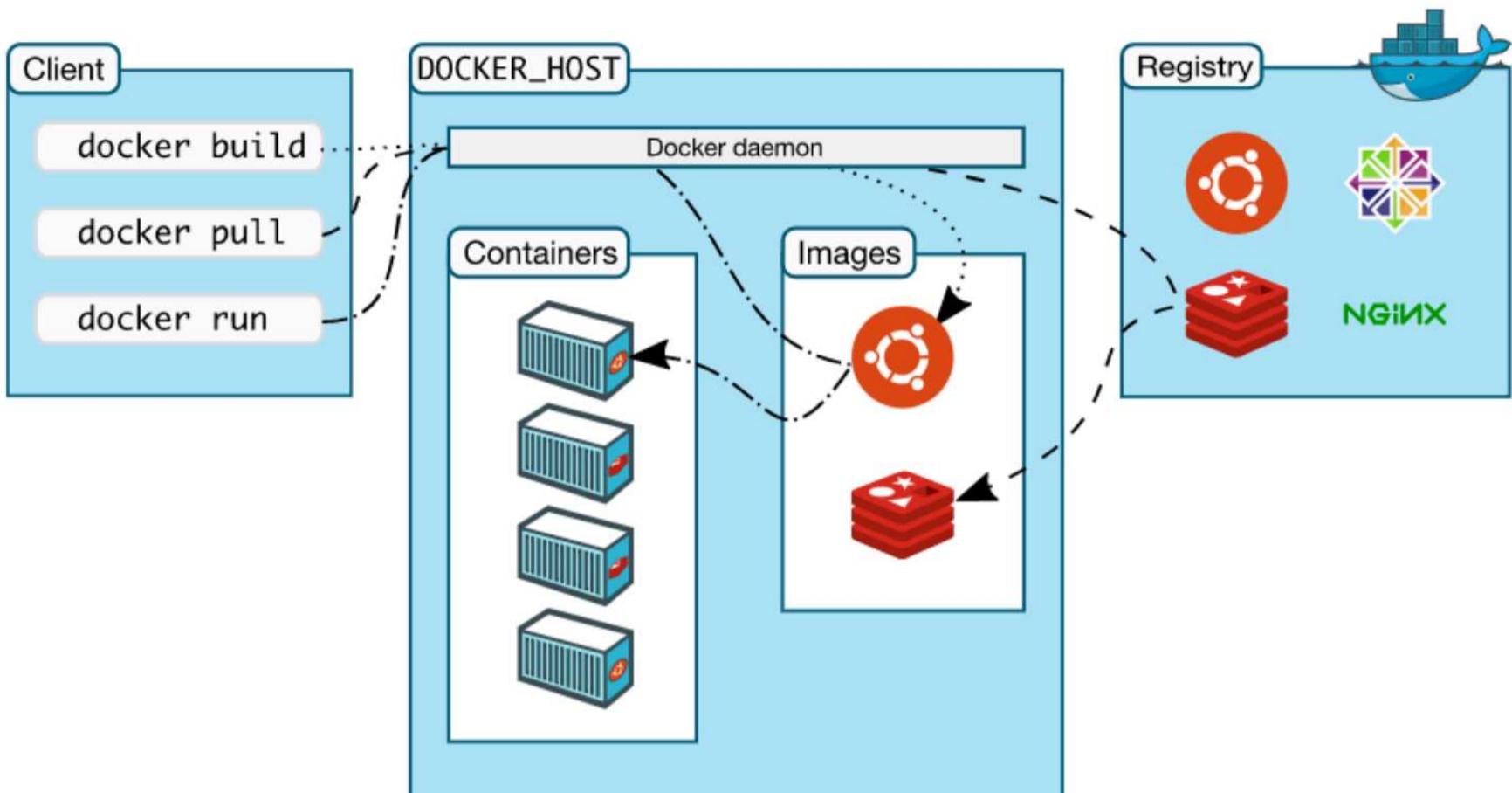


# Docker Engine Architecture

# Docker Engine Architecture



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# Docker Vocabulary

# Some Docker vocabulary

## Containers

How you **run**  
your application

## Images

How you **store**  
your application



### Docker Image

The basis of a Docker container. Represents a full application



### Docker Container

The standard unit in which the application service resides and executes



### Docker Engine

Creates, ships and runs Docker containers deployable on a physical or virtual, host locally, in a datacenter or cloud service provider

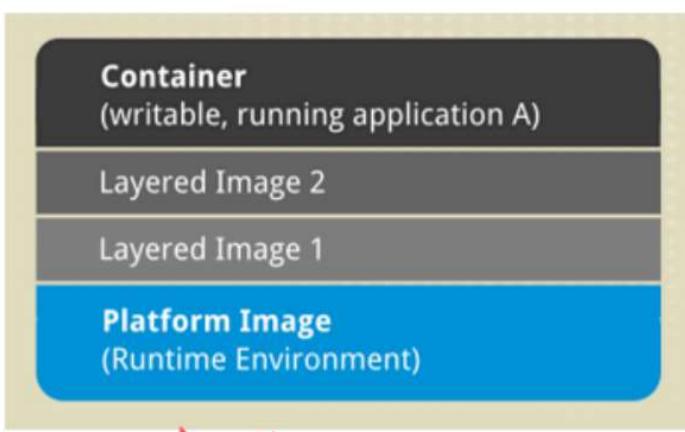


### Registry Service (Docker Hub or Docker Trusted Registry)

Cloud or server based storage and distribution service for your images



# Image Layering



An application sandbox.

- Each container is based on an image that holds necessary config data.

- When you launch a container from an image, a writable layer is added on top of this image

- A static snapshot of the containers' configuration.

- Image is a read-only layer that is never modified, all changes are made in top-most writable layer, and can be saved only by creating a new image.

- Each image depends on one or more parent images

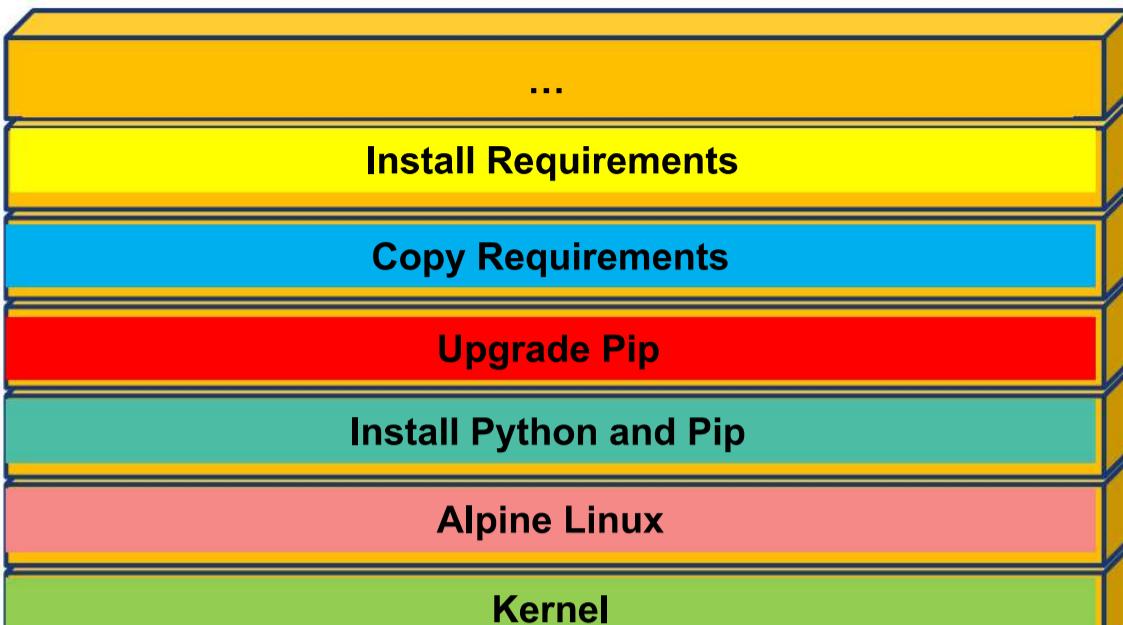


- An image that has no parent.

- Platform images define the runtime environment, packages and utilities necessary for containerized application to run.



# Image Layers



# A Look at “Dive” Tool

# A tool for exploring each layer in a Docker image

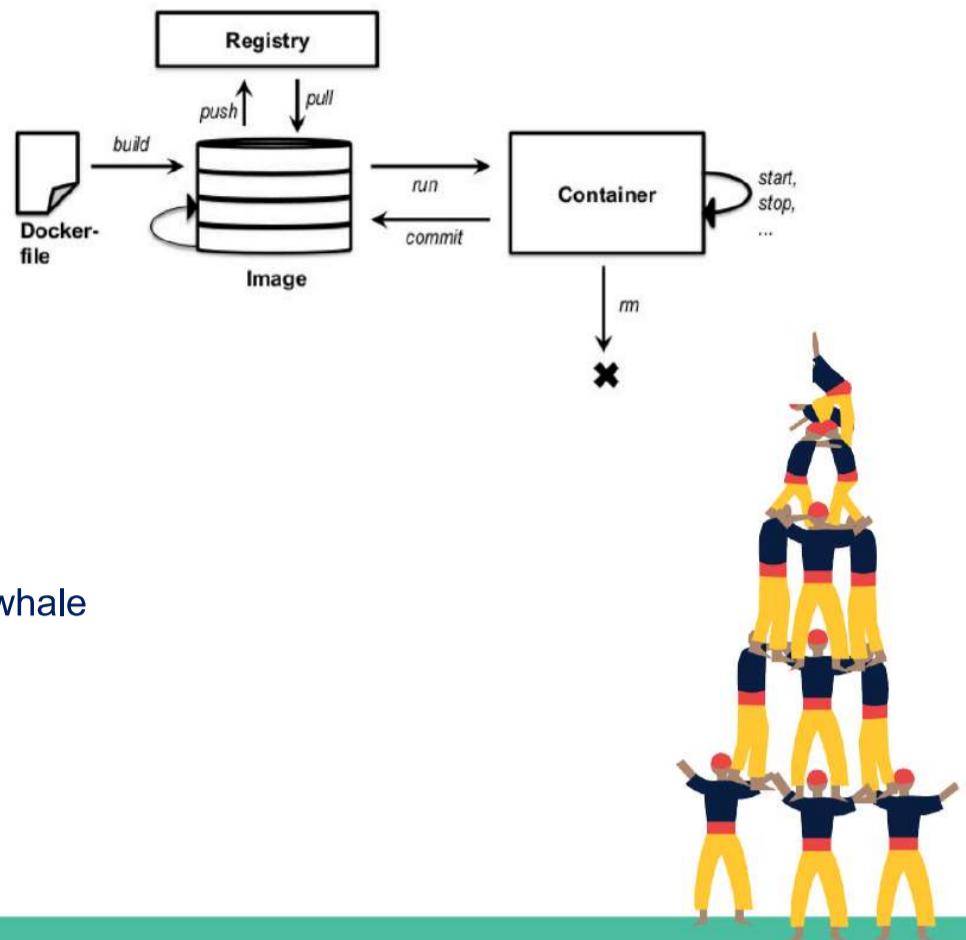


<https://github.com/wagoodman/dive>

# Basic Docker CLIs

## Pulling Docker Image

```
$ docker pull ajeetraina/hellowhale
```



## Listing out Docker Images

```
$ docker image ls
```

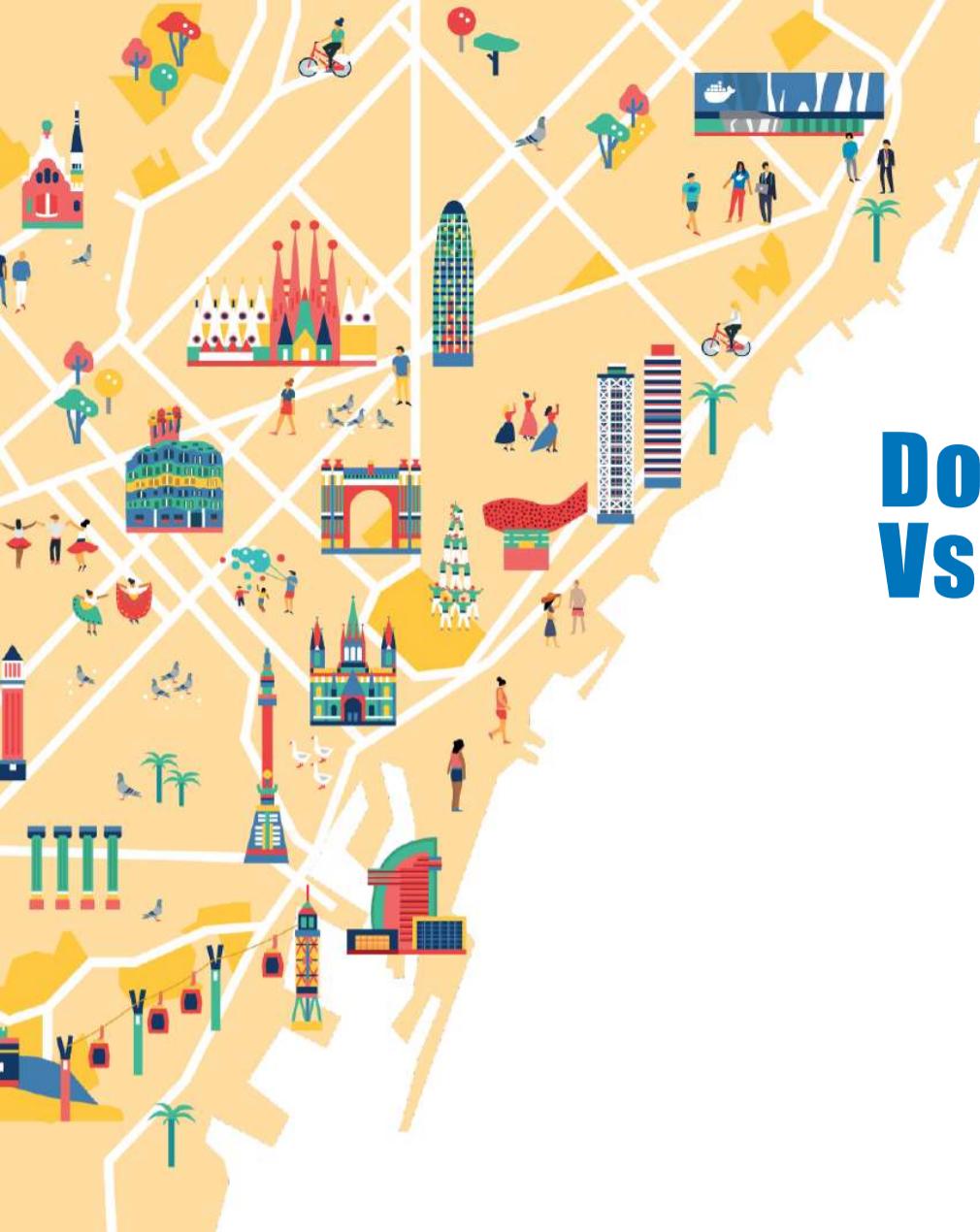
## Running Docker Containers

```
$ docker run -d -p 5000:5000 --name hellowhale ajeetraina/hellowhale
```

## Stopping the container

```
$ docker stop hellowhale (or <container id>)
```





# Docker Desktop Community Vs Docker Enterprise

# Docker Community Edition

All in one development for Swarm and Kubernetes



Deploy to production  
in Swarm

Deploy to production  
in Kubernetes



# Docker Desktop Community Vs Enterprise

|  | Docker Desktop<br>Community | Docker Desktop<br>Enterprise |
|--|-----------------------------|------------------------------|
|--|-----------------------------|------------------------------|

Simplest Path to Container-based Development

|   |   |   |
|---|---|---|
| Latest Docker Engine<br>Based on Containerd   | ● | ● |
| Certified Kubernetes  | ● | ● |
| Available for Windows 10<br>& MacOS   | ● | ● |
| Develop in any Language<br>& Framework, even<br>multiple versions<br>simultaneously | ● | ● |



# Docker Desktop Community Vs Enterprise

|  | Docker Desktop<br>Community | Docker Desktop<br>Enterprise |
|--|-----------------------------|------------------------------|
|--|-----------------------------|------------------------------|

Production-Ready Environment

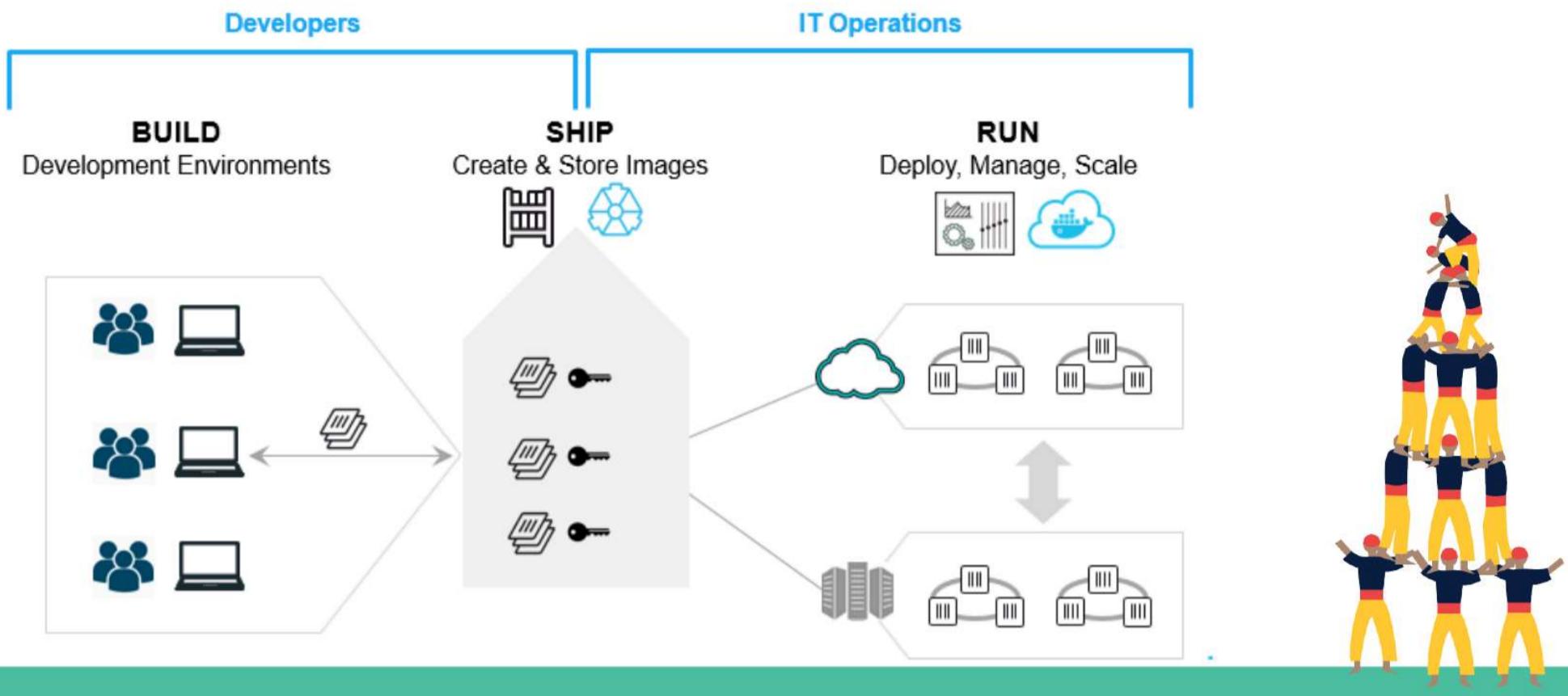
|  |   |   |
|--|---|---|
| Same API & Commands shared by Developers in Production   | ● | ● |
| Application Designer interface to simplify creating & developing Docker applications               |   | ● |
| Swappable Docker Engine and Kubernetes versions to match Docker Enterprise production environments |   | ● |





# Using Docker – Build, Ship & Run WorkFlow

# Build. Ship. Run.



# Demo

- Create DockerHub Account(if not completed)





# Docker New CLI Plugin

# Docker New CLI Plugin

| Plugins  | Delivery Vehicle                             | Availability  |
|----------|--|---|
| app      | 19.03-ce, 19.03-ee, Desktop CE, Desktop EE   | Available now via Engine Community and Desktop Community (Mac   Windows)<br>Docker Enterprise 3.0 |
| assemble | 19.03-ee, Desktop Enterprise                 | Available with Docker Enterprise 3.0  |
| template | 19.03-ee, Desktop Enterprise                 | Available with Docker Enterprise 3.0  |
| cluster  | 19.03-ee, Desktop Enterprise                 | Available with Docker Enterprise 3.0  |
| gmsa     | 19.03-ee, Desktop Enterprise                 | Available with Docker Enterprise 3.0  |
| registry | 19.03-ee, Desktop Enterprise                 | Available with Docker Enterprise 3.0  |
| buildx   | desktop-edge                                 | Available in Desktop CE Edge (Mac   Windows), download the plugin                                 |
| jump     | <a href="#">Sign up for more information</a> | <a href="#">Sign up for more information</a>  |
| pipeline | <a href="#">Sign up for more information</a> | <a href="#">Sign up for more information</a>  |



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# Building Docker Containers & Microservices

# Introducing Dockerfile

Series of instructions to build Docker Images

```
FROM alpine:3.6
LABEL maintainer ajeettraina@gmail.com
RUN apk update && \
    apk add git
```

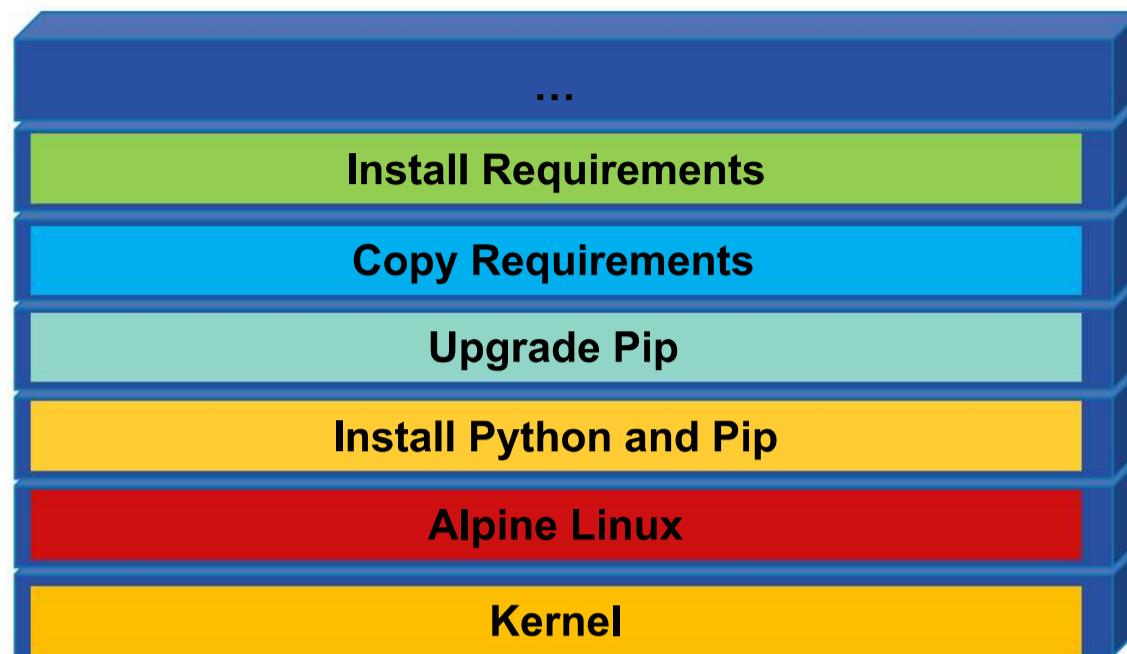


# Dockerfile – Example

```
1 # our base image
2 FROM alpine:latest
3
4 # Install python and pip
5 RUN apk add --update py-pip
6
7 # upgrade pip
8 RUN pip install --upgrade pip
9
10 # install Python modules needed by the Python app
11 COPY requirements.txt /usr/src/app/
12 RUN pip install --no-cache-dir -r /usr/src/app/requirements.txt
13
14 # copy files required for the app to run
15 COPY app.py /usr/src/app/
16 COPY templates/index.html /usr/src/app/templates/
17
18 # tell the port number the container should expose
19 EXPOSE 5000
20
21 # run the application
22 CMD ["python", "/usr/src/app/app.py"]
```



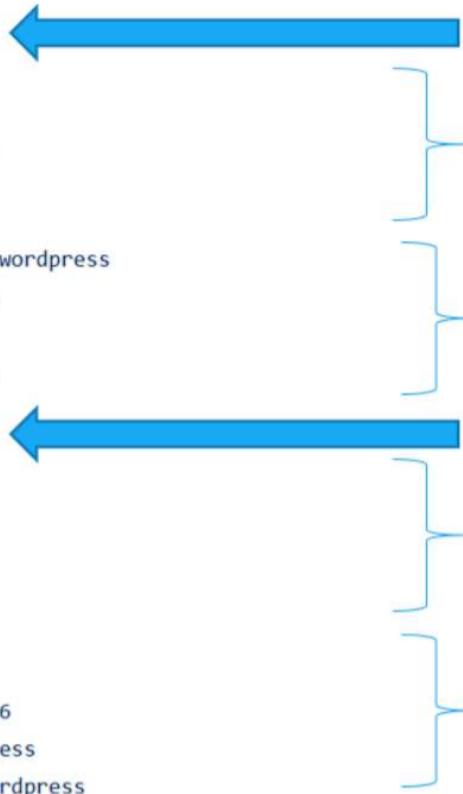
# Each Dockerfile creates a Layer



# Docker Compose

Compose is a tool for defining and running multi-container Docker applications

```
version: '3'  
services:  
  db:  
    image: mysql:5.7  
    volumes:  
      - db_data:/var/lib/mysql  
    restart: always  
    environment:  
      MYSQL_ROOT_PASSWORD: somewordpress  
      MYSQL_DATABASE: wordpress  
      MYSQL_USER: wordpress  
      MYSQL_PASSWORD: wordpress  
  wordpress:  
    depends_on:  
      - db  
    image: wordpress:latest  
    ports:  
      - "8000:80"  
    restart: always  
    environment:  
      WORDPRESS_DB_HOST: db:3306  
      WORDPRESS_DB_USER: wordpress  
      WORDPRESS_DB_PASSWORD: wordpress  
volumes:  
  db_data:
```



Backend Service

Specify Volumes/Network

Environmental variables

Frontend Service

Specify Volumes/Network

Environmental variables

