

History of Microservices

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Microservices are a result of problems with two architecture paradigms:

- Monolith
- SOA



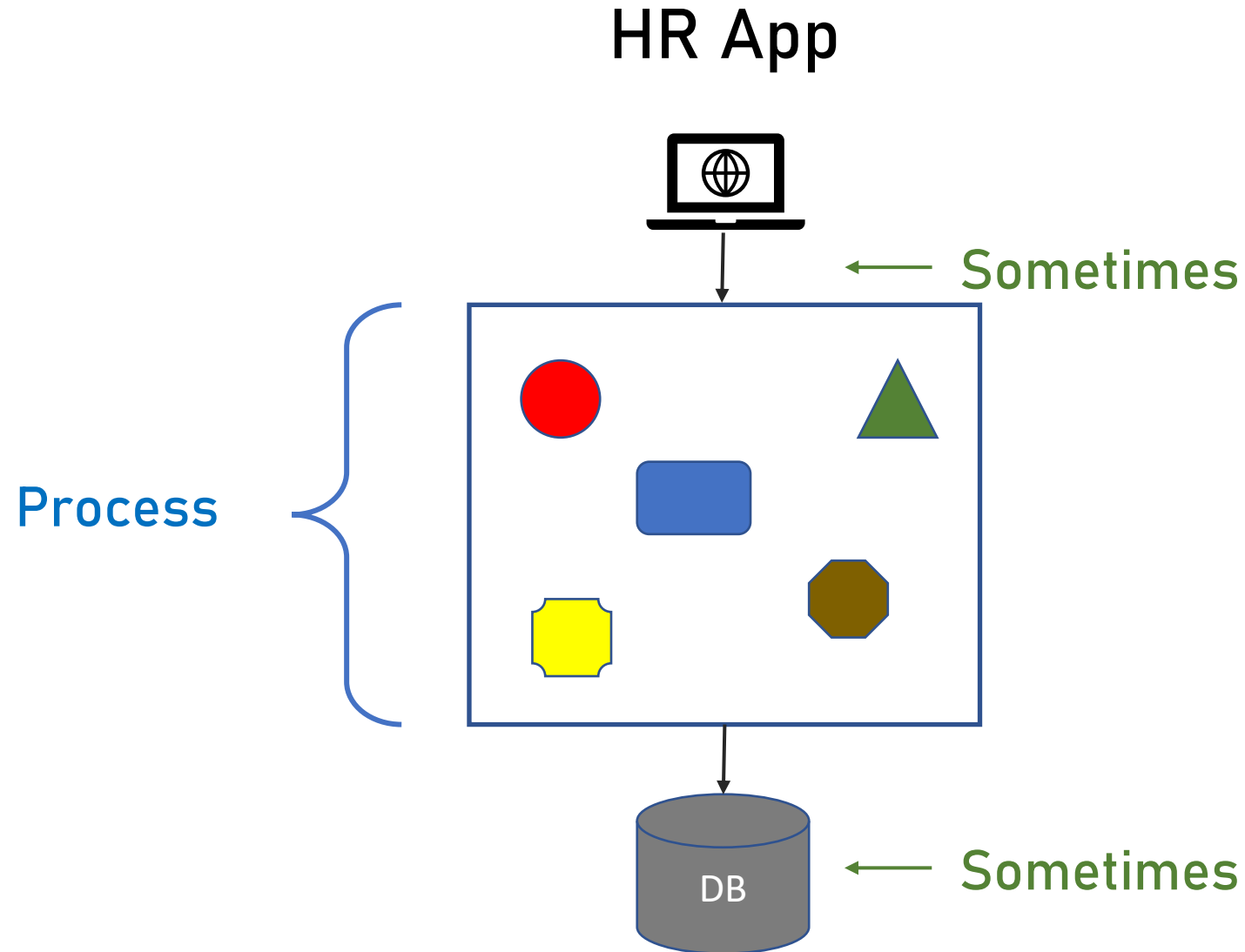
Monolith

Monolith Architecture

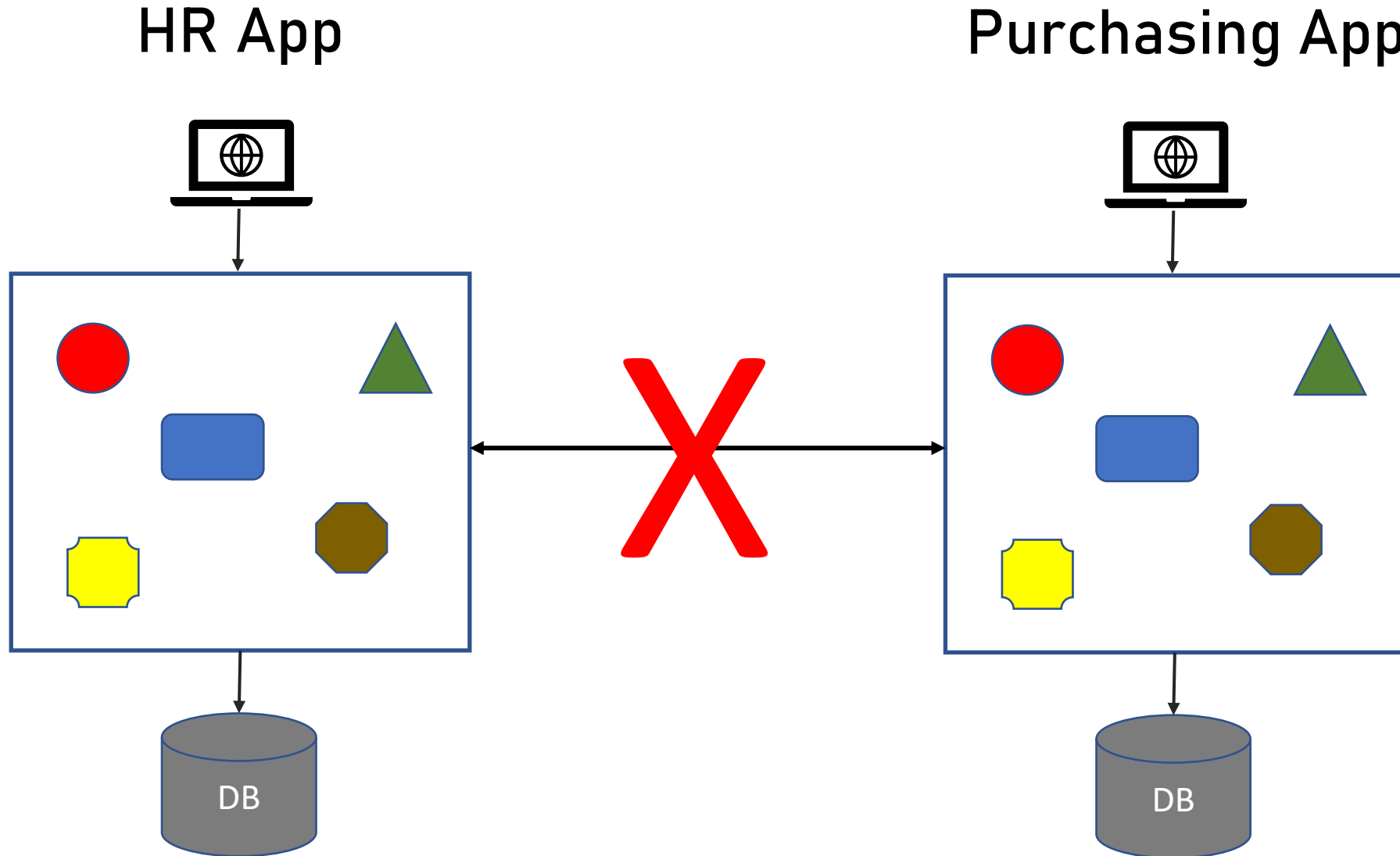
- The original architecture
- All software components are executed in a single process
- No distribution of any kind
- Strong coupling between all classes
- Usually implemented as Silo



Monolith Architecture - Example

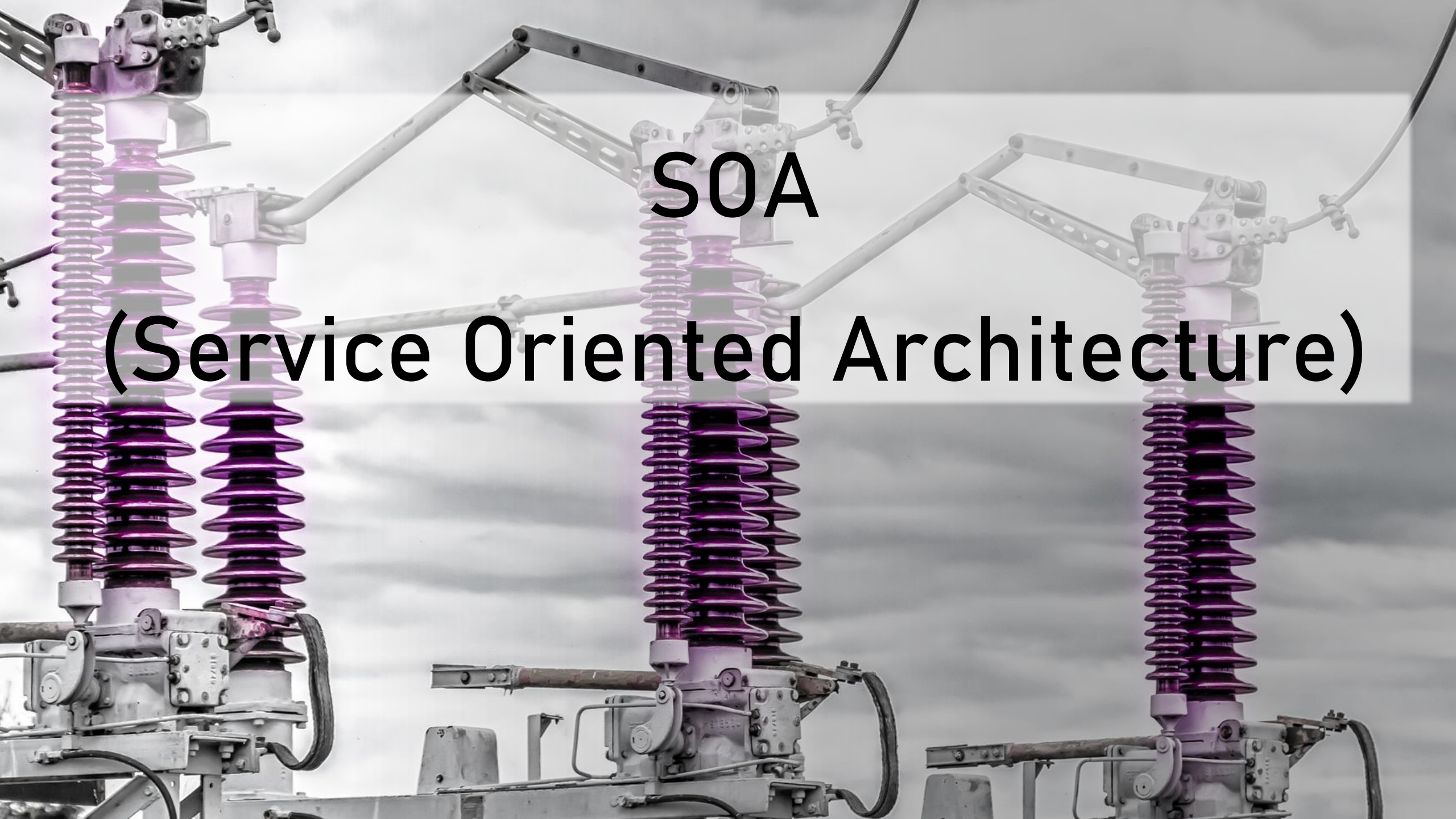


Monolith Architecture - Example



Monolith Architecture Pros

- Easier to design
- Performance



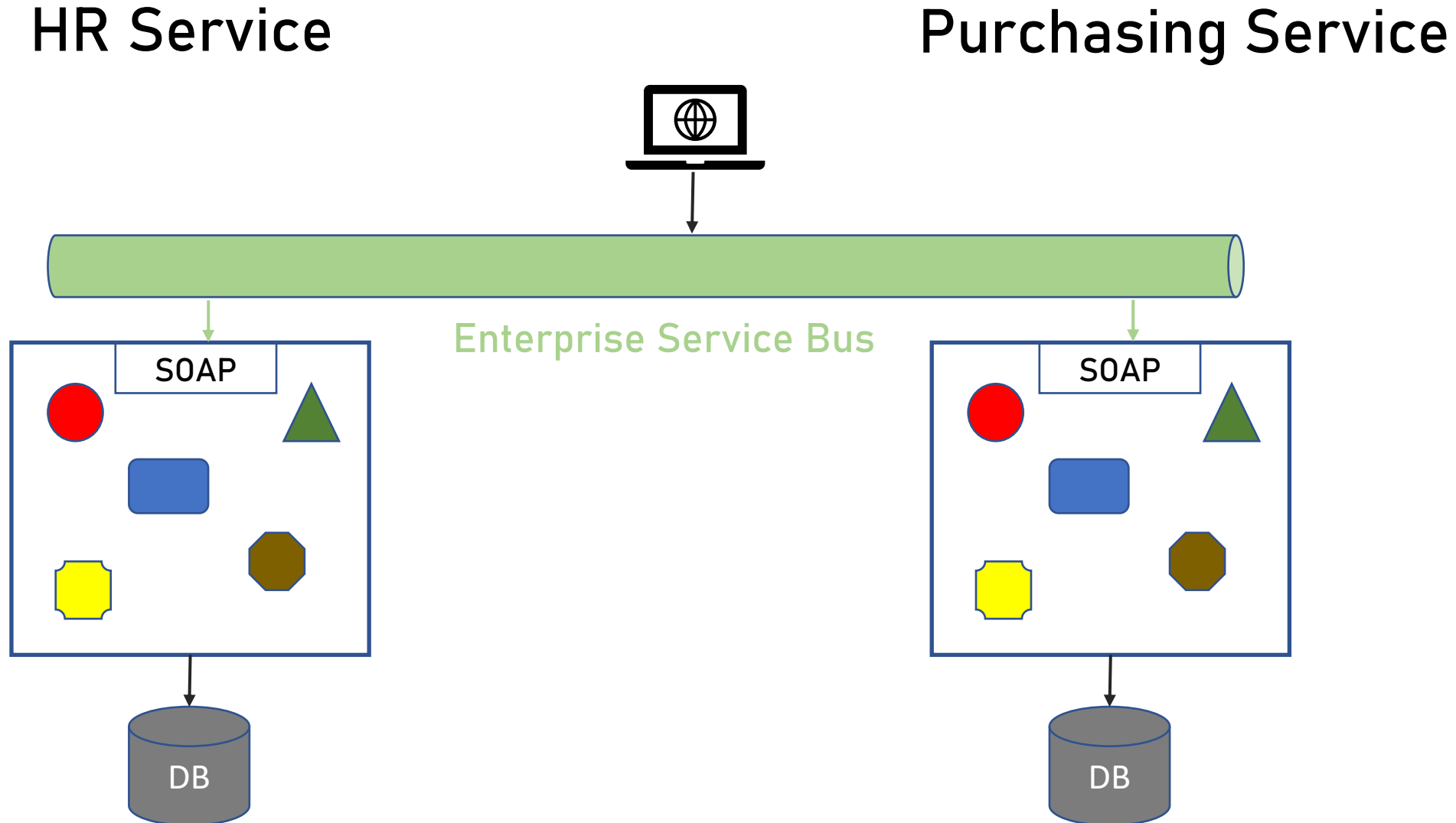
SOA

(Service Oriented Architecture)

Service Oriented Architecture

- First coined in 1998
- Apps are services exposing functionality to the outside world
- Services expose metadata to declare their functionality
- Usually implemented using SOAP & WSDL
- Usually implemented with ESB

SOA Architecture - Example



SOA Pros

- Sharing Data & Functionality
- Polyglot Between Services