

Anti-Patterns and Common Mistakes

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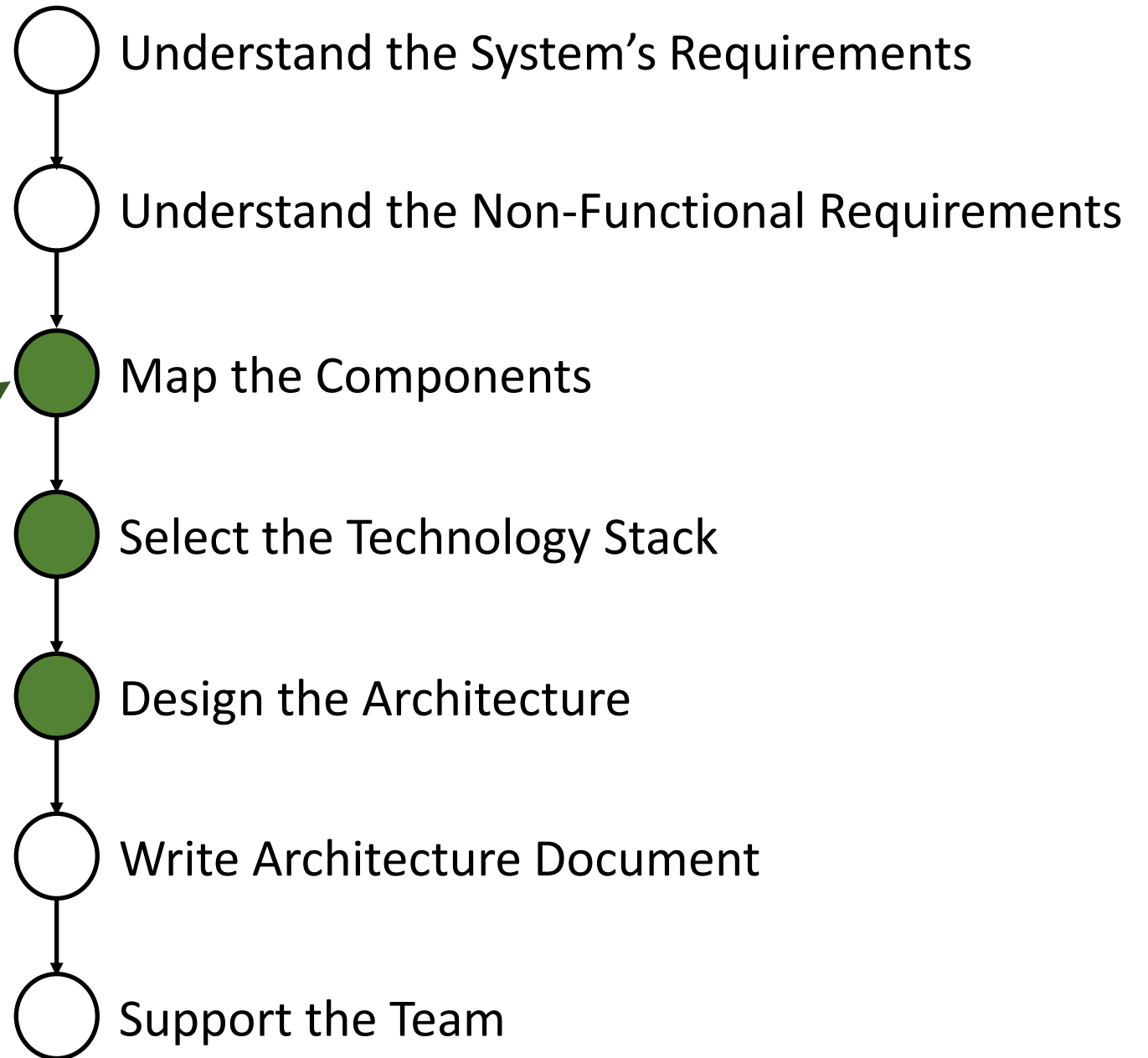
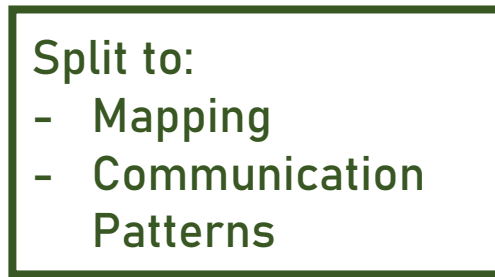


Anti-Patterns and Common Mistakes

- Microservices require thorough design
- They are not “Fire and Forget”
- It's easy to make mistakes that will cause the project to fail

No Well-Defined Services

The Architecture Process



Mapping the Components

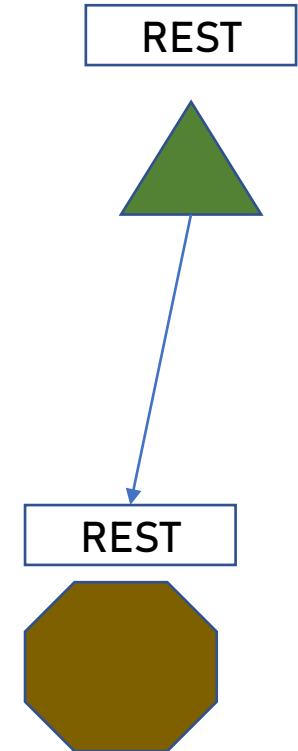
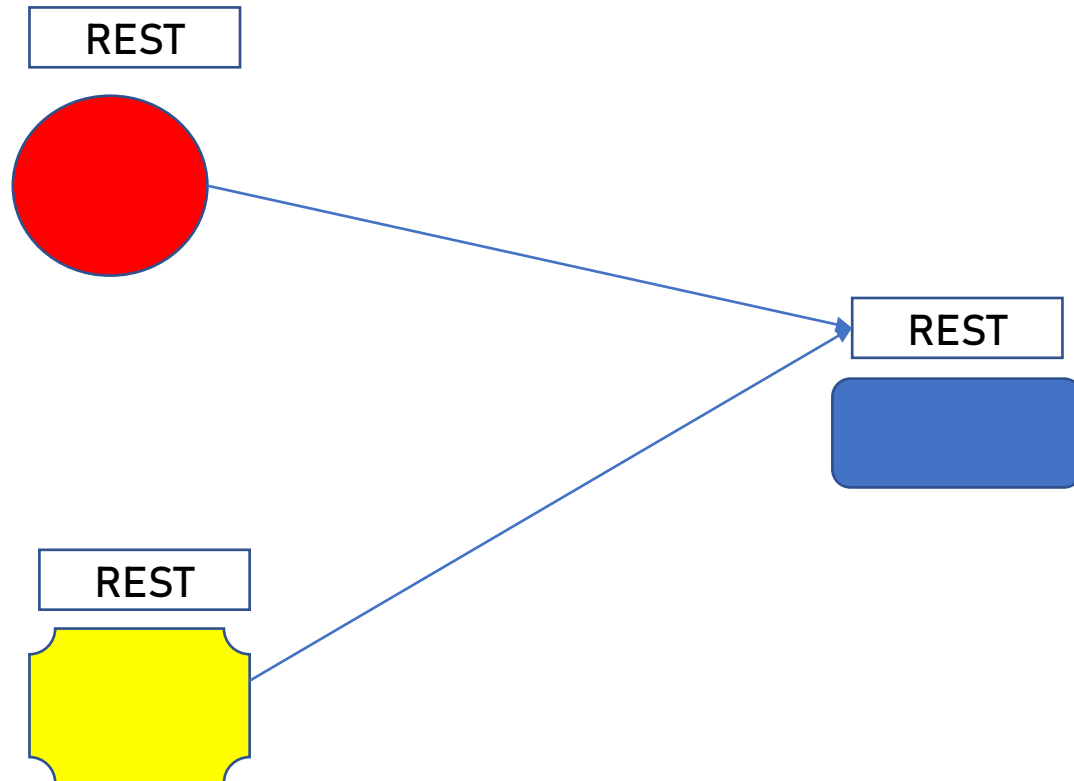
- The single most important step in the whole process
- Determines how the system will look like in the long run
- Once set – not easy to change

No Well-Defined Services

- Negligent mapping results in bloated services
- Dependent functionality gets added continuously...
- ...and creates a mini-monolith

No Well-Defined API

- API is the door to the service



No Well-Defined API

- Should be well thought of and easy to learn
- MUST be consistent
- MUST be versioned
- MUST be platform agnostic
- MUST be part of the design

API Design Example

Functionality	Path	Return Codes
Get next list to be processed	GET /api/v1/lists/next?location=...	200 OK 400 Bad Request
Mark item as collected / unavailable	PUT /api/v1/list/{ <i>listId</i> }/item/{ <i>itemId</i> }	200 OK 404 Not Found
Export list's payment data	POST /api/v1/list/{ <i>listId</i> }/export	200 Ok 404 Not Found

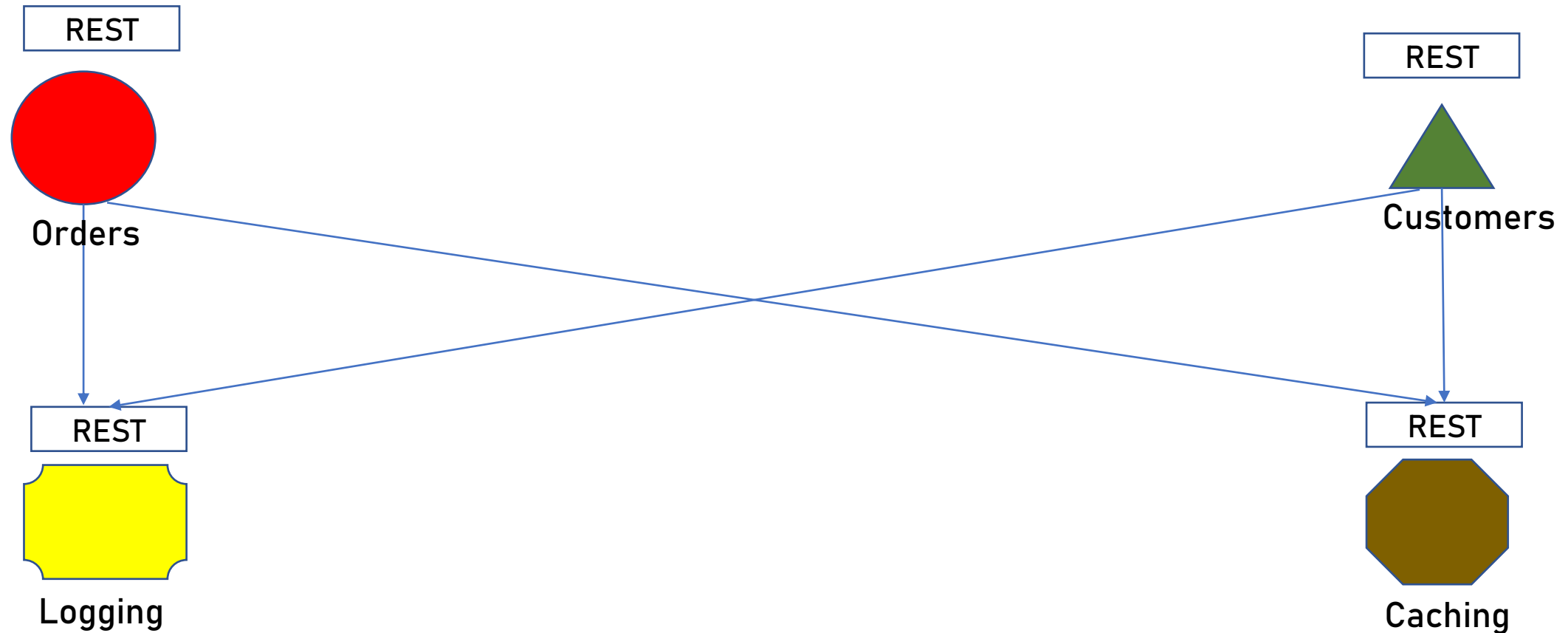
Implementing Cross-Cutting Last

- Every system has cross-cutting (system-wide) services
 - Logging
 - Caching
 - Users Management
 - Authz & Authn
 - And more...

Implementing Cross-Cutting Last

- Should be implemented first
- Other services are going to use them
- No one likes to go back and modify existing code

Cross Cutting Concerns



Expanding Service Boundaries

- Every service has well-defined boundaries
- Expanding these boundaries makes the service inefficient and bloated
- It's tempting – don't do that!
- Many times new service should be used instead of expanding existing service's boundaries