

# Cloud Native Application Container and 12-Factor



**[https://github.com/up1/  
course-12-factors-app](https://github.com/up1/course-12-factors-app)**



# **Foundation to build Cloud Native Application**

<https://github.com/cncf/toc/blob/main/DEFINITION.md>



# Cloud Native Application

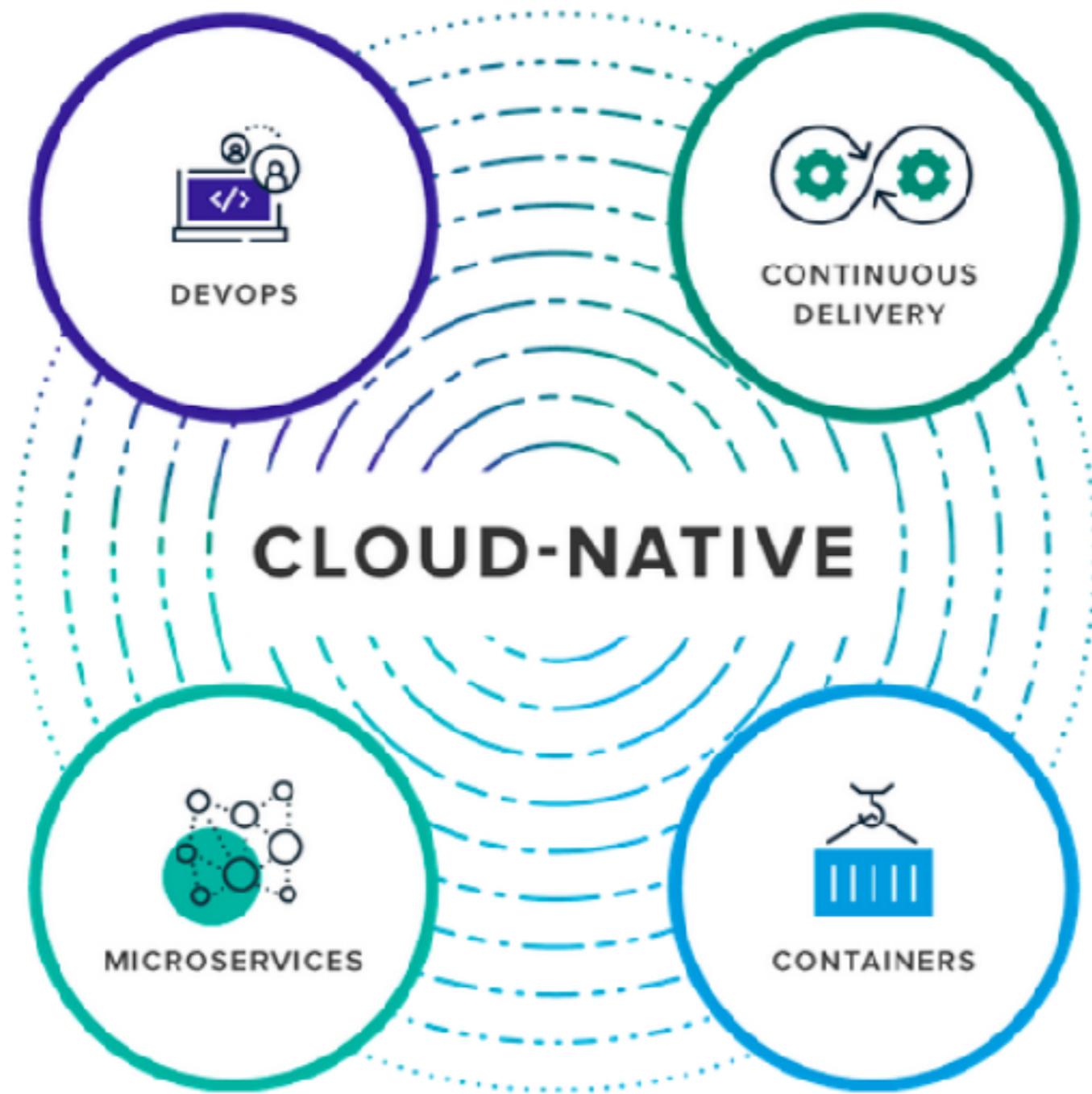
Increase efficiency

Reduce cost

Ensure availability and **scalability**

<https://learn.microsoft.com/en-us/dotnet/architecture/cloud-native/definition>

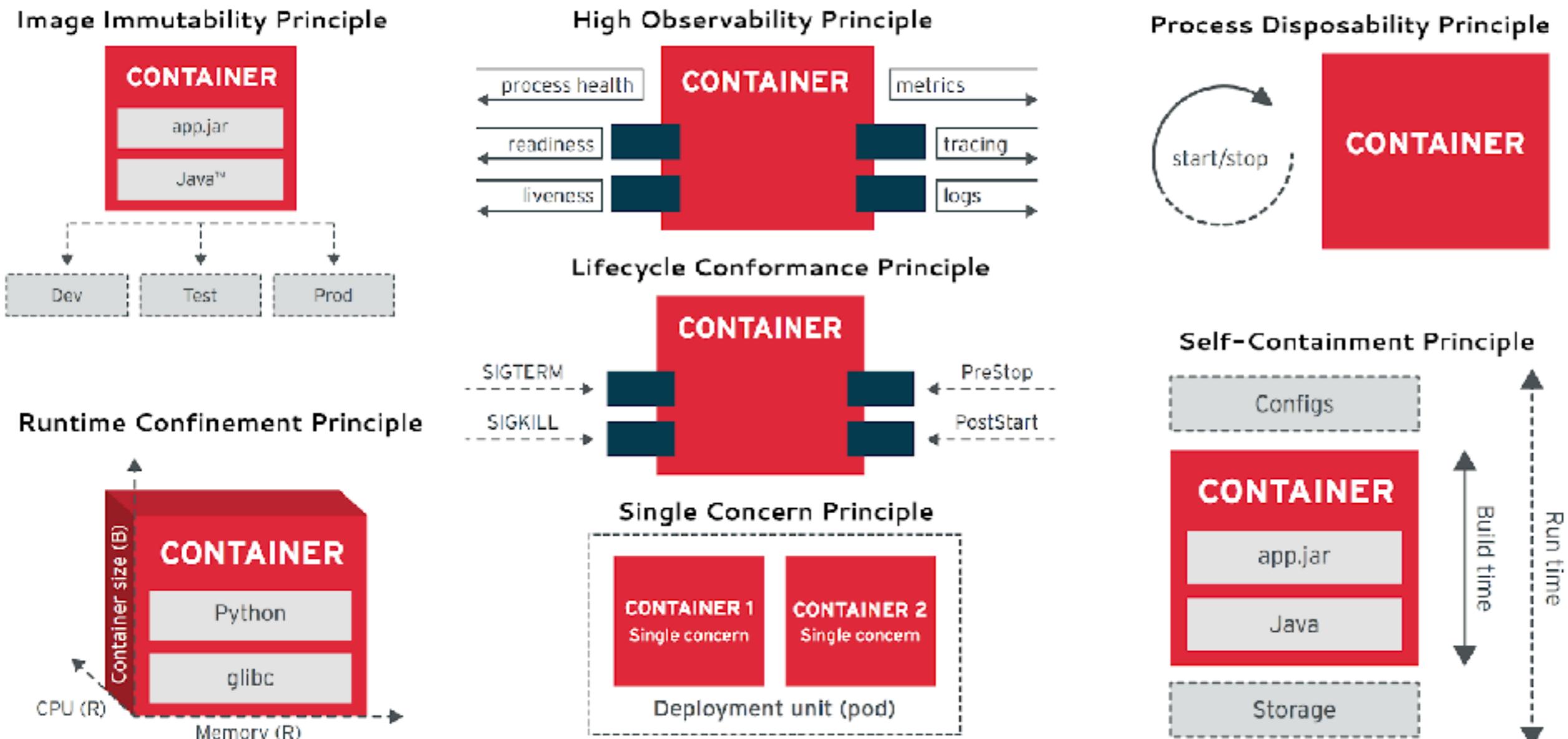




# **Container Design Principles**



# Container Design Principles



<https://kubernetes.io/blog/2018/03/principles-of-container-app-design/>



# Container Design Principles

Build time

Runtime

Single concern  
Self-containment  
Image immutable

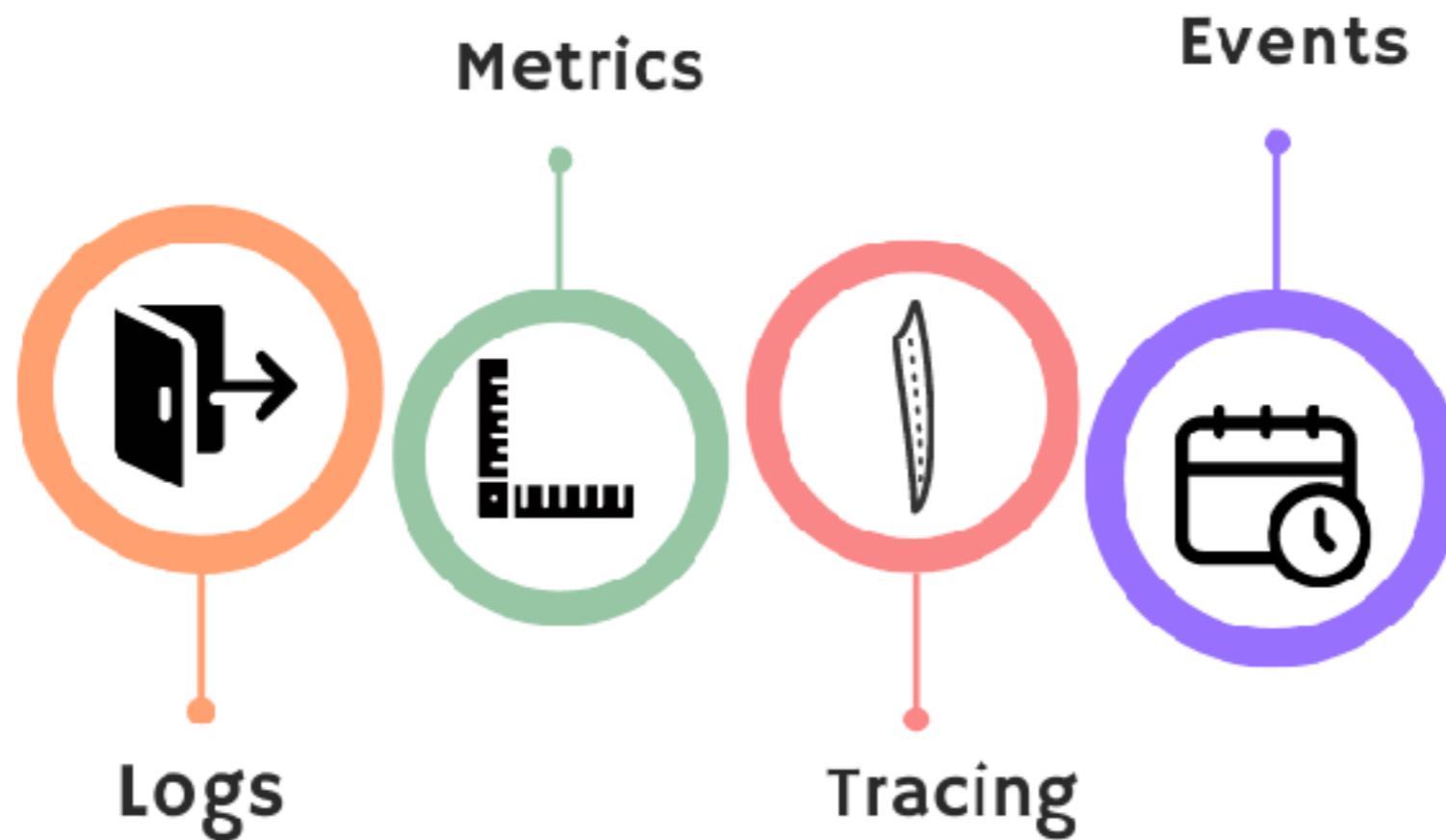
Runtime confinement  
Process disposable  
Lifecycle conformance  
High observability



# Pillar of Observability



# THE FOUR PILLARS OF API OBSERVABILITY



<https://apitoolkit.io/blog/the-four-pillars-of-api-observability/>



# 12 Factor App

<https://12factor.net/>



# 12 Factor App

Methodology for building software-as-a-service app

Declarative formats for setup automation

Portability

Deployment on modern platform

Minimize divergence (dev vs prod)

Easy to scale up/out

<https://12factor.net/>



# 12 Factor

Build

Scalable

Maintainable

Portability

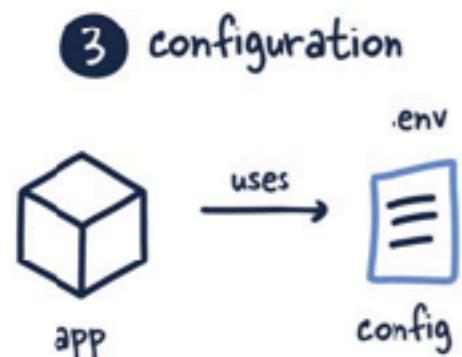
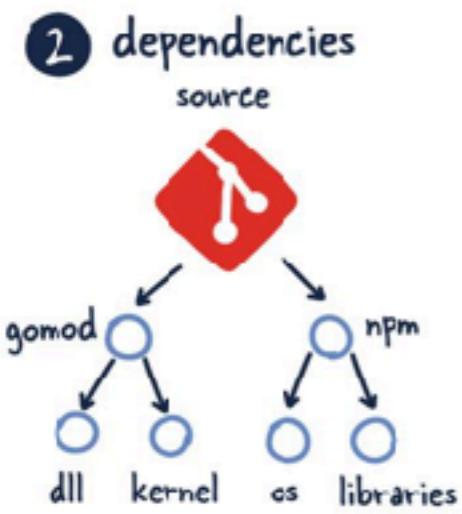
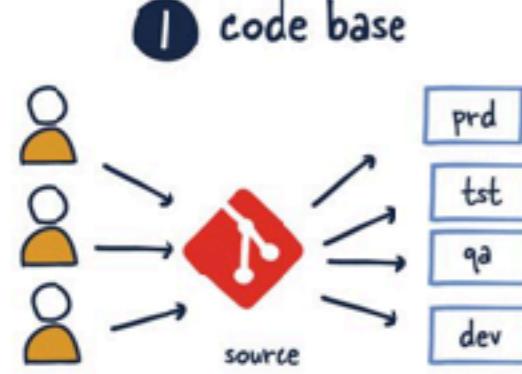
Security

Minimize  
divergence

Monitoring/Observability



# 12 FACTOR APP REVISITED

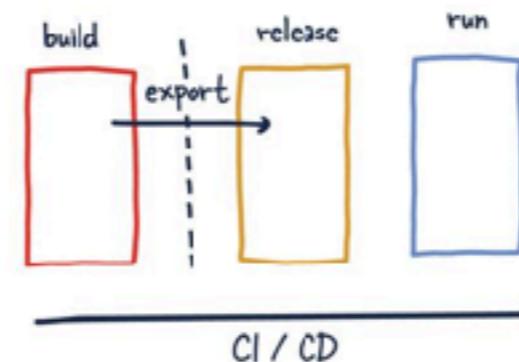


architecture notes

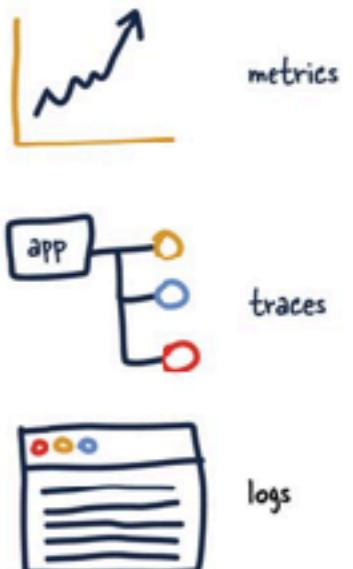
**4 backing services**



**5 build, release, run**



**11 logs**



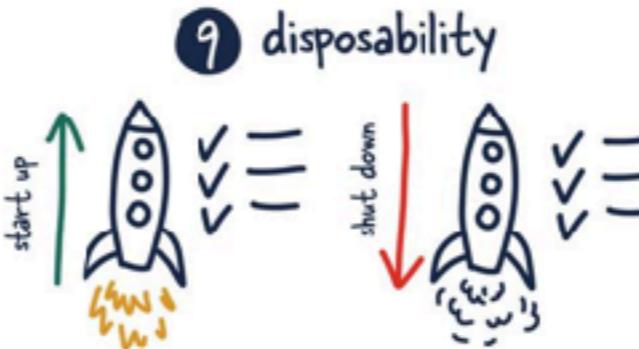
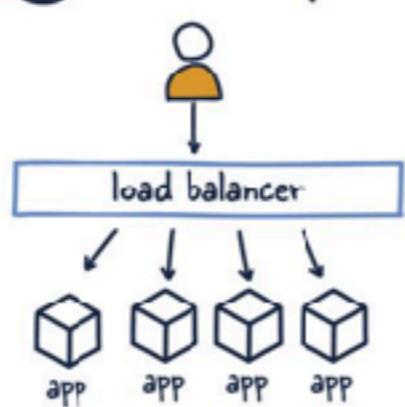
**6 Processes**



**7 port binding**



**12 admin processes**



<https://architecturenotes.co/12-factor-app-revisited/>

# 12 + 3 Factor



<https://www.hansonarchitect.com/2022/08/cloud-native-fifteen-factor-apps.html>



# 12 Factor

Build

Scalable

Maintainable

1. Codebase
2. Dependencies
3. Config
4. Backing services
5. Build release run

API first



# 12 Factor

Build

Scalable

Maintainable

- 6. Processes
- 7. Port binding
- 8. Concurrency
- 9. Disposability



# 12 Factor

Build

Scalable

Maintainable

- 10. Dev/prod parity
- 11. Logs
- 12. Admin process

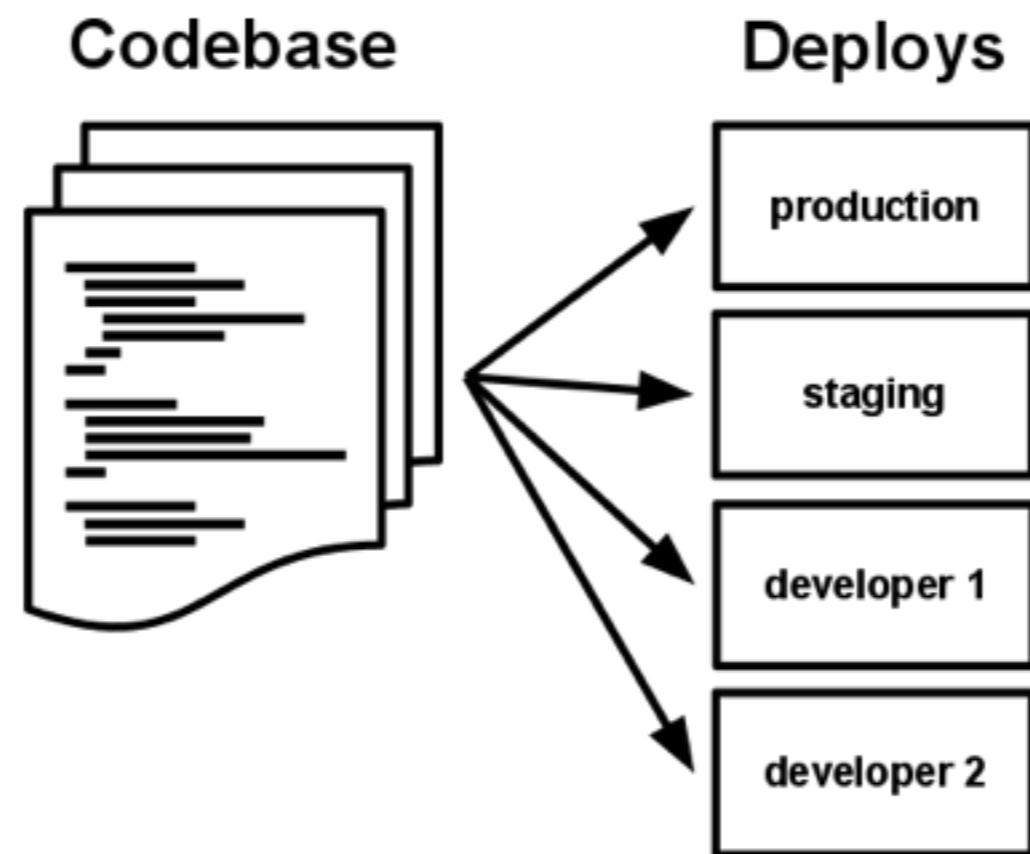


# 1. Codebase



# 1. Codebase

One codebase tracked in revision control, many deploys



# Version Control System



<https://git-scm.com/>



# Git Branching Strategies

by levelupcoding.co

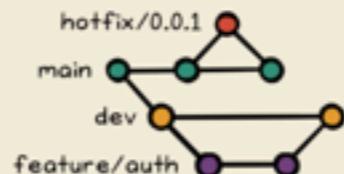
## Feature branching

Each new feature has its own branch. Once the changes are complete and merged in, the branch can be deleted.



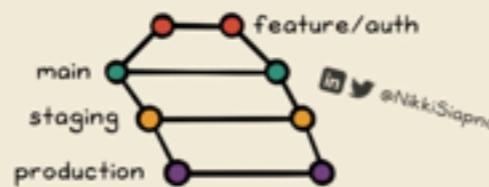
## Gitflow

Has branches for features, releases, hotfixes, and a dedicated branch for production and development.



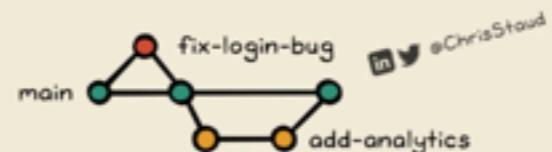
## GitLab Flow

Branches are created for features, releases, and environments. The main branch is always production-ready.



## GitHub Flow

Branches are created for new features, bug fixes, and experiments. The main branch is the only deployable branch, it is kept production-ready.



@NikkiSiapno

Brought to you by

LEVEL UP  
CODING

## Trunk-based

All branches other than the main branch are short-lived and merged in within a defined timeframe (usually a day). Large features are built incrementally and hidden behind feature flags.

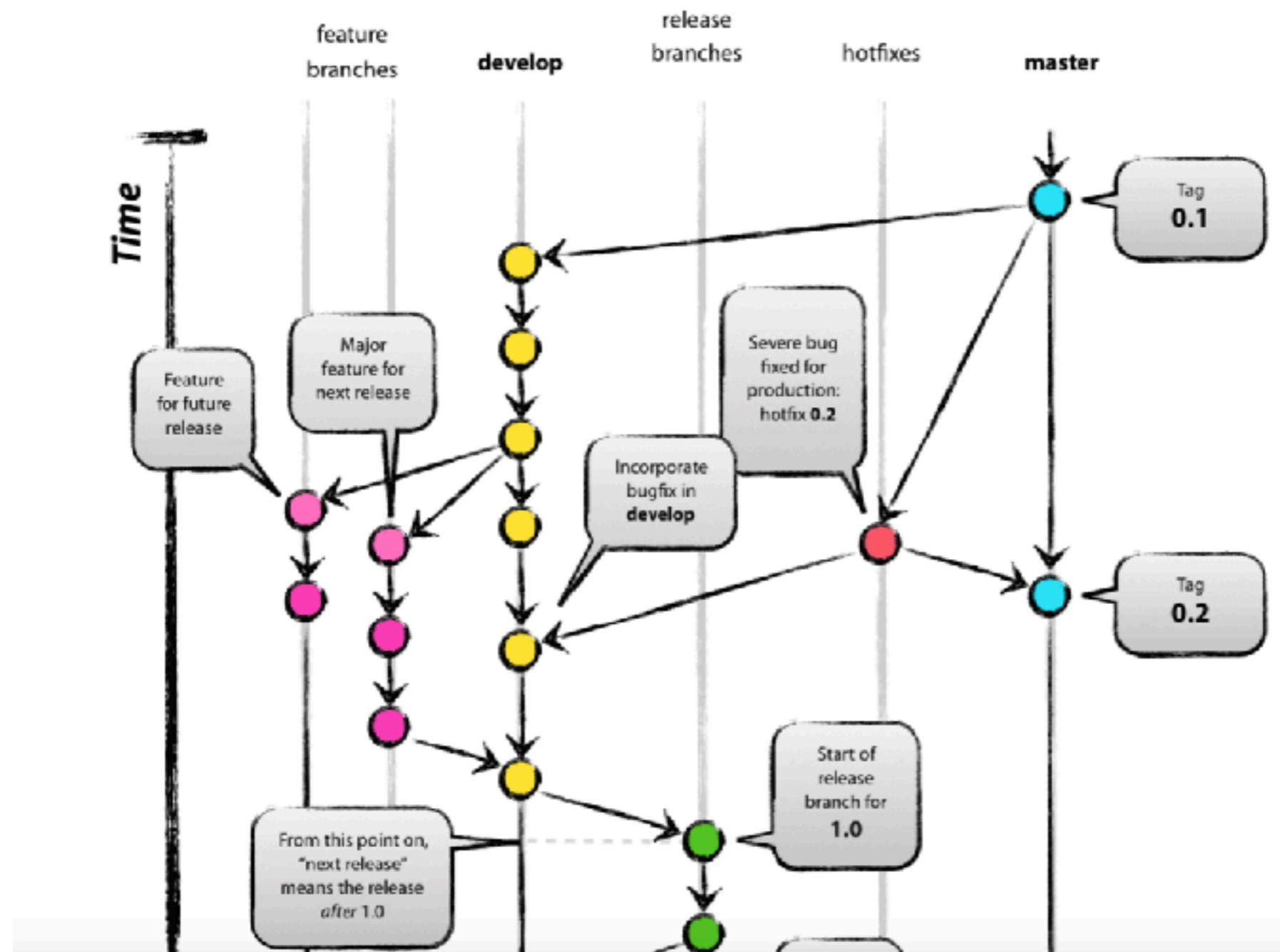


@ChrisStaud

<https://twitter.com/ChrisStaud/status/1752341883198853588>



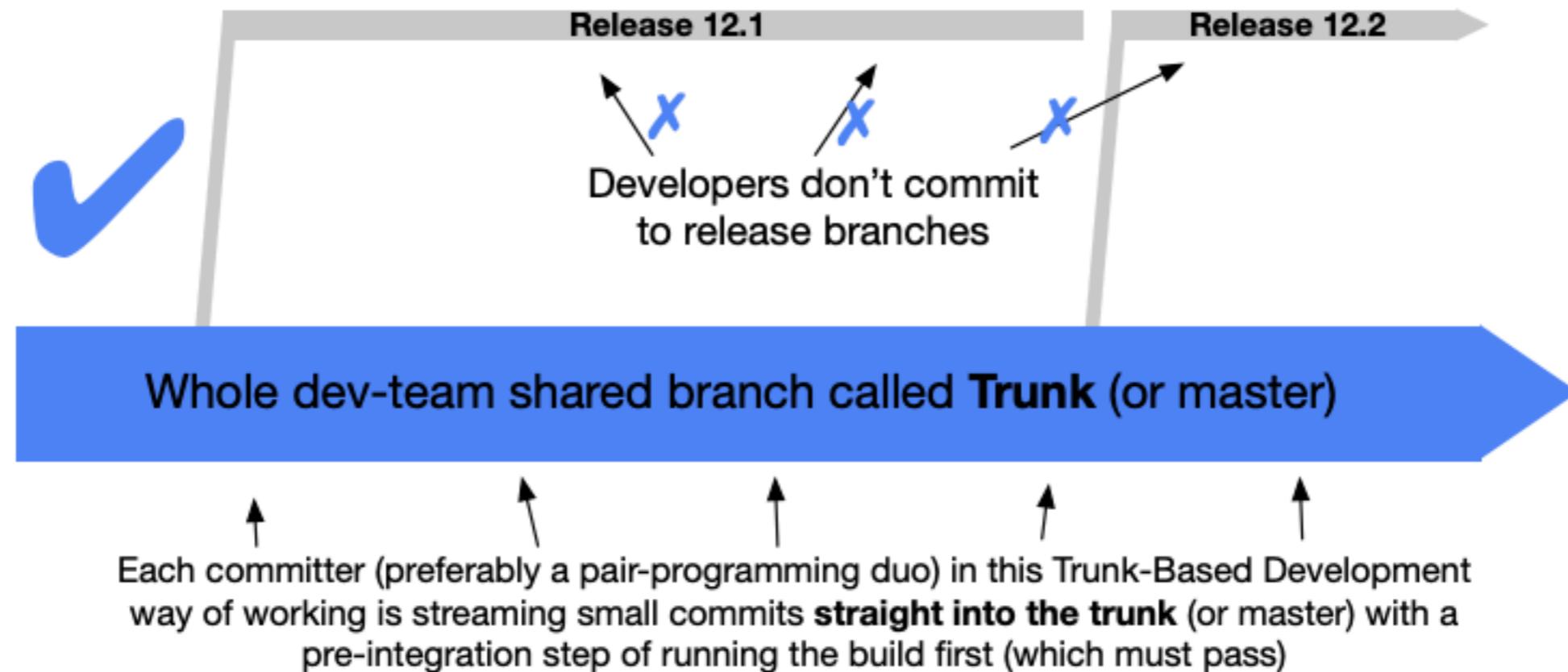
# Git branching model



<https://nvie.com/posts/a-successful-git-branching-model/>



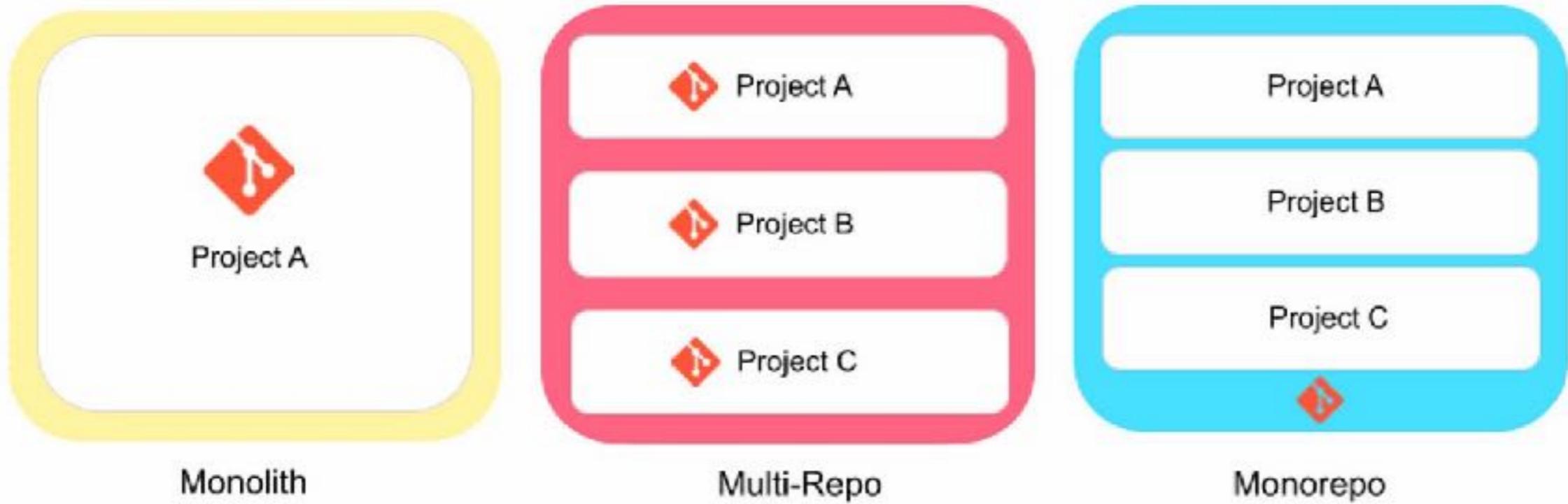
# Trunk Based Development



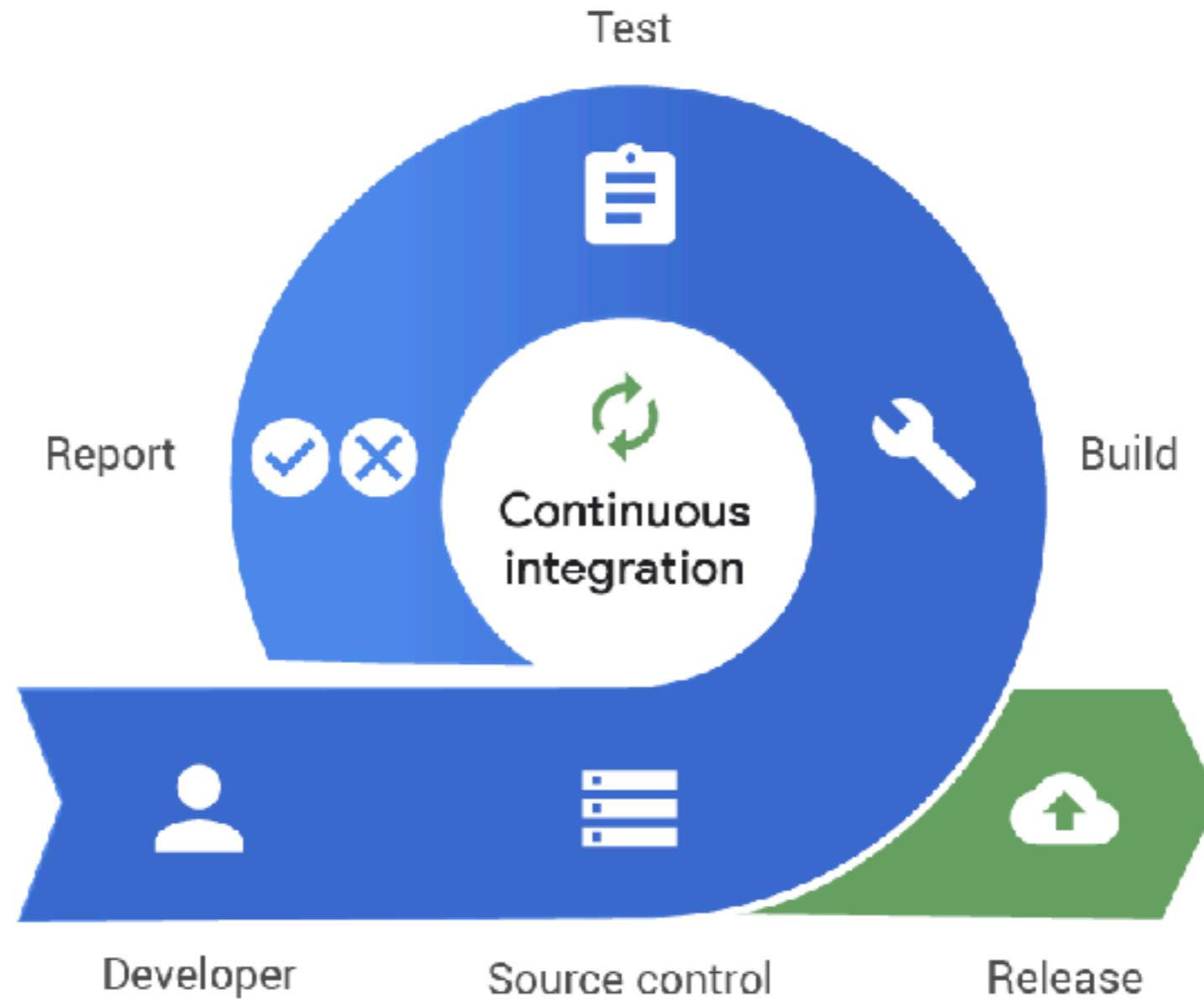
<https://trunkbaseddevelopment.com/>



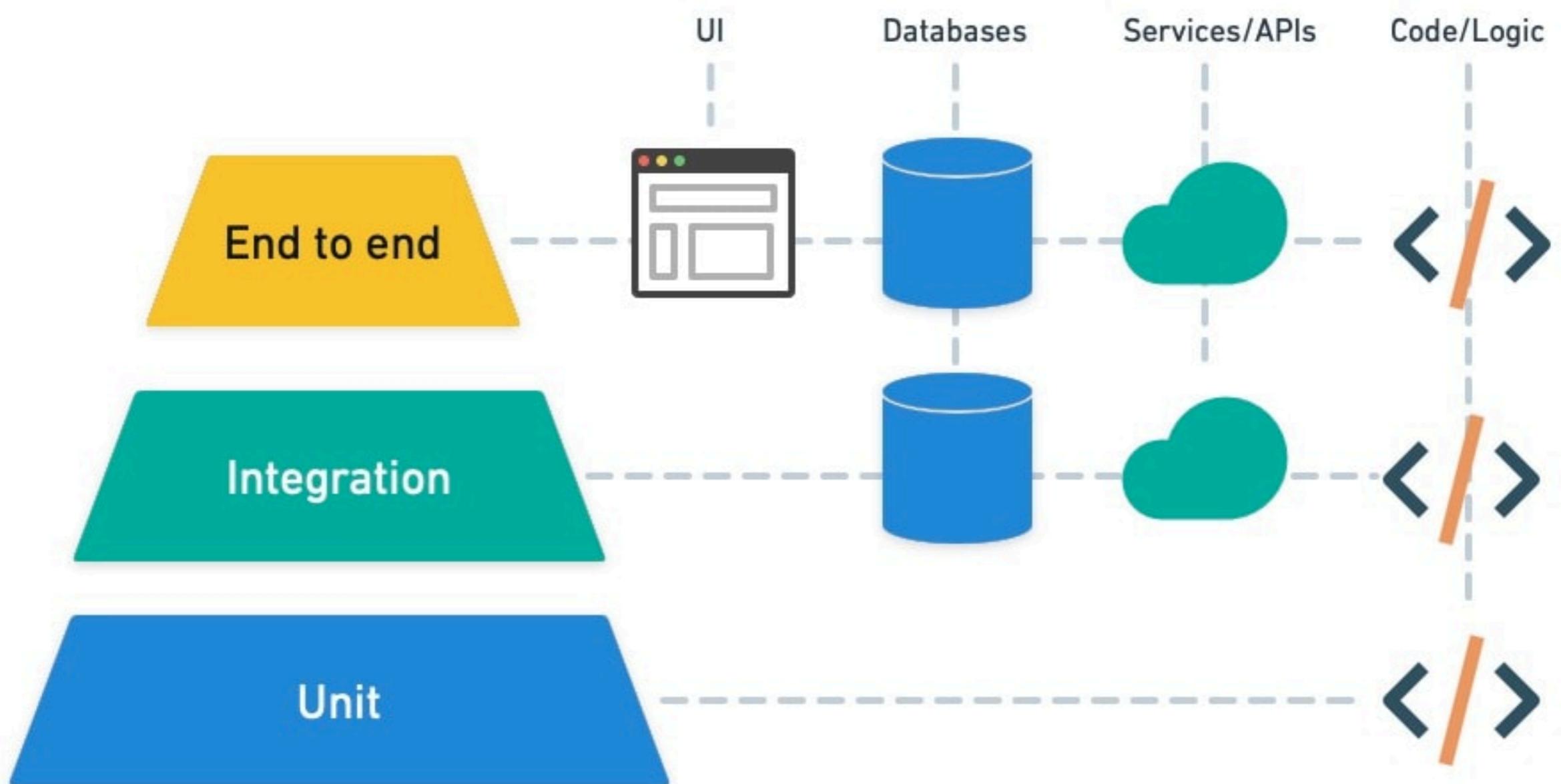
# Repository ?



# Continuous Integration



# Automated Testing



# 2. Dependencies



# 2. Dependencies

Explicitly declare and isolate dependencies  
Dependency management



# 3. Config



# 3. Config

Store config in environment

Code

Config

Credential

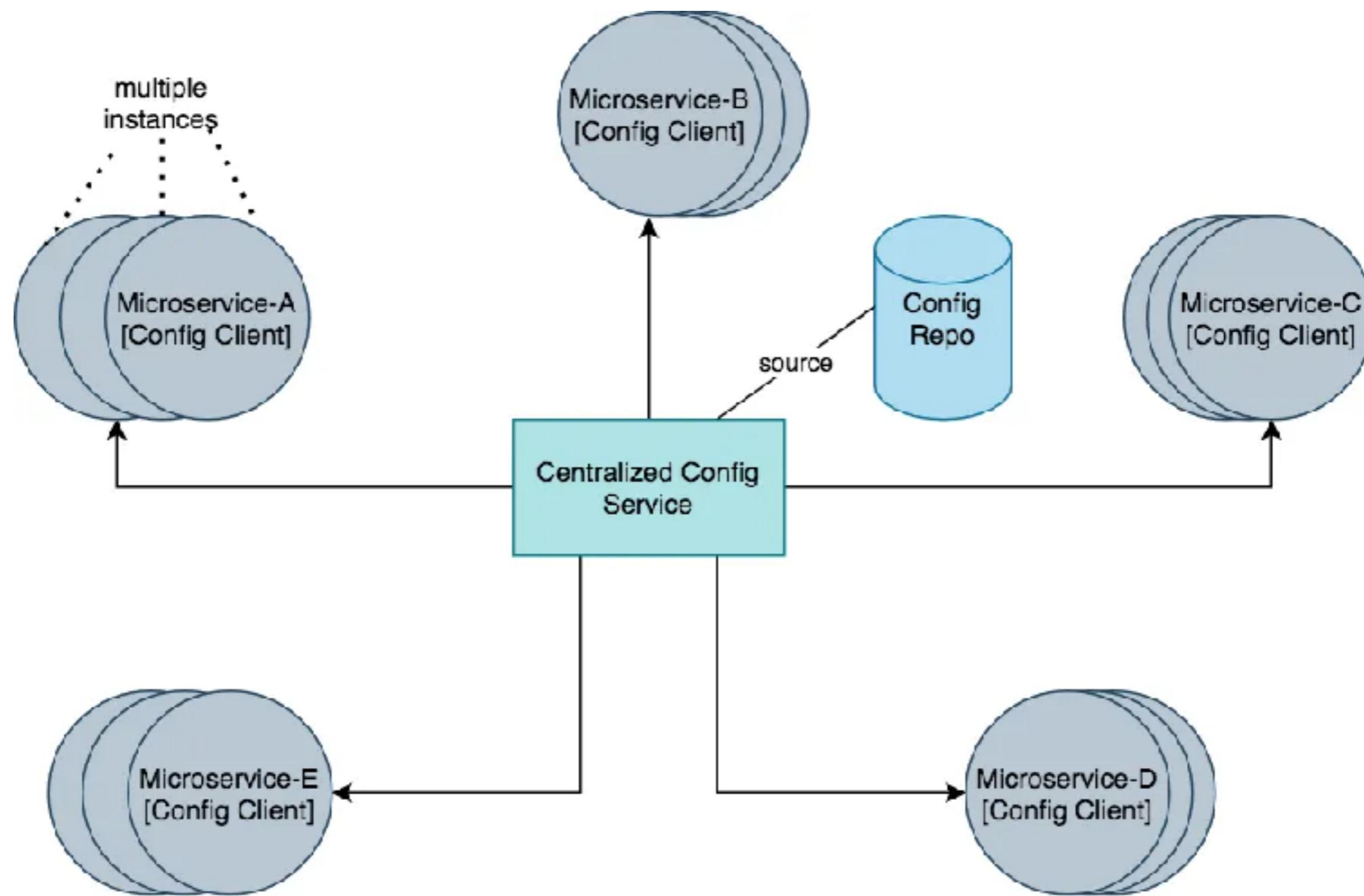


# Configuration management

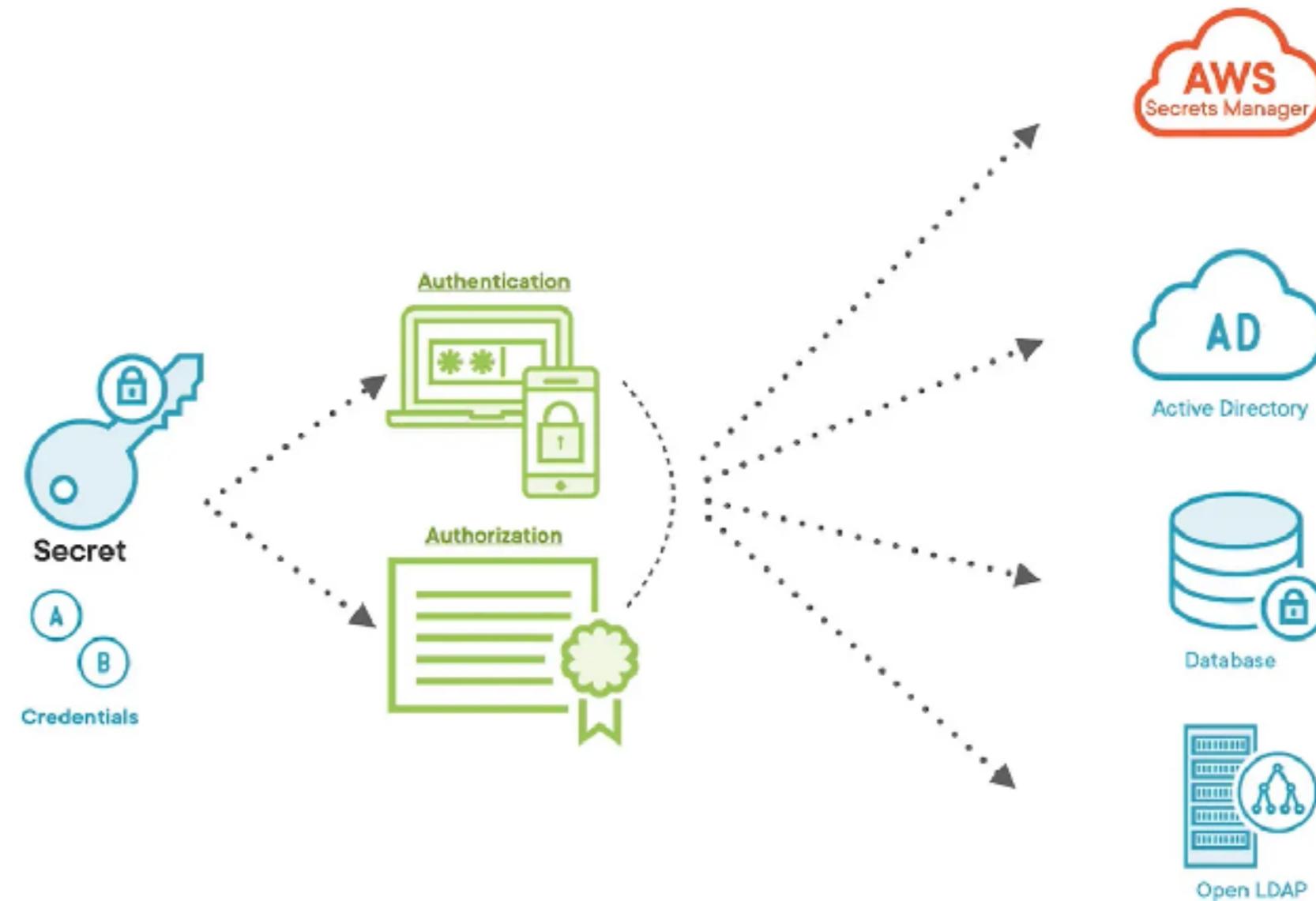
Environment variables (.env file)  
Centralized management



# Centralized ?



# Credential/Secret management

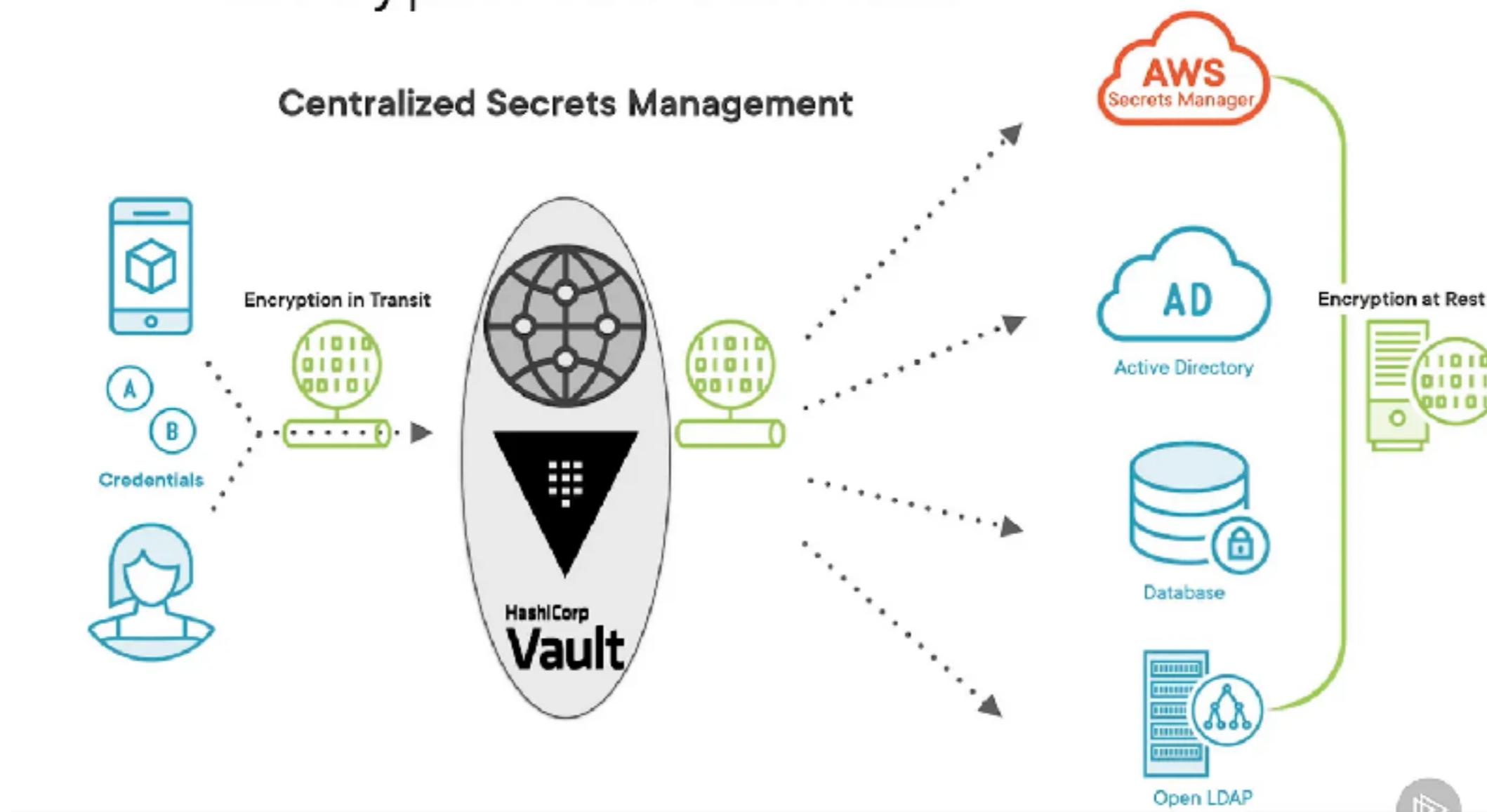


<https://medium.com/@pgpg05/secret-management-in-ci-cd-pipeline-982846596181>



# HashiCorp Vault

## Encryption as a Service



<https://medium.com/@pgpg05/secret-management-in-ci-cd-pipeline-982846596181>



# 4. Backing services



# 4. Backing services

Treat backing services as attached resources

Expose via addressable URL

Decouple resources from app

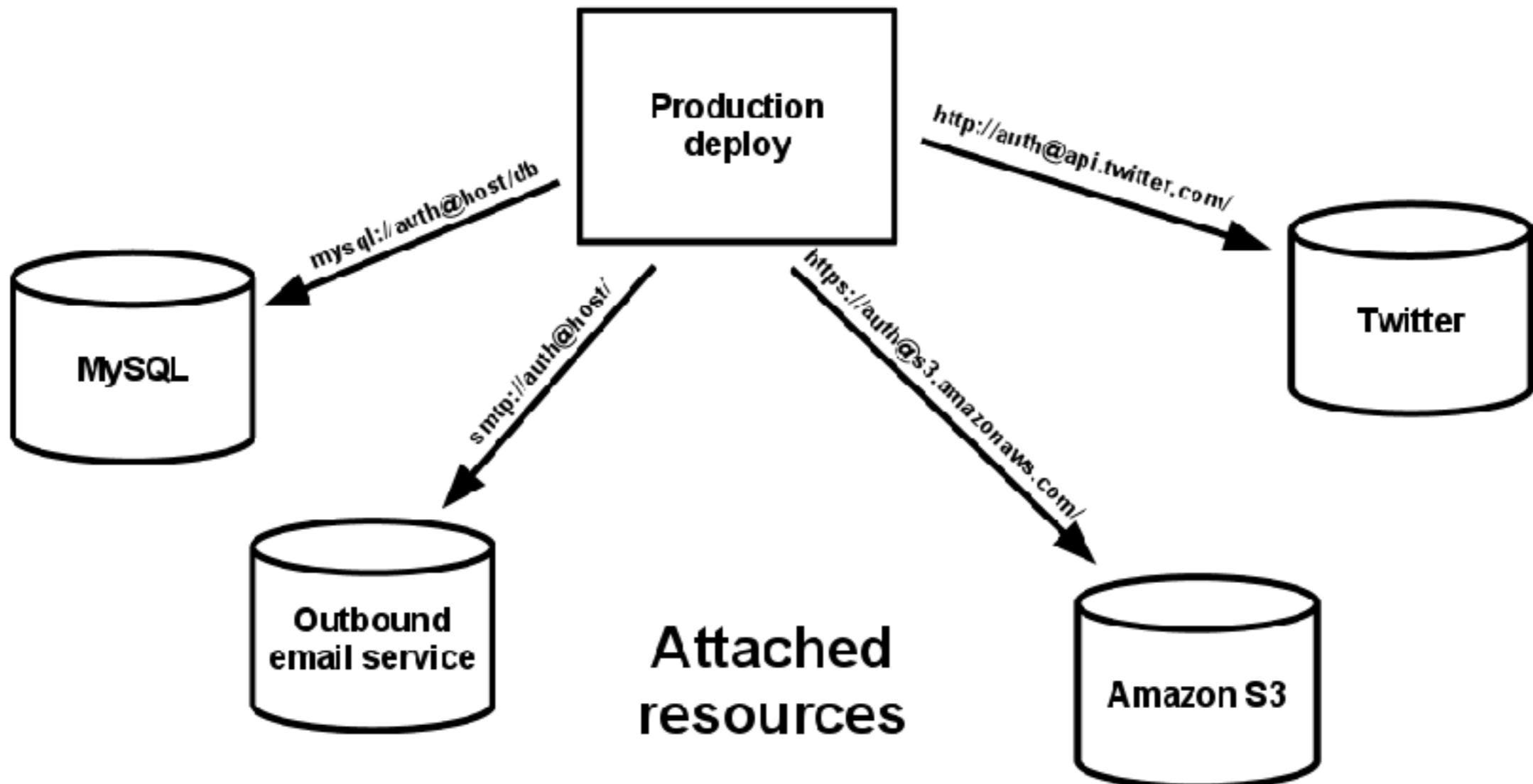
Database

Caching

Messaging



# Backing services

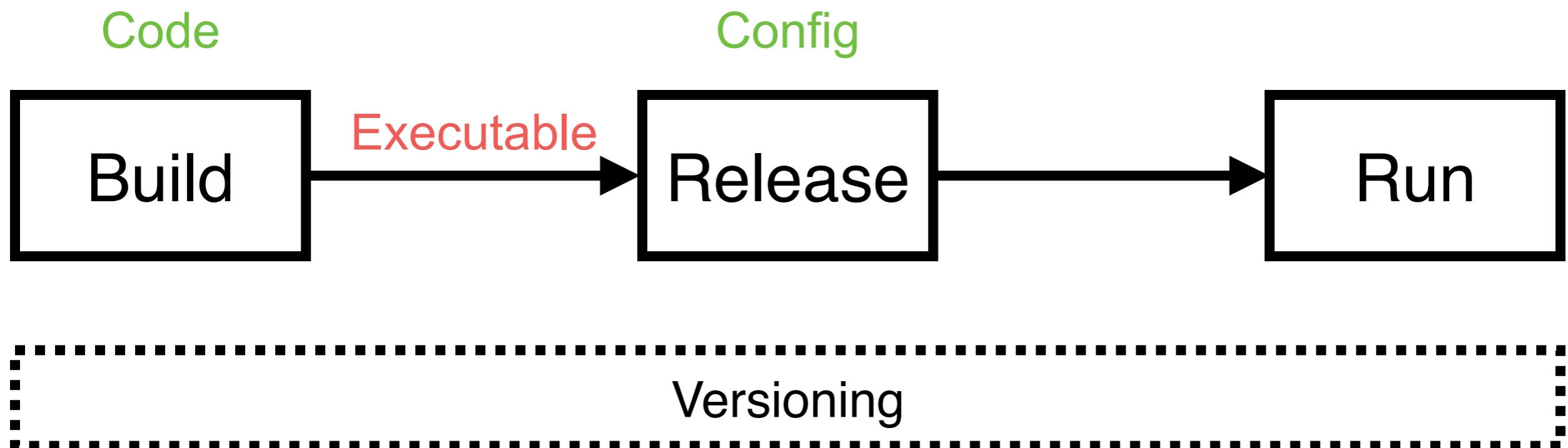


# 5. Build, release, run



# 5. Build, release, run(time)

Strictly separate build and run stages



# 6. Processes



# 6. Processes

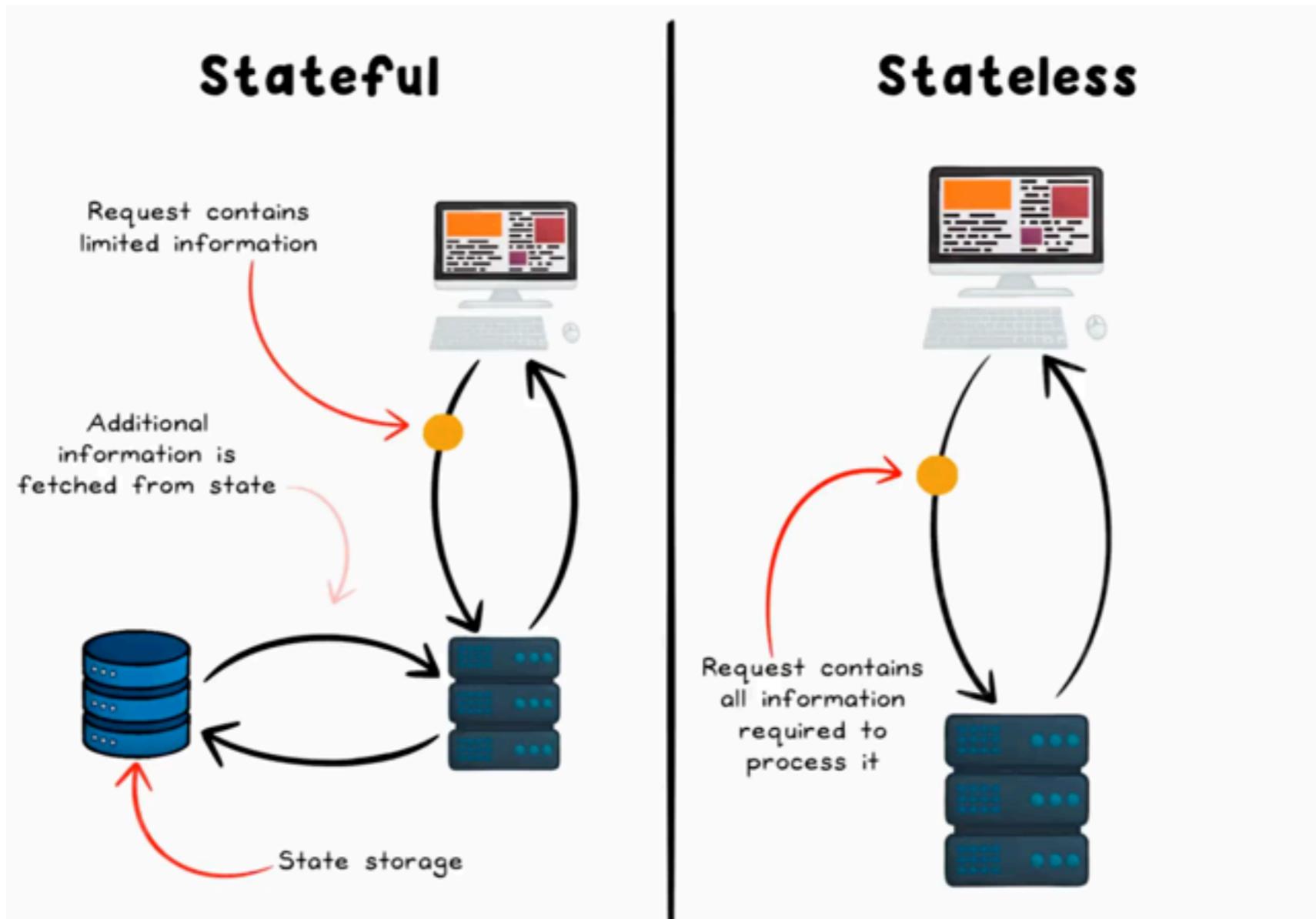
Execute the app as one or more **stateless** processes

Shared nothing

Isolated from other running services



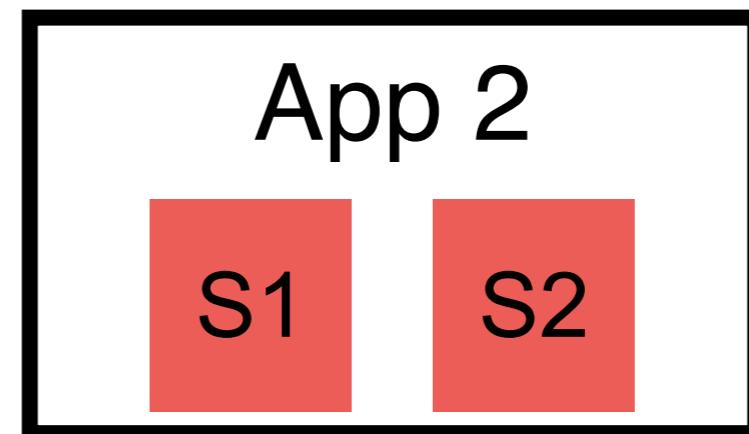
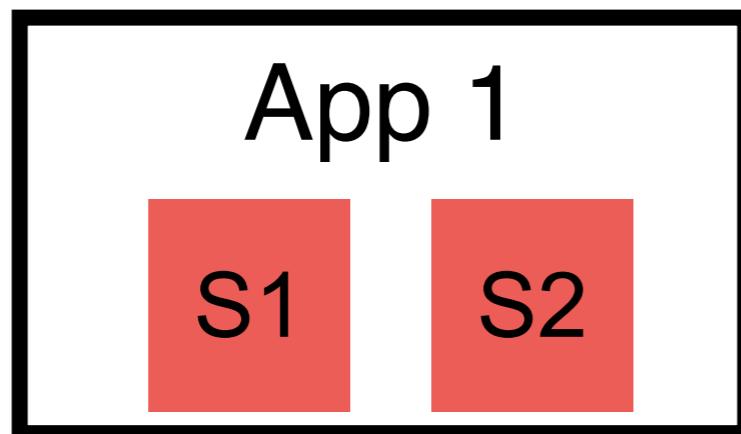
# Stateful vs Stateless



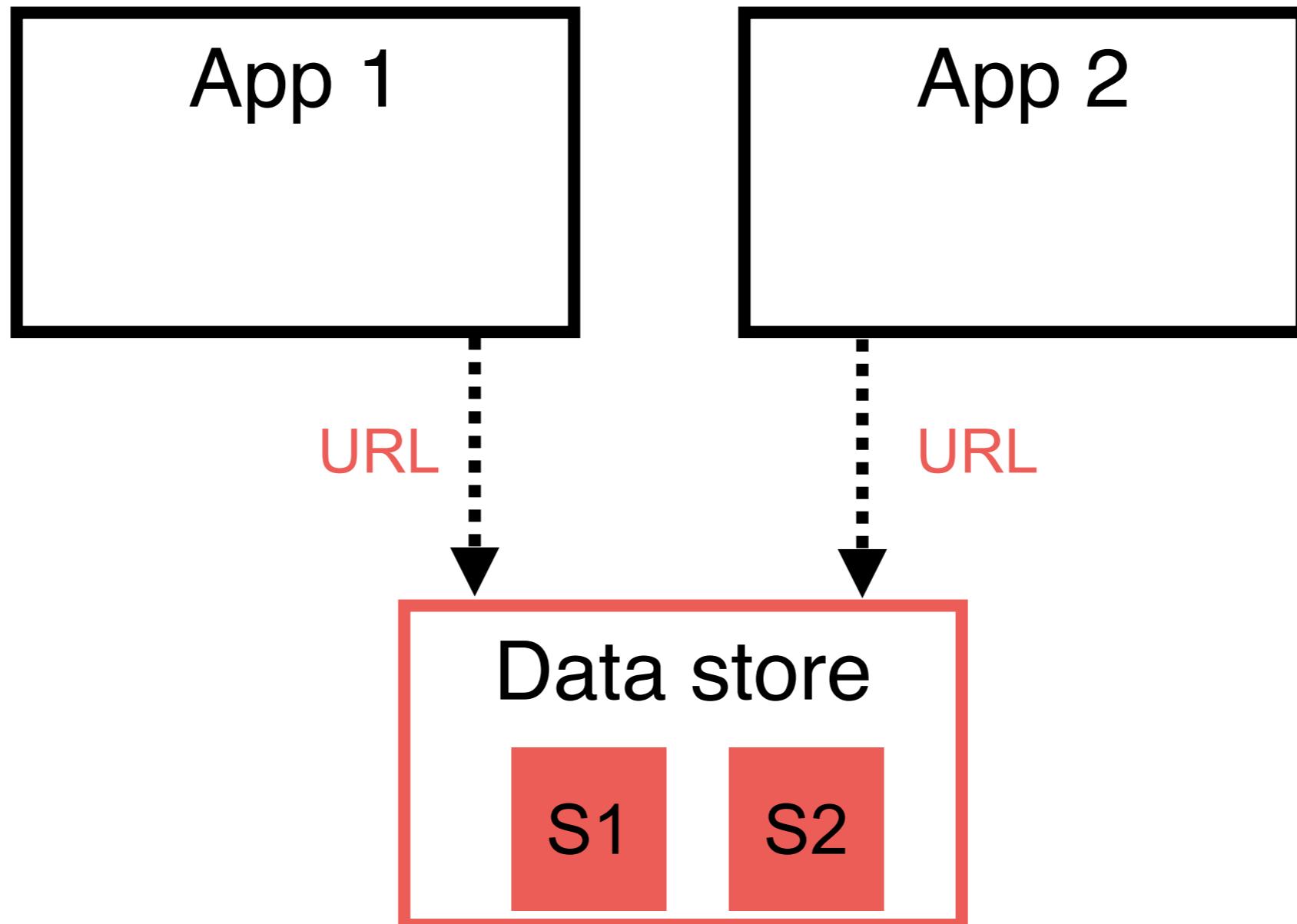
<https://x.com/ChrisStaud/status/1737481416307323316>



# Isolated ?



# Sharing with backing service

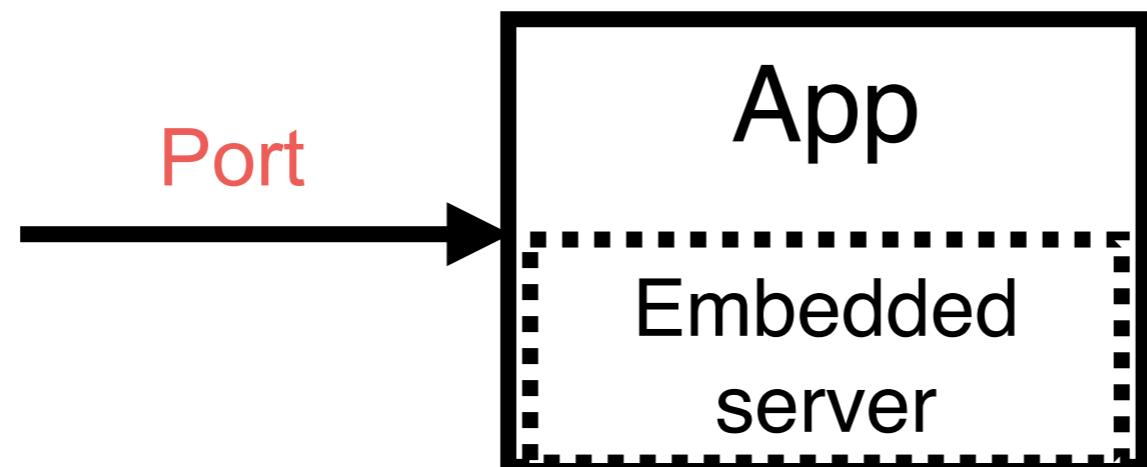


# 7. Port binding

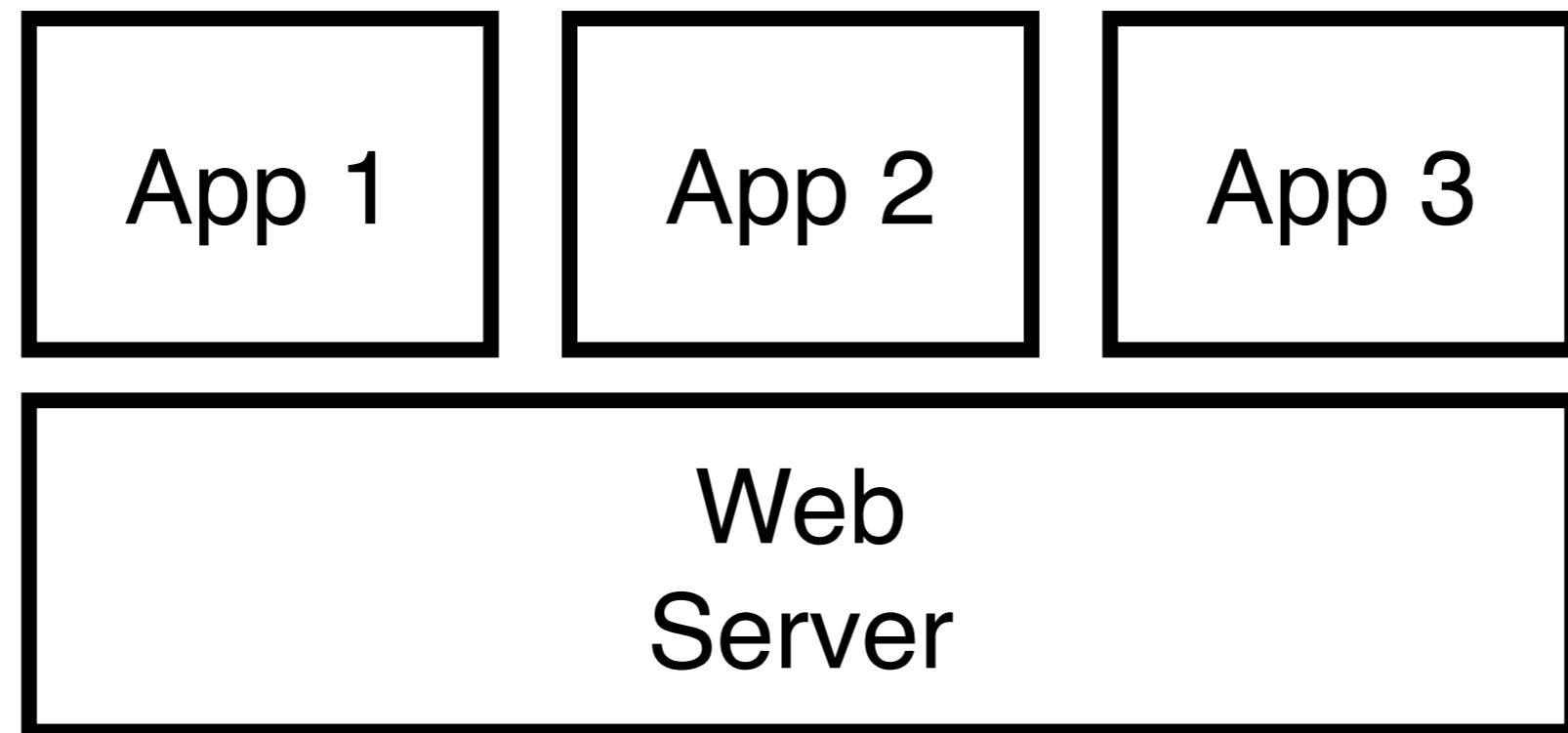


# 7. Port binding

Export services via port binding  
Self-contained



# Don't

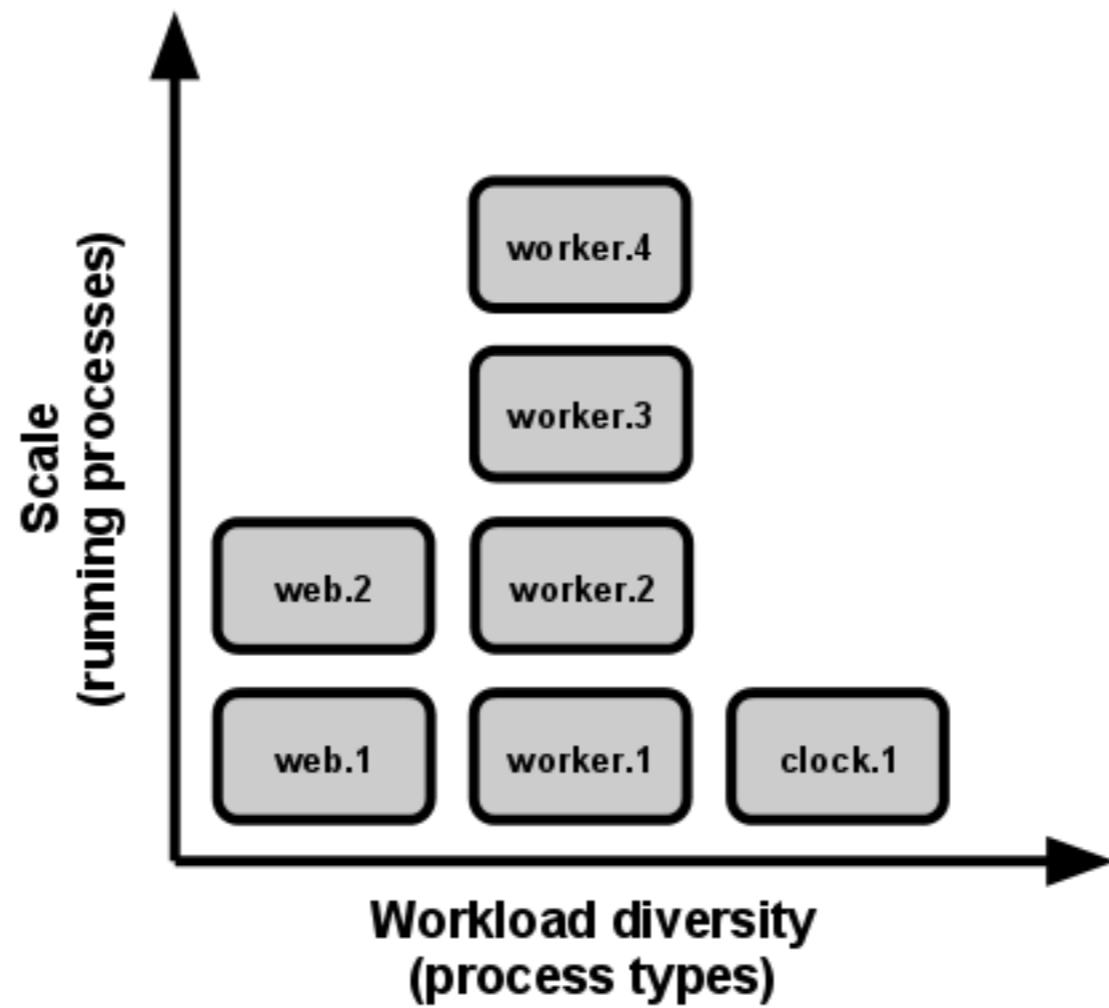


# 8. Concurrency



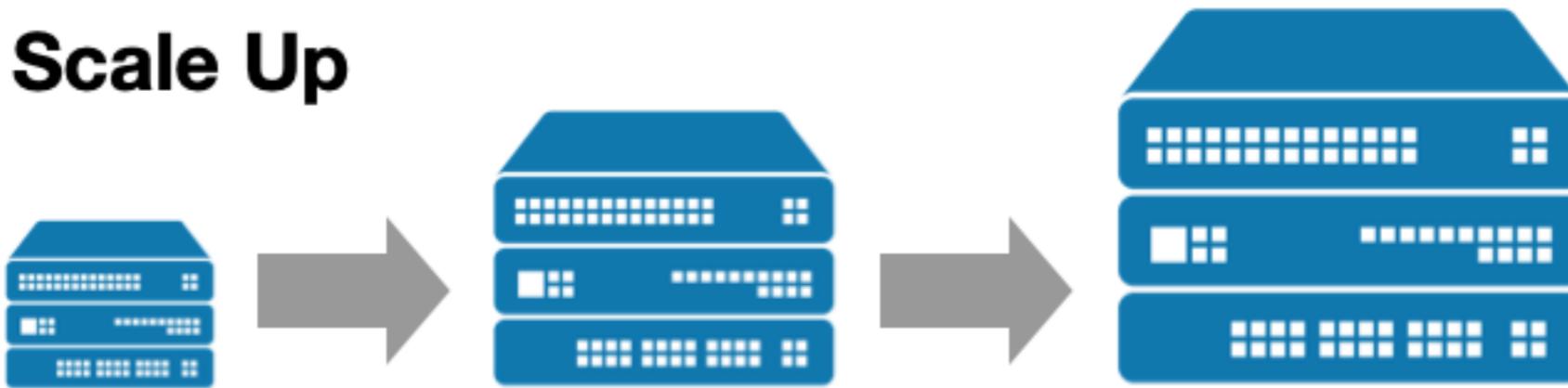
# 8. Concurrency

Scale out via the process model



# Scaling ?

**Scale Up**

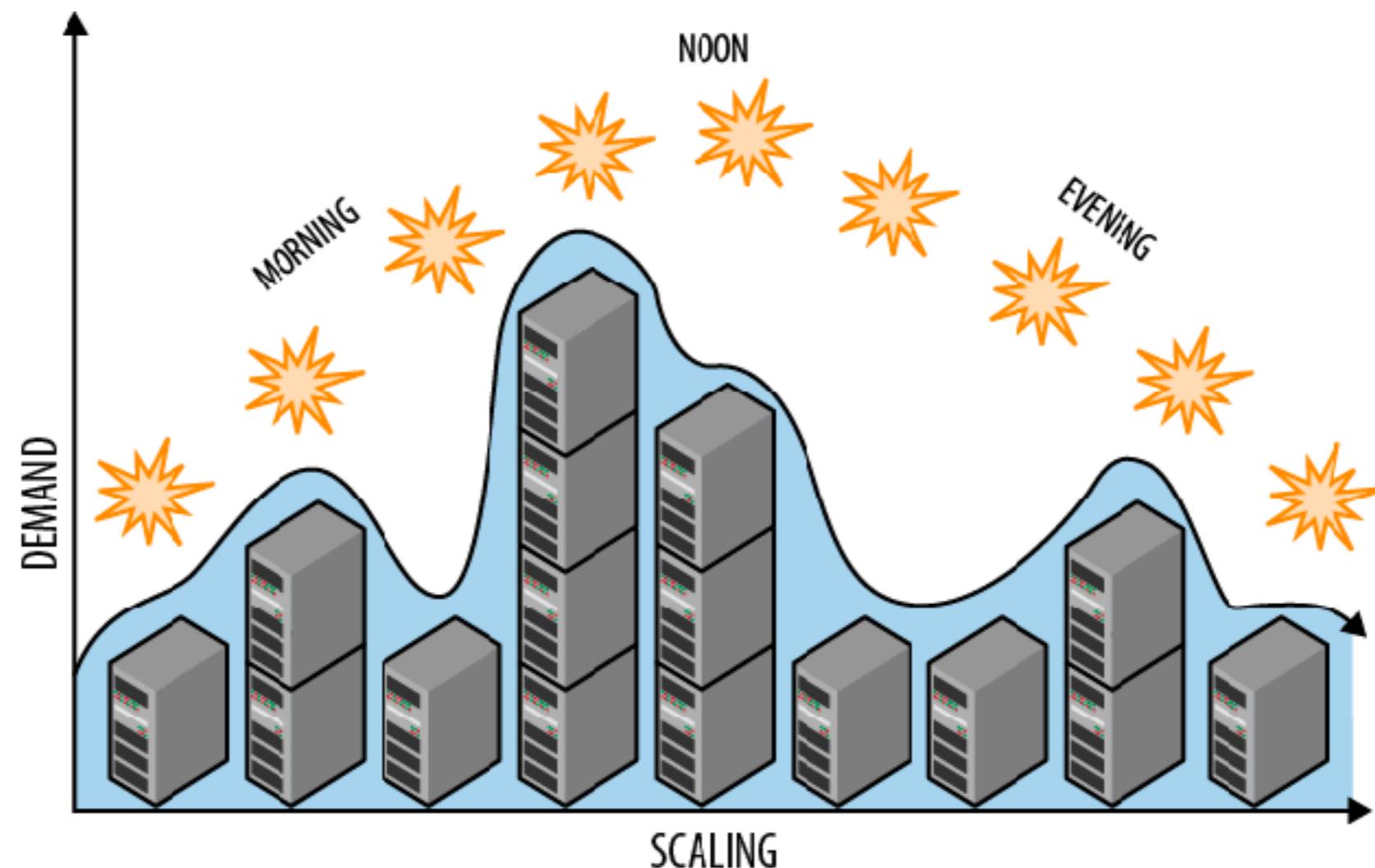


**Scale Out**



# Elasticity Scaling

Reduce cost and improve performance by scaling automatically !!



# 9. Disposability



# Disposable

อังกฤษ ▼ ↔ 泰语 ▼

**disposable** × **แบบใช้แล้วทิ้ง**  
də'spōzəb(ə)l Bæb chī lâew thîng

คำแปลของ disposable

คุณศัพท์

---

ขยายถ่ายเทได้  
disposable

---

จัดการได้  
disposable, manageable



# 9. Disposability

Maximize robustness  
Fast startup and graceful shutdown

**Fast startup** to increase scalability opportunity

**Graceful shutdown** to leave the system in a correct state



# Why graceful shutdown ?

Resource cleanup  
Transaction integrity

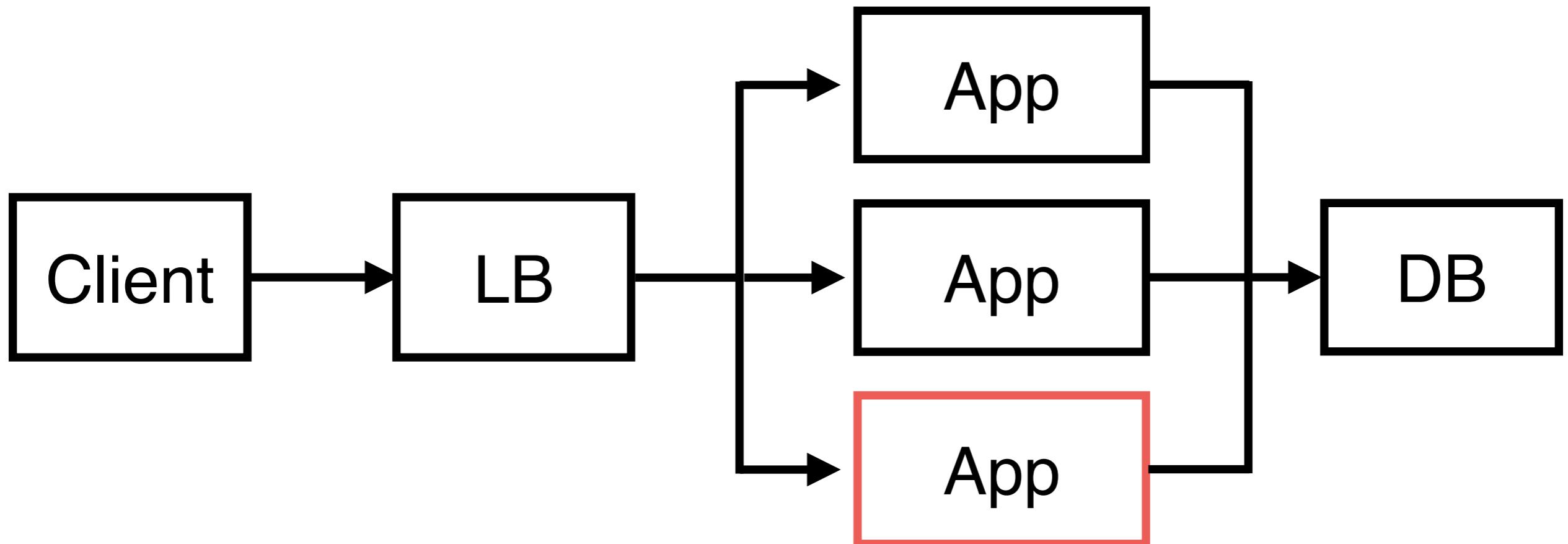
<https://levelup.gitconnected.com/maximizing-resilience-with-graceful-shutdown-in-cloud-native-golang-applications-7f0b2edef4a8>



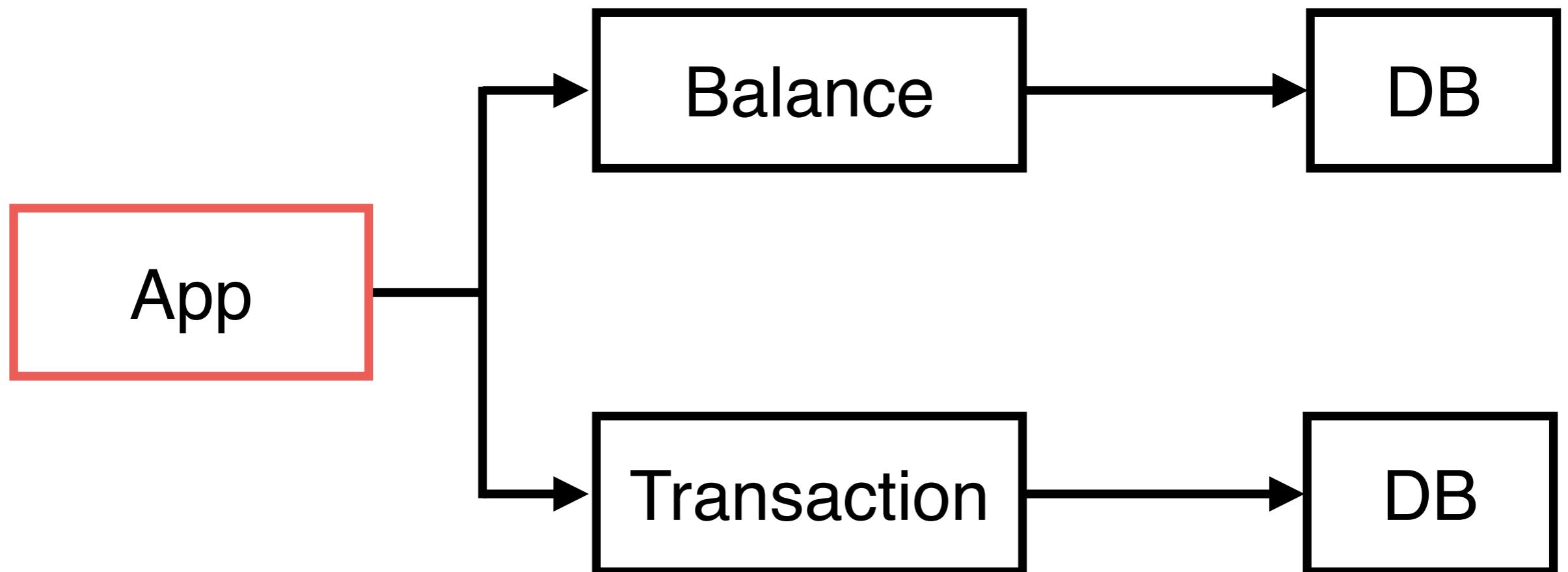
Workshop

© 2017 - 2025 Siam Chamnankit Company Limited. All rights reserved.

# Resource cleanup ?



# Transaction integrity ?



# Design for Failure

**“Everything fails all the time”**  
-Werner Vogels-

<https://docs.aws.amazon.com/whitepapers/latest/running-containerized-microservices/design-for-failure.html>



# Design for Failures in 12-factor

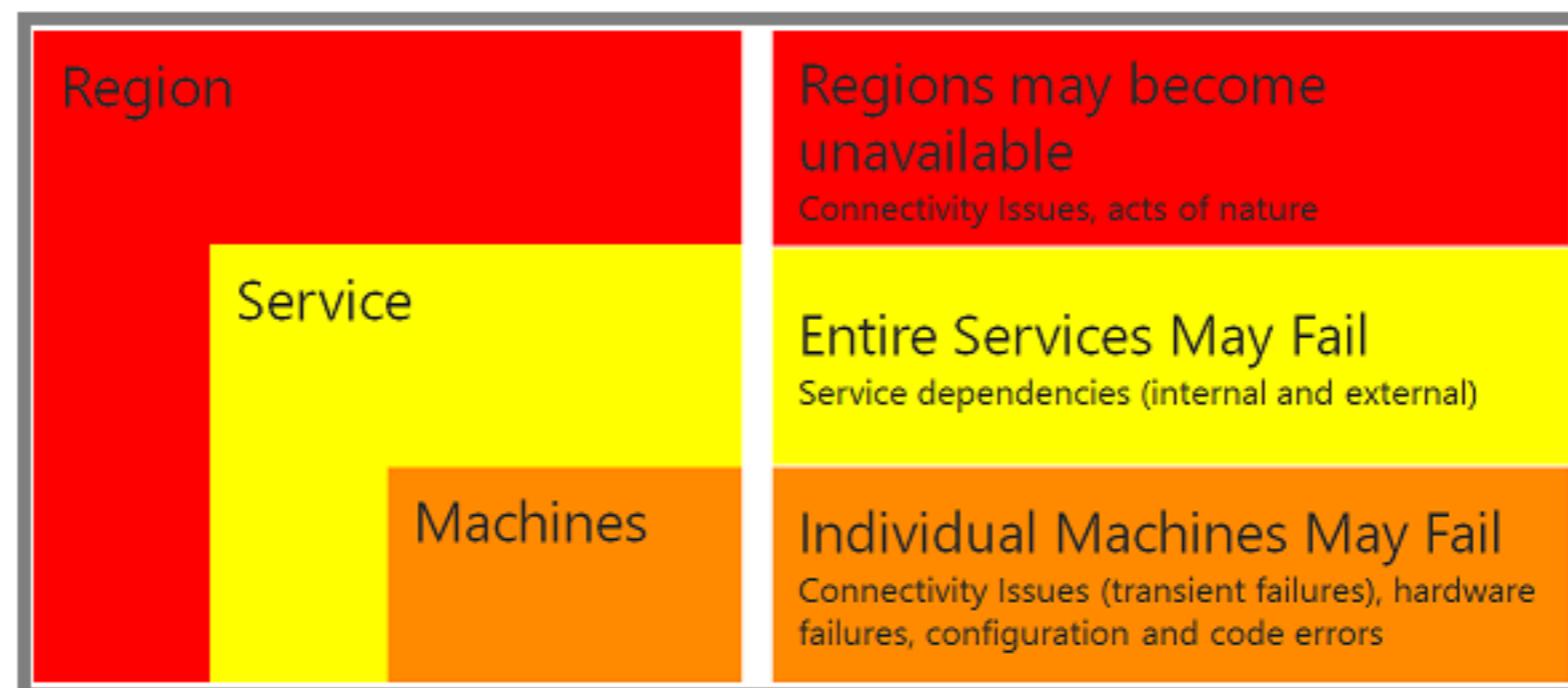
Disposability

Logs

Dev/Prod parity



# Design for Failure



<https://learn.microsoft.com/en-us/aspnet/aspnet/overview/developing-apps-with-windows-azure/building-real-world-cloud-apps-with-windows-azure/design-to-survive-failures>



# Failures ?

Network latency

Long running sync  
operation

Connection error

Server restart

Overload traffic

Rolling update

Hardware failure



# Design for Failure

Defensive Design

Edge Cases

Mistake Proofing

Decoupling

Bulkhead

Redundancy

Retry

Undo

Cold Standby

Derating

Error Tolerance

Graceful Degradation

Monitoring

Fail Safe

Durability

Resilience

simplicable

[https://simplicable.com/design/design-for-failure#google\\_vignette](https://simplicable.com/design/design-for-failure#google_vignette)

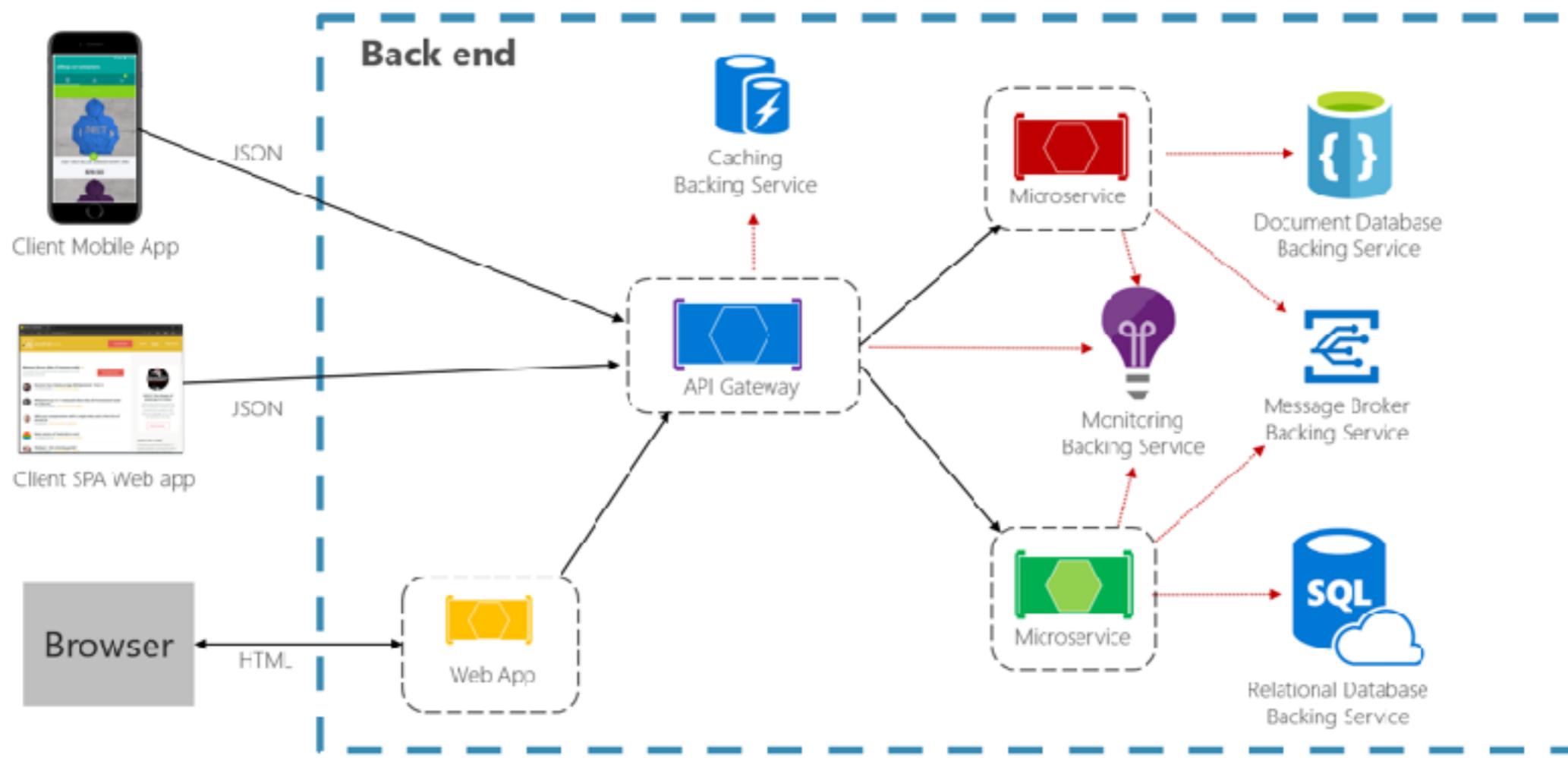


Workshop

© 2017 - 2025 Siam Chamnankit Company Limited. All rights reserved.

# Cloud Native Resilience

Ability of your system to react to failure  
System still remain functional



<https://learn.microsoft.com/en-us/dotnet/architecture/cloud-native/resiliency>



# How to plan/design to handle failures ?



# Design for Failure patterns

Timeout  
Retry  
Caching  
Bukhead  
Circuit breaker  
Fallback  
Messaging



# Infrastructure design

Active-standby  
Auto healing  
Replication  
Clustering  
Multi-region

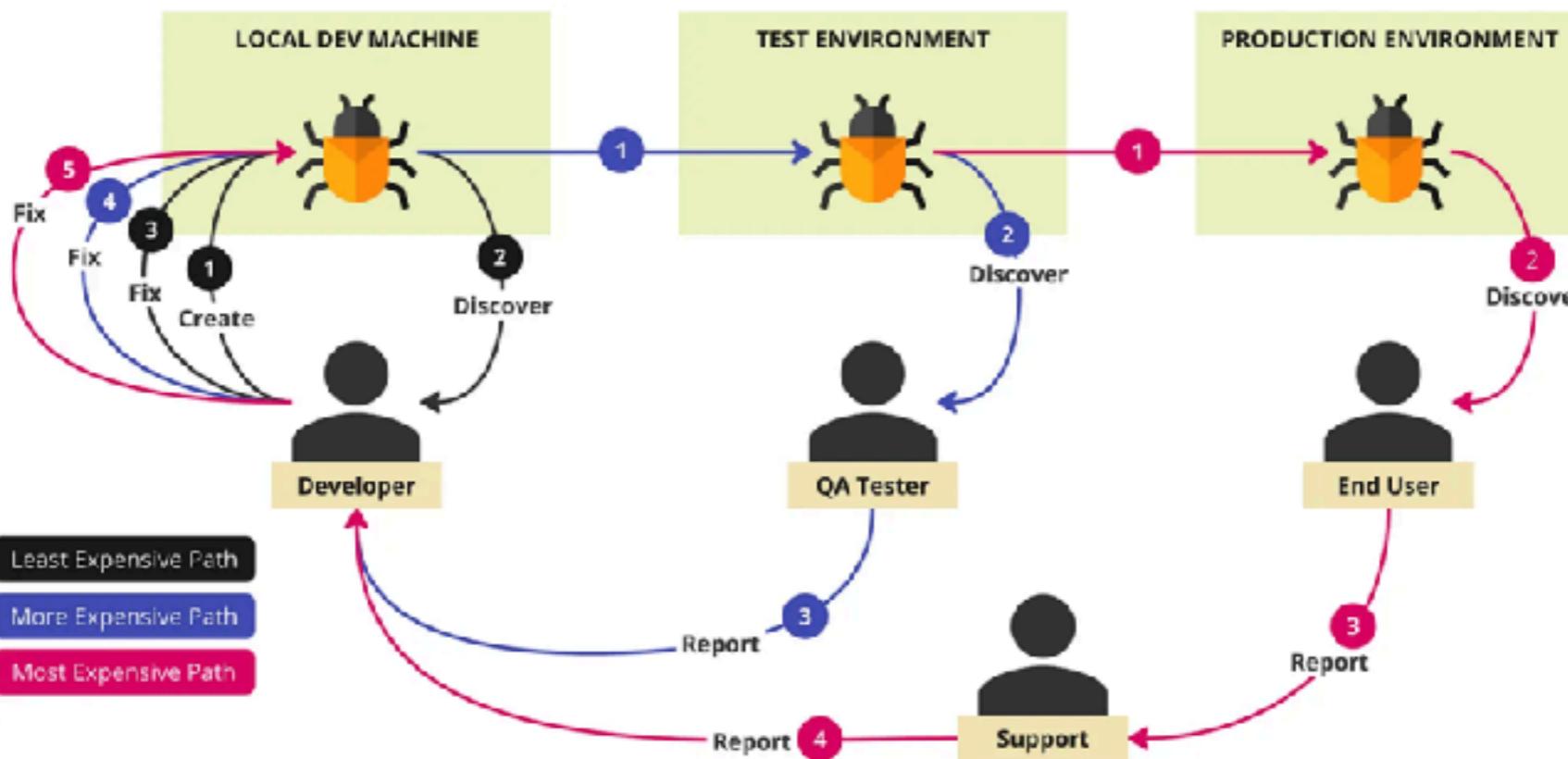


# 10. Dev/prod parity

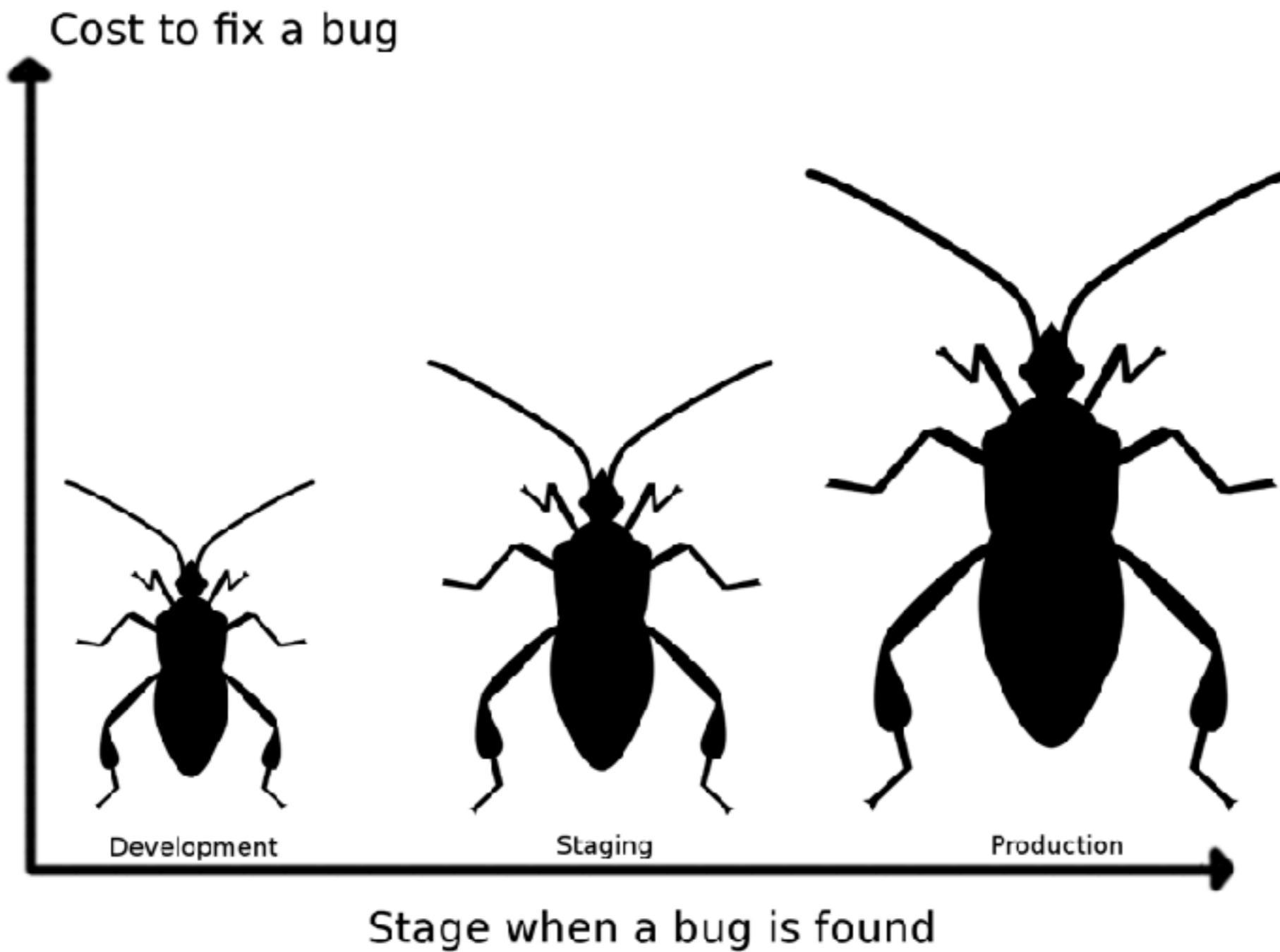


# 10. Dev/prod parity

Keep development, staging and production as similar as possible  
Detect problems early



# Cost of Bug



# Gap between Dev and Prod

Time-gap  
Personal-gap  
Tool-gab

12-factor designed for **Continuous Deployment**  
by keeping the gab between dev and prod small

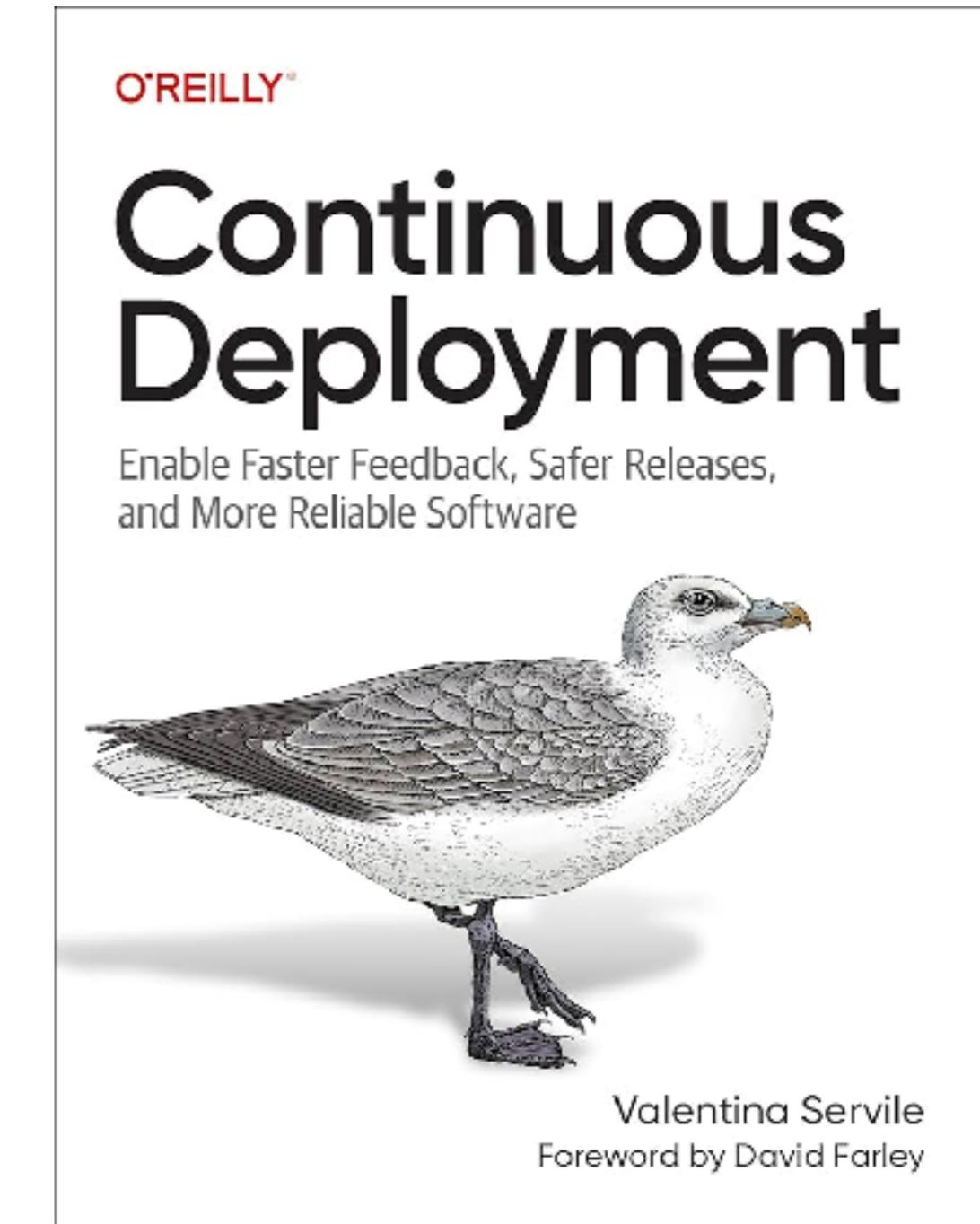
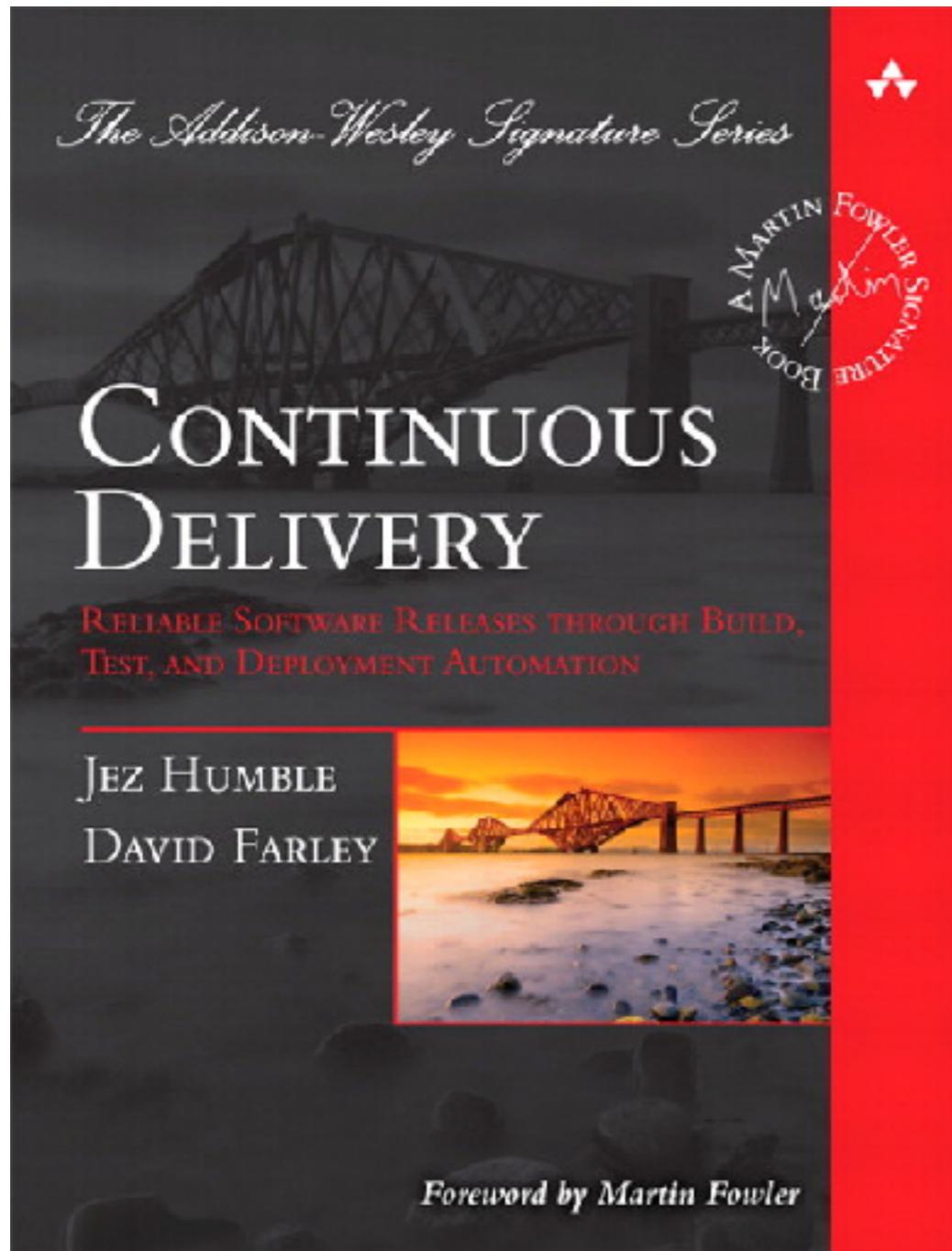


# Gap between Dev and Prod

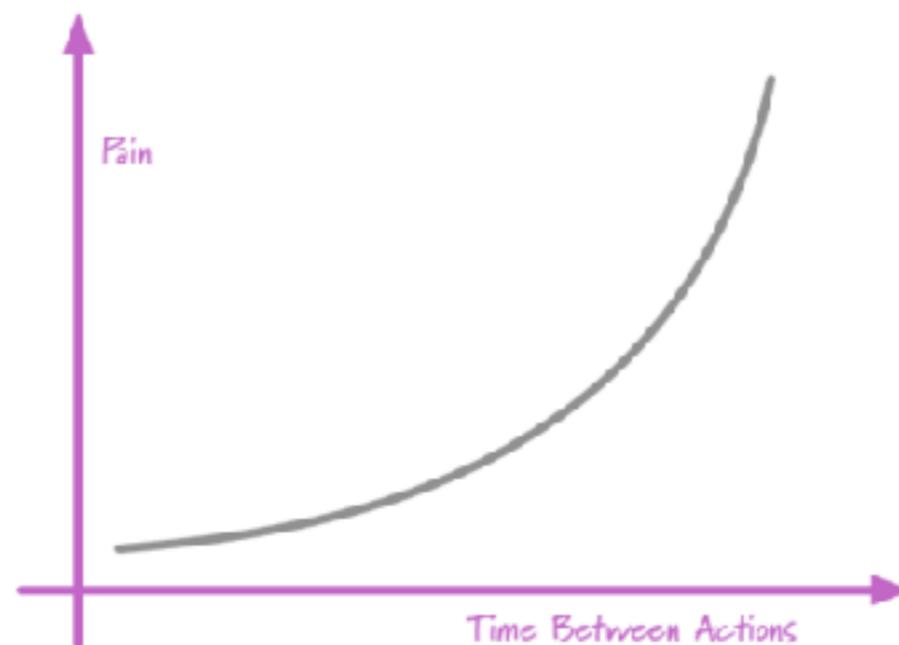
	Traditional	12-factor
Time between deploys	Weeks	Hours
Code author and code deployer	Different people	Same people
Dev vs Prod environments	Divergent	As similar as possible



# Continuous Deployment



# “If it hard, do it more often”



<https://martinfowler.com/bliki/FrequencyReducesDifficulty.html>



# Continuous Deployment

Fast feedback

Reduce risk

Safety release

Increase reliable of software



# Tools

Docker

Chef/puppet

Kubernetes

Terraform

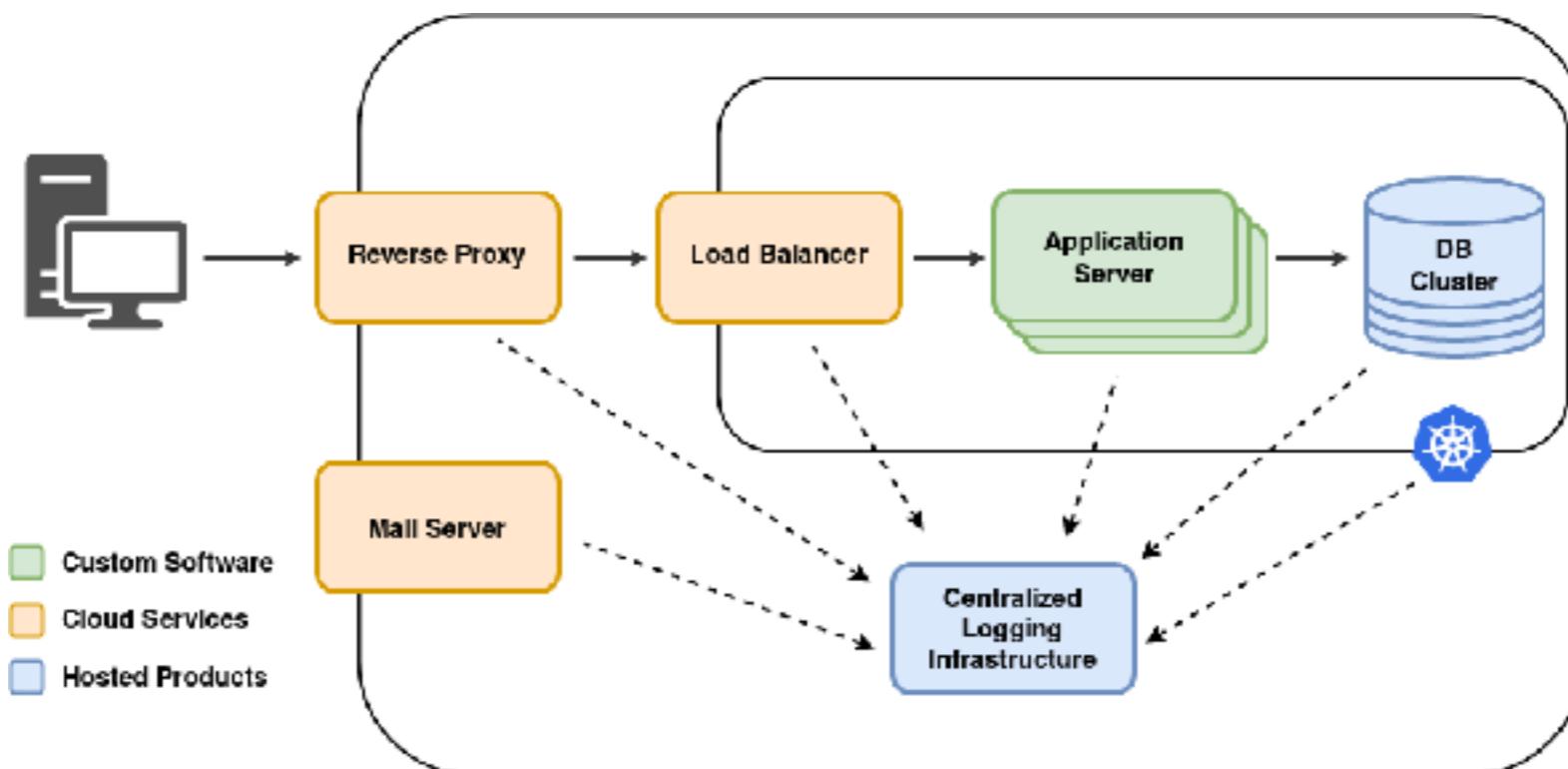


# 11. Logs



# 11. Logs

Treat log as event streams  
Logs provide visibility into the **behavior** of a running app



# **Structured logging !!**



# Don't keep !!

```
com.framework.FrameworkException: Error in web request
  at com.framework.ApplicationStarter.lambda$start$0(ApplicationStarter.java:15)
  at spark.RouteImpl$1.handle(RouteImpl.java:72)
  at spark.http.matching.Routes.execute(Routes.java:61)
  at spark.http.matching.MatcherFilter.doFilter(MatcherFilter.java:134)
  at spark.embeddedserver.jetty.JettyHandler.doHandle(JettyHandler.java:50)
  at org.eclipse.jetty.server.session.SessionHandler.doScope(SessionHandler.java:1568)
  at org.eclipse.jetty.server.handler.ScopedHandler.handle(ScopedHandler.java:144)
  at org.eclipse.jetty.server.handler.HandlerWrapper.handle(HandlerWrapper.java:132)
  at org.eclipse.jetty.server.Server.handle(Server.java:503)
  at org.eclipse.jetty.server.HttpChannel.handle(HttpChannel.java:364)
  at org.eclipse.jetty.server.HttpConnection.onFillable(HttpConnection.java:260)
  at org.eclipse.jetty.io.AbstractConnection$ReadCallback.succeeded(AbstractConnection.java:305)
  at org.eclipse.jetty.io.FillInterest.fillable(FillInterest.java:103)
  at org.eclipse.jetty.io.ChannelEndPoint$2.run(ChannelEndPoint.java:118)
  at org.eclipse.jetty.util.thread.QueuedThreadPool.runJob(QueuedThreadPool.java:765)
  at org.eclipse.jetty.util.thread.QueuedThreadPool$2.run(QueuedThreadPool.java:683)
  at java.base/java.lang.Thread.run(Thread.java:834)
Caused by: com.project.module.MyProjectFooBarException: The number of FooBars cannot be zero
  at com.project.module.MyProject.anotherMethod(MyProject.java:20)
  at com.project.module.MyProject.someMethod(MyProject.java:12)
  at com.framework.ApplicationStarter.lambda$start$0(ApplicationStarter.java:13)
  ... 16 more
Caused by: java.lang.ArithmetricException: The denominator must not be zero
  at org.apache.commons.lang3.math.Fraction.getFraction(Fraction.java:143)
  at com.project.module.MyProject.anotherMethod(MyProject.java:18)
  ... 18 more
```



# Structured logging

## Log Formats Explained

### Structured

- Usually JSON or LogFmt.
- Least human-readable.
- Easy to parse, search and filter.
- Consistent formatting.
- Faster troubleshooting due to added context.
- Automated reporting and analysis.



RECOMMENDED

### Semi-structured

- Mix of structured and unstructured data.
- Human-readable.
- Formatting variability leads to inconsistency.
- Limited automation possibilities.
- Requires a more complex parsing logic.

### Unstructured

- Free-form plain text messages.
- Human-readable.
- Challenging to parse.
- Requires manual interpretation.
- Suitable only for quick ad-hoc logging in development environments.



NOT RECOMMENDED



<https://betterstack.com/community>

<https://betterstack.com/community/guides/logging/structured-logging/>



Workshop

© 2017 - 2025 Siam Chamnankit Company Limited. All rights reserved.

# Effective Log Aggregation

- Define event to log
- Use structured logging
- Exclude sensitive information
- Log at the correct level
- Be specific in your message
- Don't log large message
- Make sure you keep trace Id in the log

[https://github.com/OWASP/CheatSheetSeries/blob/master/cheatsheets/Logging\\_Cheat\\_Sheet.md](https://github.com/OWASP/CheatSheetSeries/blob/master/cheatsheets/Logging_Cheat_Sheet.md)



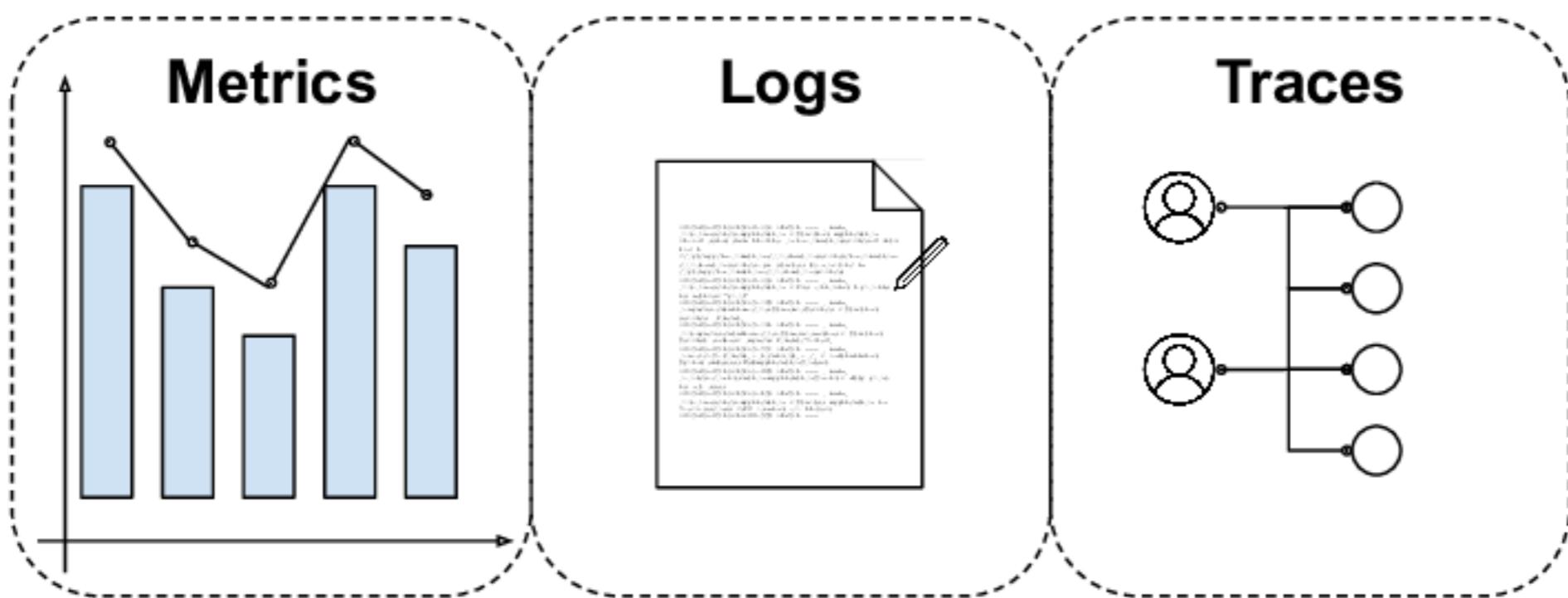
# Consistent Structure across all logs

Property	Description	Example
<b>Timestamp</b>	Date and time of the log	2023-07-01
<b>Log level</b>	DEBUG, INFO, ERROR	
<b>Trace Id or Correlation Id</b>	Unique identifier that refer to other logs from all services	
<b>Event/Action Name</b>	Identify to event or action of log	Authentication fail
<b>Service ID/ Name</b>	Identify to service	
<b>Request path</b>	Path for the request	/api/products

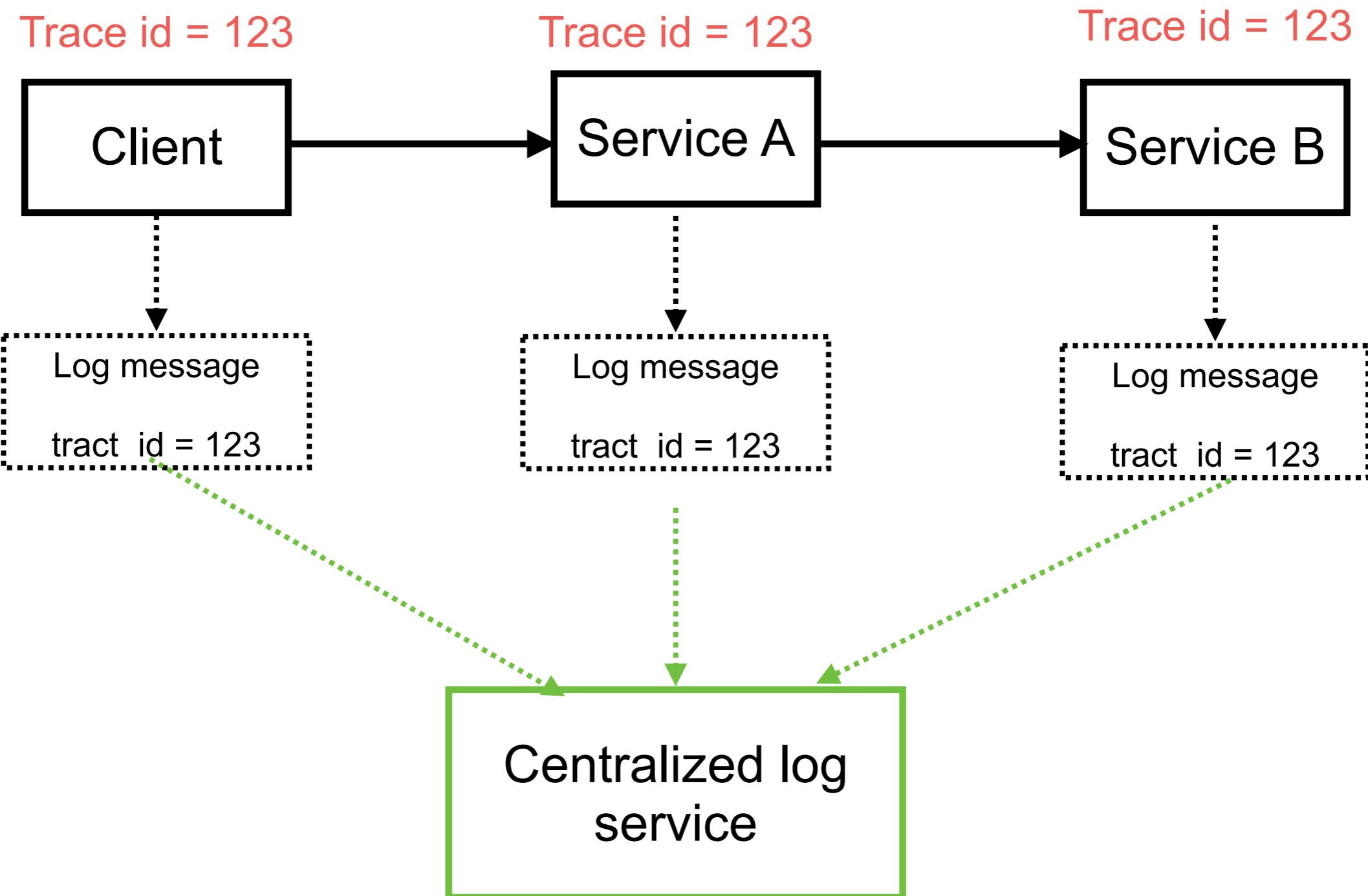


# **Not Only Log !!**

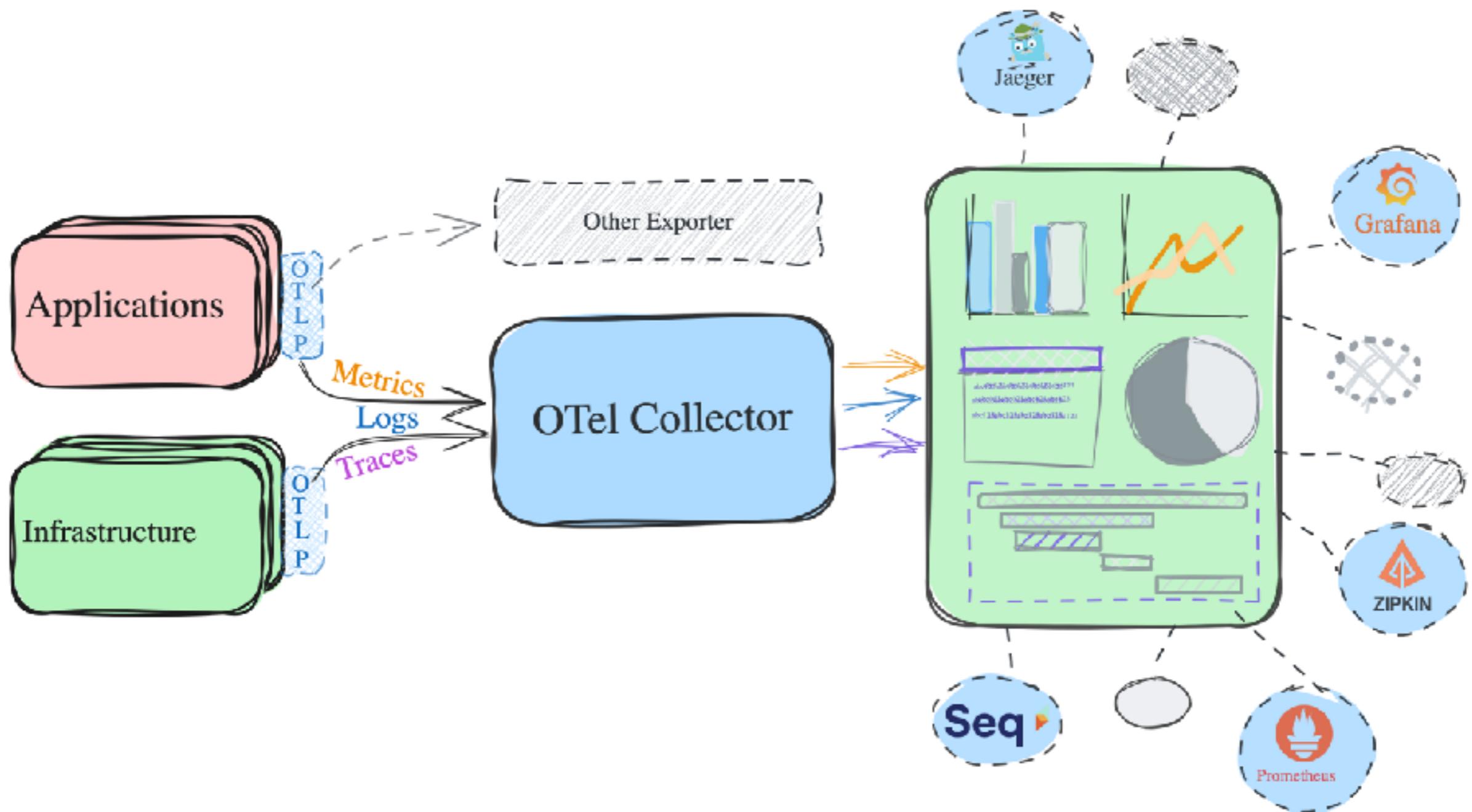




# Centralized log with trace



# OpenTelemetry



# 12. Admin processes



# 12. Admin processes

Run admin/management tasks as one-off processes

Reduce ad-hoc tasks  
Separated from app

Data migration

Data cleanup

Computing analytics



# 12 + 3 Factor

O'REILLY®

## Beyond the Twelve-Factor App

**Exploring the DNA of Highly Scalable,  
Resilient Cloud Applications**

<https://raw.githubusercontent.com/ffisk/books/master/beyond-the-twelve-factor-app.pdf>



# 13. API First



# 13. API First

Define the service contract first

Help consumer understand request/response

How to communicate with service ?

Help to reduce bottlenecks



OpenAPI



Swagger<sup>TM</sup>



# Code First vs API First (design)

Code First



Business input

Code

API Documentation

Design First



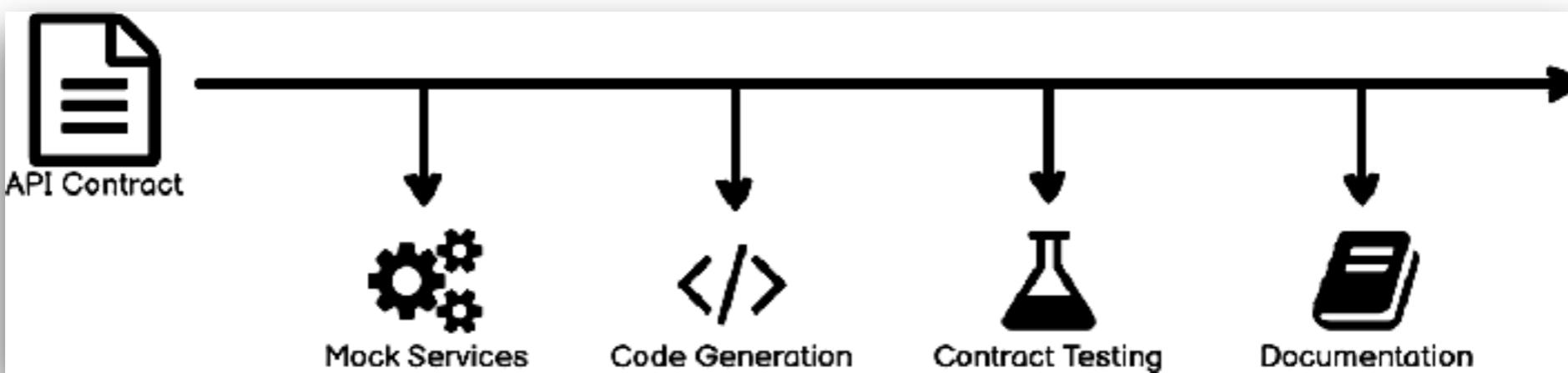
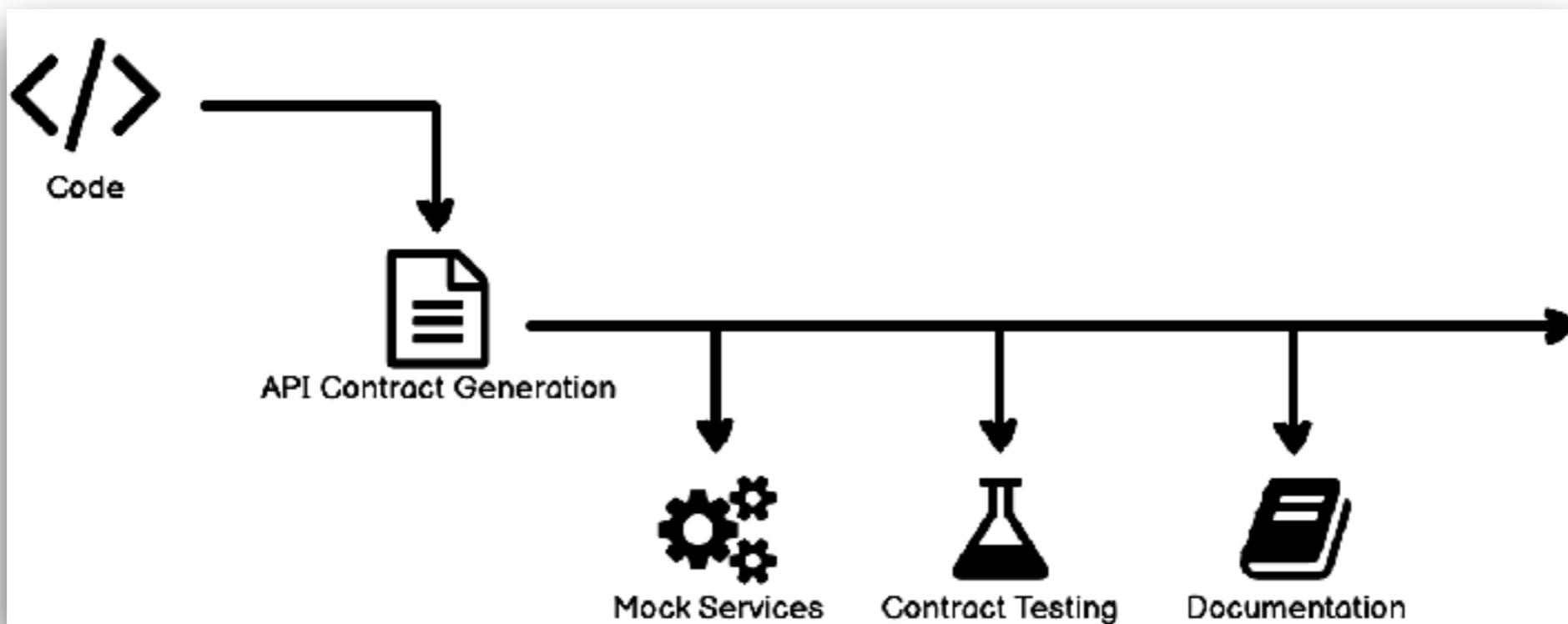
Business input

API Design

Code



# Code First vs API First (design)



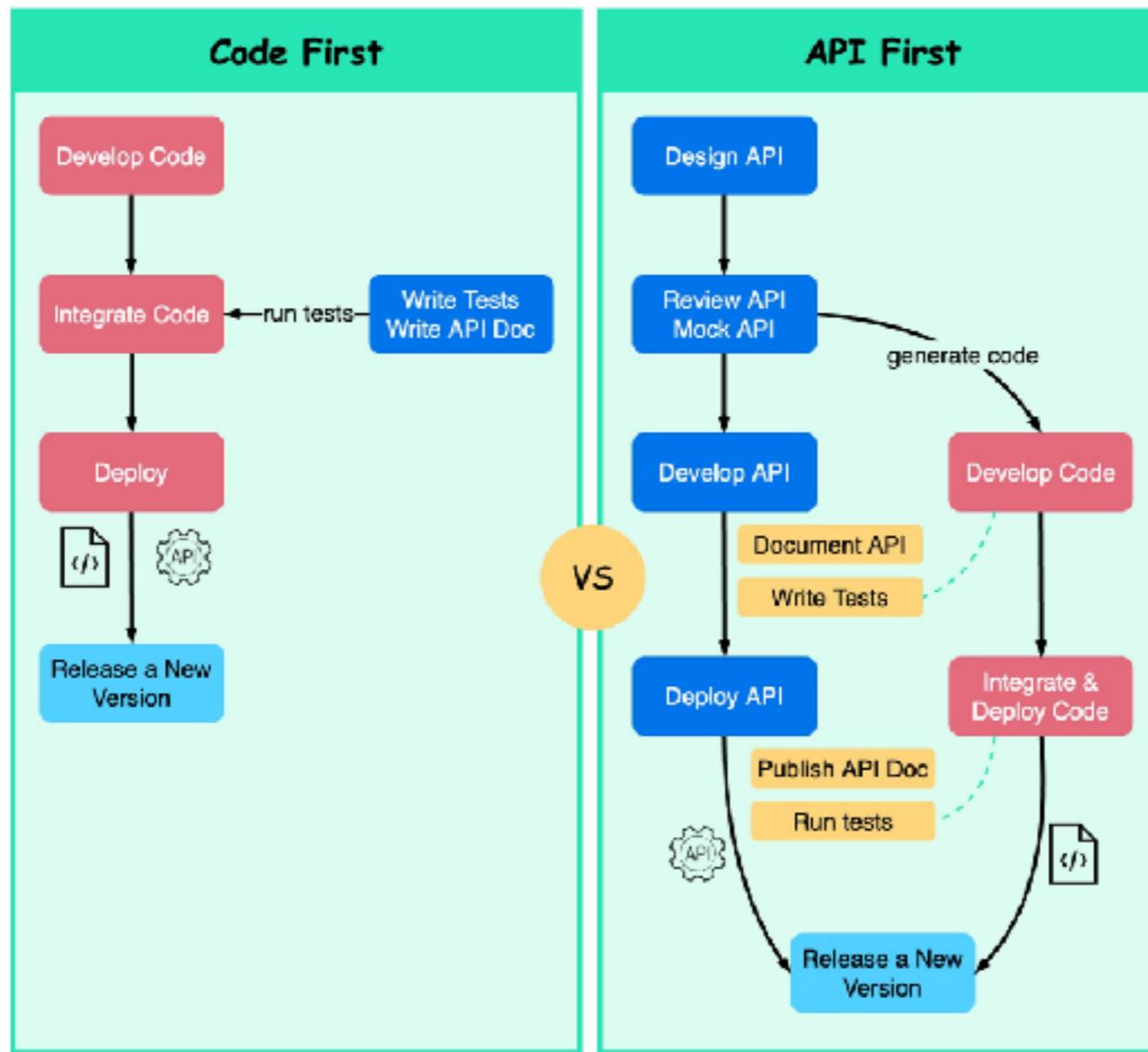
<https://sookocheff.com/post/api/the-false-dichotomy-of-design-first-and-code-first-api-development/>



# Code First vs API First (design)

Code First v.s API First Development

 blog.bytebytego.com



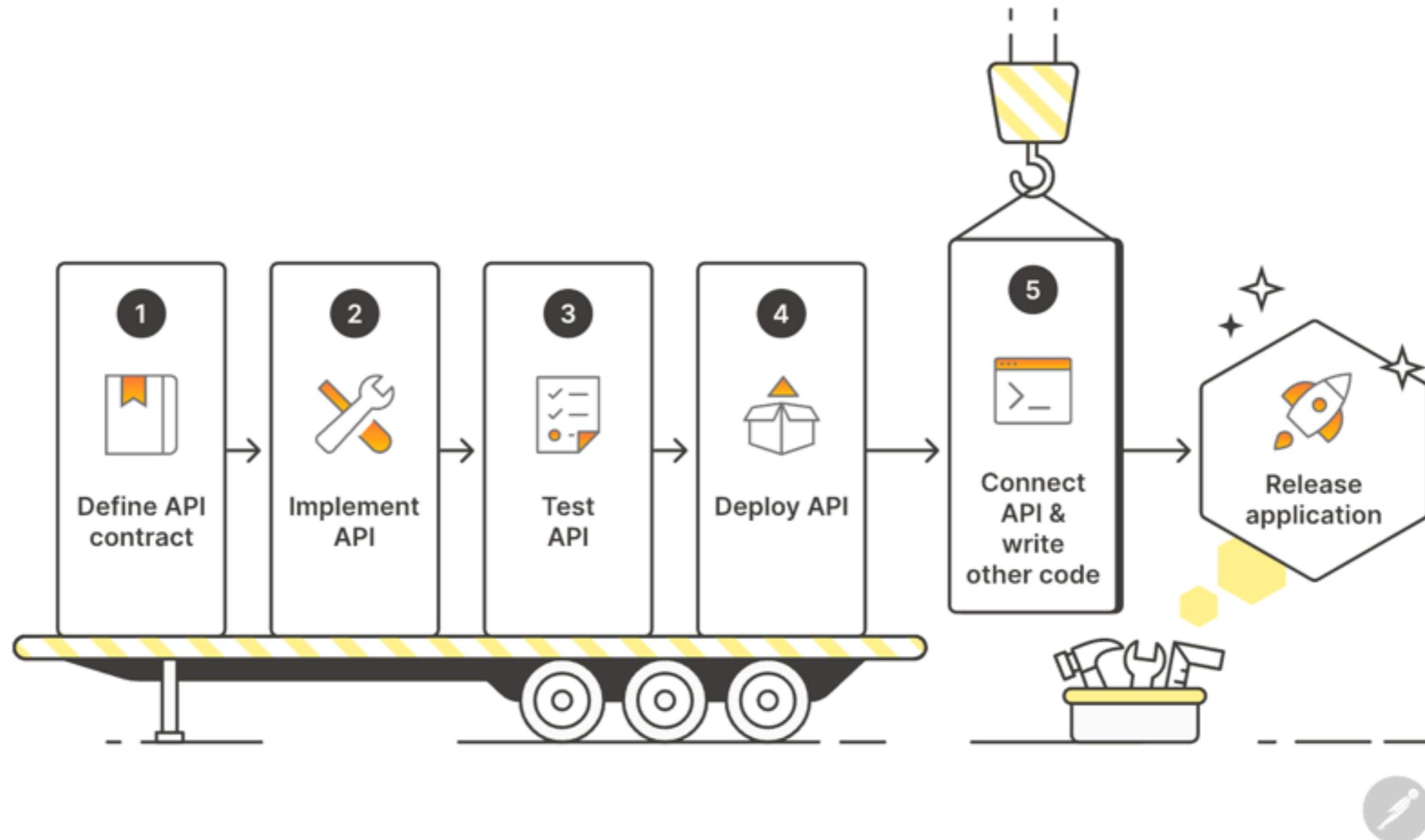
<https://twitter.com/bytebytego/status/1665965464512790528>



Workshop

© 2017 - 2025 Siam Chamnkit Company Limited. All rights reserved.

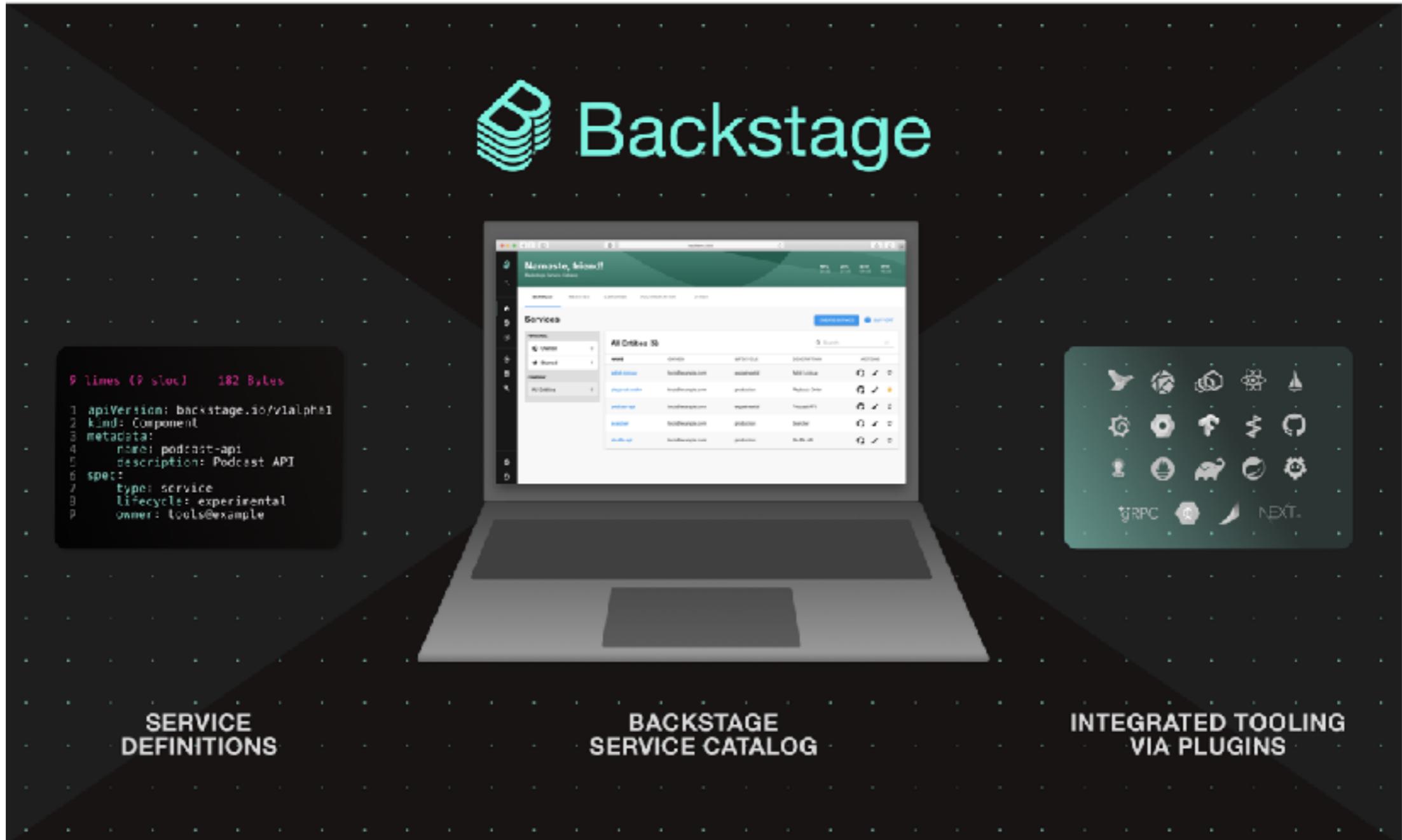
# API First from Postman



<https://www.postman.com/api-first/>



# Backstage Software Catalog



<https://backstage.io/>



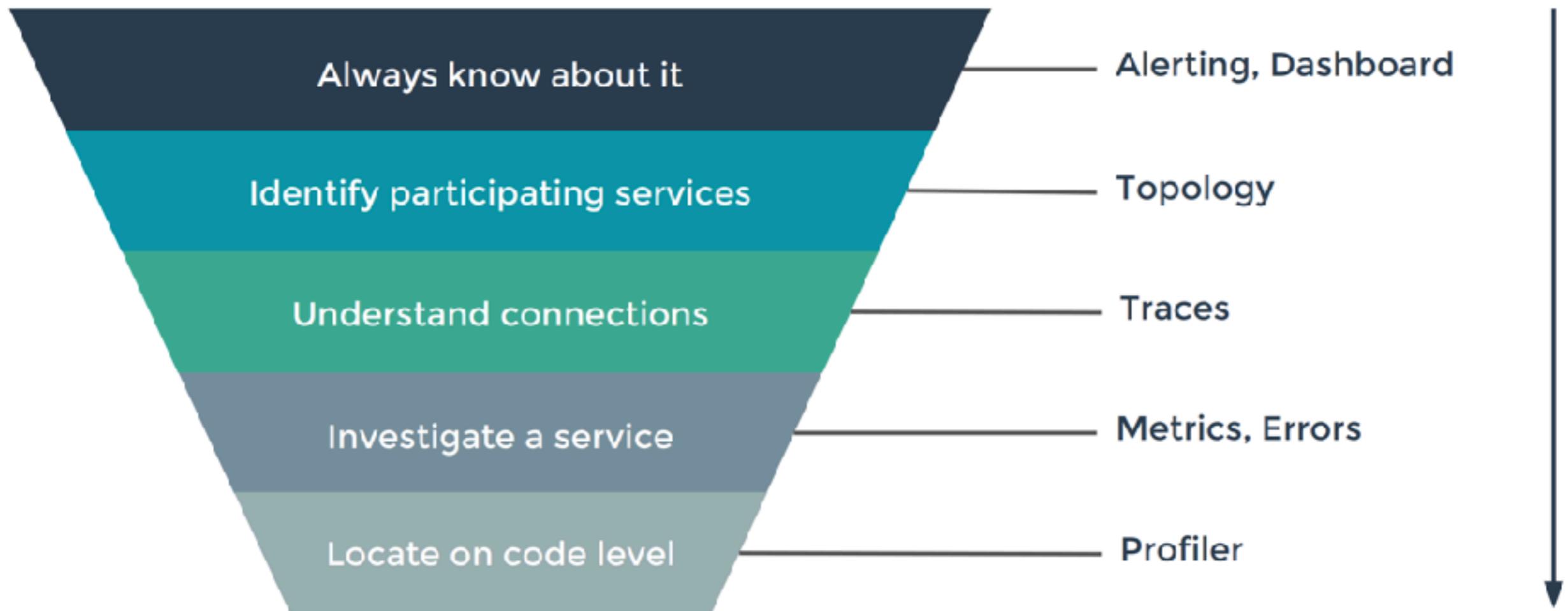
Workshop

© 2017 - 2025 Siam Chamnkit Company Limited. All rights reserved.

# 14. Telemetry



# How to find an issue ?



# Category of monitoring

APM (Application Performance Monitoring)  
Domain-specific telemetry  
Health and system log



# Telemetry :: specific-domain

Health check API  
Log aggregation  
Distributed tracing  
Exception tracking  
Application metrics  
Audit logging



# Domain specific domain

Stream of events and data  
Data for business goals

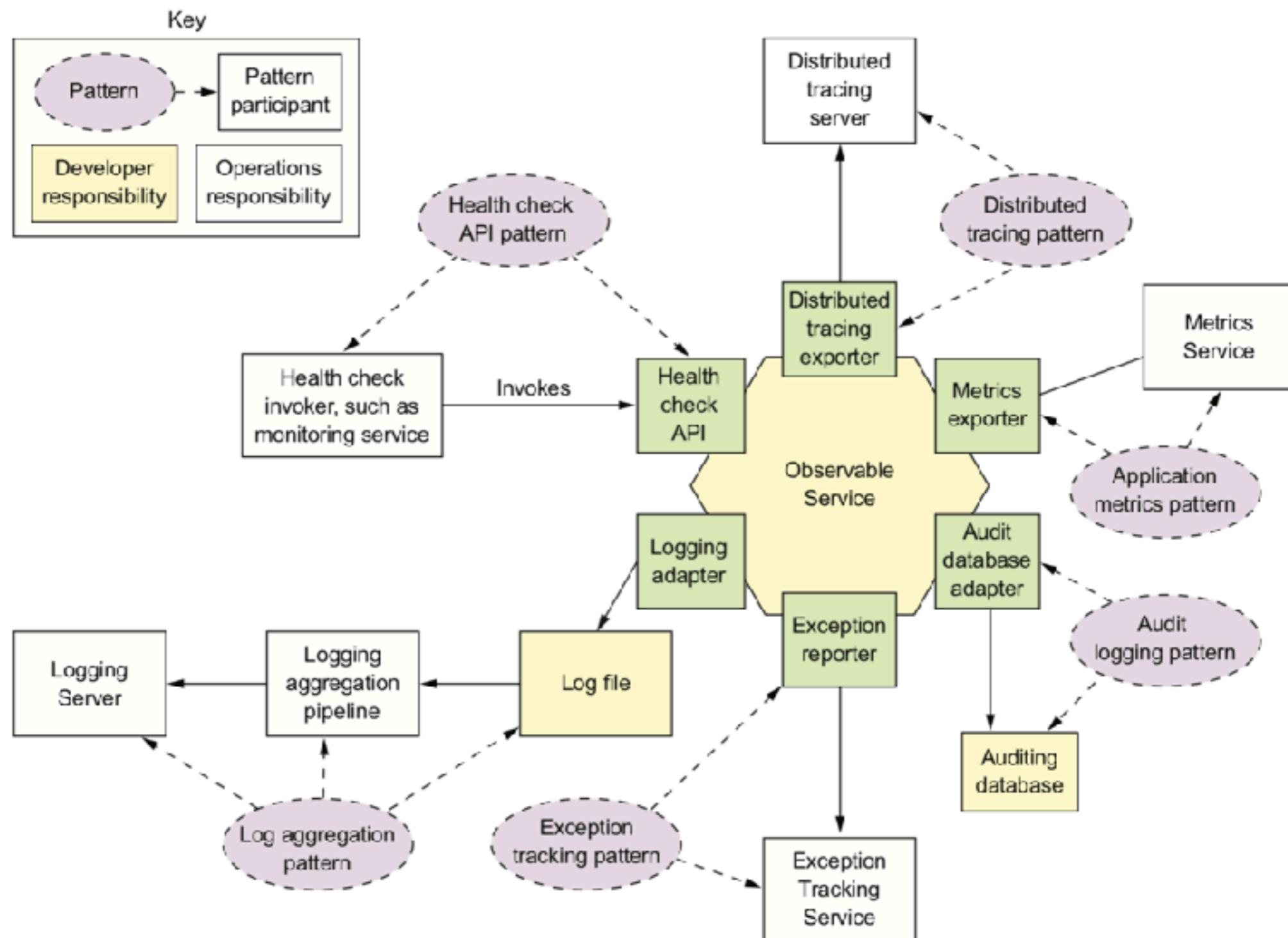
Store

Analysis

Forecast



# Observable services



# 15. Authentication and Authorization



# Security by design



# Develop secure services

Authentication

Authorization

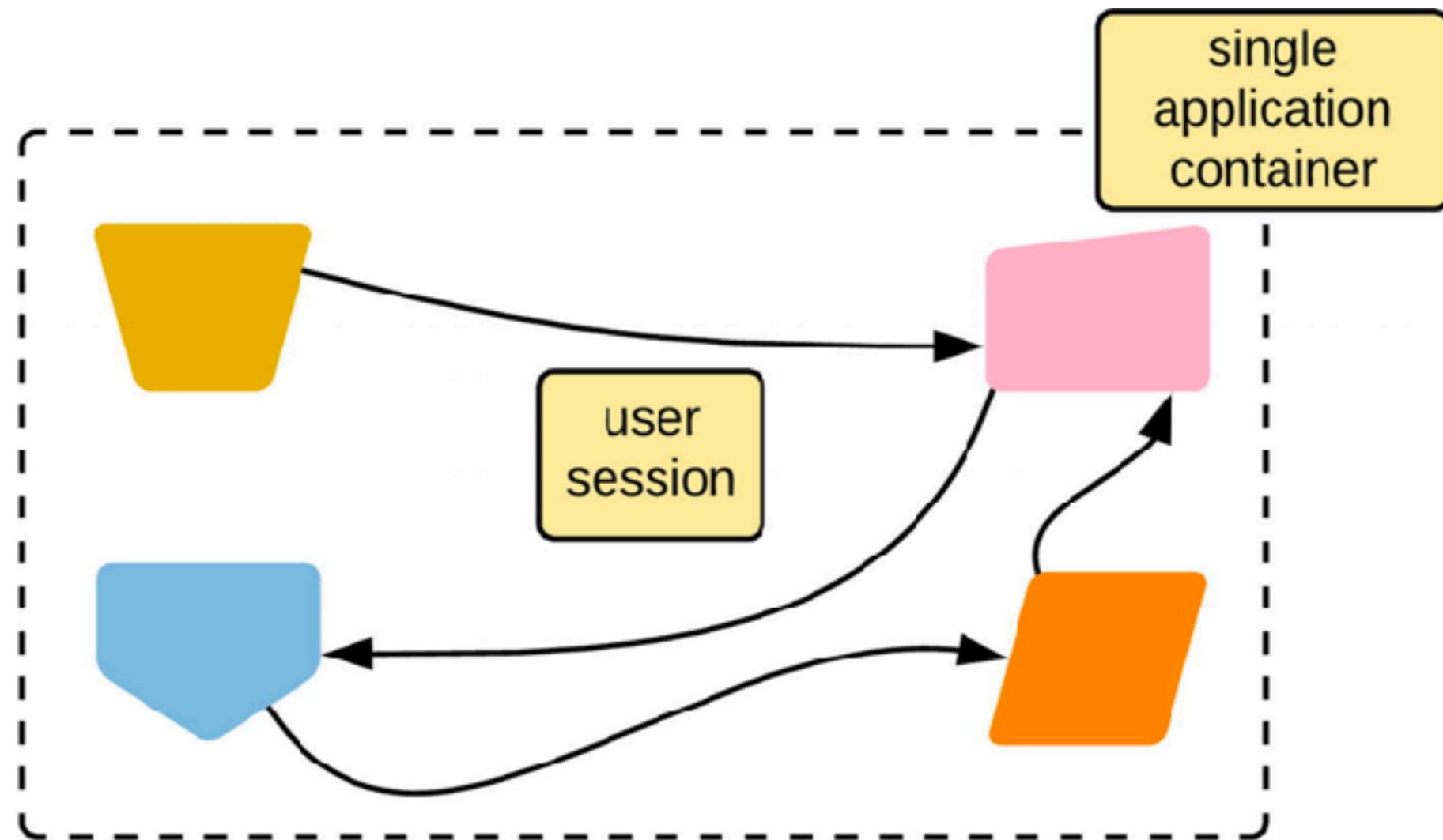
Auditing

Secure interprocess communication



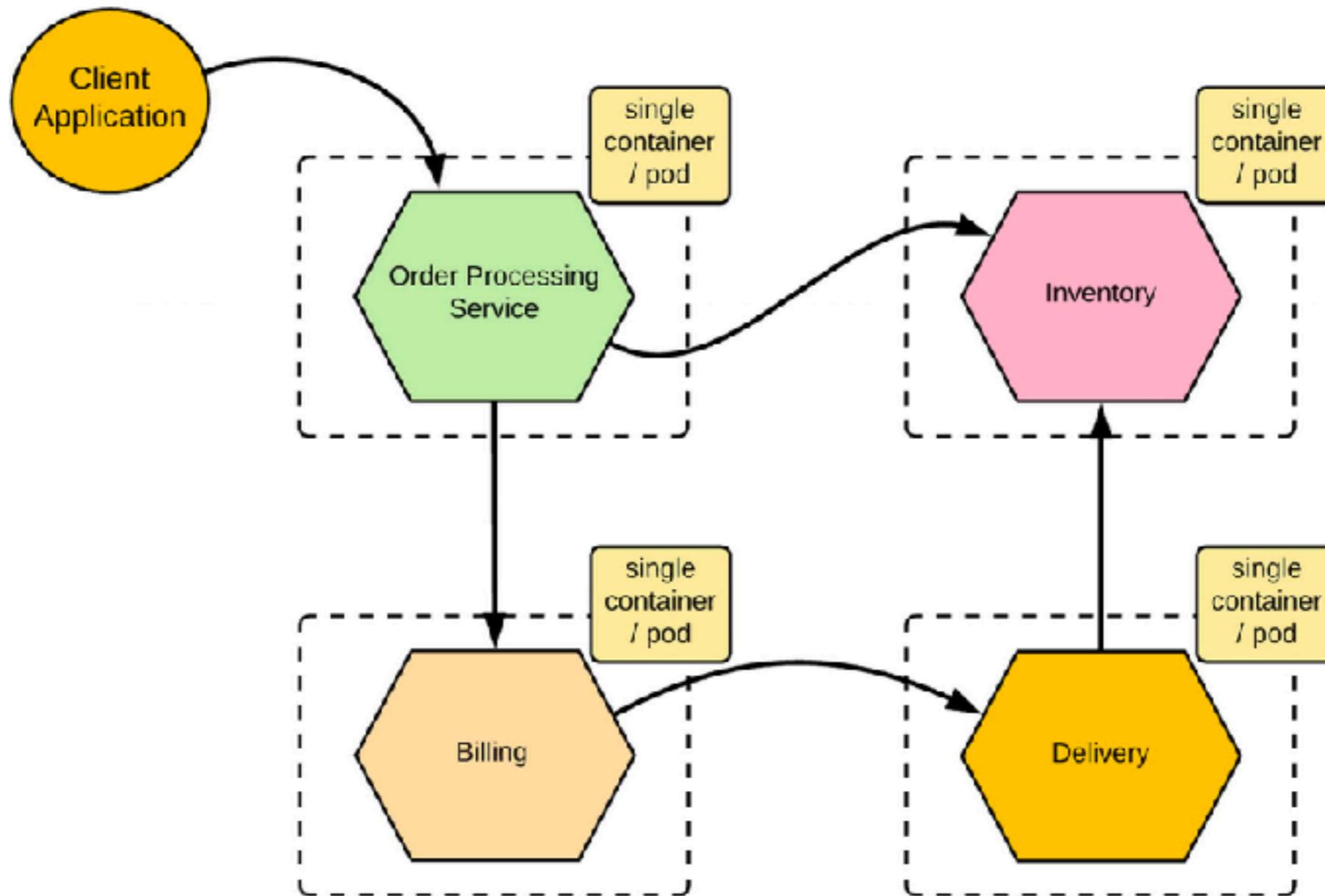
# Security in traditional application

Sharing a user session in application



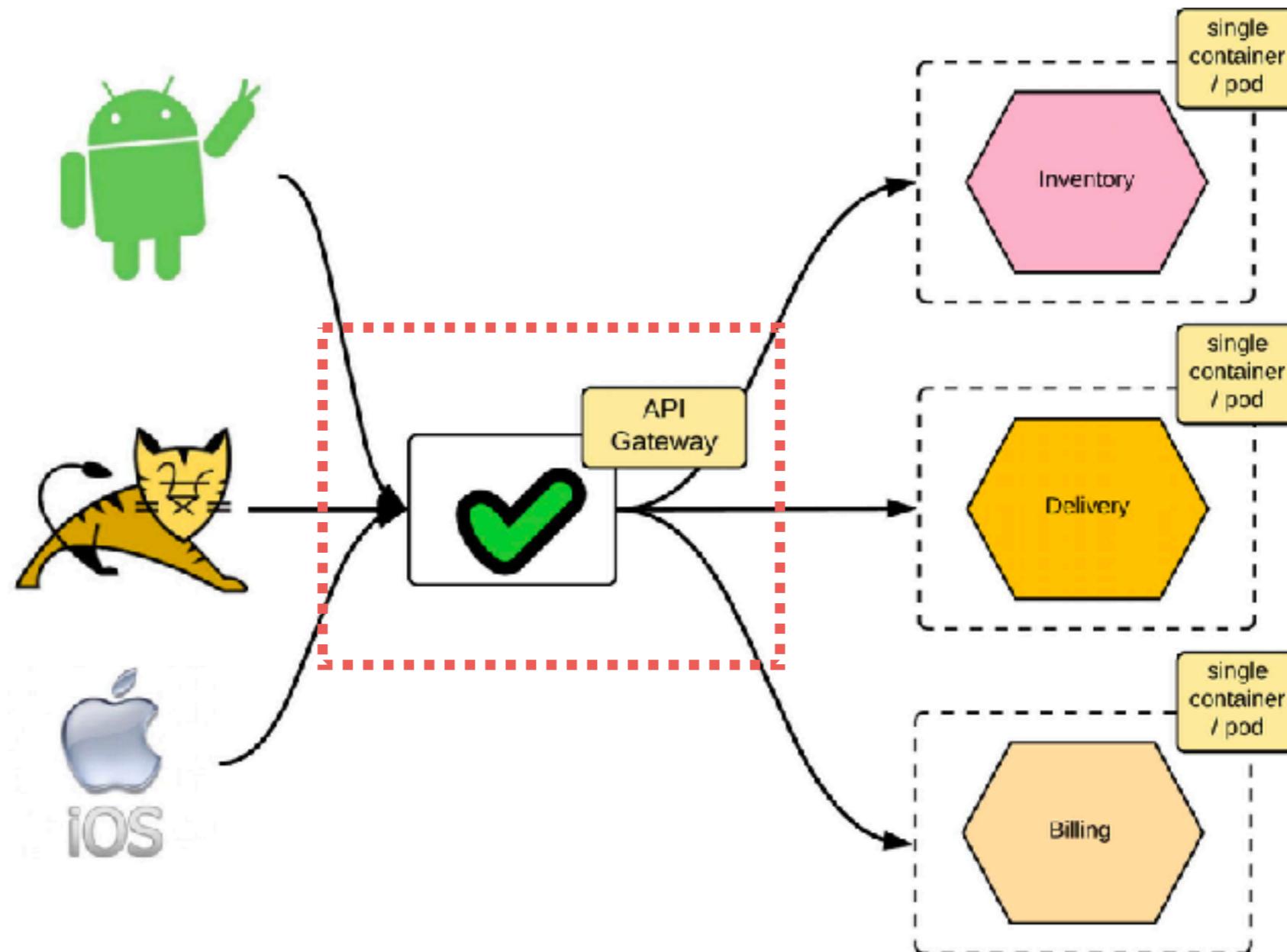
# Security in multiple services ?

## Interaction between multiple services



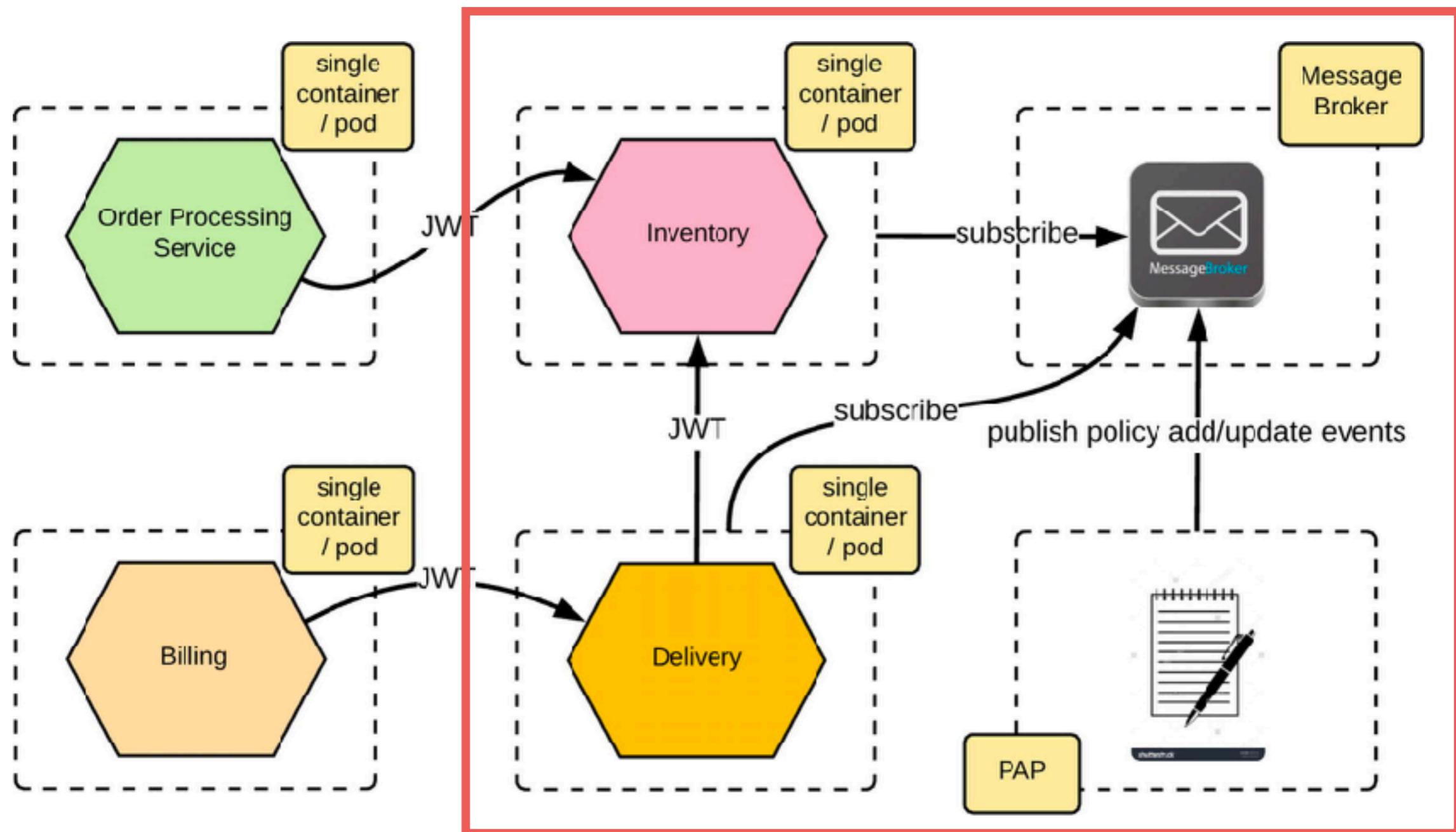
# Centralize pattern

## Using API gateway pattern



# Access control of services

## Policy Administration Point



# Workshop

C#

Go

Docker



# Q/A

