Section 1

Understanding Microservices

Giảng viên: Phạm Quang Anh Kiệt

@email: kietpham.dev@gmail.com

@facebook/rickykiet83

Introduction

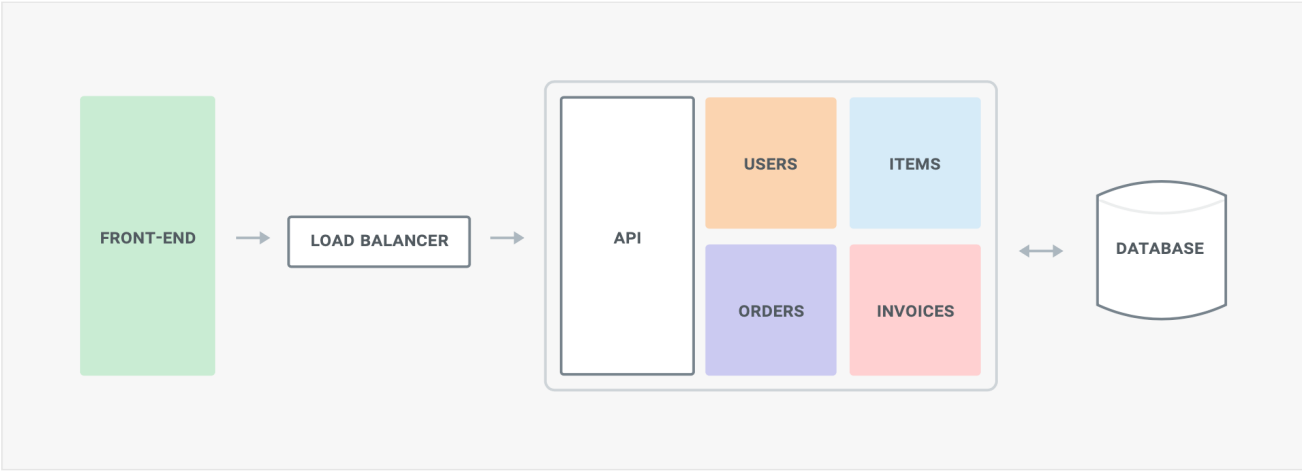
- Microservices is a hot trend in the technology section
- Netflix, Google, Twitter have been used microservices-based architecture
- It can be extremely daunting to start, however, for the larger enterprise, each modules can be developed with their own history and purpose

Advantages of Microservices

1. **Agility:** Componentization and distributed functionality empower developers to iterate and deploy continuously, autonomous of other business units and application teams.
2. **Freedom of Options**: Developers can independently pick their preferred framework (language, structure) to construct and convey functionality more rapidly.
3. **Resiliency**: Microservices are designed for failure with redundancy and isolation in mind, which in turn makes applications more robust.
4. **Efficiency**: There can be significant savings for the enterprise that de-couples functionality and adopts microservices.

Monolithic vs Microservices

- Monolithic:
  - Easy to understand
  - It’s great when the codebase and the team working on it are both relatively small
  - A fast way to develop a product and get it into market quicky
  - No other dependencies.



Microservices

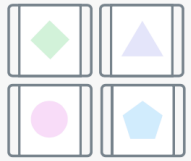
- Able to be **built independently**
- Able to be **deployed independently**
- Implementation detail will be taken care by the specific team working on that specific feature.
- Implementations of other components (services) work with interfaces, or APIs.
- One “big” specific thing tend to become much smaller => “microservices”

Microservices

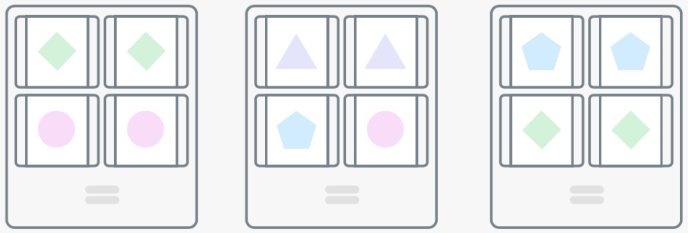
A **monolithic** application puts all its functionality into a single process...

... and scales by replicating the monolith on multiple servers.

A **microservice** architecture puts each element of functionality into a separate service...



... and scales by distributing these services across servers, replicating as needed.



Microservices Pros and Cons

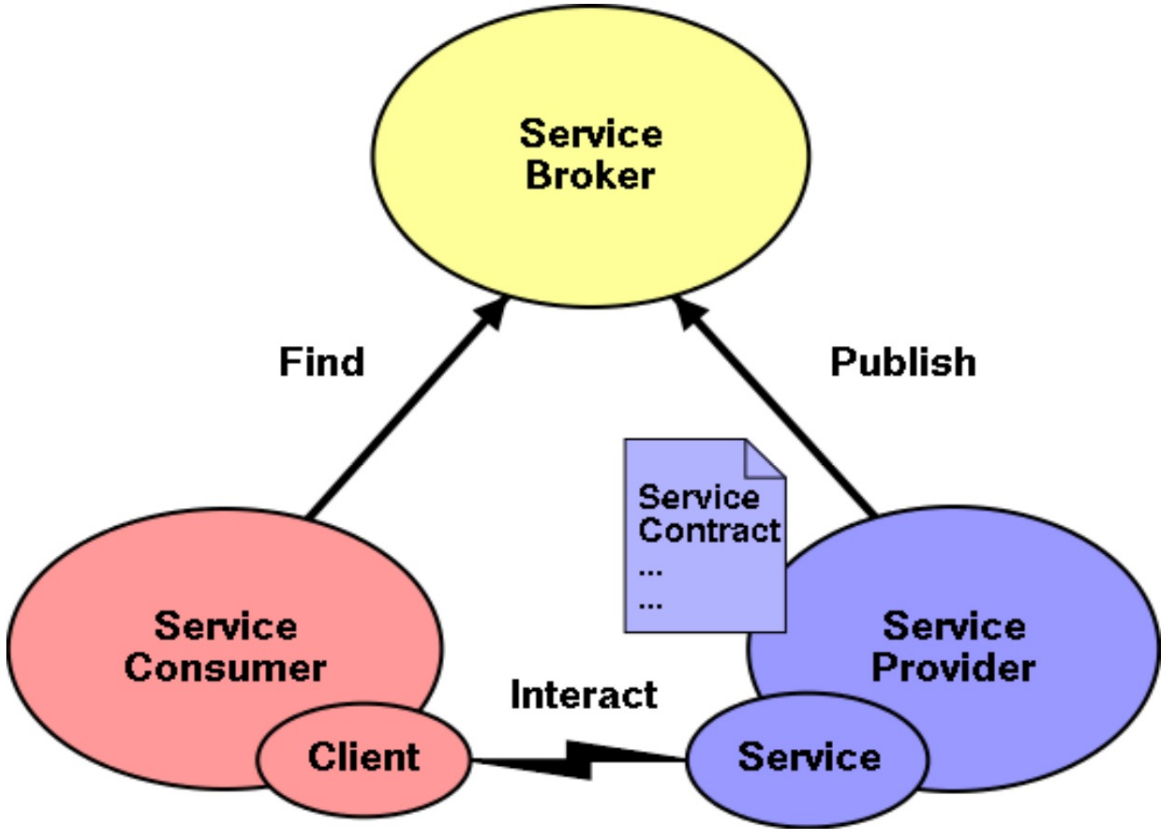
- Pros:
  - Better architecture for large applications
  - Better agility in the long term
  - Easy to learn
  - Isolation for scalability and damage control
- Cons:
  - More moving parts
  - Complex infrastructure requirements
  - Consistency and availability
  - Harder to test

Service-oriented architecture (SOA)

- *"Service-oriented architecture (SOA) is a type of software design that makes software components reusable using service interfaces that use a common communication language over a network."*

- In briefly, SOA integrates software components that have been separately deployed and maintained and allows them to communicate and work together to form software applications across different systems.

Service-oriented architecture (SOA)



Microservices architecture principles

1. **A microservices has a single concern.**
   - Should do one thing and one thing only = Single object responsibility
   - Easier to maintain and scale
2. A microservice is a discrete
   - Must clear boundaries separating it from its environment.
   - Must be well-encapsulated
   - Development: Isolated from all other microservices
   - Production: It becomes part of a larger application after deployment

Microservices architecture principles

3. **A microservices is transportable.**
   - Can be moved from one runtime environment to another
   - Easier to use in an automated or declarative deployment process.
4. A microservice carries its own data
   - Should have its own data storage that is isolated from all other microservices.
   - Shared with other microservices by a public interface
   - The common problem is data redundancy.

Microservices architecture principles

5. **A microservice is ephemeral**
   - It can be created, destroyed, and replenished on demand
   - The standard operating expectation is that microservices come and go all the time, sometimes due to system failure and sometimes due to scaling demands.

Microservice communication

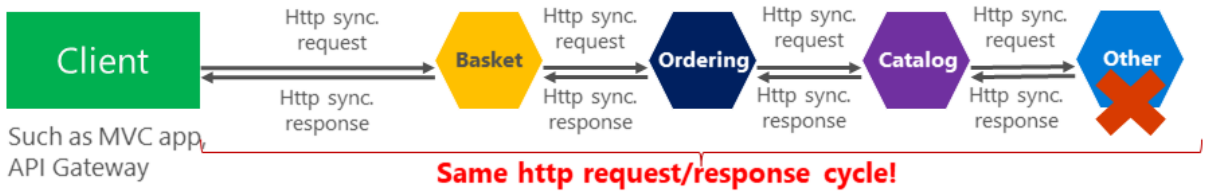
1. Synchronous protocol
   - HTTP/HTTPS
   - The client sends a request and waits for a response from the service
   - Thread is blocked
   - The client code can only continue its task when it receives the HTTP server response.
2. Asynchronous protocol
   - AMQP (a protocol supported by many OS and cloud environments)
   - Asynchronous messages
   - The client send message and doesn’t wait for a response.
   - RabbitMQ or Kafka is a message queque

Microservice communication

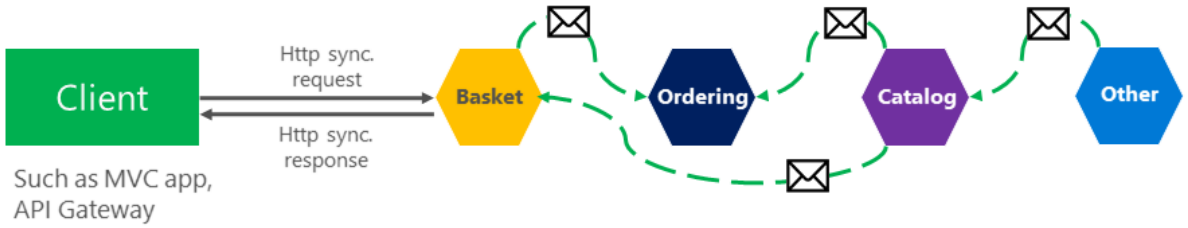
Synchronous vs. async communication across microservices

Anti-pattern

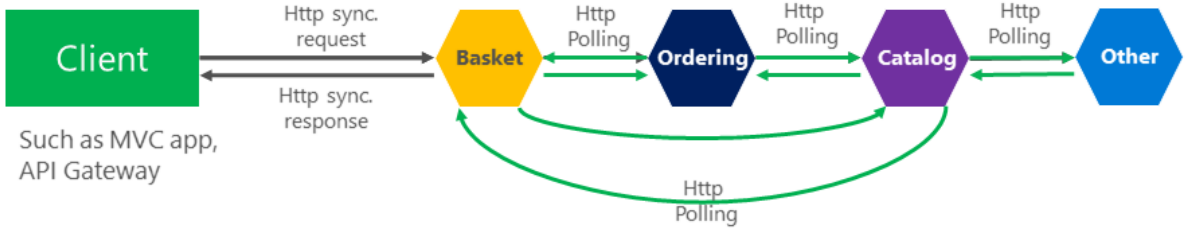
Synchronous
all request/response cycle



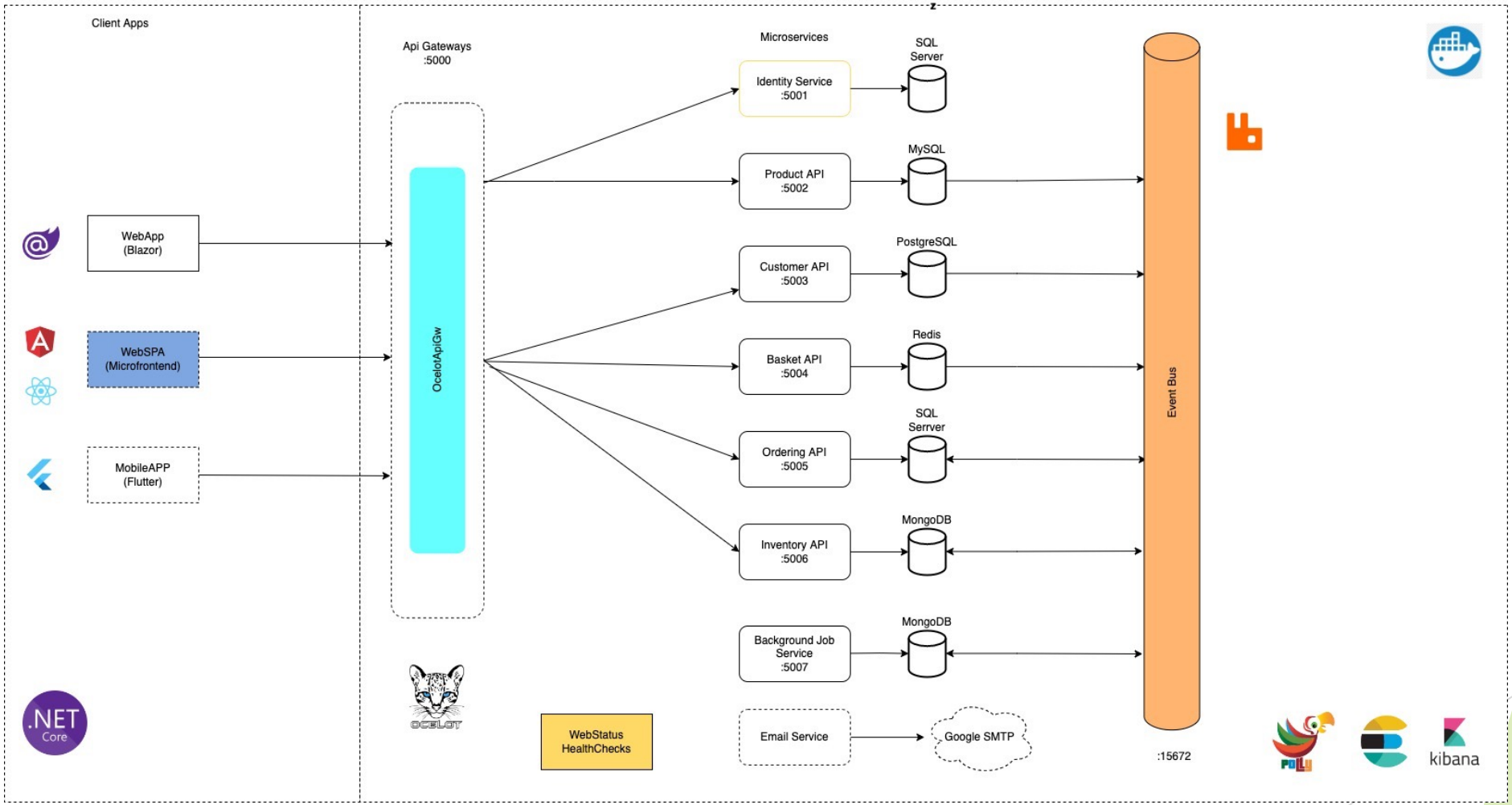
Asynchronous
Comm. across internal microservices
(EventBus: like **AMQP**)

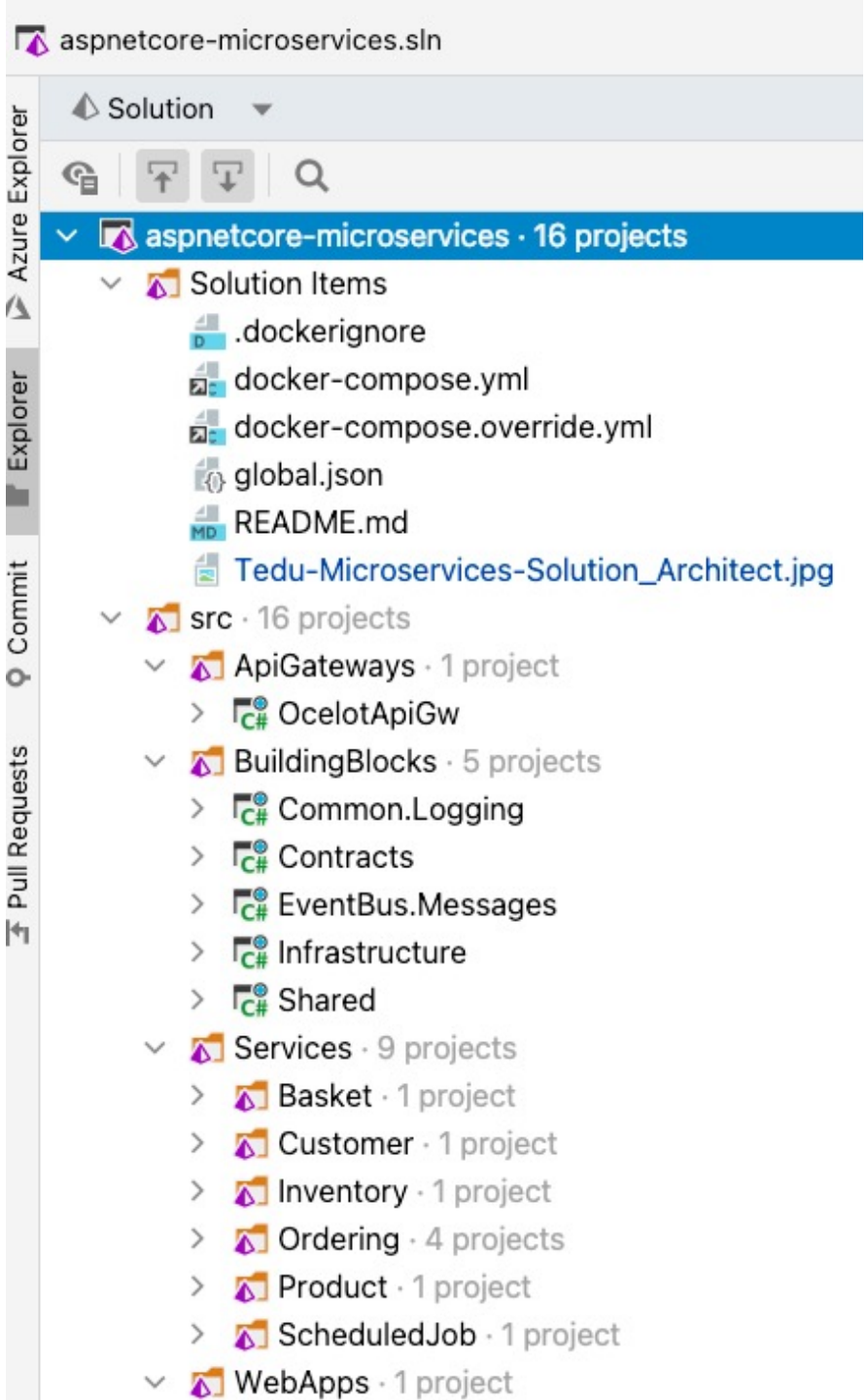


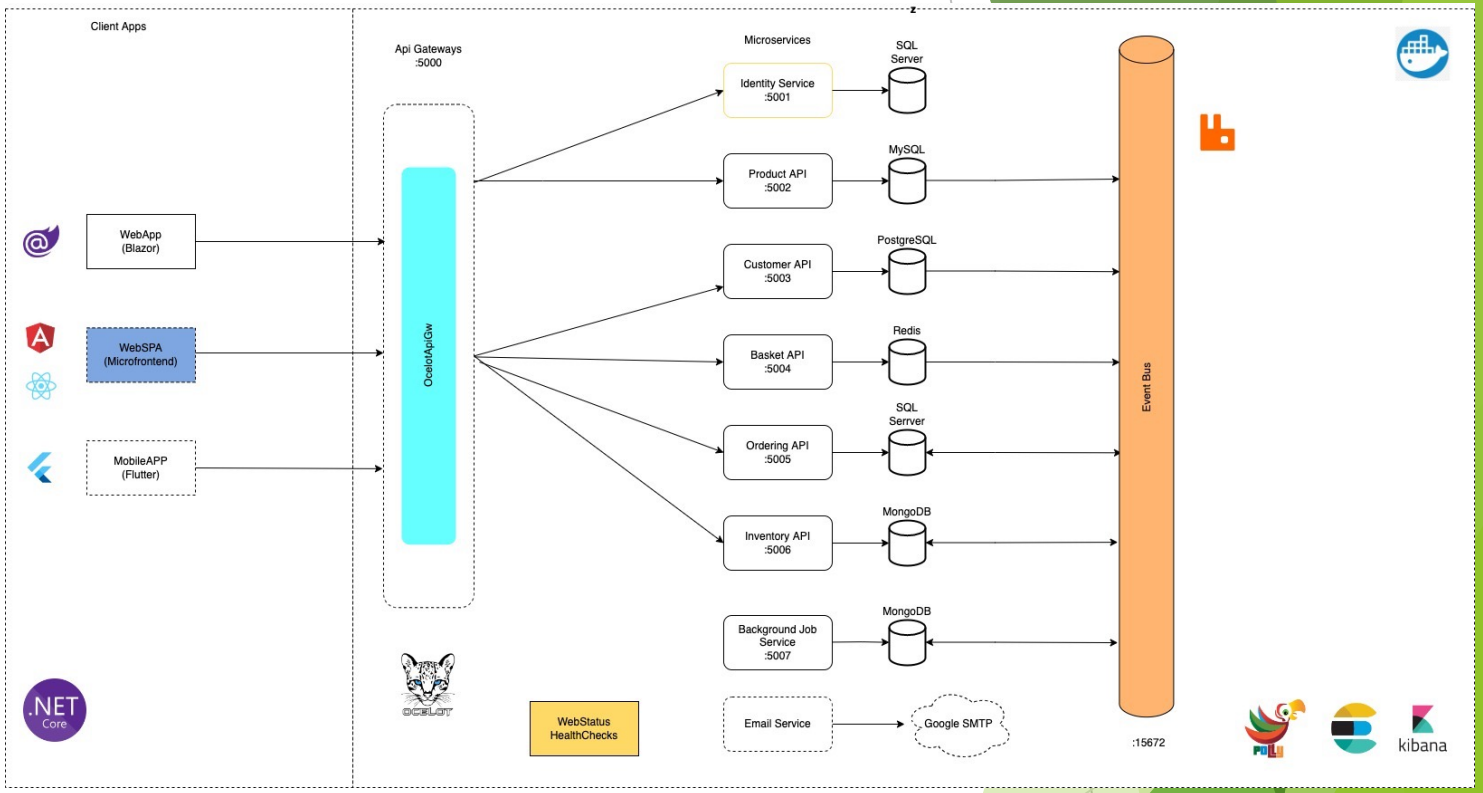
"Asynchronous"
Comm. across internal microservices
(Polling: **Http**)



Tedu aspnetcore Microservices project




aspnetcore-microservices.sln
Solution
aspnetcore-microservices · 16 projects
Solution Items
.dockerignore
docker-compose.yml
docker-compose.override.yml
global.json
README.md
Tedu-Microservices-Solution_Architect.jpg
src · 16 projects
ApiGateways · 1 project
OcelotApiGw
BuildingBlocks · 5 projects
Common.Logging
Contracts
EventBus.Messages
Infrastructure
Shared
Services · 9 projects
Basket · 1 project
Customer · 1 project
Inventory · 1 project
Ordering · 4 projects
Product · 1 project
ScheduledJob · 1 project
WebApps · 1 project
Azure Explorer
Explorer
Commit
Pull Requests


Client Apps
Api Gateways
:5000
Microservices
WebApp
(Blazor)
WebSPA
(Microfrontend)
MobileAPP
(Flutter)
OcelotApiGw
Identity Service
:5001
Product API
:5002
Customer API
:5003
Basket API
:5004
Ordering API
:5005
Inventory API
:5006
Background Job
Service
:5007
Email Service
SQL
Server
MySQL
PostgreSQL
Redis
SQL
Serrver
MongoDB
MongoDB
Google SMTP
Event Bus
:15672
WebStatus
HealthChecks
.NET
Core
kibana

Solution exploration

- **Building Blocks**: Including class libraries which defines interfaces, contracts, shared and common methods.
  - Common.Logging: Logging system with Serilog and elasticsearch.
  - Contracts: The blue print of the system, where we can define the common interfaces as: Repository, UnitOfWork… to define our contracts for the whole system.
  - EventBus.Message: Event Bus Message system, AMQP, standardize communication across microservices.
  - Infrastructure: Class library implements from Contracts interface.
  - Shared: Sharing resources, common variables, configurations across microservices.

Solution exploration

- Services: Including the microservices of the system.
  - Basket: Basket API with Redis
  - Customer: Customer Minimal API with PostgreSQL
  - Ordering: Ordering API with Clean Architecture and SQL Server
  - Product: Product API with MySQL
  - Inventory: Inventory API with MongoDB
  - ScheduledJob: Hangfire API with MongoDB, background tasks

Solution exploration

- WebApps:
  - WebHealthStatus MVC, presentation health check system.
  - Microfrontend Client App (not included in this course)