

## Microservices Architecture

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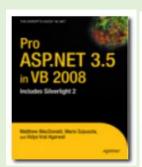
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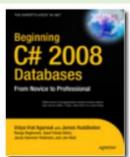
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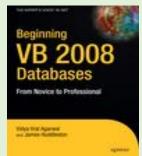
### **About Me**

- 18+ years of industry experience
- Principal Architect with T-Mobile
- Microsoft MVP | C# Corner MVP
- TOGAF Certified Architect
- Certified Scrum Master (CSM)
- Microsoft Certified (MCT, MCSD / MCAD .NET, MCTS etc.)
- Published Author (5), and Technical Reviewer (over a dozen)







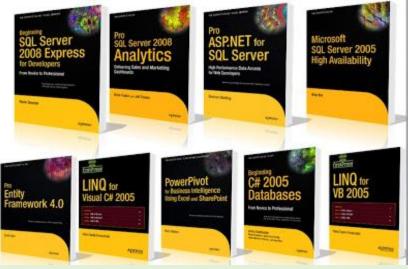






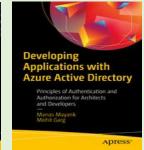


















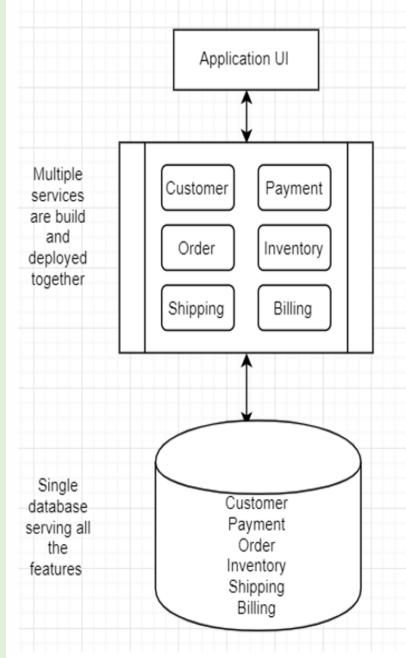




# Monolith (SOA)

 Think of any MVC pattern-based API code base, where all your controllers and POJOs (Plain Old Java Objects) or POCOs (Plain Old C# Objects) were developed, build and deployed as a single unit, and for almost all the times a single data store was used for the enterprise.

#### **Monolith Architecture**



### **Monolith Pros and Cons:**

#### **Pros:**

- •Fewer Cross-cutting Concerns: The major advantage of the monolithic architecture is that most apps typically have a large number of cross-cutting concerns, such as logging, rate limiting, and security features such audit trails and DOS protection. When everything is running through the same app, it's easy to hook up components to those cross-cutting concerns.
- •Less Operational Overhead: Having one [large] application means there's only one application you need to set up logging, monitoring, testing for. It's also generally less complex to deploy.
- •Performance: There can also be performance advantages due to shared-memory access is faster than interprocess communication (IPC) or Remote Procedure Calls (RPC).

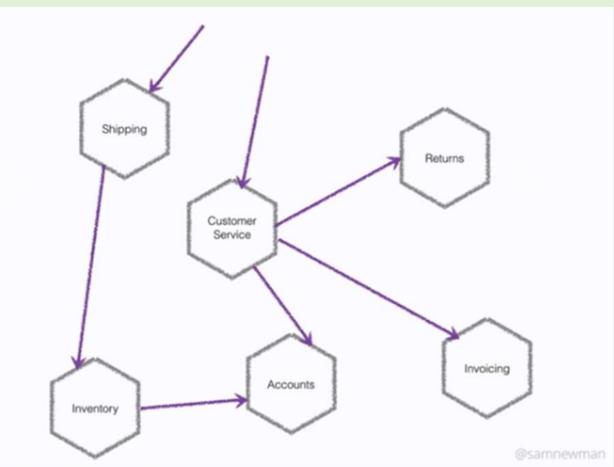
#### Cons:

- •Deploy all or none: When a new change needs to be pushed, whole service needs to be deployed.
- •Scale all or none: Scale up/down, its for entire functionality.
- •Single point of failure: if a server is down, entire functionality is broken.

### What is a Microservice?

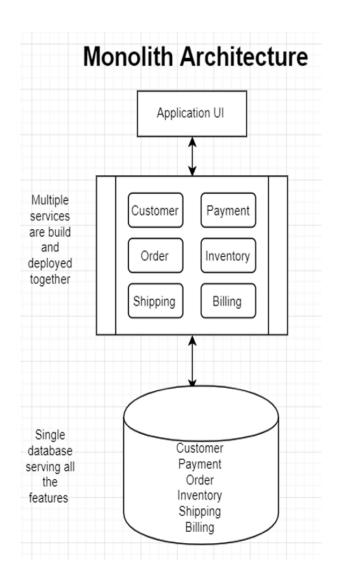
- "Microservice as a tightly scoped, loosely coupled, strongly encapsulated, independently deployable, and independently scalable application component."
- Global Microservice Architecture Market anticipated accreting to US\$ 33 Billion by 2023.

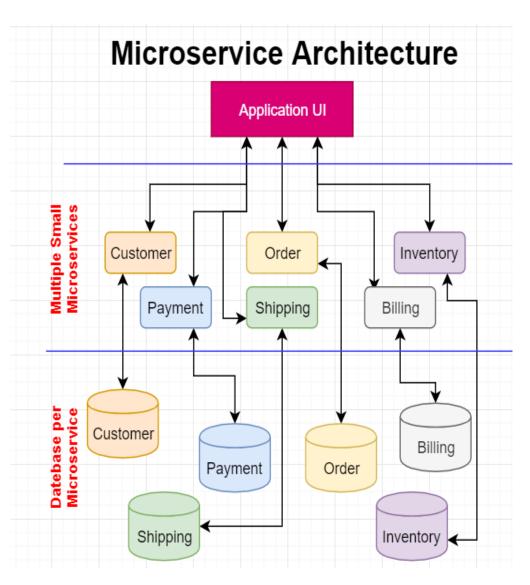




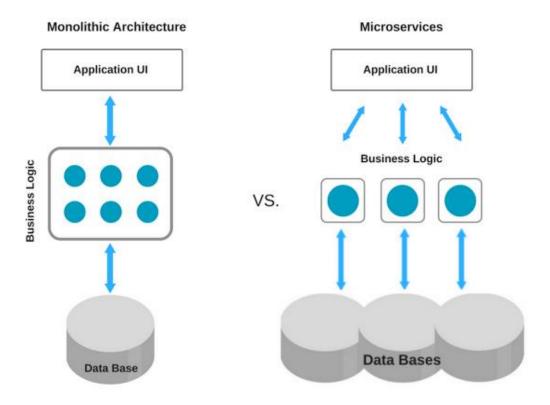
### Finding a Bounded Context

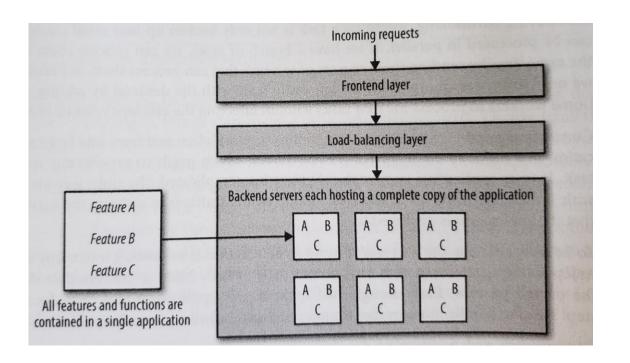
A bounded context is an explicit boundary within which a domain model exists.

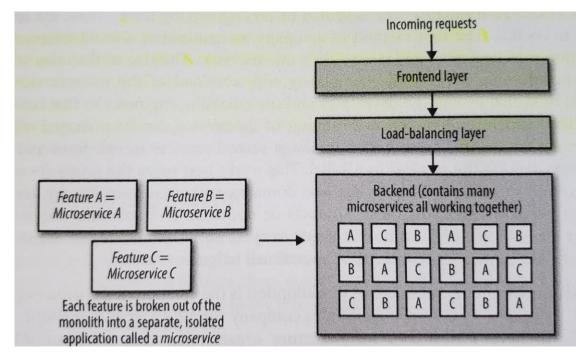




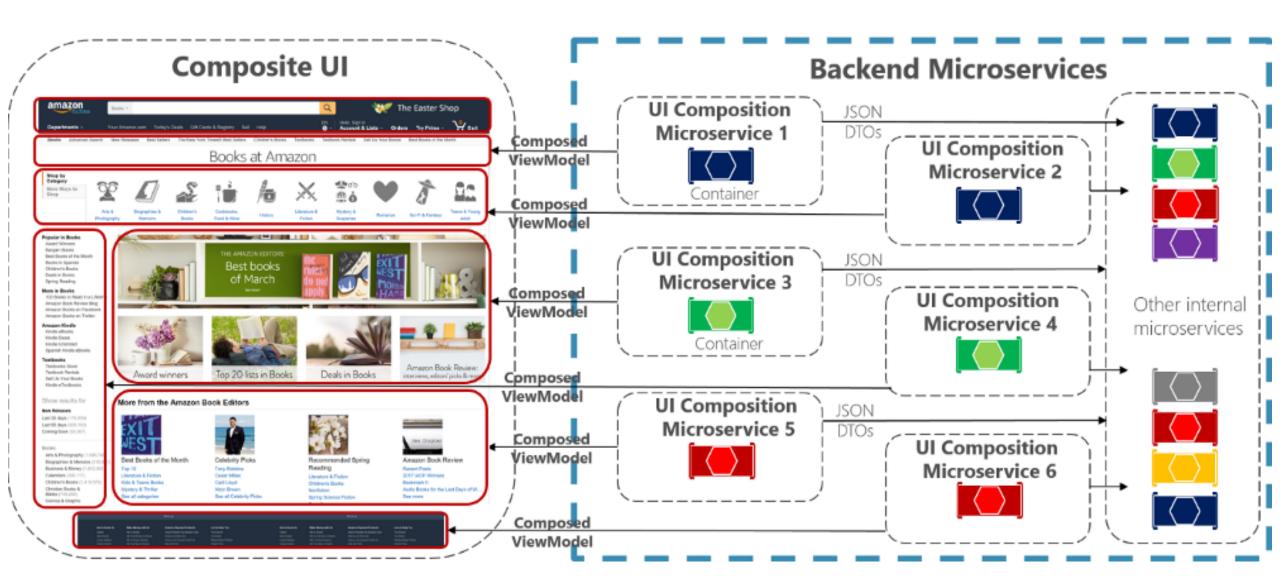
#### The difference between the monolithic and microservices architecture





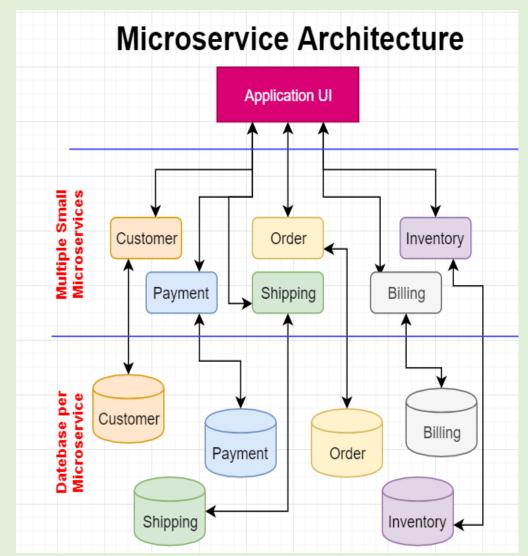


### **Microservices In Action**



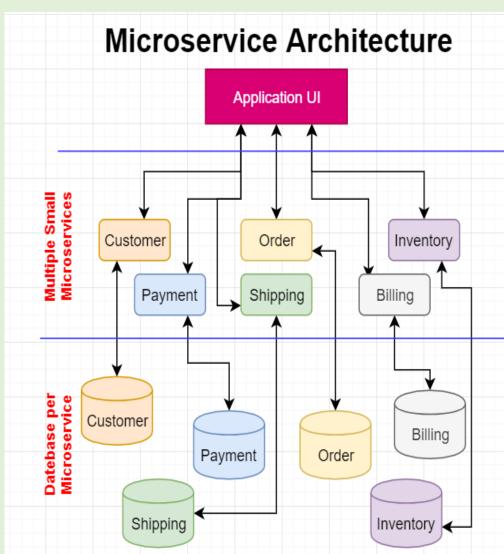
# Advantages of Microservice

- Scalability
- Easier Deployments
- Problem isolation
- Single Responsibility
- Deep domain knowledge
- Polyglot programming



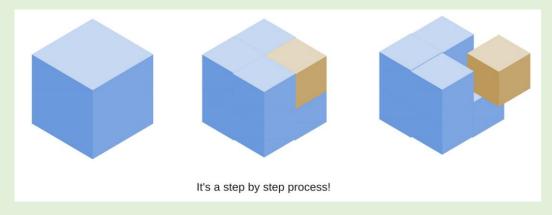
# Disadvantages of Microservice

- Cultural Change
- More Expensive
- Complexity
- Less Productivity
- Communication between services
- Harder to do integration tests
- Well thought architecture right from beginning
- Complexity

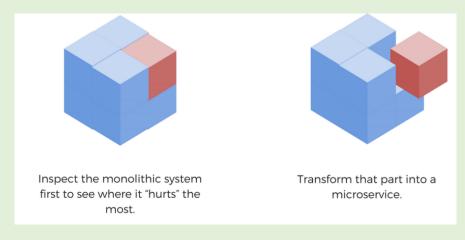


# How to Migrate from Monolith to Microservice Architecture?

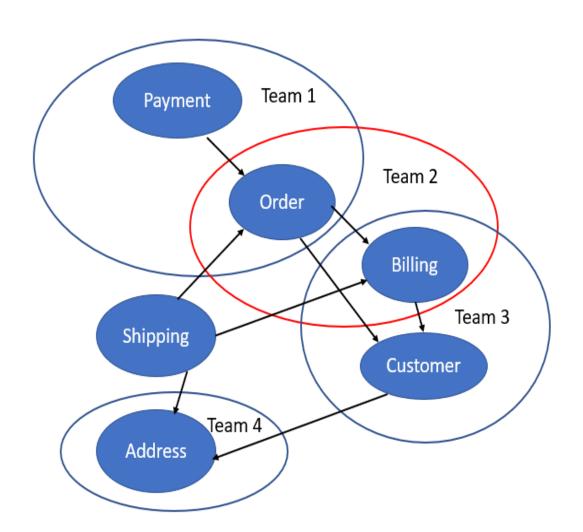
• Don't switch from monolith to microservice all at once.



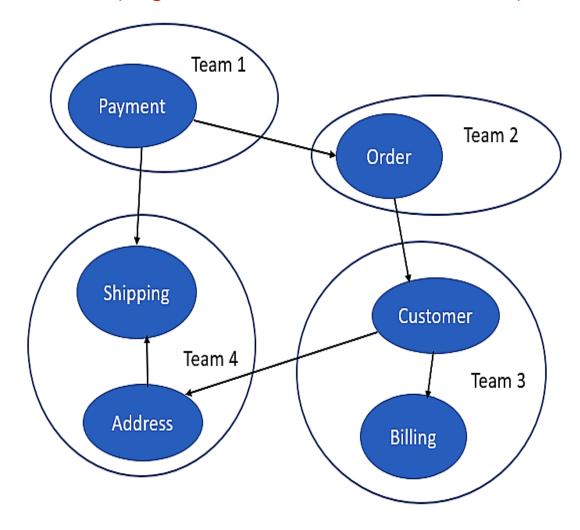
Divide and conquer



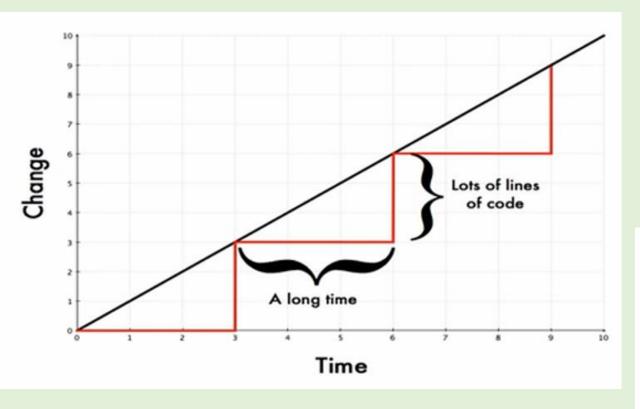
### **Service Ownership**

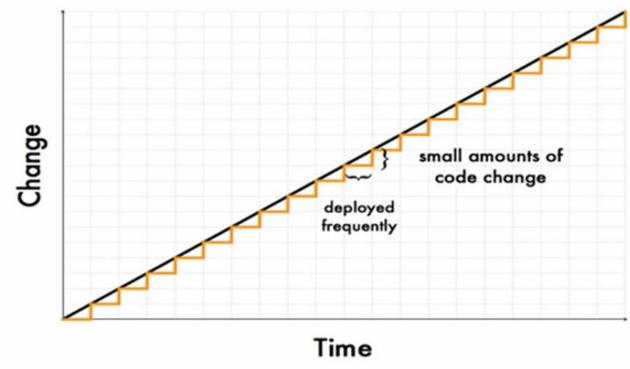


#### STOSA (Single Team Owned Service Architecture)



### **Delivery Cycles – Monolith vs Microservice**

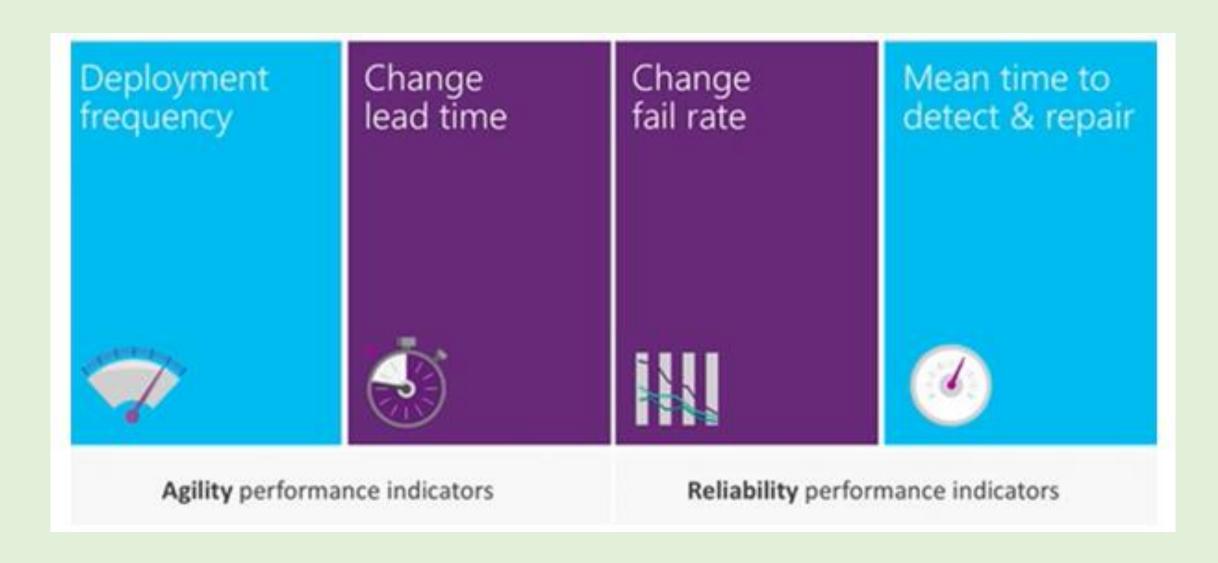




### DevOps Practices a must for Microservice

- Configuration Management
- Release Management
- Continuous Integration
- Continuous Deployment
- Infrastructure as Code
- Test Automation
- Application Performance Monitoring

# **DevOps Metrics with Microservice**



### **Handling Unpredictable Failures**

#### Watch It Again











#### **Everyone's Watching**











#### Continue Watching for < Profile Name >











### 2 Second Rule



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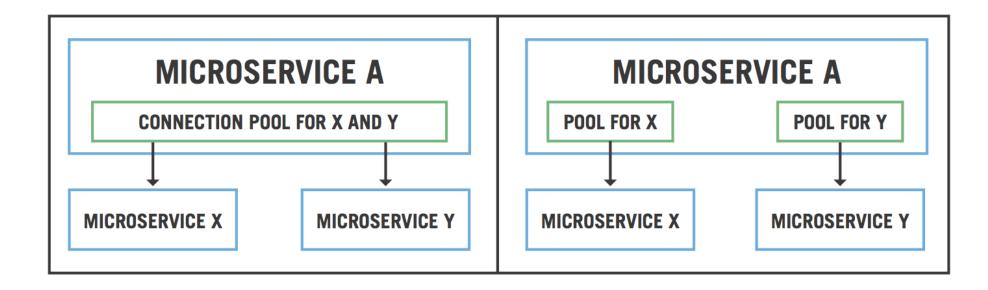
#### Pattern: Bulkhead

The Bulkhead pattern is a type of application design that is "**tolerant of failure**". In a bulkhead architecture, elements of an application are isolated into pools so that if one fails, the others will continue to function.

#### **Prevents against:**

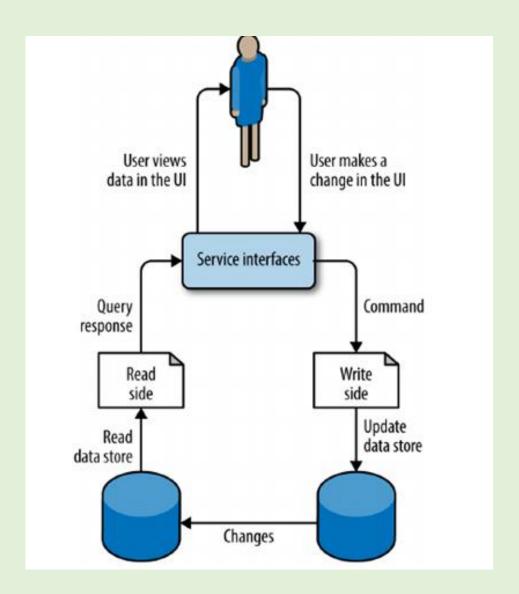
- Propagation of Failure
- Noisy Neighbors
- Unusual Demand



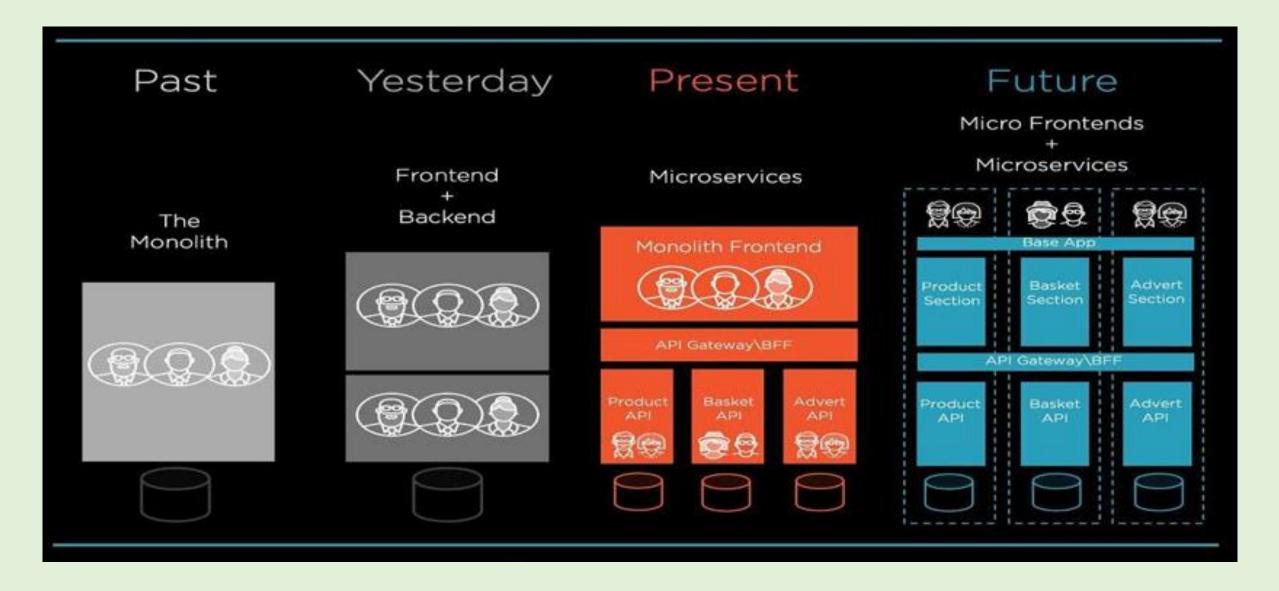


# Pattern: CQRS

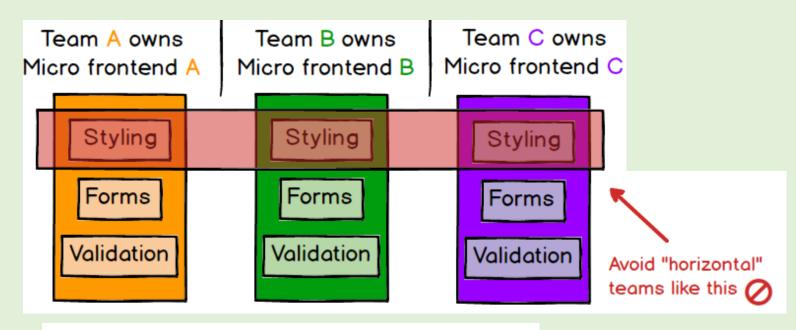
**Command Query Responsibility Segregation** 



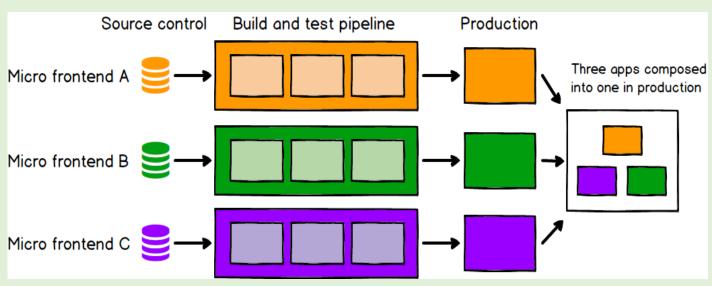
# **Evolutionary Architecture**



# Microapp Ownership







### Thank You

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https://github.com/vidyavrat