

Thinking Microservices



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Monolithic Application Model



Monolithic Application Model

- ✓ Straightforward to develop
- ✓ Simple to build
- ✓ Testable
- ✓ Easy to deploy
- ✓ Easy to scale

Monolithic Application Model

- ✗ High learning curve existing codebase
- ✗ Scaling teams is hard
- ✗ How to adopt new technologies
- ✗ Scales for the wrong reasons
- ✗ Huge databases
- ✗ Does not enforce loose coupling
- ✗ Deployment downtime

Monolithic Application Model



Direction in Software Development

- △ Agile
- △ Continuous Integration/Continuous Delivery
- △ Autonomous Teams
- △ Platform as a Service

Demands in Application Development

- △ Mobile + Web
- △ Resilient
- △ Scalable
- △ Fast time to market of features
- △ Always on, zero downtime

Microservices Architecture

...the microservice architectural style is an approach to developing a single application as a **suite of small services**, each running in its **own process** and **communicating with lightweight mechanisms**, often an HTTP resource API. These services are built around **business capabilities** and **independently deployable** by fully automated deployment machinery. There is a bare minimum of centralised management of these services, which may be written in **different programming languages** and use **different data storage technologies**. - *James Lewis and Martin Fowler**

*<https://martinfowler.com/microservices/>

Microservices Architecture

Microservice applications are composed of small, **independently versioned**, and **scalable** customer-focused services that **communicate** with each other **over standard protocols** with well-defined interfaces - *Microsoft Docs**

*<https://docs.microsoft.com/en-us/azure/service-fabric/service-fabric-overview-microservices>

Microservices Architecture *"Micro"*

- △ How big or small? (No universal measure)
- △ Does one thing, does it well
 - Scoped by business capability
 - Identify sub-domains
 - Bounded Context (Domain-Driven Design)

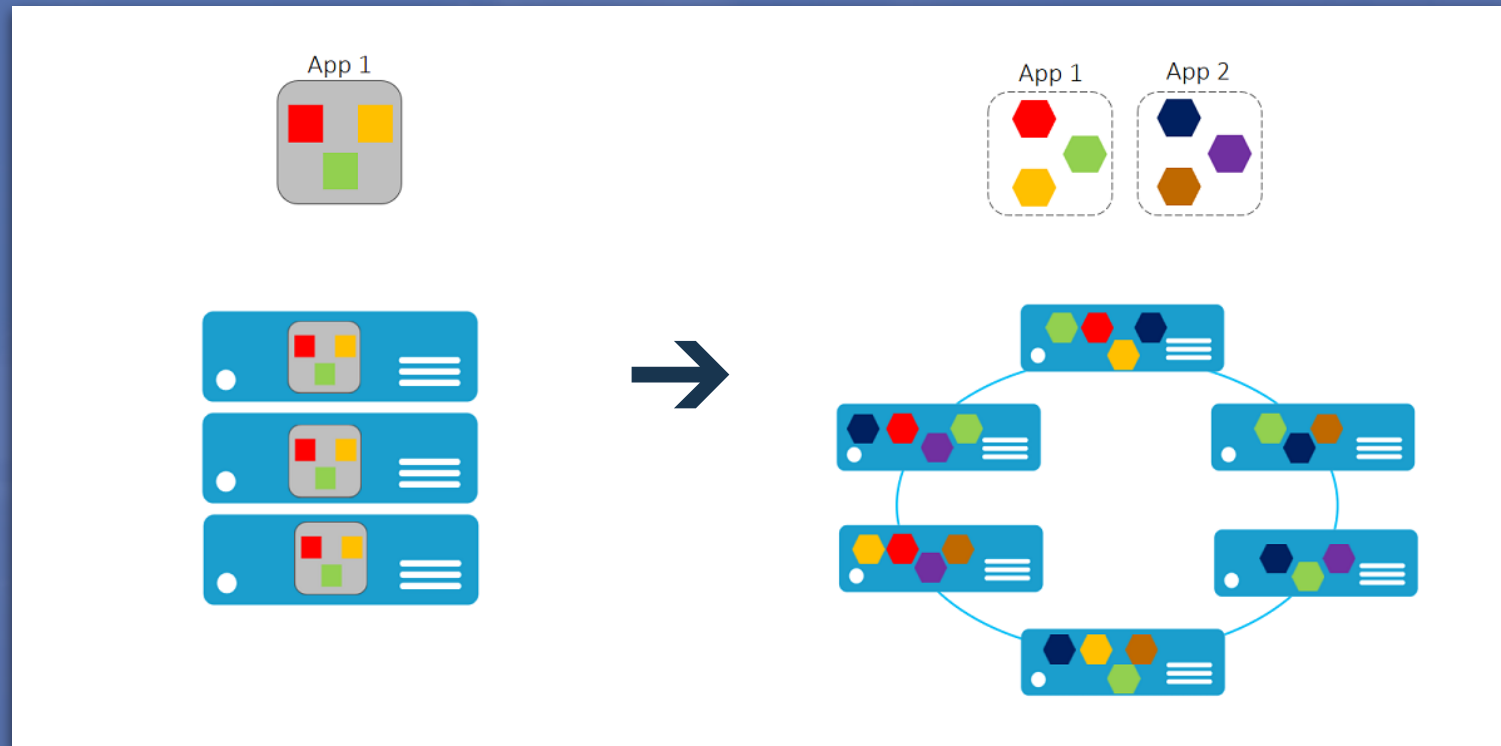
Microservices Architecture *"Service"*

- △ Independently deployable component
- △ Interoperable with each other
- △ Versioning
- △ Monitored
- △ Independently scalable

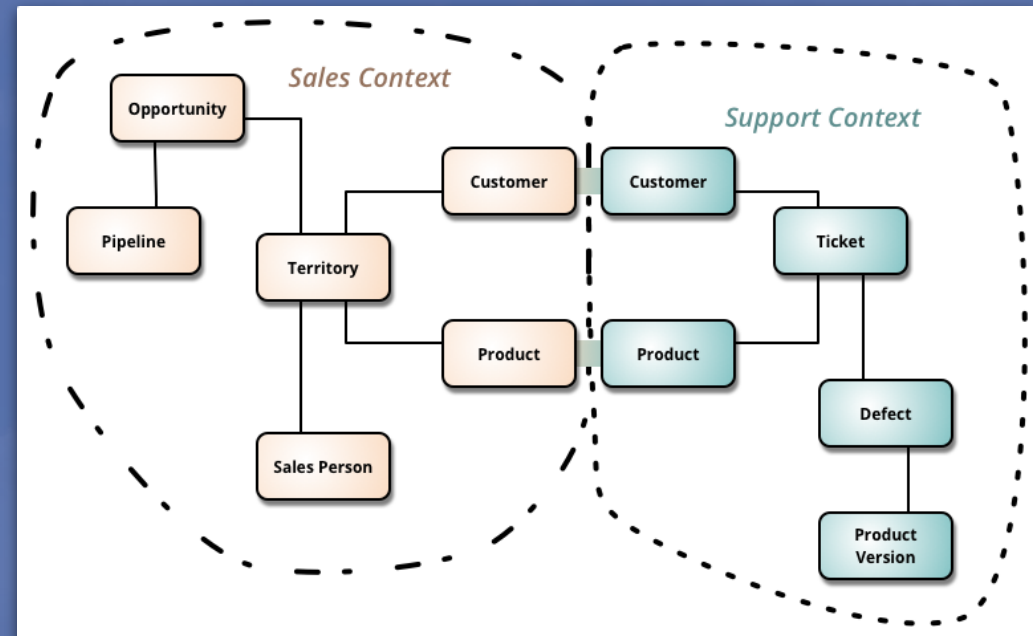
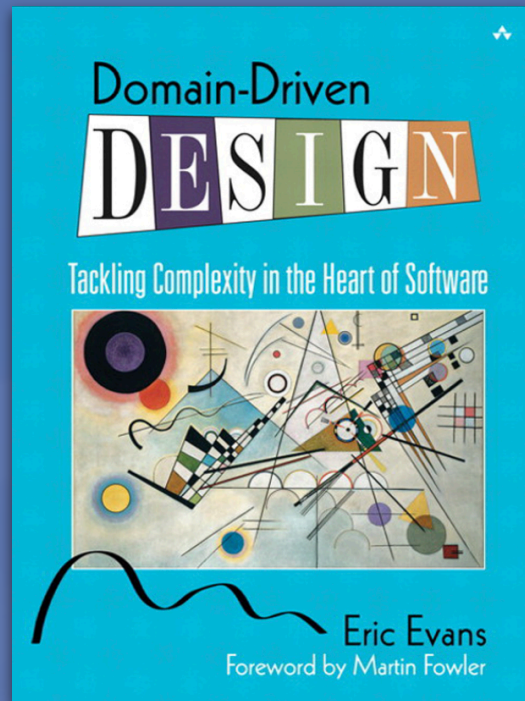
Microservices Architecture



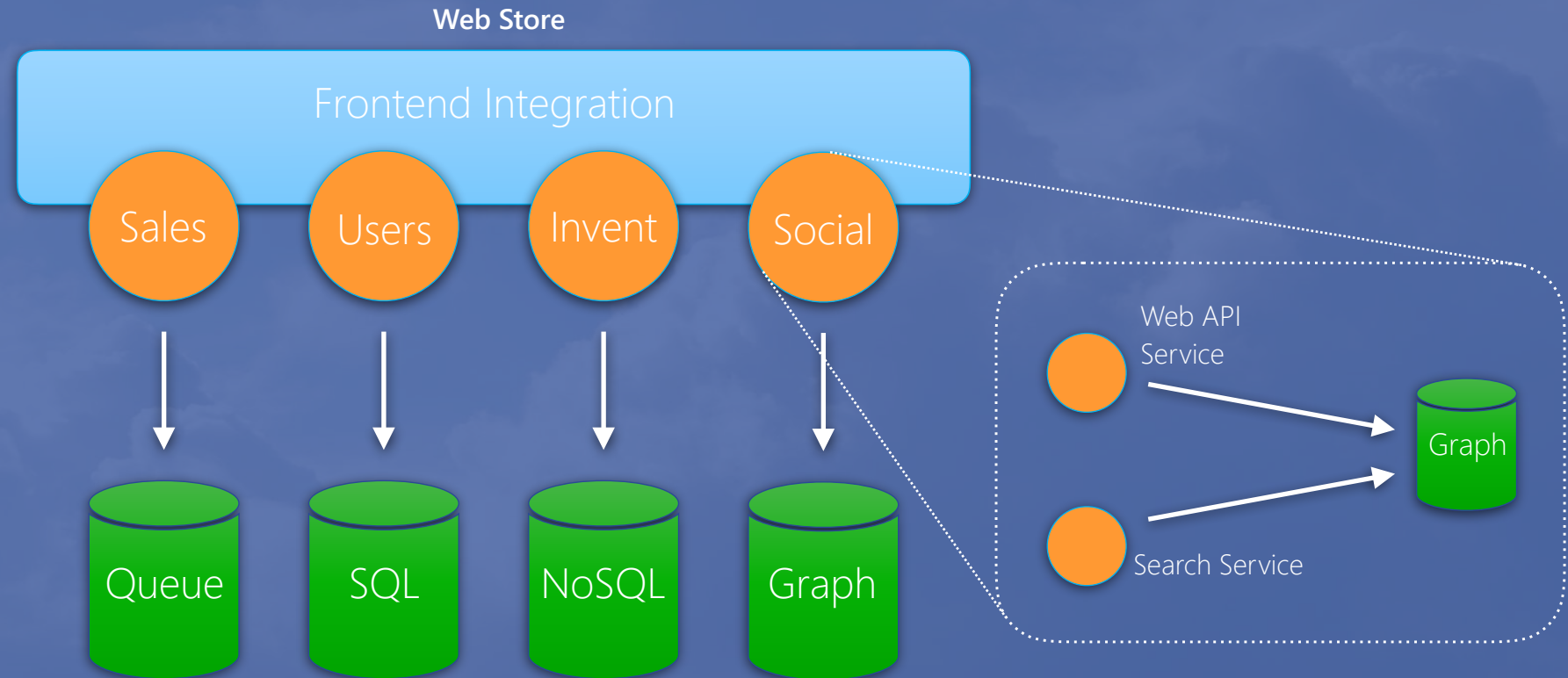
Moving to Microservices



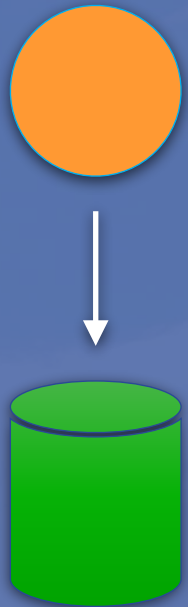
Moving to Microservices - Define sub-domains



Moving to Microservices - Splitting things up



Moving to Microservices - Splitting things up



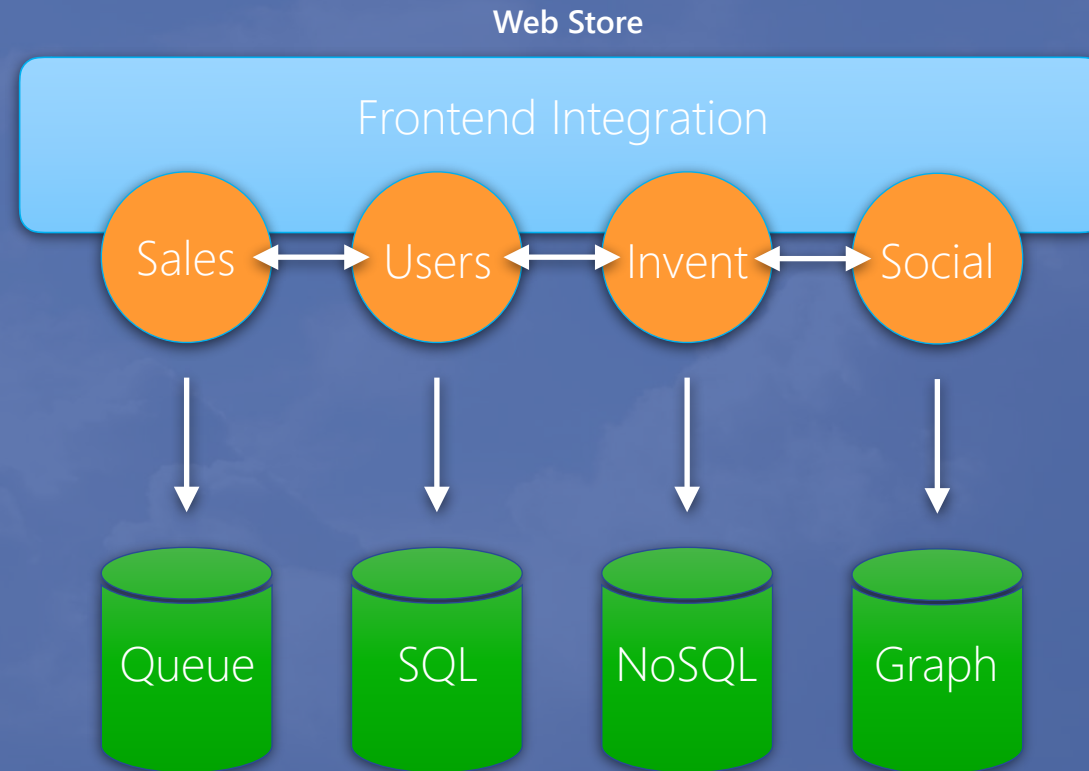
- △ Independently versioned, deployable & scalable
- △ No shared model code
- △ Well defined interfaces (REST, Messaging)
- △ Owns its own data store
- △ Belong to 1 bounded context, never more
- △ Technology of choice
- △ Owned by 1 team only (feature teams!)

Moving to Microservices

Any organisation that designs a system will inevitably produce a design whose structure is a copy of the organisation's communication structure - *Conway's Law**

*<http://www.melconway.com/research/committees.html>

Moving to Microservices - Splitting things up



Moving to Microservices - Event driven

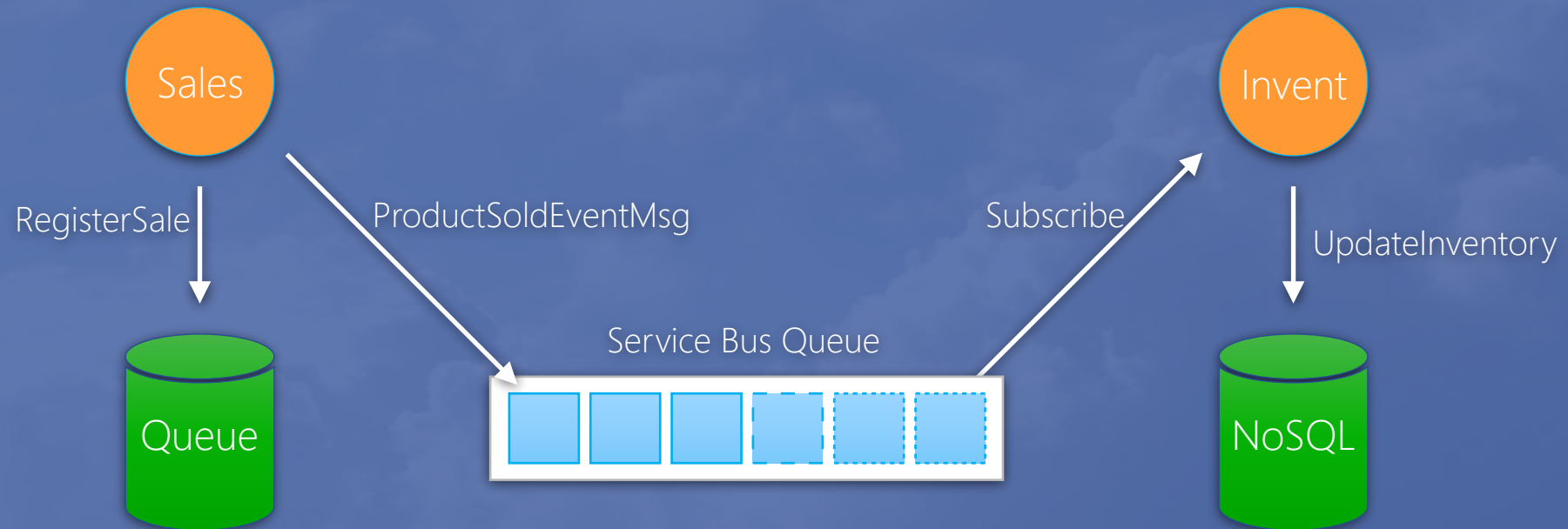
- △ Services use event messages to notify others of changes in the system
- △ Service Bus, Event Grid
- △ Services use events to replicate data
- △ Services store replicated data in their own data store
- △ Extensibility!

Moving to Microservices - Event driven

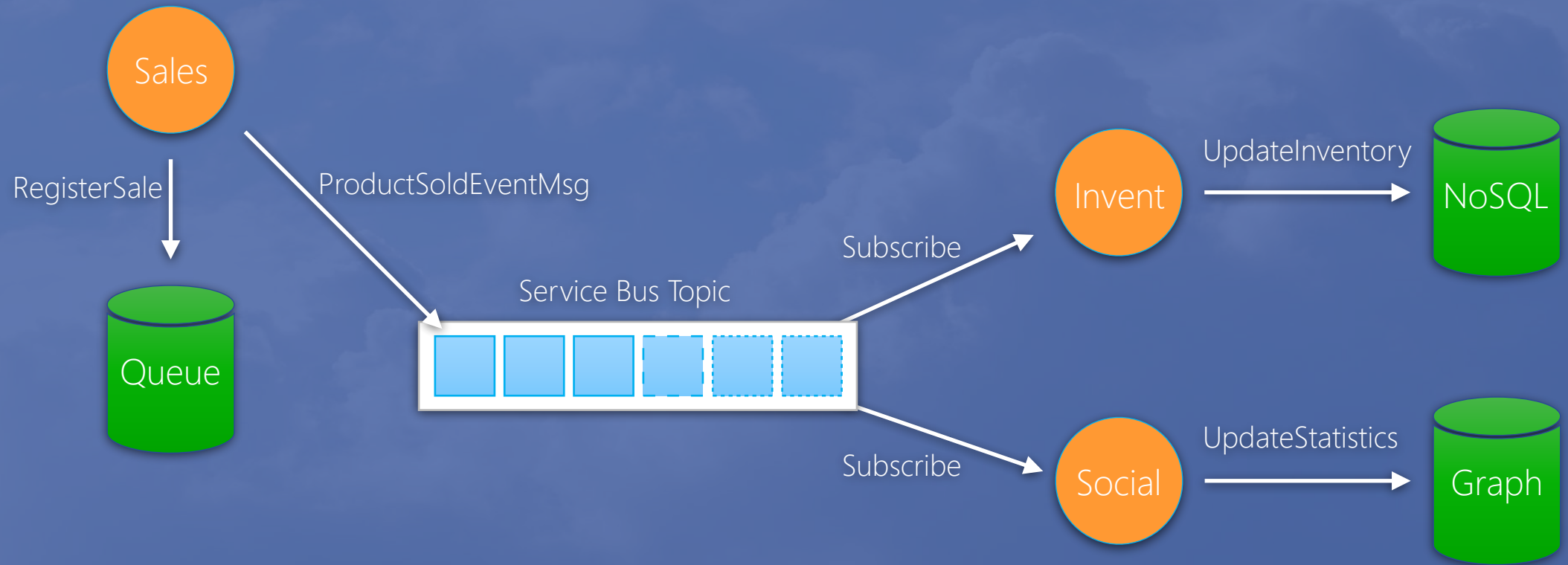
Challenges

- △ Data Consistency
- △ Decentralised Business Logic
- △ Fault reconciliation

Moving to Microservices - Event driven



Moving to Microservices - Event driven



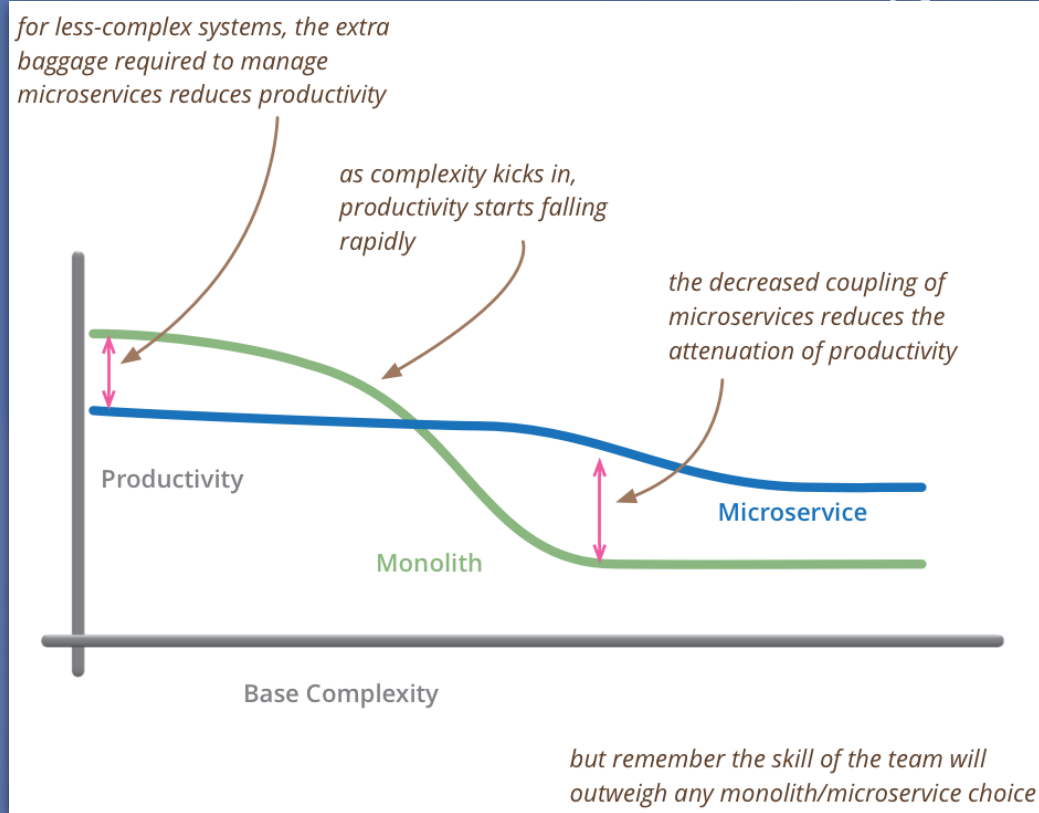
Moving to Microservices - Design for Failure

- △ Services can *and will* fail
- △ Build features that deal with failure
- △ Message idempotency
- △ Asynchronous over synchronous
- △ Stress testing
- △ Use design patterns*
 - Retry
 - Circuit breaker
 - Command Query Responsibility Segregation (CQRS)
 - Event Sourcing

Microservices in Microsoft Azure

- △ Web API App Service
- △ Azure (Durable) Functions
- △ Service Bus
- △ Event Grid
- △ CosmosDB
- △ API Management
- △ Service Fabric (Mesh)
- △ Containers

Choosing Microservices

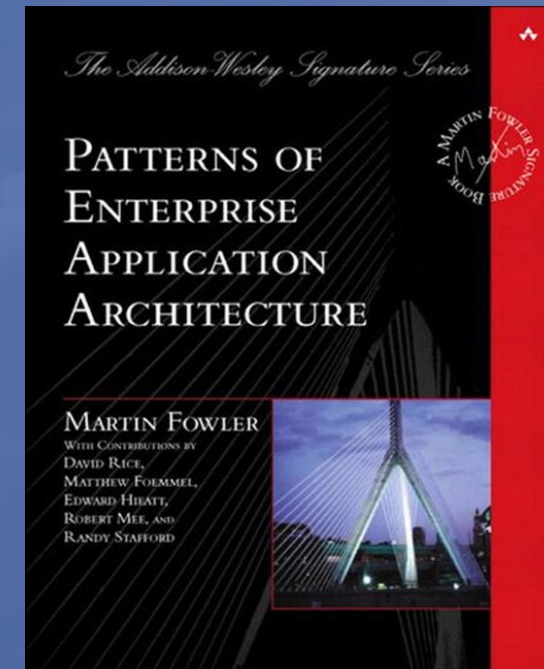
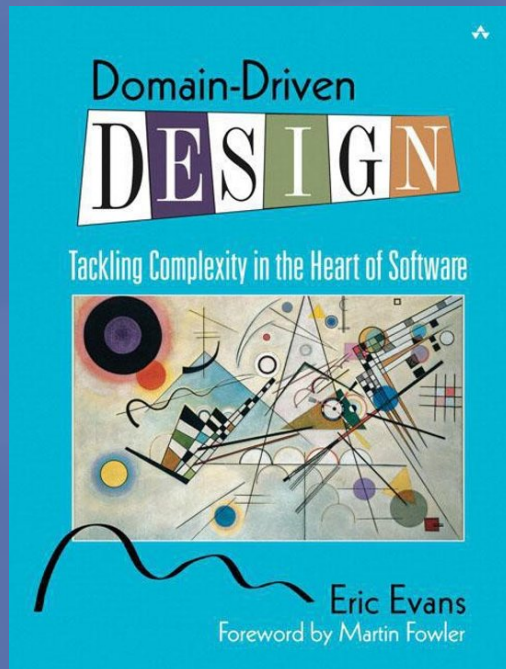


- △ Scalable
- △ Faster Time to Market
- △ Extensible
- △ Available
- △ Replaceable

Take aways

- △ Start small, refactor and evolve
- △ Use Domain-Driven Design concepts
- △ Keep teams small and manageable
- △ Design to Fail
- △ Asynchronous over synchronous
- △ Use Azure PaaS to your advantage

Resources - Books



Resources - Web

△ *Cloud Design Patterns*

<https://docs.microsoft.com/en-us/azure/architecture/patterns/>

△ *Understanding Microservices (SF Docs)*

<https://docs.microsoft.com/en-us/azure/service-fabric/service-fabric-overview-microservices>

Resources - PluralSight

- △ Microservices: The Big Picture
- △ Microservices Architecture
- △ Microservices Architectural Design Patterns Playbook
- △ Containerizing a Software Application with Docker
- △ Domain-Driven Design Fundamentals

Questions?

THANK YOU!



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