From Monolith To Microservices — And Beyond



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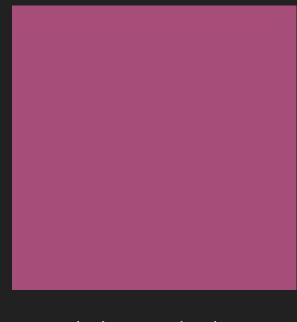


Present time

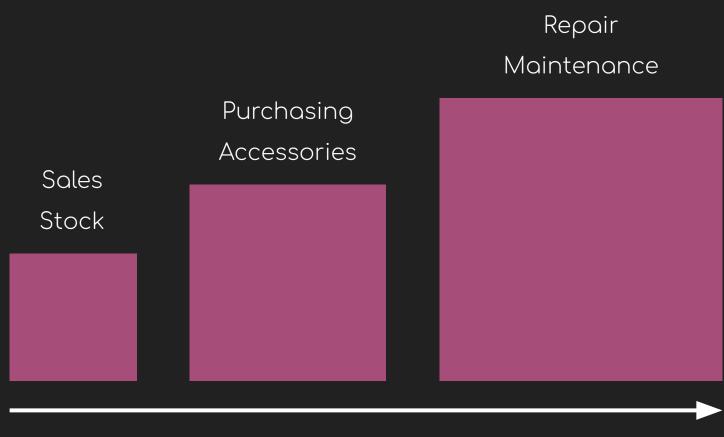
Startup





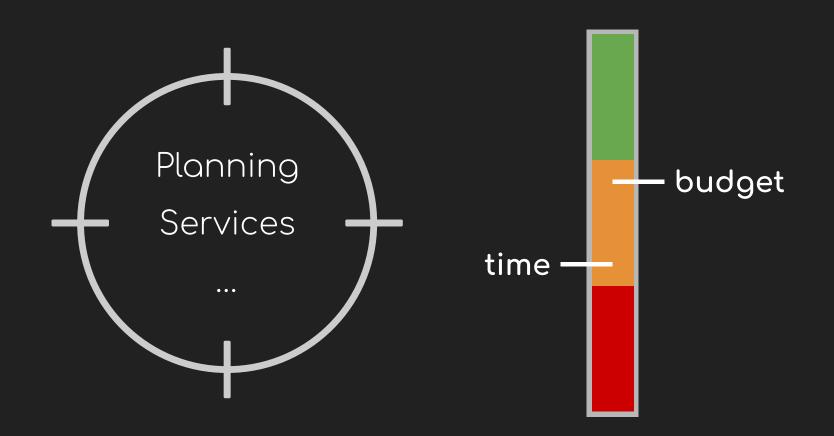


Monolith



Expansion













Testing...

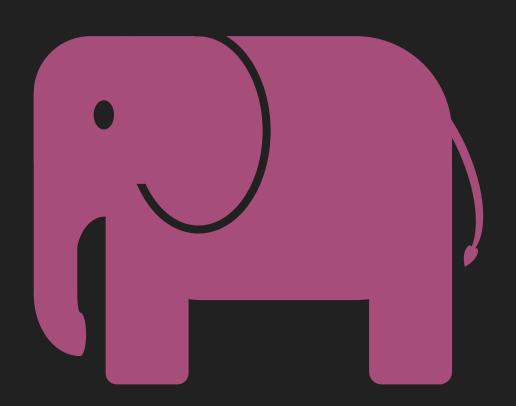


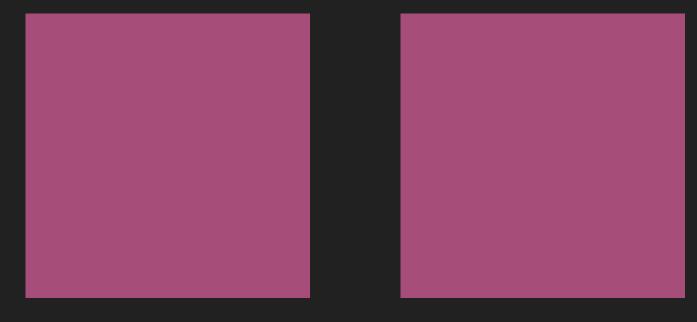
Deploying...

Big ... of ...



How to eat an ...



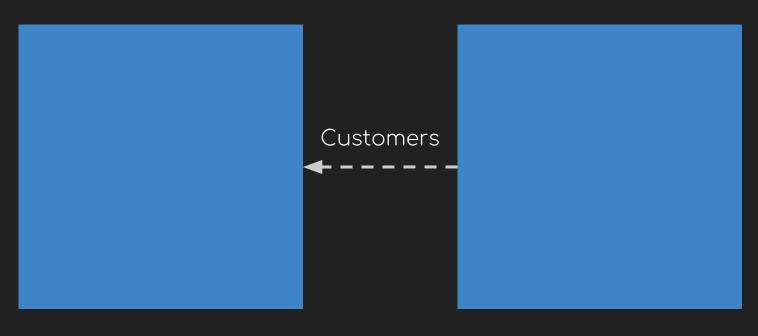


Sales Rental

Overlap?



Service Oriented Architecture



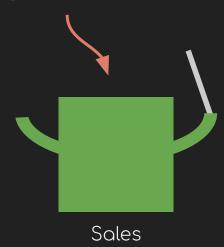
Sales Rental

Microservices



Orchestration

Centralized



1



Products

2



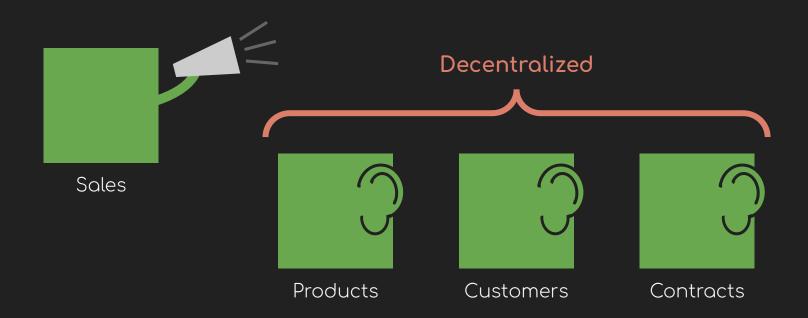
Customers

3

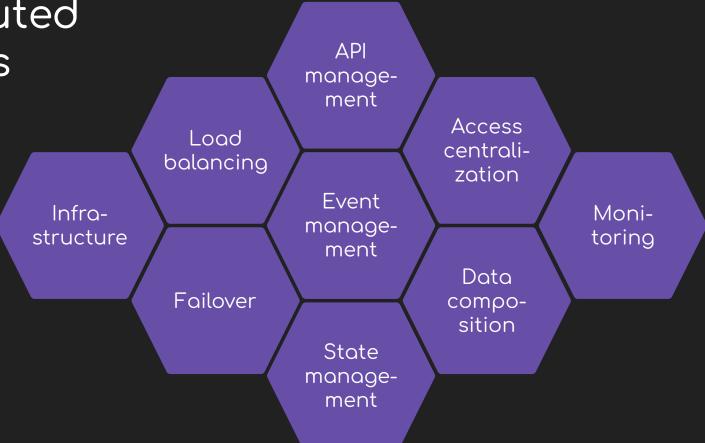


Contracts

Choreography



Distributed systems



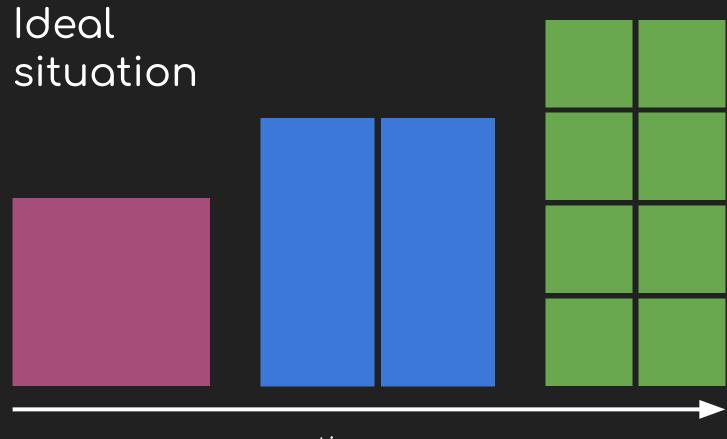
Overhead & \$\$\$\$

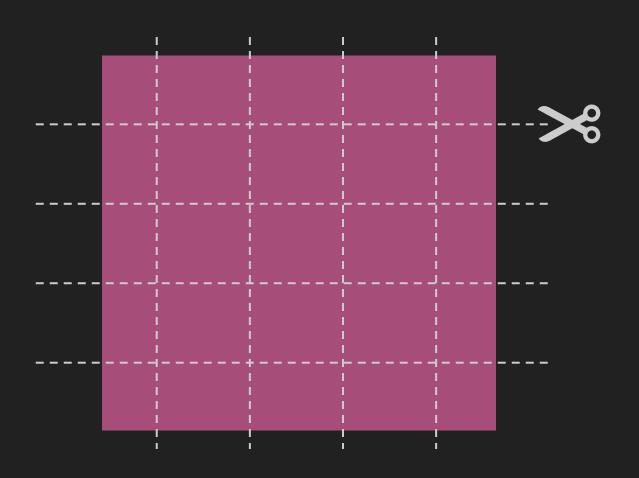
What to do?



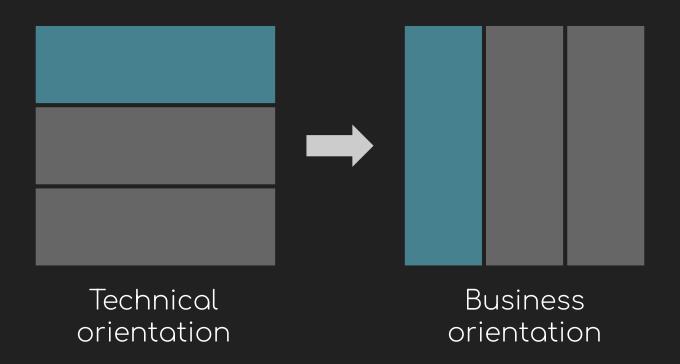
Monolith (orchestration)

Microservices (choreography)

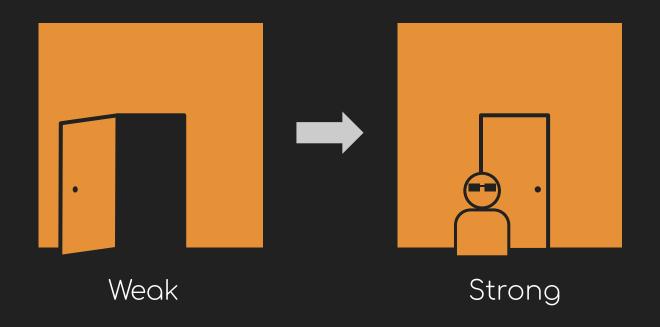




Decomposition



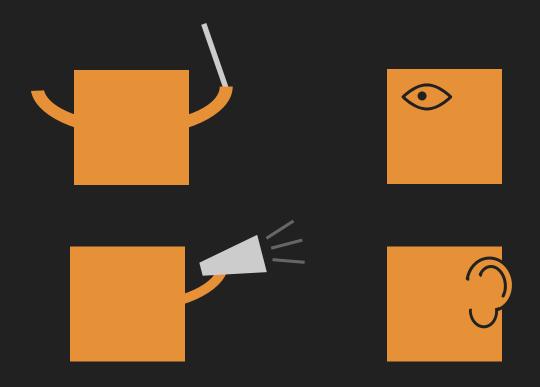
Modularity



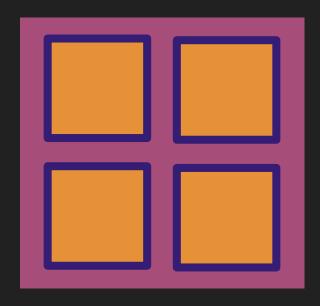
Module structure



Module interaction



Modular Monolith



Feasible situation

How to break up



Unlink interaction



Set up operations

When to break up





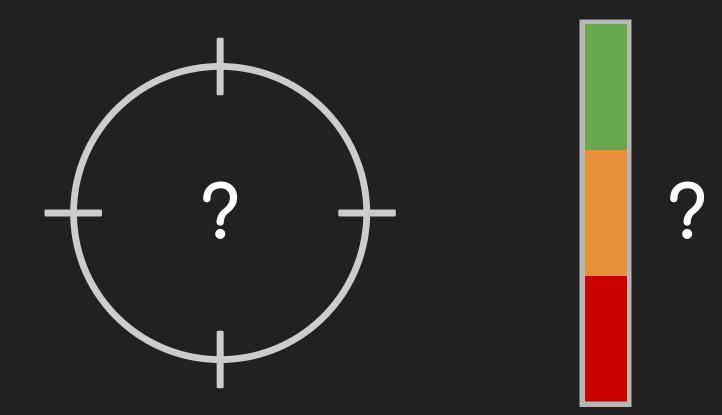




Recovering...

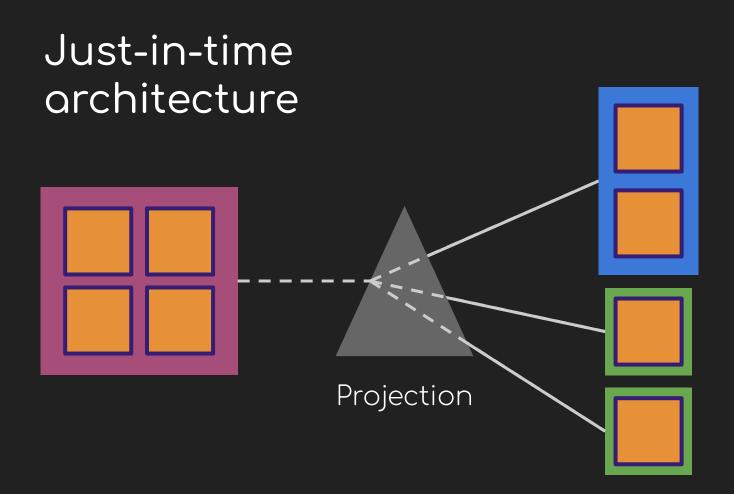
Announcement



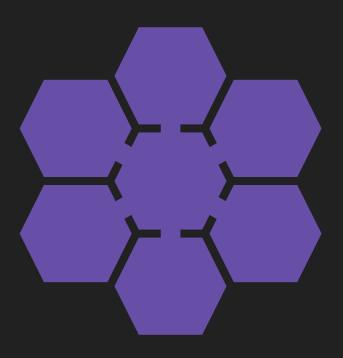




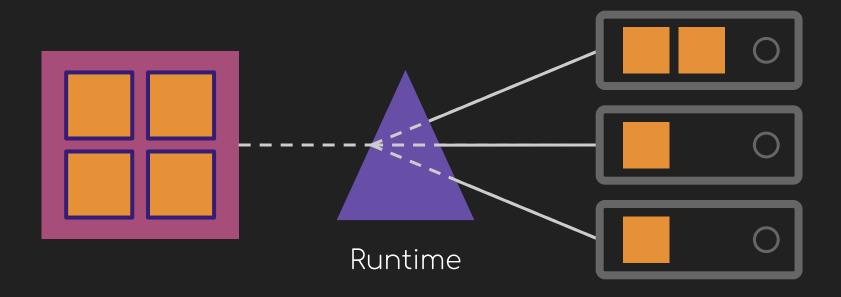
Continuous architecting



Service mesh

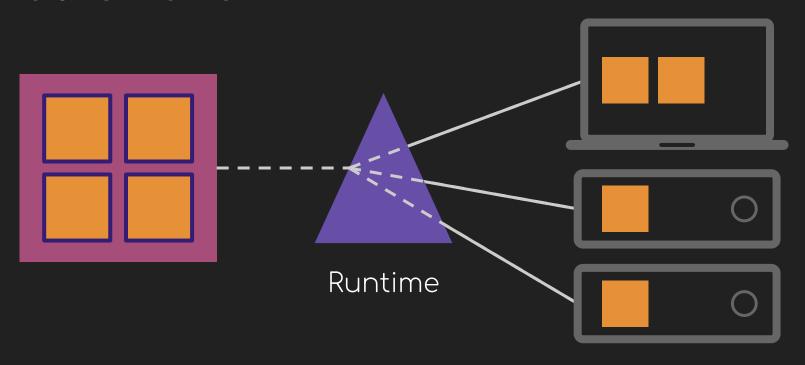


Distributed runtime

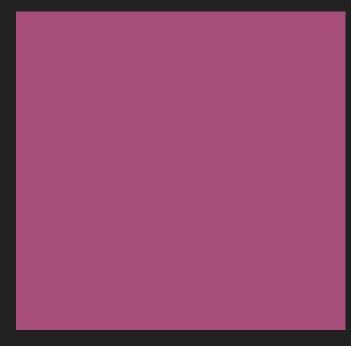


Full-stack?

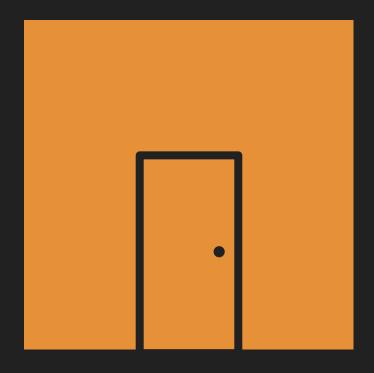
End-to-end automation



Key takeaways



Monolith



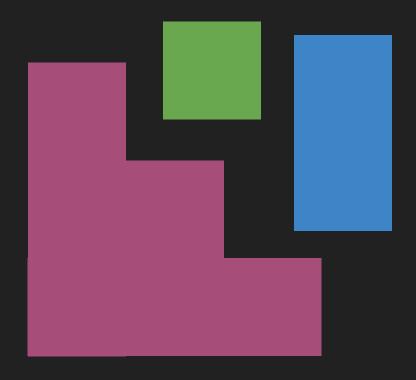
Strong modules



Business decomposition



Just-in-time architecture



Split off for the right reasons



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