

Breaking the monolith

what is a system ?

- not : 3 layered architecture
 - ! because so generic
 - ui
 - logic
 - persistence
- not modules/classes/packages...
- connections between functions
 - ✓
 - billing
 - order mgmt
 - data export
 - ...

main objectives over time

- at the beginning everyone want..
 - Simplicity
 - Cohesion
 - Homogeneity
 - ease of development
- ..so you want
 - modularity
 - decoupling
 - support heterogeneity
 - Autonomy
 - keep time to market over time

system characteristics

- separate persistence
- internal logic
- domain models
- separate UI
- separate dev and evol
- limited interactions with other systems
- maybe different programming languages
- autonomous operations
 - start
 - stop
 - reload

front-end integration

- server side integration
 - ESI Caches
 - SSI
 - Portal server
 - with several backends
 - ajax calls to each backend
- client side integration
 - proprietary frameworks
- browser integration
 - separate pages
 - to separate backends
 - same root CSS
 - Asset Server creates root CSS
 - SSO problem

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- this is not about
 - typical large systems
 - how to handle big data
- return of experience
 - how to break systems
 - boundaries
- innoQ

how do we come up to system boundaries ?

- the legacy one
- one project = one system 😞
- depends on
 - size (LOC) 💡
 - some size limit : boundaries
 - ex > 2000 : multiple applications

what strategy to have loosely couple system

- with multiple systems
- data
 - integration
 - replication
 - data reduncy is good for you
- problem : distributed call stack
 - each system is vertical
 - don't do that
 - use event notifications
 - the data needed in each system is smaller
 - copy data
 - you don't end up communicating all the time
 - and have a frontend integration

architecture

- micro
 - component level
 - ex : persistence mysql
- macro
 - different programming language
 - different persistence components
- separate micro/macro architecture
- afraid of chaos ? 😞
 - rules and guidelines
 - cross system rules
 - responsibilities
 - UI integration
 - Communication protocols
 - very long choice
 - stable API's
 - system internal rules
 - programming language
 - development tools
 - frameworks
 - persistence
 - design patterns
 - could change with technos and teams
 - Domain architecture
 - even more stable