

How to handle the complexity of migrate to Microservices from Monolithic 10 years of code

Reasons to being or not involved in migrating to Microservices

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Who am I?

Alberto Salazar



- Developer -> Architect -> Speaker
- Founder and CTO: AdvanceLatam & Cloudbanco
- Involved on a C level for the last 10 years
- Working 17 years with monolithic & continue

writing code

- Founder and Leader EcuadorJUG
- JCP Associate Member & JSR's early adopter



Agenda

- The use case The evolution of 10 years of code
- The motivation to move from Monolith to Microservices
- The fact 10 years of code
- The path Tips, tricks, pros & cons of Microservices
- Summary



The evolution of 10 years of code

The use case

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The business

You have to understand the sponsor

- First -> Multichannel
- Lately -> Omnichannel
- Now -> Digital





The motivation to migrate from Monolith to Microservices



Why microservices ?

The buzz



Microservices is the architectural approach that everybody talks about and everybody wants it, but be careful



The Goal





The goal that organizations need is to increasing velocity & agility; Get into production as soon as posible; Deploy new features as soon as posible.



The reasons of this talk

The plan of move forward (Microservices ?)



Every body are talking about the result (microservices architectural style) but nobody are showing the **path**



The fact - 10 years of code The Monolithic



The Monolith

Characteristics



- Attachment to language, platform & OS
- Single logical executable, deploy everything at once or nothing at all
- Failure of part == failure of whole
- Take months even years getting into production
- Centralized authority slows the delivery process (DBA, OPS, QA)
- Coordinated releases are hard, because brings many changes together from different teams



1 Year of code

Always the goal was to keep the modularization



12 ejb-jars, 8 wars, 15 developers, JEE 5, build by 2 Teams (The framework & The Business)



5 Years of code

Modularization -> Osgi bundles



Around 50 osgi-modules, 3 wars, 1 ear, 40 developers, JEE + SpringDM, organized in around 5 Teams (The framework, Mobile, The Business, 3 Customization team's)



10 Years of code

Modular WTF



More than 100 osgi-bundles + more than 50 jars modules, 1 ear + 5 wars, Modularize JS resources as Jars, >100 Developers, JEE + Spring + Apache Karaf, Camel, AMQ, 10 to 15 Teams (framework, Mobile, Business App, Customer's team)





10 Years of code



Application Metrics

Lines of Code 2 169 233 0 (NotMyCode)

Types 60 225

278 Projects 4.961 Packages 539.523 Methods 199.640 Fields 0 Source Files



Migrate 10 years of code, It will be Easy ?

The challenge



- > 2MM lines of **highly** coupled code
- Build one microservice is, easy but what about a complete microservice architecture based on 2MM lines of code
- Time to delivery features are between: 6 to 12 months & QA overhead \$\$
- Several customers using the system on

production environment



The path - Tips, tricks, pros, cons Microservices



Microservices

Characteristics



https://martinfowler.com/articles/microservices.html https://martinfowler.com/bliki/MicroservicePrerequisites.html

- Independently deployable & executable
- Based on services
- High cohesion, low coupling
- Failure is isolated
- Model driven design
- Effective & efficient scaling
- Polyglot "Plus"



Microservices



- Split the frontend from the backend
- Split the backend & keep the centralized data
- Rest endpoints & the API Gateway
- Split the data
- Don't forget the frontend & the agility



Split the frontend from the backend (1/5)



Split the backend (2/5)





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Split the backend (2/5) - Logging, trace & Monitoring







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Summary & Code blueprints

Summary

Microservices Architecture Losses



- Transactions
- Single data repository
- Better architects needed
- Greater complexity it bears repeating
- the system and services have to deal with network communications, failures, rebalances, splits.
- Monolithic apps are far easier to develop and debug (when viewing the platform as a whole)



Summary

Recommendations



Design your application modular (either monolith, OSGi or microservices)

Continuously refactor your modules or micro services to achieve optimal boundaries

Define your remote and async APIs carefully, design remote calls for failure

Monolithic apps only look simple from the outside, but you just open the box

A lot of help using Event Driven Architecture (decoupled, scalable, Competing Consumers Patter)

Care about logs, monitoring and always use a CORRELATIONID and MDC



Summary

Recommendations

- Each team will be able to explore and test new technology
- Automate the deployment and delivery process -> CI & CD
- Split the database
- Use lightweight frameworks or java containers (Karaf, Vert.x, Spring boot)
- Microservices are not everyone, be careful
- Design for failover, Service load balancing and automatic scaling, data Separation, Integrity, Performance



code blueprints

https://github.com/lasalazarr/fastdev





THANK YOU



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