

Monolithic web applications vs. microservices

Big vs. Many

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| <3 JS

STAR
WARS



Death Star

- Big
- Effective
- IT is a Freaking Death Star



Cons

- Slow
- Takes long to build
- Needs lot of personal (Stormtroopers)
- Pricey



Cons

- Slow
- Takes long to build
- Needs lot of personal (Stormtroopers)
- They tend to explode

X-Wing

- Fast
- Easy to build
- Effective (see last slide)
- Independent
- Easy to replace
- Cheap to develop
- Good to distribute between Planets



Cons

- Planets may be unequally filled
- You need a lot of pilots to be effective.



Monolithic applications

- Big
 - Effective
-
- Slow
 - Take long to build
 - Tend to be untested
 - Bug fixing might produce new bugs

Microservices

- Fast
 - Easy to build
 - Independent
 - Easy to replace
 - Cheap to develop
 - Good to distribute between Planets
-
- Infrastructure

Infrastructure

Computers

- Have multiple CPU cores
- Have a lot of RAM
- Have multiple disks

Datacenters

- Have multiple CPU cores
- Have a lot of RAM
- Have multiple disks

Aren't those facts the same?

What if we could handle datacenters like
one computer?



DC/OS

DEMO

Thanks for listening, come
and find me for questions or
stickers