Microservice Patterns

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The monolithic architecture works well for small, simple applications. However, successful applications have a habit of growing. Eventually the development team ends up in what is known as monolithic hell. All aspects of software development and deployment become painfully slow. The solution is to adopt the microservice architecture, which structures an application as a services, organized around business capabilities. This architecture accelerates software development and enables continuous delivery and deployment of complex software applications.

Microservice Patterns teaches enterprise developers and architects how to build applications with the microservice architecture. Rather than simply advocating for the use the microservice architecture, this clearly-written guide takes a balanced, pragmatic approach. You'll discover that the microservice architecture is not a silver bullet and has both benefits and drawbacks. Along the way, you'll learn a pattern language that will enable you to solve the issues that arise when using the microservice architecture. This book also teaches you how to refactor a monolithic application to a microservice architecture.

Microservice Patterns Details

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From Reader Review Microservice Patterns for online ebook

Alexei Shmidman says

Too many words, too little information. The size of the book can be reduced dramatically. Examples show an implementation with a custom framework, rather than an architectural approach.

Johnny Graber says

Not at all what I expected from a book called Microservice Patterns. I expected something like Design Patterns: Elements of Reusable Object-Oriented Software or Refactoring: Improving the Design of Existing Code, where different patterns are presented, pro and cons explained and one can use it as a reference book when one needs to consider different options one has to create his own microservices.

What I got is a wordy book that starts with a story about the reason we should write Microservices. It keeps going on to various examples of problems and how one can solve them. Generally, not a bad approach, but with this title one can assume the readers know what Microservices are and want to create them. Without an easy to spot structure in explaining the different patterns, one has to read the whole chapter to even find the important differences. That's when the writing style kicks in and makes that experience dreadful. Whole paragraphs about what he is going to explain, not just at the beginning of a chapter, but again and again in the middle of an example. Explaining many of the patterns using the frameworks created by the author does not improve the book, it makes it a lot less useful.

Dina Bogdan says

It was an interesting book that helped me a lot to understand some old DDD concepts like CQRS, EventSourcing, Saga etc applied in a microservices architecture. It also helped me a lot to understand how should you build a microservices architecture, from where you should start, how you should split in your monolith system into microservices and which are the criterias to build a new microservice.

Francois D'Agostini says

The book has a lot of content and goes into a lot of details.
While it's nice to have such a comprehensive view, I felt sometimes that the book was getting into too much details.
We also can see that the author would like us to use the frameworks he has built (like the Eventuate framework) as he goes into a lot of explanations. But for people looking for generic, standard patterns, some solutions seem to be specific to these frameworks
Also, this is very specialized to the Java world
That being said, I learned a lot and I would still highly recommend the reading of this book. Just don't hesitate to skip sections if you think you are getting drowned into details