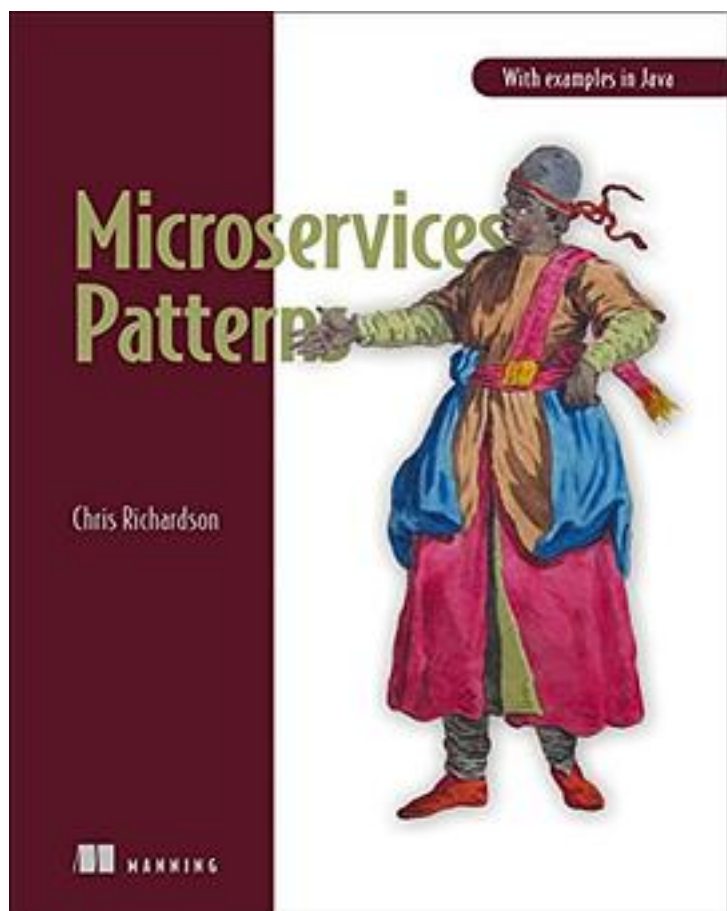


Microservice Patterns



[Microservice Patterns_ 下载链接1](#)

著者:Chris Richardson

出版者:Manning

出版时间:2017-9

装帧:Paperback

isbn:9781617294549

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.

作者介绍:

Chris Richardson is a developer and architect. He is a Java Champion, a JavaOne rock star and the author of POJOs in Action, which describes how to build enterprise Java applications with frameworks such as Spring and Hibernate. Chris was also the founder of the original CloudFoundry.com, an early Java PaaS for Amazon EC2. Today, he is a recognized thought leader in microservices. Chris is the creator of <http://microservices.io> , a website describing how to develop and deploy microservices. He provides microservices consulting and training and is working on his third startup <http://eventuate.io> , an application platform for developing microservices.

目录: 1. ESCAPING MONOLITHIC HELL
2. DECOMPOSITION STRATEGIES
3. INTER-PROCESS COMMUNICATION IN A MICROSERVICE ARCHITECTURE
4. MANAGING TRANSACTIONS WITH SAGAS
5. DEVELOPING BUSINESS LOGIC FOR MICROSERVICES
6. IMPLEMENTING QUERIES WITH CQRS
7. SERVICE DISCOVERY AND REGISTRATION
8. API PATTERNS
9. MICROSERVICE CHASSIS
10. SECURITY
11. TESTING MICROSERVICES
12. DEPLOYING MICROSERVICES
13. VISIBILITY PATTERNS
14. REFACTORING TO MICROSERVICES
• • • • • ([收起](#))

[Microservice Patterns_下载链接1](#)

标签

微服务

架构

计算机

Microservice

软件开发

软件工程

软件设计

编程

评论

Day 47

理论与实践结合的一本书，有saga这样的pattern，也有针对DDD中各类如何写测试的实操，非常实用 #百日早起学习挑战

#老外懂套路。帮组梳理知识点。

初略概览。ddd + microservices

基本看完一遍了，总体感觉还是很不错的，各个模式讲解的比较深入，例子也容易上手

太尼玛啰嗦了。。。感觉可以把篇幅缩小到1/3

把我零碎的经验都串在一起了

[Microservice Patterns_下载链接1](#)

书评

本书涵盖了一些非常流行的概念，比如处理事务的Sagas、构建事件驱动系统的CQRS，以及如何进行测试。本书涵盖了一些非常流行的概念，比如处理事务的Sagas、构建事件驱动系统的CQRS，以及如何进行测试。本书涵盖了一些非常流行的概念，比如处理事务的Sagas、构建事件驱动系统的CQ...

精读了2，4-8章，大部分都是我们开发中在使用的，只是这本书进行了很好的总结，有些还提炼成模式。有几点感想： 1. 六边形是一个不错的描述架构的方式，尤其对于那些依赖多或者涉及message的系统。可以用到以后的架构图中 2. 微服务大小并不那么重要，重要的是减少依赖，尽量...

[Microservice Patterns_下载链接1](#)