#### The Technical Journey to Microservices

#### Microservices UX





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#### Say "Microservices" one more time...

## Humps for

#### A Definition...

The kingdom of heaven is like a mustard seed, which a man took and planted in his field. Though it is the smallest of all seeds, yet when it grows, it is the largest of garden plants and becomes a tree, so that the birds come and perch in its branches (Matthew 13:31-32). - Of Mustard Seeds and Microservices (Micah Blalock) – <u>https://www.credera.com/blog/technologyinsights/java/mustard-seeds-microservices/</u>

#### Loosely Coupled Services that can change





#### "The Elephant in the Standup"

#### The term is WRONG

#### Size doesn't matter

#### SLOC doesn't matter

## What can your System DO?

#### Cognitive Overhead DOES

#### Single Biggest Limiting Factor on Change?



#### Comprehension

#### Not the things...

# ... the things that happen

### Systemic Properties

#### Not what you have

#### What you can **do** with it

### The Big Challenge

#### Some value Stability

### Some value Speed

#### Some value Agility

### Some value Adaptability

#### Some value Volatility

#### Some value Antifragility

# Microservices (can) = Speed Adaptability Antifragility

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## How?



#### Events.







Volume Variety Velocity Volume Variety Velocity Veracity Volume Variety Velocity Veracity

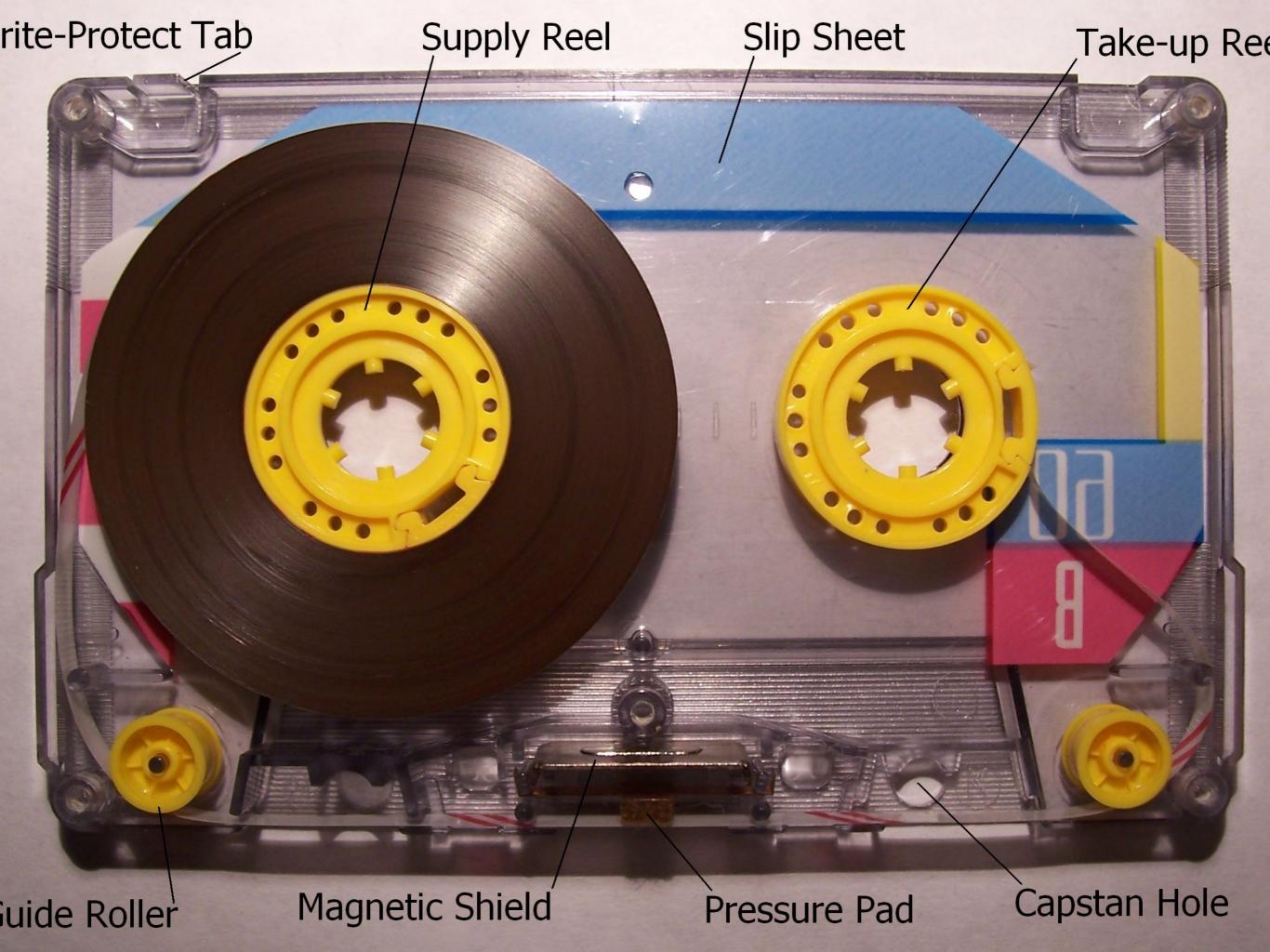
# Aggregates

### Views









#### Downside?





## What can be done?



One last thing...

#### Microservices UX

# Orussmiles



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