

Microservices – Introduction, Challenges, Patterns, and Applications

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Microservices are a current trend in software architecture, especially in the environment of agile, heterogeneous Information Technology (IT) landscapes and software technologies. They are regarded by some as a further development of classic Service-Oriented Architectures (SOA) To becomes especially lightweight, but others seem them also as something completely new.

The tutorial offers some motivation, definitions, explanations, and a first introduction to microservices with basic terms (such as "what are microservices"), patterns (for example, circuit breakers, canary releases, and chaos testing), example technologies (for example, from Netflix and Spring), and use case examples (from companies as well as from own research).