

Personal coursework

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What is a software architect?

What is a software architect?

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Personal course work

- This is the largest single work item on the course
 - Based on ECTS: 135h of work for the whole course, removing lectures, group assignments and exercise sessions leaves ~ 80h → 6h / week
- You are expected to design and develop a
 - Microservice architecture with >2 distinct services
 - At least one serverless or stateless component
 - Integrates <u>three aspects</u> of microservice architectural patterns (see later)



What is a microservice architecture?

- That's the topic of this course
- If you want a crash course, go to <u>Martin Fowler's</u> <u>microservices page</u>

A monolithic application puts all its functionality into a single process...



A microservices architecture puts each element of functionality into a separate service...



Image source: Martin Fowler



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Personal course work

- It must work at the level of a "demonstrator" piece
 - Actual functionality can be trivial or mocked
 - However, the three microservice aspects cannot be mocked, and the overall inter-service operations must be functional
- Focus is on how the service is structured and operated
 - The "business functionality" is relevant only as much as it is needed for testing, demonstrations etc.
 - Of course, working on a project is probably more meaningful if the functionality makes sense to <u>you</u>



What's in a demonstrator?

- You should invent yourself a real-world (business) scenario
 - Pet grooming service reservation?
 - Mobile application backend for group messaging?
 - Some service you'd run for your home automation and monitoring?
- Why some real-world scenario?
 - Because generalization is difficult → easier to take a scenario and work on it
 - Easier for **others** to understand what a specific microservice is for
 - "Service FOO calls service BAR to perform operation XYZ" vs.

"Front-end calls geolocation service to get user's geographical coordinates for focusing on the correct area on a user-visible map."



What can be mocked and what not?

"mocked" = technojargon for "faking it"

- Assume one microservice you create is GeoLocation of an IP address
 - It is used like: GET /geo?ip=1.2.3.4 It returns 200 OK and JSON response on success: {"lat": 60.1234, "lon": -5.1234}
- What needs to be implemented in fully functional manner
 - REST server
 - /geo endpoint
 - Specification for your service (you can use OpenAPI format, or just words)
- What can be mocked (e.g. not implemented functionally correctly)
 - Correct functionality is irrelevant, just validity of response

```
Unacceptable:Acceptable:Why?def geo(ip):<br/>return 200, {}def geo(ip):<br/>if not valid_ip(ip):<br/>return 400, "input not ip address"<br/>return 200, {"lat": random.uniform(-90.0, 90.0),
```



"lon": random.uniform(-180.0, 180.0)}

Should I do X or Y?

- Synchronous vs. asynchronous vs. message-passing
 - It's your architecture and your service, you have to make a reasoned choice
- REST vs. gRPC vs. Thrift vs. XYZ?
 - Same thing some scenarios may work better on some, but in the end, it is your decision (hint: you won't get penalized for sticking to REST)
- nginx vs. AWS ELB? X vs. Y?
 - I really do not care on technology choice just on how it is used



"Aspects"?

- Course covers a wide variety of design and operational aspects of microservices
 - HA, failovers, tracing, logging, service authentication, discovery, ...
- Infeasible to implement all of these in the course work
- Each student must pick <u>three</u> separate aspects and implement these within the scope of their work
 - These must be functionally "complete" (no mock-ups)
 - These must be demonstratable, e.g. can be shown to work and cover the problem they are meant to solve





Logging	Service AAA	Role-based user AAA	Discovery
Service degradation	Monitoring	Tracing	Continuous deployment
Chaos engineering	Backups and disaster recovery	Caching	Secret management
Dynamic configuration	Geographical distribution	Automated scaling	Versioning
High availability	A/B testing	•••	(suggest)



Selecting aspects

- There is no firm deadline on selecting
 - Apart from the actual course work deadline
- You can pick one now, all three, and change your mind later
- ... or just choose them after something like a month or so (you've still got about 2 months until course work DL)
 - In the meantime, you can work on the basic microservice structure and functionality first
 - Which you have to define yourself, too
- Feel free to suggest similar aspects too
- You may do more than 3 aspects in your project grading is based on the best 3



What if aspect X for geolocation ...?

- Logging?
 - loggeng: - def geo(ip): logger.trace("geo: {}", ip) if ...: logger.error("geo: {} is not a valid ip", ip) ... logger.info("geo: mapped {} to ({}, {})", ip, lat, lon) ...
 - Include logging sidecars (potentially)
 - Implement logging server, logging analysis etc. as separate services
 - Collect logs from <u>all</u> of your services (not just one)



. . .

Why generating

What if aspect X for geolocation ...?

```
- Metrics?
```

```
- metrics = open(".../metrics.dat", "a")
def geo(ip):
    print(time.now(), "start", "geo", ip, file=metrics)
    ...
    print(time.now(), "end", "geo", ip, file=metrics)
    return 200, ...
```

- Would this be acceptable? If so, why? If not, why?
- Resiliency?

•••

- Ok? Why? Why not?



Personal coursework grading

- Weight on final grade: 50%
- 0-3 pts for general evaluation of the architecture
 - Separable? Logically consistent? Division of responsibility?
- 0-3 pts for maintainability
 - Can you give the code to someone else? Would they understand how it works and be able to work on it?
- 3 topic areas x 0-3 points each
 - Implementation, demonstratability, coverage in implementation
- 0-3 pts for milestone demonstrations
 - 1 point for demonstrating progress in milestone exercise sessions
- Rejected on unattributed copying, deductions on excessive code re-use
- Total: 18 pts (x 50%)



What's logical consistency? Etc.?

- Again, this is something that is part of the course
- This and many other are not black-and-white things
 - Software architectures never are
 - If you want to be a software architect, **you must learn to provide rationale for your decisions**

- So think it this way

- If you don't know a shred on the topic, you are unlikely to achieve any logical consistency (etc.)
- If you know some of the topic, then you'll make mistakes, but you'll get points
- If you can provide rationale for you mistakes flawed in detail, perhaps that will help
- Finally, you are not expected to have 10 years of software architect experience

