

# Design Patterns

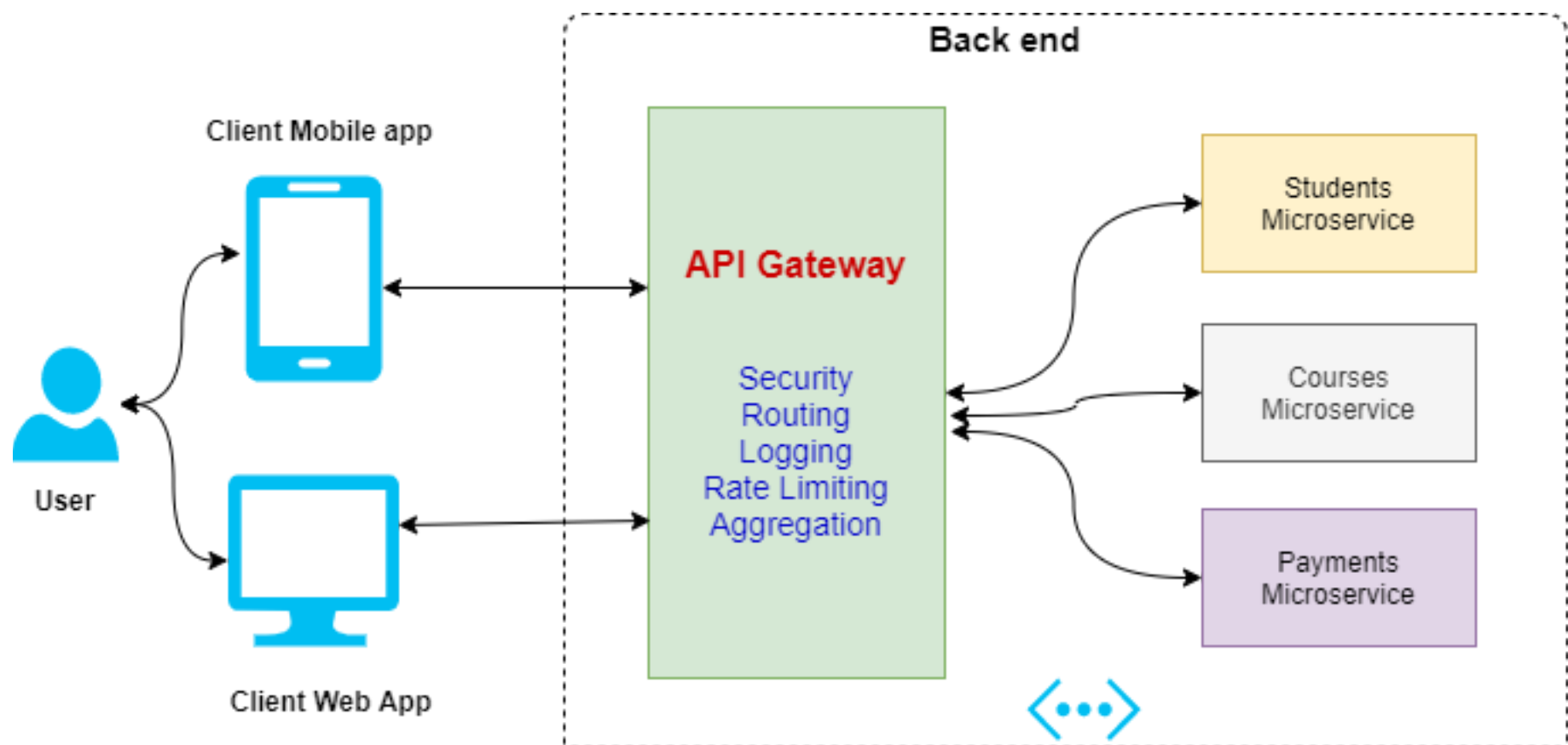
for



Designing and Implementing

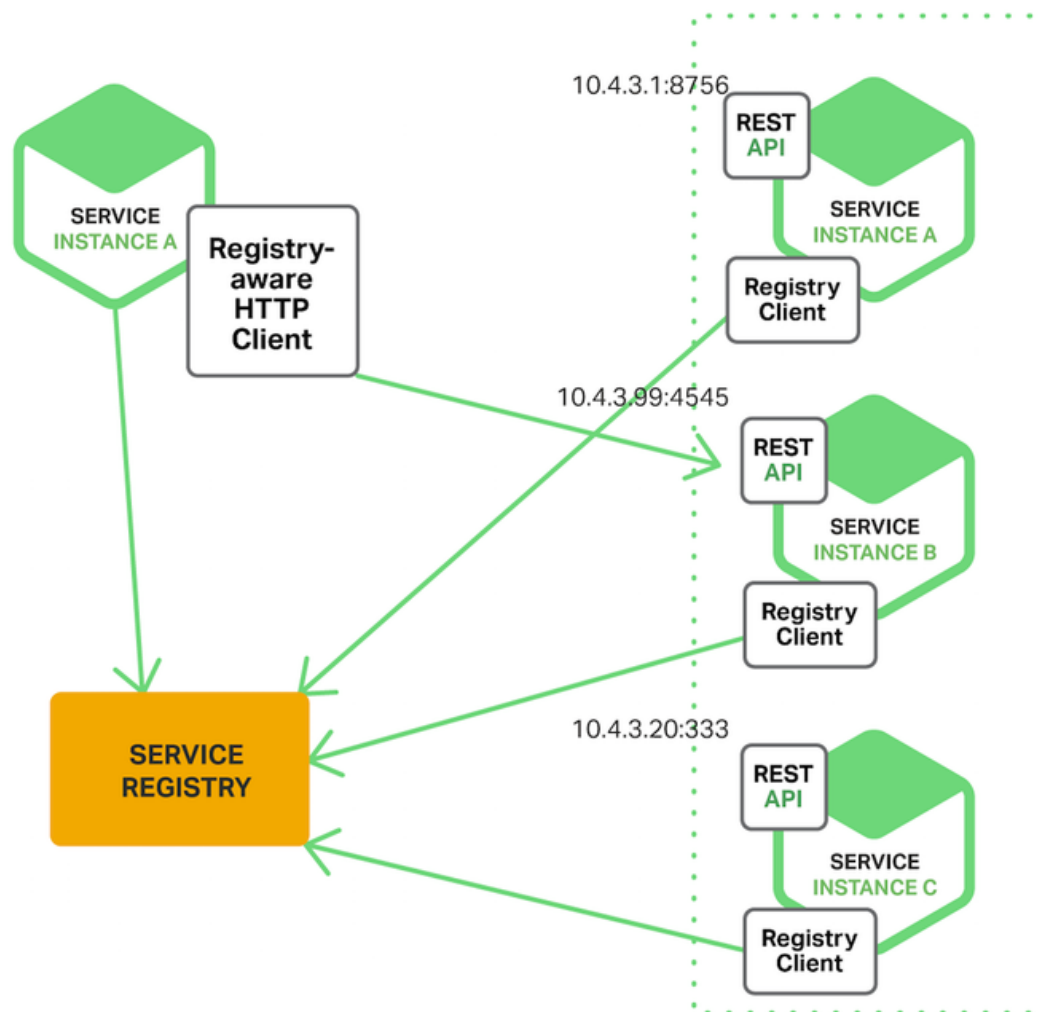
**Microservices**

# GATEWAY PATTERN



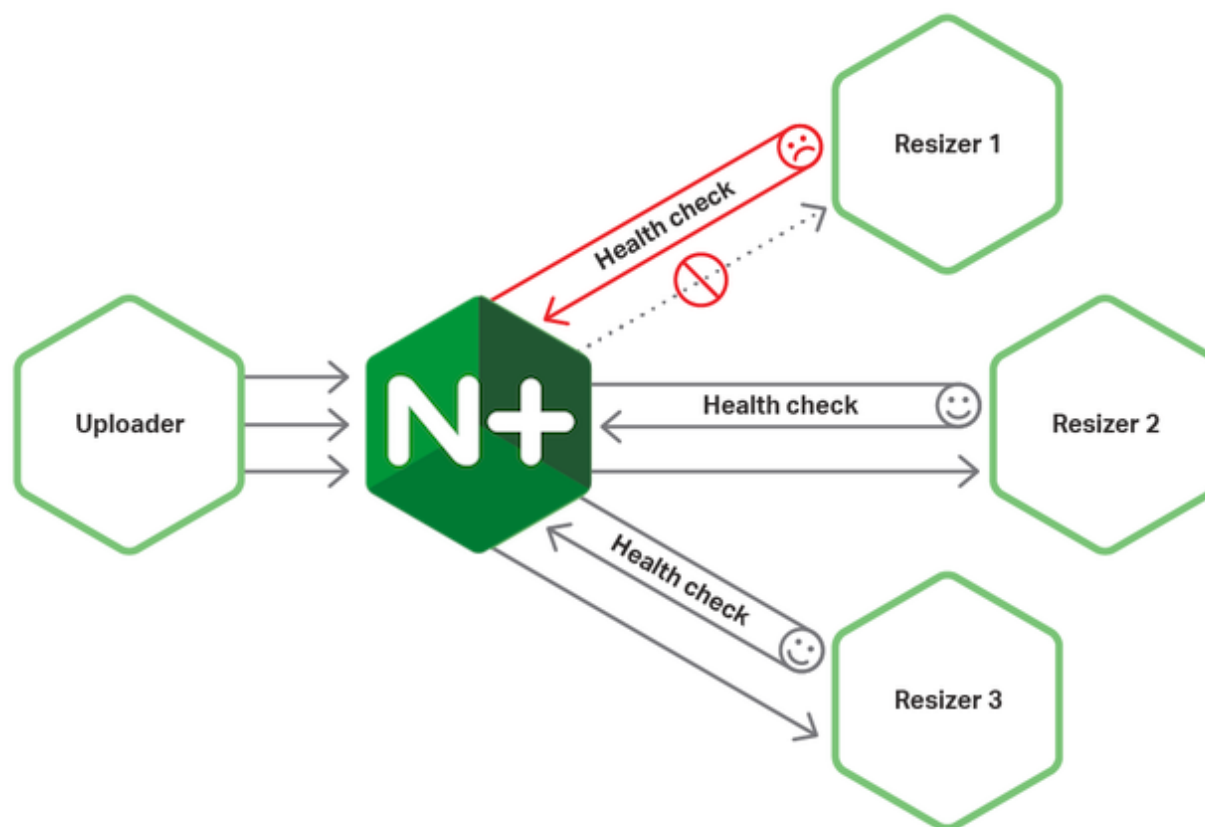
Use an API Gateway to handle client requests and route them to the appropriate microservices. This centralized authentication, load balancing, and routing logic.

# SERVICE REGISTRY PATTERN



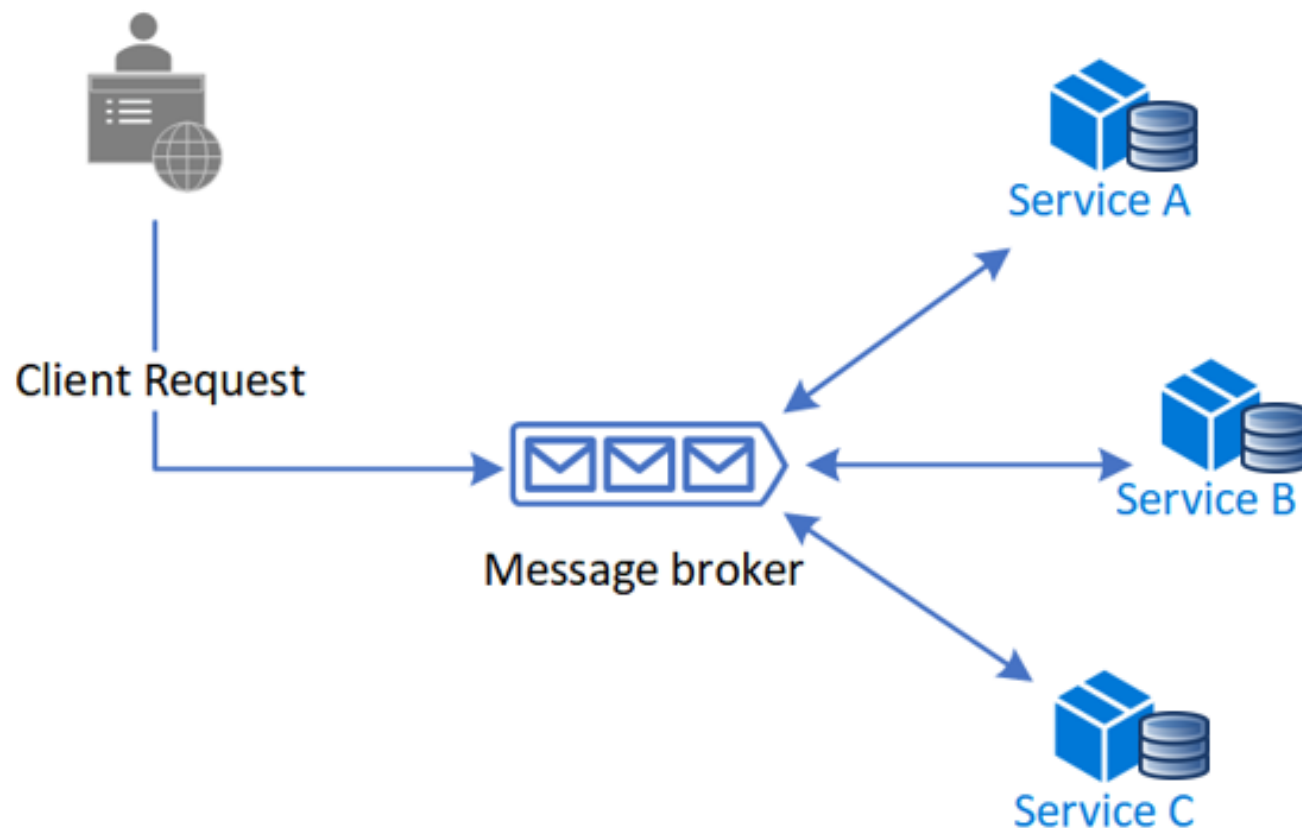
Implement a service registry to automatically locate and register microservices. This helps in dynamic discovery and communication between services.

# CIRCUIT BREAKER PATTERN



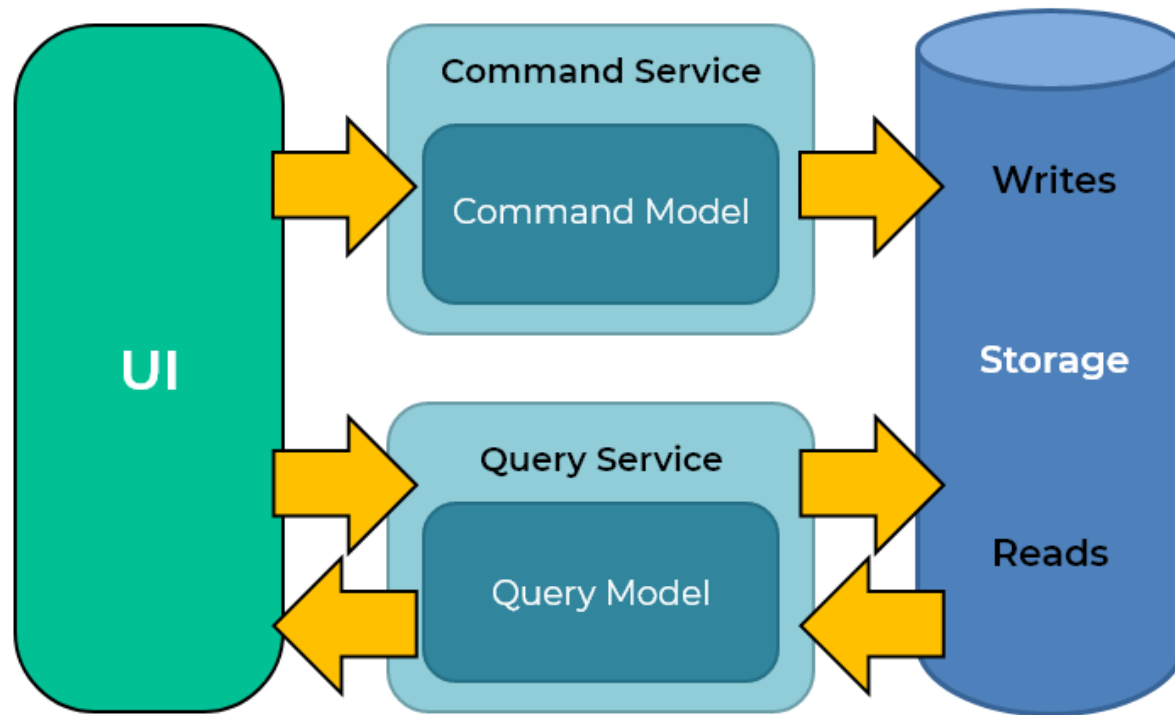
Prevent cascading failures by using a circuit breaker that can temporarily stop requests to a failing service and provide fallback mechanisms.

# SAGA PATTERN



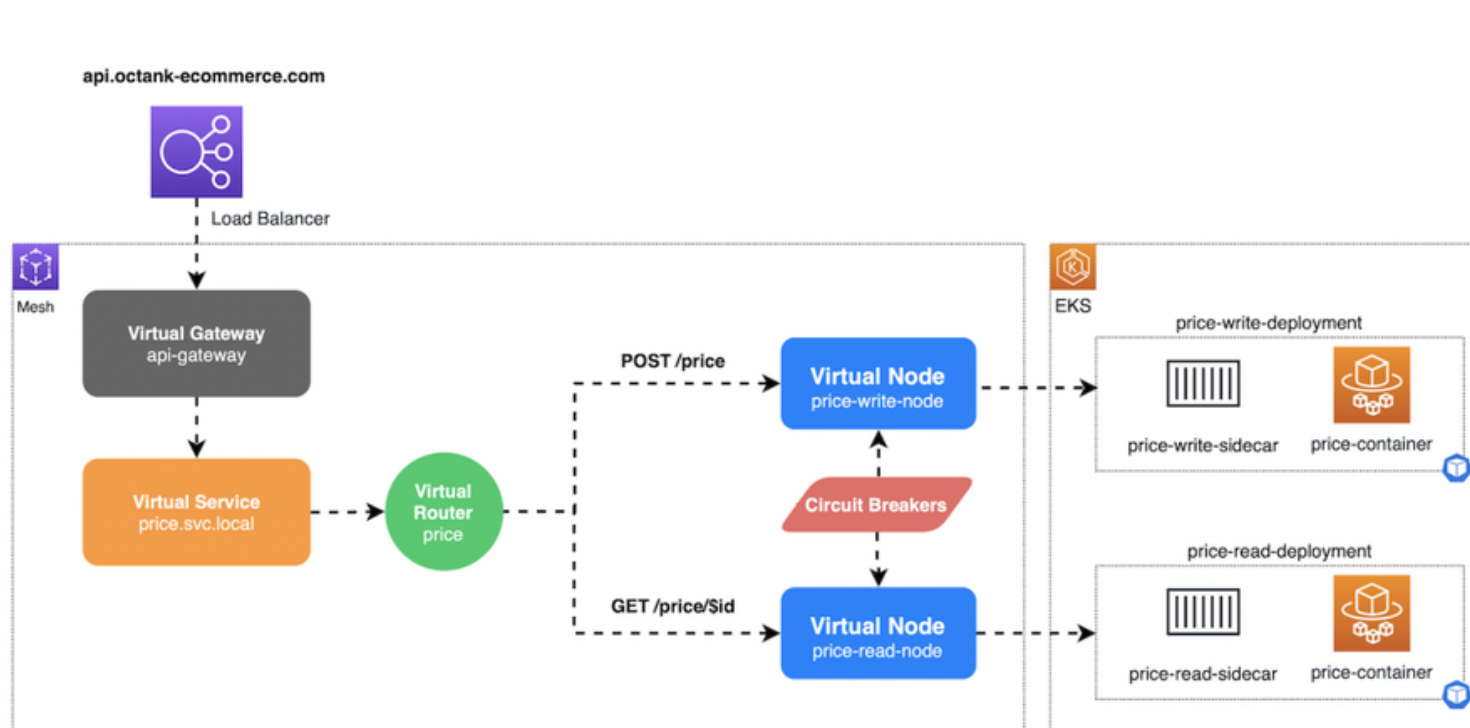
Manage long-lived transactions across multiple microservices by breaking them down into a sequence of smaller, local transactions.

# CQRS PATTERN



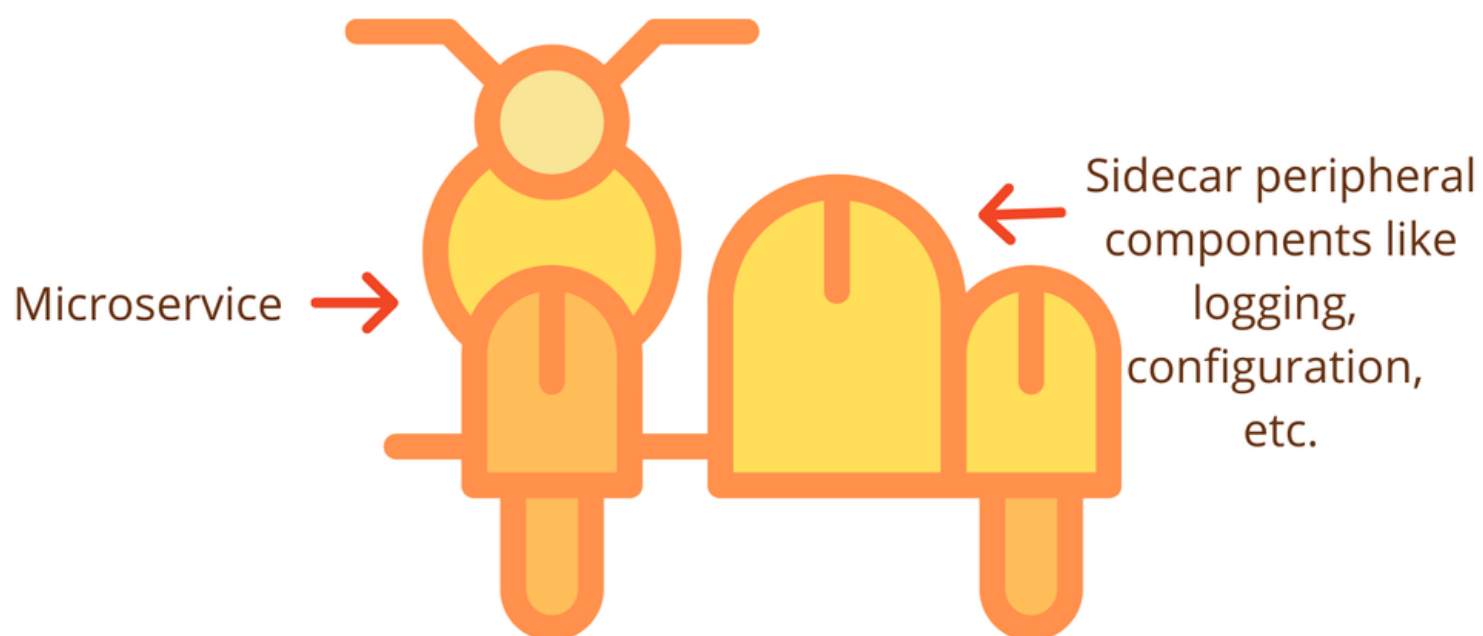
Separate the read and write responsibilities of a system, allowing for optimized performance and scalability.

# BULKHEAD PATTERN



Isolate failures within separate sections to prevent them from affecting the entire system.

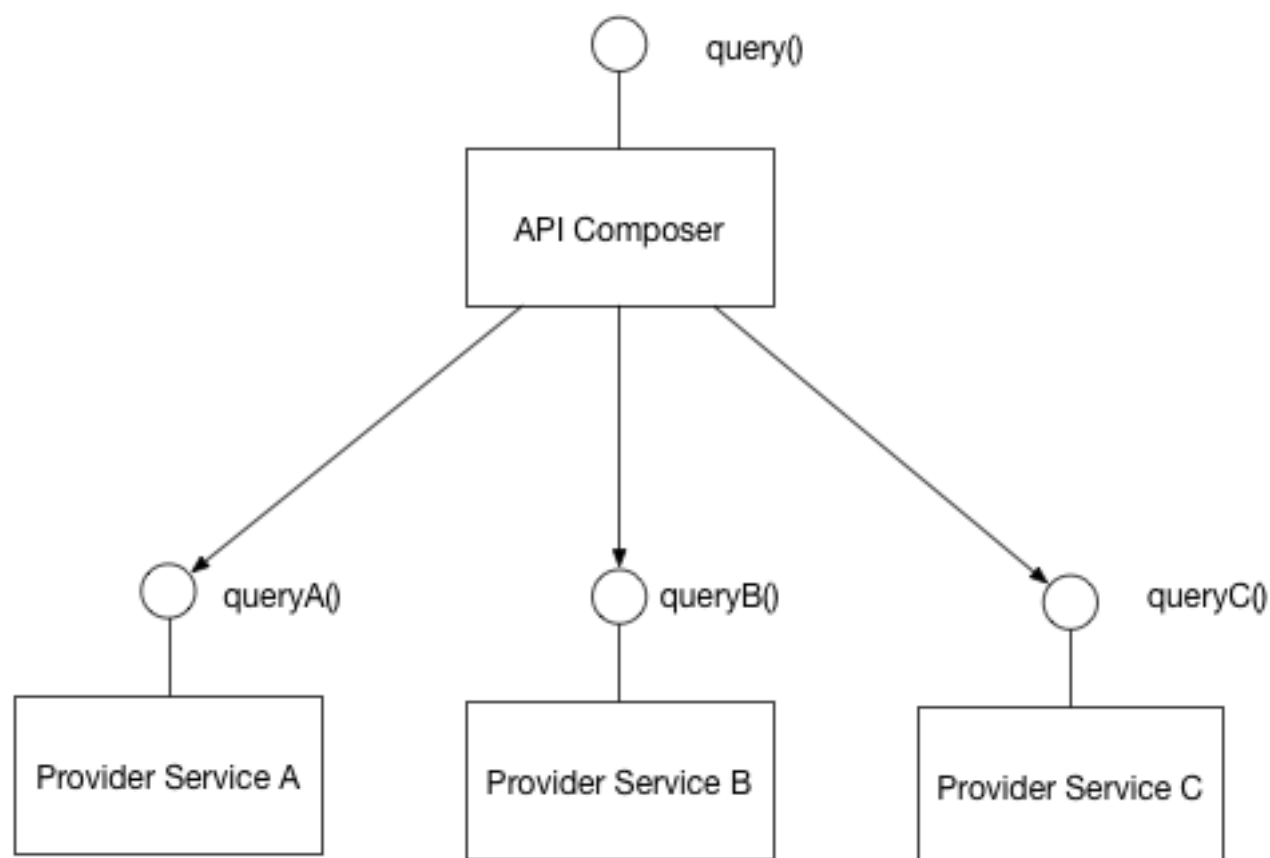
# SIDECAR PATTERN



Attach a separate microservice (sidecar) to handle specific tasks like monitoring, logging, or authentication.

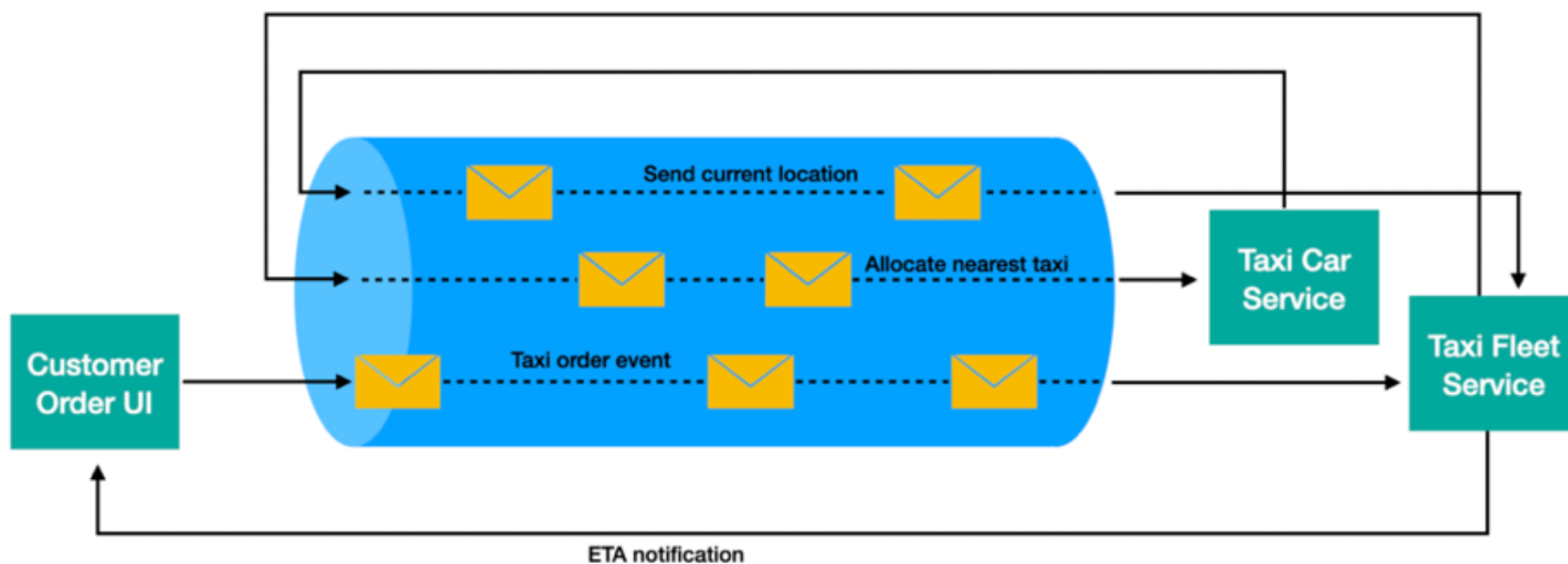


# API COMPOSITION PATTERN



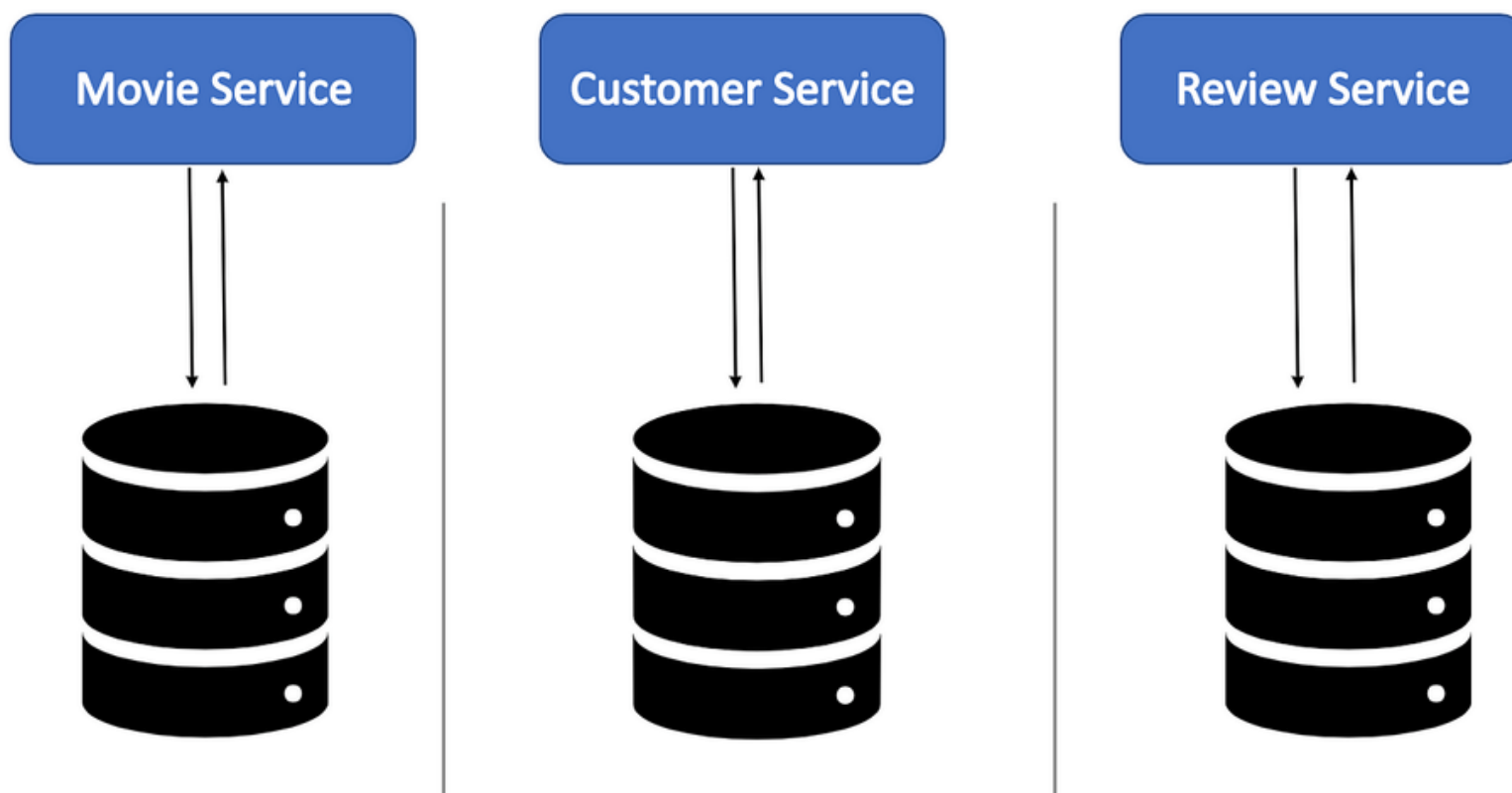
Combine multiple microservices to create a more complex and feature-rich API for clients.

# EVENT-DRIVEN ARCHITECTURE PATTERN



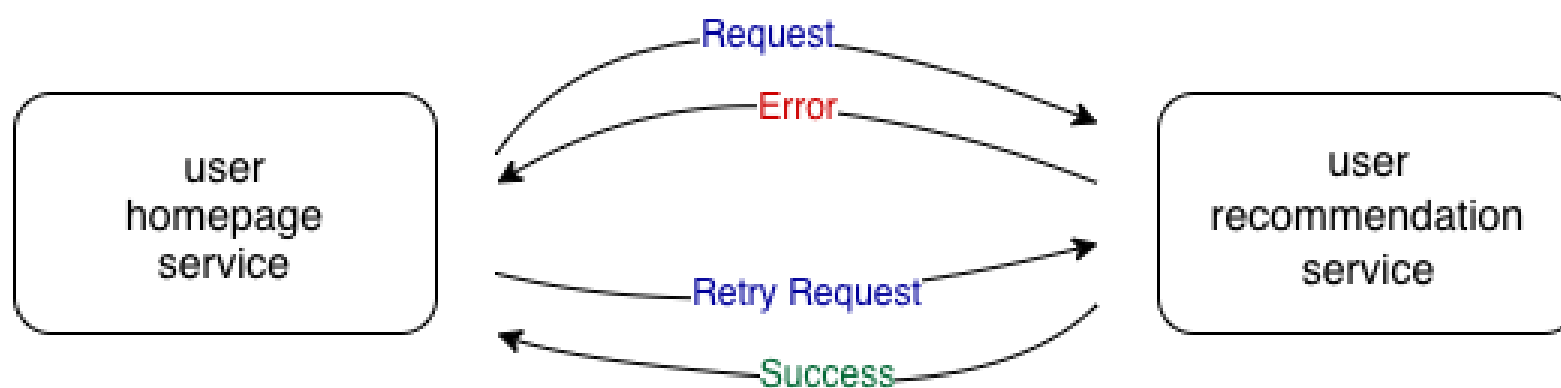
Communicate between microservices through events, enabling loose coupling and scalability.

# DATABASE PER SERVICE PATTERN



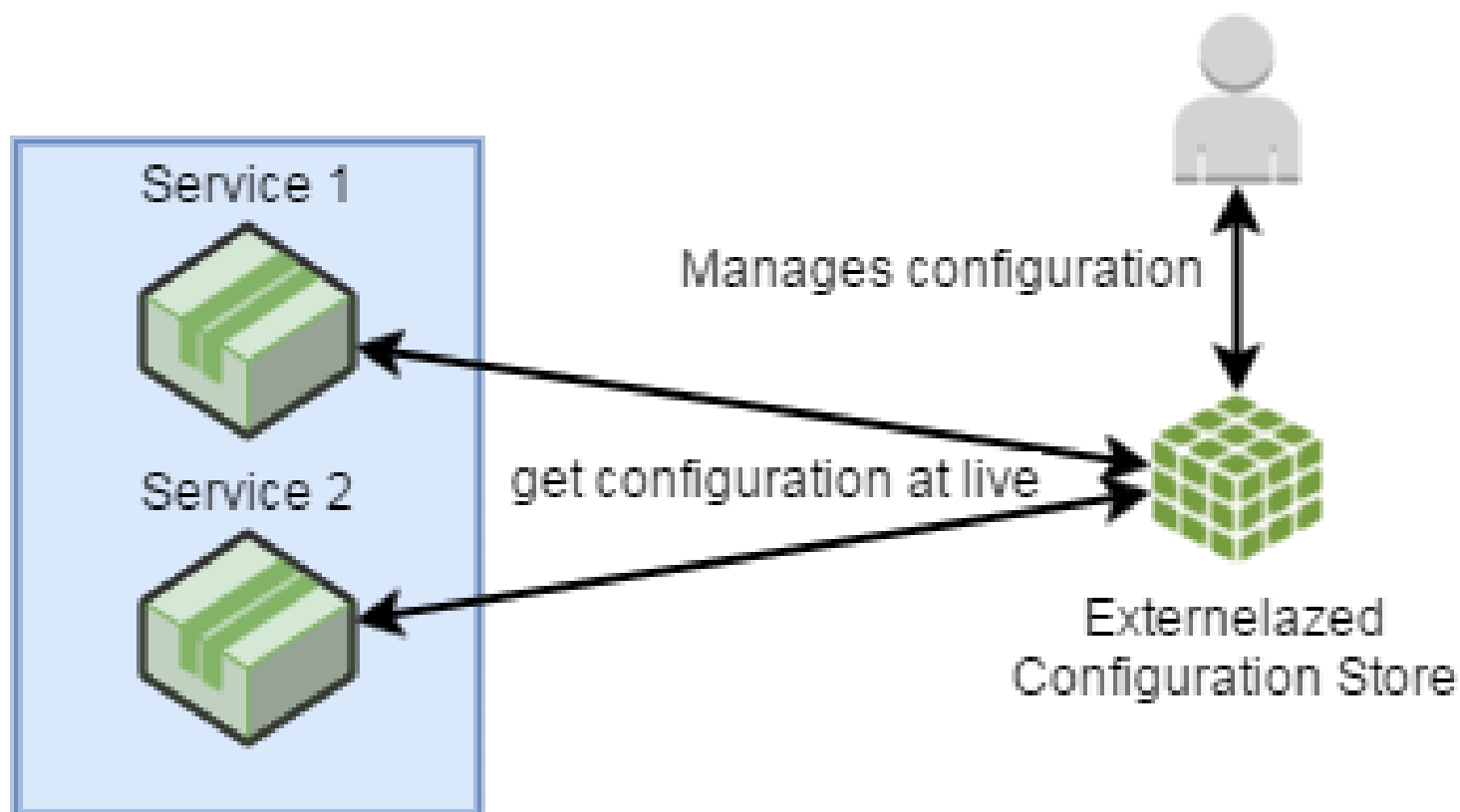
Each microservice has its own dedicated database to ensure loose coupling and autonomy.

# RETRY PATTERN



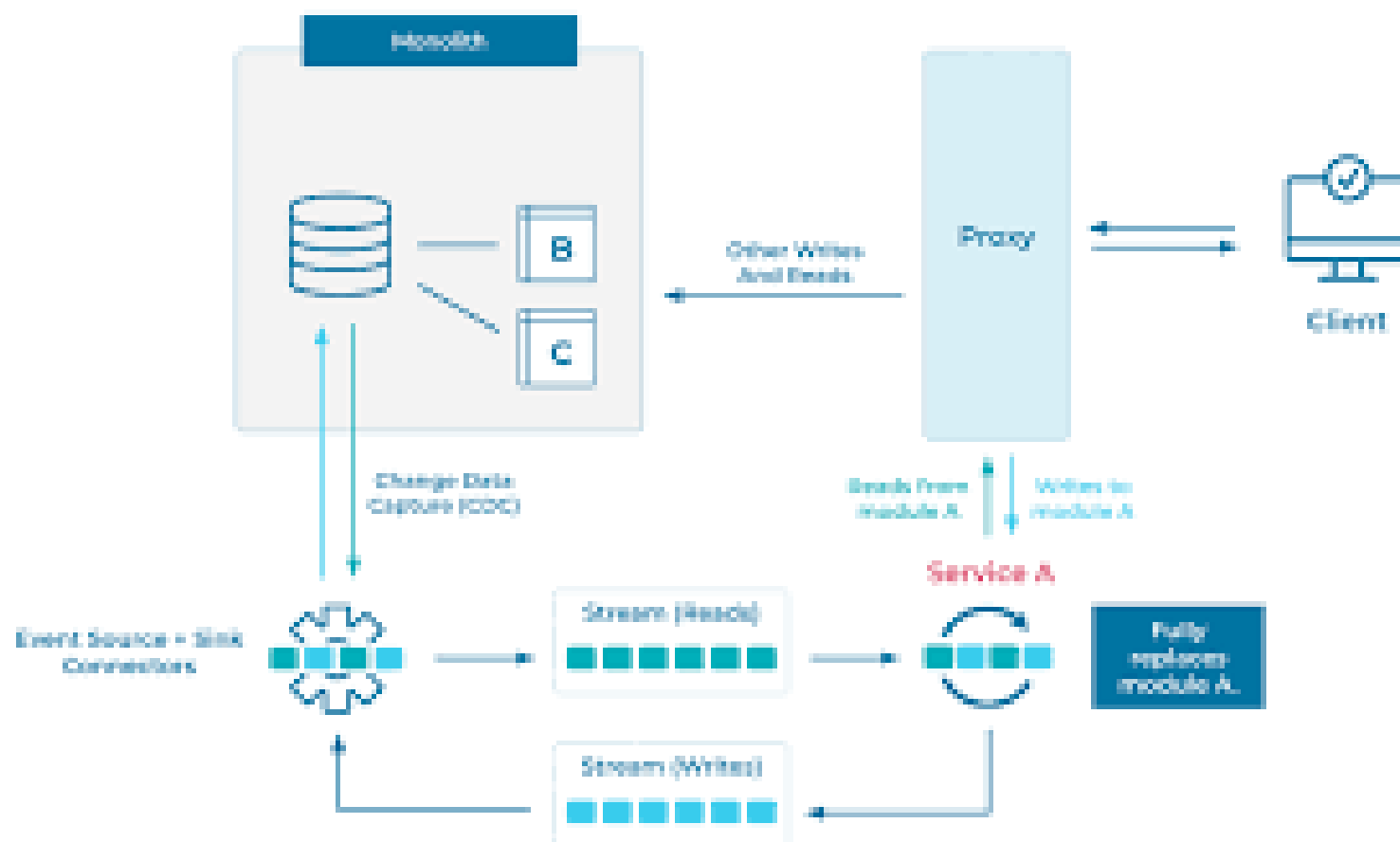
Automatically retry failed operations to improve the chances of success.

# CONFIGURATION EXTERNALIZATION PATTERN



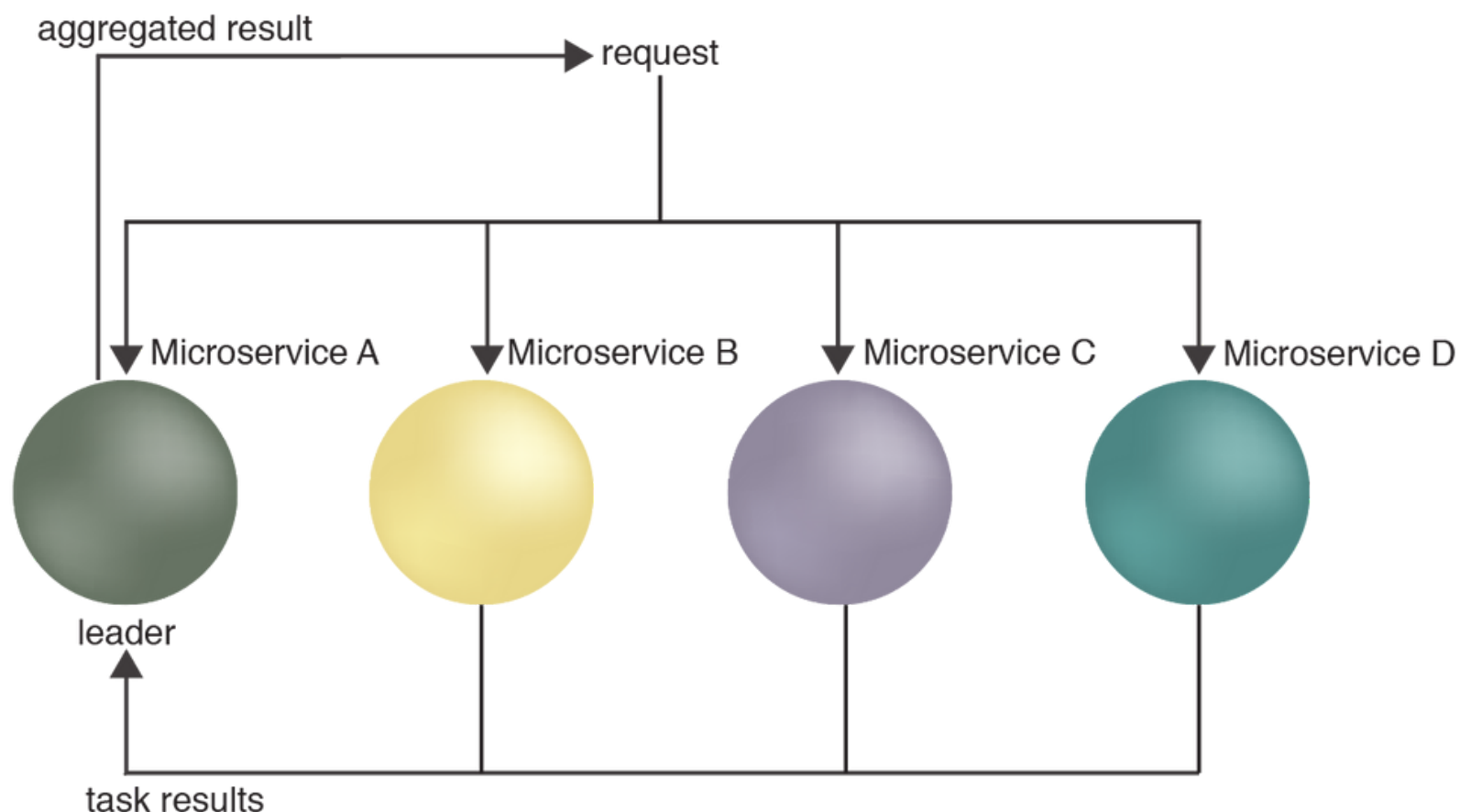
Store configuration settings outside the codebase for easier management and updates.

# STRANGLER FIG PATTERN



Gradually replace components of a legacy system with new ones until the old system is "strangled" and replaced entirely.

# LEADER ELECTION PATTERN



Designate a leader among instances of a microservice for tasks like coordination and decision-making.

Microservices

Thank  
you!



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