Microservices

12 Patterns to Know Before the System Design Interview

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1 Strangler Fig Pattern

Facilitates the gradual replacement of a monolithic system with microservices, ensuring a smooth and risk-free transition.

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2 API Gateway Pattern

Centralizes external access to your microservices, simplifying communication and providing a single entry point for client requests.

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3 Backends for Frontends Pattern (BFF)

Creates dedicated backend services for each frontend, optimizing performance and user experience tailored to each platform.

4 Service Discovery Pattern

Enables microservices to dynamically discover and communicate with each other, simplifying service orchestration and enhancing system scalability.

5 Circuit Breaker Pattern

Implements a fault-tolerant mechanism for microservices, preventing cascading failures by automatically detecting and isolating faulty services.

6 Bulkhead Pattern

Isolates microservices into separate partitions, preventing failures in one partition from affecting the entire system and enhancing system resilience.

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7 Retry Pattern

Enhances microservices' resilience by automatically retrying failed operations, increasing the chances of successful execution and minimizing transient issues.

8 Sidecar Pattern

Attaches additional components to your microservices, providing modular functionality without altering the core service itself.

9 Saga Pattern

Manages distributed transactions across multiple microservices, ensuring data consistency while maintaining the autonomy of your services.

10

Event-Driven Architecture Pattern

Leverages events to trigger actions in your services, promoting loose coupling between services and enabling real-time responsiveness.

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11 Command Query Responsibility Segregation Pattern

Separates the read and write operations in a microservice, improving performance, scalability, and maintainability.

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12 Configuration Externalization Pattern

Provides a method to externalize the configuration from the code, enabling microservices to be reconfigured without the need for recompilation or redeployment.

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Learn about the Microservice Patterns in "Grokking Microservices Design Patterns" from **DesignGurus.io**

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