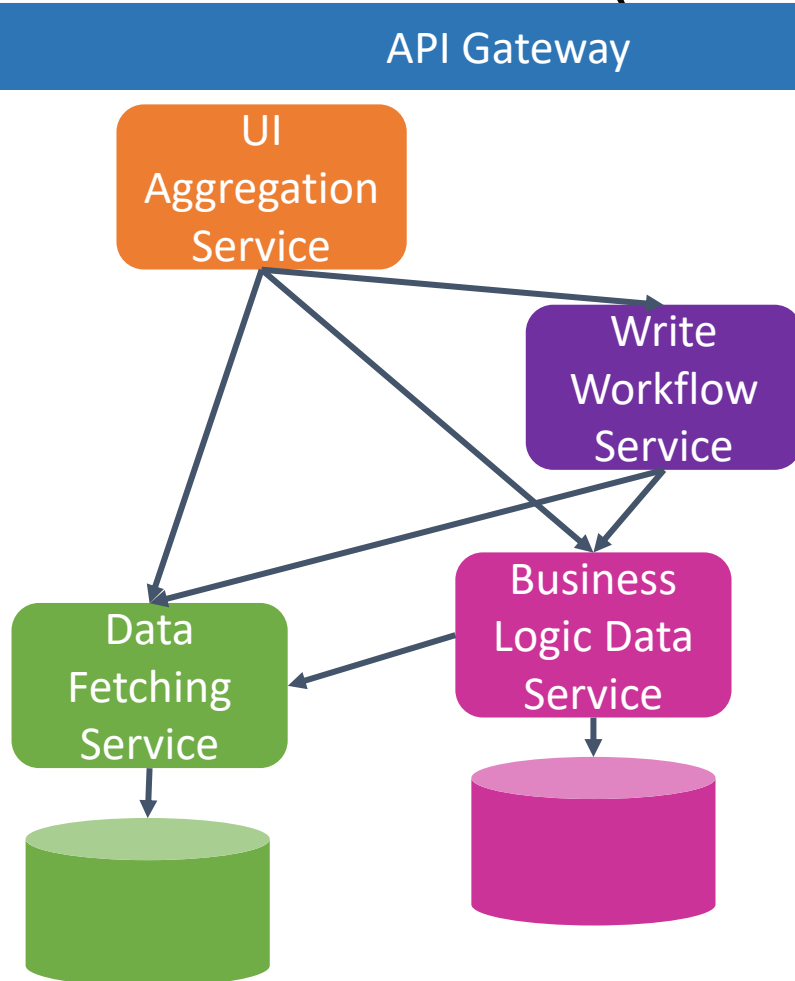


## Monolith/Monorepo (<2017) Herausforderungen

- Am Anfang können Entwickler:innen noch alles selbst ändern
- Änderungen eines Teams beeinflussen andere Teams
- Langsame Deploys
- Component ownership is confused.
- Unowned code

## Microservices (2017-2020)

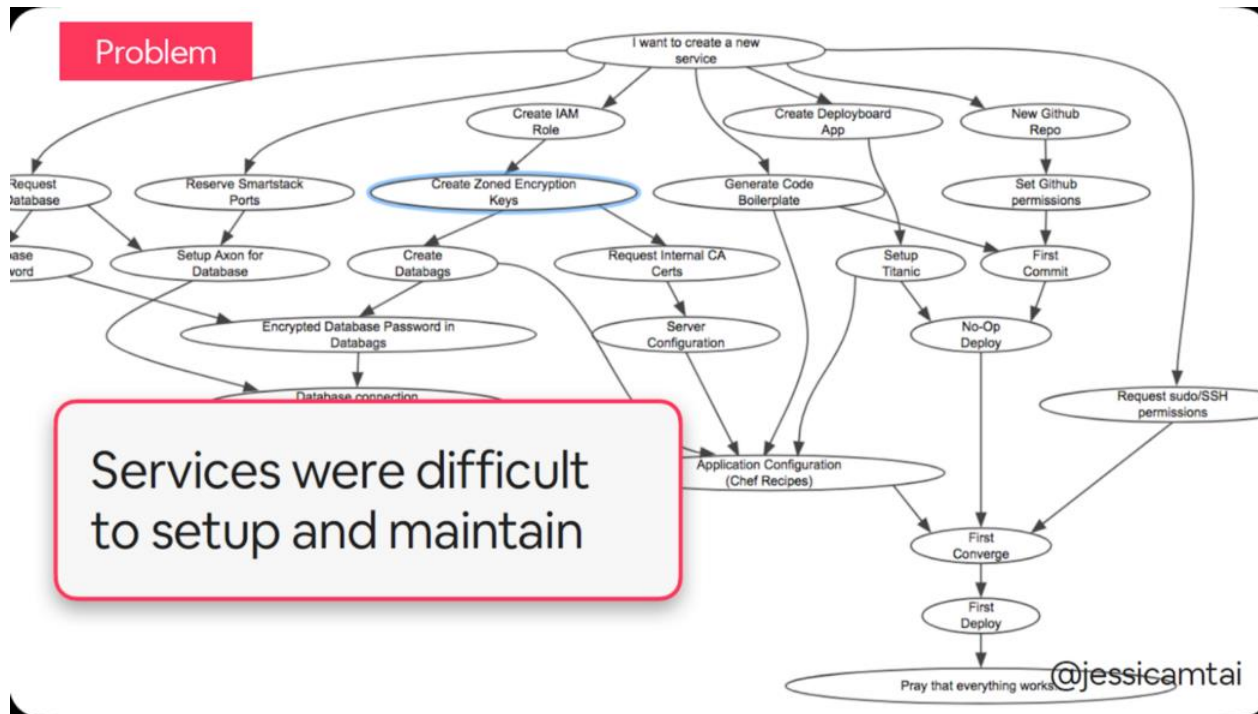


Nach <https://www.infoq.com/presentations/airbnb-culture-soa/>

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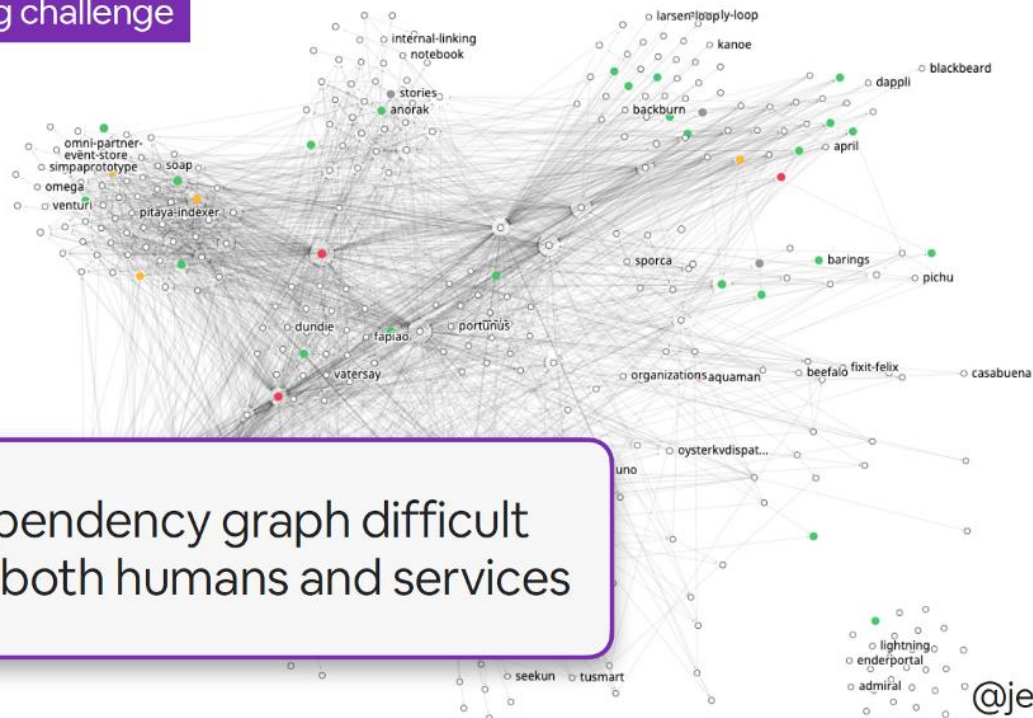
## Complex Service Setup



<https://www.infoq.com/presentations/airbnb-culture-soa/> p. 31

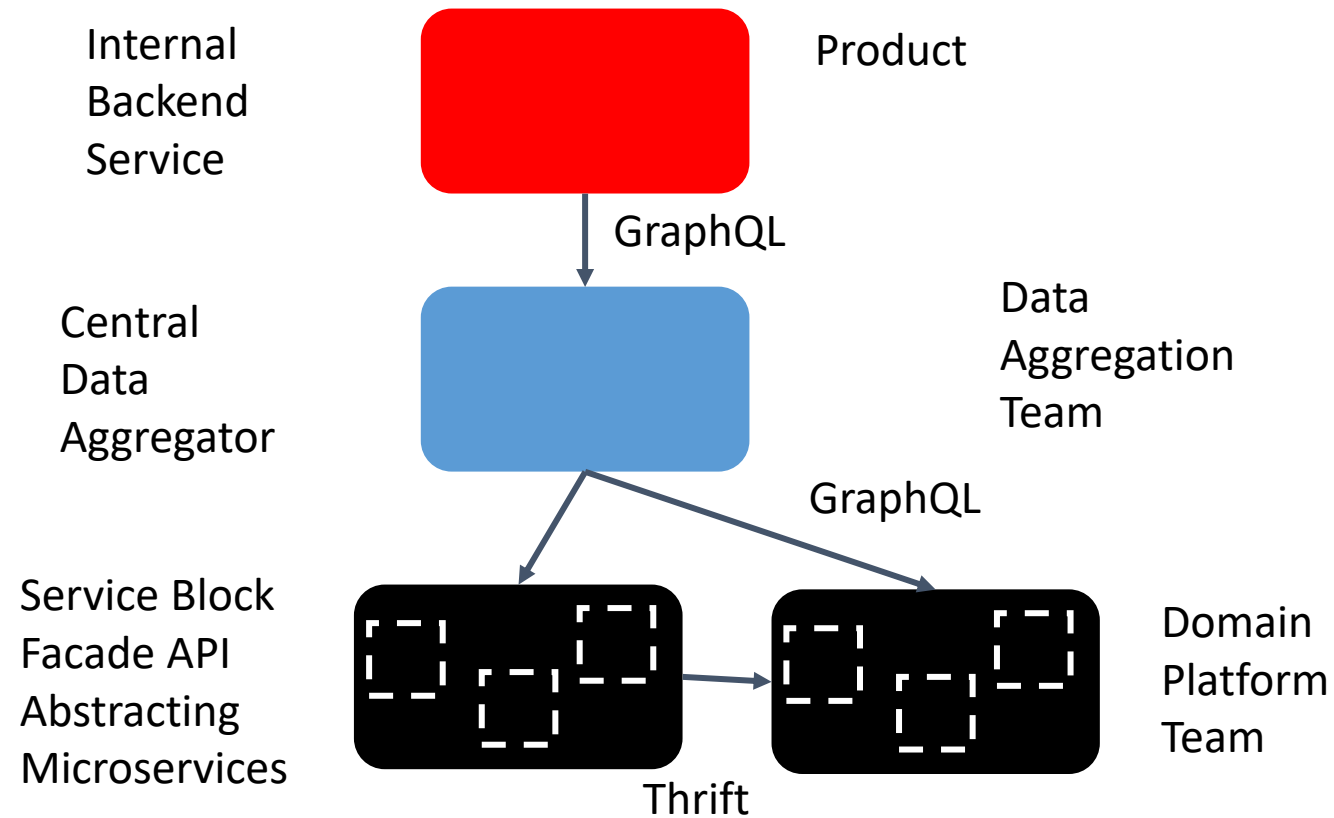
## Dependency Graph

Scaling challenge



<https://www.infoq.com/presentations/airbnb-culture-soa/> p. 36

## Micro + Macroservices (2020-)



Nach <https://www.infoq.com/presentations/airbnb-culture-soa/>

## GraphQL Annotations

Improve velocity with annotations & codegen

```
type Reservation {  
  @owners(lists: "team-123")  
  @serviceBackedNode(  
    service: "ExampleService"  
    methodName: "/example/endpoint"  
    ...  
  )  
  checkInDate: Date @dataClassification(level: "other_data")  
  numberOfGuests: Int @dataClassification(level: "other_data")  
  @privacy(...)  
}
```

Permission checks to  
internal service

<https://medium.com/qe-unit/airbnbs-microservices-architecture-journey-to-quality-engineering-d5a490e6ba4f>