

# Modular Monoliths Architecture

COMP2511, CSE, UNSW



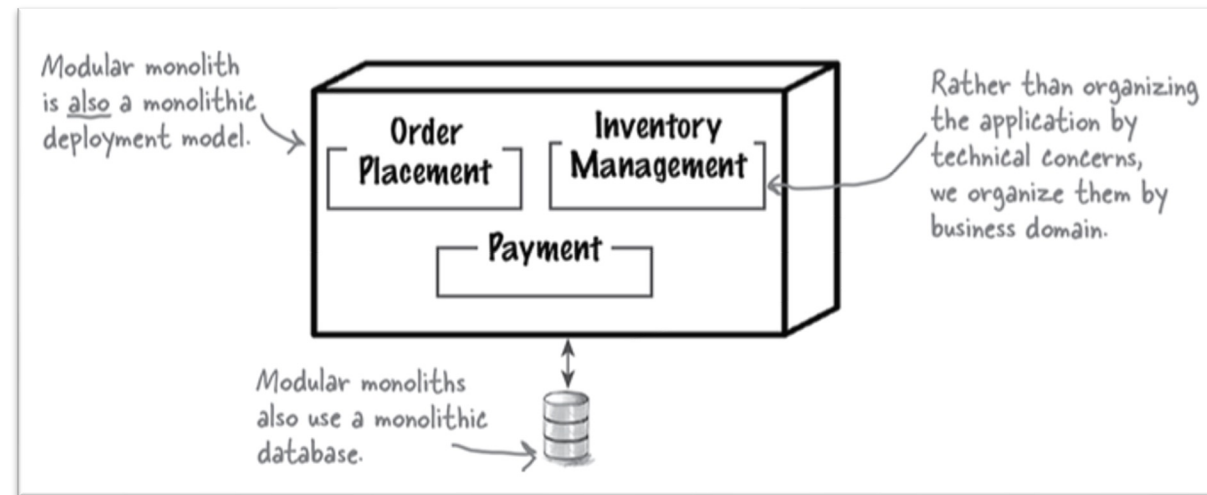
**UNSW**  
SYDNEY

These lecture slides are from the books:

- “*Head First Software Architecture*”, by Raju Gandhi, Mark Richards, Neal Ford, O'Reilly Media, Inc., March 2024
- “*Fundamentals of Software Architecture*”, 2nd Edition, by Mark Richards, Neal Ford

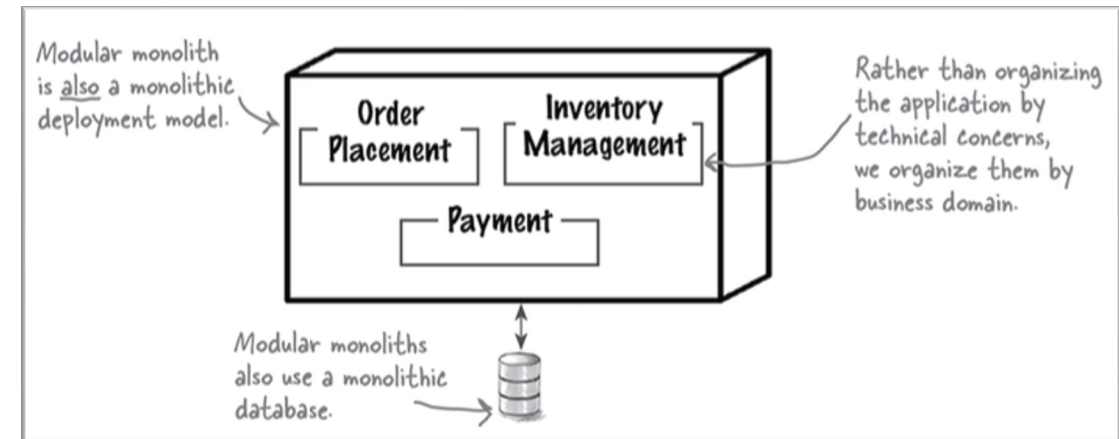
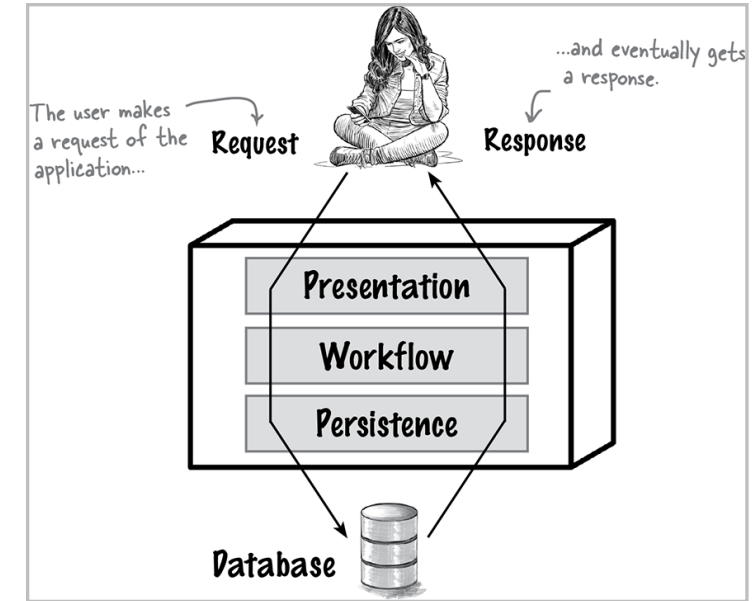
# Introduction to Modular Monoliths

- ❖ **Definition:** A monolithic architecture organized by domain, not technical layers.
- ❖ **Goal:** Align code and teams around business capabilities.
- ❖ **Key Trait:** Deployed as a single unit, with domain-based modular structure



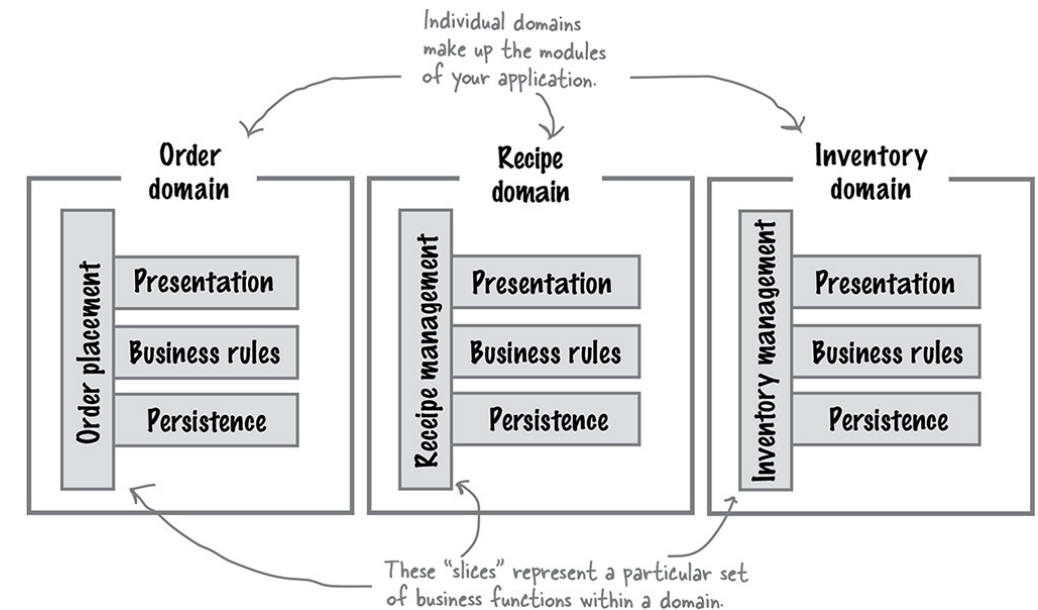
# Layered vs. Modular Monolith

- ❖ **Layered**: Organized by technical concerns (UI, services, DB).
- ❖ **Modular**: Organized by domain (Order, Payment, Inventory).
- ❖ **Problem with Layered**: Changes often touch many teams.
- ❖ **Benefit of Modular**: Changes are isolated within a domain.



# What Is a Module?

- ❖ Independent unit within a domain.
- ❖ Contains all business logic for its domain.
- ❖ Examples:
  - *OrderPlacement* module handles order lifecycle
  - *Recipe* module contains ingredients and cooking steps
  - *Inventory* module tracks stock levels and alerts
  - *UserManagement* module handles user accounts and roles



# Why Choose a Modular Monolith?

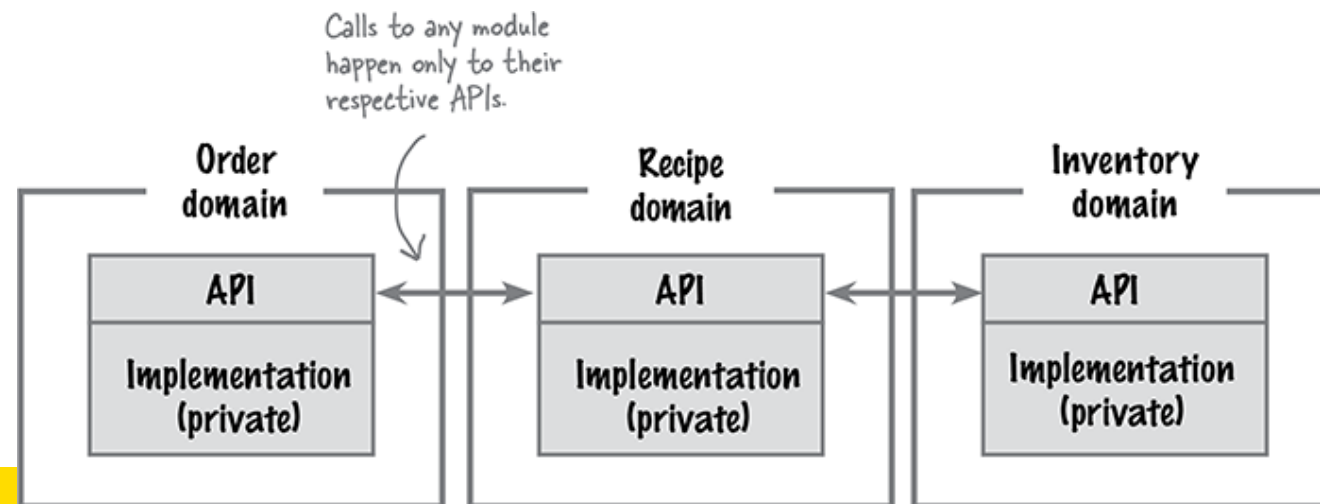
- ❖ **Business alignment:** Modules map to subdomains
- ❖ **Team ownership:** Cross-functional teams per domain
- ❖ **Faster changes:** Changes isolated to one module
- ❖ **High performance:** No inter-service network latency
- ❖ **Easier testing:** Scoped test suites per module

# Code Organization in a Modular Monolith

- ❖ **Single** deployment
- ❖ **Separate** namespaces/packages for each module
- ❖ Each module has:
  - **Public** API
  - **Private** internals
- ❖ **Example** (namespace):
  - com.naanpop.order
  - com.naanpop.inventory
  - com.naanpop.reports

# Managing Inter-Module Communication

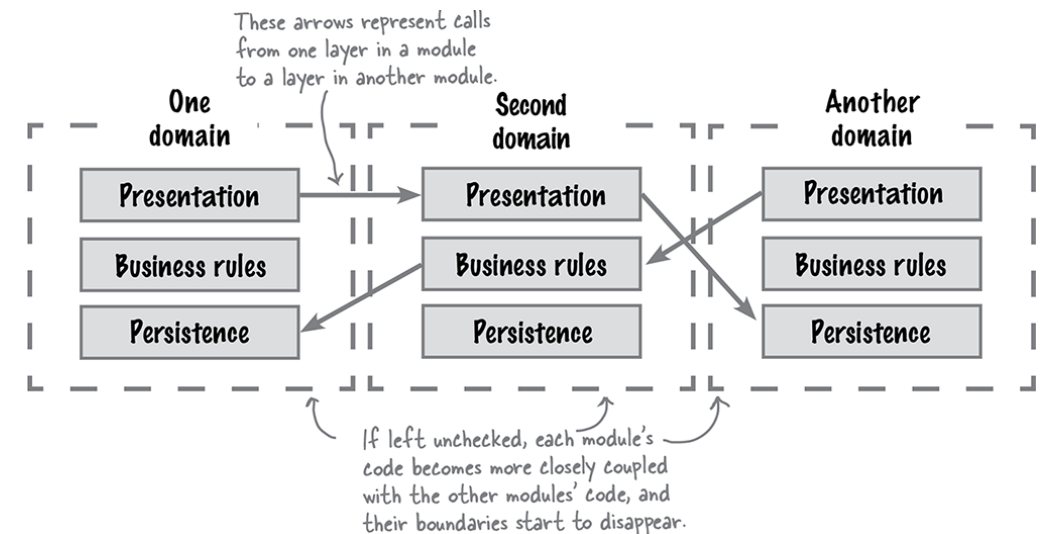
- ❖ **Don't:** Direct calls between modules (tight coupling)
- ❖ **Do:** Use public APIs
- ❖ **Risk:** Big ball of mud from uncontrolled access
- ❖ **Solution:** Interface-based interaction only





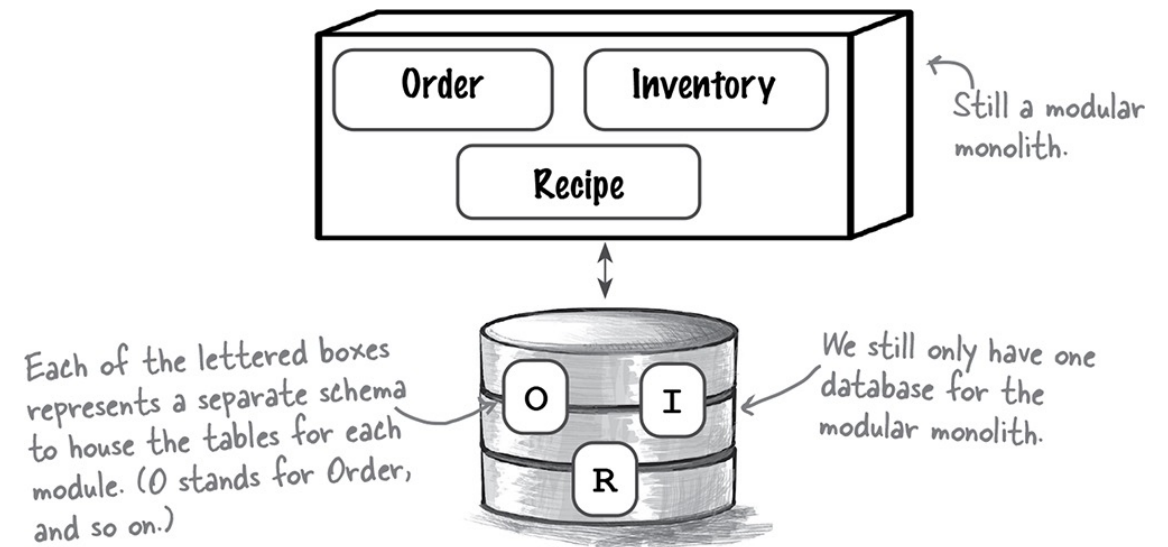
# Keeping Modules Modular

- ❖ IDE features (e.g. auto-import) can break boundaries
- ❖ Separate folders/repositories
- ❖ Use build tools (e.g., Gradle subprojects)
- ❖ Use language features:
  - Java: JPMS
  - .NET: internal keyword



# Modularizing the Database

- ❖ One DB per monolith, but **partitioned** by schema
- ❖ **Rule:** *Each module accesses only its own tables*
- ❖ **No foreign keys** between modules
- ❖ **Use ID references** and **API calls**



# Avoiding Coupling in Data Access

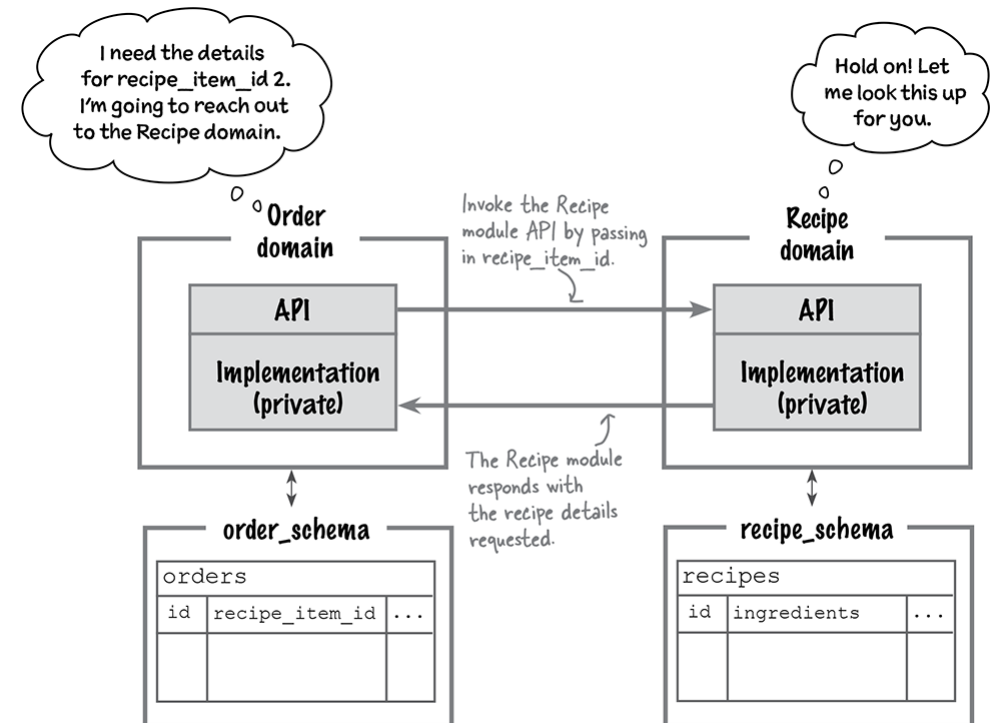
❖ **Risk:** JOINS across module tables reintroduce coupling

❖ **Solution:**

- Store IDs, not foreign keys
- Retrieve info via module API

❖ **Example:**

- Order module stores *RecipeItemID*
- Calls Recipe API when needed



# Extending Modularity to Teams

- ❖ **Align** teams with subdomains (modular ownership)
- ❖ Foster **domain expertise** and autonomy
- ❖ **Minimize** coordination overhead
- ❖ **Example:** Inventory team owns inventory module and tests

# Example – Expense Tracking App

## ❖ Requirements:

- Users add expenses
- Auditors review reports
- Audit trail for traceability

## ❖ Modules:

- ExpenseEntry
- AuditReview
- UserManagement

# Example – Educational LMS

## ❖ Requirements:

- Instructors upload courses
- Students enroll and complete assessments
- Admins manage roles and reports

## ❖ Modules:

- CourseContent
- Enrollment
- AssessmentEngine
- UserAdministration

# Benefits of Modular Monoliths

- ❖ **Domain Partitioning**: Better team alignment
- ❖ **Performance**: No inter-service latency
- ❖ **Maintainability**: Domain-local changes
- ❖ **Testability**: Scoped, isolated testing
- ❖ **Deployability**: Single unit, easier CI/CD

# Limitations of Modular Monoliths

- ❖ **Reuse**: Harder to share utilities
- ❖ **One set of characteristics**: No per-module customization
- ❖ **Fragile modularity**: Easy to break boundaries
- ❖ **Operational limits**: Harder to scale or isolate faults



# Governance and Discipline

## ❖ Modular monoliths require:

- Discipline in access control
- Codebase enforcement (tools, practices)
- Database discipline (modular schemas)

## ❖ Governance tools help but don't eliminate the need for vigilance

# When to Use Modular Monoliths

- ❖ Teams **aligned** to **business domains**
- ❖ Applications that must remain **performant**
- ❖ Systems needing **easy testability** and deployment

# Transition Path – Layered to Modular

- ❖ **Start** with layered → modularize by domain over time
- ❖ Introduce governance and APIs **gradually**
- ❖ **Split** database logically first, physically later

# Modular Monolith Advantages

- ❖ Better domain alignment than layered monoliths
- ❖ Single deployment with domain modularity
- ❖ Enables domain-oriented teams
- ❖ Maintains runtime performance of monoliths
- ❖ Fewer operational headaches than microservices

# Common Pitfalls in Modular Monoliths

- ❖ **Bypassing** module APIs (direct access)
- ❖ Database **JOINS** across modules
- ❖ **Overusing** shared libraries (tight coupling)
- ❖ **Lack of observability** into module interactions

# Techniques for Success

- ❖ Define strong **module boundaries**
- ❖ Maintain **minimal** public API surface
- ❖ Invest in automated testing and monitoring
- ❖ **Review architecture** regularly for erosion

# Modular Monolith Star Ratings

		Architectural Characteristic	Star Rating
These fare better than in the layered architectural style.	{	Maintainability	★ ★ ★
		Testability	★ ★ ★
		Deployability	★ ★ ★
		Simplicity	★ ★ ★ ★
Most monolithic architectures perform well, especially if well designed.	→	Evolvability	★ ★ ★
		Performance	★ ★ ★
		Scalability	★
		Elasticity	★
Overall, more expensive than layered architectures. Modular monoliths require more planning, thought, and long-term maintainance.	→	Fault Tolerance	★
		Overall Cost	\$ \$

# Exercise

Which of the following systems might be well suited for the modular monolith architectural style, and why?

**An online auction system where users can bid on items**

Why? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

- ☐ Well suited for modular monoliths
- ☐ Might be a fit for modular monoliths
- ☐ Not well suited for modular monoliths

**A large backend financial system for processing and settling international wire transfers overnight**

Why? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

- ☐ Well suited for modular monoliths
- ☐ Might be a fit for modular monoliths
- ☐ Not well suited for modular monoliths

**A company entering a new line of business that expects constant changes to its system**

Why? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

- ☐ Well suited for modular monoliths
- ☐ Might be a fit for modular monoliths
- ☐ Not well suited for modular monoliths

**A small bakery that wants to start taking online orders**

Why? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

- ☐ Well suited for modular monoliths
- ☐ Might be a fit for modular monoliths
- ☐ Not well suited for modular monoliths

**A trouble ticket system for electronics purchased with a support plan, in which field technicians come to customers to fix problems**

Why? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

- ☐ Well suited for modular monoliths
- ☐ Might be a fit for modular monoliths
- ☐ Not well suited for modular monoliths