



NestJS Microservices Project Structure

Microservices architecture with multiple services, shared libraries, and message-based communication using NestJS transporters.

#nestjs #typescript #microservices #distributed #redis #tcp

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Project Directory



myproject/

```

  apps/ Individual serv...
  > gateway/ HTTP entry point
    > src/
      main.ts Bootstrap HTTP ...
      app.module.ts
      app.controller.ts Routes to servi...
      app.service.ts
      tsconfig.app.json
    > users/ User microservi...
      > src/
        main.ts Bootstrap TCP/R...
        users.module.ts
        users.controller.ts @MessagePattern...
        users.service.ts
        tsconfig.app.json
    > orders/ Order microserv...
      > src/
        main.ts
        orders.module.ts
        orders.controller.ts
        orders.service.ts
        tsconfig.app.json
  > libs/ Shared code
    > common/ Shared utilities
      > src/
        index.ts Public exports
        > dto/
          pagination.dto.ts
        > interfaces/
          service-response.interface.ts
        tsconfig.lib.json
    > contracts/ Message patterns
      > src/
        index.ts
        users.patterns.ts User service pa...
        orders.patterns.ts
        tsconfig.lib.json
  nest-cli.json Monorepo config
  tsconfig.json Base TS config
  package.json
  .env.example
  .gitignore
  README.md

```

Why This Structure?

NestJS monorepo mode organizes microservices in `apps/` with shared code in `libs/`. The gateway handles HTTP and forwards to services via TCP or Redis. Message patterns in `contracts/` ensure type-safe service communication.

Key Directories

apps/gateway/ - HTTP API gateway that proxies to microservices

apps/** - Individual microservices with their own bootstrap

libs/common/ - Shared DTOs, interfaces, and utilities

libs/contracts/ - Message pattern constants for type-safe IPC

>_ Getting Started

1. `npm install`
2. `cp .env.example .env` (set REDIS_URL)
3. `npm run start:dev gateway`
4. `npm run start:dev users`
5. `npm run start:dev orders`

Transport Options

TCP – Default, good for local development

Redis – Production-ready pub/sub transport

RabbitMQ – For complex routing and queues

Kafka - High-throughput event streaming

gRPC – Binary protocol, schema-first

☒ When To Use This

- Services need independent scaling
- Teams own separate domains
- Different services need different databases
- Deploying services independently
- Complex business domains with clear boundaries

Trade-offs

Complexity - Network calls replace function calls—handle failures

Data consistency - No transactions across services—use sagas

Debugging

Distributed tracing needed—add correlation IDs