* [Monolith / Microservices](https://www.geeksforgeeks.org/monolithic-vs-microservices-architecture/)
* [Horizontal / Vertical scaling](https://www.cloudzero.com/blog/horizontal-vs-vertical-scaling#:~:text=While%20horizontal%20scaling%20refers%20to,%2C%20storage%2C%20or%20network%20speed.)
* Message / task queue
  + A person standing next to a whiteboard with writing on it

    Description automatically generated with low confidence
* Ways to be good at system design interview.
  + Diagram

    Description automatically generated
  + If interviewer give a vague idea about a system, he/she is looking for the candidate to design ,one must take care of gathering all information.
    - Ex -> if interviewer says that he wants to build an ecommerce website , then first ask about what the exact requirement and what problem we are trying to solve. Can the interviewer give an example of any system to take as consideration or any specific problem to solve?
* UI System Design
  + Frontend System Design Components Overview
  + Architectural Patterns
    - Iframe
    - Web components
    - Module Federation
    - Microapps/ route based
  + Communication Protocols
    - Long polling
    - Websocket
    - SSE (Server Sent Event) ,ex Notifications
  + Availability
    - Service workers /PWA
  + Accessibility
    - Keyboard accessibility
    - Screen reader
    - Color visibility
  + Consistency
    - CSS properties
    - Polyfill
  + Credibility & Trust
    - On page
      * Title
      * Description
      * Meta
      * Content
      * Performance
    - Off page
      * Backlinks
      * Ads
  + Logging & Monitoring
    - Error logging
    - User tracking
    - User activity
    - Feature usage
    - Infra / capacity monitoring
  + Databases & Caching
    - HTTP Caching
    - In memory caching
    - Apollo Caching
    - State management (Redux, Context)
    - Local storage
    - Session storage
    - Cookie
    - Indexed DB
  + Security
    - Ddos
    - Authentication(is logged) / Authorization(role)
    - CSP
    - CORS
    - Man in the middle
  + Performance & Optimization
    - Assets optimization
    - Non-blocking
    - Delivery options
    - Build good assets
    - SSR -> server-side rendering like graph big tables
    - Service worker
    - Check Web vitals
    - Perceived performance
  + Testing
    - Integration testing
    - Unit testing
    - End to end testing