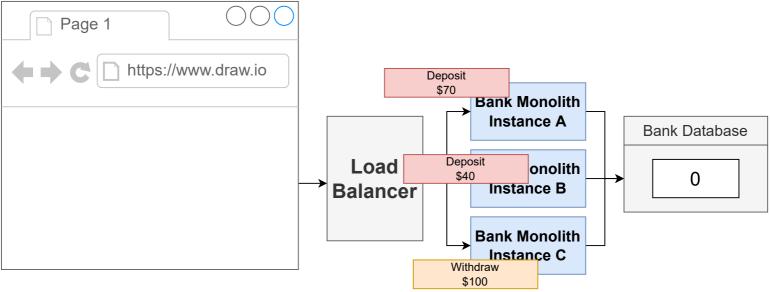
Async (event-based) communication sounds terrible, right?!?!

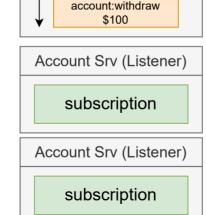
Oh, and it happens with classic monolith style apps

Oh, turns out this happens with sync communications



Solution #1 that won't work - Run one copy of Account Srv Publisher account:deposit \$70 account:deposit \$40 account:withdraw \$100

File Storage



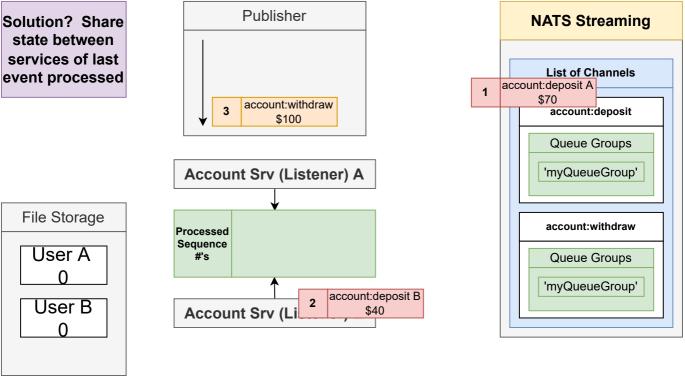
NATS Streaming List of Channels account:deposit Queue Groups 'myQueueGroup' account:withdraw Queue Groups 'myQueueGroup'

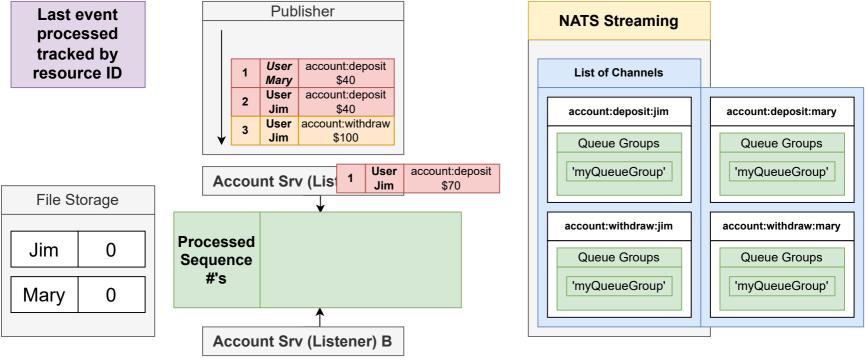
Solution that won't work #2 - Figure out every possible error case and write code to handle it

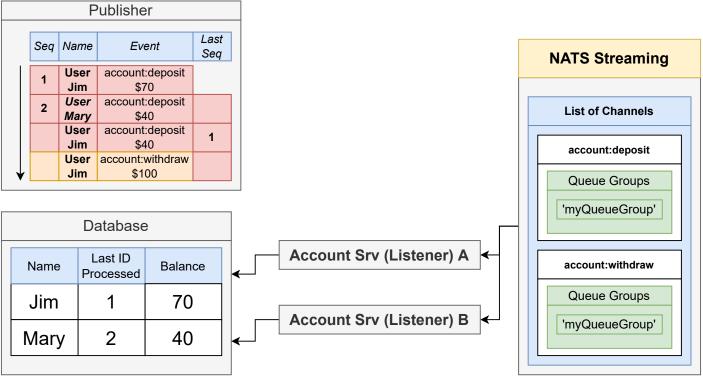
```
An infinite number of things can fail
```

Engineering time = \$\$\$\$\$

Does it matter if two tweets are out of order?

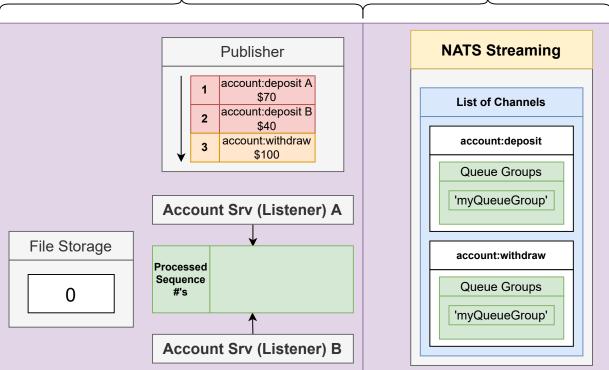


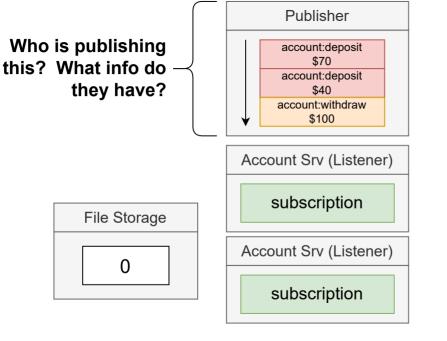


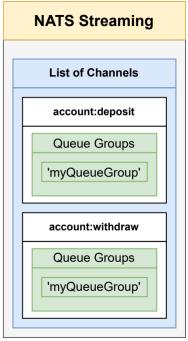


We should have been looking here!

We were looking for a solution here



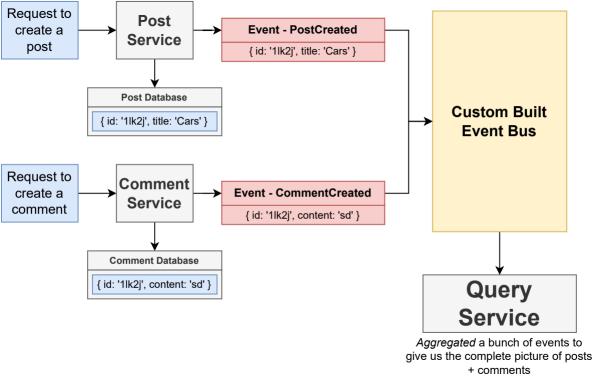


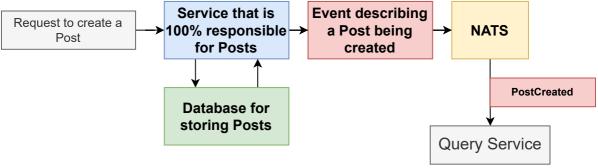


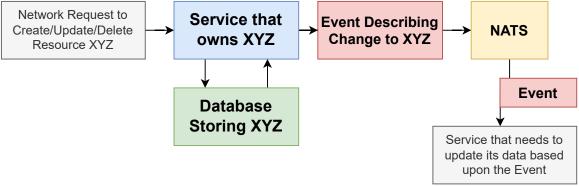
We are working with a poorly designed system and relying on NATS to somehow save us

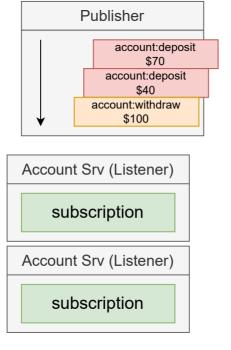
We should revisit the service design.

If we redesign the system, a better solution to this concurrency stuff will present itself









File Storage

