

① Theory Part — Basic — Distributed System

② System Design $\left\{ \begin{array}{l} \text{f-R} \\ \text{a+R} \end{array} \right.$

① Basic of Distributed

② Load Balancing

③ Caching

④ HTTP/HTTPS/HTTP/ Web Sockets

⑤ DNS

⑥ Distributed System
Concepts.

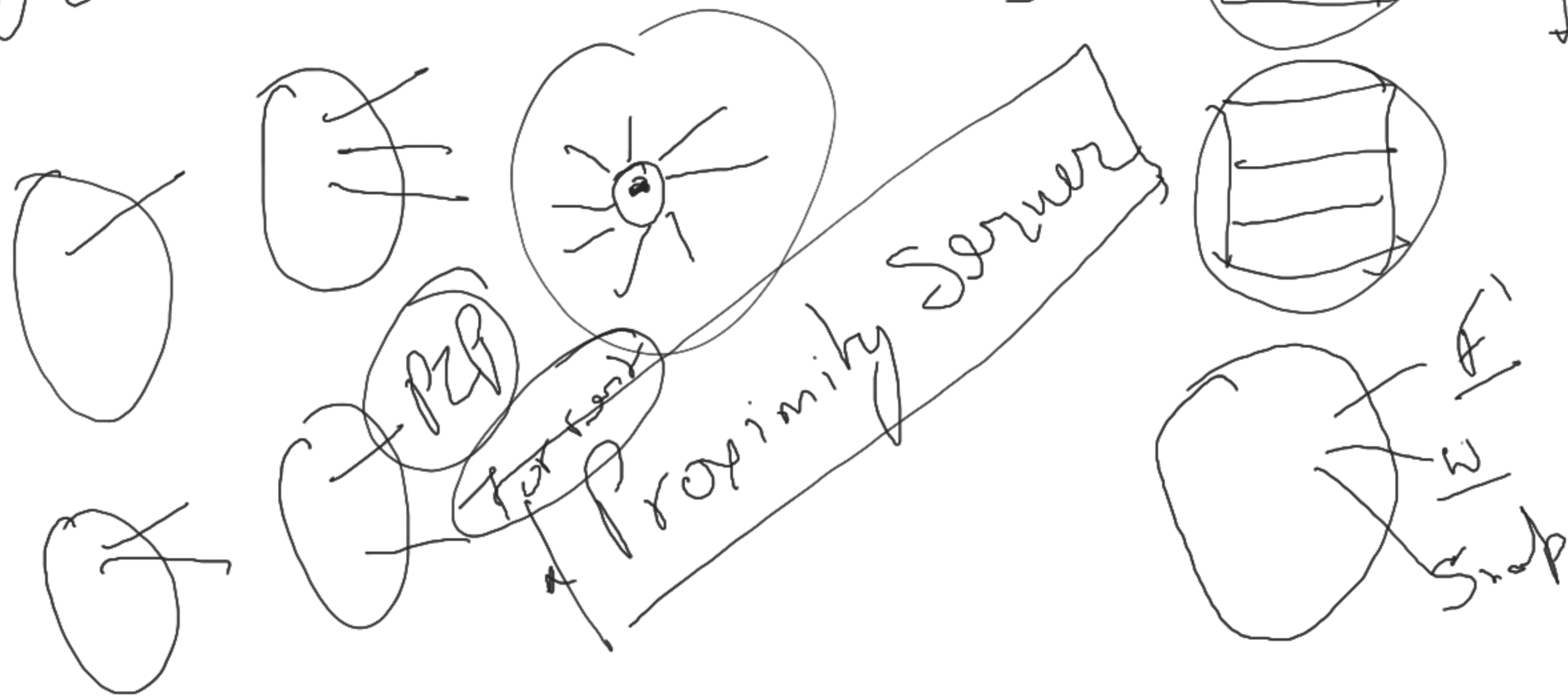
⑦

⑧ Security

⑨ Database

⑩ Advance Algorithms
- Paxos - Saga
- Raft - Chubby

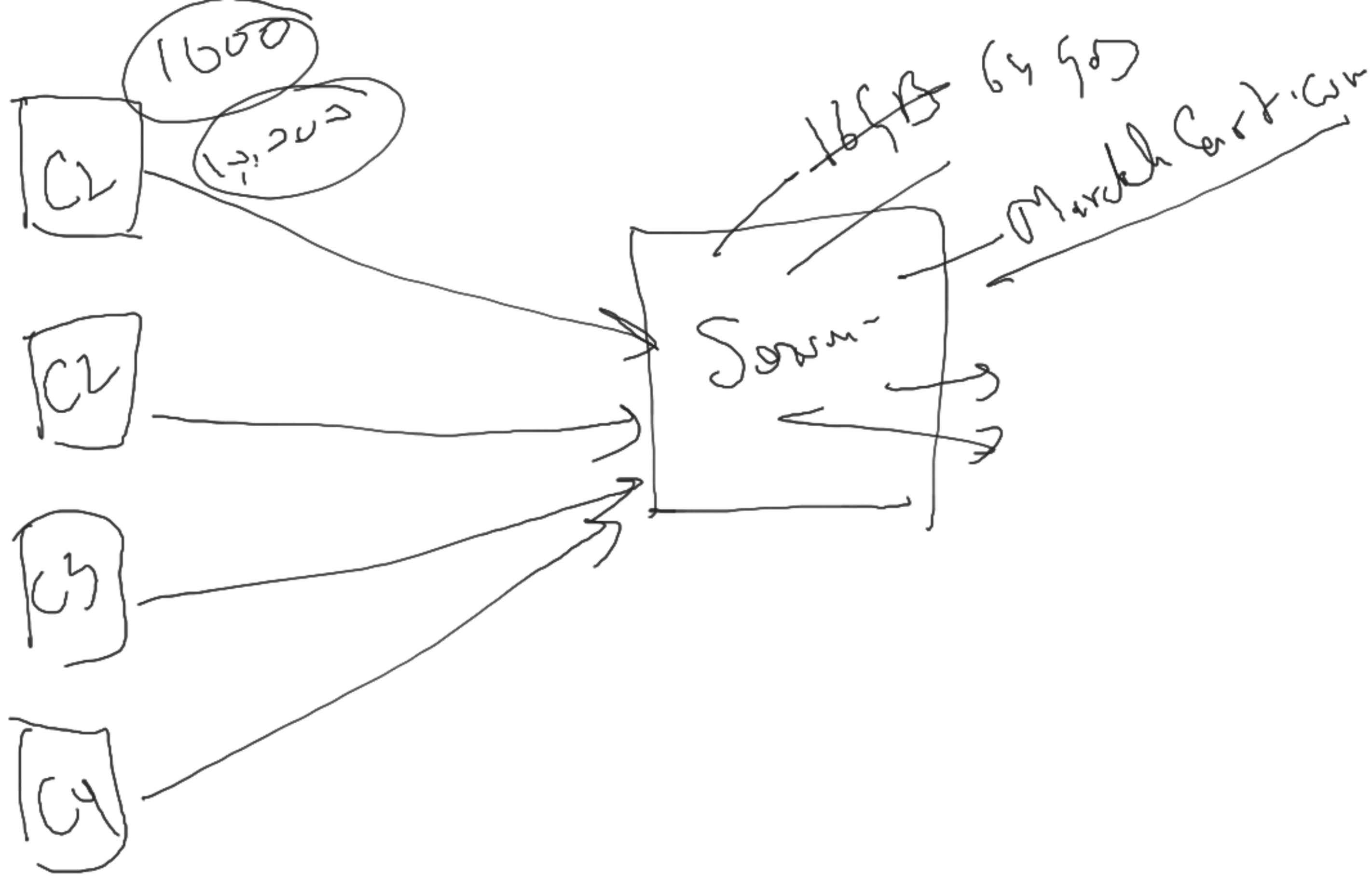
① Consistent Hashing

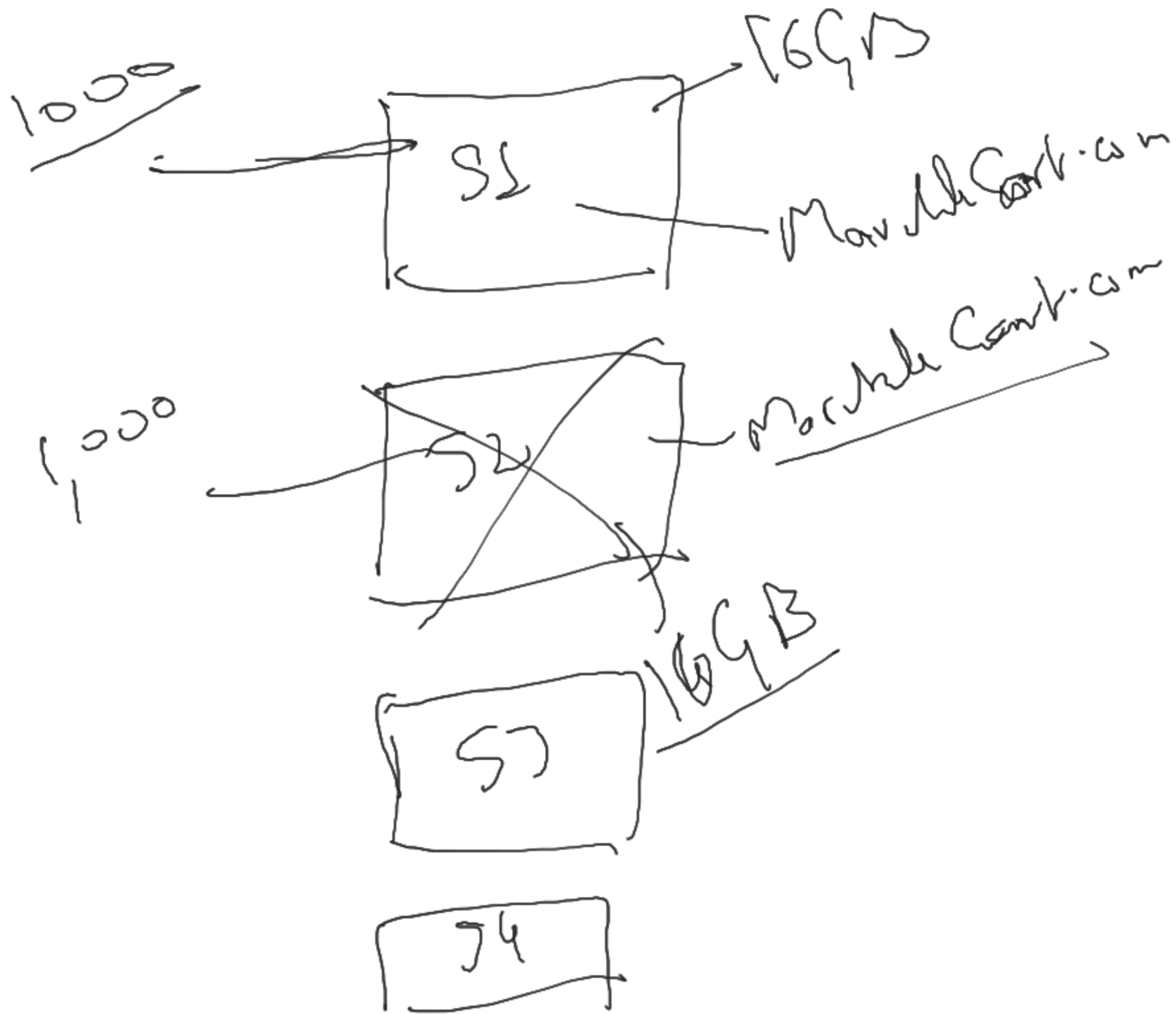
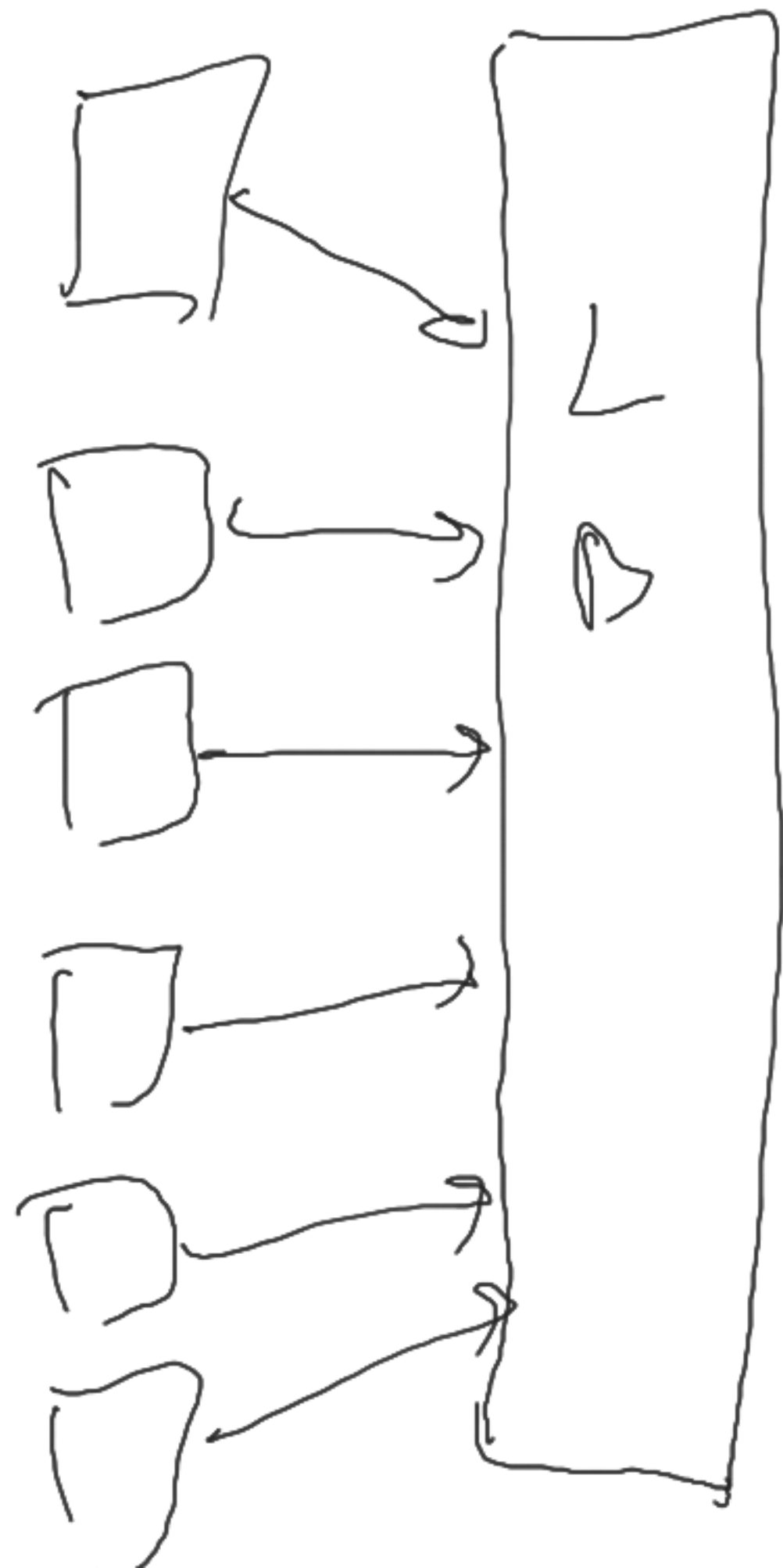


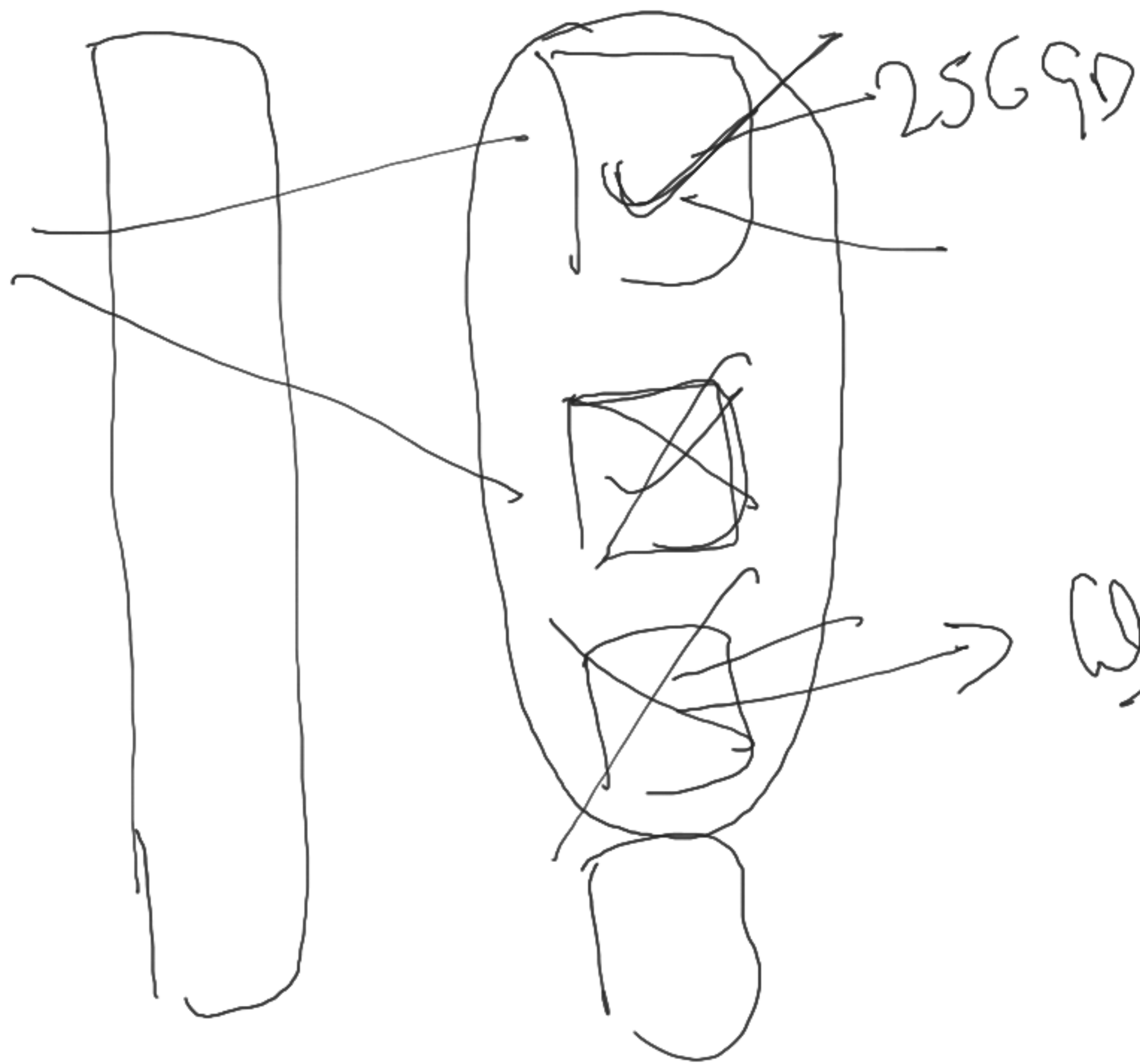
PANUC

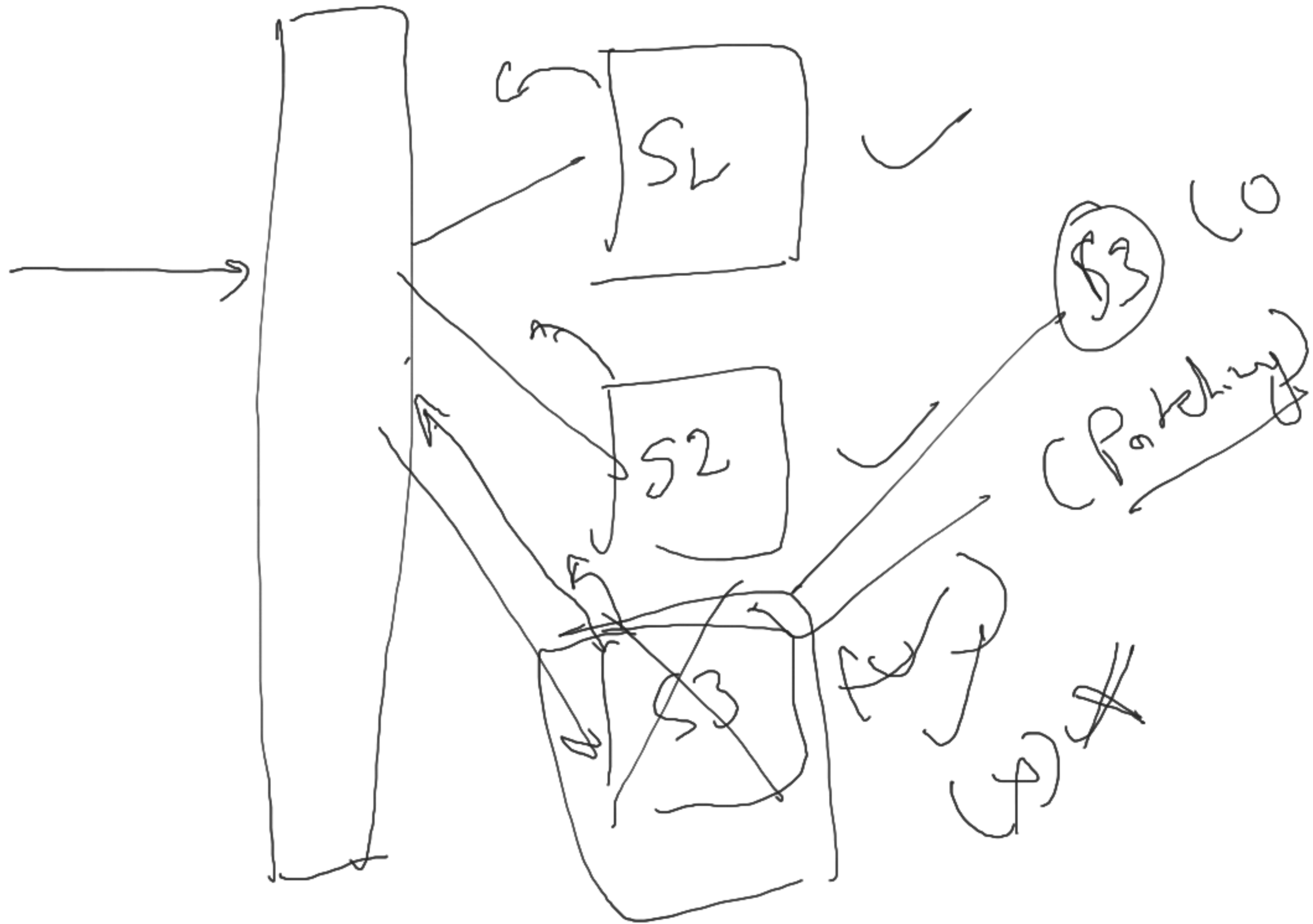


Scalability:









S2c

SV

D

D

D

Availability:

99.99999

(20)

1000

(20)

100%

100%

9999%

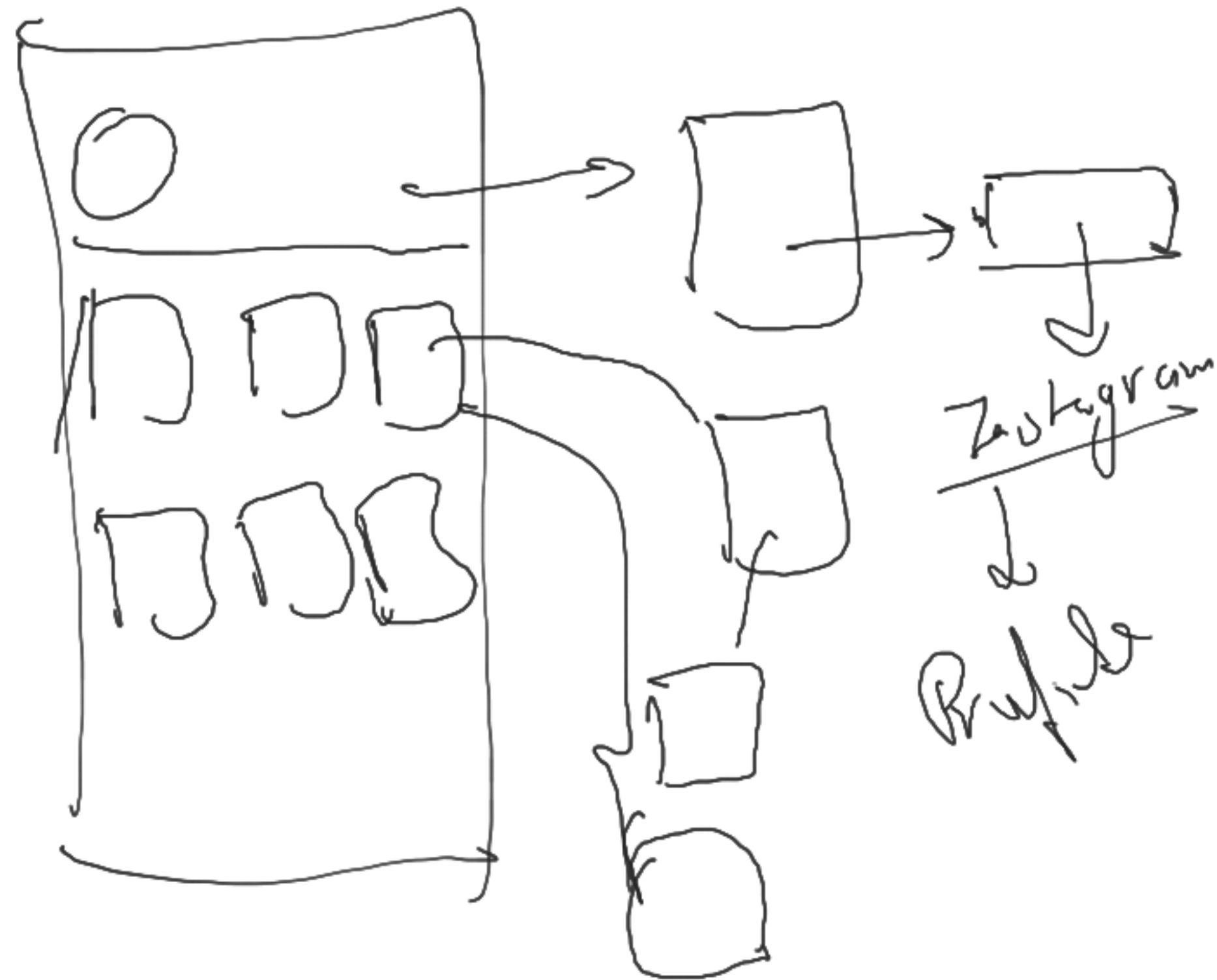
$\frac{(n-2)}{n}$

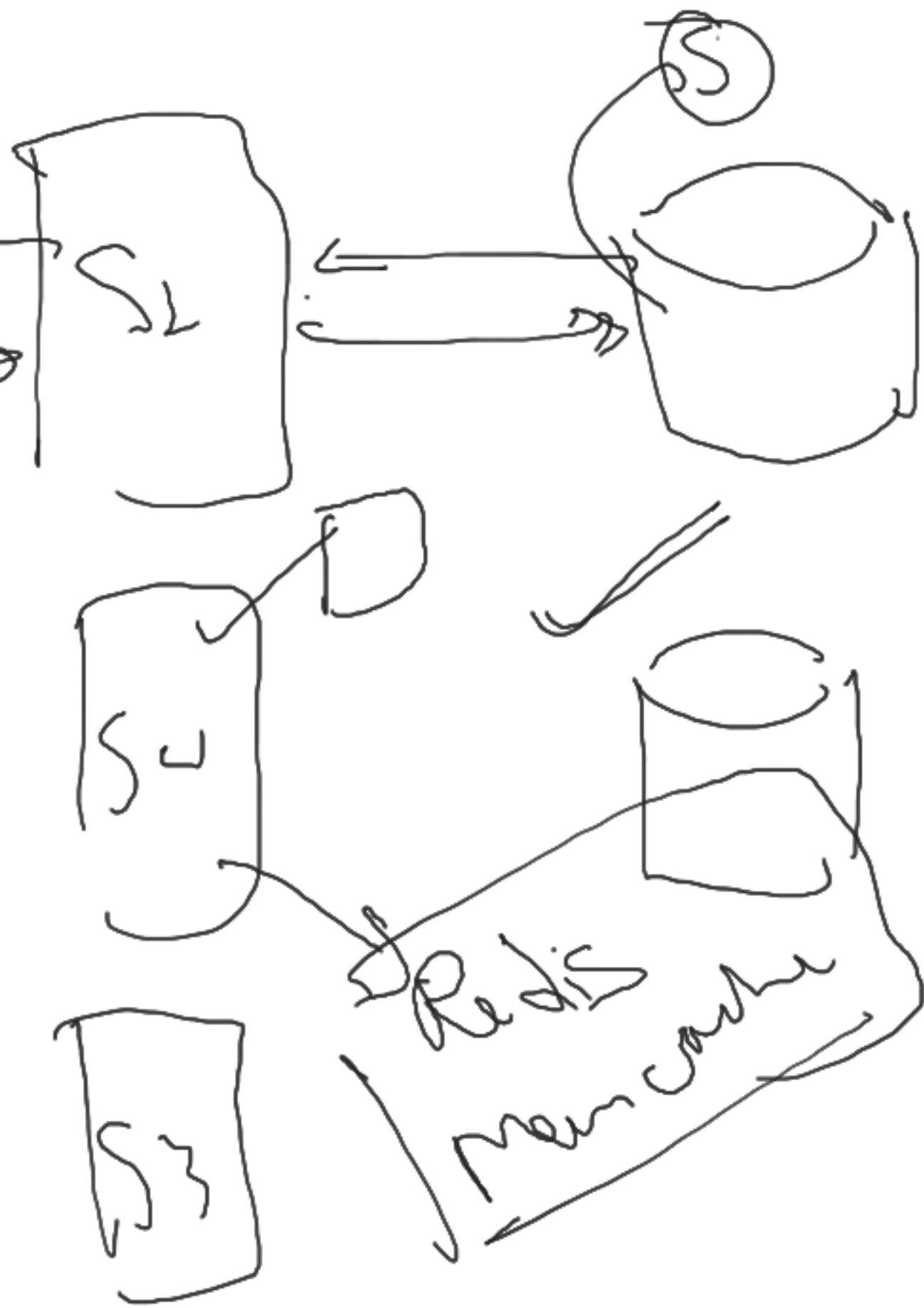
(10)

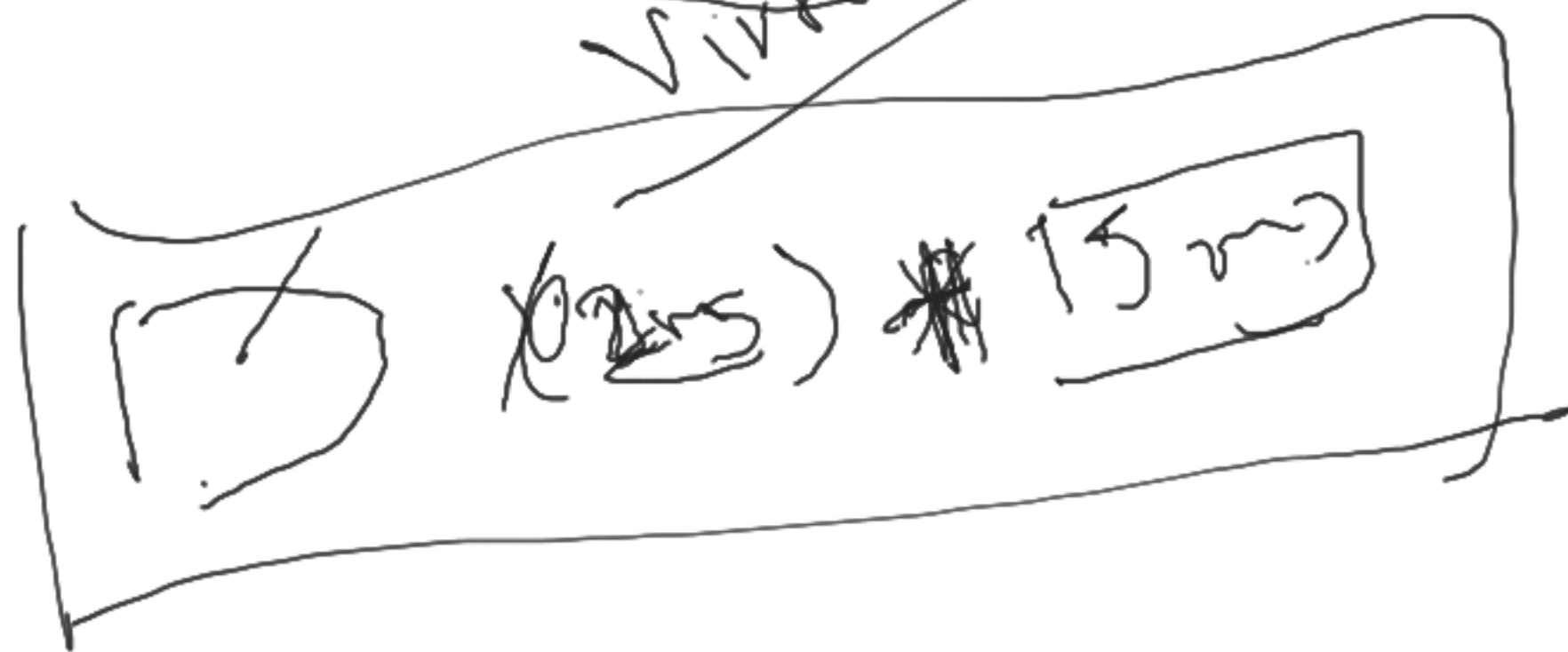
= 98%

n=10

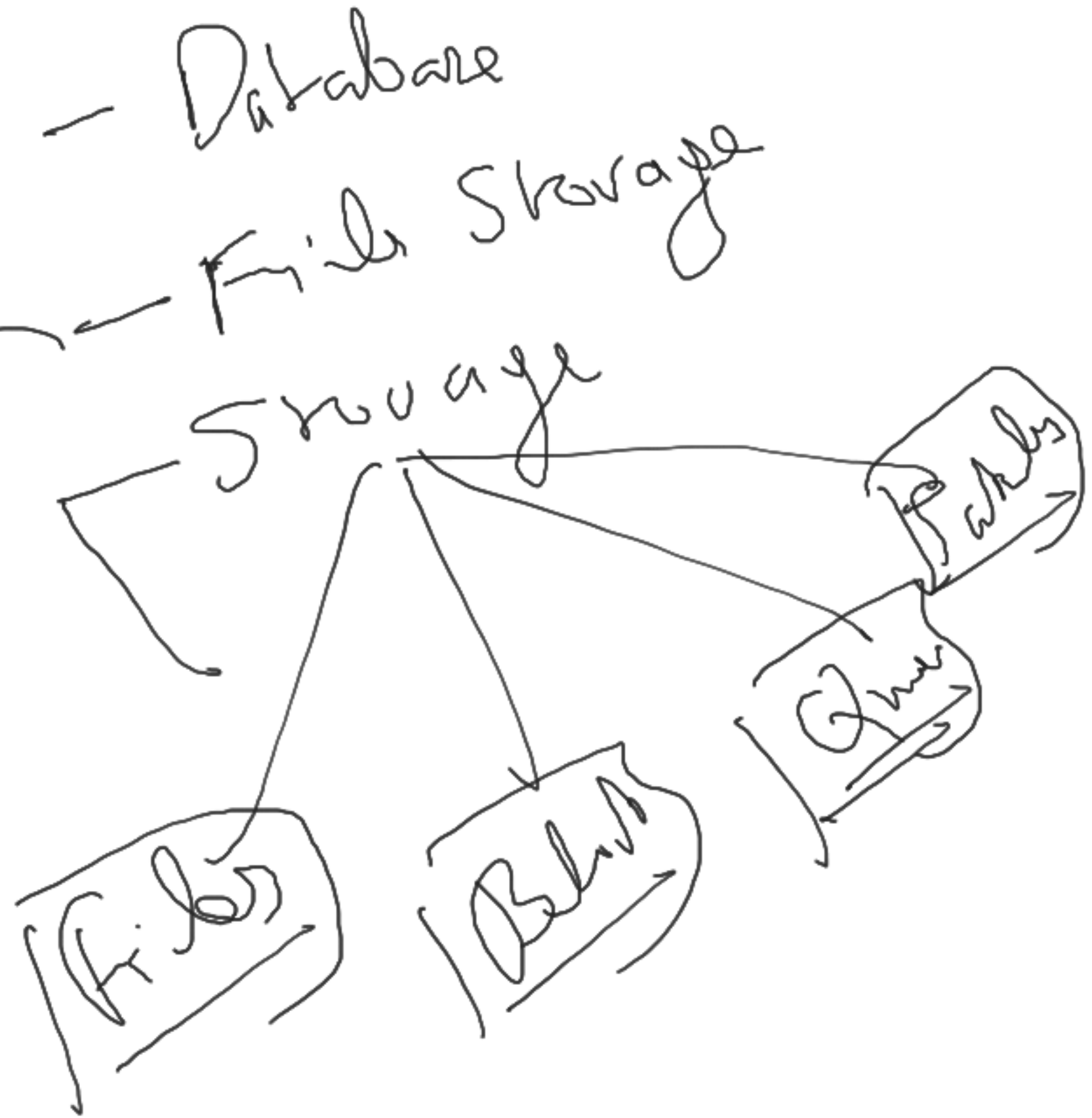
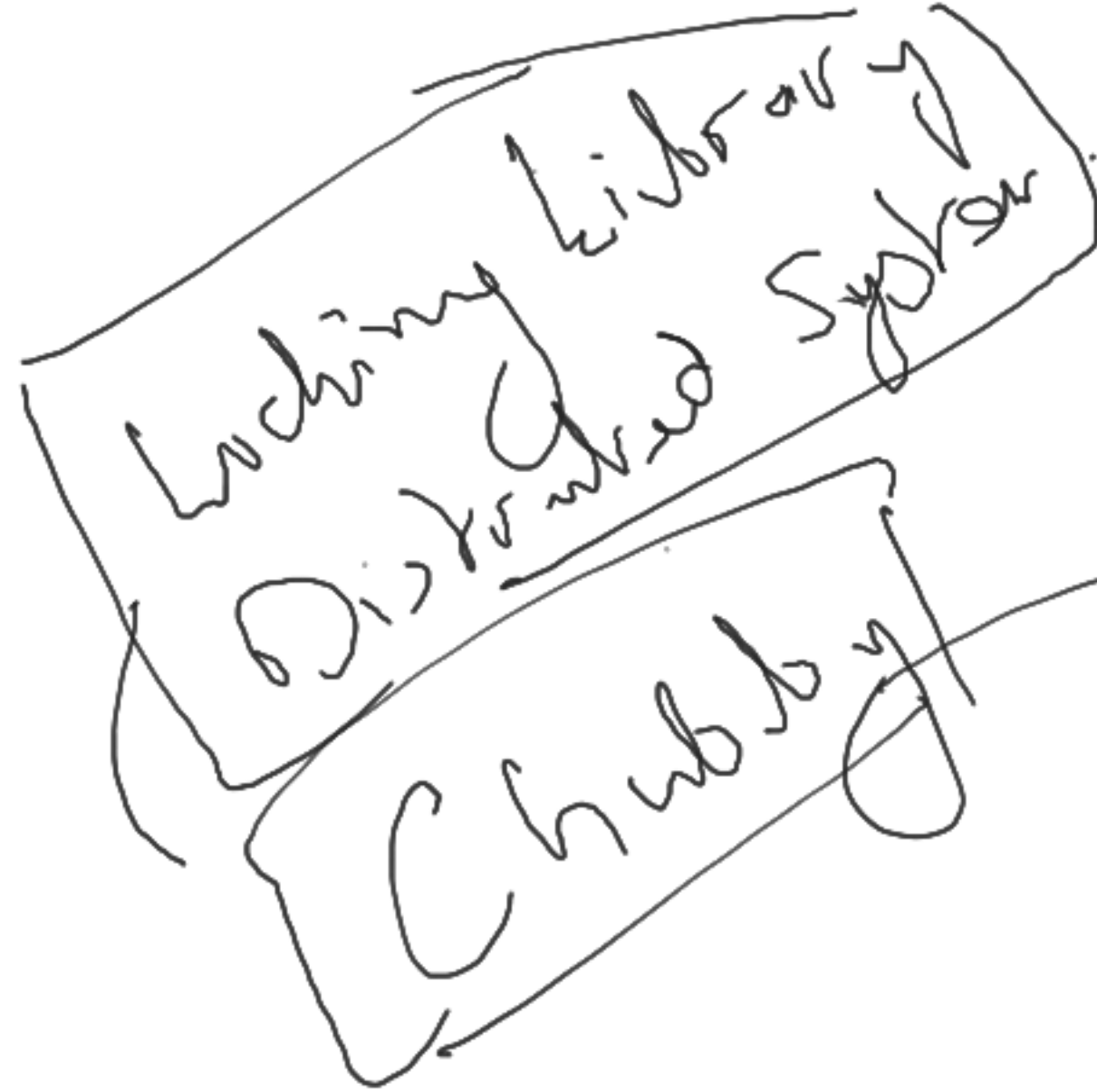
Cache::



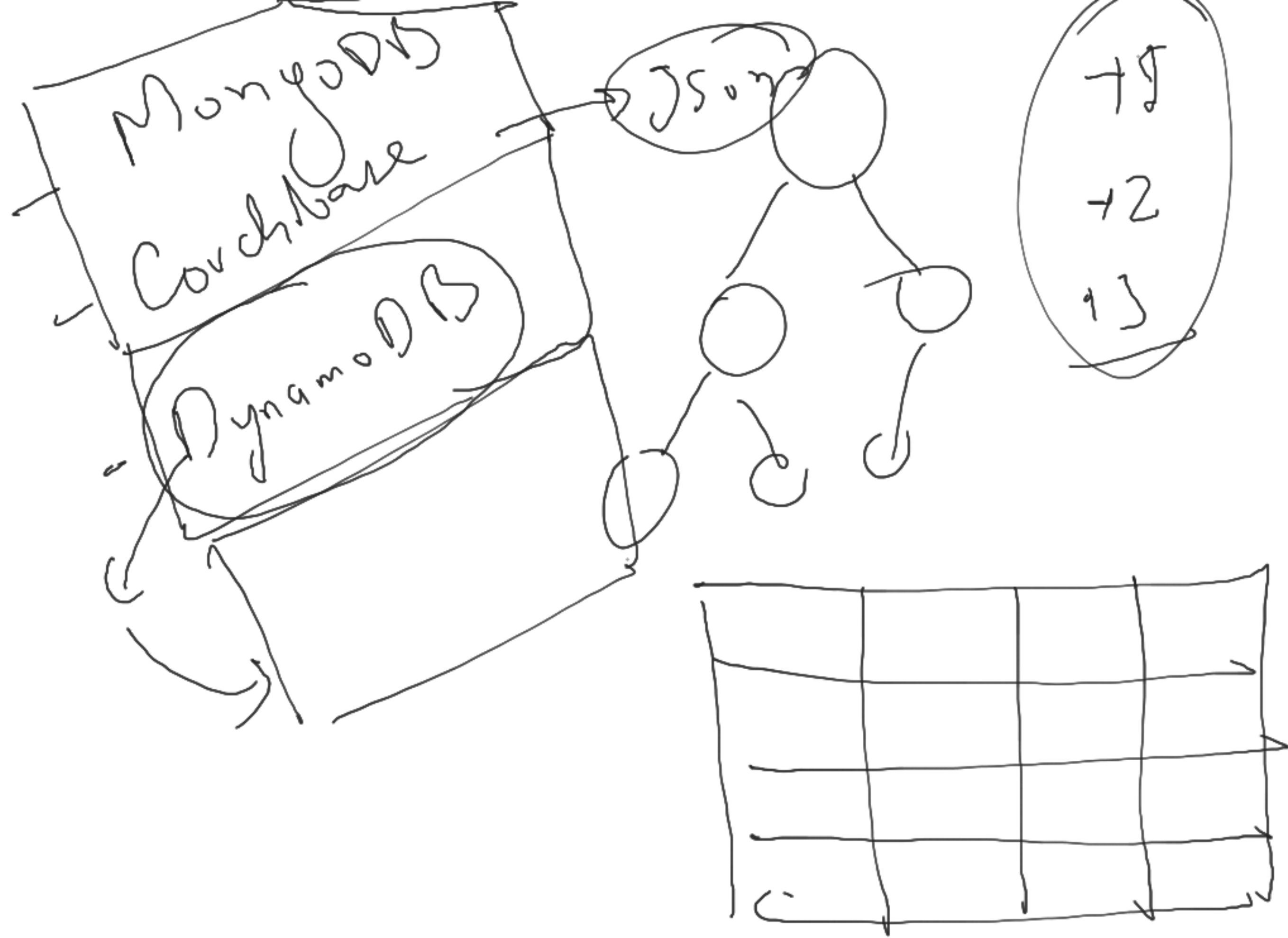




Storage:-



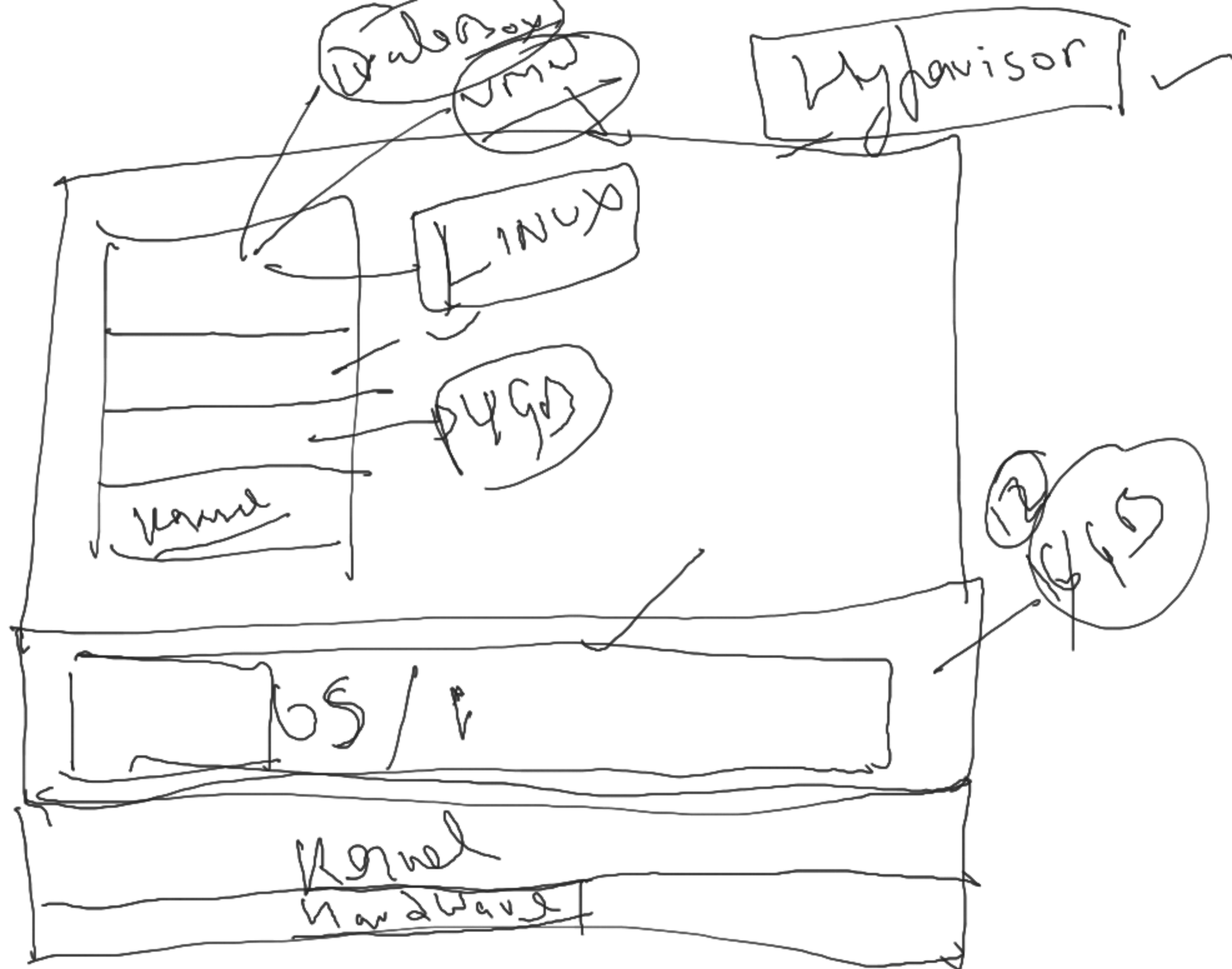
Databases:

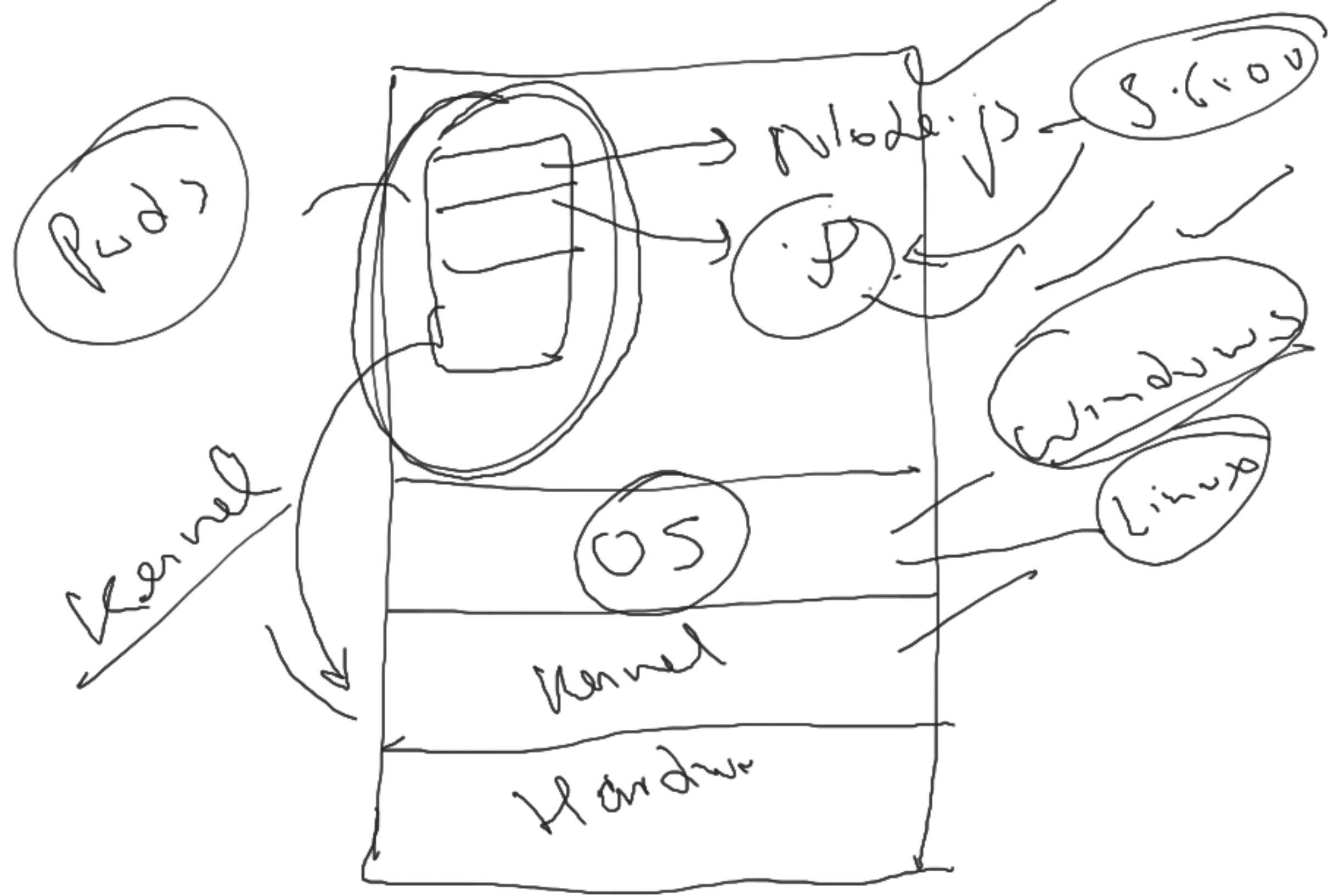


SQL - Struct



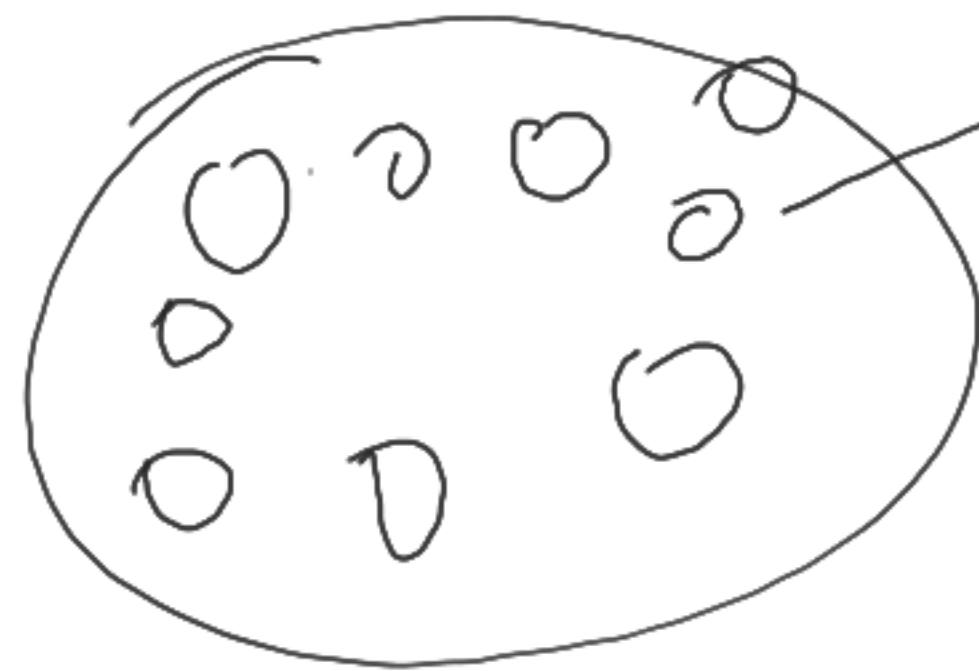
UMs/Containers
Virtual
Machines



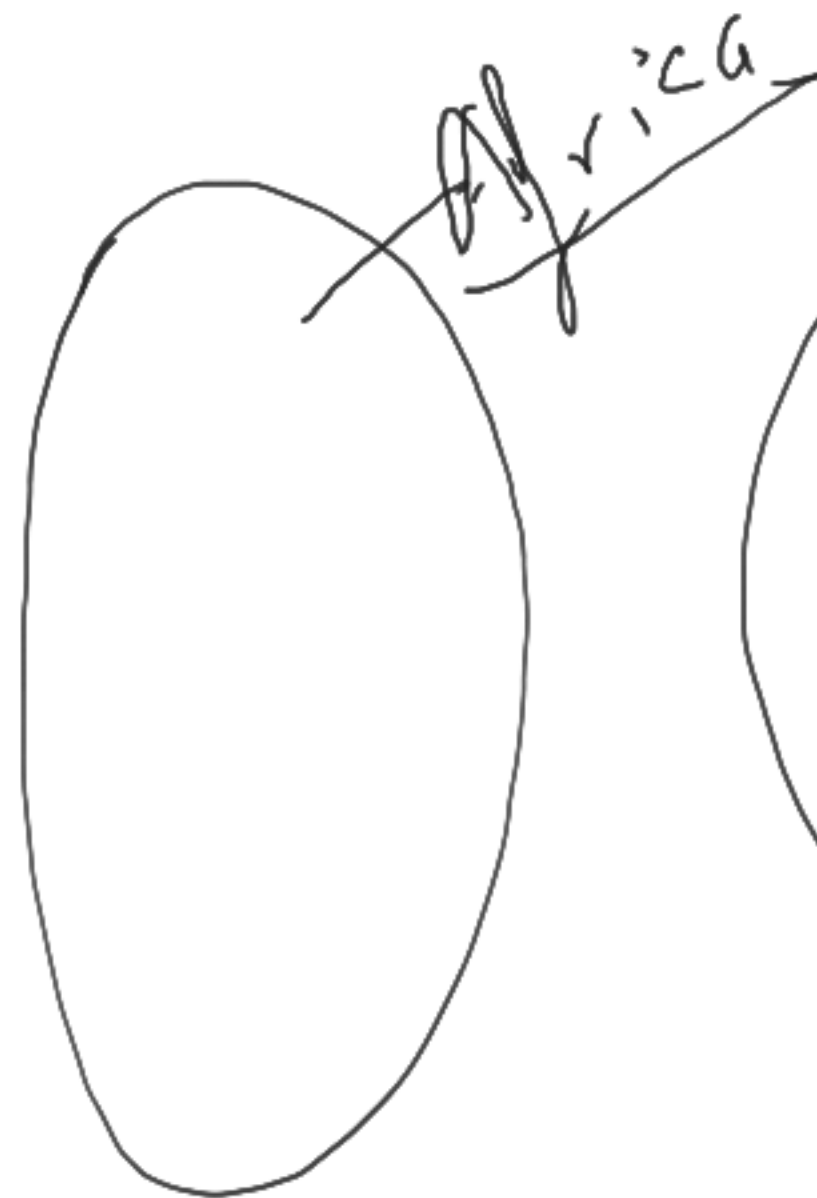




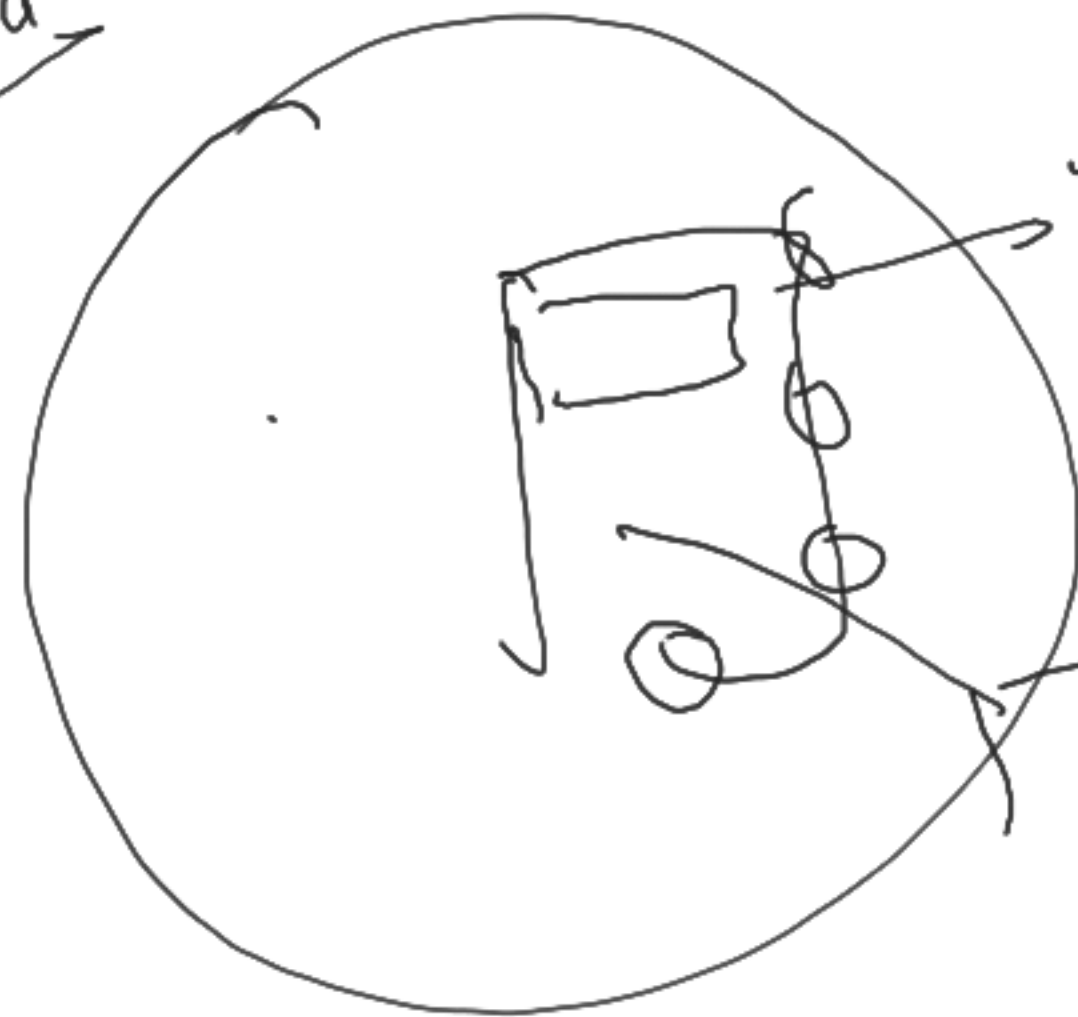
Americas



Europe Region



Africa



Asia



Animal:

Demon Slayer

