**ASSIGNMENT-12.3:**

**What is meant by Flume NG?**

 Flume NG is a refactoring of Flume. To solve certain known issues and limitations, Flume requires a refactoring of some core classes and systems.

The following known issues can be solved by Flume NG :

* Code Complexity
* Renaming packages to org.apache.flume
* Heartbeat and Master Rearchitecture.
* Core component lifecycle standardization and control code
* Drastic simplification of common data paths.

**Can Flume provides 100 % reliability to the data flow?**

Yes, it provide end-to-end reliability of the flow. Sources and sinks encapsulated in a transactional repository provides by the channels. The most important thing in flume is that all the transfers of the events are in transactional in nature. Hence the loss of the data is totally avoided.

**Can Flume can distributes data to multiple destinations?**

Yes, it support multiplexing flow. The event flows from one sources to multiple channels and multiple destinations.

As the flume agent can declare more than one source, channels and sink. Hence they can take inputs from many sources and buffer in multiple channels as well as give them to multiple sinks i.e.

**Explain about the different channel types in Flume. And which channel type is faster?**

Channels are buffers that sit in between sources and sinks. As such, channels allow sources and sinks to operate at different rates. Channels are key to Flume’s guarantees of not losing data.

Different Channels in Flume are

1. Memory Channel

The Memory Channel is an in-memory channel that stores events written to it on the heap. The Memory Channel is an in-memory queue—the sources write to its tail and sinks read off its head.

* The events are stored in an in-memory queue with configurable max size. It’s ideal for flows that need higher throughput and are prepared to lose the staged data in the event of agent failures.
* The maximum number of events stored in the channel -100.
* The maximum number of events the channel will take from a source or give to a sink per transaction-100.
* Timeout in seconds for adding or removing an event-3sec

1. File Channel:

The File Channel is Flume’s persistent channel. It writes out all events to disk and thus does not lose data on process or machine shutdown or crash. The File Channel ensures that any events committed into the channel are removed from the channel only when a sink takes the events and commits the transactionThe maximum size of transaction supported by the channel-100.

* Amount of time (in millis) between checkpoints – 30000 mili secs.
* Maximum capacity of the channel- 1000000
* Amount of time (in sec) to wait for a put operation- 3.