1. Restrict user per hits . if any user hit an api again and again then server goes down we use throttling or other techniques to resolve this.  
   <https://stackoverflow.com/questions/20253425/throttle-and-queue-up-api-requests-due-to-per-second-cap>  
   https://blog.logrocket.com/rate-limiting-node-js/
2. <https://httpstatuses.com/> responses