**Q.1 describe a high level design for a distributed code deployment system.**

**1)BUILDING SYSTEM**

=>  
What seems to be a right choice is a Queuing mechanism to queue all the requests. And worker pool building the code commits in FIFO manner.  
Since we want to store the history of jobs. We can think of a SQL table for storing the job entries (this can represent our queue).  
We define our status as { QUEUED, RUNNING, FAILED, COMPLETED, CANCELLED}.

**How to work this as a queue =>**  
We can select the jobs where status = QUEUED and has the oldest created\_at timestamp.  
Hence the index on status and created\_at will improve performance.

The fact that we have SQL database, we have ACID transactions. This enables our X number of workers to query and update the jobs as every run is a transaction and hence concurrency safe.

Whenever a worker picks up a job and is running it. It will continuously send heartbeat signals to the job table. Let’s say a build takes around 15 mins, the workers will send this heartbeat every 3 mins.Now we introduce a new monitoring service that will monitor the jobs\_queue table for all the “RUNNING” jobs. If we find a job’s heartbeat not updated for 2\*heartbeat duration i.e. 6 mins in our case, then we rollback that job’s status to “QUEUED”.

How many workers are actually needed can be calculated by assuming 5000 builds/day. And 15 mins/build → ~ 100 builds/day that a single worker will perform. Hence we can say that 5000/100 = 50 workers are required on average. **Another** key thing here is to update the job’s status only when the binary is successfully stored in the blob storage. As discussed we have multiple regions globally where these binaries are going to be deployed. Assuming 5 regions where we have clusters of application servers, we can have a regional blob store at each of these regions and each regional blob store serves the binary to application servers of its region.

Here we don’t want our workers to wait for this replication to be successful. We will mark the job as “COMPLETED” as soon as the binary is stored in our master blob store. The replication of the binary will happen asynchronously. if we want the developers to be able to deploy the build only if the binary is replicated to all the regions then we can have a really simple service which polls the master blob store for any new binary and tracks the status of that binary by polling to all the regional blob stores.The build is only deployable if the replication\_status in the table is “COMPLETED”.

**2)DEPLOYING SYSTEM**

**=>**

We assumed earlier that the build takes 15 mins and let’s say replication takes another 5 mins. So for us to meet the 30 min deadline for entire deployment, we are left with 10 mins. For 100K machines to download a 10 GB file from the blob store over network seems unreasonable. Hence we can create a Peer-to-Peer network. All the machines in a region are part of a Peer to Peer network, this will enable them to download multiple such binaries really fast.

We can take advantage of our clustered architecture to introduce a Key-value store (like zoo-keeper, consul) at every regional cluster. And a master Key-value store which is actually updated when the developers presses the button.

Whenever the build number in the KVS(Key-value store) is updated the machines downloads the new binary and deploys it.  
The regional KVS polls the master KVS for any change in the build\_number and whenever the application servers are in steady state they poll their regional KVS for any change in the build\_number.

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**Q 2 write a function for an array and a target sum value to find if there are 3 numbers whose sum is equal to the given target sum value.**

#include <stdio.h>

int find3Numbers(int A[], int arr\_size, int sum)

{

int l, r;

for (int i = 0; i < arr\_size - 2; i++) {

for (int j = i + 1; j < arr\_size - 1; j++) {

for (int k = j + 1; k < arr\_size; k++) {

if (A[i] + A[j] + A[k] == sum) {

printf("Triplet is %d, %d, %d", A[i], A[j], A[k]);

return 1;

}

}

}

}

return 0;

}

int main()

{

int A[] = {1, 2, 6, 9, 3};

int sum = 13;

int arr\_size = sizeof(A) / sizeof(A[0]);

find3Numbers(A, arr\_size, sum);

return 0;

}

**Output:**

C:\Swift>a

Triplet is 1, 9, 3