

HTTP 1.0 -> HTTP 1.1 -> HTTP 2.0 -> HTTP 3.0 (QUIC).	53
How to scale a website to support millions of users?	55
DevOps Books	58
Why is Kafka fast?	60
SOAP vs REST vs GraphQL vs RPC.	62
How do modern browsers work?	63
Redis vs Memcached	64
Optimistic locking	65
Tradeoff between latency and consistency	67
Cache miss attack	68
How to diagnose a mysterious process that's taking too much CPU, memory, IO, etc?	70
What are the top cache strategies?	71
Upload large files	74
Why is Redis so Fast?	76
SWIFT payment network	77
At-most once, at-least once, and exactly once	80
Vertical partitioning and Horizontal partitioning	82
CDN	84
Erasure coding	87
Foreign exchange in payment	89
Block storage, file storage and object storage	94
Block storage, file storage and object storage	95
Domain Name System (DNS) lookup	97
What happens when you type a URL into your browser?	99
AI Coding engine	101
Read replica pattern	103