○   Proxies

○   Queues

○   Redundancy and Replication

○   SQL vs. NoSQL

○   CAP Theorem

○   Consistent Hashing

○   Long-Polling vs WebSockets vs Server-Sent Events

○   Key Characteristics of Distributed Systems

○   Why System Design Interviews?

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○   Feedback

Further reading

Here are some useful links for further reading:

1. **Dynamo** - Highly Available Key-value Store

2. **Kafka** - A Distributed Messaging System for Log Processing

3. **Consistant Hashing** - Orignal paper

4. **Paxos** - Protocol for distributed consensus

5. **Concurrency Controls** - Optimistic methods for concurrency controls.

6. **Gossip protocol** - For failure detection and more.

7. **Chubby** - Lock service for loosely-coupled distributed systems

8. **ZooKeeper** - Wait-free coordination for Internet-scale systems

9. **MapReduce** - Simplified Data Processing on Large Clusters

10. **Hadoop** - A Distributed File System

Well you're at the end of this section, did you complete it?