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Maghule 4 Մի Path: Deep Dive into System Design Interview

Basic Building Blocks for Modern System Design

Module Overview

In this module, we'll learn about the building blocks of modern systems, each component of which is a completely scalable application itself. These building blocks are the foundation for designing scalable applications. Each building block serves a unique purpose and has its own importance in scalable applications.

Module Objectives

Learn about the role of Domain Name System (DNS) in system design.

Learn about the role of databases in system design.

Learn the importance of load balancers.

Learn the importance of distributed messaging queues.

Start Learning

72 Lessons

66 Quizzes

3 Playgrounds

36 Code Snippets

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Introduction to Databases
Types of Databases
Data Replication
Data Partitioning
Trade-offs in Databases

6. Key-value Store

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System Design: The Key-value Sto	ore		
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Design of a Key-value Store			
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Ensure Scalability and Replication			
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Versioning Data and Achieving Co	nfigurability		
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Enable Fault Tolerance and Failur	e Detection		

7. Content Delivery Network (CDN)

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Constant Designs The Constant Delivery Naturals (CDN)
System Design: The Content Delivery Network (CDN)
Introduction to a CDN
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Design of a CDN
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In-depth Investigation of CDN: Part 1
In-depth Investigation of CDN: Part 2
Evaluation of CDN's Design
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	Quiz on CDN's Design
Sec	quencer
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,	System Design: Sequencer
(Design of a Unique ID Generator
(Unique IDs with Causality
	ornque 155 with educanty
Dis	tributed Monitoring
,	System Design: Distributed Monitoring
(
(Introduction to Distributed Monitoring
	Prerequisites of a Monitoring System
). Di	stributed Cache
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	System Design: The Distributed Cache
(Background of Distributed Cache
(High-level Design of a Distributed Cache
(
i	Detailed Design of a Distributed Cache
`	Evaluation of a Distributed Cache's Design
(Memcached versus Redis

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System Design: The Distributed Messaging Queue
Requirements of a Distributed Messaging Queue's Design
Considerations of a Distributed Messaging Queue's Design
Design of a Distributed Messaging Queue: Part 1
Design of a Distributed Messaging Queue: Part 2
Evaluation of a Distributed Messaging Queue's Design
Quiz on the Distributed Messaging Queue's Design
12. Pub-sub
System Design: The Pub-sub Abstraction
Introduction to Pub-sub
Design of a Pub-sub System
13. Rate Limiter
System Design: The Rate Limiter
Requirements of a Rate Limiter's Design
Design of a Rate Limiter
Rate Limiter Algorithms
Quiz on the Rate Limiter's Design
14. Blob Store
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System Design: A Blob Store

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Requirements of a Blob Store's Design
Design of a Blob Store
Design Considerations of a Blob Store
Evaluation of a Blob Store's Design
Quiz on the Blob Store's Design
15. Distributed Search
System Design: The Distributed Search
Requirements of a Distributed Search System's Design
Indexing in a Distributed Search
Design of a Distributed Search
Scaling Search and Indexing
Evaluation of a Distributed Search's Design
16. Distributed Task Scheduler
System Design: The Distributed Task Scheduler
Requirements of a Distributed Task Scheduler's Design
Design of a Distributed Task Scheduler
Design Considerations of a Distributed Task Scheduler
Evaluation of a Distributed Task Scheduler's Design
17. Sharded Counters

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System Design: The Sharded Counters		
High-level Design of Sharded Counters	i	
Detailed Design of Sharded Counters		
Quiz on the Sharded Counters' Design		
18. Conclusion		
Final Remarks		
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