

## Grokking the System Design Interview

48% COMPLETED

Reset

Q Search Course

- Designing Uber backend
- Design Ticketmaster (\*New\*)
- Additional Resources**

### Glossary of System Design Basics ^

- System Design Basics
- Key Characteristics of Distributed Systems
- Load Balancing
- Caching
- Data Partitioning
- Indexes
- Proxies
- Redundancy and Replication
- SQL vs. NoSQL
- CAP Theorem
- Consistent Hashing
- Long-Polling vs WebSockets vs Server-Sent Events

### Appendix ^

- Contact Us
- Other courses

Mark Course as Completed

## Additional Resources

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. **Consistent Hashing** - Original 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

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Design Ticketmaster (\*New\*)

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System Design Basics

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