

Design a cache (single server)

[This problem may have been done in the class. Whatever the instructor taught you supersedes the following]

Main parts to ponder:

- Eviction strategy (FIFO, LRU, LFU)
- Access pattern (Write through, write-around, write back)
- Size, based on use-case
- Concurrency
- Prefer Low Latency and High Availability, over. Consistency. Low latency is very imp in caching.

Reading pointers:

Nothing fancy. A more interesting question follows (distributed).