Distributed Systems Considerations

1. It is a good thing that the system is already running the application with the same OS. We would need to check that the other system has sufficient hardware requirements to run our application. I would check the hard drive, RAM, Processor, and Port used to connect to client and server. Lastly, there should be an undisturbed power supply so that there is no power lose during the move of application resulting in lost connections.
2. The system using the same OS our application uses to run should have a Static IP address so that the client connects. The speed is determined by the LAN and client should be on our same LAN to increase speed and reliability. Some considerations would be: Do we need the system /server available outside our LAN connection? What should an acceptable latency between the two systems be?
3. If a client is using a cloud connection, they should determine that they have the required internet speeds and credentials to connect. They would also verify they have the interface to get data from the cloud along side required hardware.
4. By distributing the server this way, we can not only control who connects but it gives us flexibility with controlled data, connections, and higher-level security. Our server should also have minimal response times or less latency between the two systems communication.