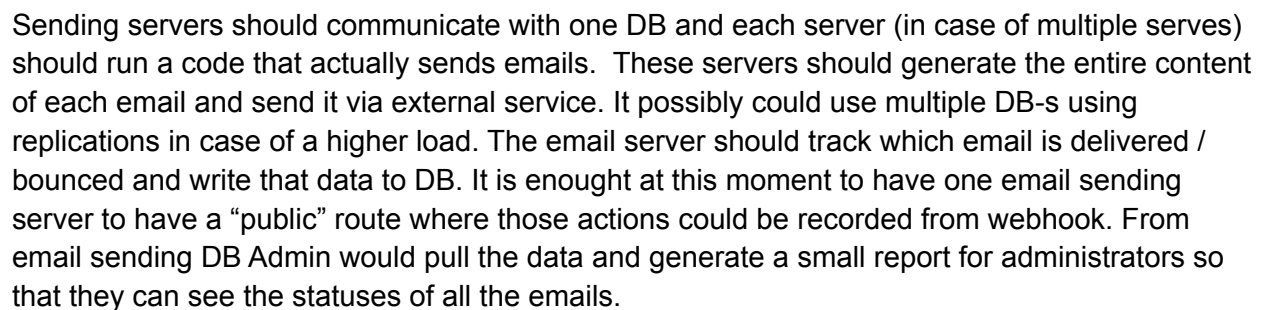


This diagram shows proposed architecture for a given scenario. Since sending emails is the “heaviest” part of this entire scenario it should be separated to its own servers - basically create a micro service that will handle all email actions. Writing 10.000 articles in DB shouldn’t be an issue because that number of records shouldn’t take much time to execute and it shouldn’t overflow servers memory. Of course this depends on the server itself. In the proposed architecture “Admin” and “Client” are used through Load Balancer. In case of a higher load more servers could be easily added. Usually Load Balancer comes with its own IP and therefore allows us to keep the same IP and modify structure behind it without changing DNS records.



Good thing to have would be: if email is bounced it would be wise to notify customers about that in their "admin section". Especially if it is a paying customer. One more thing that cou

This architecture would “hit its limits” in case of high database load. In which case databases should be replicated and used like that. For more info about this please contact me.