Active Recall

System Design

TS Basics
  - types :
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  - basics :
OOPs
  - Polymorphism
    - 1 overriding : f defn
    - 2 overloading : f header : parameters, !true overloading, code example
    - 3 object Substitution :
  - Inheritance :
  - Abstraction :
Design Patterns
  - Principles
    - DRY : Do not repeat yourself
    - SOLID
  - Builder vs Decorator (is-a)
    - Object : pre-creation, creation(Builder), post-creation (factory, Decorator)
    - Builder : during creation
    - Decorator : post-creation : dynamically modifying = adding layers on existing object
  - State

functions
code : 800 lines
number of function : 20-22 functions

main function() -> 5 functions -> 2 functions
mongodb, zip, compression- blob, buffer , aws service, aws helper function, image compression
clean

Question :
   - create different files
   - classify

Seniors
ChatGPT /AI - How to manage? Role based prompt
Medium Blogs - Industry coding practices
Stackoverflow, Reddits, discords