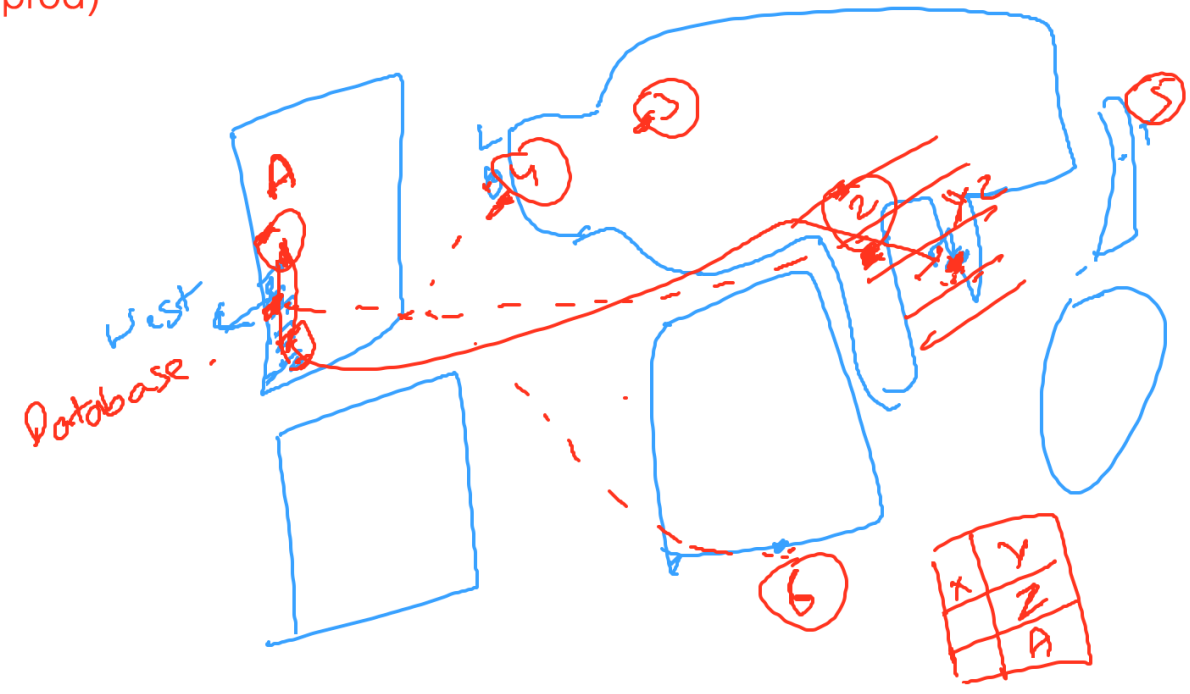
Goal of System Design : Scalable and Maintainable

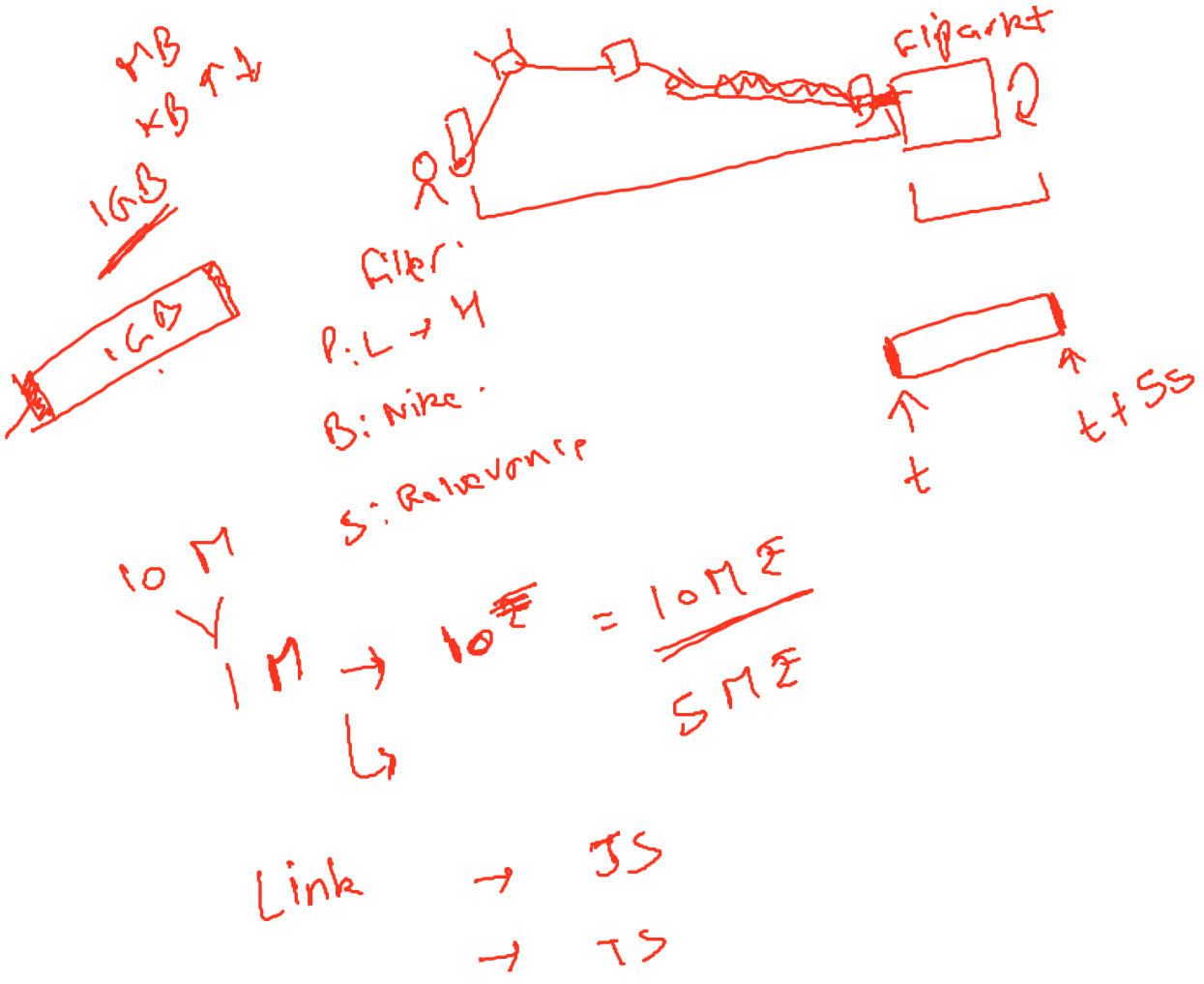
LLD : OOPS, DP, System Designs

HLD
- LLD vs HLD
- LLD : Code, Servers, Databases (local, pre-prod, prod)
- HLD : Infrastructure(Buy/Rent), Resources
- Server
  - Basics : RR, PORT
  - Latency
  - Throughput
  - Scaling
  - Cloud Systems
  - Distributed Systems

ip+port = full address



Latency
Higher or Lower Latency?

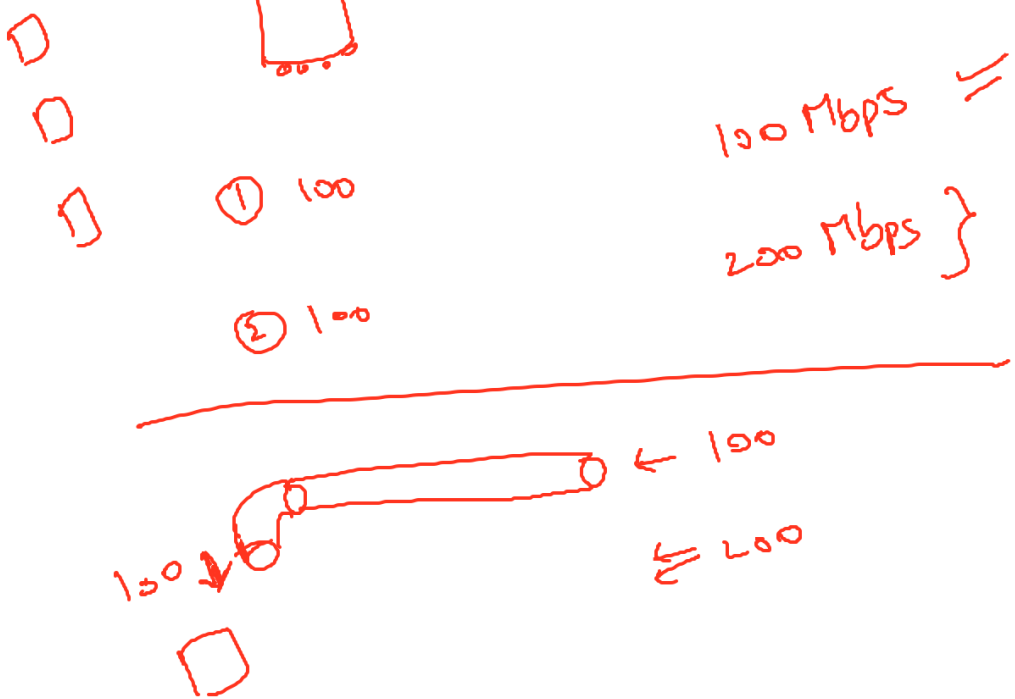


Throughput

-


Req.
sec.
Res.


Mbps
T


100 Mbps
100 Mbps
100 Mbps
200 Mbps
100
100
100
100
200

11 → Startup → Product

10k →×6→ 20k →×6→ 40k →×6→ 80k →×6→ 1.6L

1k 100

1L

F B Business

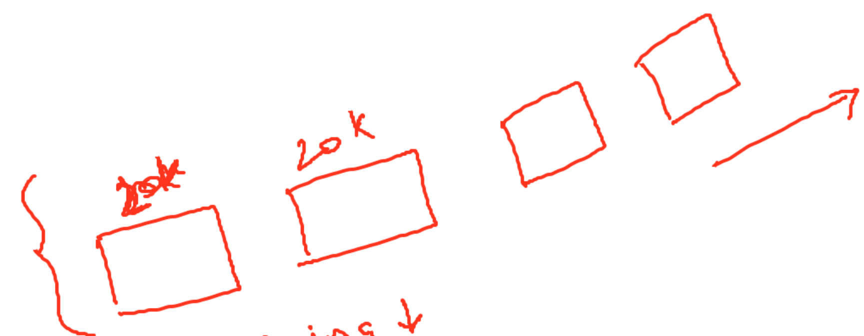
Own | Rent?

Custom
Privacy
Specials

SQL
mongo

Server

AWS → A
Azure → M
GCP → Google
Heroku
etc



Billing ↓

issue: Scaling

{ Elect Load

6KW } Peak demand

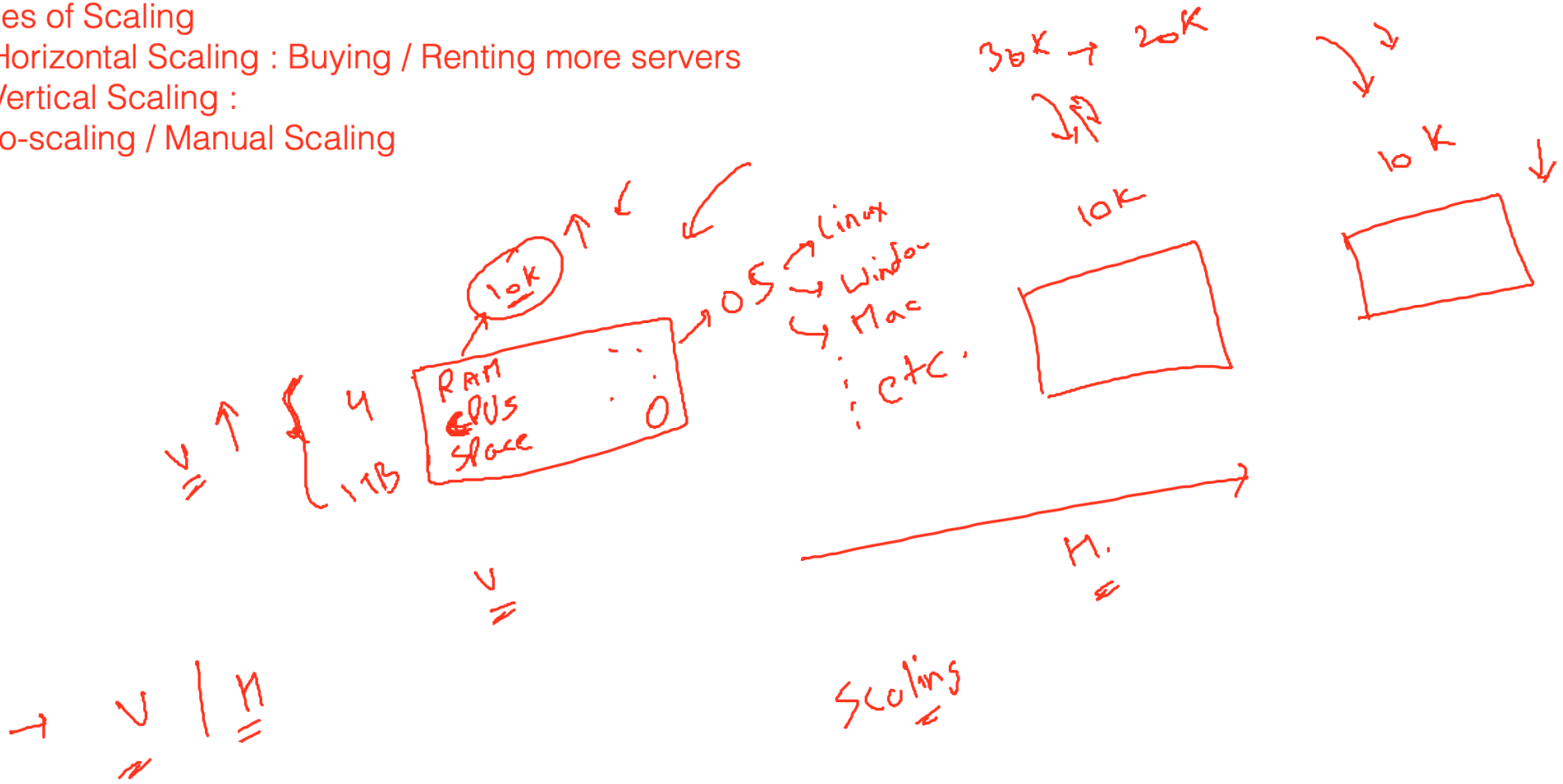
GW

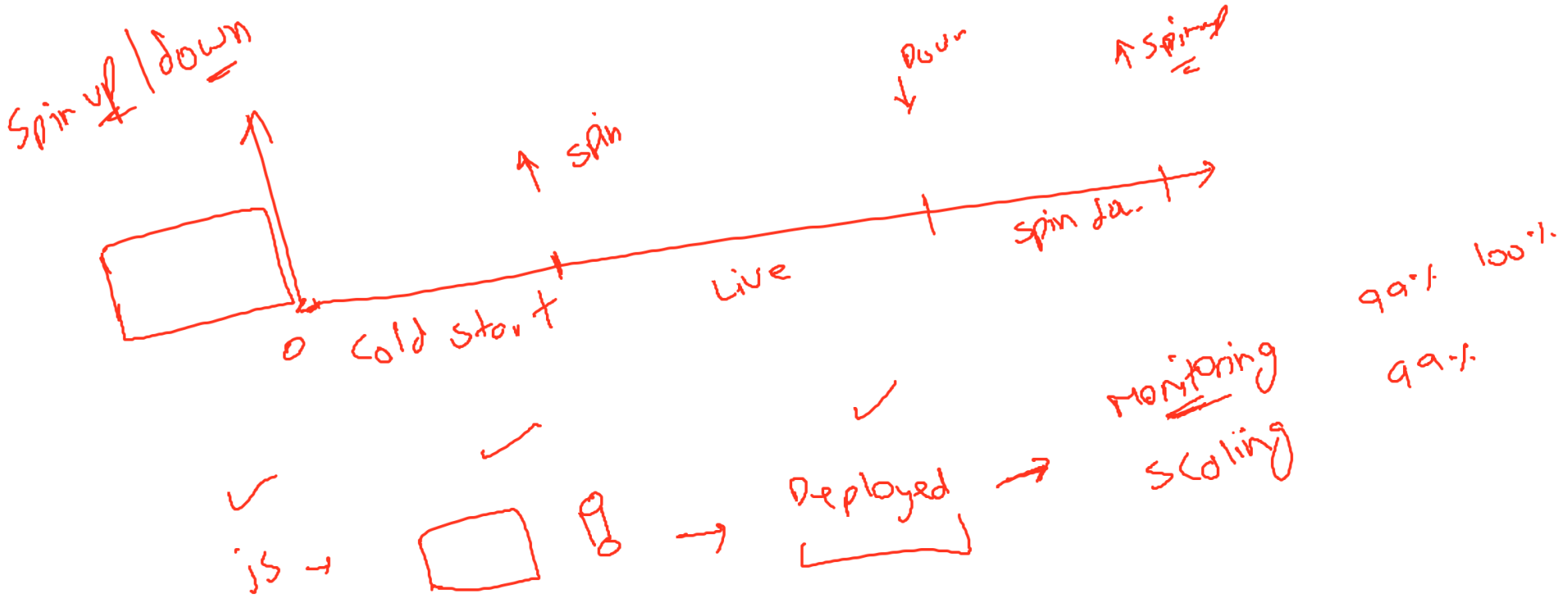
3KW

30

Scalling : Handling the traffic

- issue : unpredictable traffic
- solution : Scaling is the solution : Increase/ Decrease the capacity handling of server
- Types of Scaling
  - Horizontal Scaling : Buying / Renting more servers
  - Vertical Scaling :
- Auto-scaling / Manual Scaling





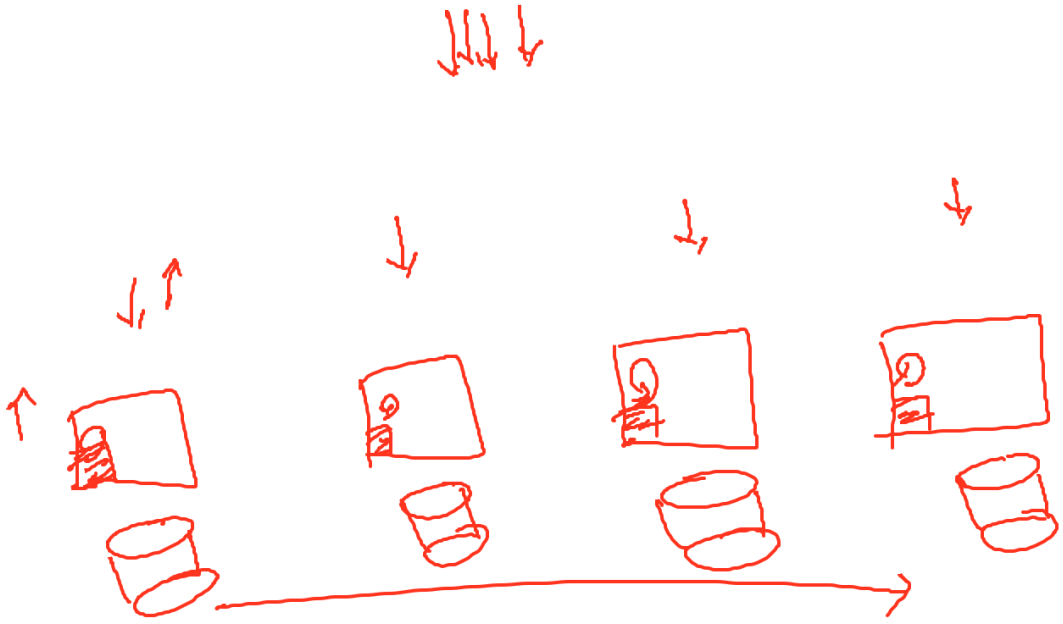
- Service is up and running : You are live : Ready to serve the req.
- Spin up
- Render : Spin down policy : instance traffic for 15 min : Spin down -> Spin up : solution?? cron job : 14 min
- free con job : URL, 14 min

synchron

Cloud Computing
- Cloud : remote
- Computing : server
- Cloud services : drives, computing

Distributed System
- Multiple servers (nodes)

Servers(node) => nodeJS



CAP Theorem (related to Servers/Nodes/ Distributed Systems)

Consistency : Servers, DB
Availability :
Partition-Tolerance :