1. What is data Sharding
2. Kya hum har project m data sharding lga skte h ? ya phir issko lgane ka kuch downside bhi h

Answer:-Agar hmme join lgana pda like user1 ki table1 in on db1 and table2 is on db2 than what join kaafi costly ho jayega, because network latency aa jayegi

1. What is consistant hashing? Tip:- always saying ki I am gonna use load balancer with consistant hashing will not work, we have to tell ki kis id pe hashing hogi (like in psych game, game id or player id..
2. What CAP theorem? Do u know it?
3. What is Rest Controller (that handles Rest requests)
4. Diff b/w controller and restcontroller (restcontroller is controller + …. Many stuff) like controller can not convert player entity into json, xml, or any directly but restcontroller can
5. What is UUID and whole purpose of creating it?
6. Answer can be like we use private long id and generator sequence to 1 bar m 1 entry db m kyunki db side no id milegi and lock vala scene rhega taki 2 enteries ko same na mil jaye so it will slow if data is huge.. suppose if pick random id vali strategy then it will be fast but collision of same no will cause issue,, is it reason we use uuid so its very long like 128 bit or more and db no lock, collision chances very low ?
7. Why to use created date or update date
8. Answer can be :- it helps us in debugging ki what went wrong
9. Enum vs Entity ka diff? like Roles in user class, enum bnaya ya entity ?
10. Answer can be:- enum m agar kuch add krna h toh code change hoga, dubara se code compile krke deploy krna hoga, but entity m ni.. suppose intern role add krna h uske liye code ko re deploy kyu kre?

So simply:-

Enum :- easy to read, enforce code change and deploy again a new thing is added in enum

Entity:- no code change required, or deployment, just insert a row in table