

18 Most-Used Linux Commands You Should Know

 blog.bytebytego.com

■ **ls**

List files and directories

■ **cd**

Change current directory

■ **mkdir**

Create new directory

■ **rm**

Remove files or directories

■ **mv**

Move or rename files or
directories

■ **chmod**

Change file or directory
permission

■ **cp**

Copy files or directories

■ **find**

Search for files or
directories

■ **grep**

Search for a pattern in
files

■ **vi**

Edit files using text editor

■ **cat**

Display the content of files

■ **tar**

Manipulate tarball archive
files

■ **ps**

Display process
information

■ **kill**

Terminate process by
sending a signal

■ **top**

Display process and
resource usage

■ **ifconfig**

Configure network
interfaces

■ **ping**

Test network connectivity
between hosts

■ **du**

Estimate file space usage

18 Key Design Patterns Every Developer Should Know

Abstract Factory

Family creator

Create groups of related items

Builder

Lego master

Build object step by step

Prototype

Cloner

Create copies from examples

Singleton

The one and only

With just one instance

Adapter

Universal plug

Connect different interfaces

Bridge

Connector

Link what is to how it works

Composite

Tree builder

Create tree-like structure

Decorator

Customizer

Add new features to existing object

Facade

One-stop shop

Single interface to all functions

Flyweight

Space saver

Share small, reusable items

Proxy

Middle man

Represent another object

Chain of responsibility

Replayer

Relay requests until it is handles

Command

Task wrapper

Turn a request into object

Iterator

Explorer

Assess element one by one

Mediator

Hub

Simplify communication between classes

Memento

Capsule

Capture and store object state

Observer

Broadcaster

Notify others about the change

Visitor

Guests

Explore an object without changing it

8 Data Structures That Power Your Databases

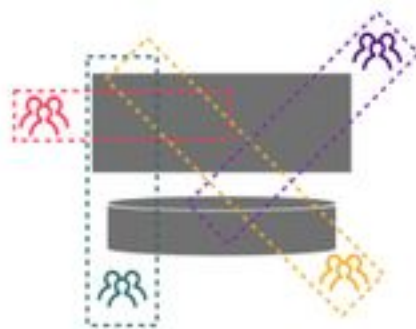
Types	Illustration	Use Case	Note
Skiplist		In-memory	used in Redis
Hash index		In-memory	Most common in-memory index solution
SSTable		Disk-based	Immutable data structure. Seldom used alone
LSM tree		Memory + Disk	High write throughput. Disk compaction may impact performance
B-tree		Disk-based	Most popular database index implementation
Inverted index		Search document	Used in document search engine such as Lucene
Suffix tree		Search string	Used in string search, such as string suffix match
R-tree		Search multi-dimension shape	Such as the nearest neighbor

Airbnb's Microservice Architecture

Monolith

2008 - 2017

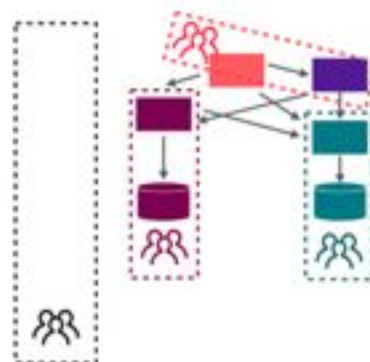
Confusing team ownership +
unowned code



Microservices

2017 - 2020

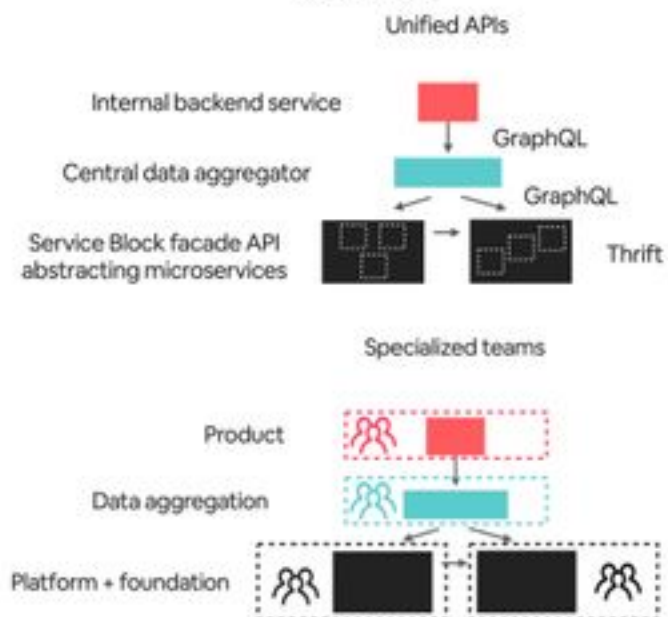
Dedicated service
migration team

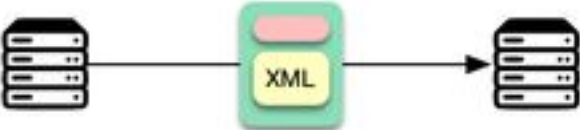



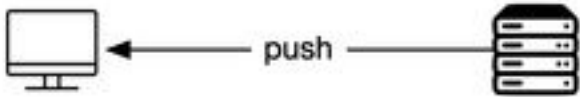
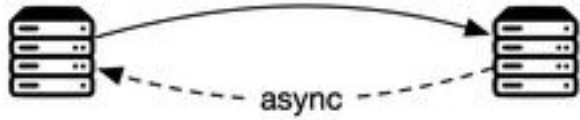


@jessicamtai

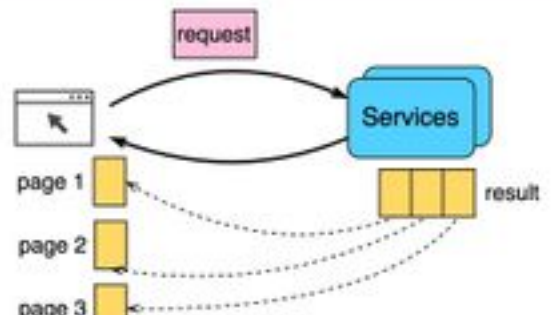

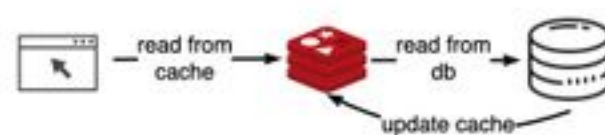
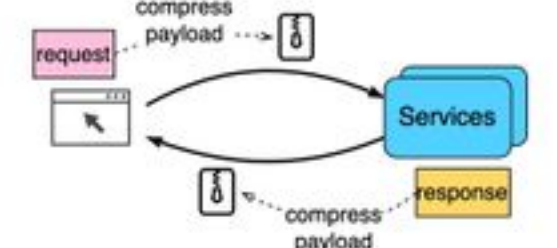
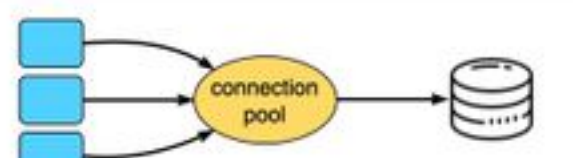
Micro + macroservices

2020 - present




Style	Illustration	Use Cases
SOAP		XML-based for enterprise applications
RESTful		Resource-based for web servers
GraphQL		Query language reduce network load
gRPC		High performance for microservices
WebSocket		Bi-directional for low-latency data exchange
Webhook		Asynchronous for event-driven application

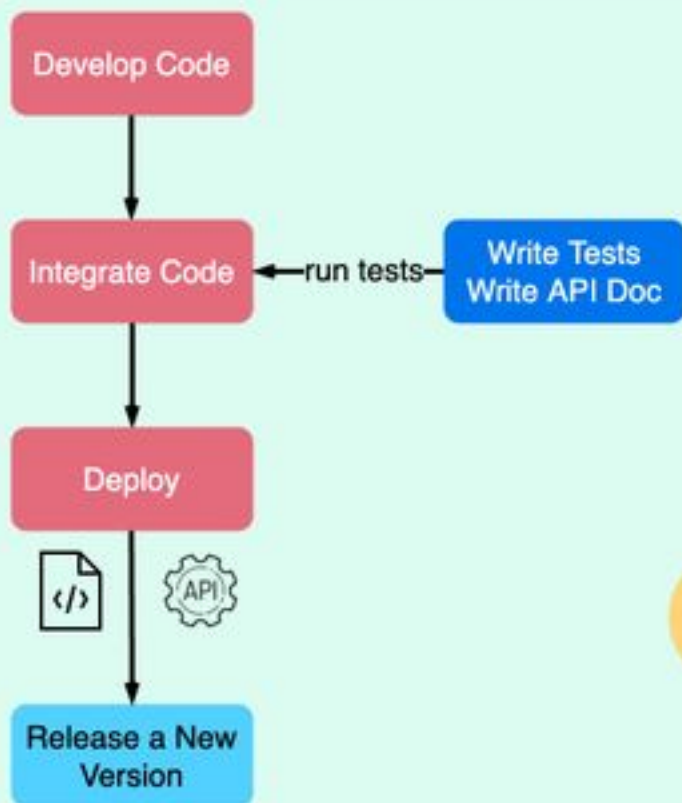
How to Improve API Performance?

PAGINATION		<ul style="list-style-type: none"> • an ordinal numbering of pages • handles a large number of results
ASYNC LOGGING		<ul style="list-style-type: none"> • send logs to a lock-free ring buffer and return • flush to the disk periodically • higher throughput and lower latency
CACHING		<ul style="list-style-type: none"> • store frequently used data in the cache instead of database • query the database when there is a cache miss
PAYLOAD COMPRESSION		<ul style="list-style-type: none"> • reduce the data size to speed up the download and upload
CONNECTION POOL		<ul style="list-style-type: none"> • opening and closing DB connections add significant overhead • a connection pool maintains a number of open connections for applications to reuse

Code First v.s API First Development

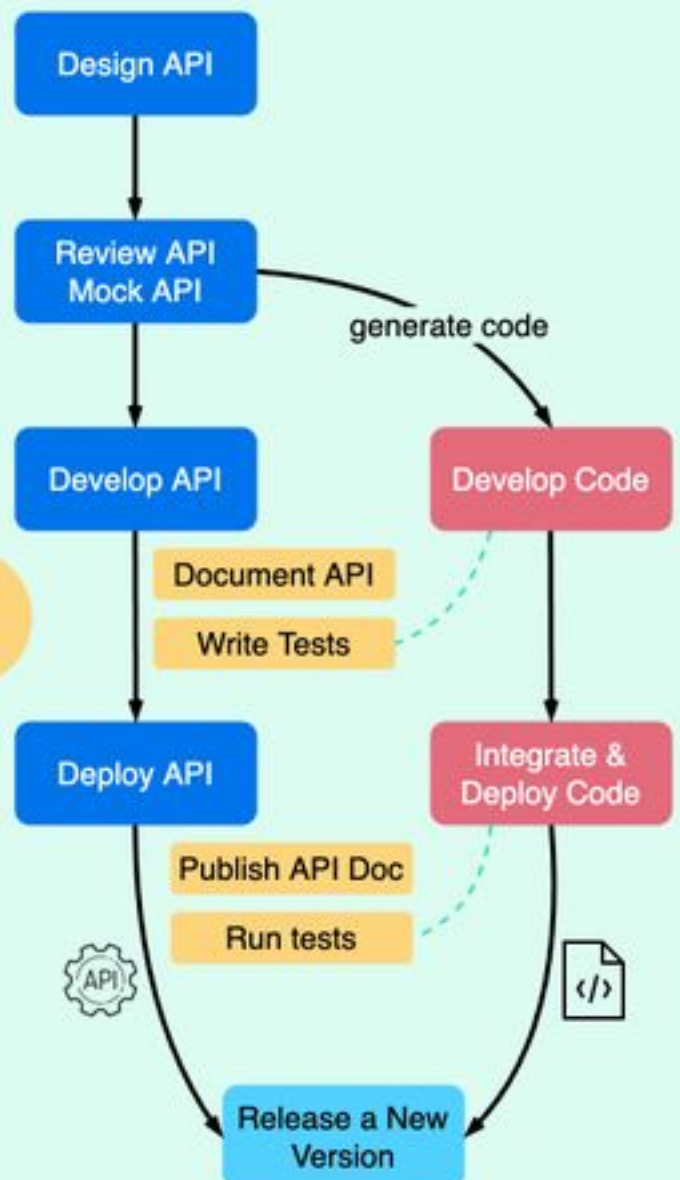
 blog.bytebytego.com

Code First

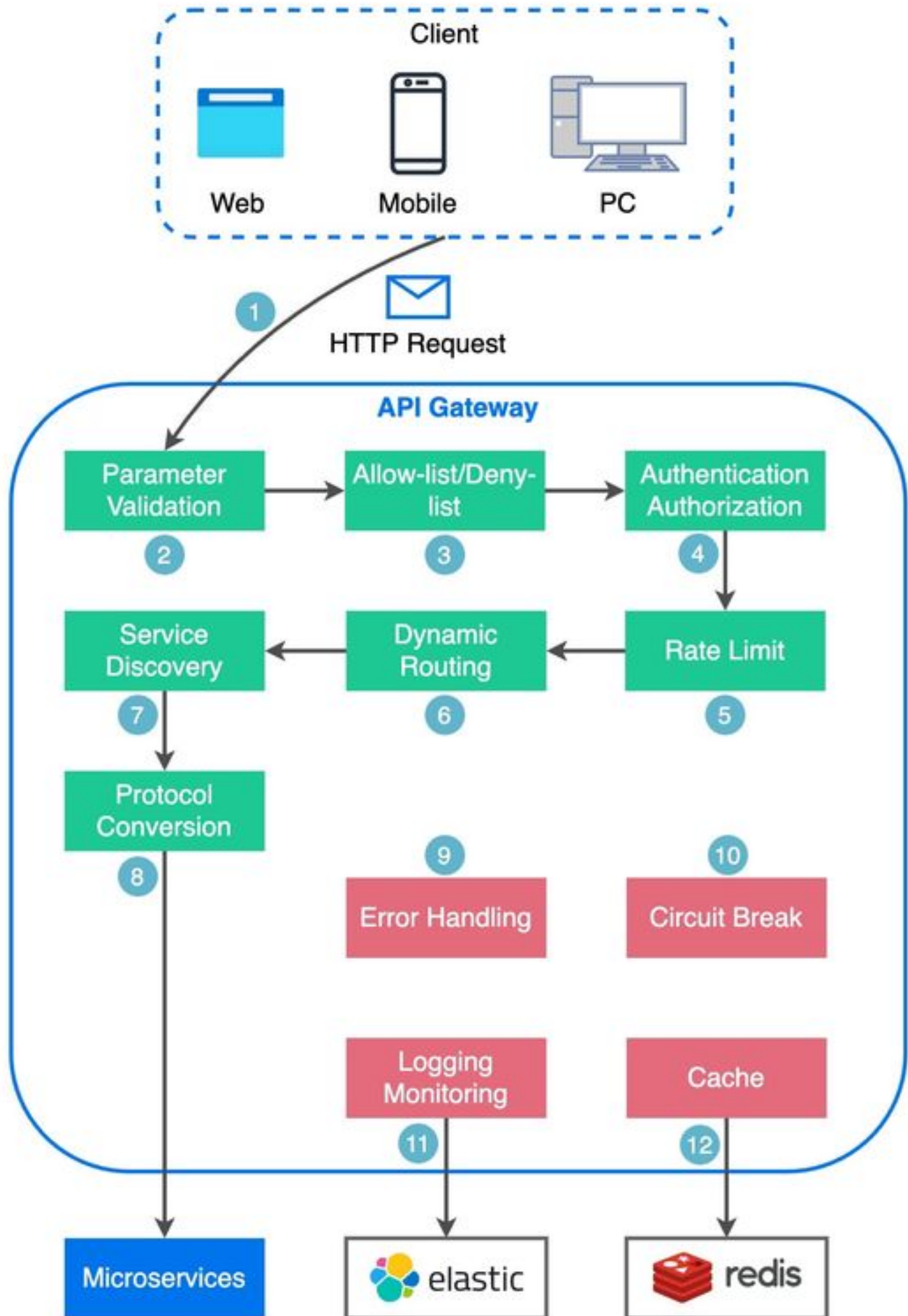


VS


API First



What does API Gateway do?



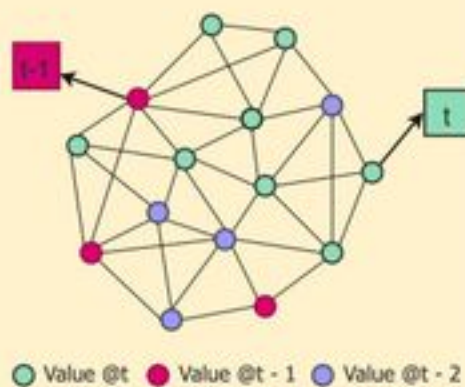
CAP Theorem

 blog.bytebytego.com

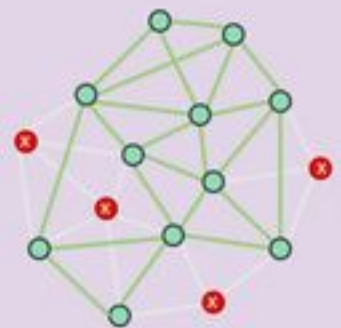
C: Consistency



A: Availability

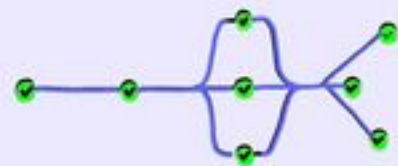


P: Partition tolerance

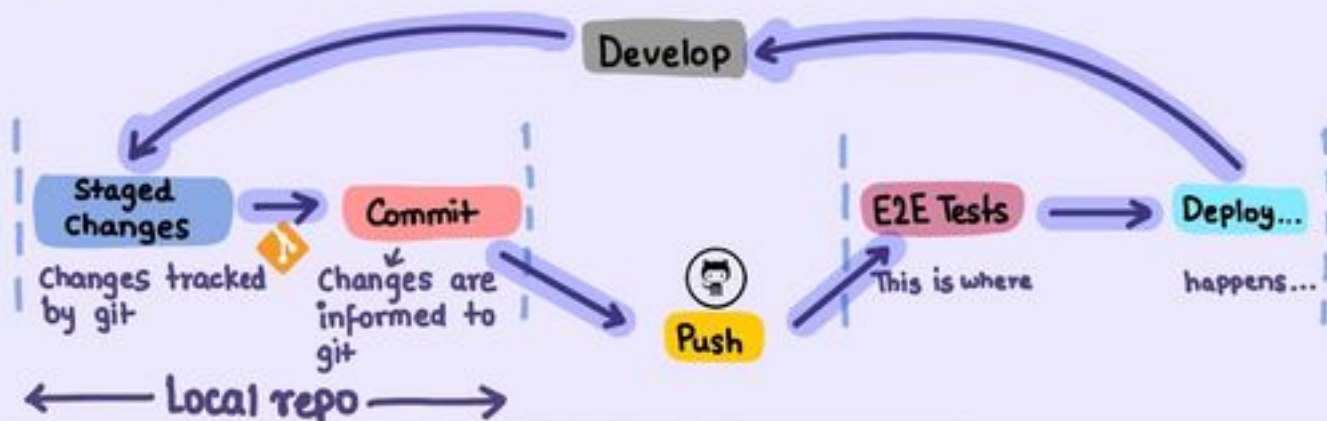


	CA systems	CP systems	AP systems
Sacrifice	No sacrifice	Availability	Consistency
Use Cases	Single-node only	Strong consistency. Banks, financial systems	Low latency. Consistency requirement is not high
Real-world examples	Single node RBMS (MySQL, Oracle)	Zookeeper, BigTable	Cassandra, CouchDB

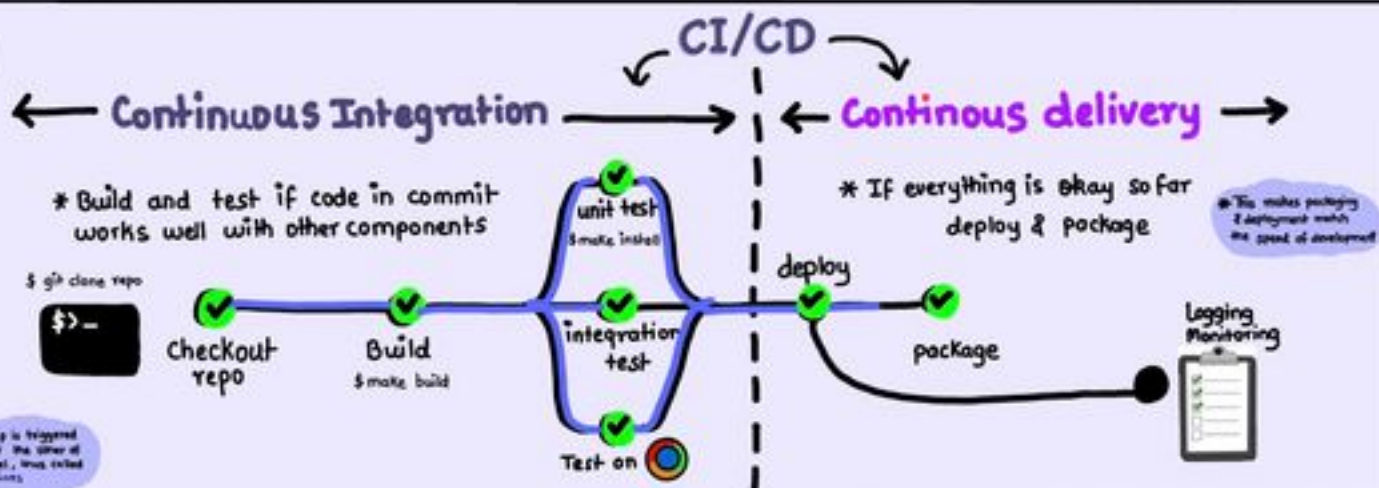
CI/CD Pipelines



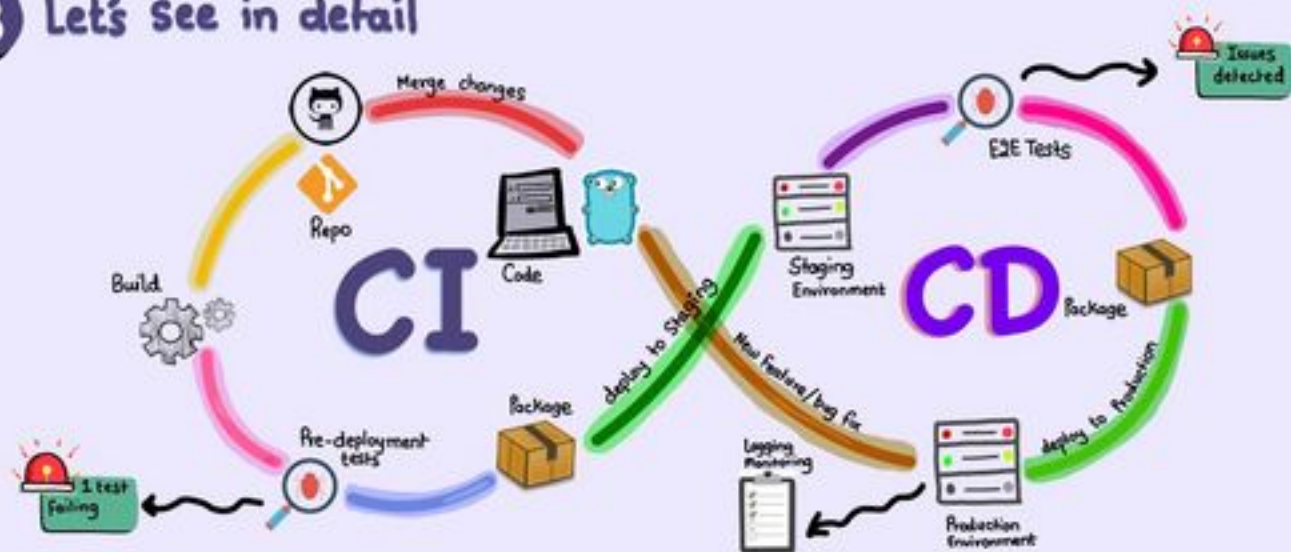
1 Software development Lifecycle



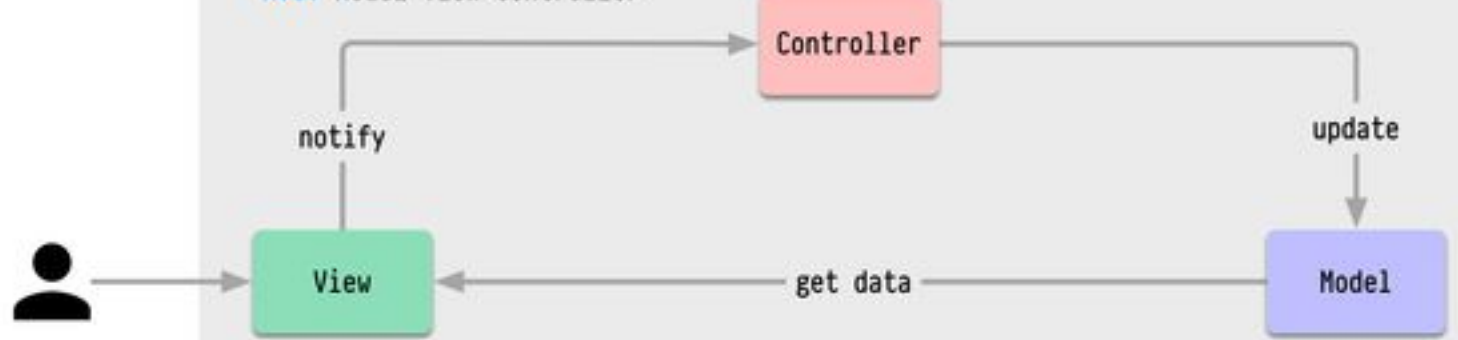
2



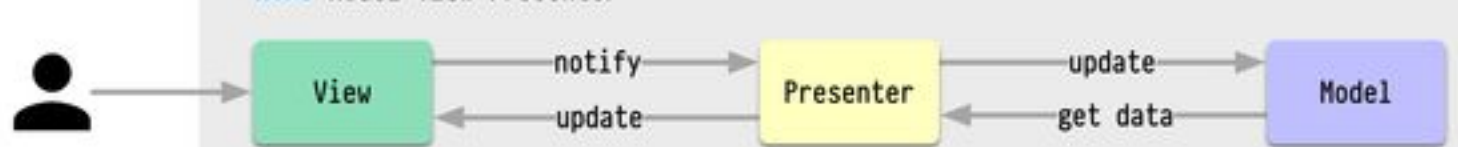
3 Let's see in detail



MVC: Model View Controller



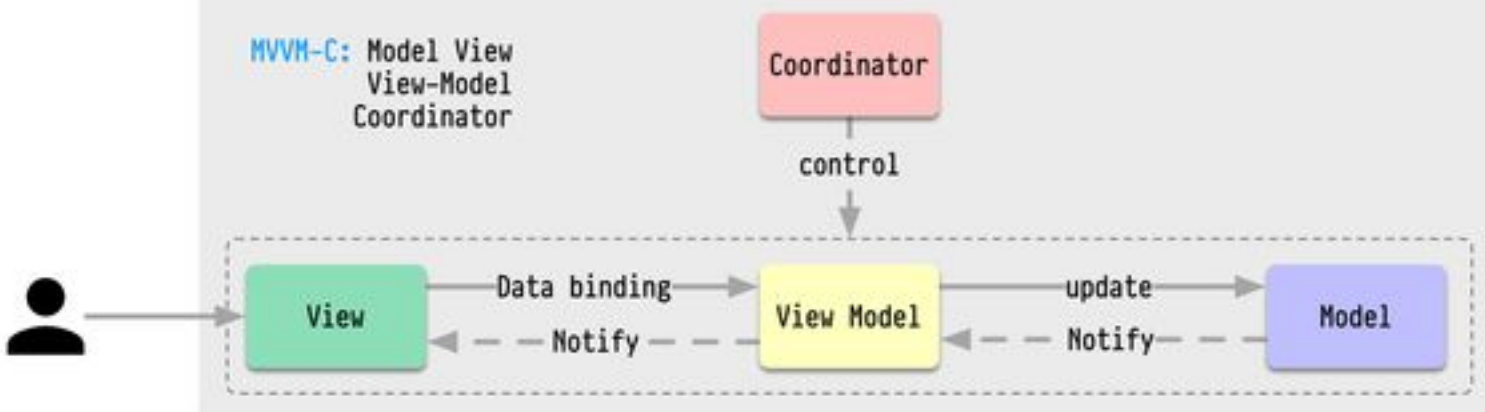
MVP: Model View Presenter



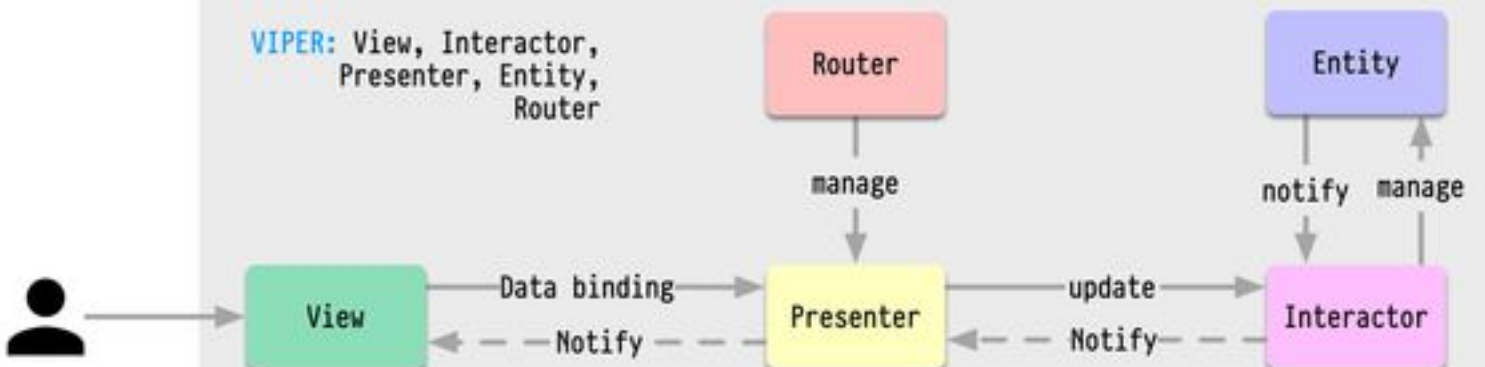
MVVM: Model View View-Model



MVVM-C: Model View
View-Model
Coordinator



VIPER: View, Interactor,
Presenter, Entity,
Router



aws

-  Elastic Compute Cloud (EC2)
-  Elastic Kubernetes Service (EKS)
-  Lambda
-  Simple Storage Service (S3)
-  Elastic Block Store
-  Elastic File System
-  Virtual Private Cloud
-  Route 53
-  Elastic Load Balancing
-  Web Application Firewall
-  RDS
-  DynamoDB
-  Redshift
-  Elastic MapReduce
-  Kinesis
-  SageMaker
-  Glue
-  EventBridge
-  Simple Queuing Service
-  Simple Notification Service
-  CloudWatch
-  CloudFormation
-  IAM
- KMS

Azure

-  Virtual Machine
-  Azure Kubernetes Service (AKS)
-  Azure Functions
-  Blob Storage
-  Managed Disk
-  File Storage
-  Virtual Network
-  DNS
-  Load Balancer
-  Web Application Firewall
-  SQL Database
-  Cosmos DB
-  Synapse Analytics
-  HDInsight
-  Streaming Analytics
-  Machine Learning
-  Data Factory
-  Event Grid
-  Storage Queues
-  Service Bus
-  Monitor
-  Resource Manager
-  Active Directory
- Key Vault


Google Cloud








































































-  Compute Engine
-  Google Kubernetes Engine (GKE)
-  Cloud Functions
-  Cloud Storage
-  Persistent Disk
-  File Store
-  Virtual Private Cloud
-  Cloud DNS
-  Cloud Load Balancing
-  Cloud Armor
-  Cloud SQL
-  Firebase Realtime Database
-  BigQuery
-  Dataproc
-  Dataflow
-  Vertex AI
-  Data Fusion
-  Eventarc
-  Pub/Sub
-  Firebase Cloud Messaging
-  Cloud Monitoring
-  Deployment Manager
-  Cloud Identity
- Cloud KMS

ORACLE[®] CLOUD



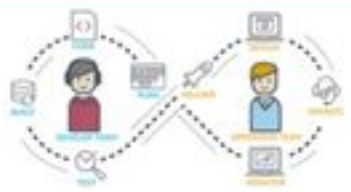

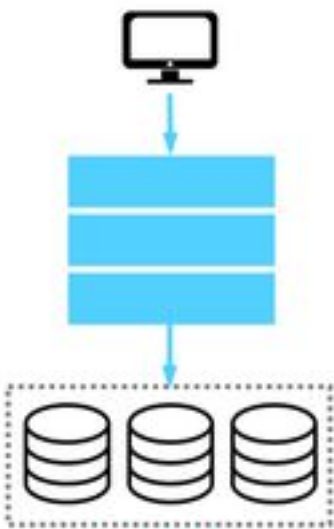
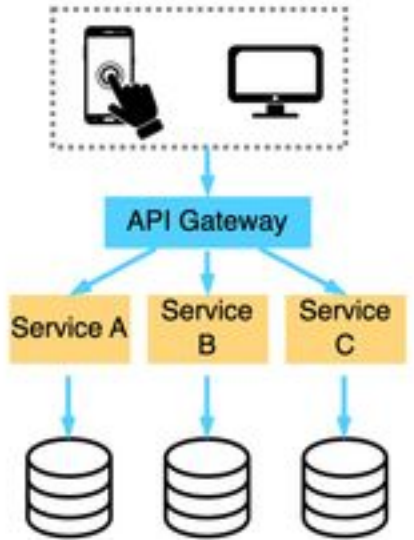


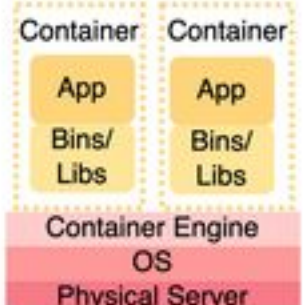



-  Virtual Machine
-  Oracle Container Engine
-  OCI Functions
-  Object Storage
-  Persistent Volume
-  File Storage
-  Virtual Cloud Network
-  DNS
-  Load Balancer
-  Web Application Firewall
-  ATP
-  NoSQL Database
-  Autonomous Data Warehouse
-  Big Data
-  Streaming
-  Data Science
-  Data Integration
-  Events
-  Streaming
-  Notifications
-  Monitoring
-  Resource Manager
-  IAM
- Vault

Cloud Database Cheat Sheet

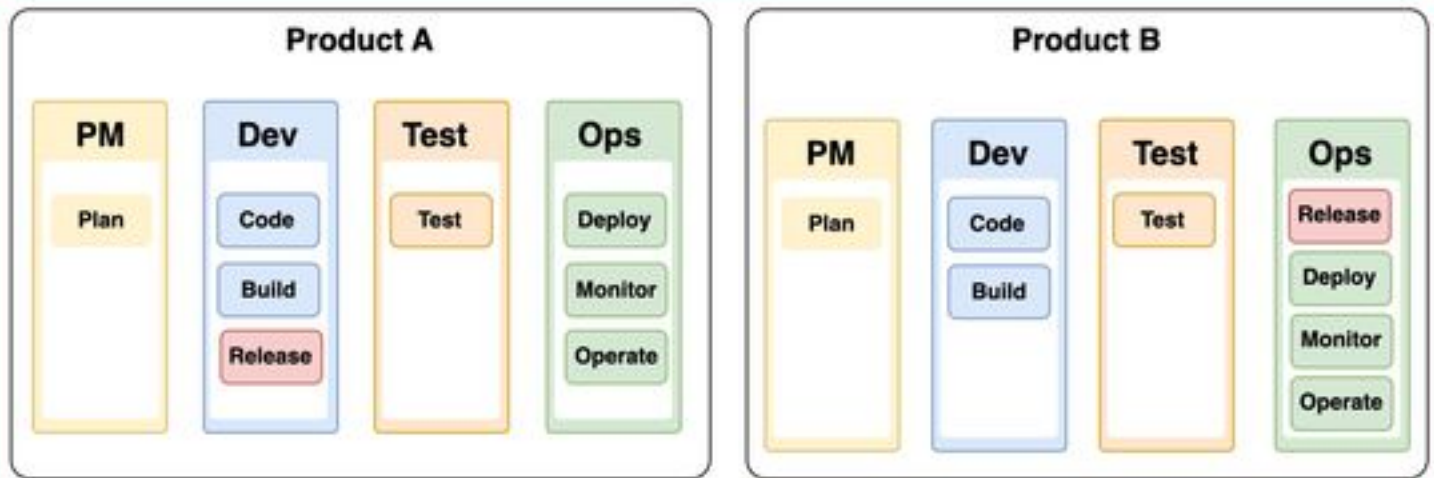
 blog.bytebytego.com

DB Type		aws	Azure	Google Cloud	Open Source / 3rd Party	
Structured	Relational 	 RDS	 SQL Database	 Cloud SQL	 Oracle	 PostgreSQL
	Columnar 	 Redshift	 Synapse Analytics	 BigQuery	 MySQL	 SQL Server
Semi Structured	Key Value 	 DynamoDB	 Cosmos DB	 BigTable	 Redis	 Scylla
	In-Memory 	 ElastiCache	 Azure Cache for Redis	 Memory Store	 Redis	 Memcached
	Wide Column 	 Keyspaces	 Cosmos DB	 BigTable	 Cassandra	 Scylla
	Time Series 	 Timestream	 Time Series Insights	 BigTable	 Influx	 OpenTSDB
	Immutable Ledger 	 Quantum Ledger DB	 Confidential Ledger	 CloudSpanner	 Hyper Ledger Fabric	
	Geospatial 	 Keyspaces	 Cosmos DB	 BigTable	 PostGIS	 geomesa
	Graph 	 Neptune	 Cosmos DB	 CloudSpanner	 OrientDB	 Dgraph
	Document 	 Document DB	 Cosmos DB	 FireStore	 MongoDB	 Couchbase
UnStructured	Text Search 	 OpenSearch	 Cognitive Search	 CloudSearch	 Elastic search	 Elassandra
	Blob 	 S3	 Blob Storage	 Cloud Storage	 Ceph	 OpenIO

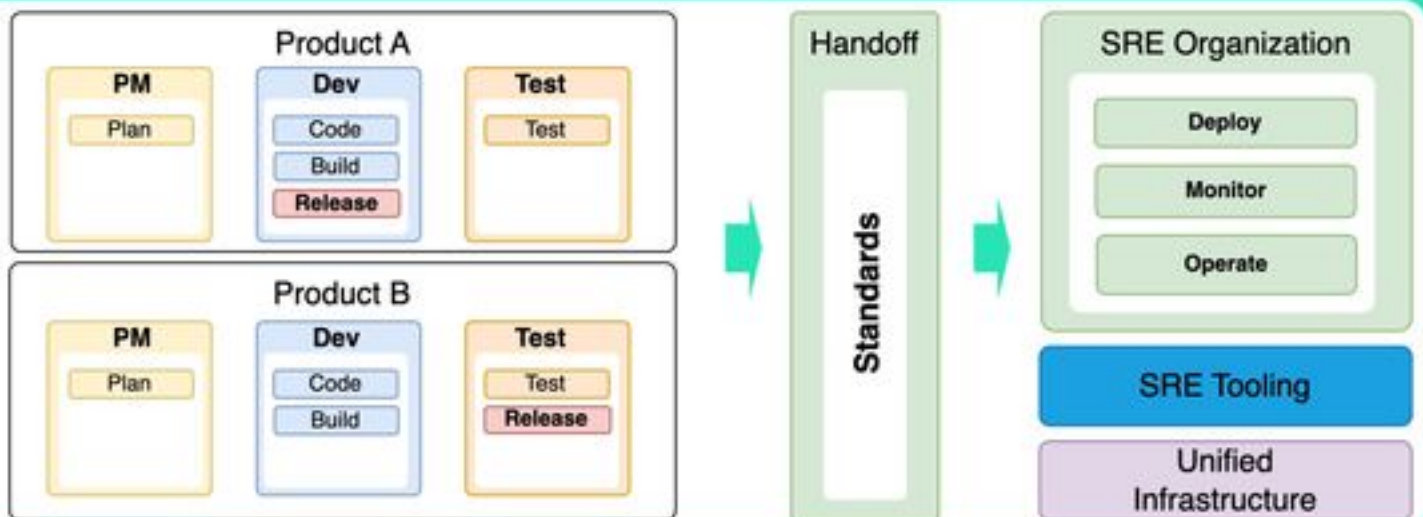
What is Cloud Native?

	1980 - 1990	2000	2010 - Cloud
Development Process	 <p>Waterfall</p>	 <p>Agile</p>	 <p>DevOps</p>
Application Architecture	 <p>Monolithic</p>	 <p>N-Tier</p>	 <p>Microservices</p>
Deployment & Packaging	 <p>Physical server</p>	 <p>Virtual server</p>	 <p>Container</p>
Application Infrastructure	 <p>Data center</p>	 <p>Hosted</p>	 <p>Cloud</p>

DevOps



SRE (Site Reliability Engineering)



Platform Engineering

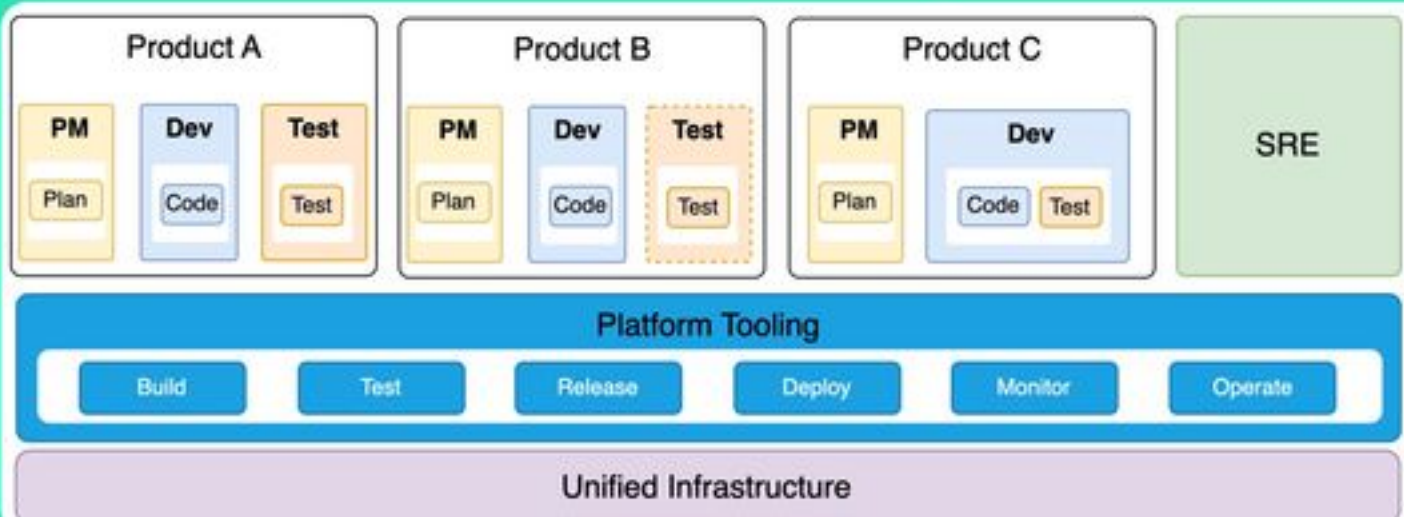


Diagram as Code

```
from diagrams import Cluster, Diagram
from diagrams.aws.compute import ECS
from diagrams.aws.database import ElastiCache, RDS
from diagrams.aws.network import ELB
from diagrams.aws.network import Route53

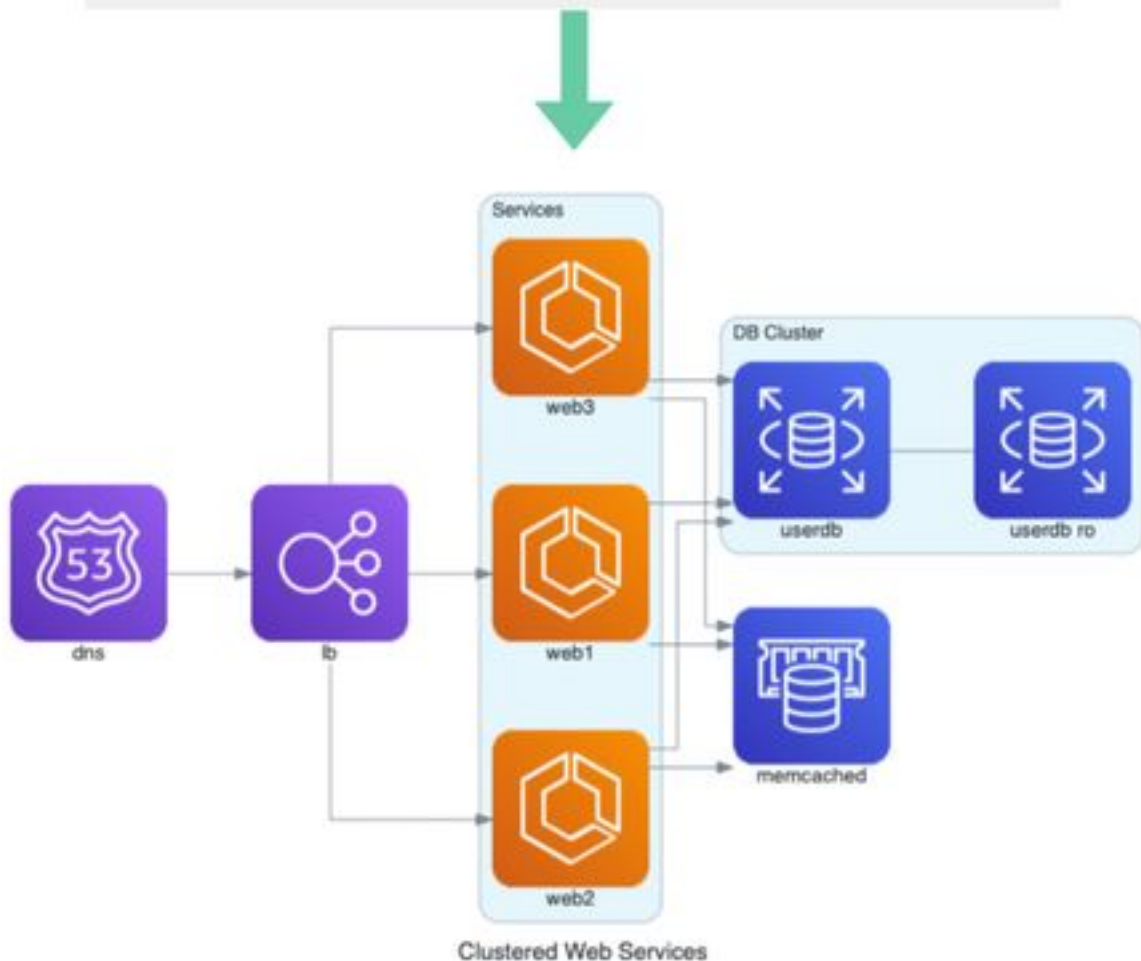
with Diagram("Clustered Web Services", show=False):
    dns = Route53("dns")
    lb = ELB("lb")

    with Cluster("Services"):
        svc_group = [ECS("web1"),
                     ECS("web2"),
                     ECS("web3")]

    with Cluster("DB Cluster"):
        db_primary = RDS("userdb")
        db_primary - [RDS("userdb ro")]

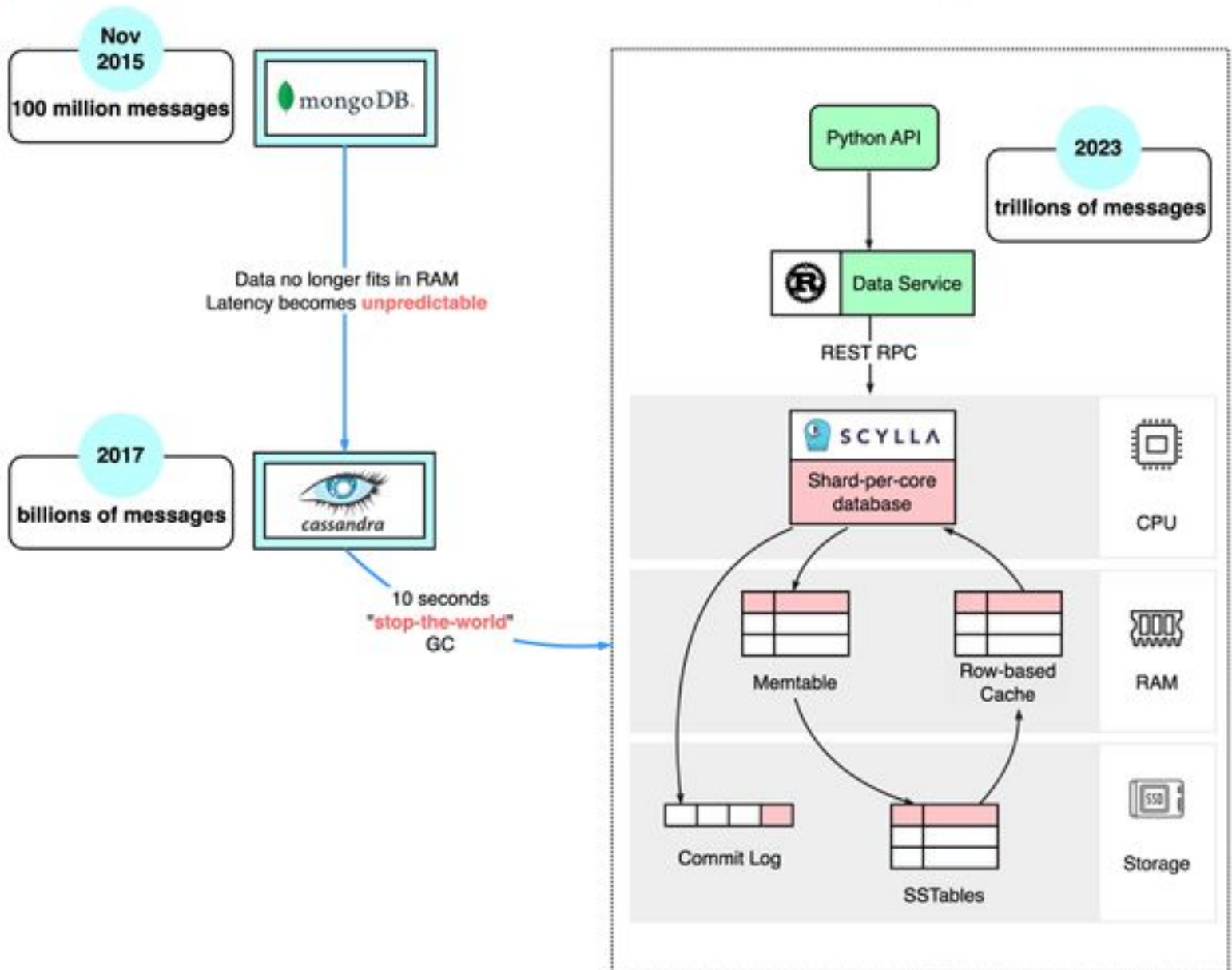
    memcached = ElastiCache("memcached")

    dns >> lb >> svc_group
    svc_group >> db_primary
    svc_group >> memcached
```



How Discord Stores Trillions Of Messages

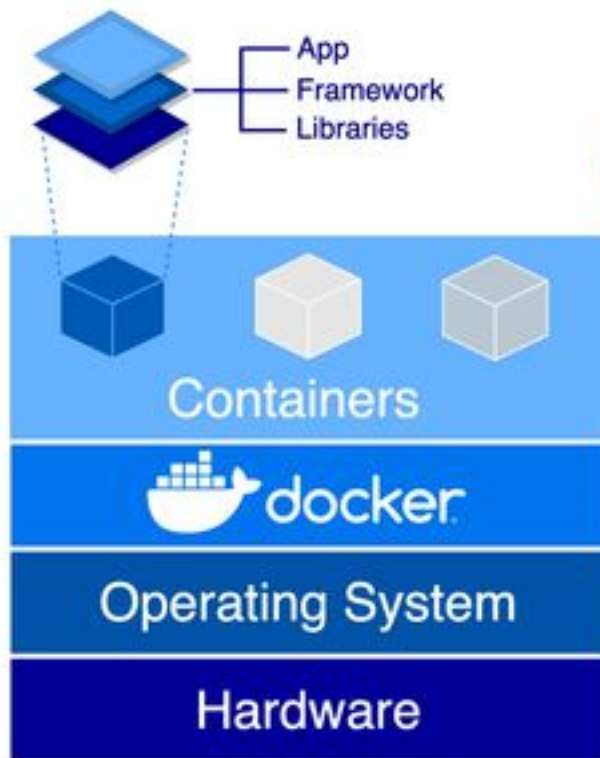
 blog.bytebytego.com



Docker Vs Kubernetes

 blog.bytbytego.com

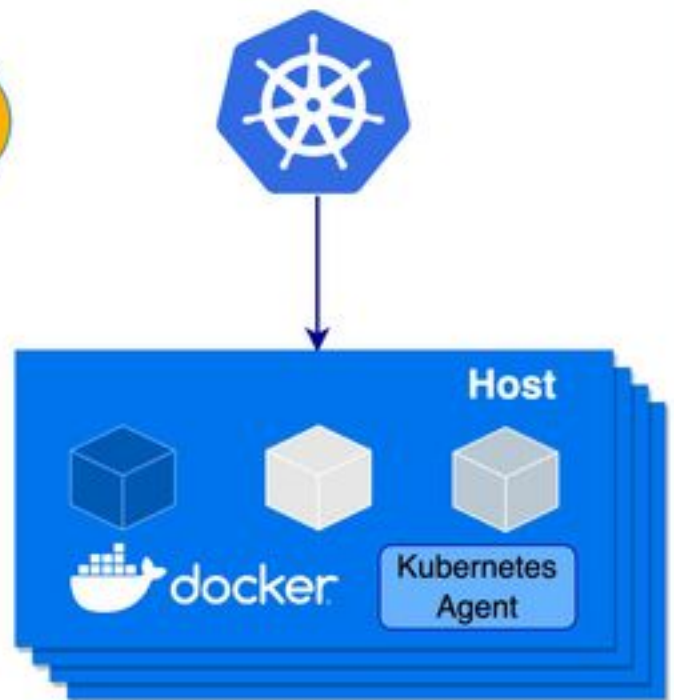
Docker



One daemon per host OS


VS

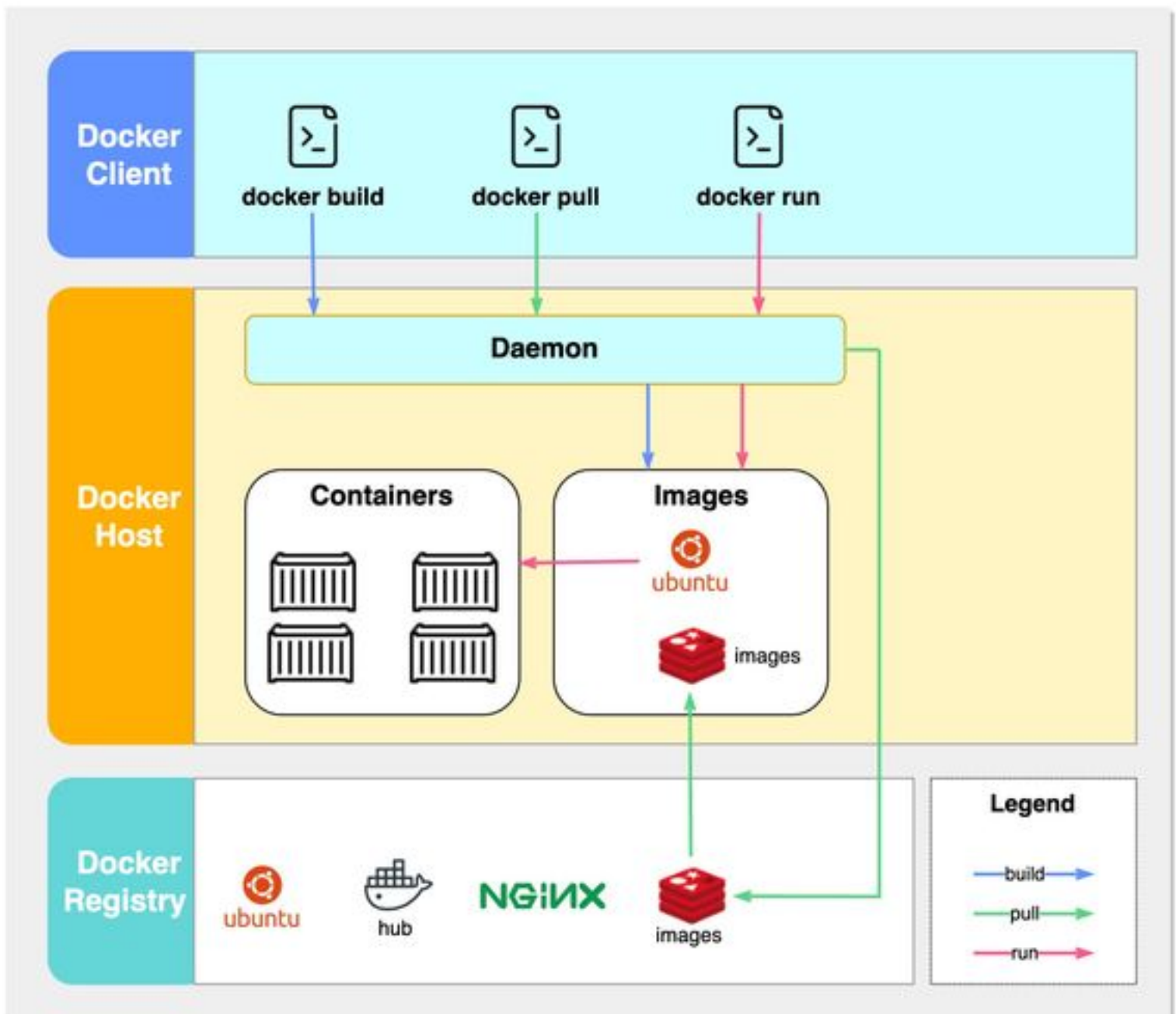
Kubernetes



Many Hosts per Cluster

How does Docker Work?

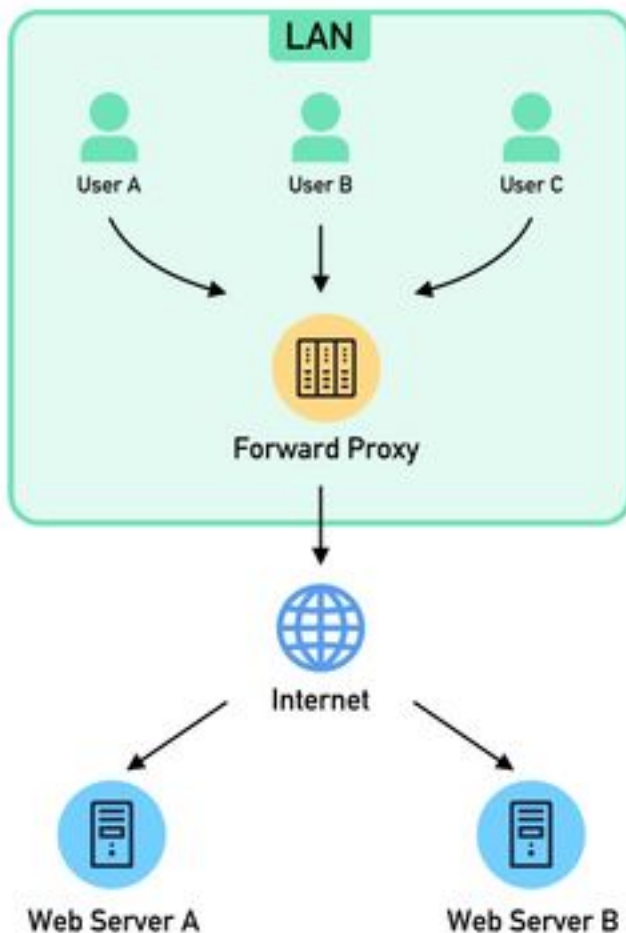
 blog.bytebytego.com



Forward Proxy v.s. Reverse Proxy

Forward Proxy

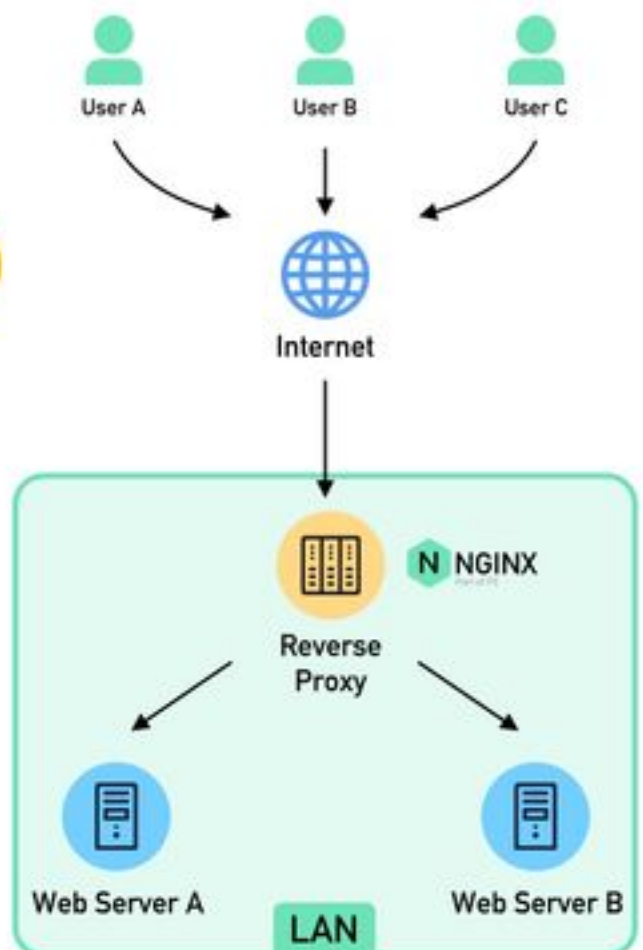
- Avoid browsing restrictions
- Block access to certain content
- Protect user identity online



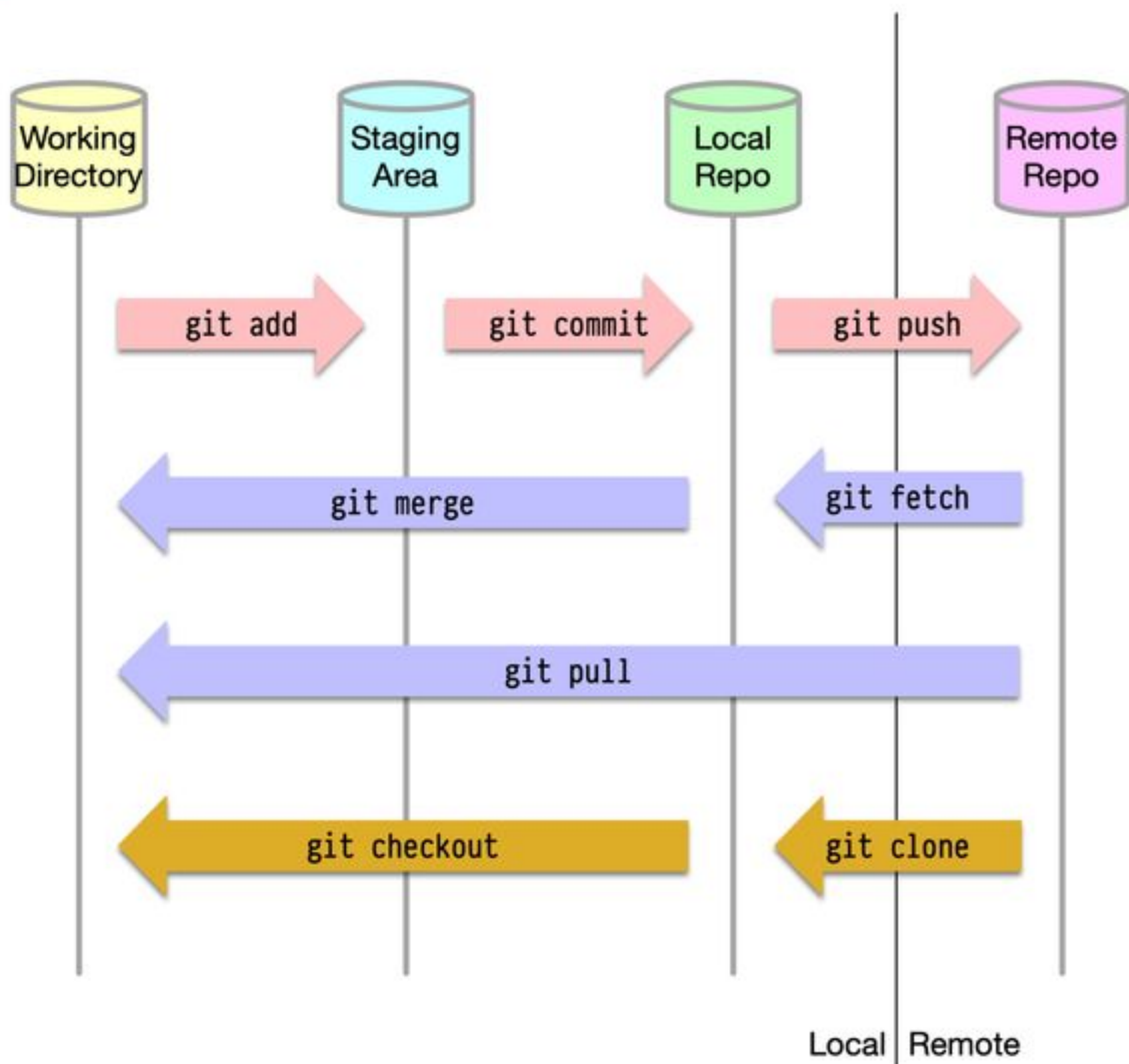
VS

Reverse Proxy

- Load balancing
- Protect from DDos attacks
- Cache static content
- Encrypt and decrypt SSL communications



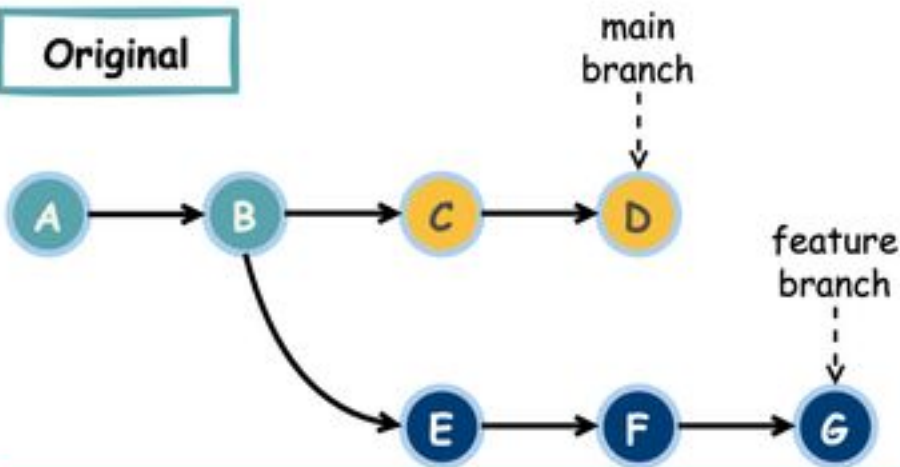
How Git Commands work



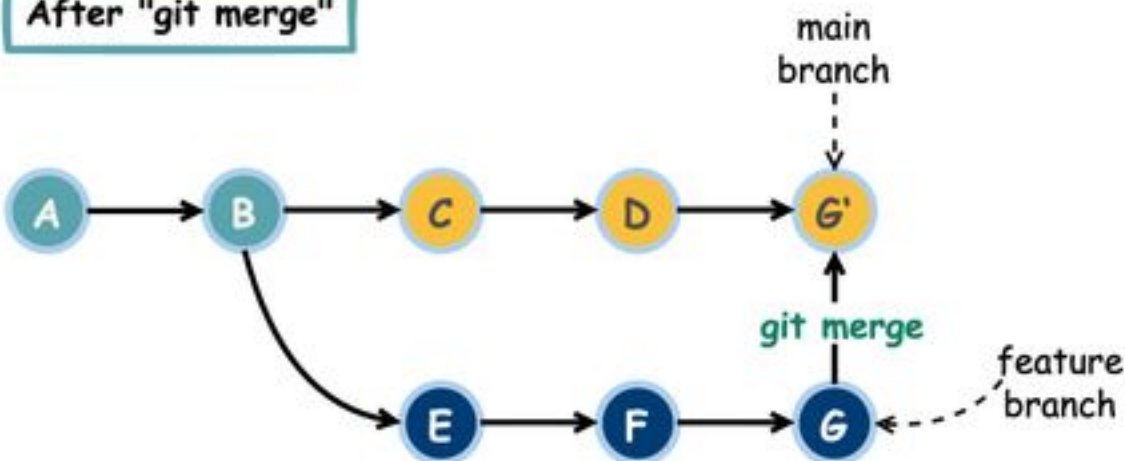
Git Merge vs. Git Rebase

 blog.bytebytego.com

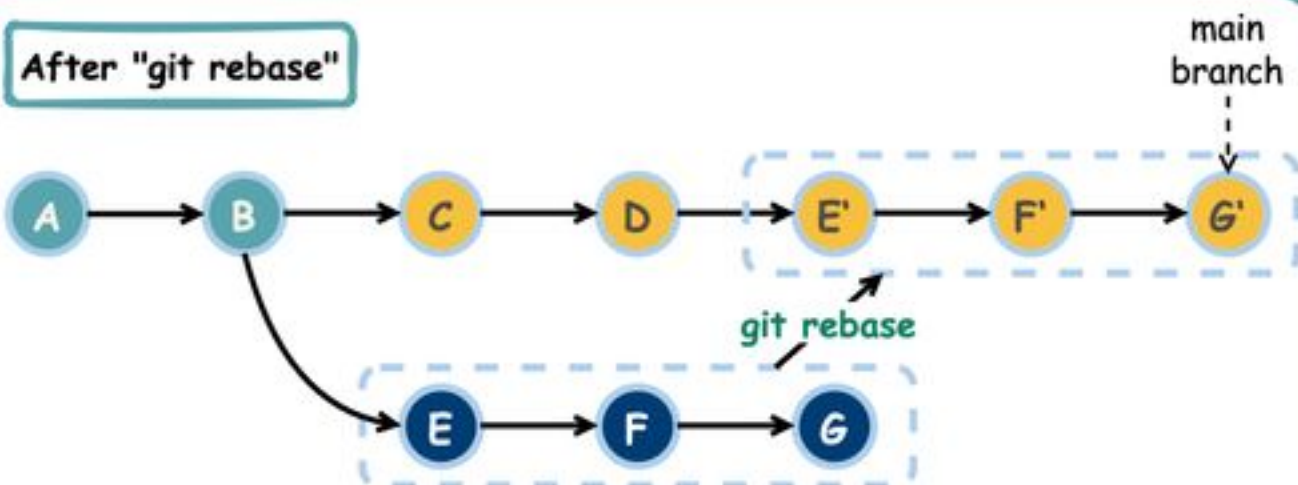
Original



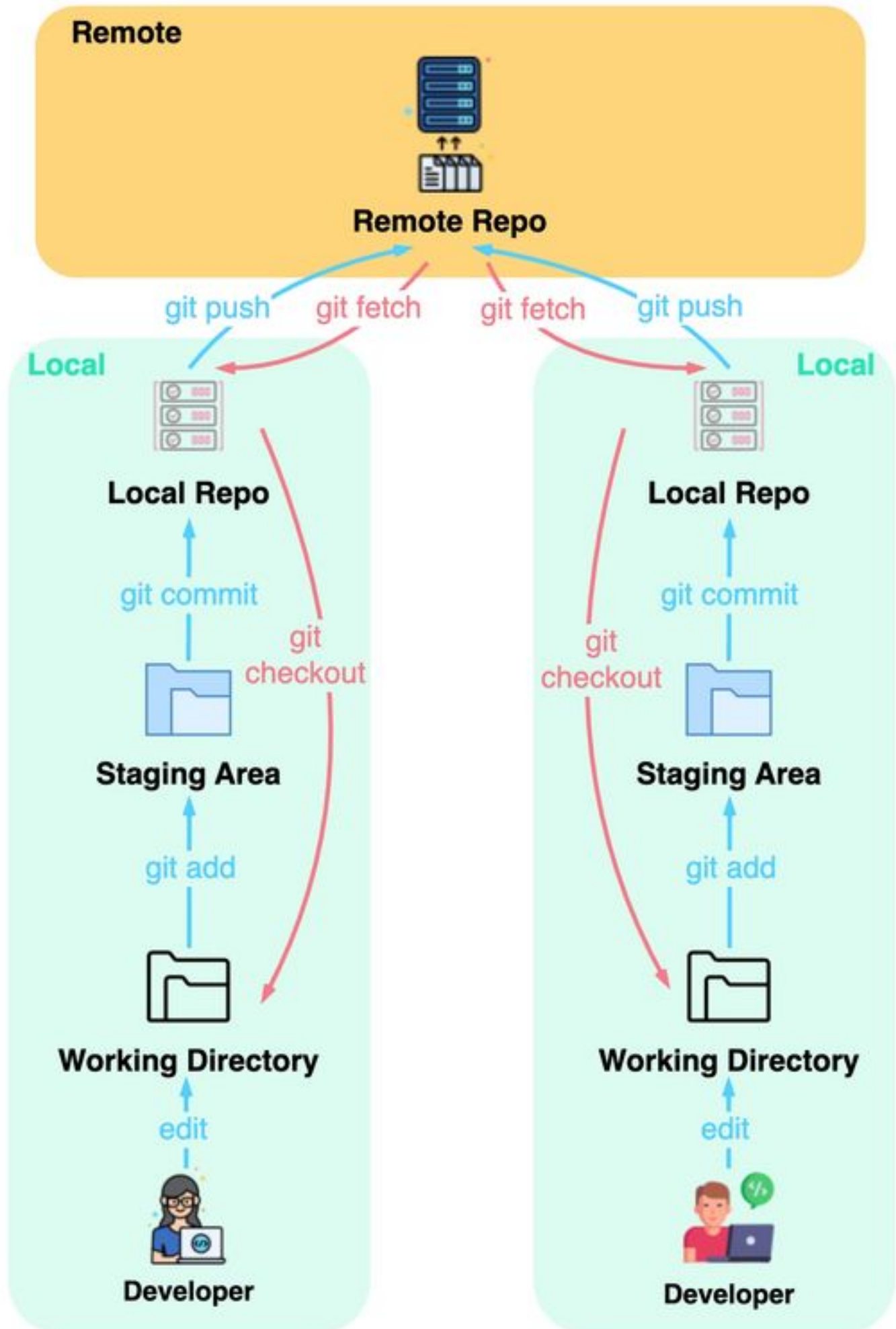
After "git merge"



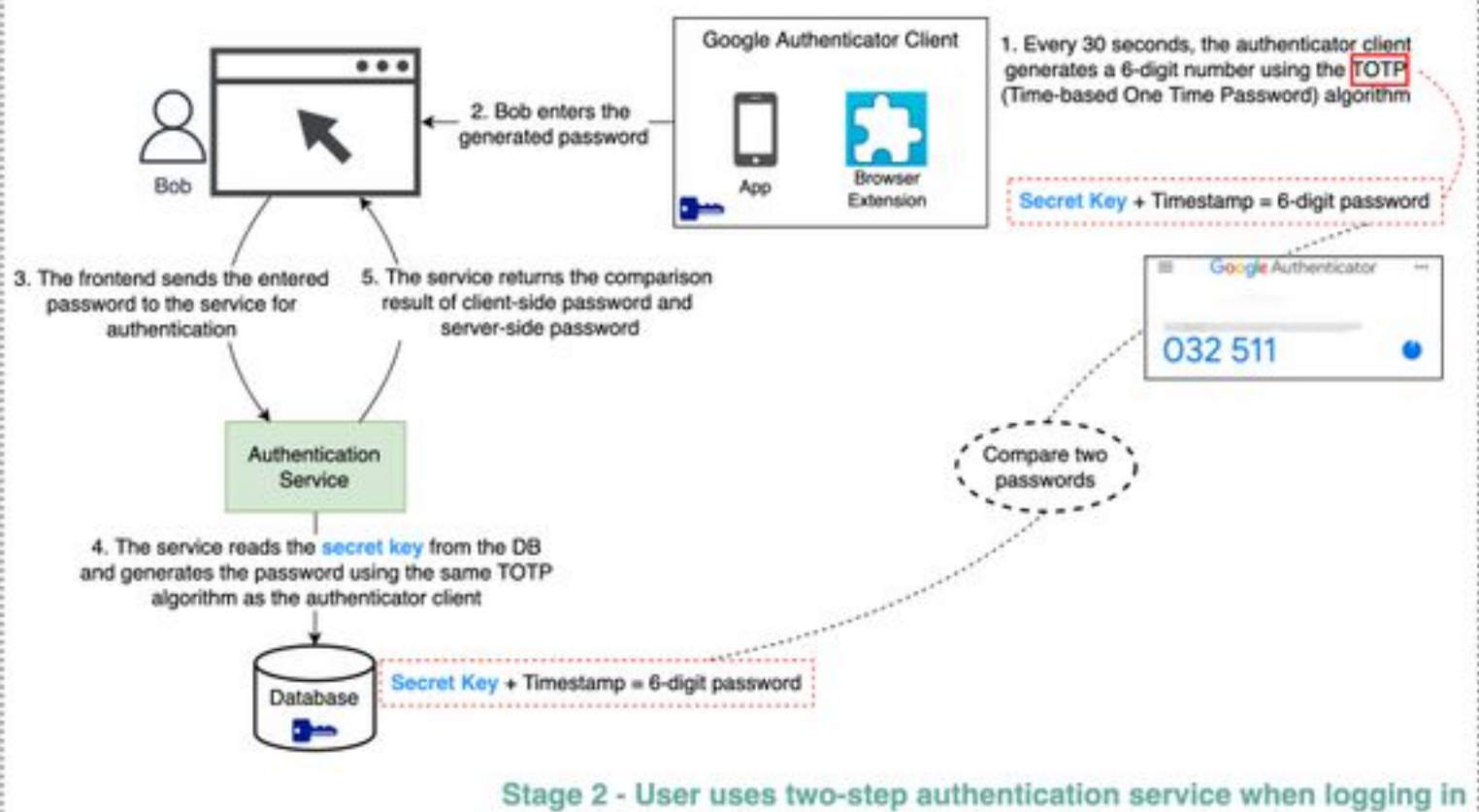
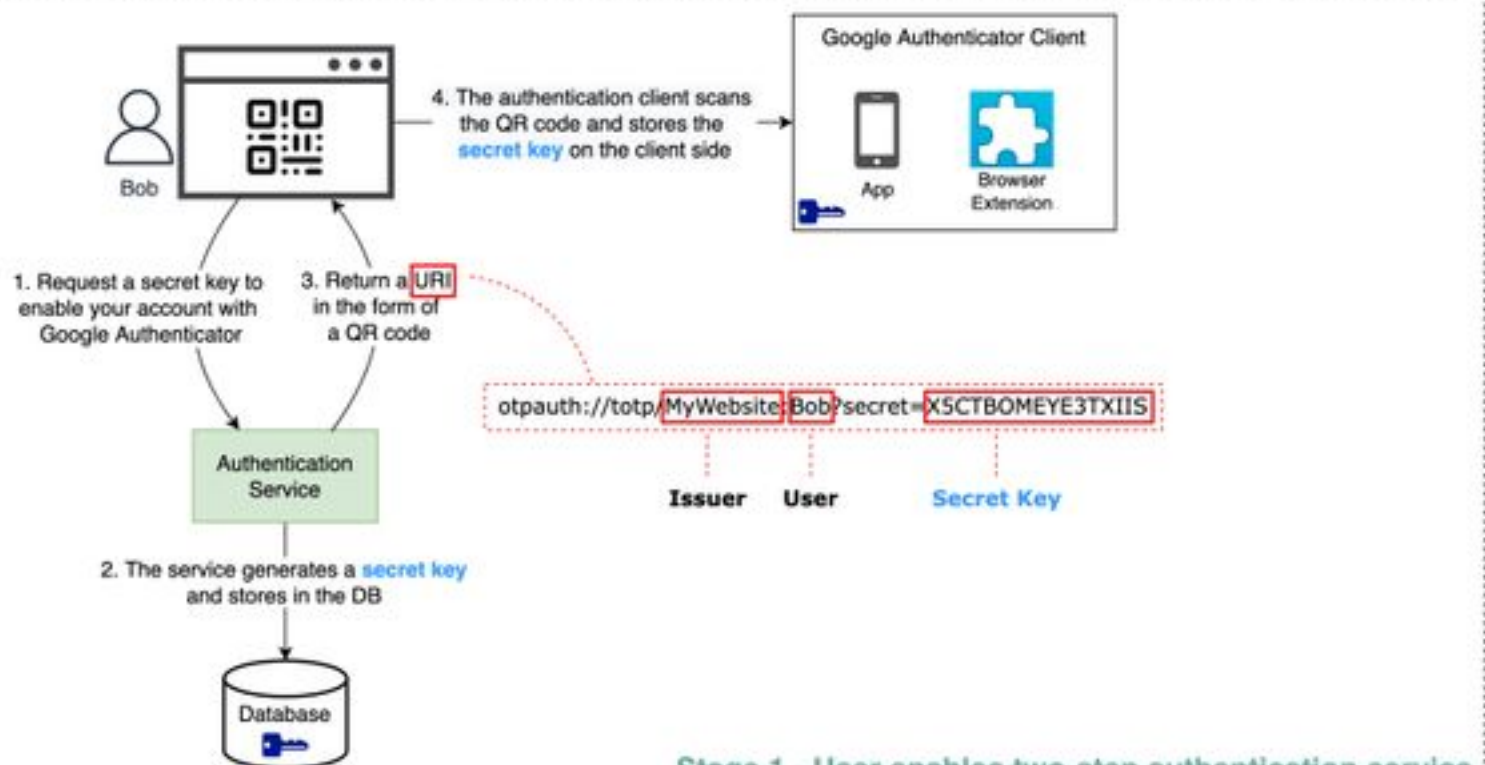
After "git rebase"

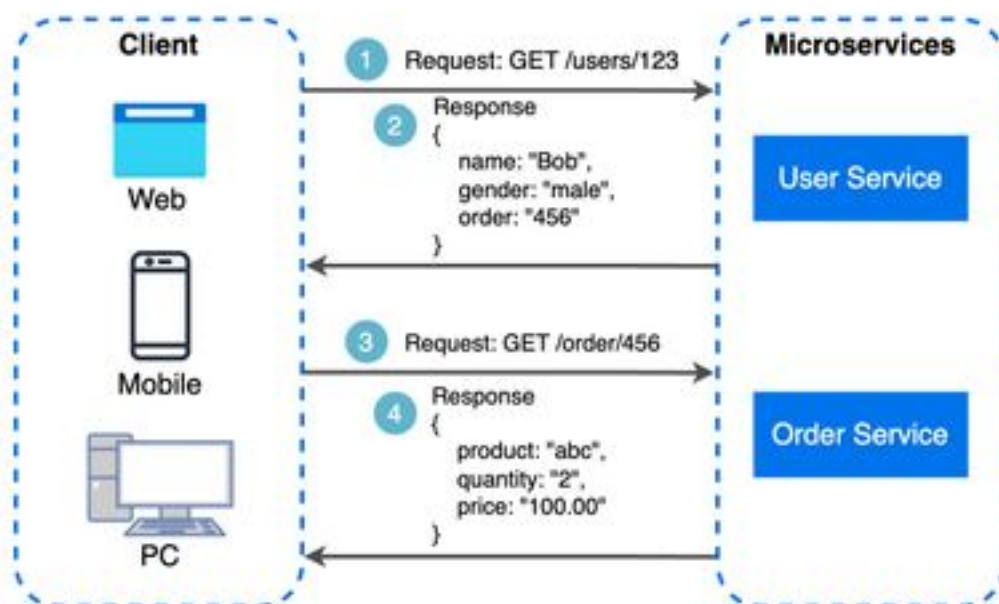


How does Git Work?

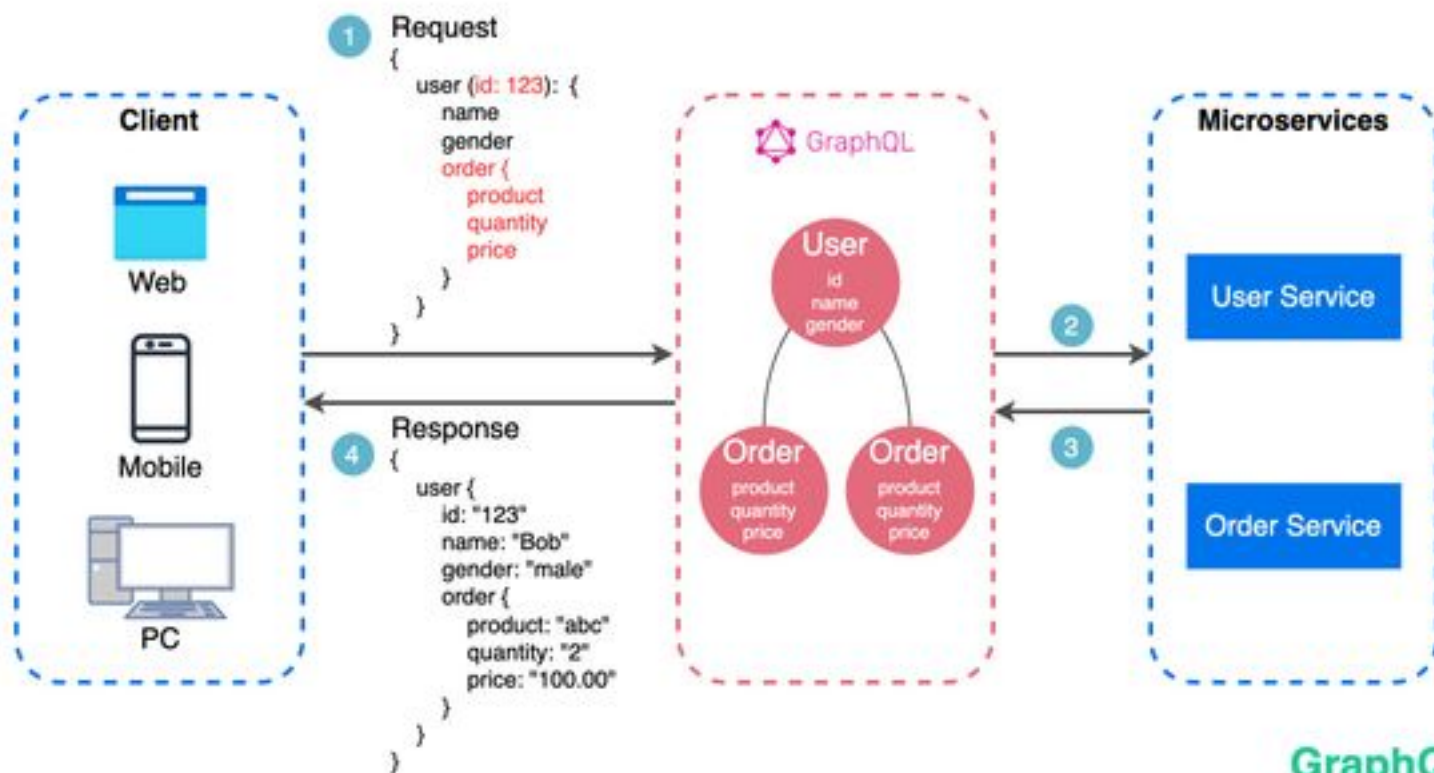


How does Google Authenticator Work?



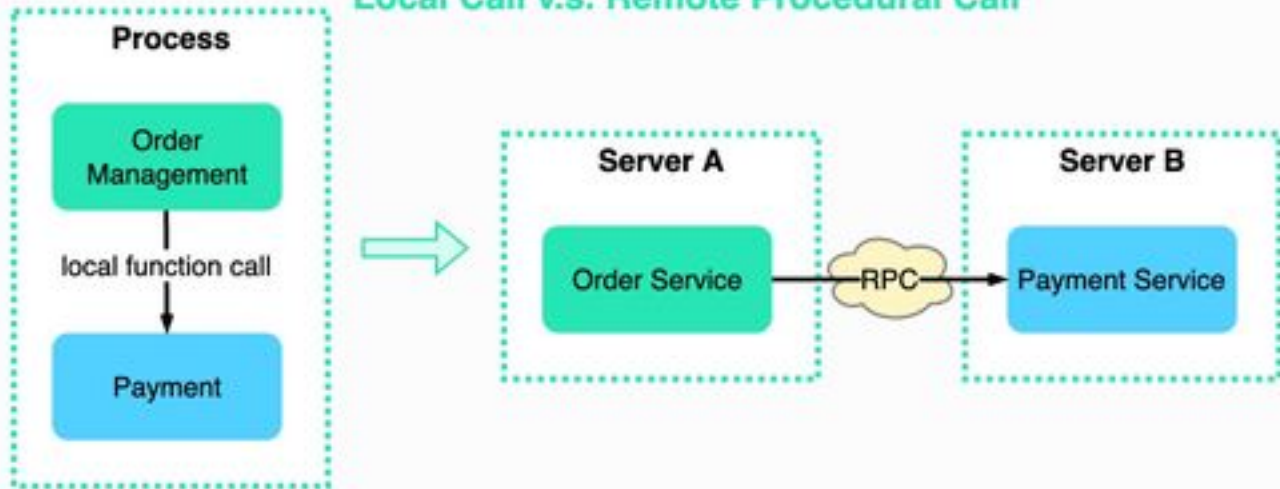


REST

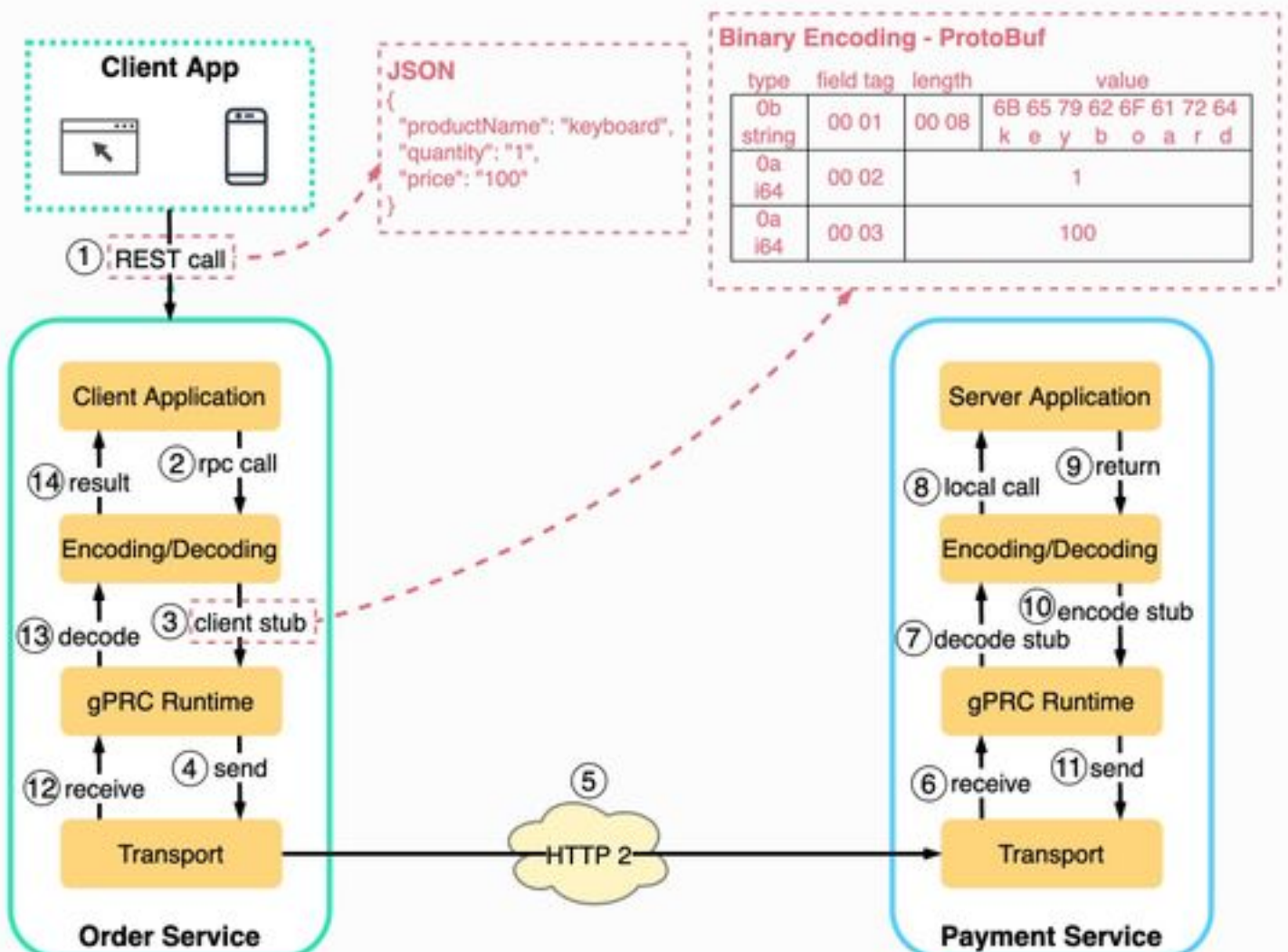


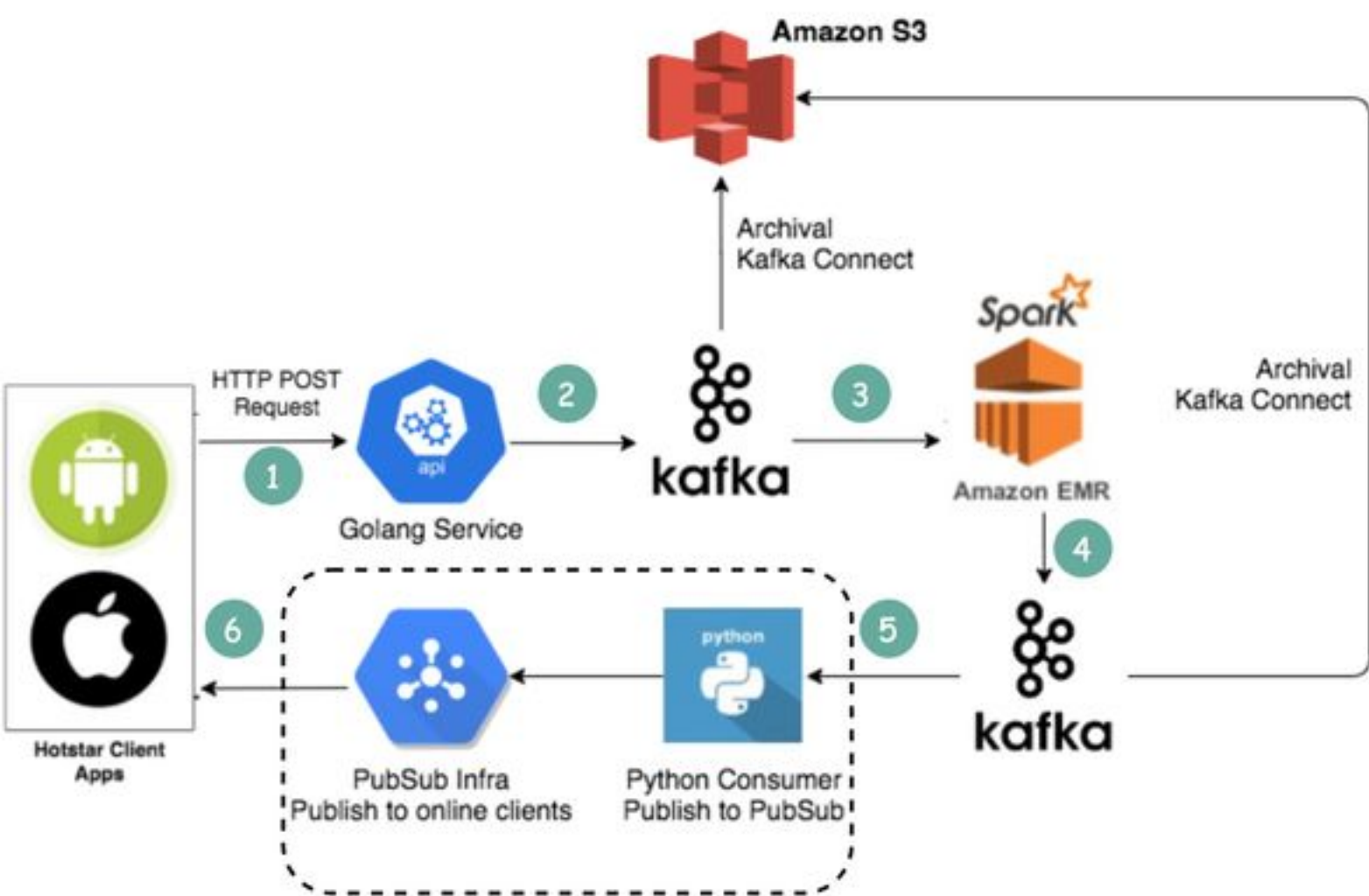
GraphQL

Local Call v.s. Remote Procedural Call




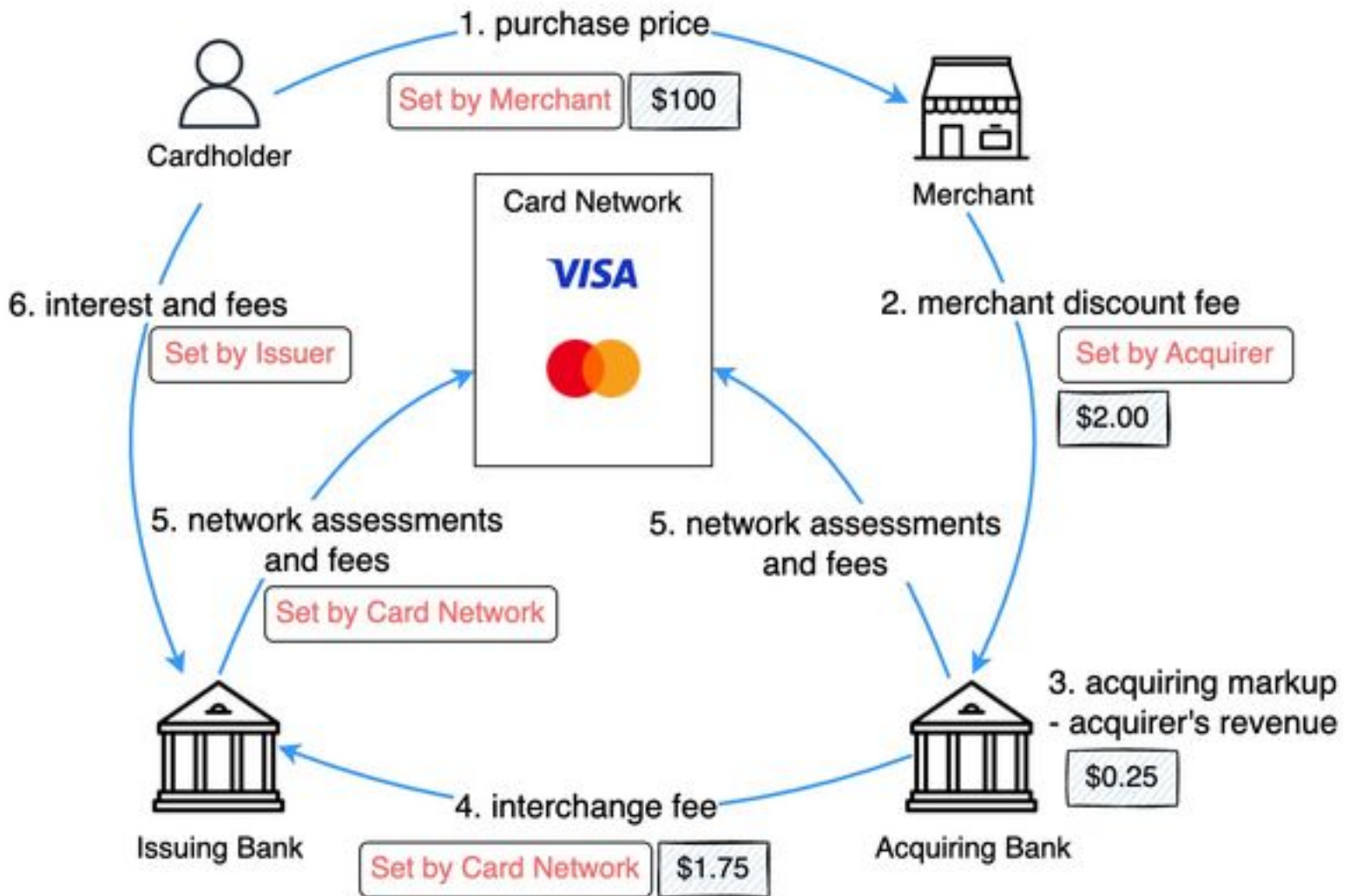
gRPC Overall Flow





How does VISA Make Money?

 blog.bytebytego.com



merchant discount fee = interchange fee + acquiring markup

\$2.00

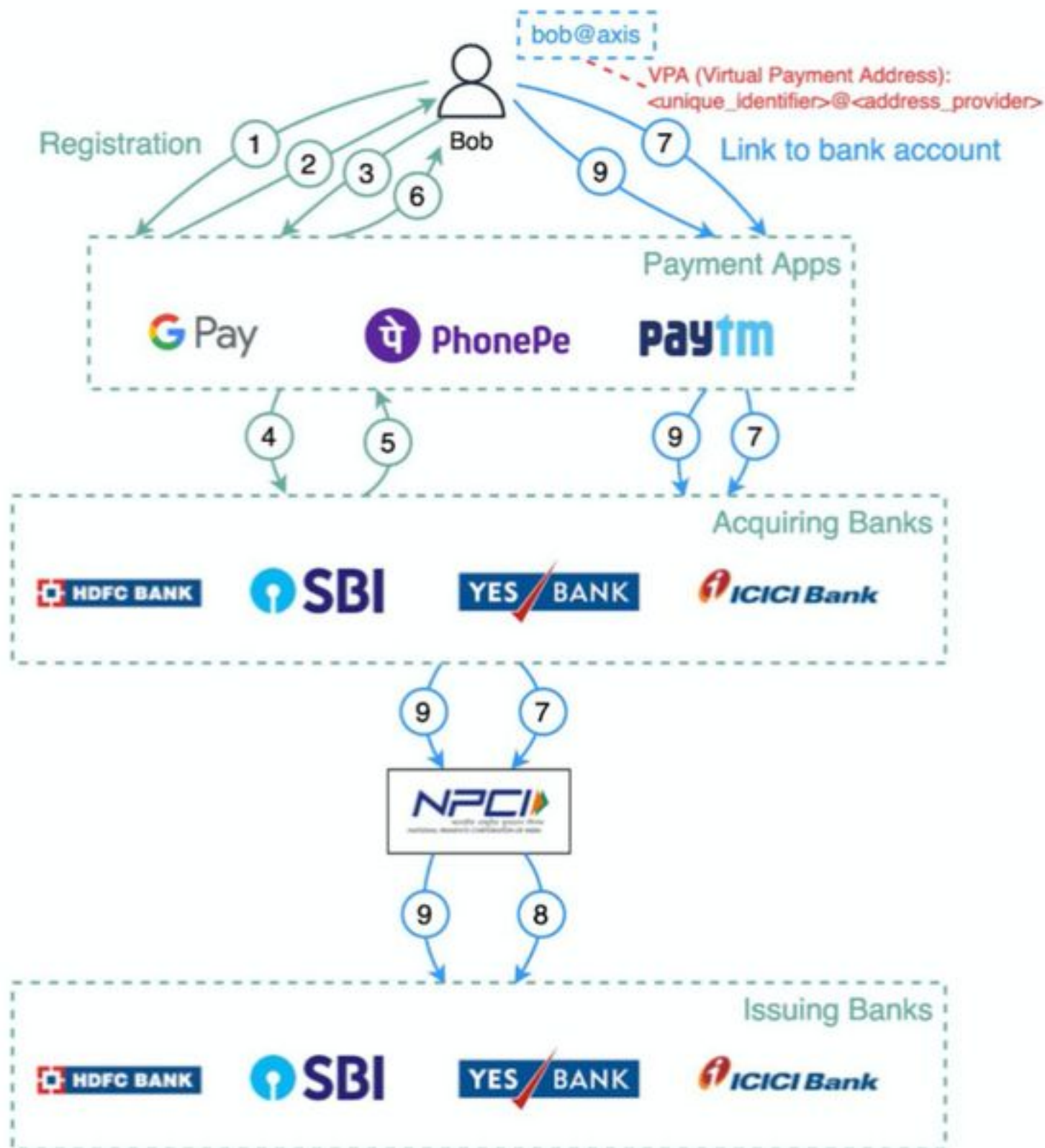
\$1.75

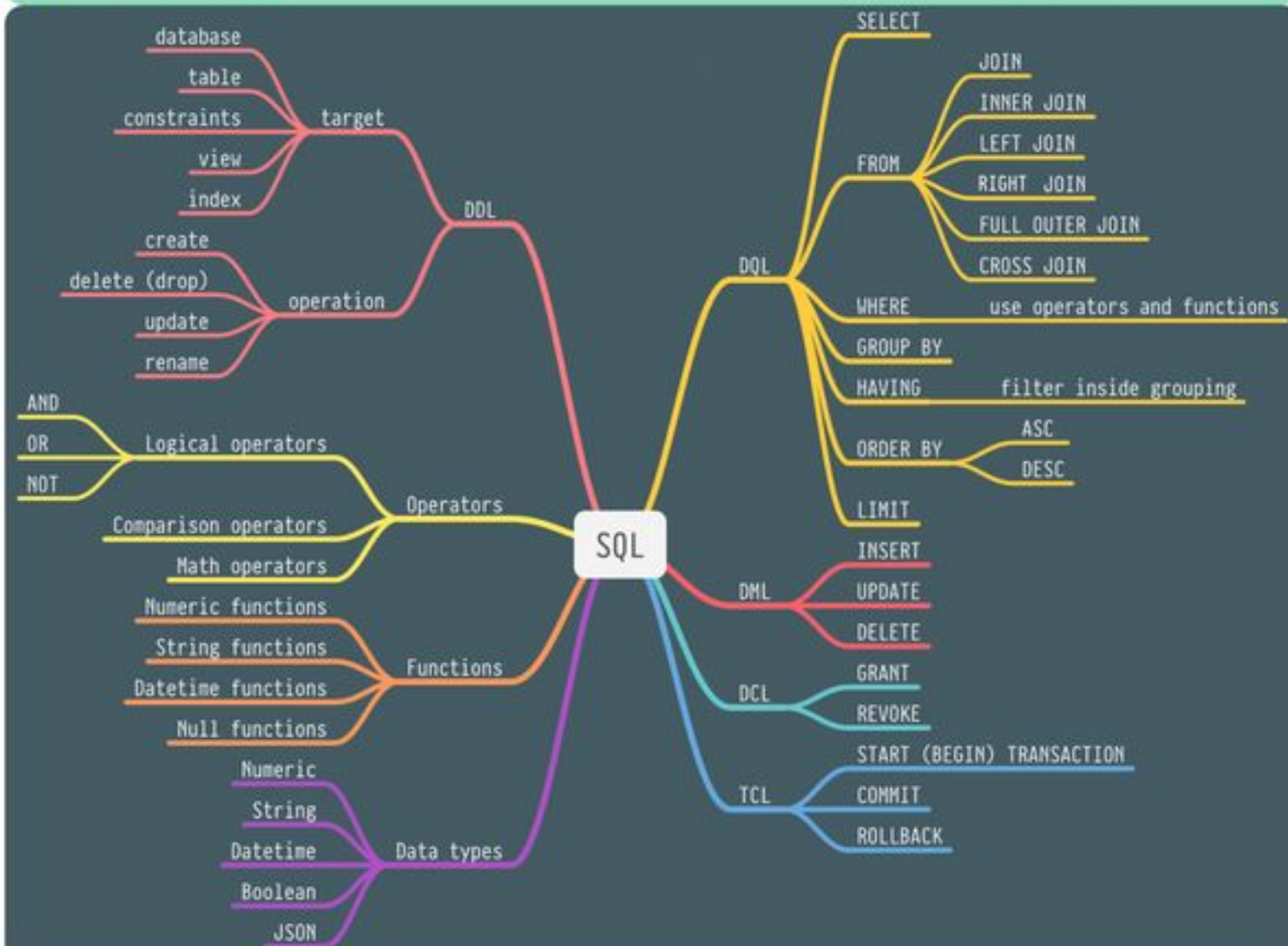
\$0.25

The merchant needs to compensate issuer and acquirer

How does UPI Work?

1. Registration & Link to Bank Account



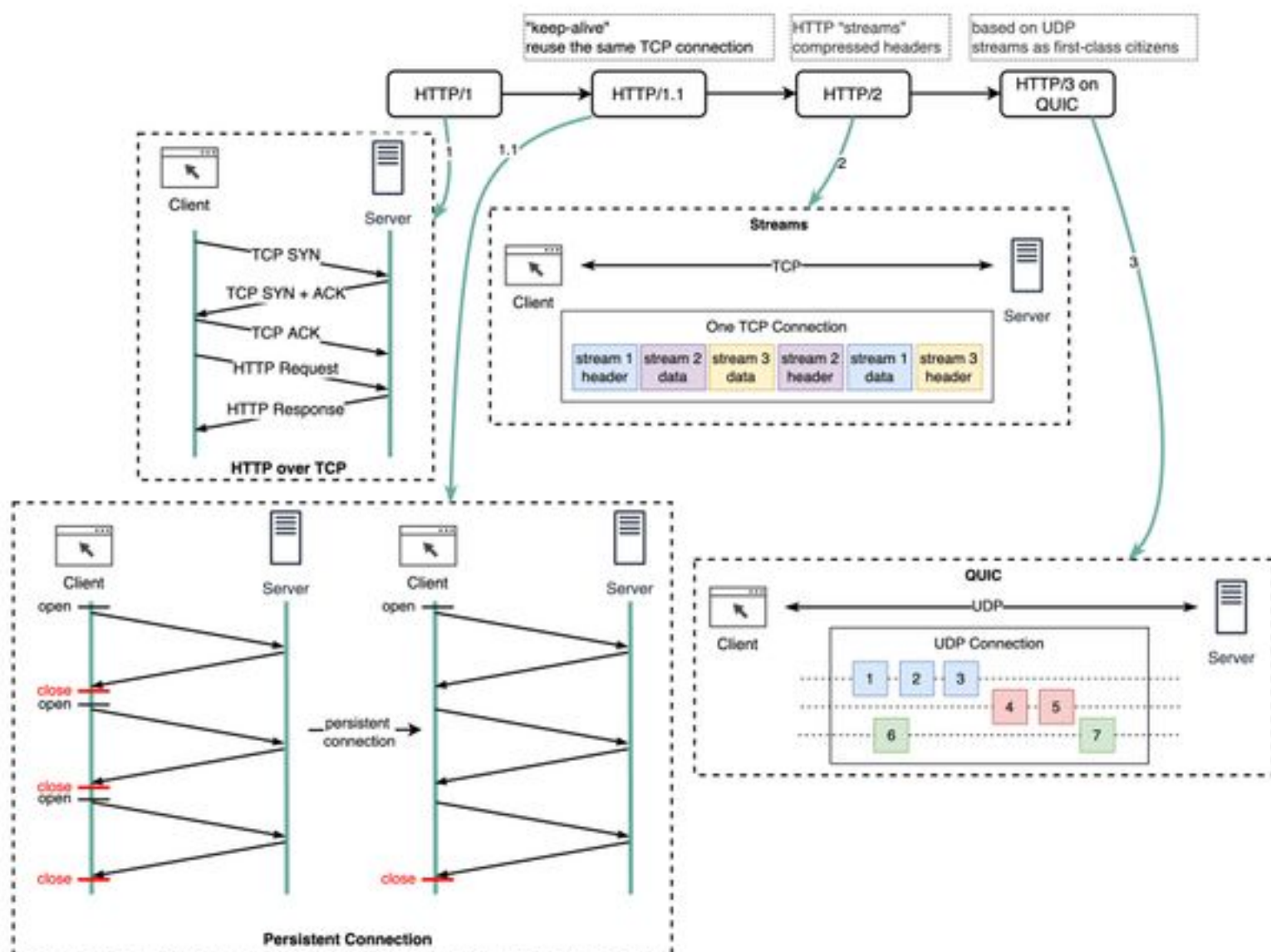


HTTP Status Codes

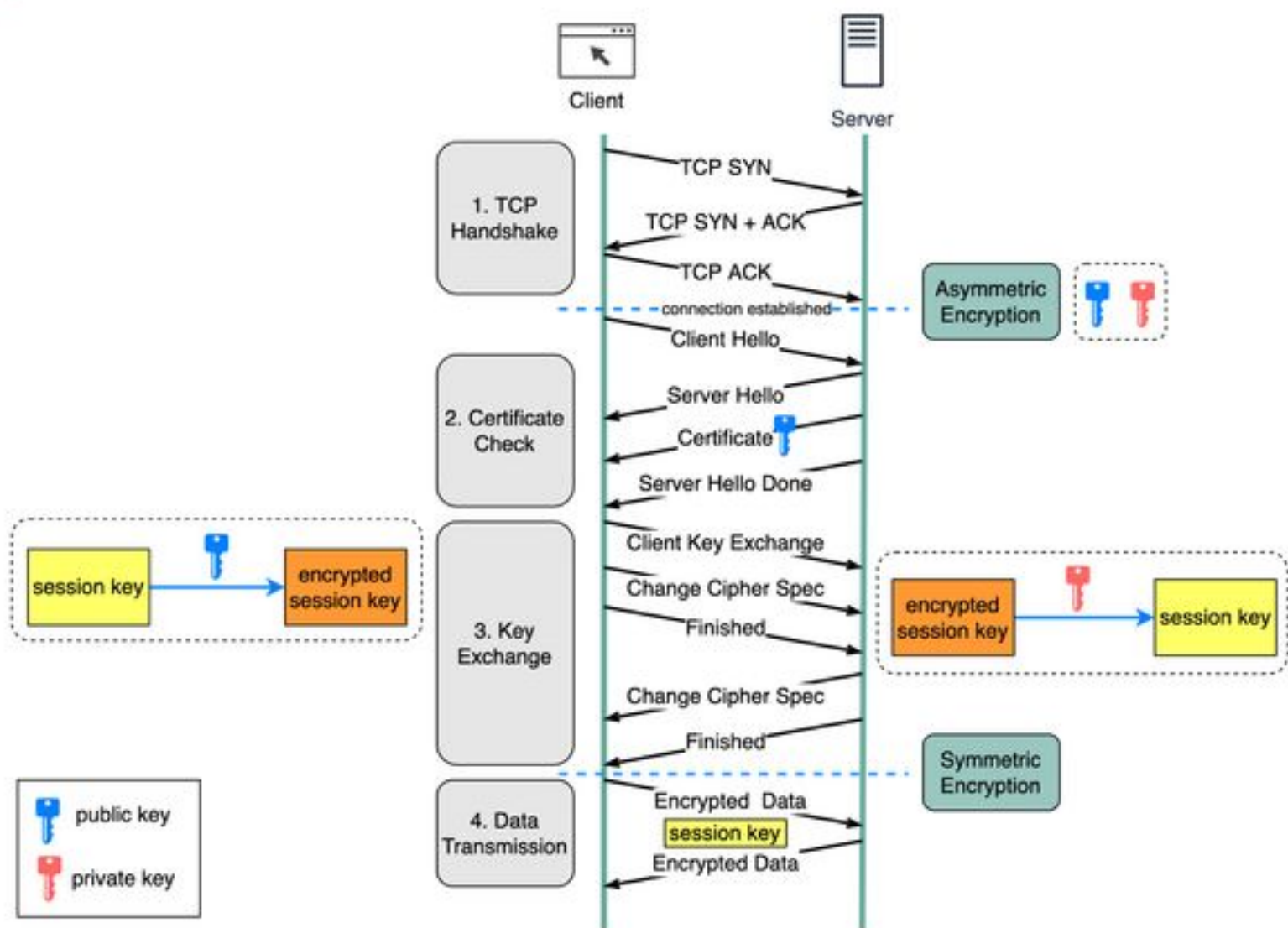


How did we get to HTTP/3?

ByteByteGo



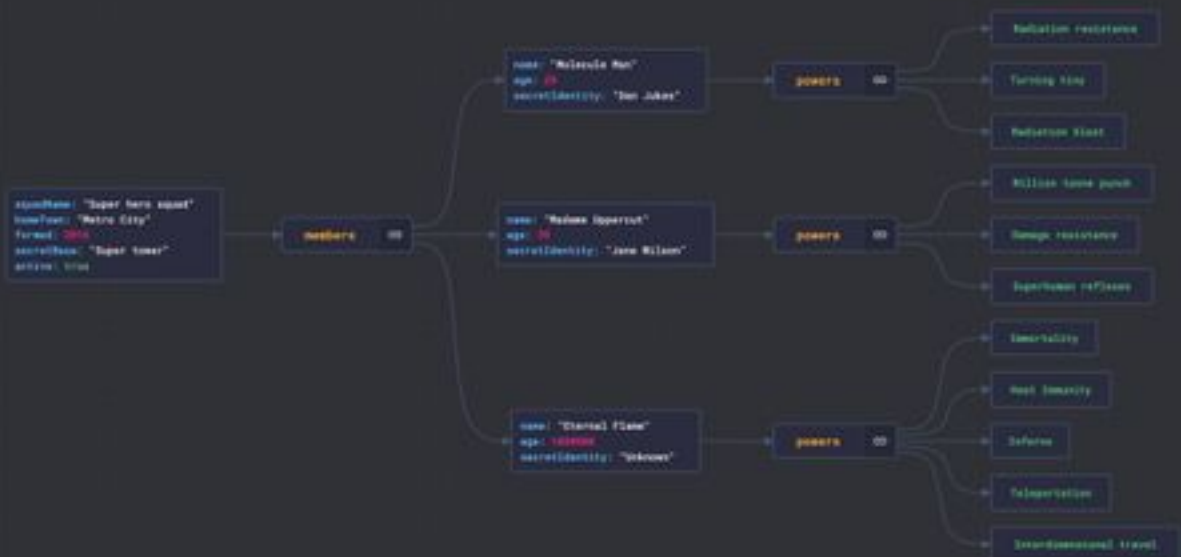
How does HTTPS Work?




```

1 {
2   "squadName": "Super hero squad",
3   "homeTown": "Metropolis",
4   "formed": 2008,
5   "secretBase": "Super tower",
6   "active": true,
7   "members": [
8     {
9       "name": "Molecule Man",
10      "age": 29,
11      "secretIdentity": "Dan Jukes",
12      "powers": [
13        "Radiation resistance",
14        "Turning tiny",
15        "Radiation blast"
16      ]
17    },
18    {
19      "name": "Madame Hippocrat",
20      "age": 38,
21      "secretIdentity": "Jane Wilson",
22      "powers": [
23        "Million tons punch",
24        "Damage resistance",
25        "Superhuman reflexes"
26      ]
27    },
28    {
29      "name": "Eternal Flame",
30      "age": 1000000,
31      "secretIdentity": "Unknown",
32      "powers": [
33        "Immortality",
34        "Heat Immunity",
35        "Inferno",
36        "Teleportation",
37        "Interdimensional travel"
38      ]
39    }
40 ]

```

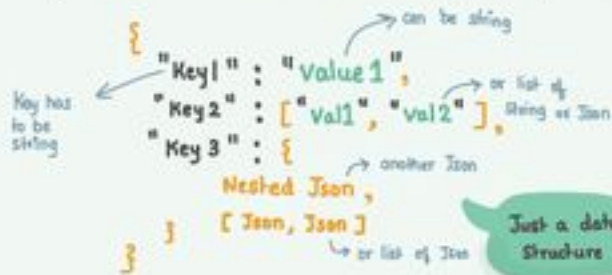


JWT {JSON WEB TOKEN}

With Love By
@Sec_vB

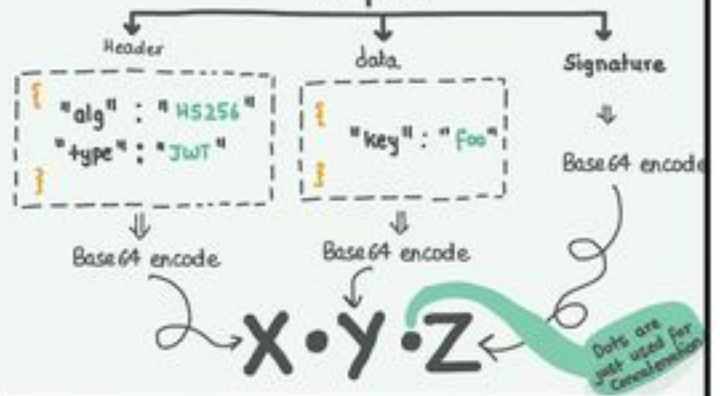
1 {"what": "JSON"}

* A file format to store data in Key: value format



2 JWT Structure

3 parts



JWT = [Header].[Data].[Signature]

X

I am just Header

Y

I am just Encoded Data

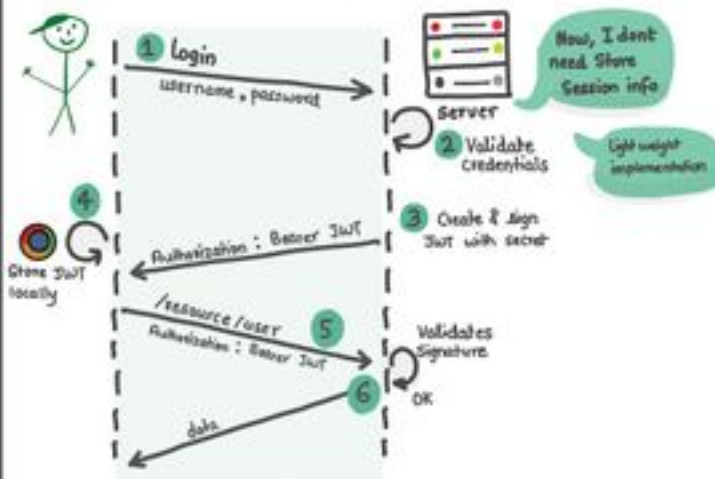
My keys are also called "CLAIMS"

The third part are a few predefined claim

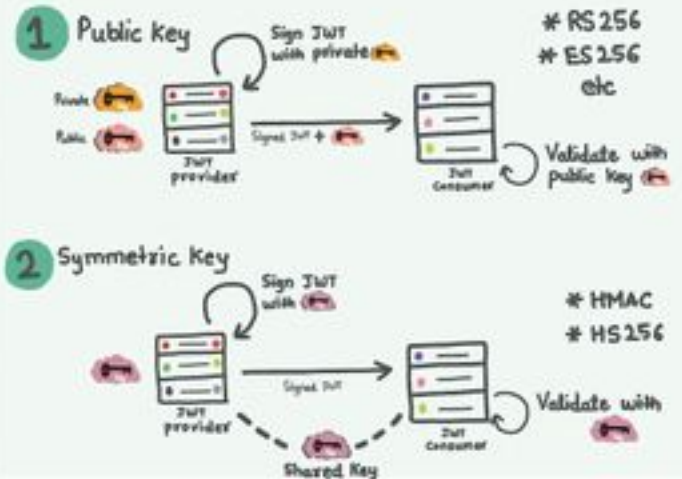
Z

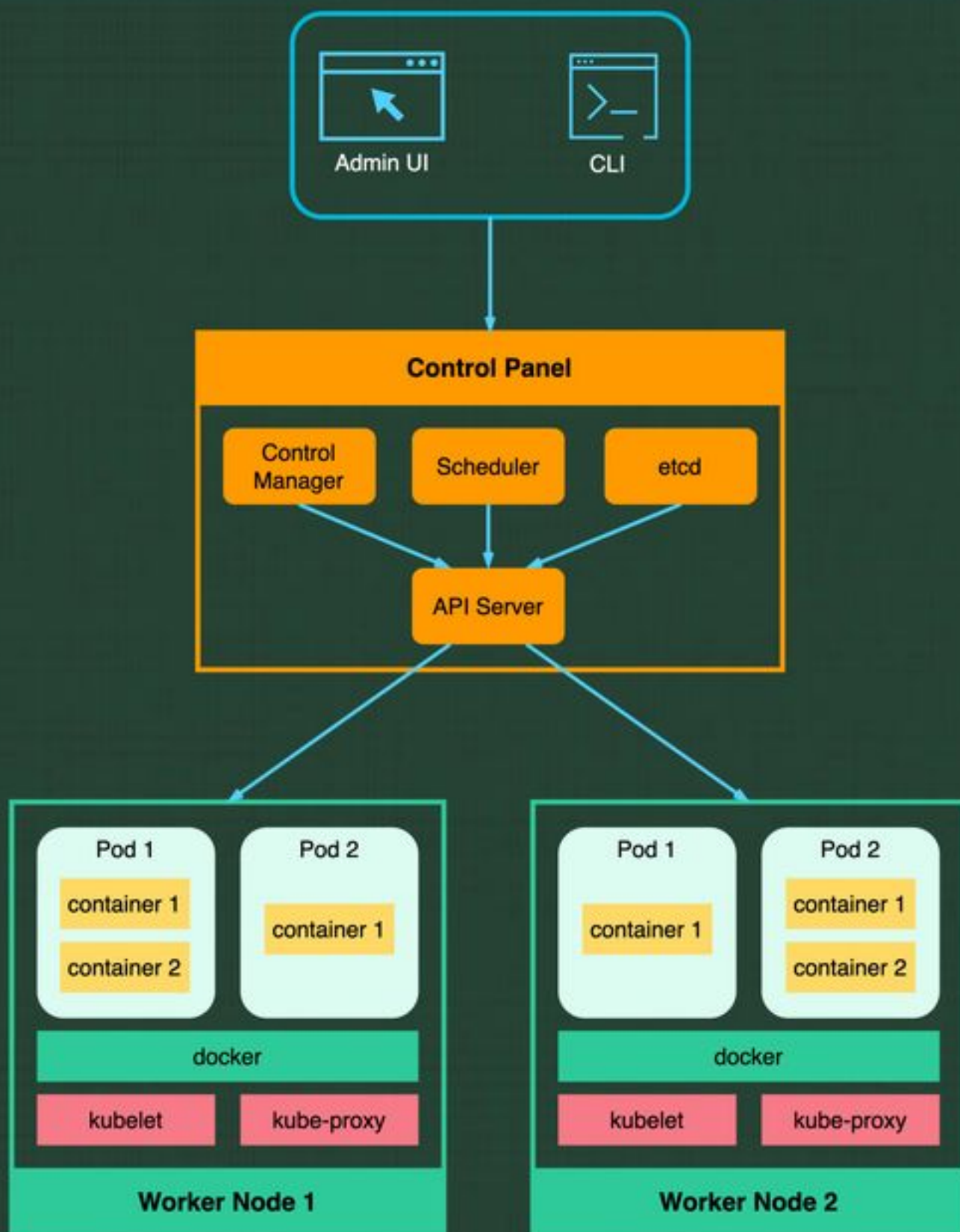
I am Encoded Signature that show false

3 Working?



4 Signing Alg

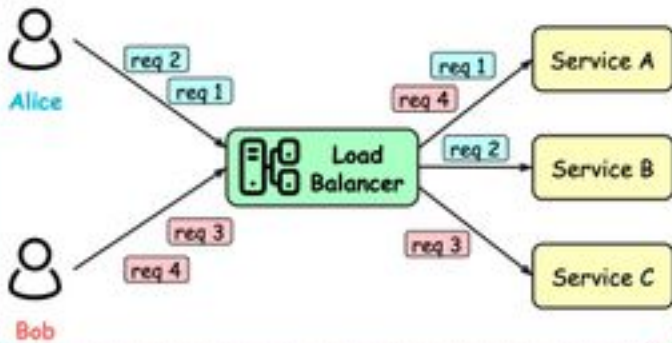




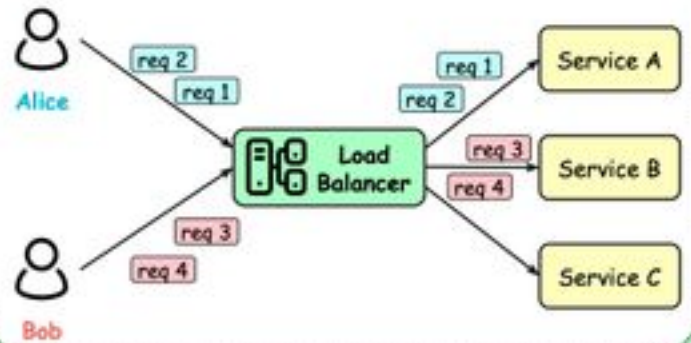
Load Balancing Algorithms

 blog.bytebytego.com

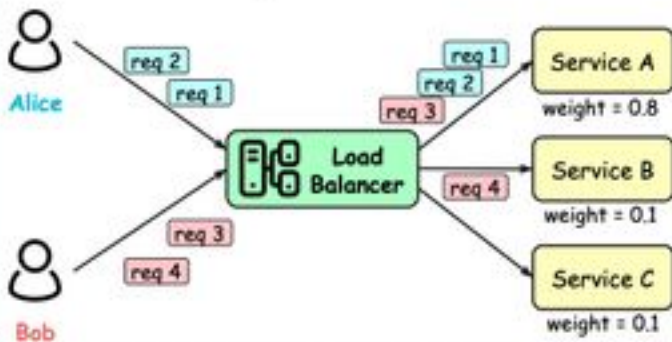
1. Round Robin



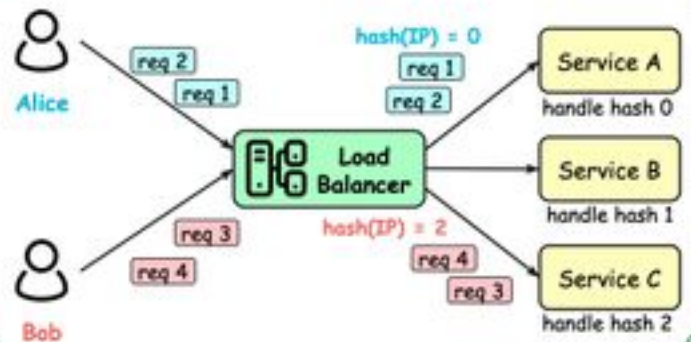
2. Sticky Round Robin



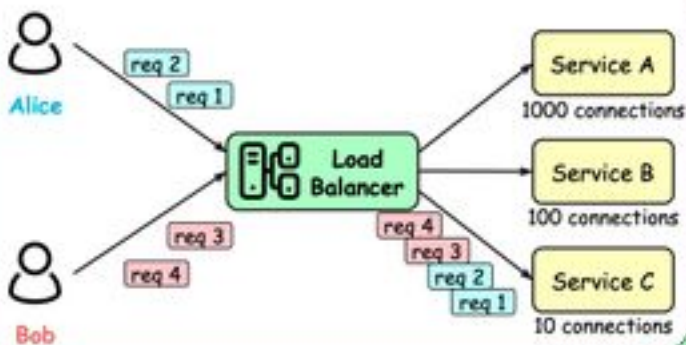
3. Weighted Round Robin



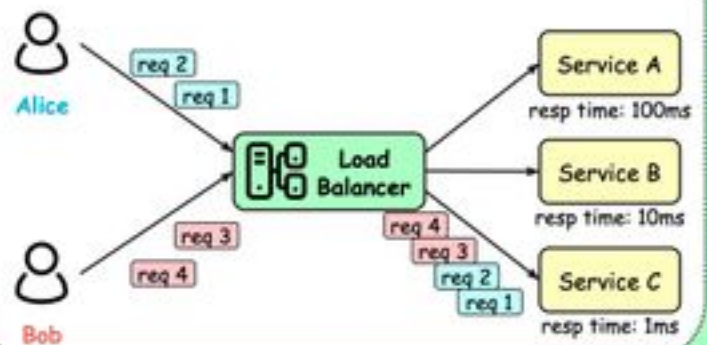
4. IP/URL Hash



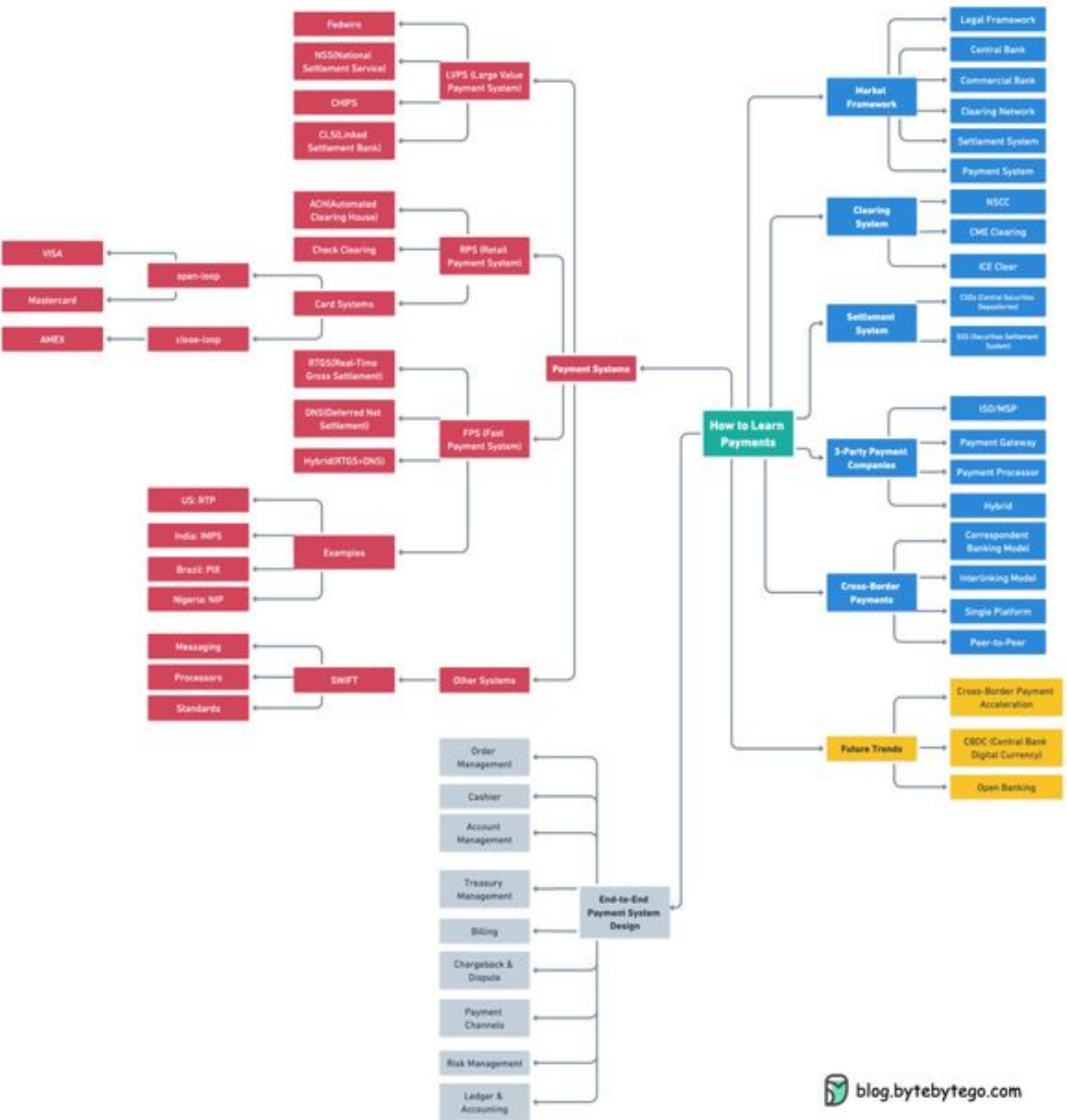
5. Least Connections

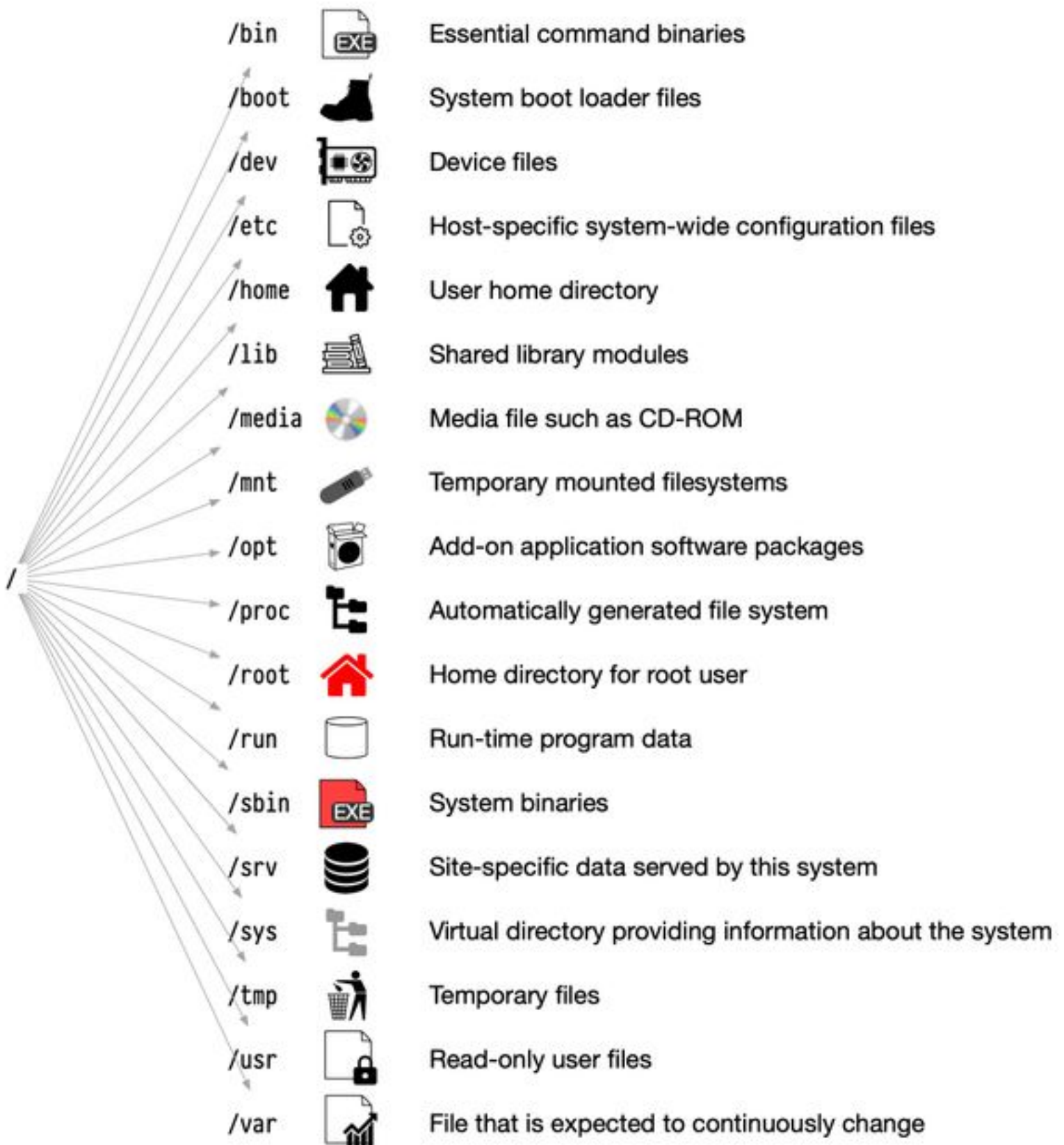


6. Least Time

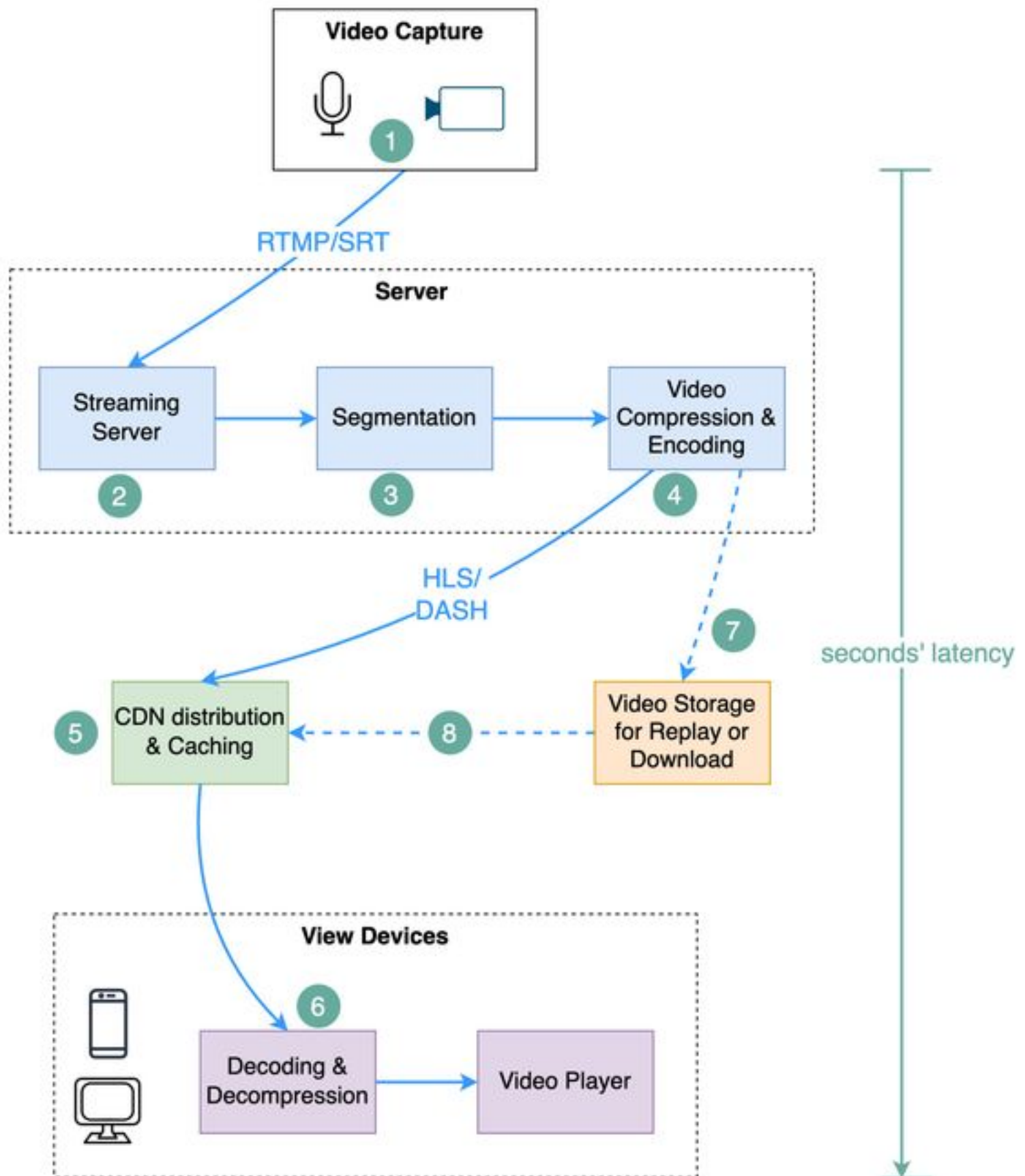


How to Learn Payments?





How does Live Streaming Work? blog.bytebytego.com

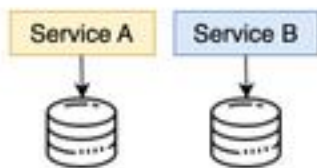


Microservice Best Practices

 blog.bytebytego.com

1

Separate data store



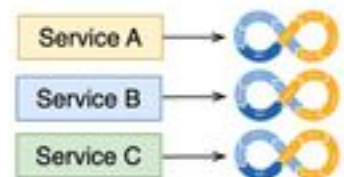
2

Keep code at a similar level of maturity



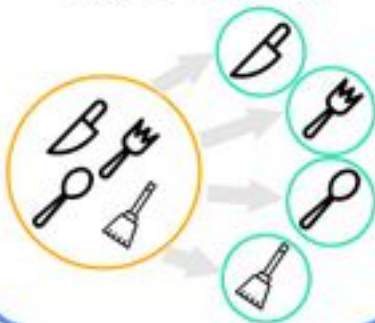
3

Separate build for each microservice



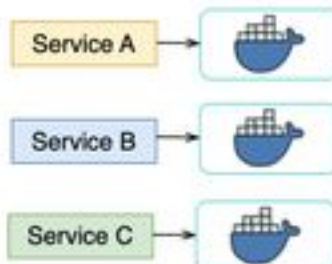
4

Single responsibility



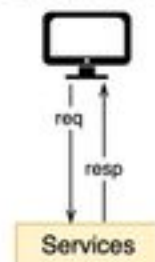
5

Deploy into containers



6

Treat servers as stateless



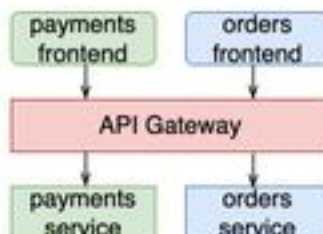
7

Domain-driven design



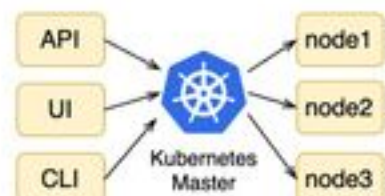
8

Micro frontend

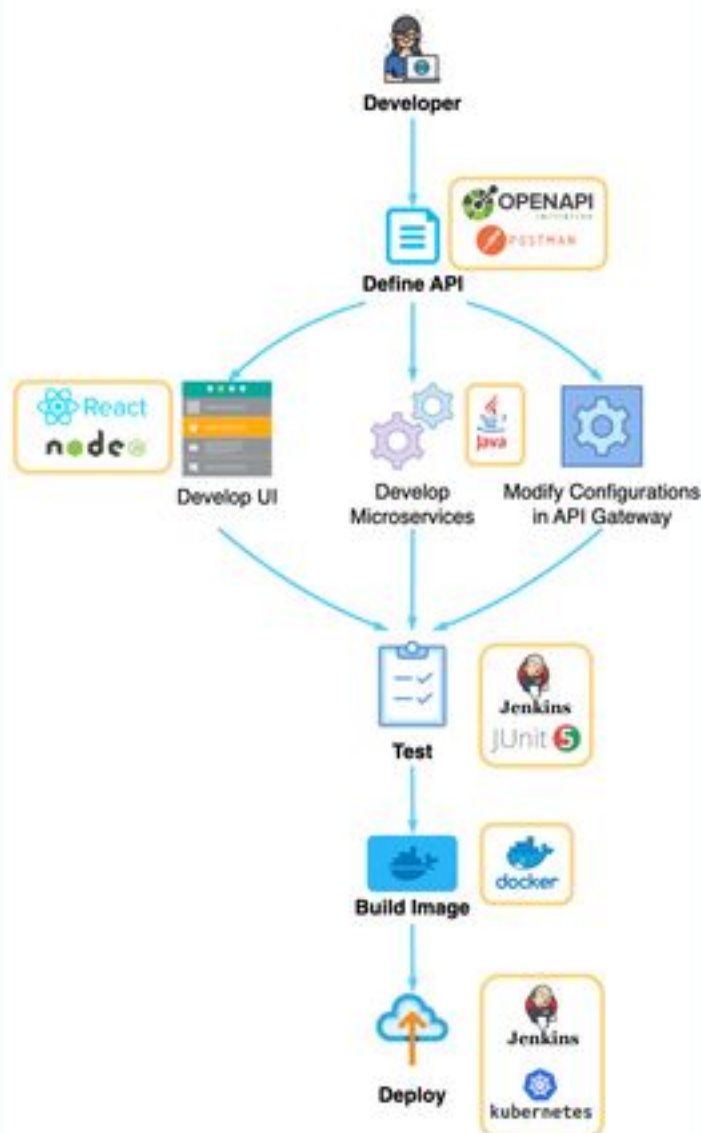


9

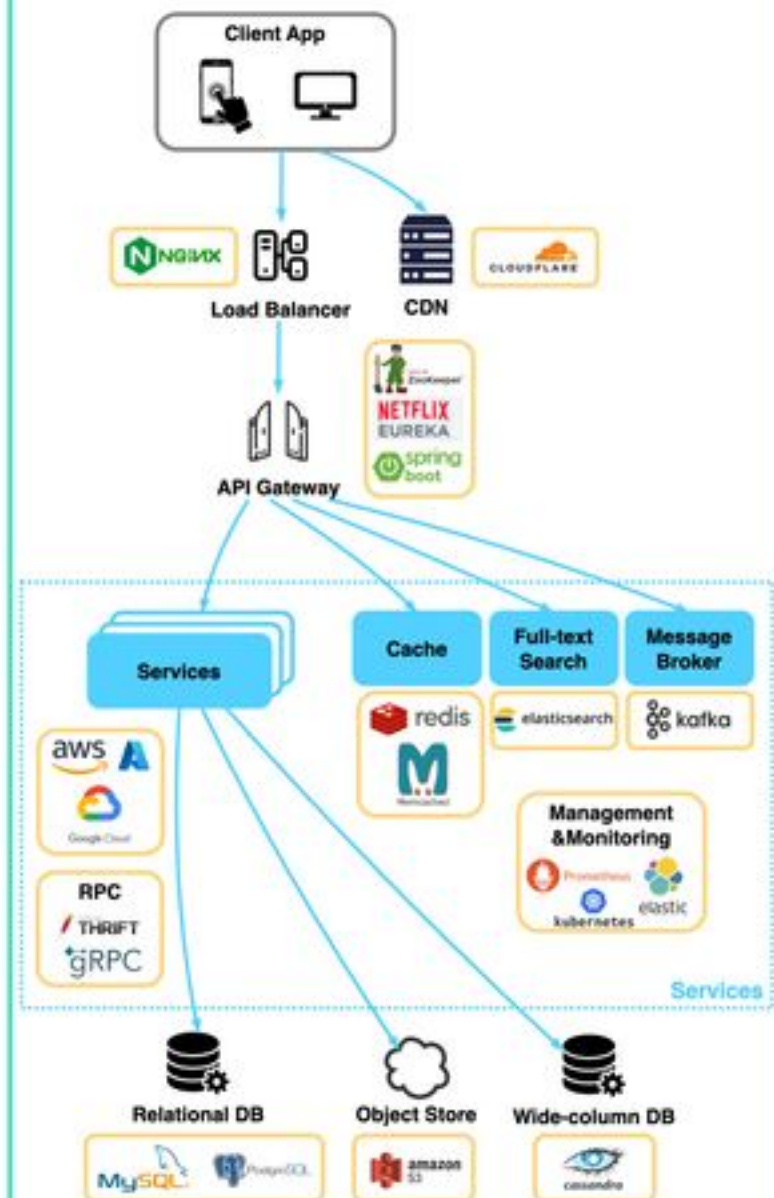
Orchestrating microservices

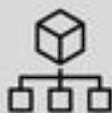



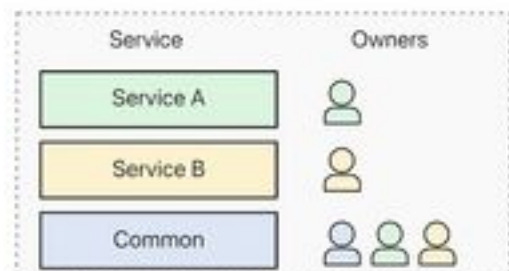
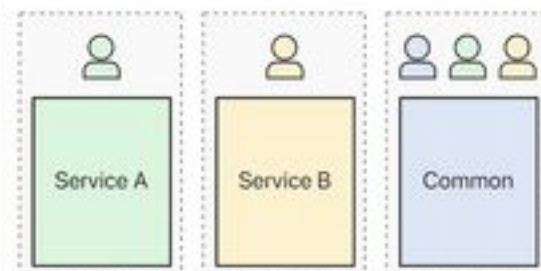

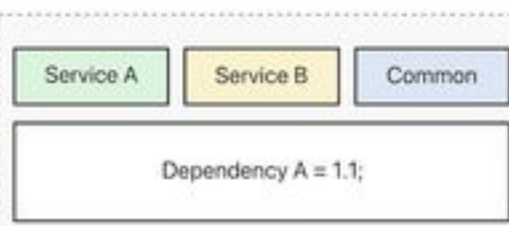
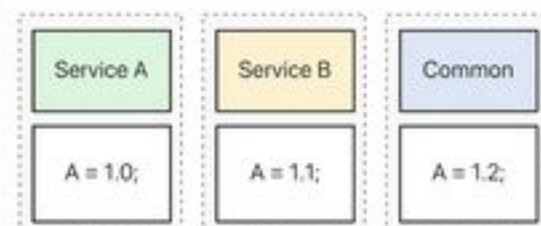
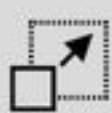
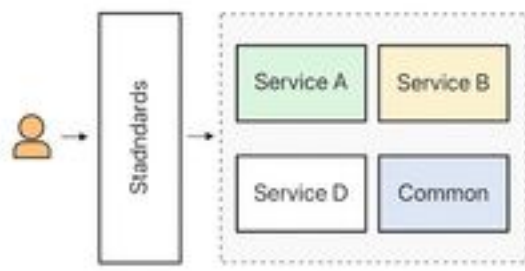
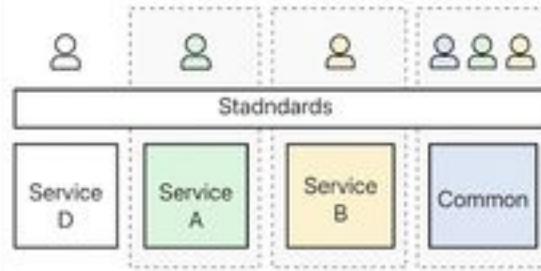





Pre-Production

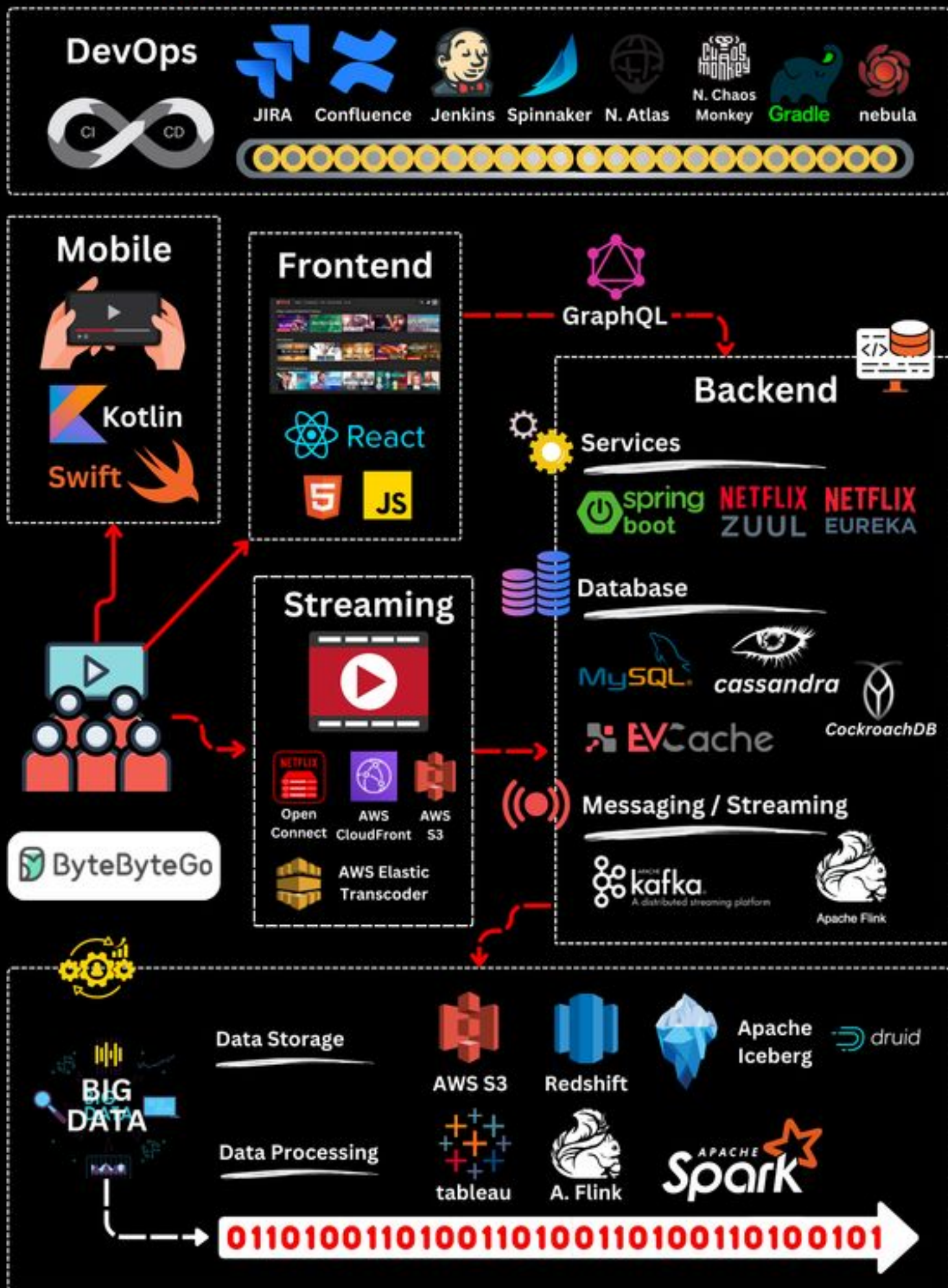


Production




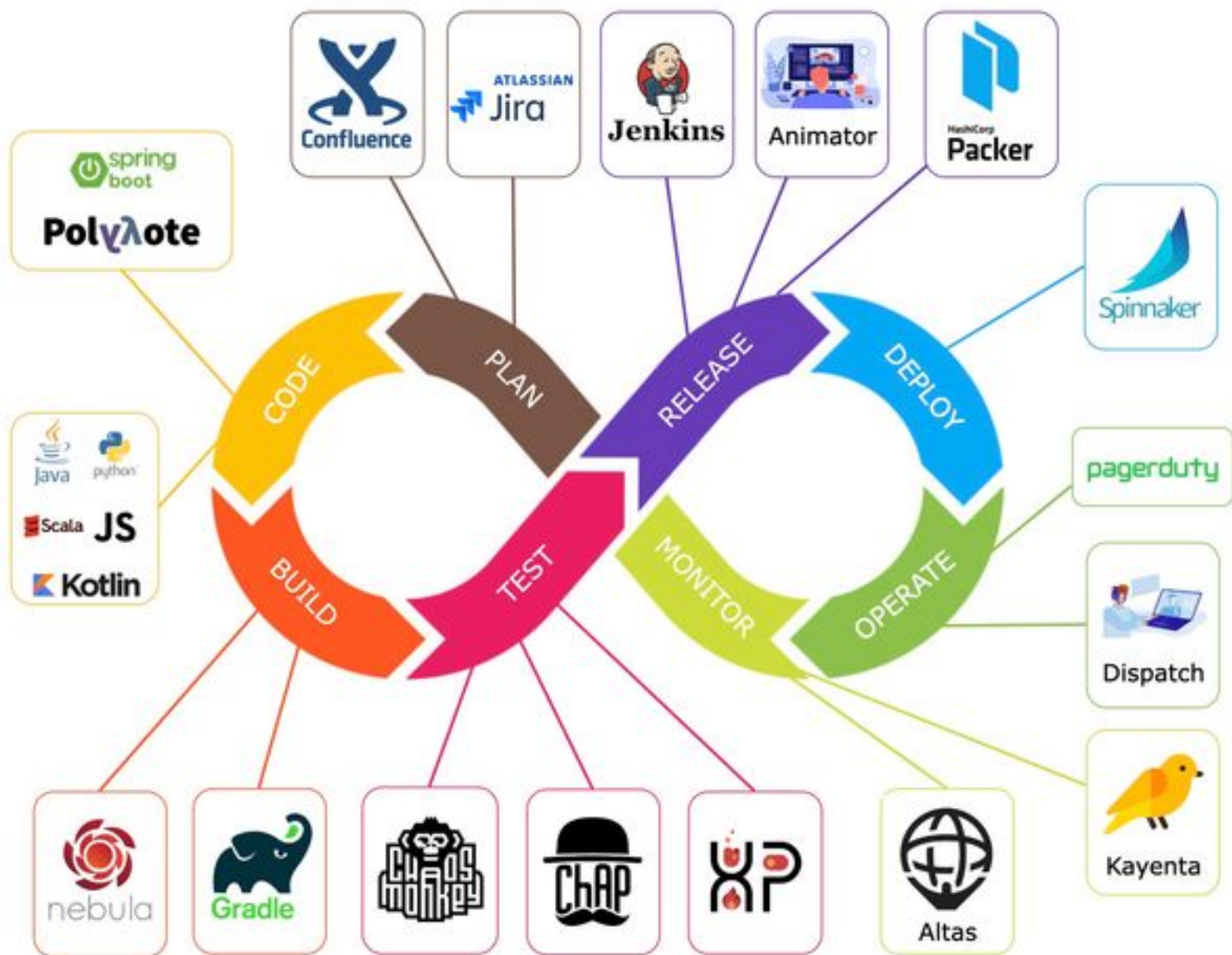
	Monorepo	Microrepo
 Company		
 Collaboration	 <p>Services work under the same repository.</p>	 <p>Service owners work under separate repositories.</p>
 Dependency	 <p>Service share the same dependency.</p>	 <p>Service choose their own dependency.</p>
 Scalability	 <p>Services share the same standard.</p>	 <p>Services set their own standard.</p>
 Tooling		

NETFLIX Tech Stack



NETFLIX Tech Stack (CI/CD Pipeline)

 blog.bytebytego.com



What is OAuth?

* Protocol for sharing user Authorization across systems.

Involves 3 entities



1.0 protocol designed for web browser only

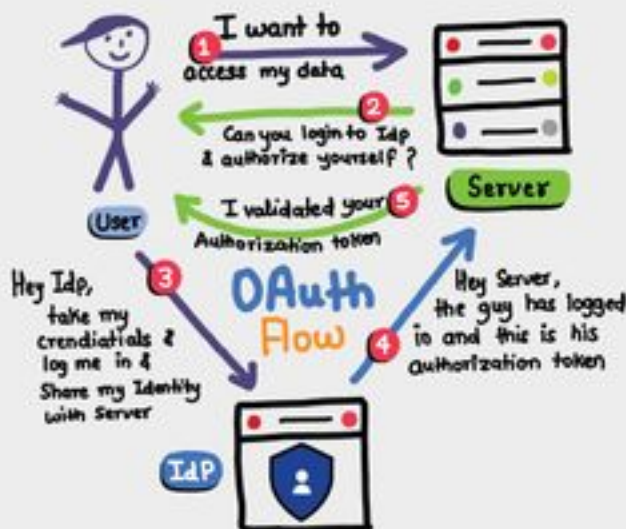
2.0 protocol upgraded for browser App, non browser App, Windows App, Mobile App, APIs

OAuth 2.0

Open Authorization

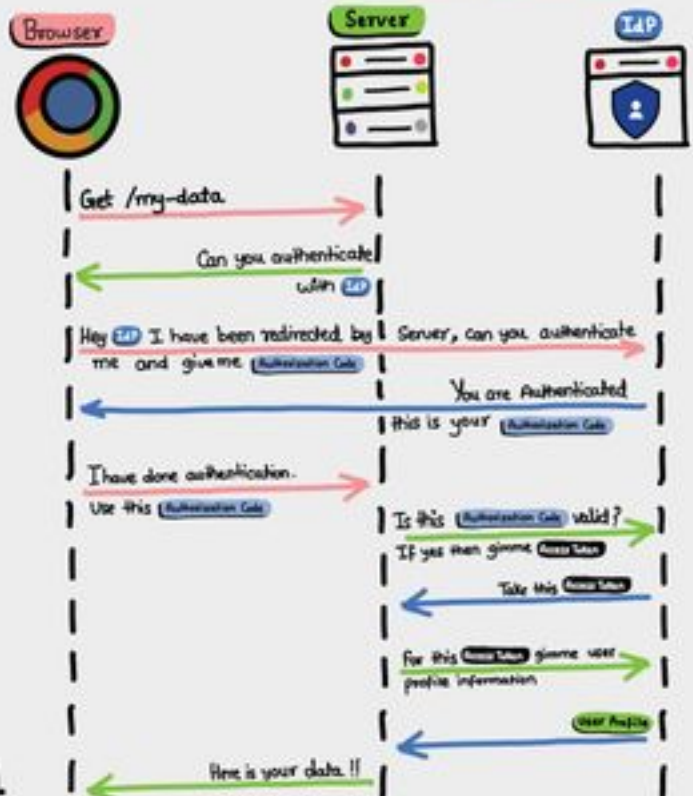
Authorization Code

Flow



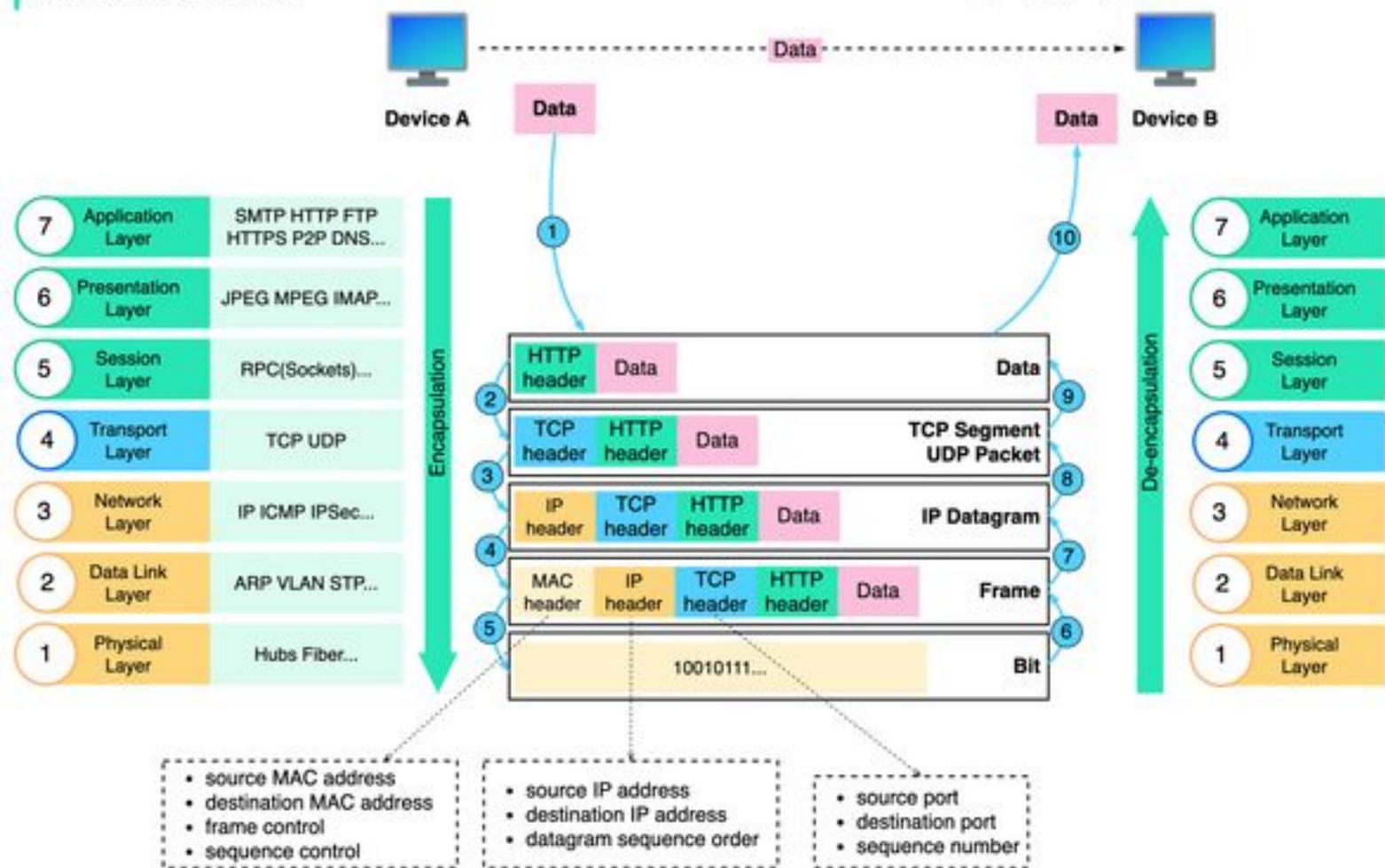
4 Types of OAuth Flows

- 1 Authorization code
- 2 Client Credentials
- 3 Implicit Code
- 4 Resource owner Password



























What is OSI model

blog.bytebytego.com

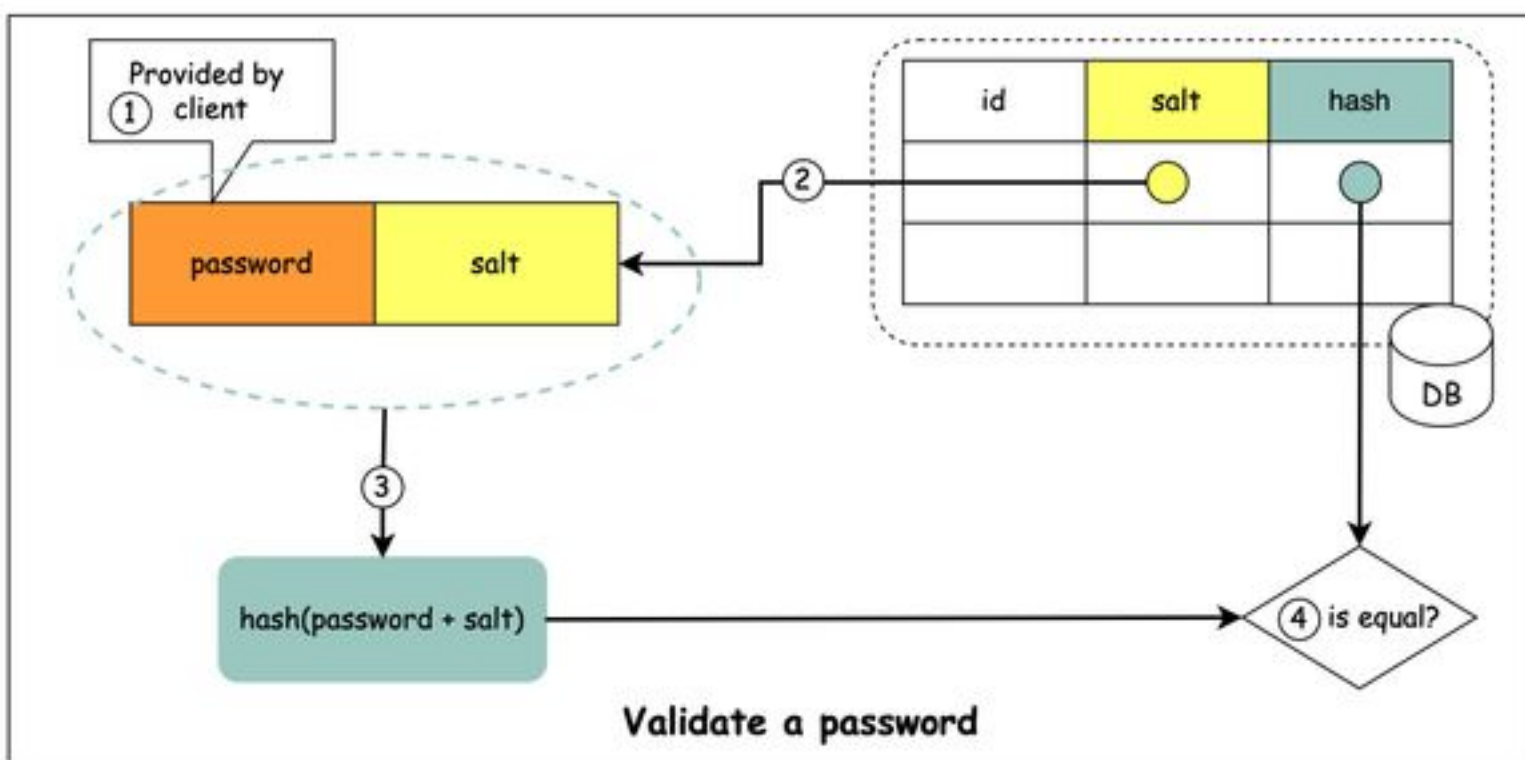
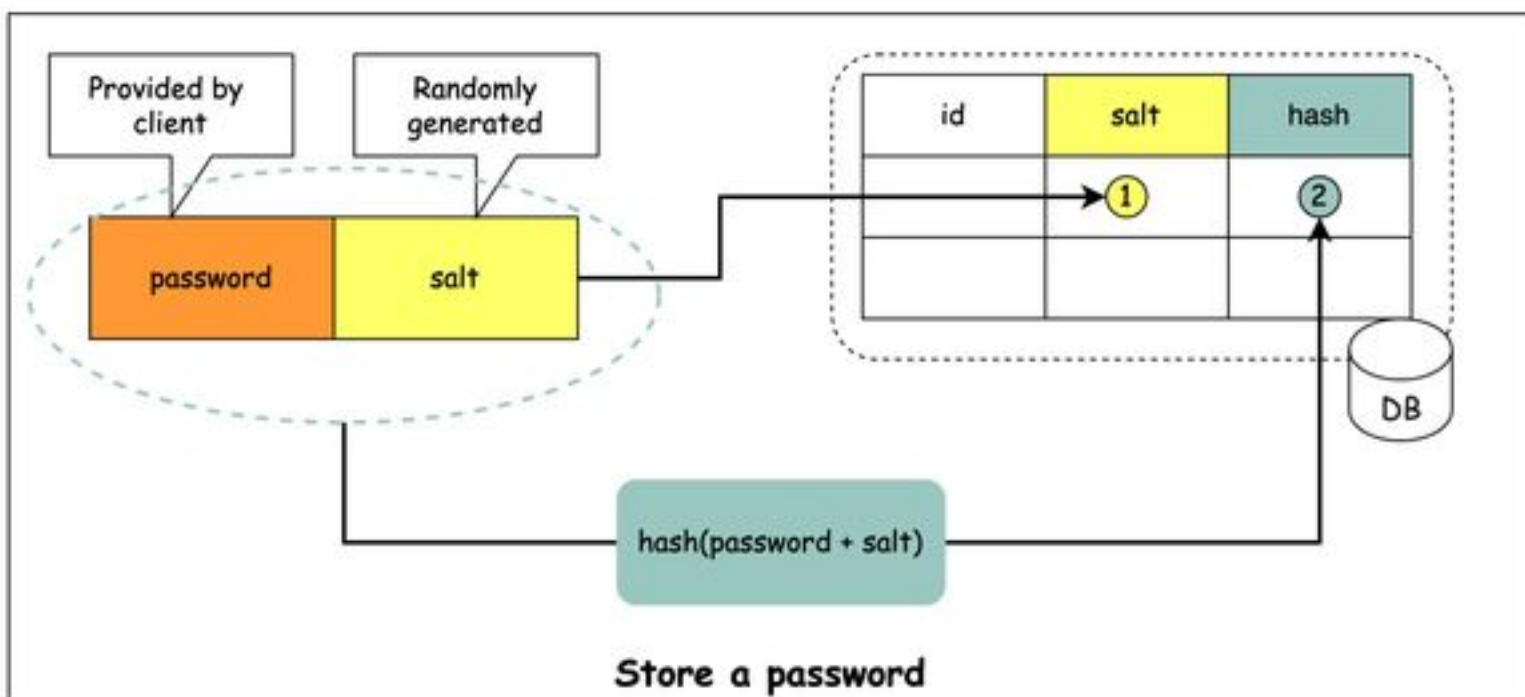




Design a Shopping Cart

Use resource names (nouns)	 GET /querycarts/123	 GET /carts/123
Use plurals	 GET /cart/123	 GET /carts/123
Idempotency	 POST /carts	 POST /carts {requestId: 4321}
Use versioning	 GET /carts/v1/123	 GET /v1/carts/123
Query after soft deletion	 GET /carts	 GET /carts? includeDeleted=true
Pagination	 GET /carts	 GET /carts? pageSize=xx&pageToken=xx
Sorting	 GET /items	 GET /items? sort_by=time
Filtering	 GET /items	 GET /items? filter=color:red
Secure Access	 X-API-KEY=xxx	 X-API-KEY = xxx X-EXPIRY = xxx X-REQUEST-SIGNATURE = xxx hmac(URL + QueryString + Expiry + Body)
Resource cross reference	 GET /carts/123? item=321	 GET /carts/123/items/321
Add an item to a cart	 POST /carts/123? addItem=321	 POST /carts/123/items:add { itemId: "items/321" }
Rate limit	 No rate limit - DDos	 Design rate limiting rules based on IP, user, action group etc

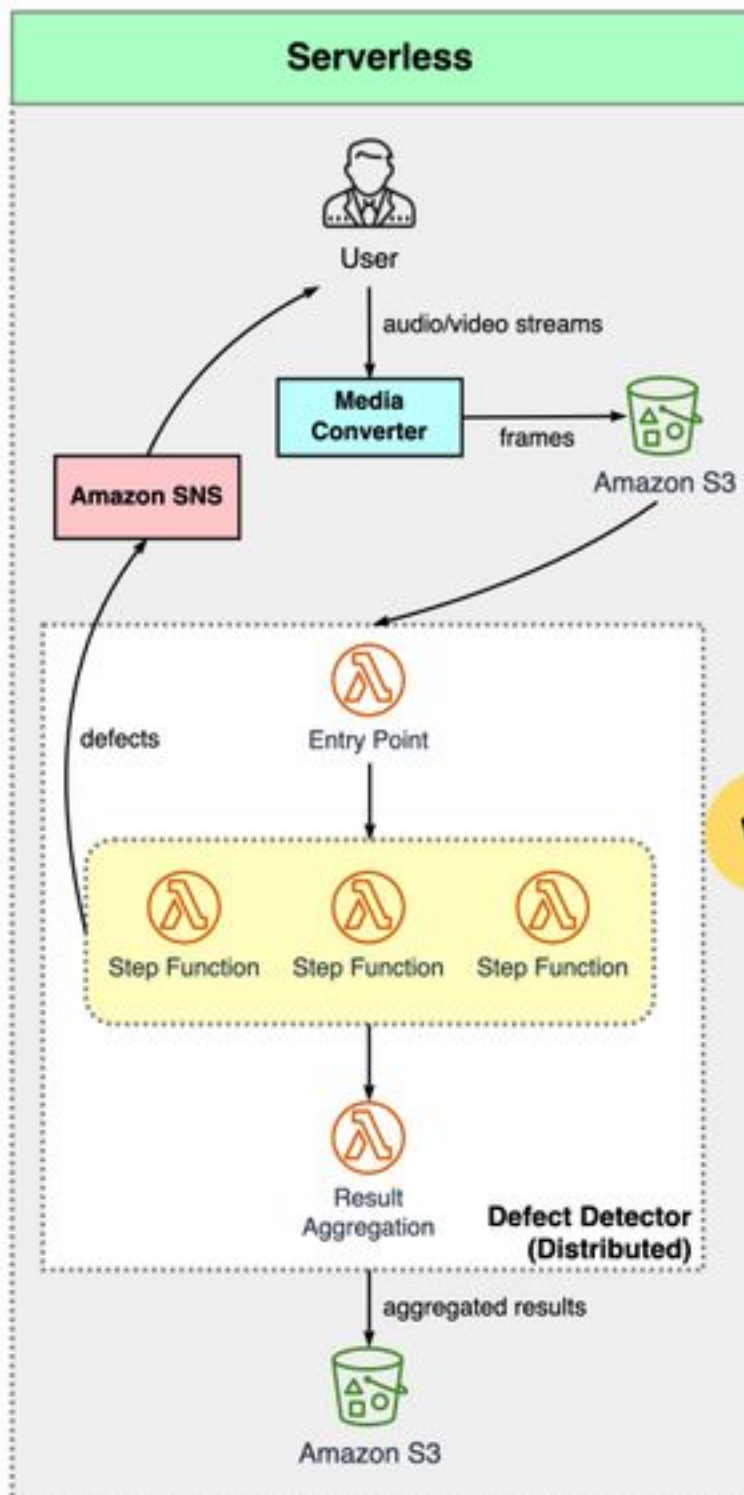
How to store passwords in DB?



Amazon Prime Video monitoring - From Serverless to Monolithic

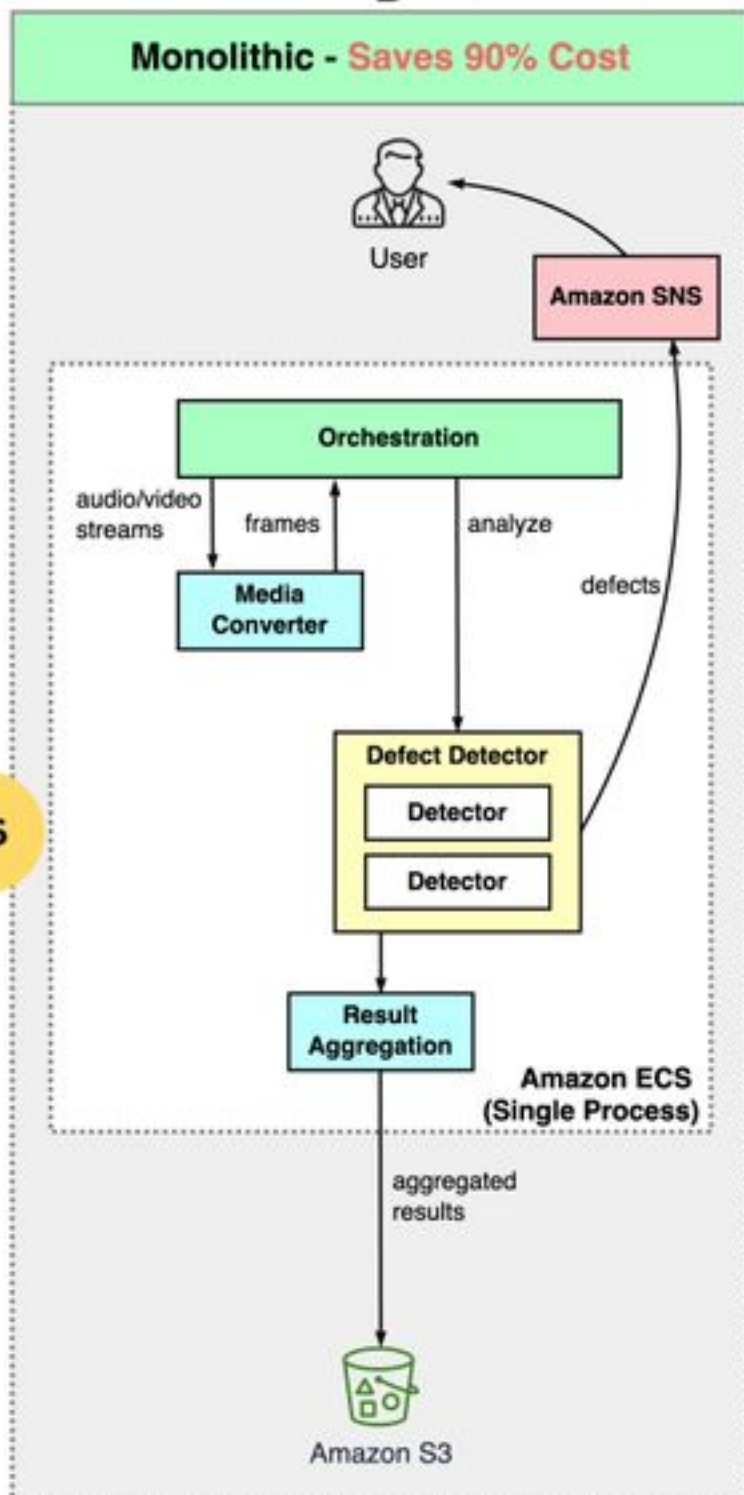
blog.bytebytego.com

Serverless

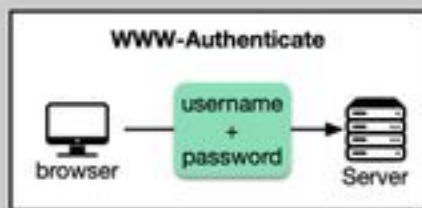


VS

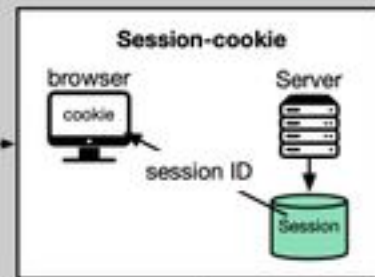
Monolithic - Saves 90% Cost



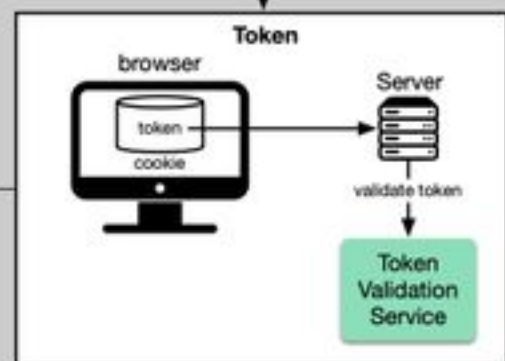
Based on: <https://primevideotech.com/>



inability to control the login life cycle



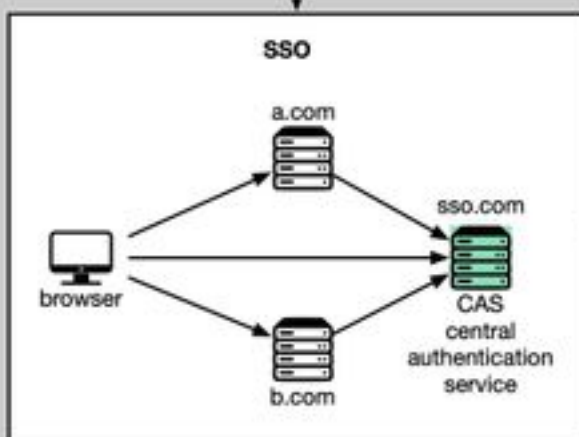
doesn't support mobile apps



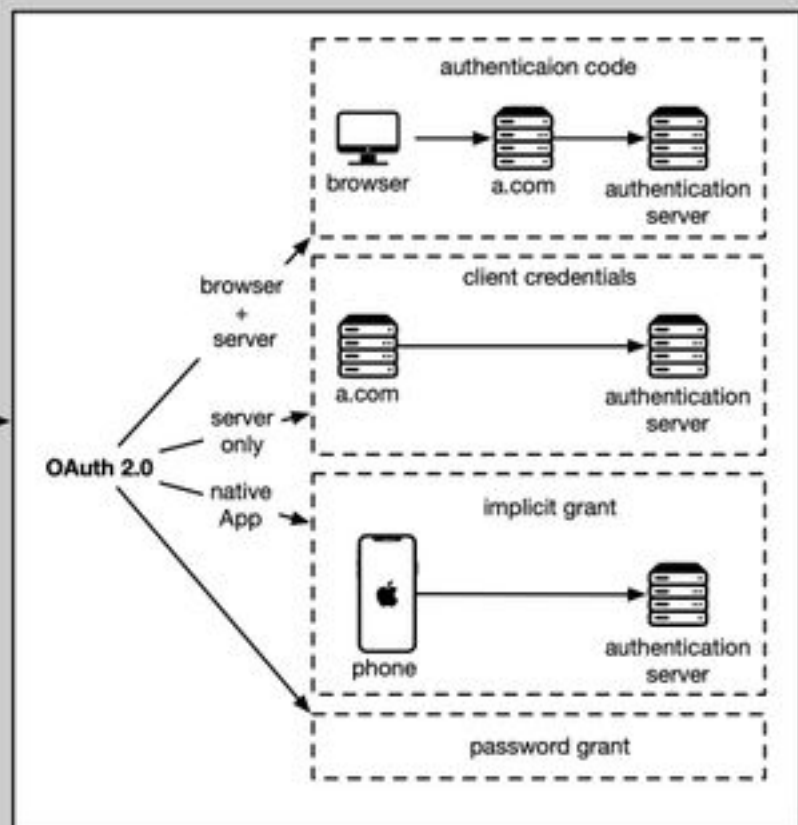
reduce token validation cost



cross-site login

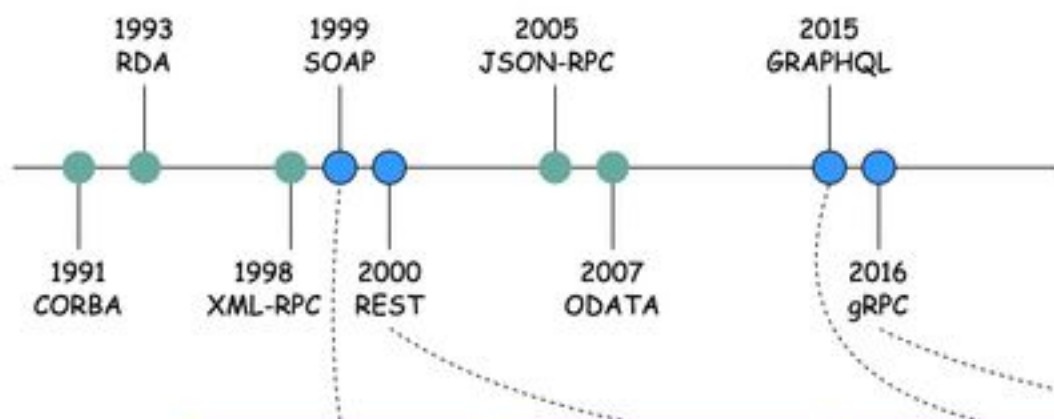


3rd party access



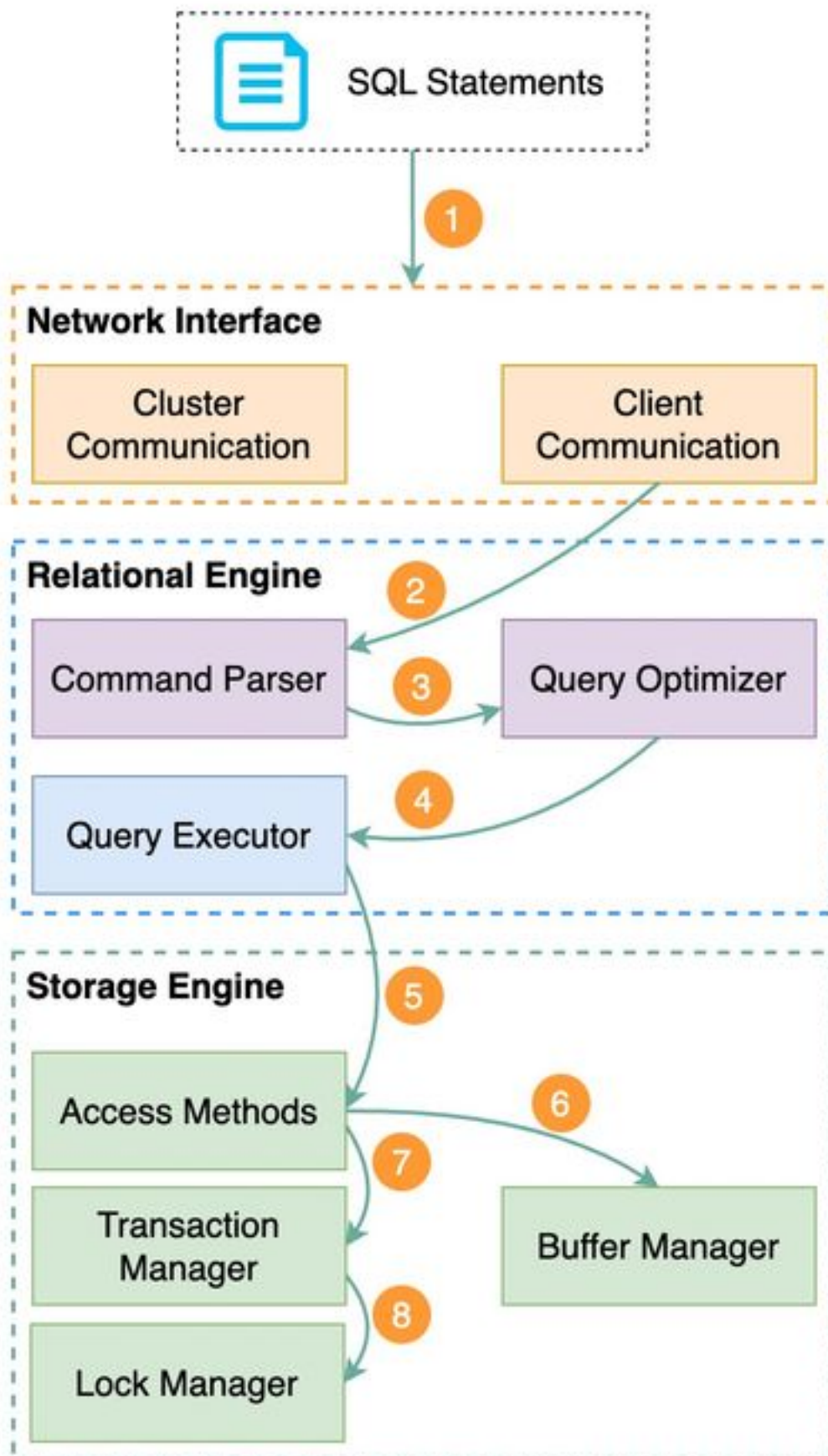
API Architectural Styles Comparison

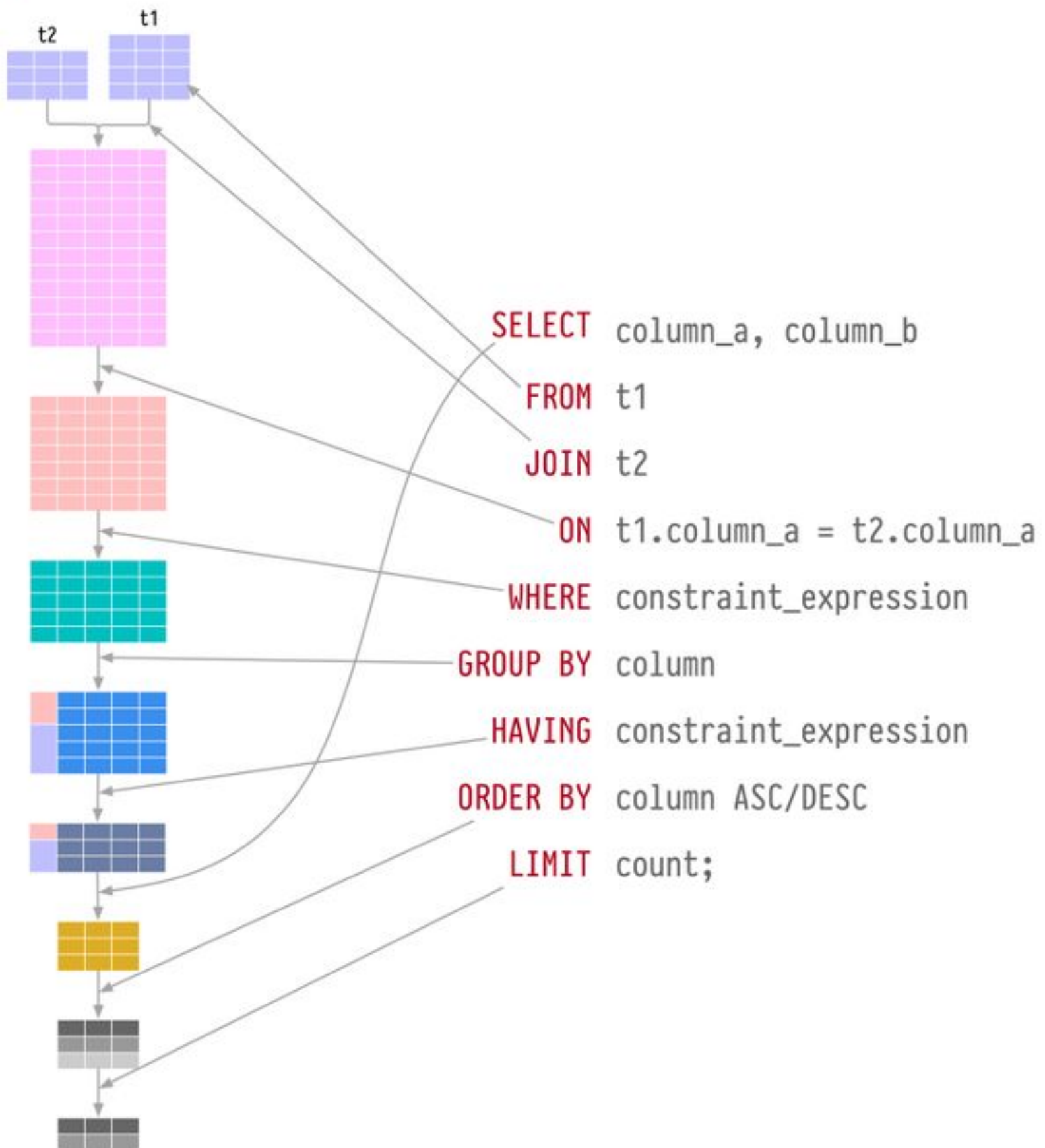
Source: altexsoft



	SOAP (Simple Object Access Protocol)	REST (REpresentational State Transfer)	GraphQL	RPC (Remote Procedure Call)
Organized in terms of	enveloped message structure	compliance with six architectural constraints	schema & type system	local procedure call
Format	XML only	XML, JSON, HTML, plain text	JSON	JSON, XML, Protobuf, Thrift, FlatBuffers
Learning curve	Difficult	Easy	Medium	Easy
Community	Small	Large	Growing	Large
Use cases	<ul style="list-style-type: none"> - payment gateways - identity management - CRM solutions - financial and telecommunication services - legacy system support 	<ul style="list-style-type: none"> - public APIs - simple resource-driven apps 	<ul style="list-style-type: none"> - mobile APIs - complex systems - micro-services 	<ul style="list-style-type: none"> - command and action-oriented APIs - high performance communication in massive micro-services systems

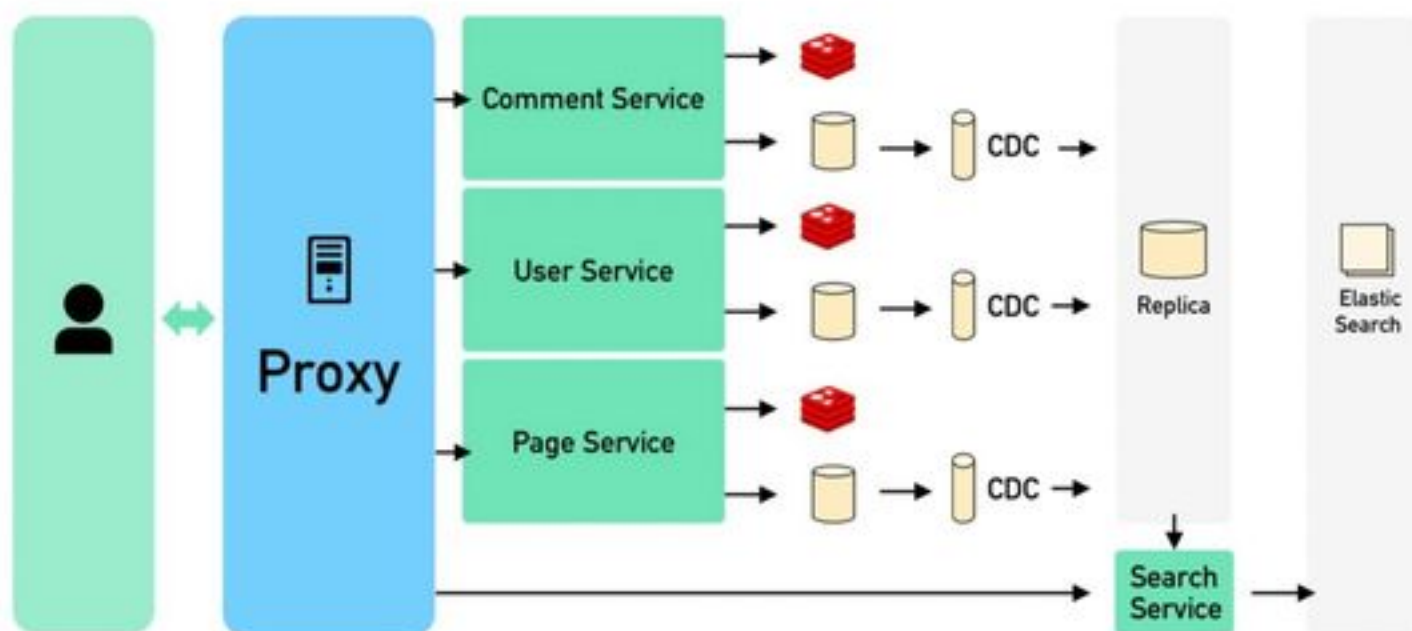
How is SQL Executed in DB?





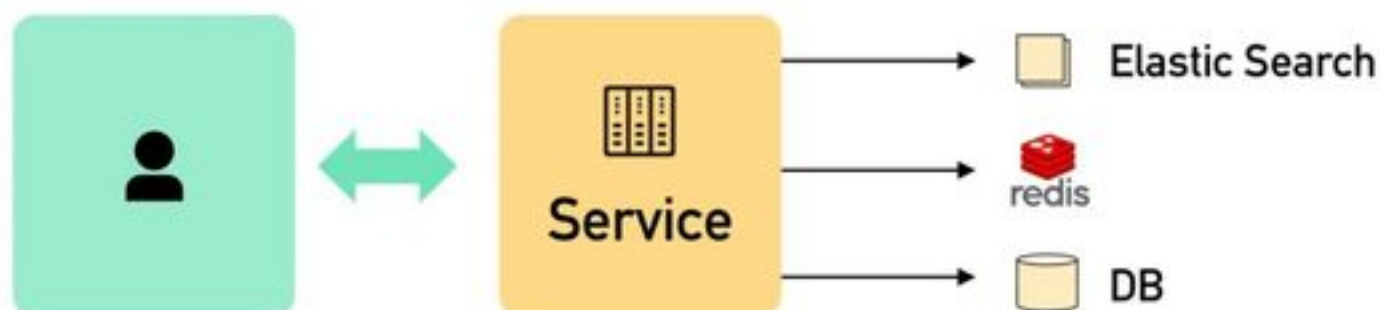
What people think it looks like

1. Microservice based
2. Event sourcing (CQRS)
3. Eventual consistency
4. Sharding
5. Heavy use cache
6. ...








What it actually is

1. Monolithic
2. Only 9 web servers



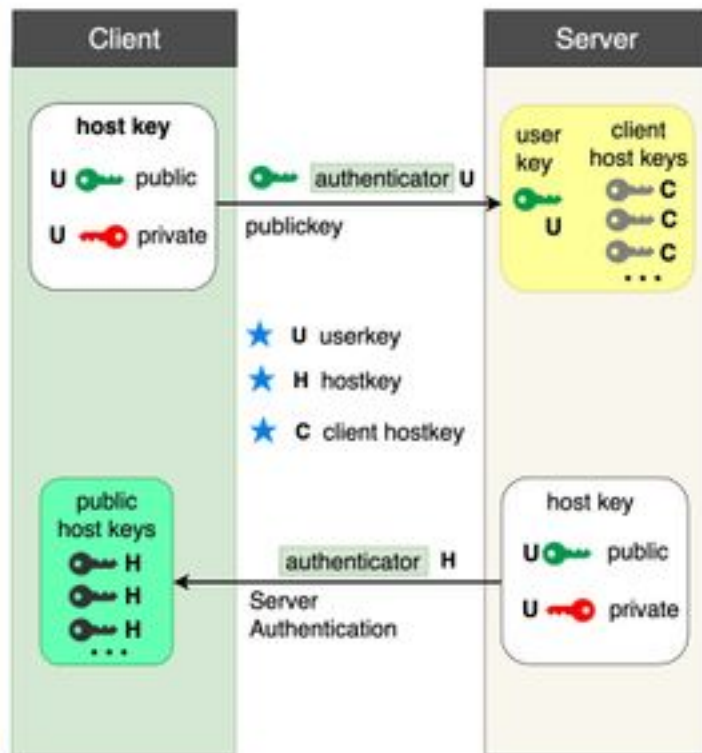
Top Redis Use Cases

 blog.bytebytego.com

String		Session
		Cache
		Distributed Lock
Int		Counter
		Rate Limiter
		Global ID
Hash		Shopping Cart
Bitmap		User Retention
List		Message Queue
ZSet		Rank/Leaderboard

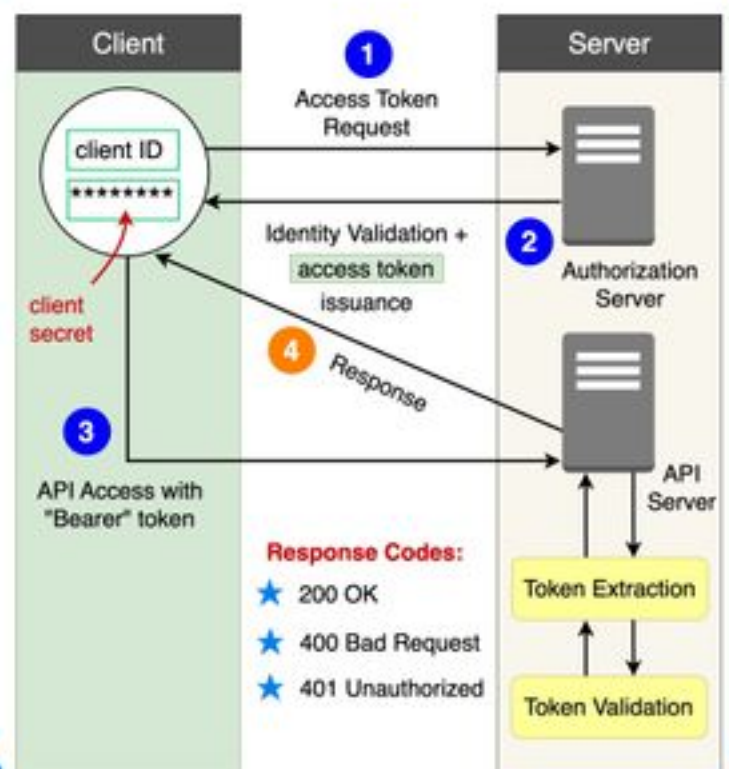
1

SSH Keys



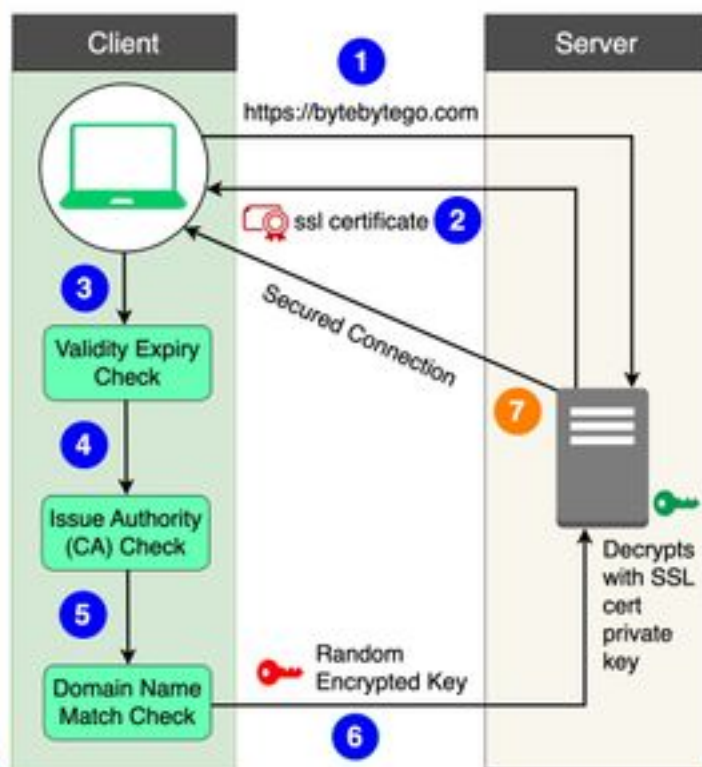
2

OAuth Tokens



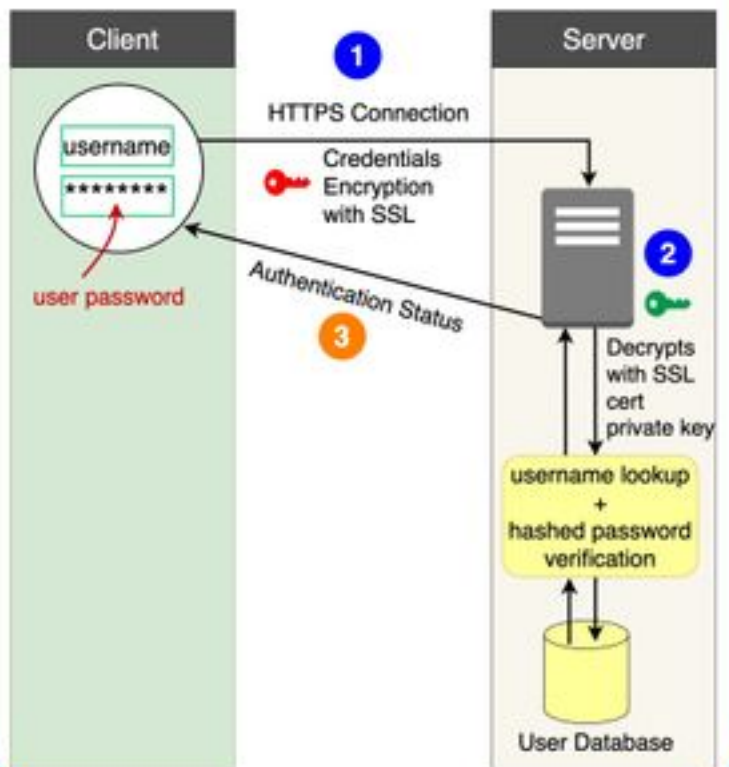
3

SSL Certificates



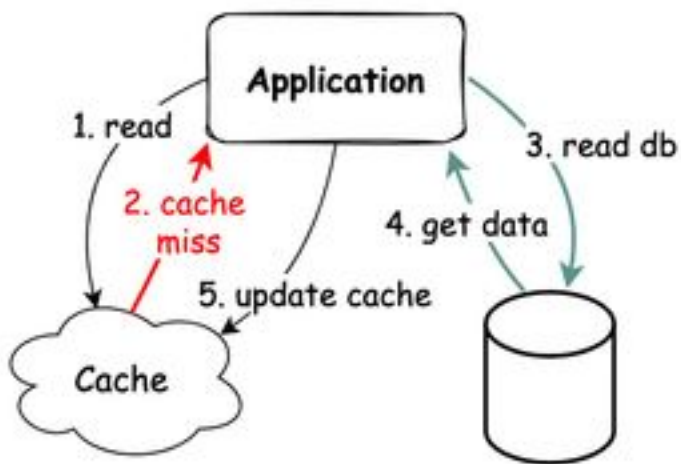
4

Credentials

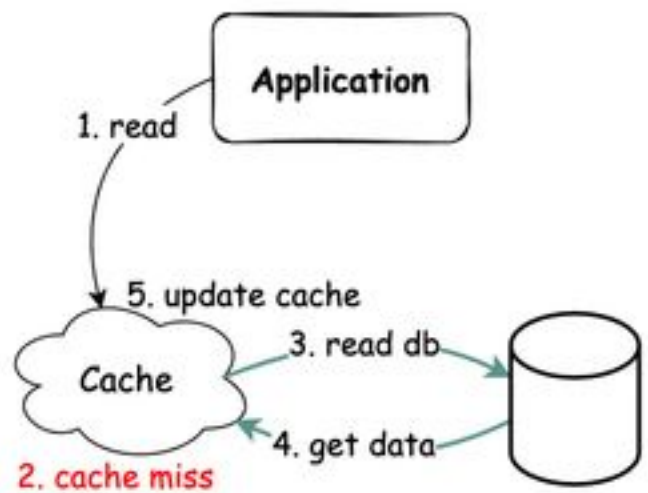


Top caching strategies

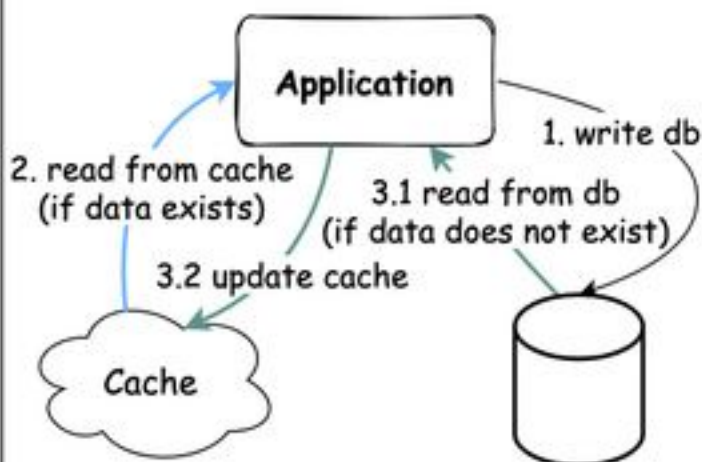
Read Strategy - Cache Aside



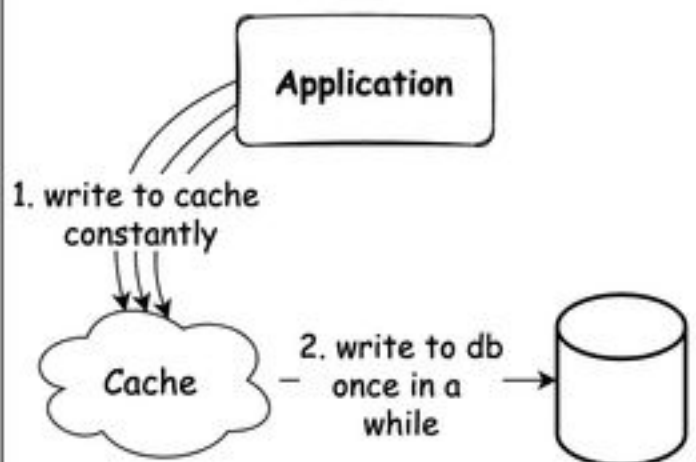
Read Strategy - Read Through



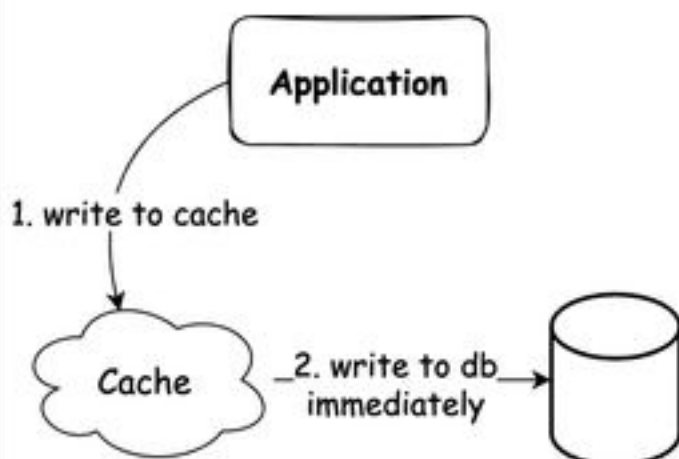
Write Strategy - Write Around



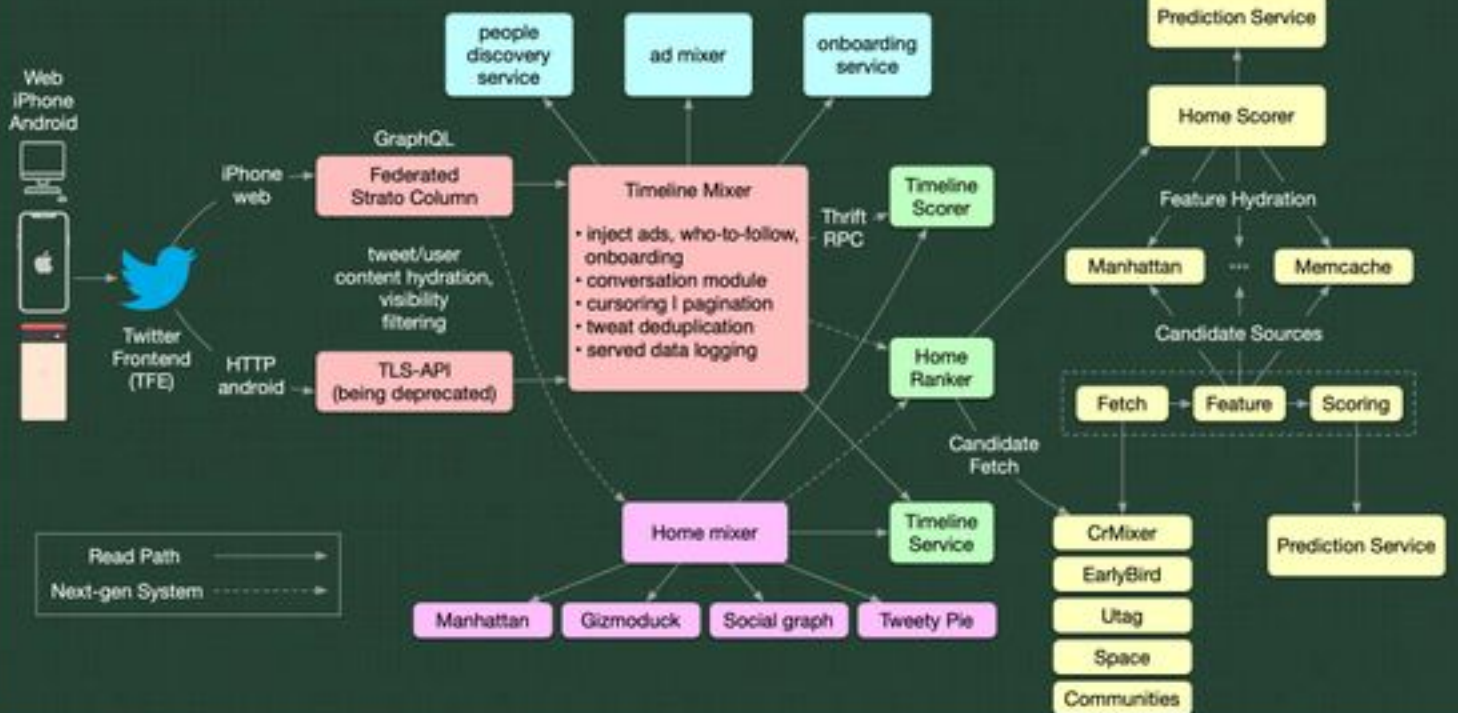
Write Strategy - Write Back



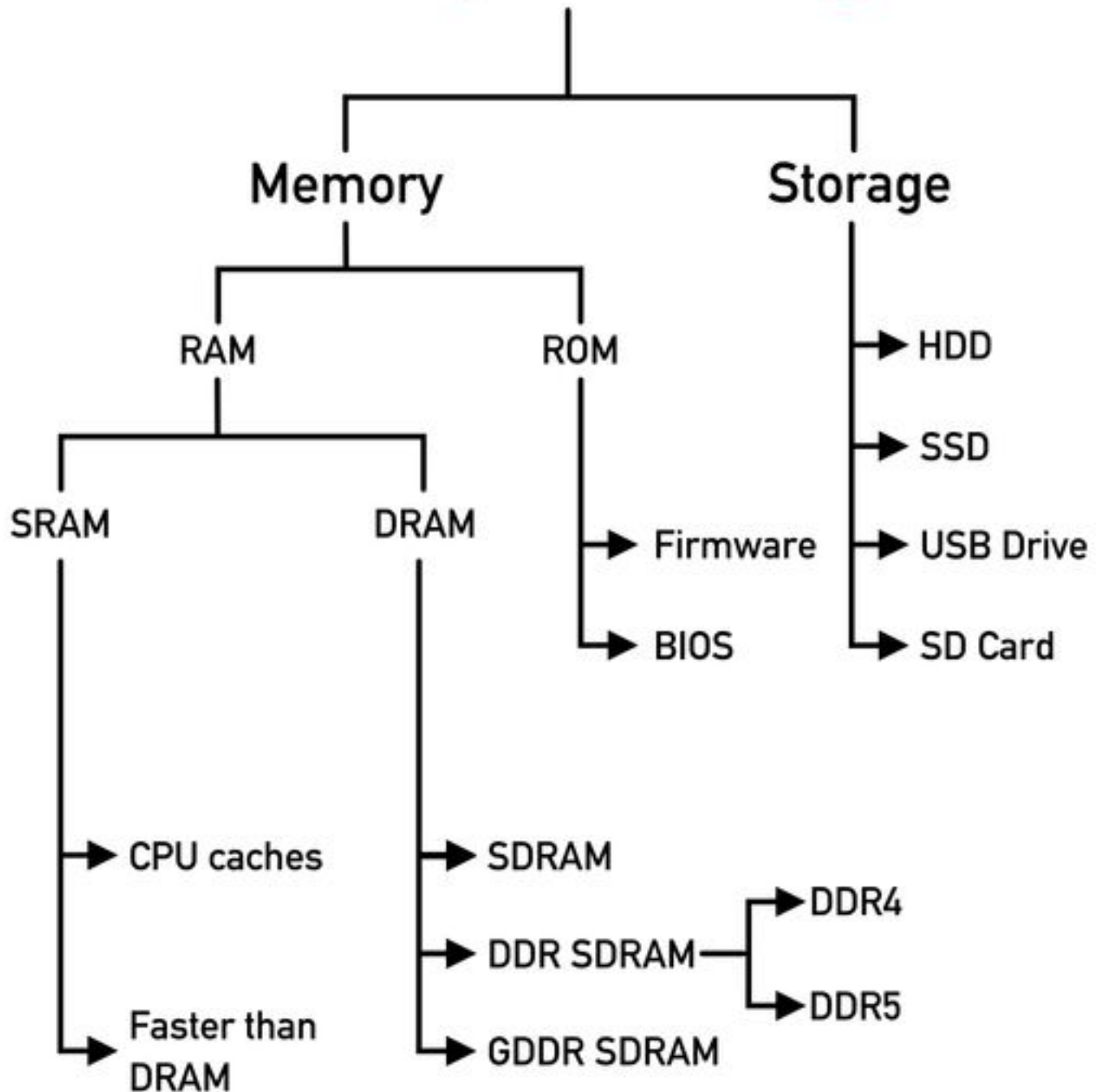
Write Strategy - Write Through



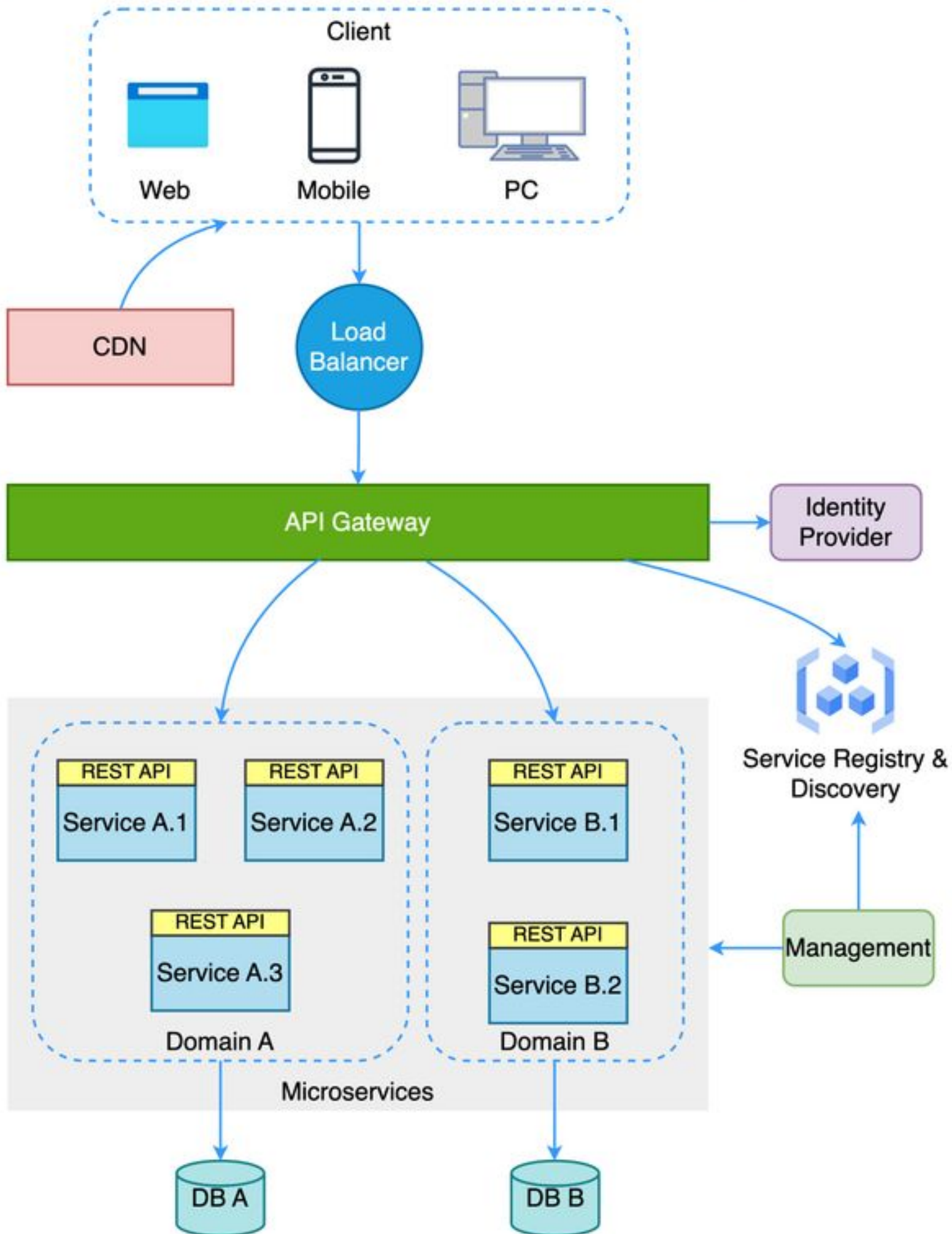
Twitter Architecture 2022



Types of Memory and Storage



Microservice Architecture

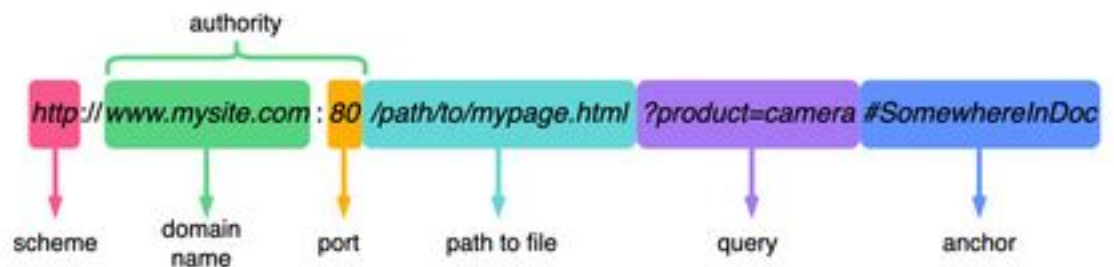


URL vs URI vs URN

 blog.bytebytego.com

URL

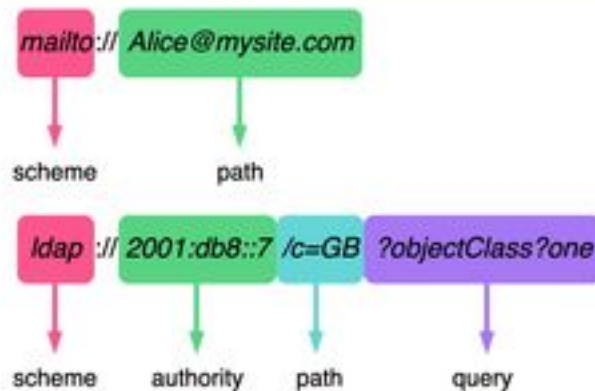
identify and locate resources



A **URL** is a subtype of **URI**

URI

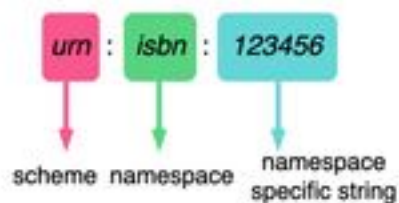
identify resources



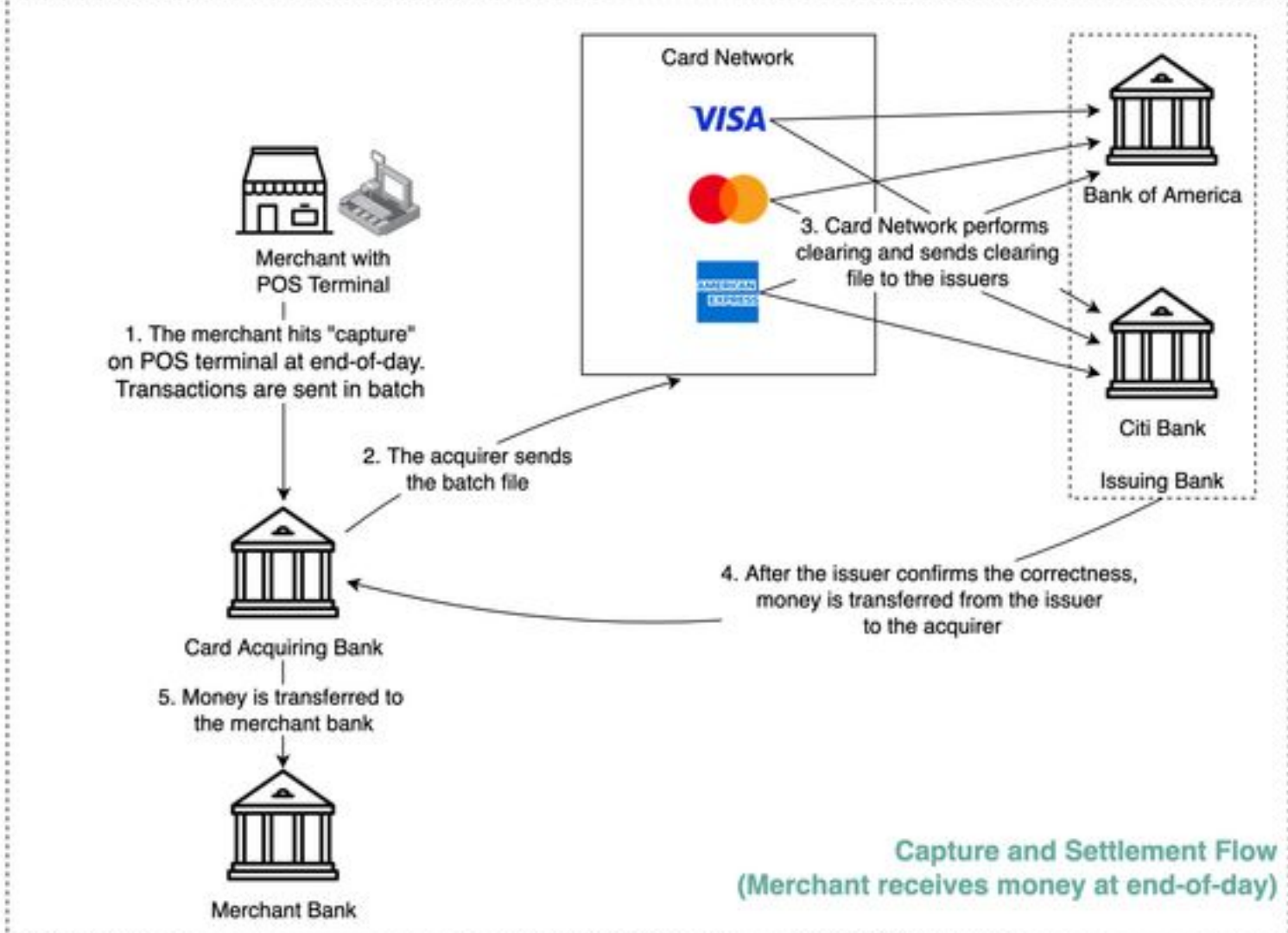
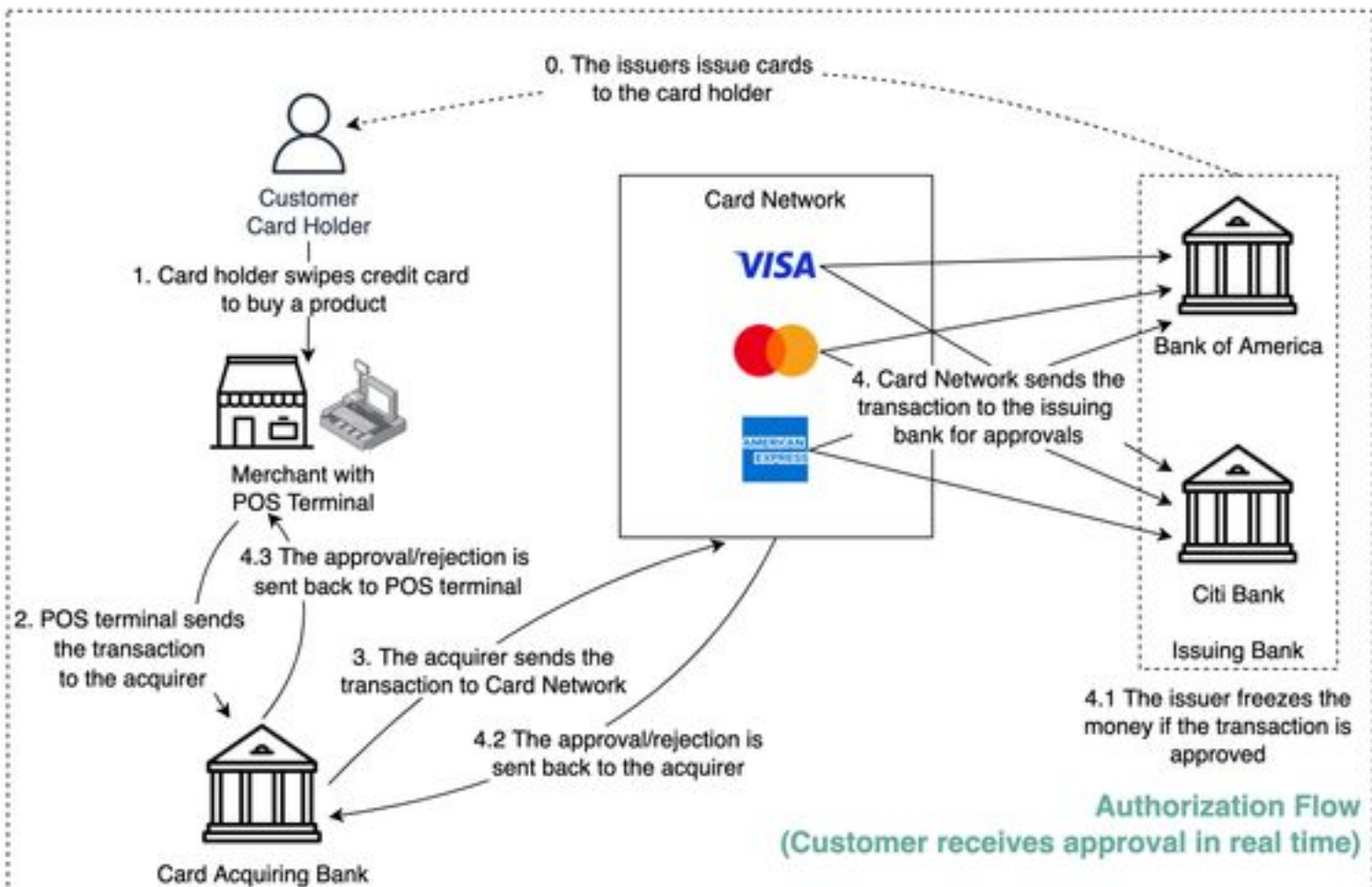
A **URN** is a subtype of **URI**

URN


identify resources



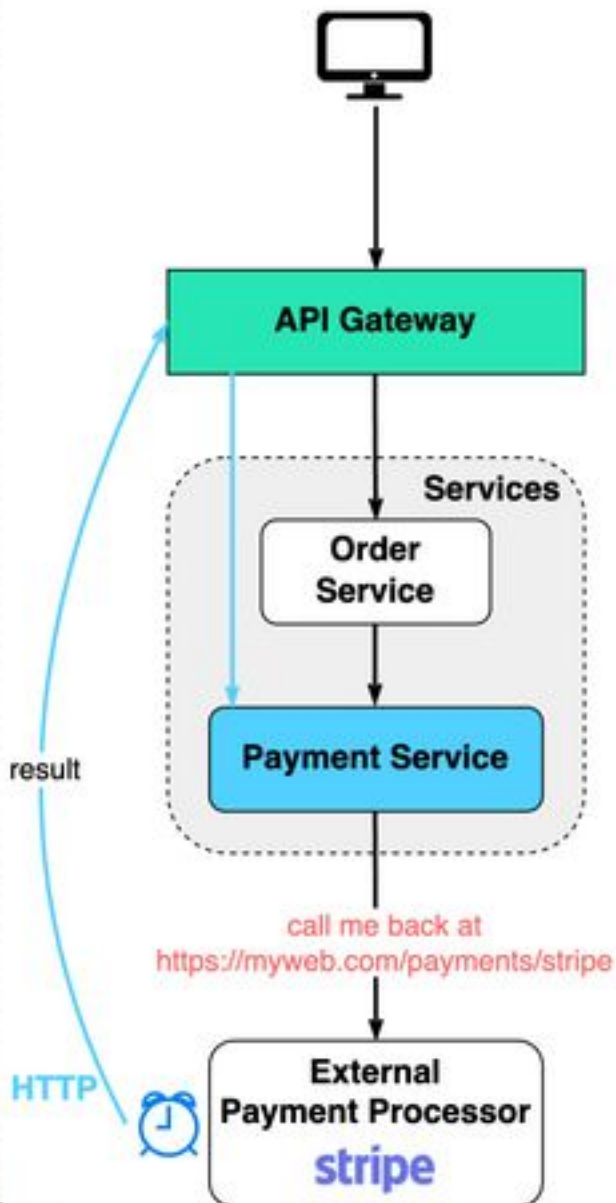
How does VISA Work?



What is a Webhook?

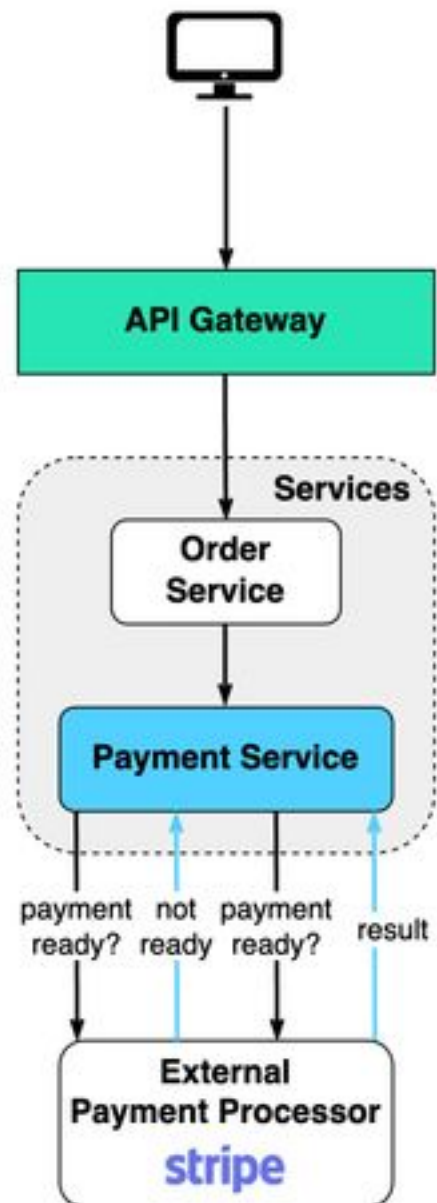
 blog.bytebytego.com

WEBHOOK



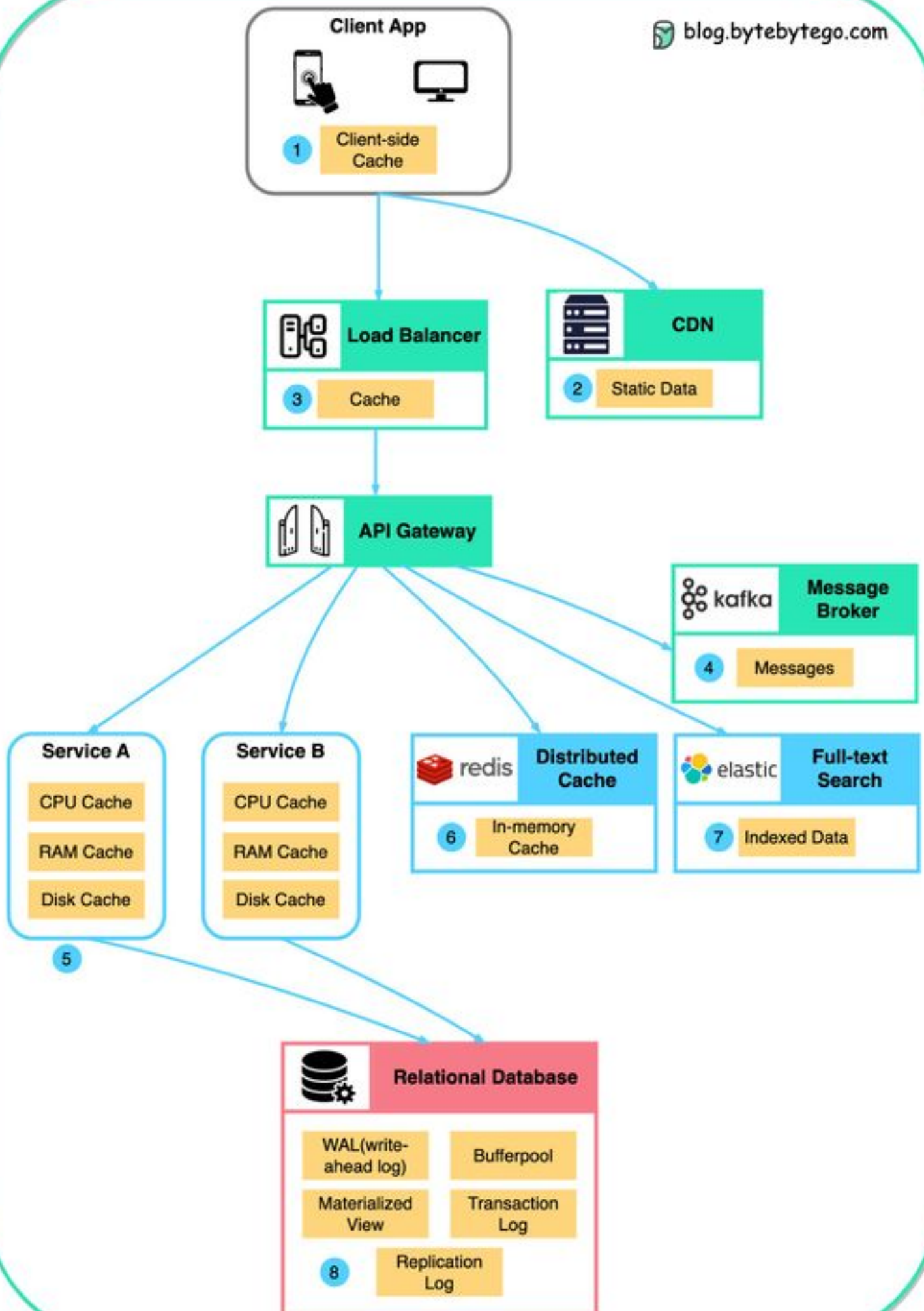
VS

POLLING

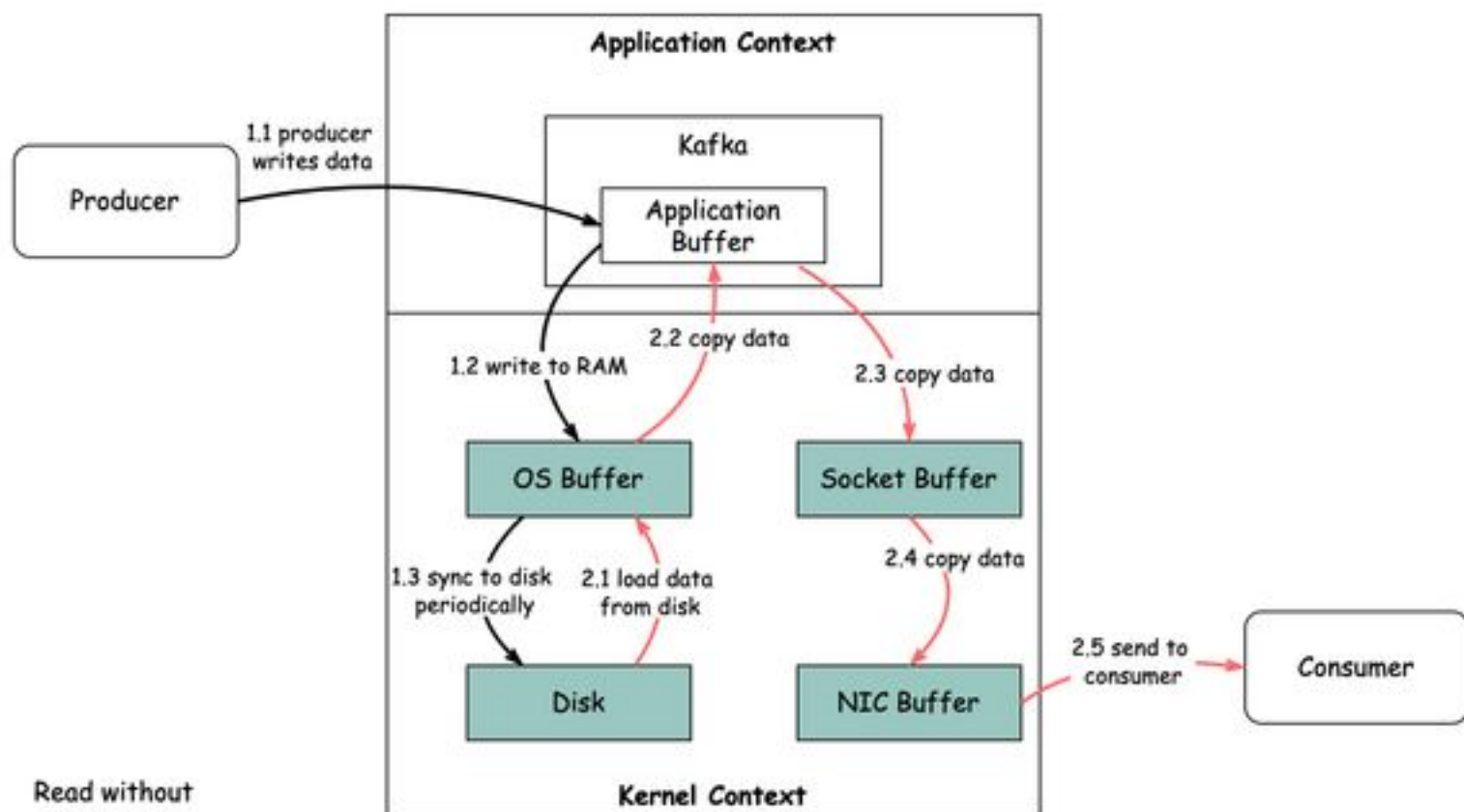


Cache Systems Every Developer Should Know

 blog.bytebytego.com

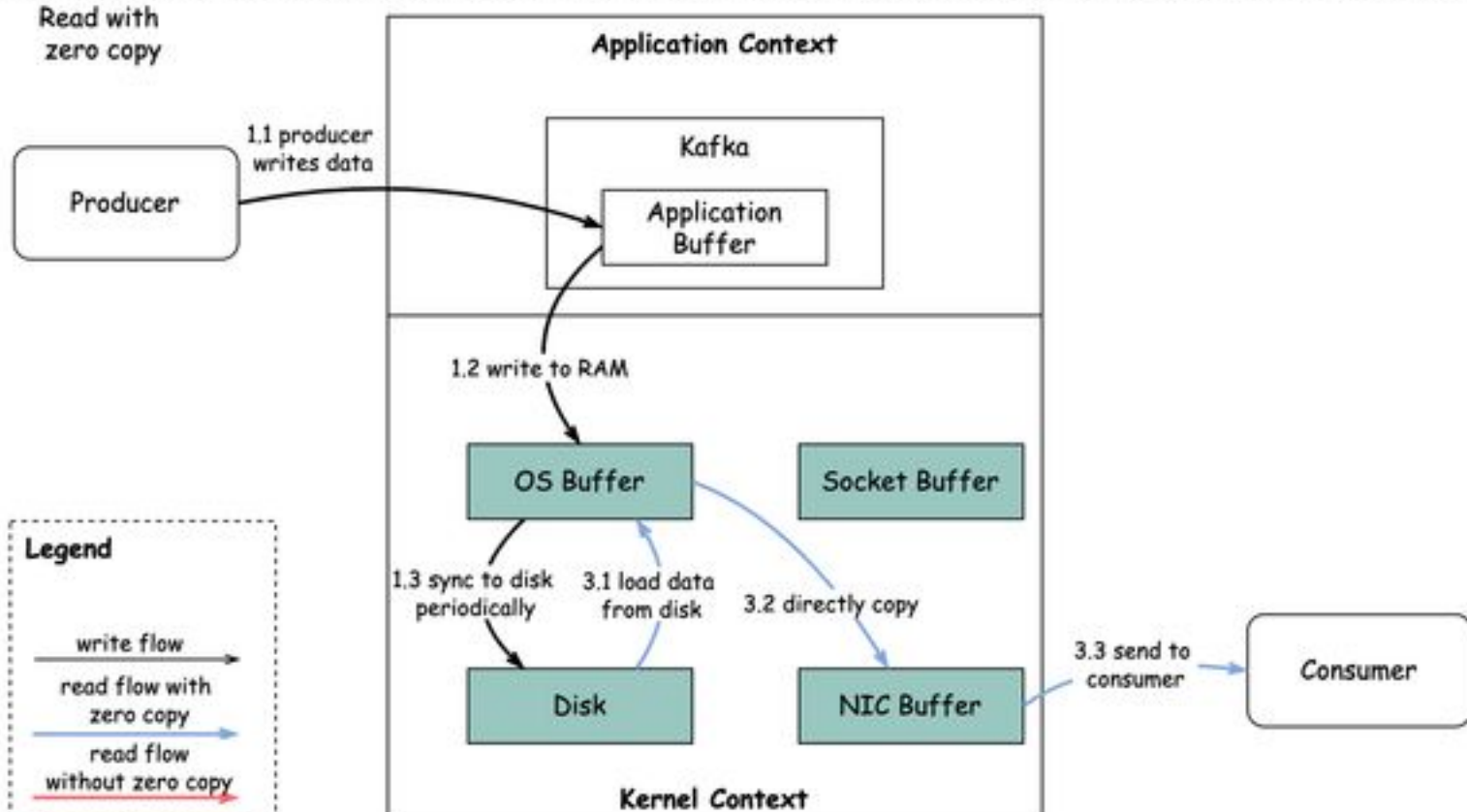


Why is Kafka Fast?



Read without zero copy

Read with zero copy



Legend

write flow

read flow with zero copy

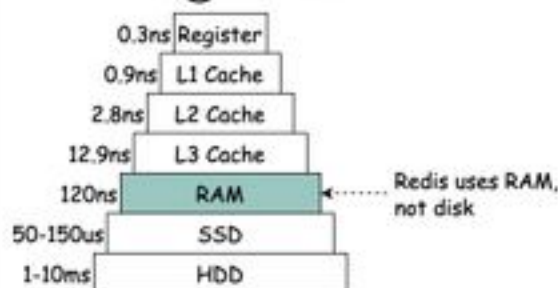
read flow without zero copy

Why is Redis so fast?

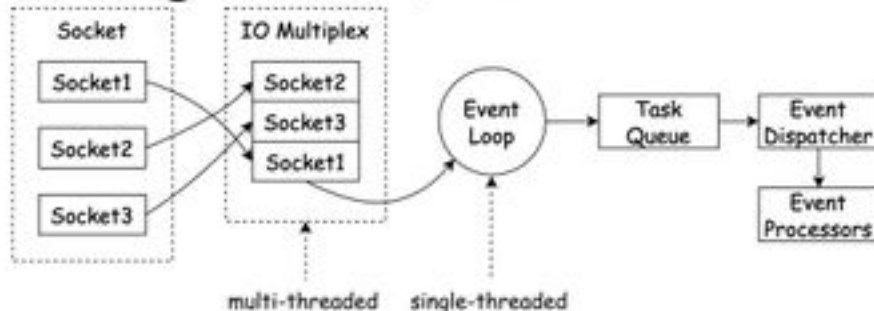


100k QPS

① RAM-based



② IO Multiplexing & Single-threaded read/write



③ Efficient Data Structure

