# Tolerância a falhas via Supervisor trees

Charlotte Lorelei Oliveira

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2013 ~ 2014 - PHP 2015 ~ hoje - Elixir Twitter: @umamaistempo Linkedin: /in/umamaistempo



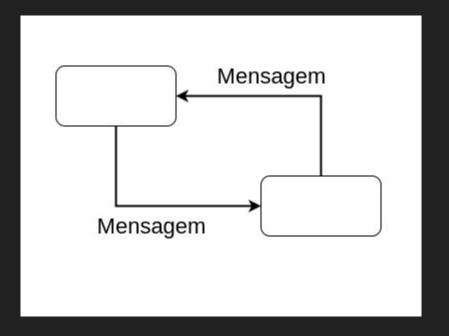
# Hacker Experience 2

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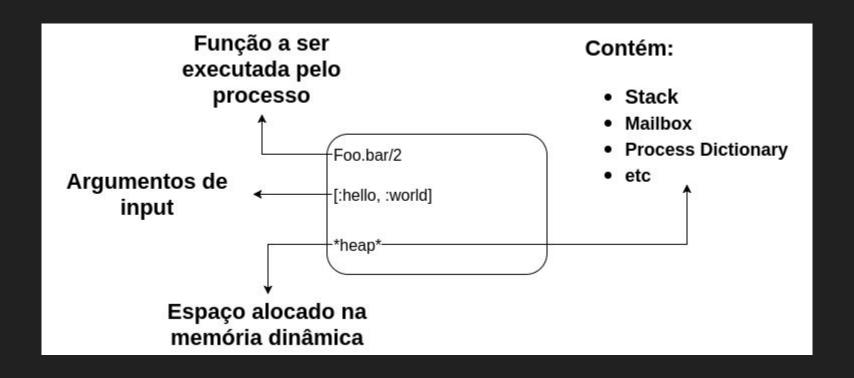
# **Tópicos**

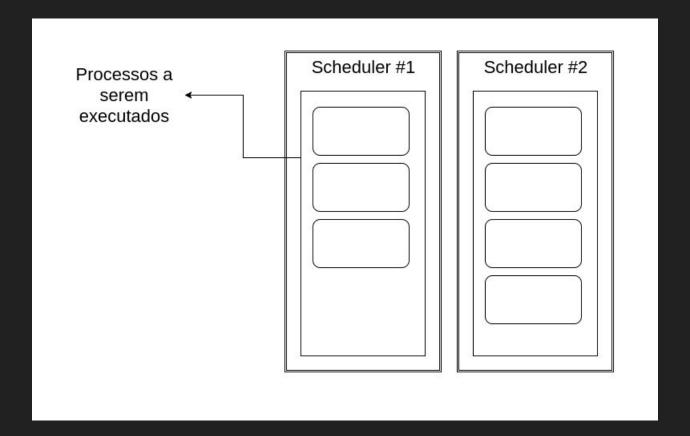
- 1. O que é um processo
- 2. Como funciona o scheduler da BEAM
- 3. Filosofia Erlang para erros
- 4. O que é um Supervisor
- 5. Estratégias com Supervisors

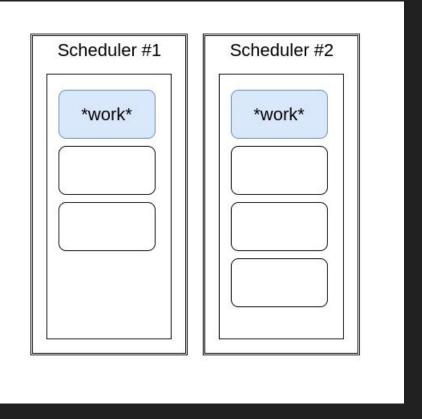
# O que é um processo

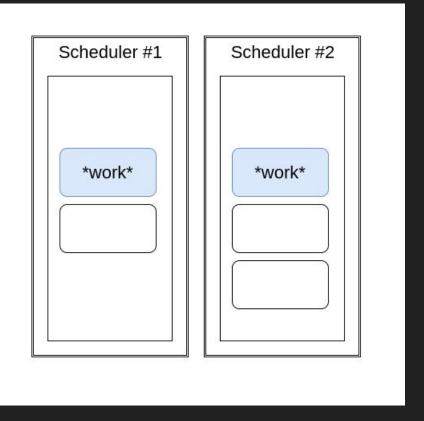


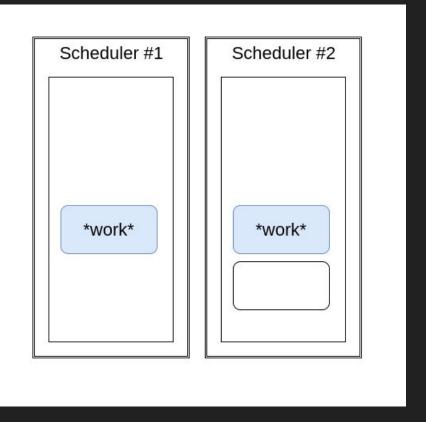
## A anatomia de um processo

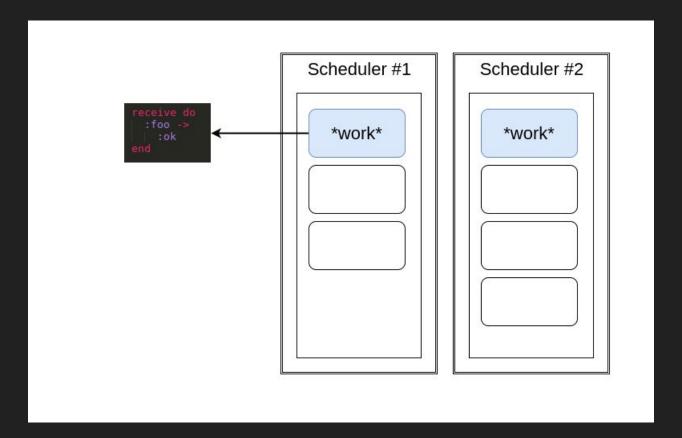


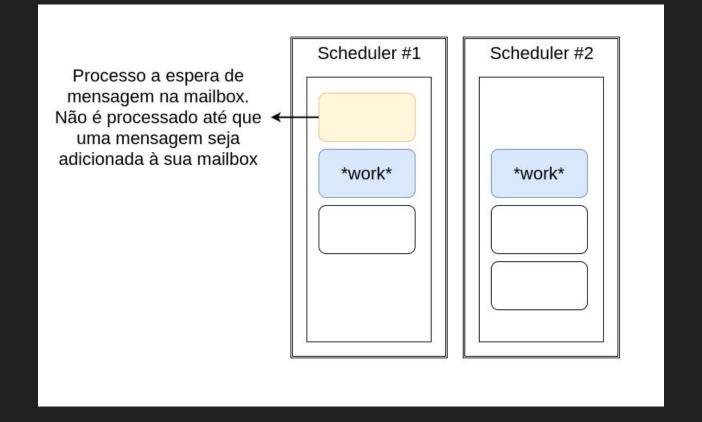


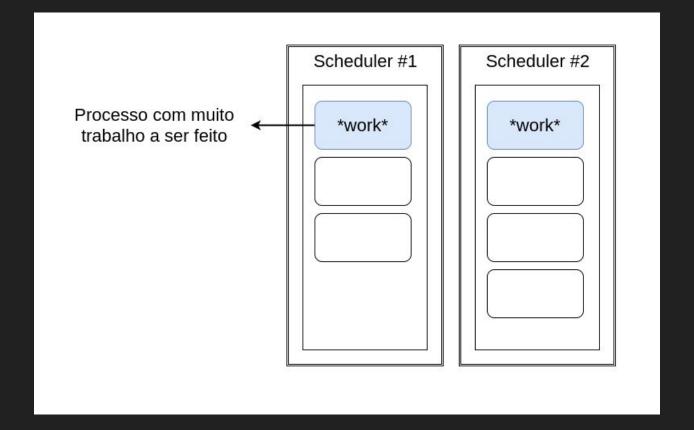


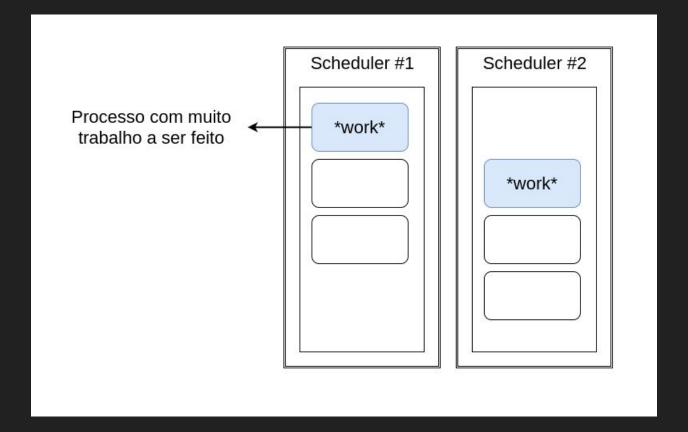


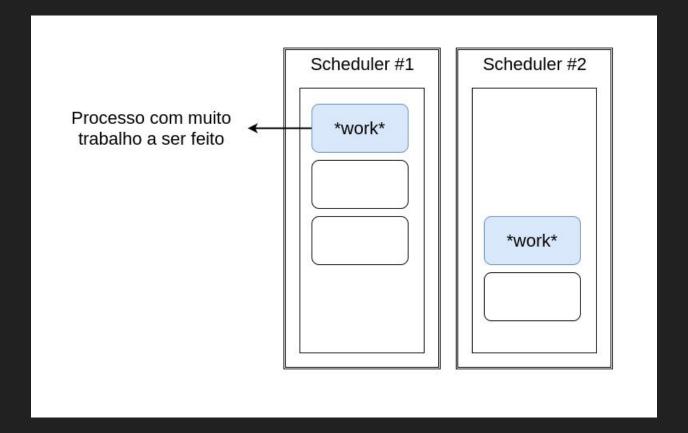


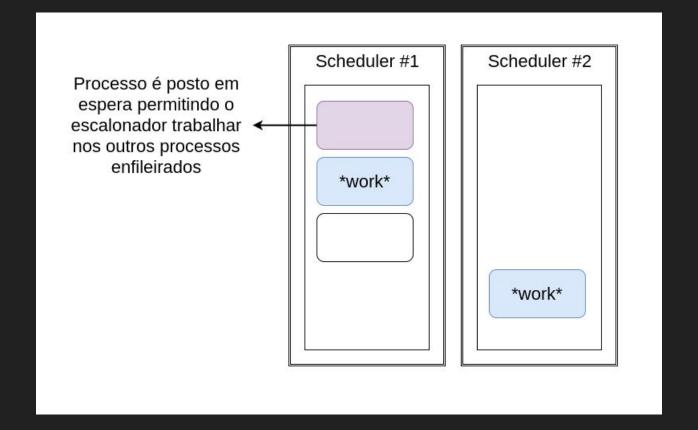


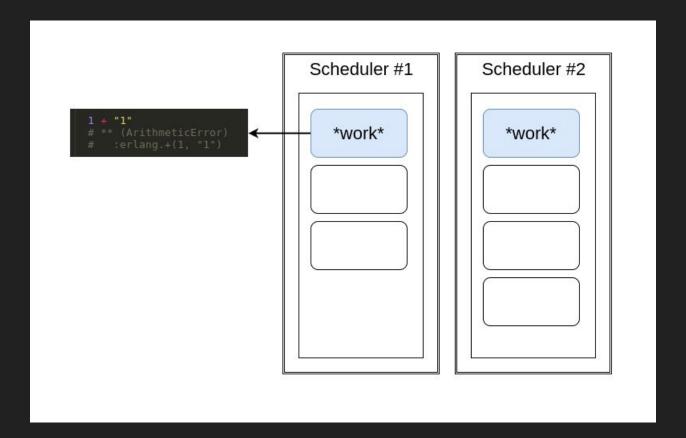


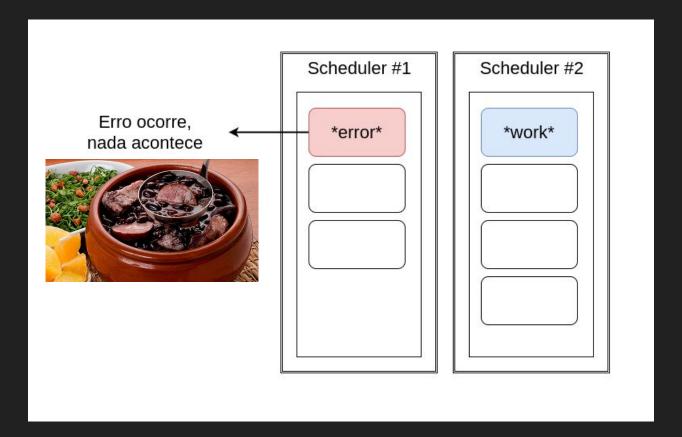


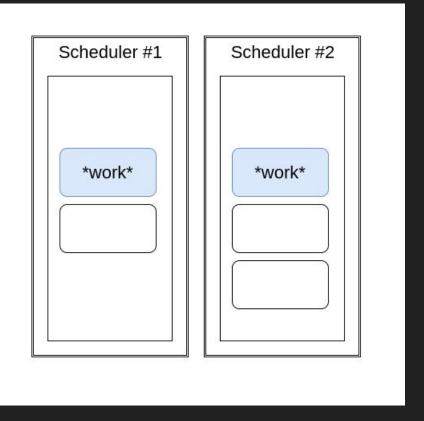




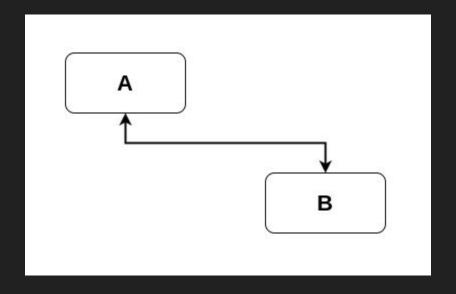




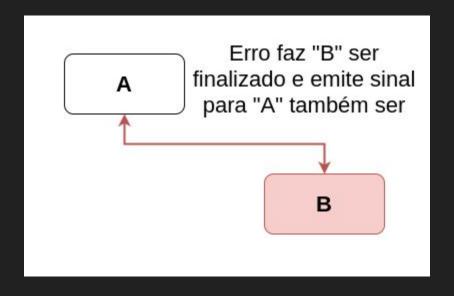




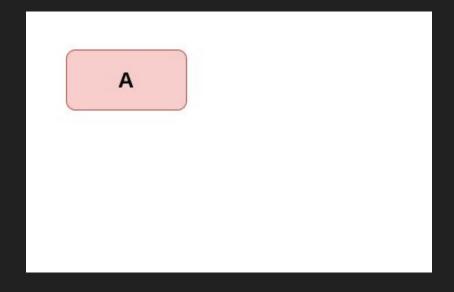
# Process.link



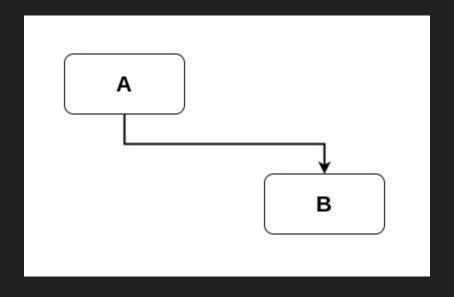
#### Process.link



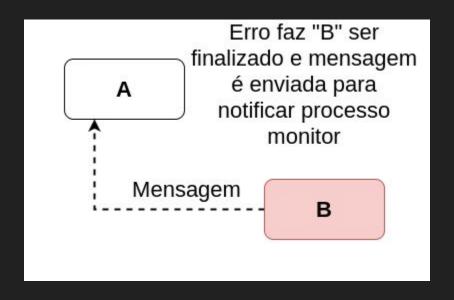
# Process.link



### Process.monitor



#### Process.monitor



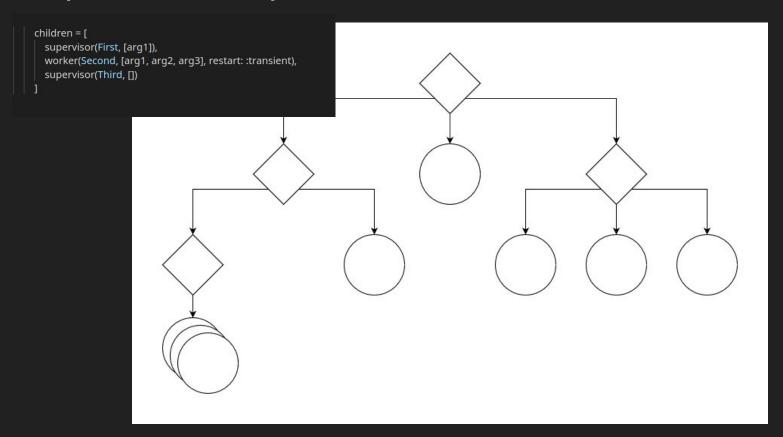
# A filosofia Erlang em error handling

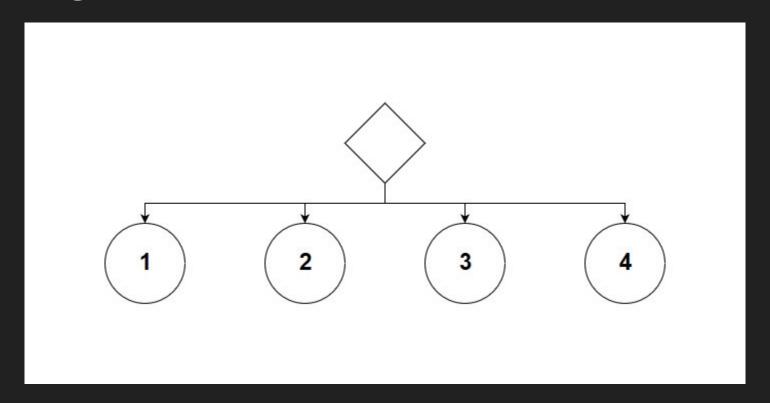
#### 4.3 Error handling philosophy

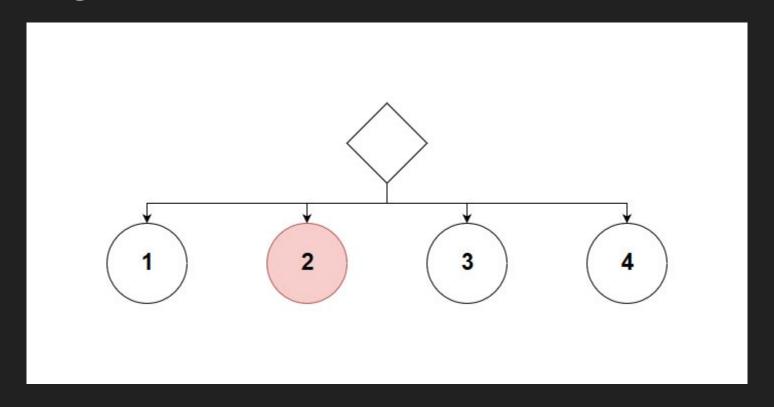
Error handling in Erlang is radically different to error handing in most other programming languages. The Erlang philosophy for handling errors can be expressed in a number of slogans:

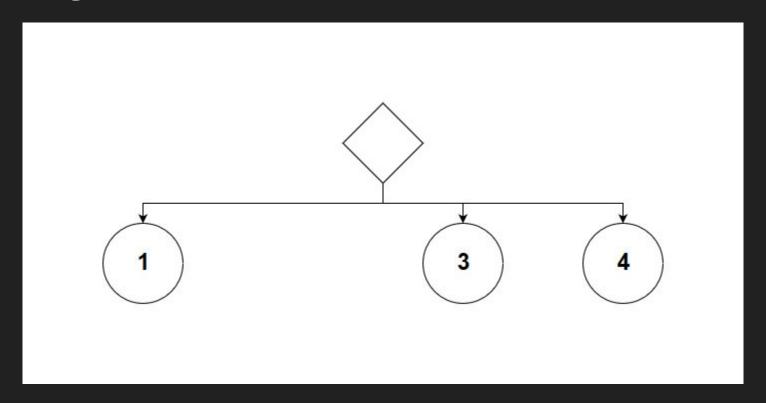
- Let some other process do the error recovery.
- If you can't do what you want to do, die.
- Let it crash.
- Do not program defensively.

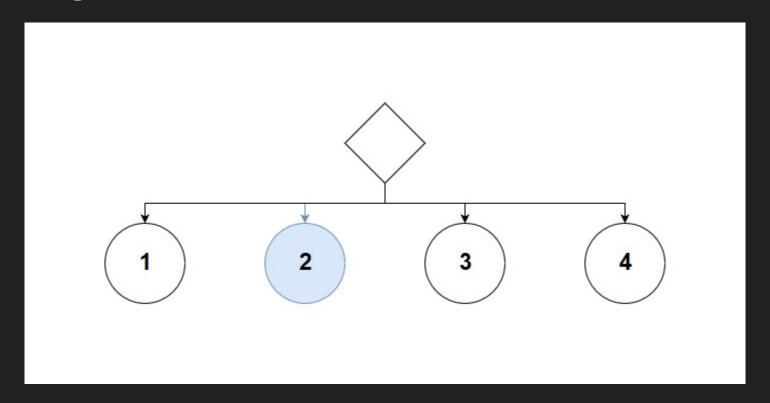
# O que é um Supervisor

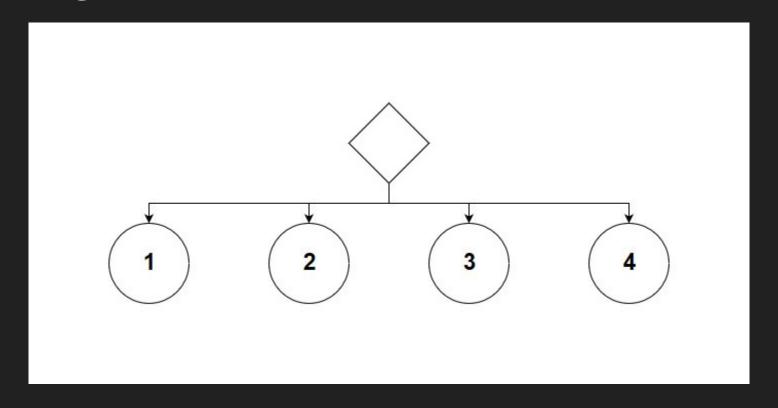


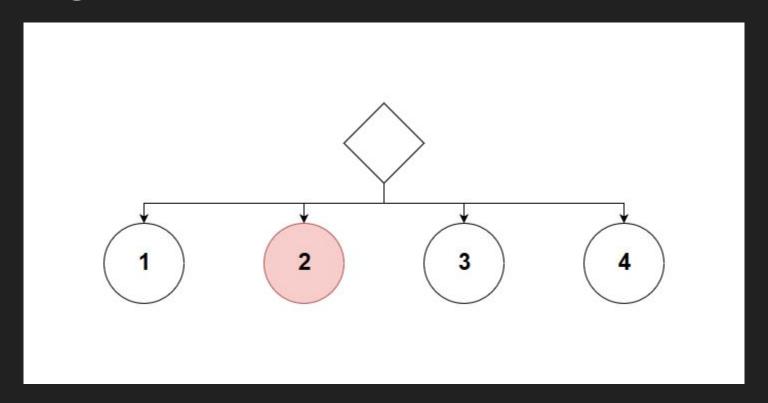


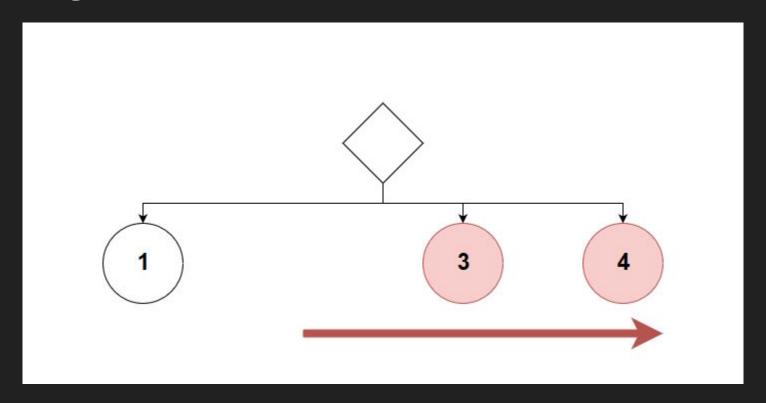


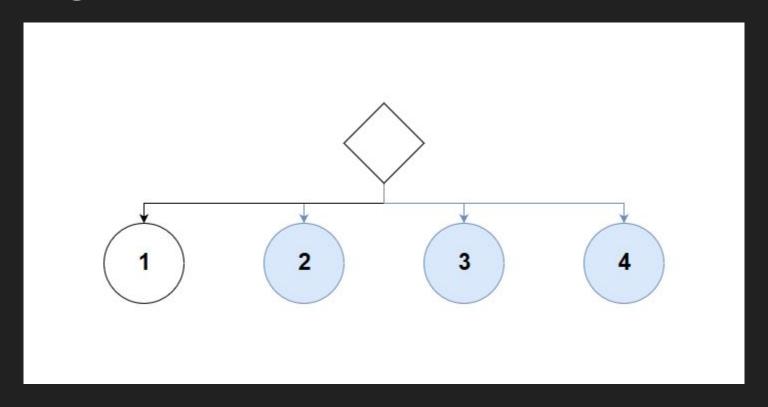


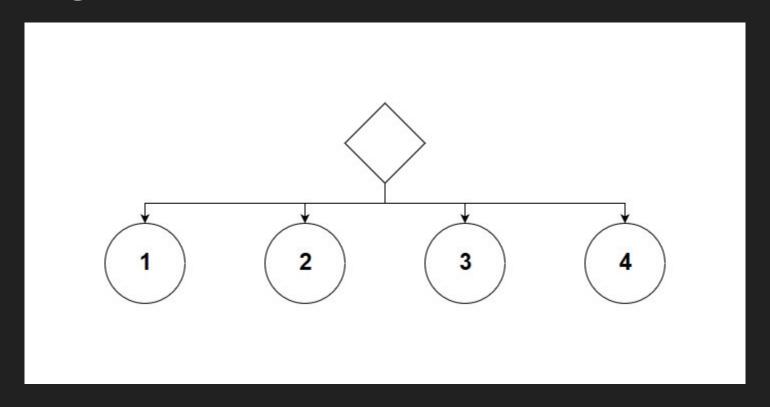


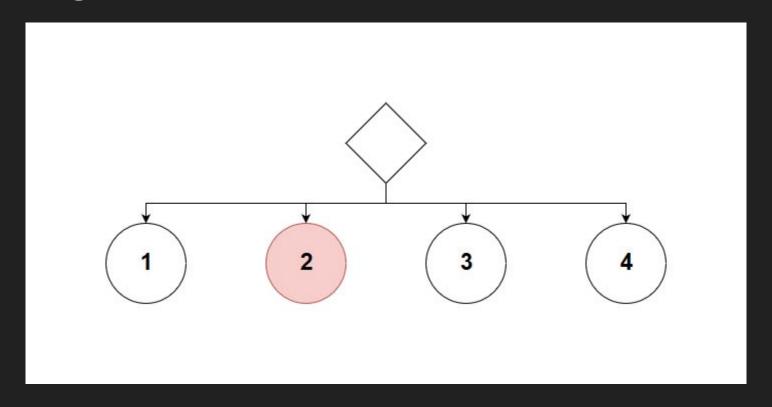


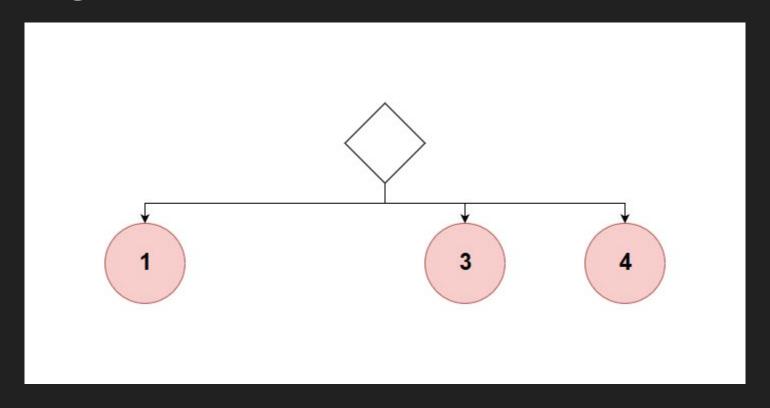


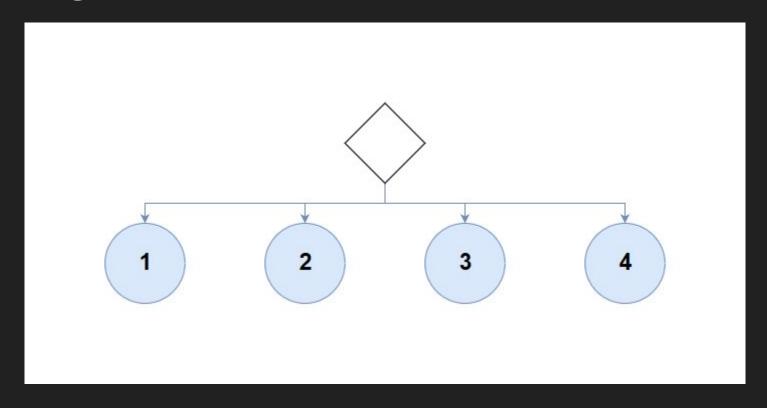




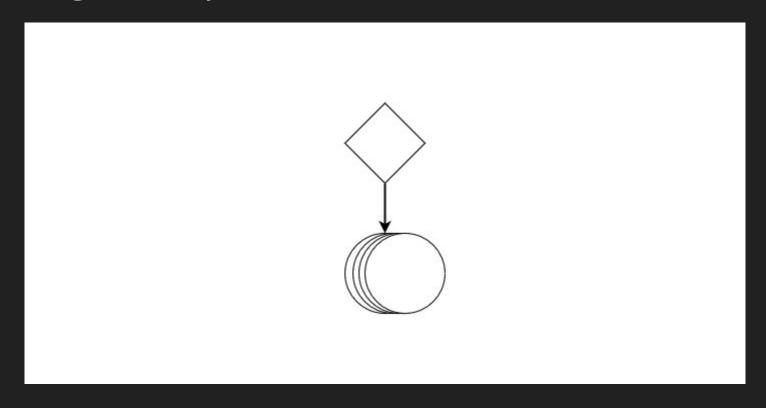








# Estratégia "simple one for one"



#### Fim

Para qualquer pergunta, assuma que a resposta seja "sim"

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