

LLD

- ① Parking lot
- ② Uber, Ola
- ③ Cache (key value)
- ④ Movie Booking
- ⑤ Splitwise
- ⑥ Stock Exchange
- ⑦ Zoom call
- ⑧ Bluebird
- ⑨ logging framework
- ⑩ google calendar
- ⑪ Vending Machine
- ⑫ Msg Queue
- ⑬ Chess, Snake & ladders
- ⑭ Tic Tac Toe
- ⑮ Ludo game
- ⑯ Rate limiter

Machine Coding

- ① Tic tac toe
- ② Snake & ladders
- ③ Splitwise
- ④ Distributed Cache
- ⑤ In memory database
- ⑥ In memory search engine
- ⑦ Rate limiter
- ⑧ parking lot
- ⑨ lift management

Points to Remember for LLD

- ① Start from high level classes
- ② Don't write unnecessary encapsulations
- ③ Don't write methods unless asked
- ④ write classes by thinking about workflow of system, makes it easy.
- ⑤ Use design patterns wherever needed, enums, interfaces !!!

LLD & Machine Coding TIPS

Cont...

- ⑥ Keep SOLID Principles in mind during Machine Coding Rounds
- ⑦ Atleast code 1 component end to end with runnable code!
- ⑧ ASK for help when needed, don't hesitate!
- ⑨ Keep the design readable, Modular, extensible as well!

Design Patterns

① SOLID Principles

② Creational

↳ Singleton, Factory, Builder

③ Structural

↳ Adapter, decorator, facade

④ Behavioural

↳ observer, strategy, command,
Chain of responsibility

Todo Everyday

- ① 1-2 DSA Probs
- ② 1 HLD Prob
- ③ 1 LLD Prob · Concept
- ④ 1 Multithreading (Oracle docs. too)
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- ⑤ 1 design pattern + code