

trends of Ild:

6. what is low level design.(segregate between machine coding round and Ild round)
7. low level design example.(suggest set of questions that are very important)
8. low level design roadmap
9. system design interview patterns.
10. low level desing interview patterns.
11. Roadmap for backend developer.

comments topic from shrayansh jain:

3. SAGA Pattern.
4. low level design to become SDE-2
5. why we should learn design patterns.
6. Design leetcode

hld topics:

sharding vs partitioning.

saga pattern to enforce consistency in distributed systems

kafka internal design(watsapp design why can't we have kafka with billions topics )

choosing best database SQL vs NoSQL(why cassanda is write optimised compared to postgress, tradeoffs)

why websockets are overkill

change data streams

Quadtrees vs redis geo hashing(takeawar: uneven density use quadtrees, but no frequent updates)

geospatial queries for elastic search

what is change data capture

common tricks of system-design patterns

->upload / download video to s3: do it via presigned url . design YouTube, web crawler, dropbox.

-> distributed locks: using redis entry with TTL, uber or ticket master.

-> change data stream to transfer from write heavy db to search optimised OLAP for aggregation queries(ad click aggregator).