

trends of lld:

6. what is low level design.(segregate between machine coding round and lld 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 design 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 cassandra is write optimised compared to postgres, tradeoffs)

why websockets are overkill

change data streams

Quadrees vs redis geo hashing(takeaway: uneven density use quadrees, 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).