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|  |  |  |
| --- | --- | --- |
| Data | Versão | Responsável |
| 13/03/2021 | 1 | R. Groff |
|  |  |  |

# Motivação

## Integrações

Texto.

## Integração Cliente / Empresa

Texto.

## Integração Equipes / Papéis

Texto.

## Integração Equipe / Software

Texto.

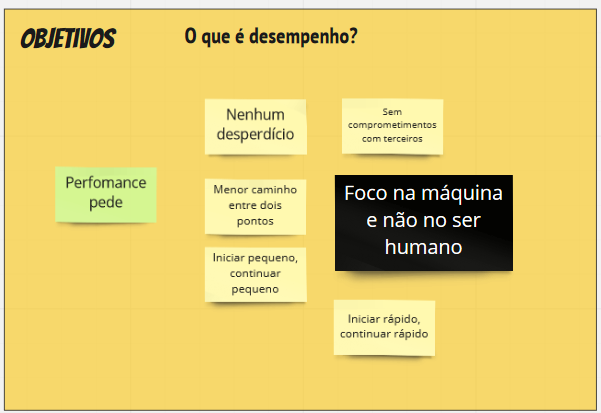
## Integração Software / Hardware

Texto.

# Objetivos

## O que é desempenho?

Texto.



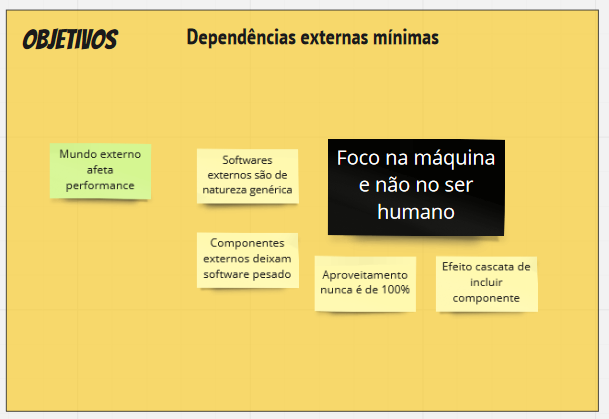
## Software / Hardware

Texto.



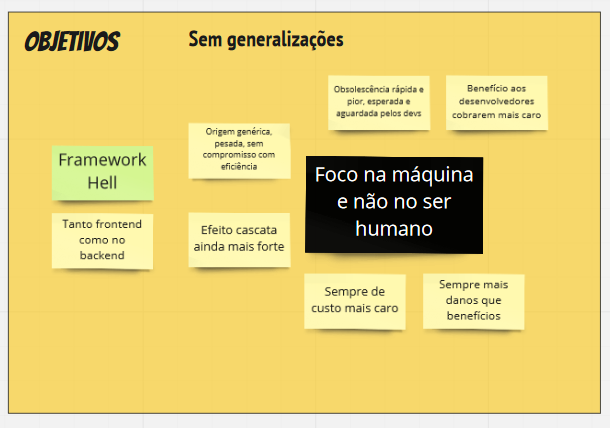
## Dependências Externas

Texto.



## Generalizações

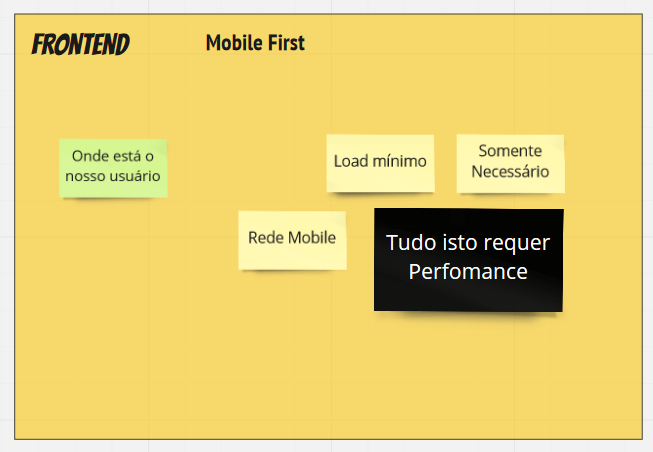
Texto.



# Front End

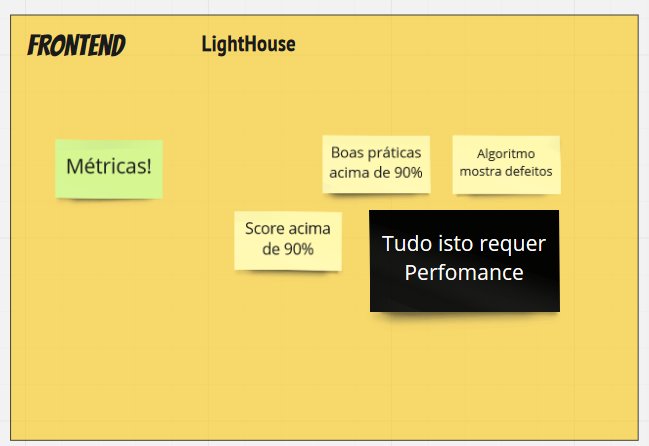
## Mobile First

Texto.



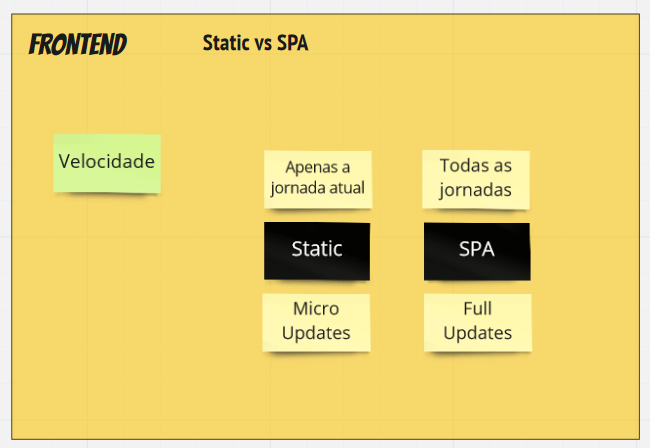
## Light House

Texto.



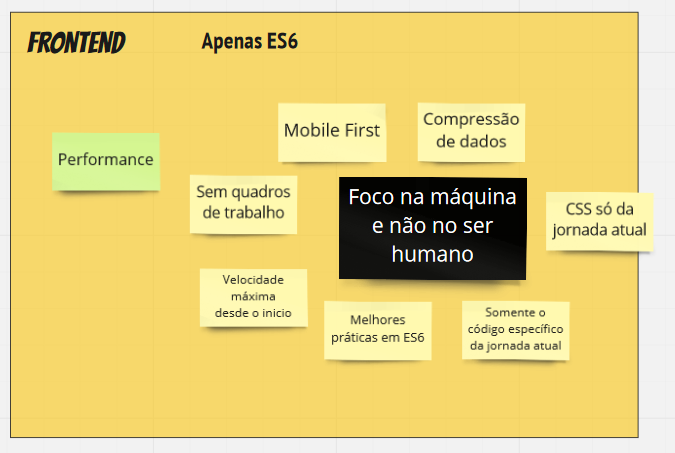
## Static vs SPA

Texto.



## Apenas ES6

Texto.



## Node

Texto.

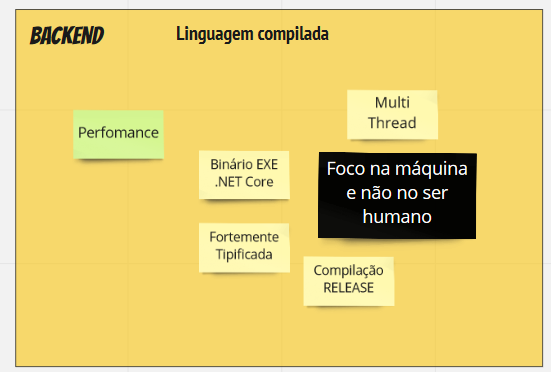
## Solução NANO

Texto.

# Back End

## Linguagens de Programação

Texto.



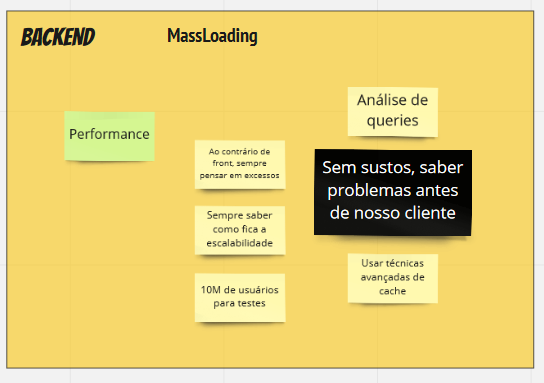
## Abstrações SOA / DDD

Texto.



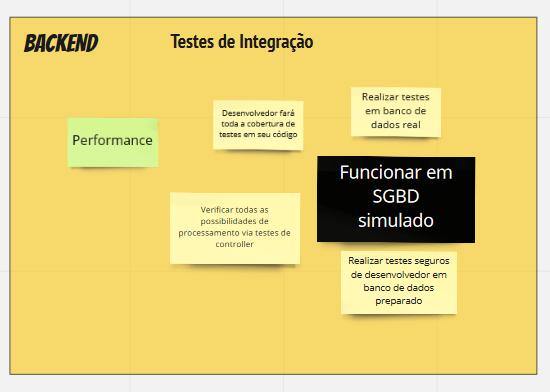
## Mass Loading

Texto.



## Testes de Integração

Texto.



## Testes Unitários

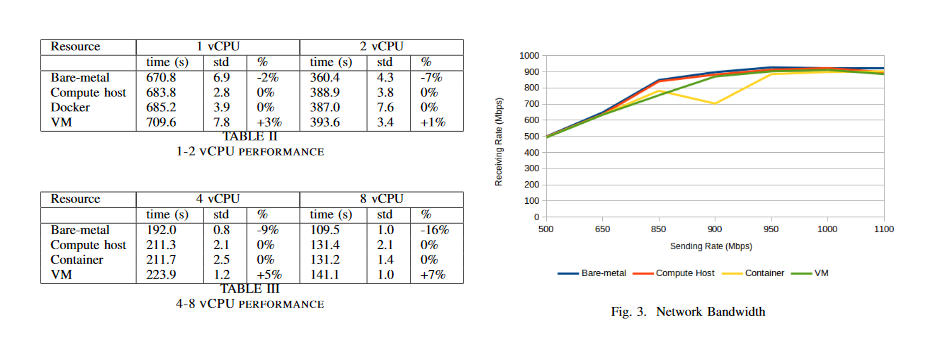
Texto.



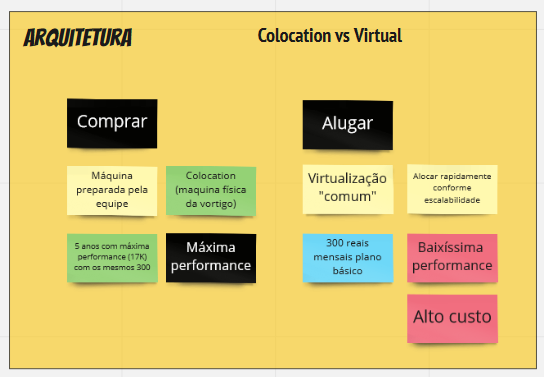
# Hardware

## Colocation vs VM vs Docker

<https://edisciplinas.usp.br/pluginfile.php/5539472/course/section/6024418/bare_metal_virtual_machines_and_containers_in_openstack.pdf>

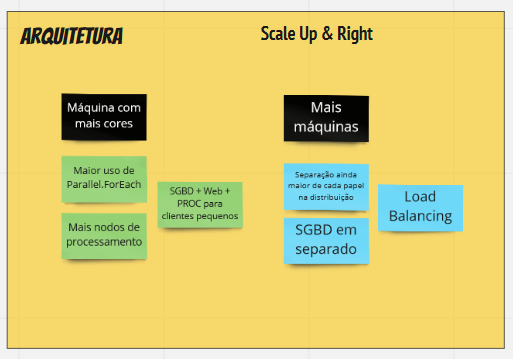


Texto.



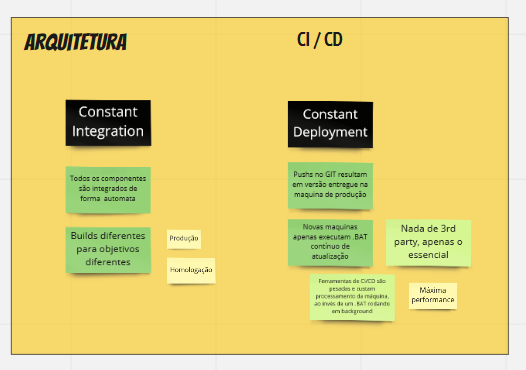
## Escalabilidade

Texto.



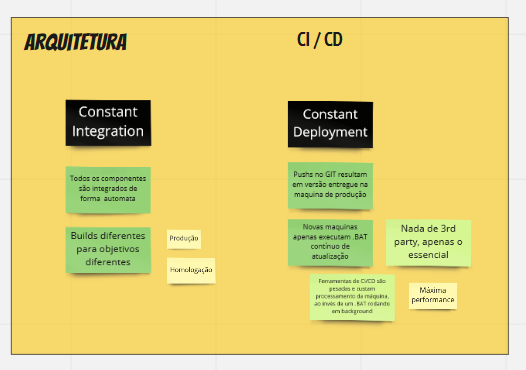
## Continuos Integration

Texto.



## Continuos Deployment

Texto.



# Banco de Dados

## PostgreSQL

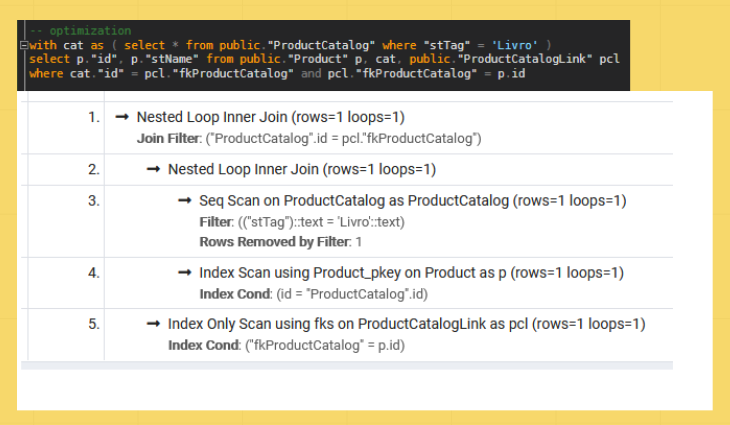
Texto.

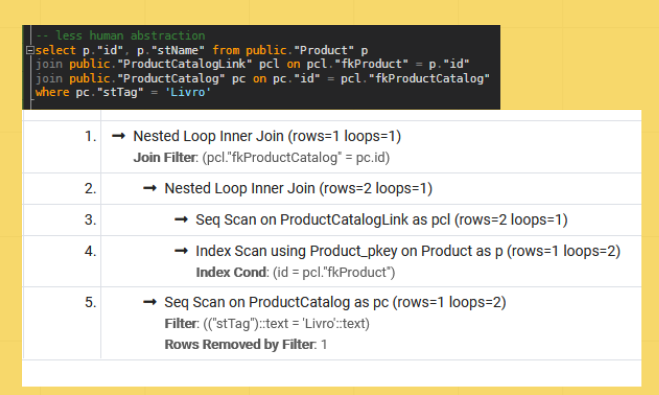


## Otimização de Queries

Texto.

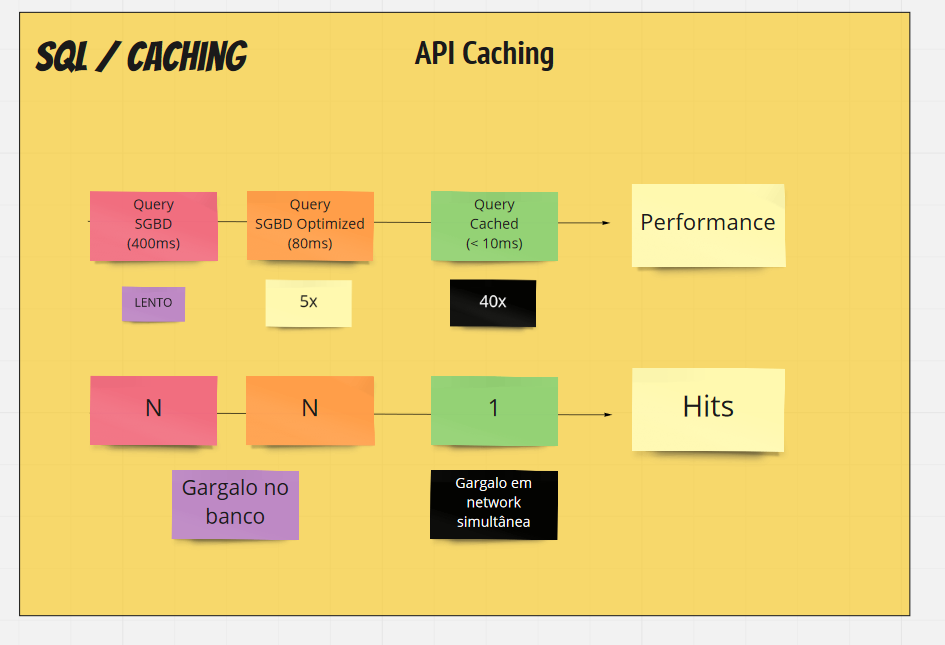






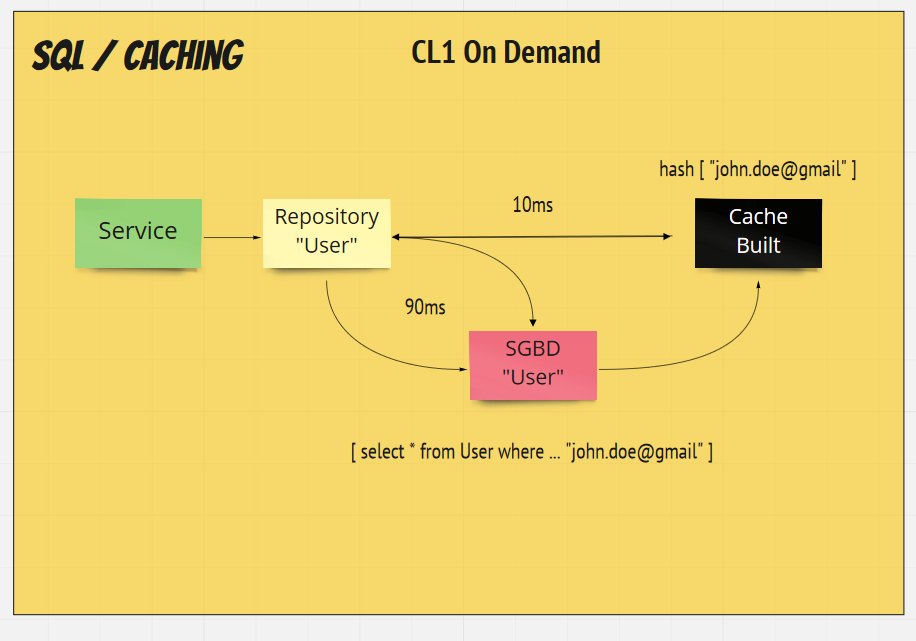
## Caching API

Texto.



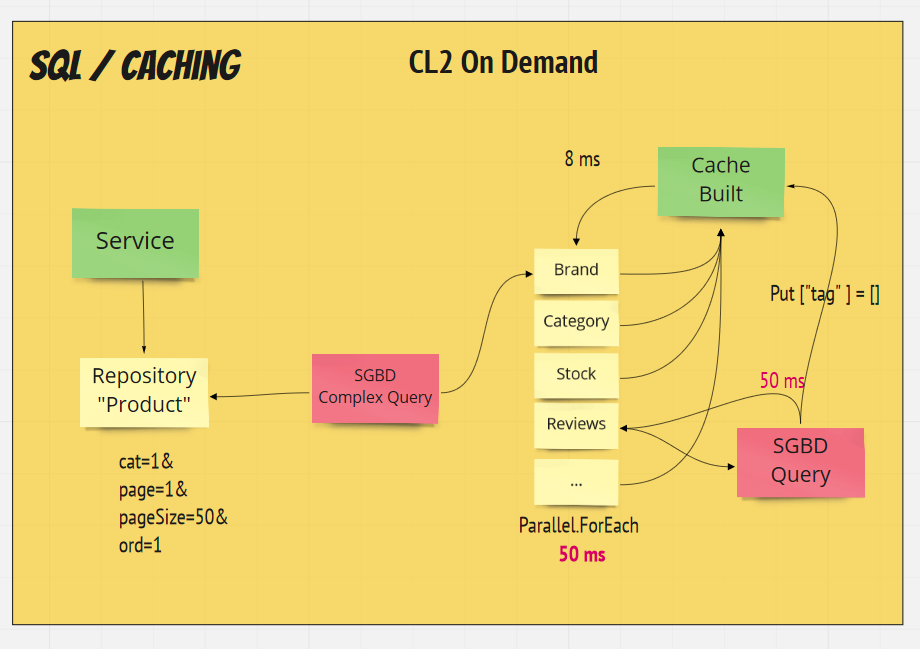
## Caching L1 / Demand

Texto.



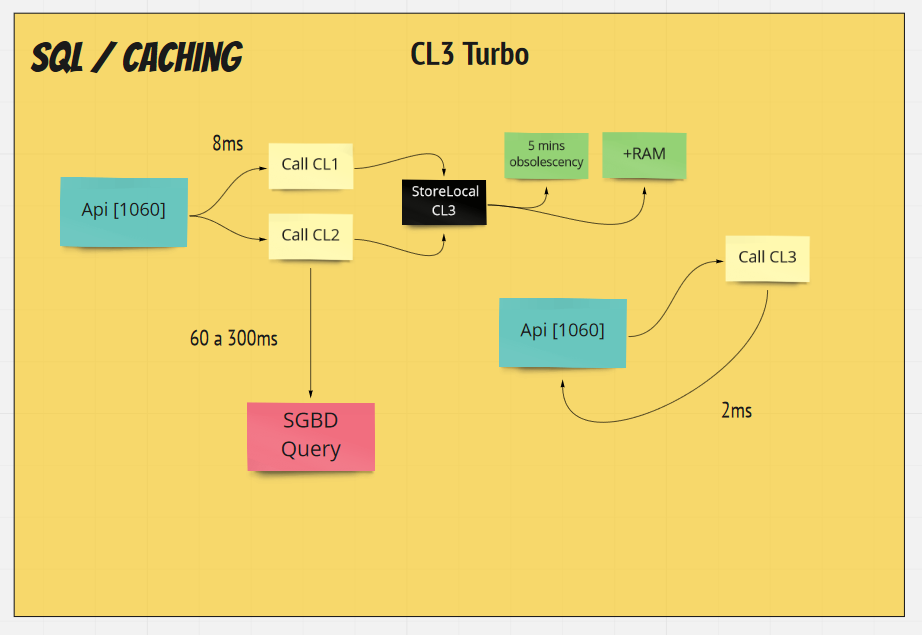
## Caching L2 / Demand

Texto.



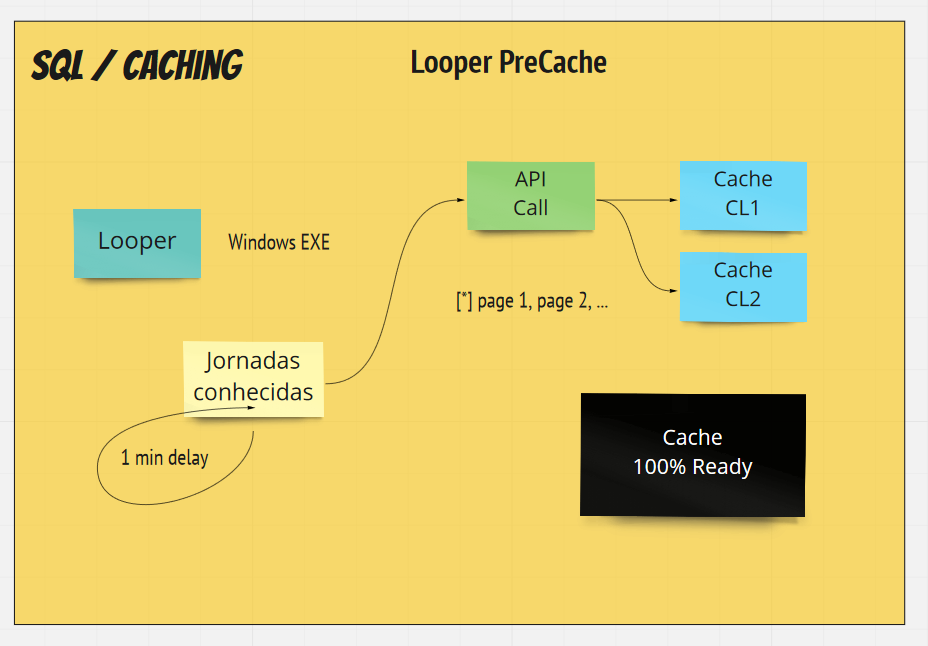
## Caching L3

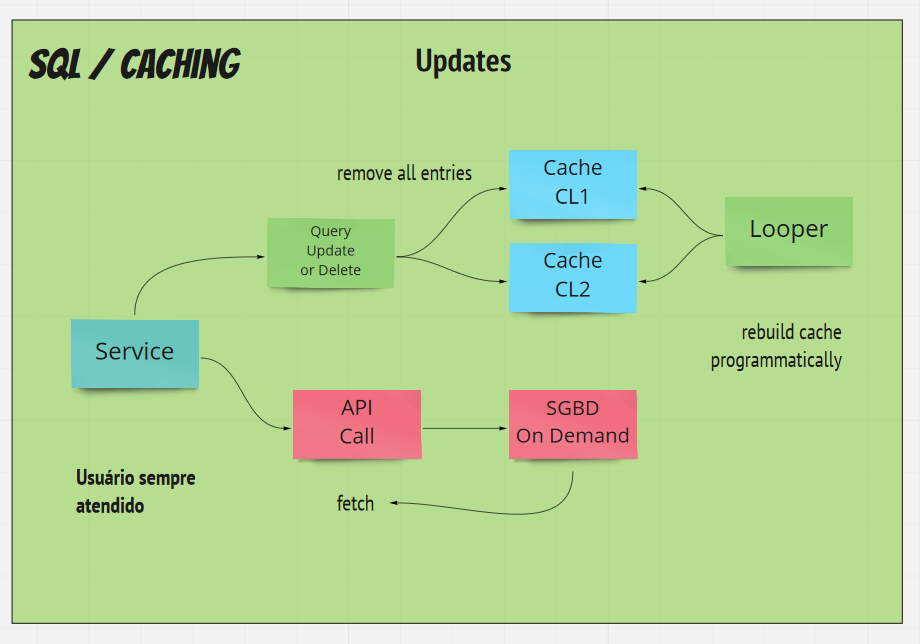
Texto.



## “Looper”

Texto.

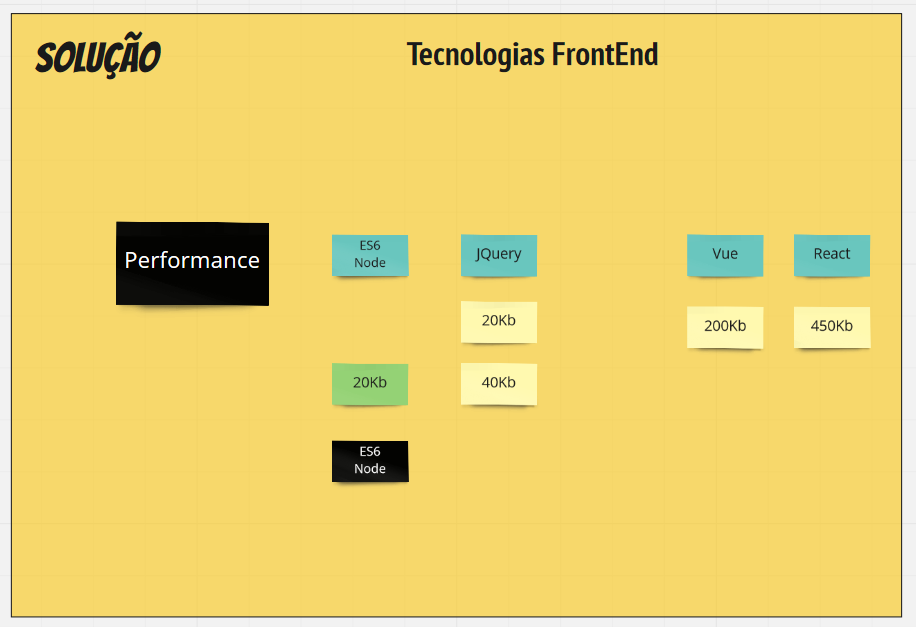




# Solução Final

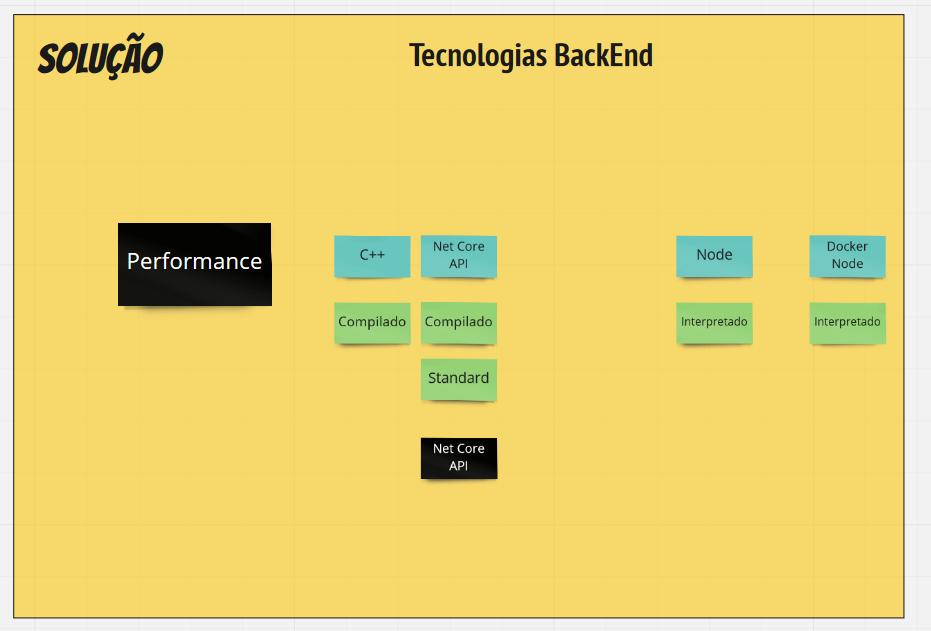
## Front End

Texto.



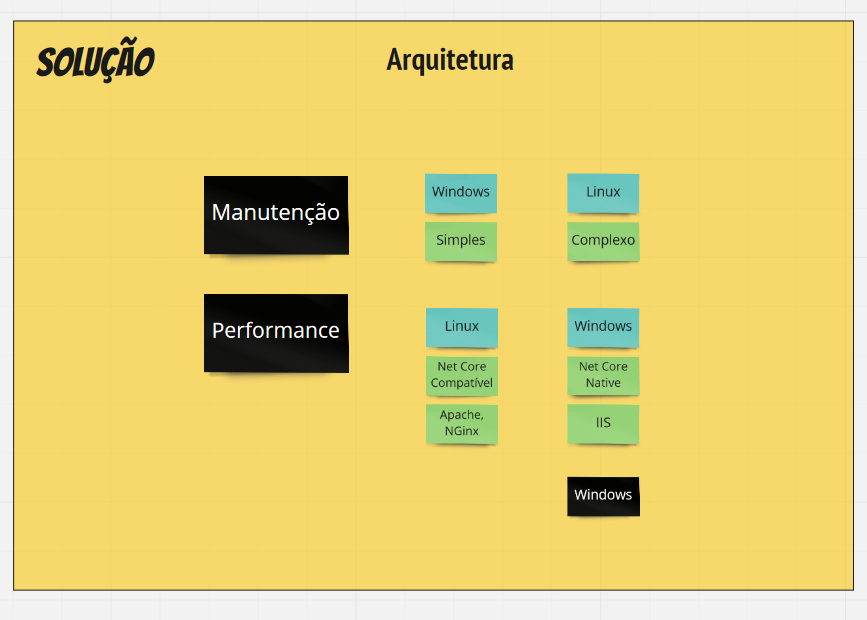
## Back End

Texto.



## Arquitetura

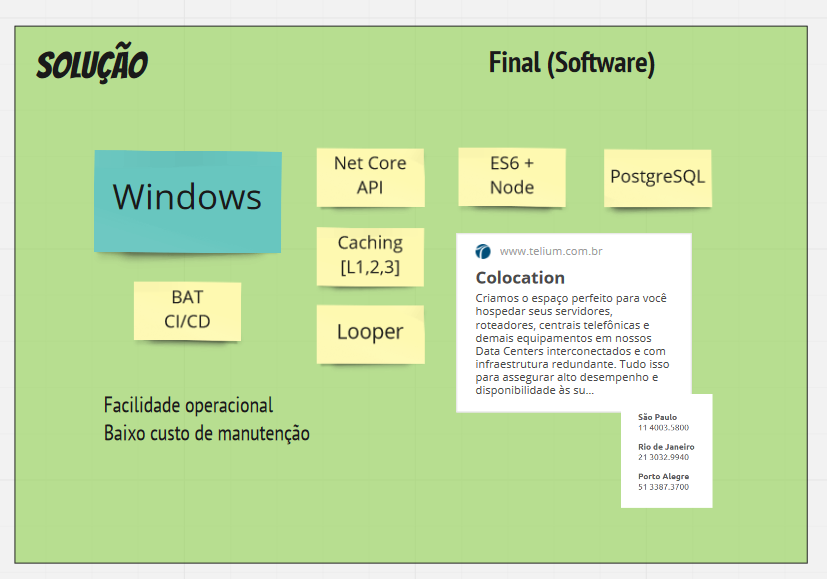
Texto.



## Banco de Dados

PostgreSQL.

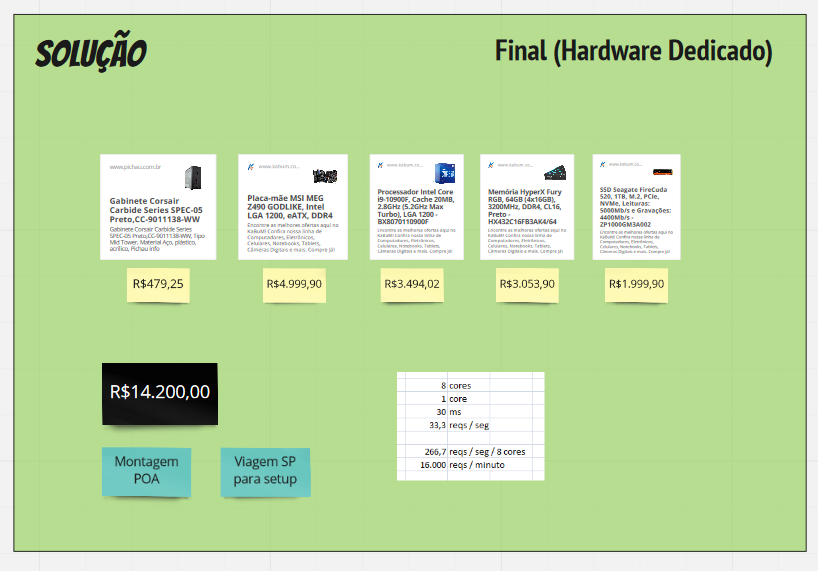
## Software Final



# Investimentos em Infraestrura

## Custos L1

Texto.



## Escala de Hardware

Texto.

