

LLD

## CaptureRequest

- isSuccess (Boolean)
- priority (smallInt 1-5)

## CaptureResponse

- isSuccess (Boolean)
  image (BitMap/ Byte[])
- errorMsg (String)

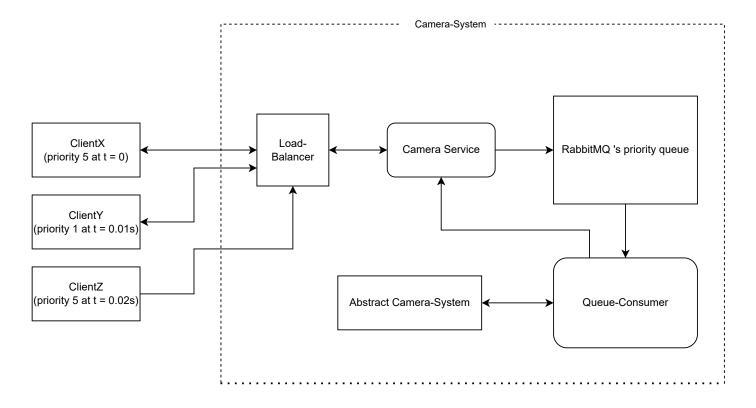
## CameraService

CompletionStage<CaptureResponse> processRequest ( CaptureRequest request);

## QueueConsumer

CompletionStage<CaptureResponse> consume( CaptureRequest request);

Use-Case Explanation



Let's say, response time for first request by ClientX is 0.05 sec, then the second request that will get processed by Queue-Consumer will be of ClientZ as it's having more priority.

If response time is faster, like for first request by ClientX is 0.005sec, then the second request that will get processed by Queue-Consumer will be of ClientY, as till that time ClientZ's request does not exist in the queue.