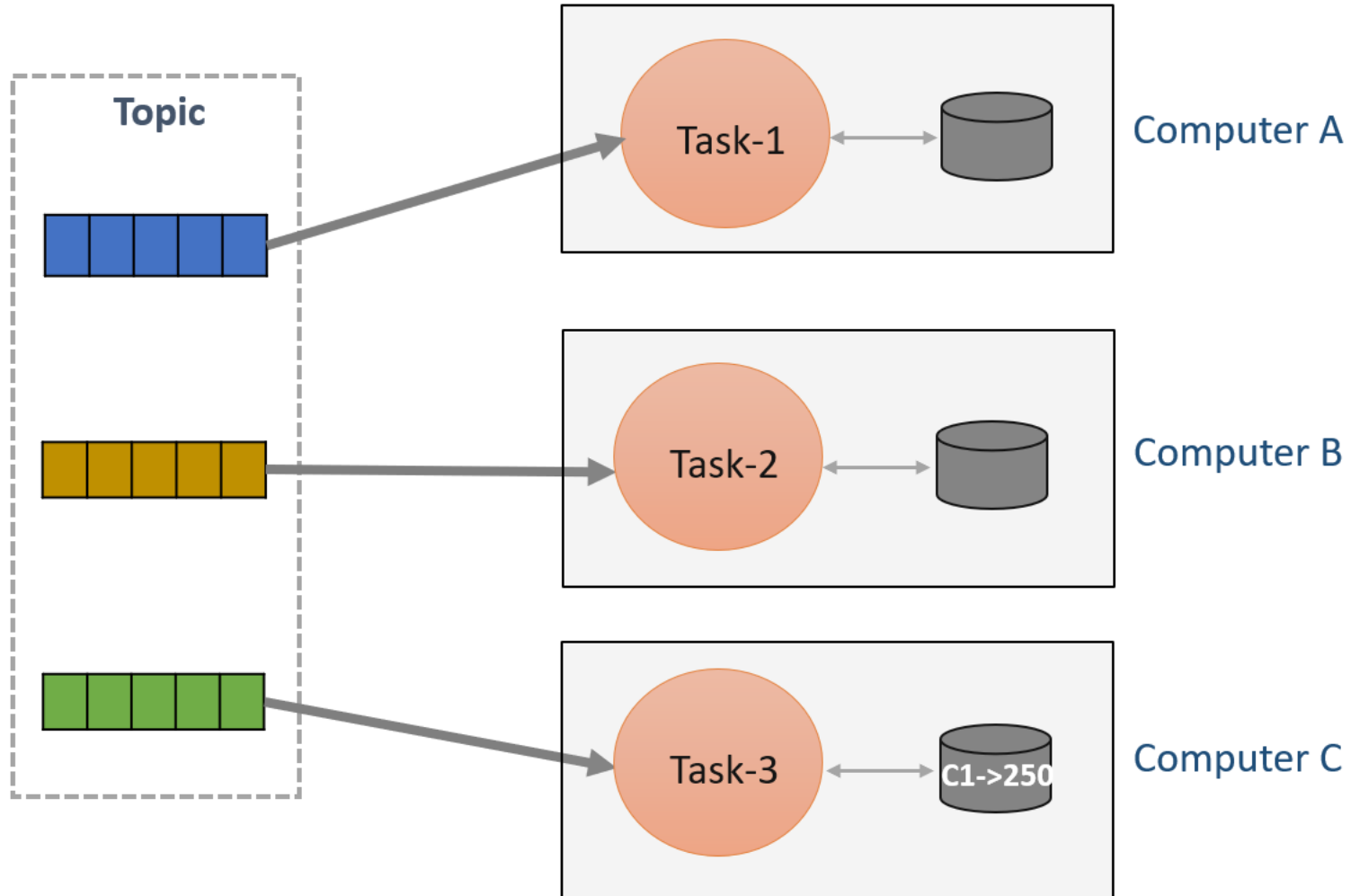


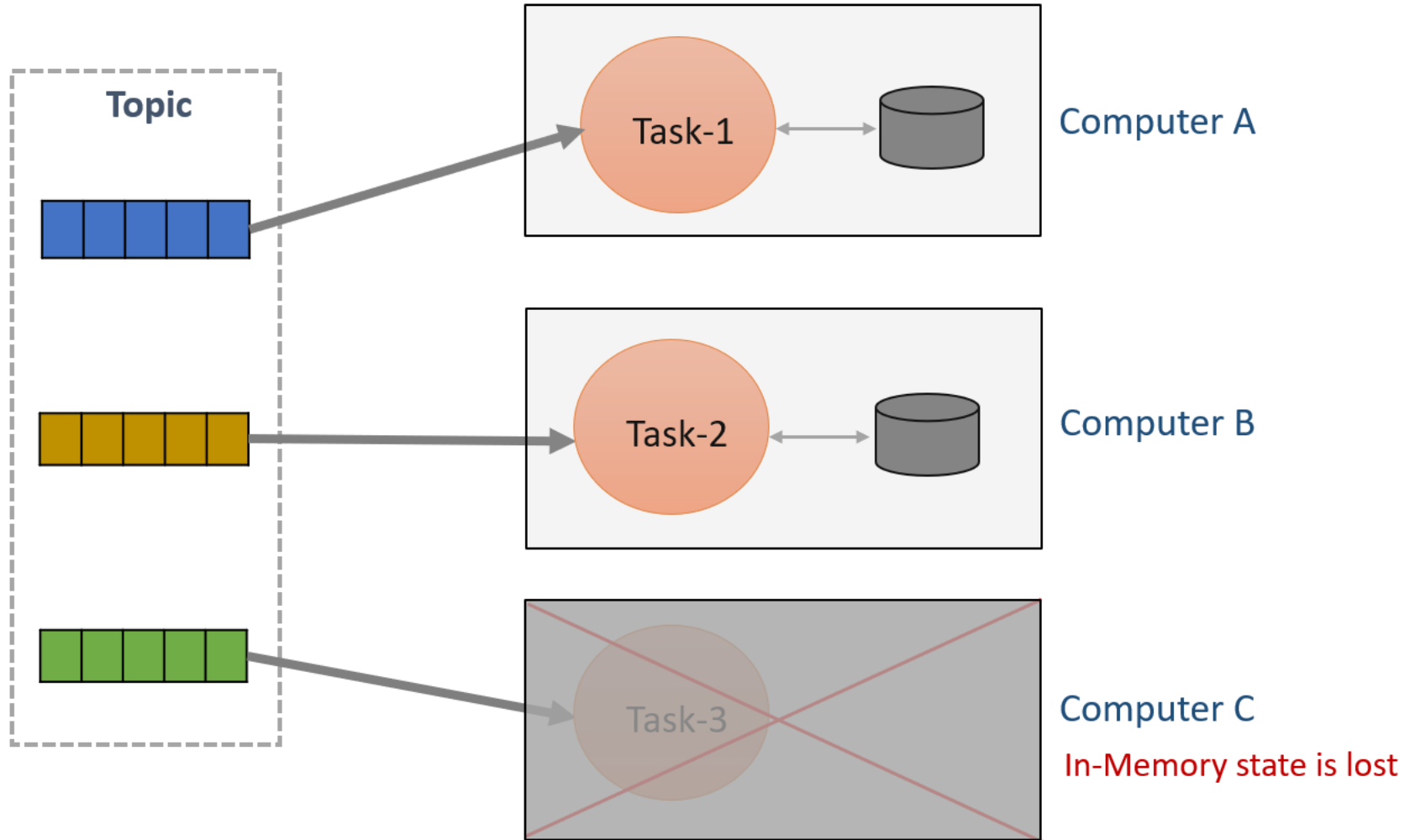
A rustic wooden bridge made of weathered planks and posts spans a calm body of water. The bridge is surrounded by tall green reeds and grasses. The water reflects the bridge and the surrounding vegetation. The overall scene is peaceful and natural.

# State Store Fault Tolerance

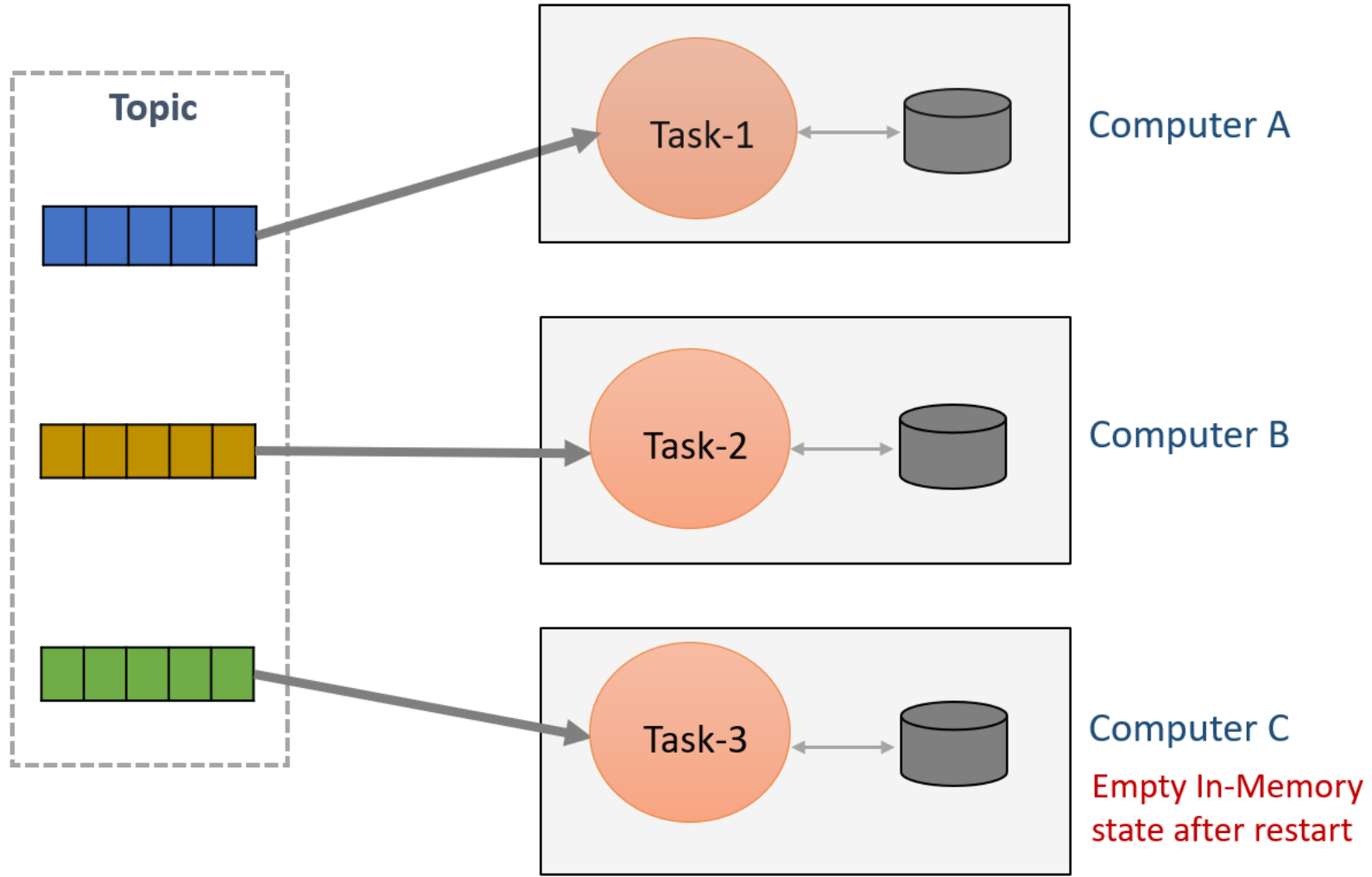
# State Store Fault Tolerance



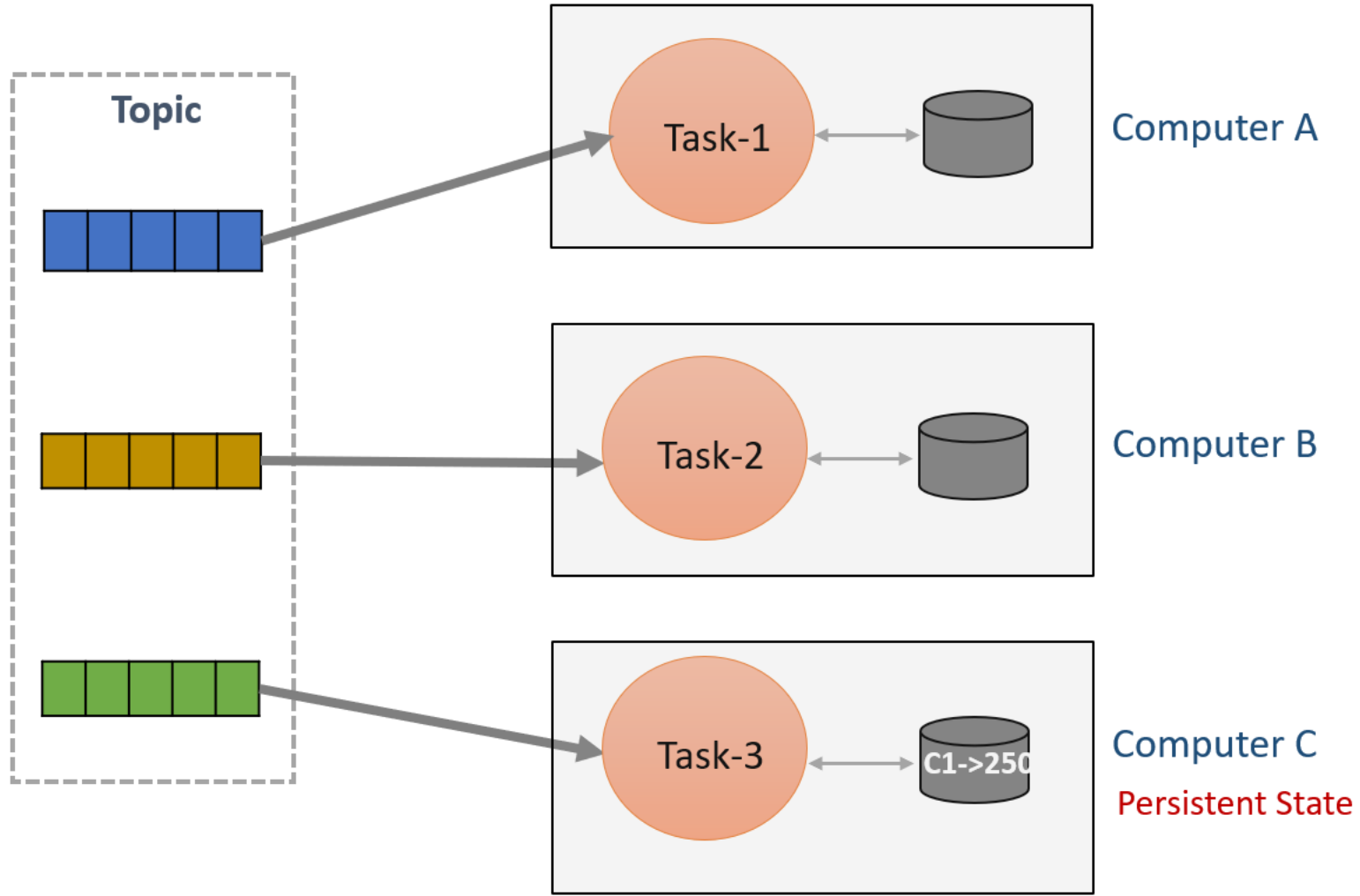
# State Store Fault Tolerance



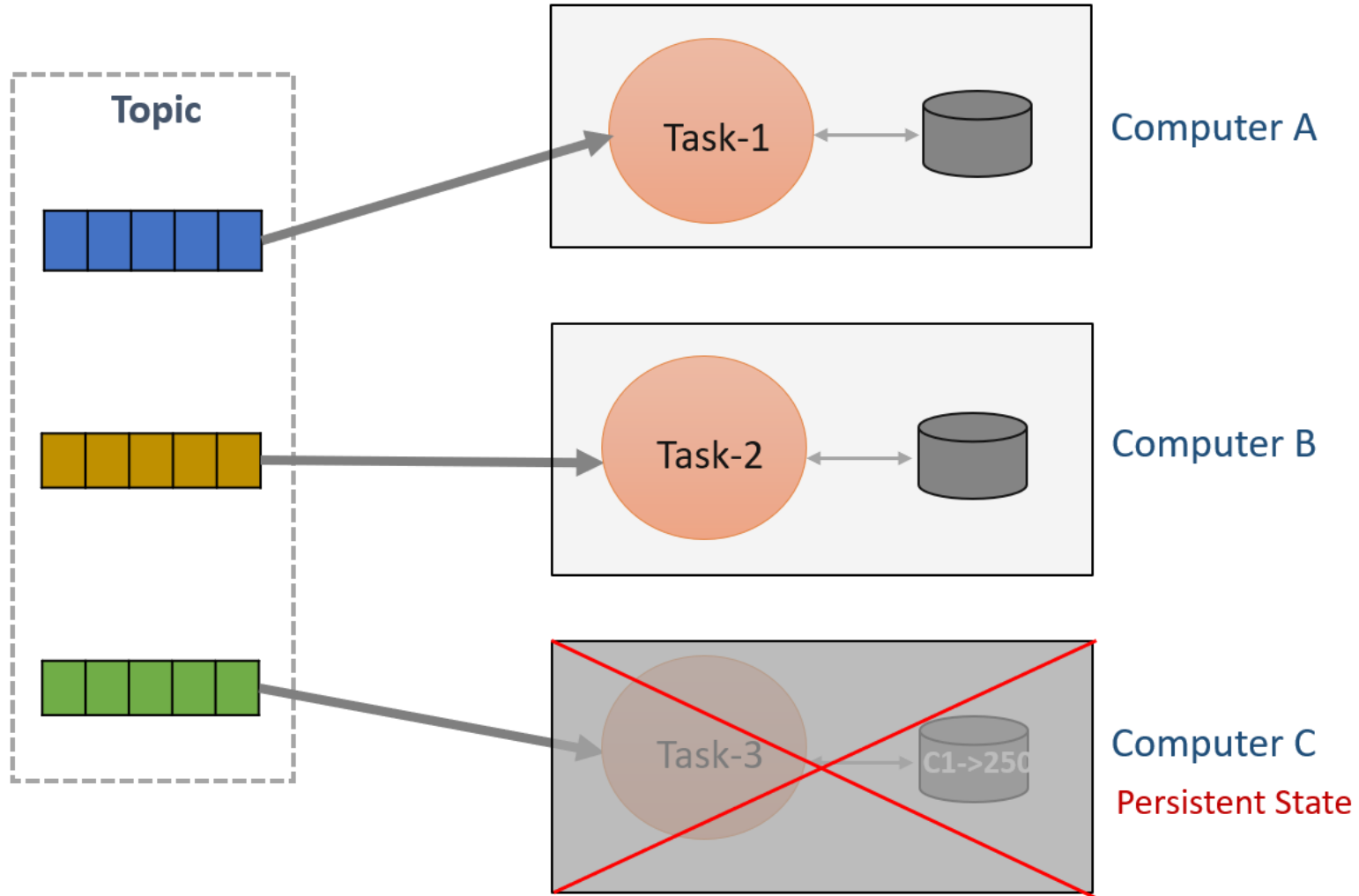
# State Store Fault Tolerance



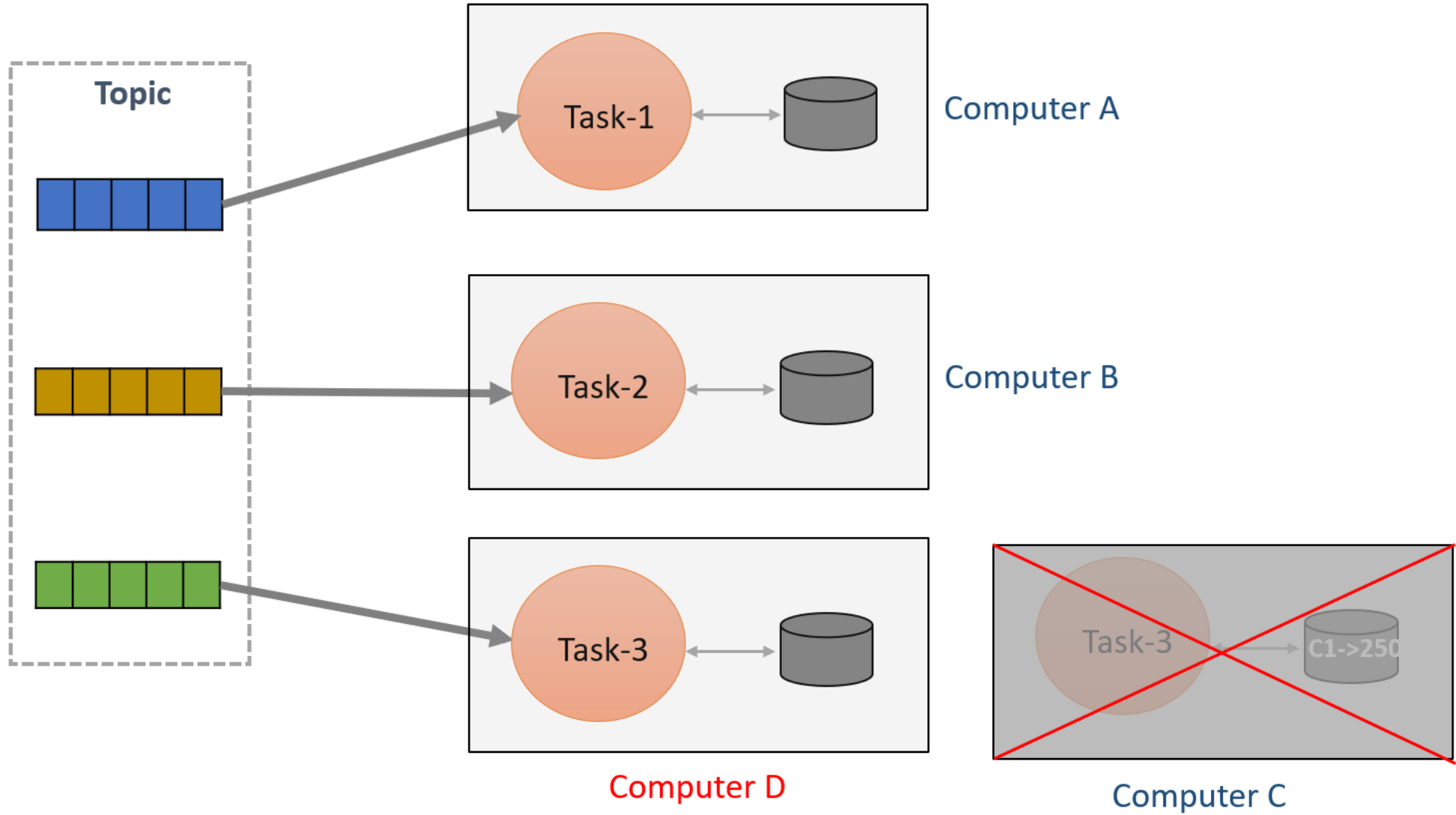
# State Store Fault Tolerance



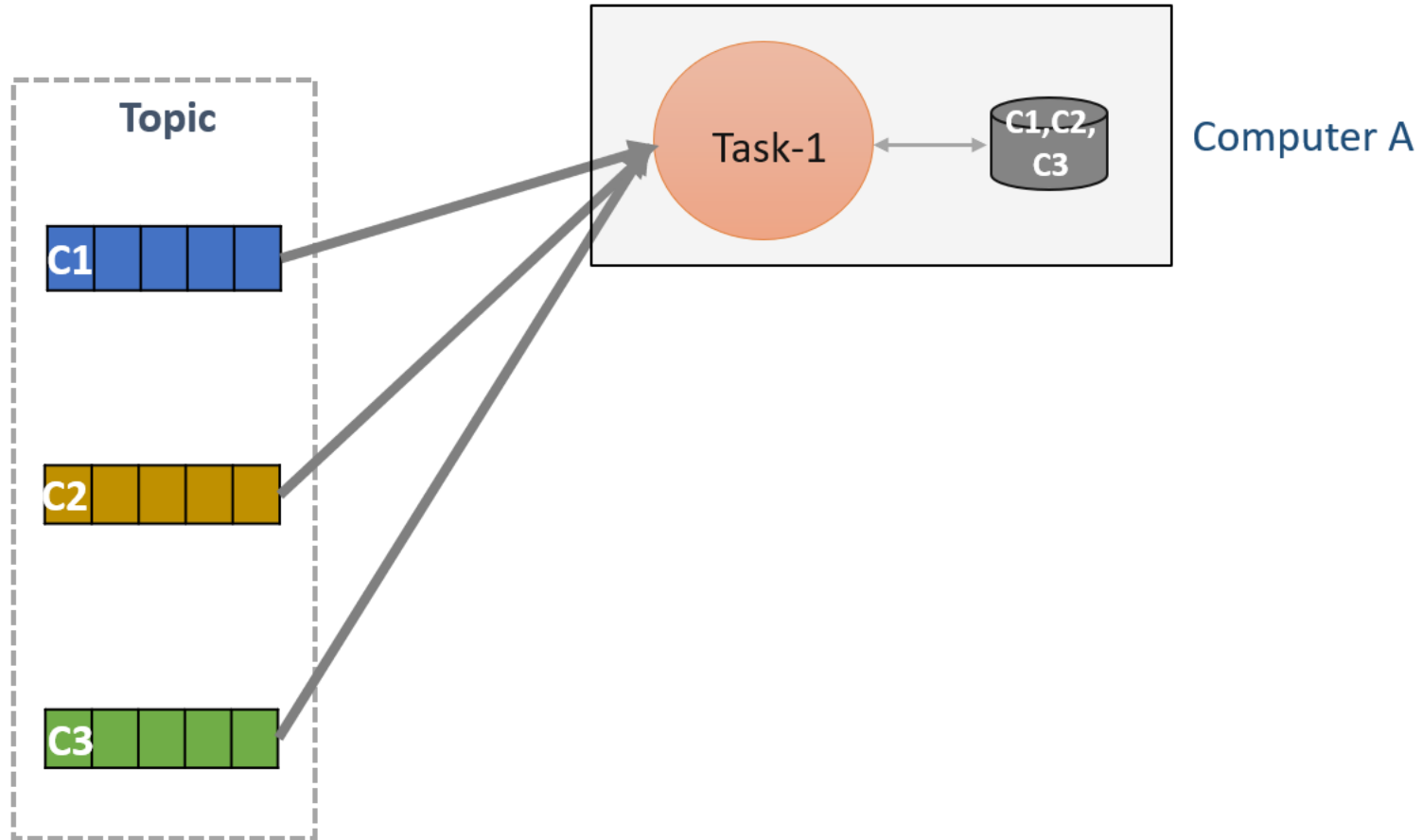
# State Store Fault Tolerance



# State Store Fault Tolerance

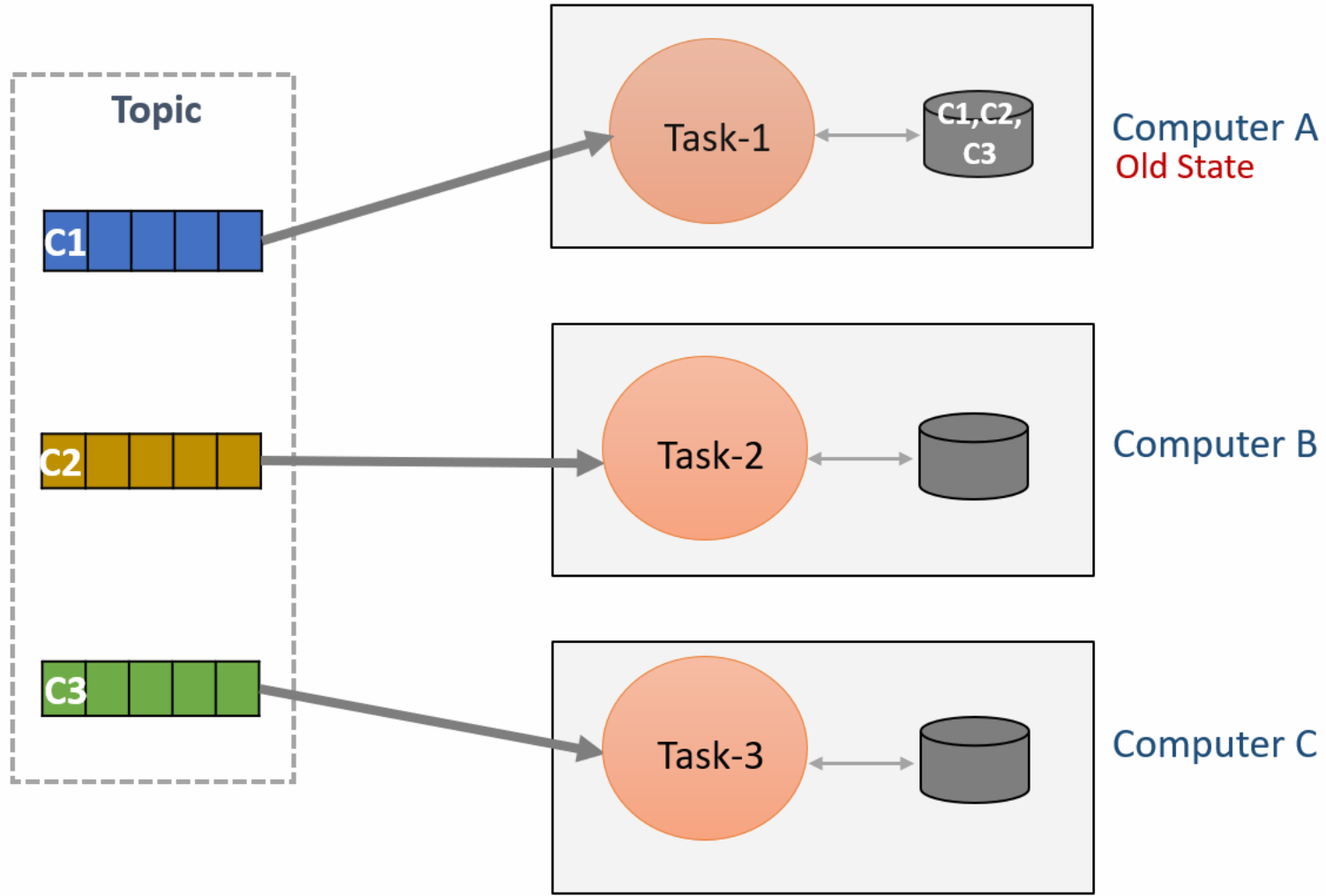


# State Store Fault Tolerance





# State Store Fault Tolerance



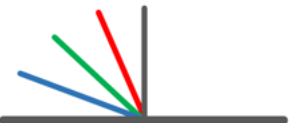
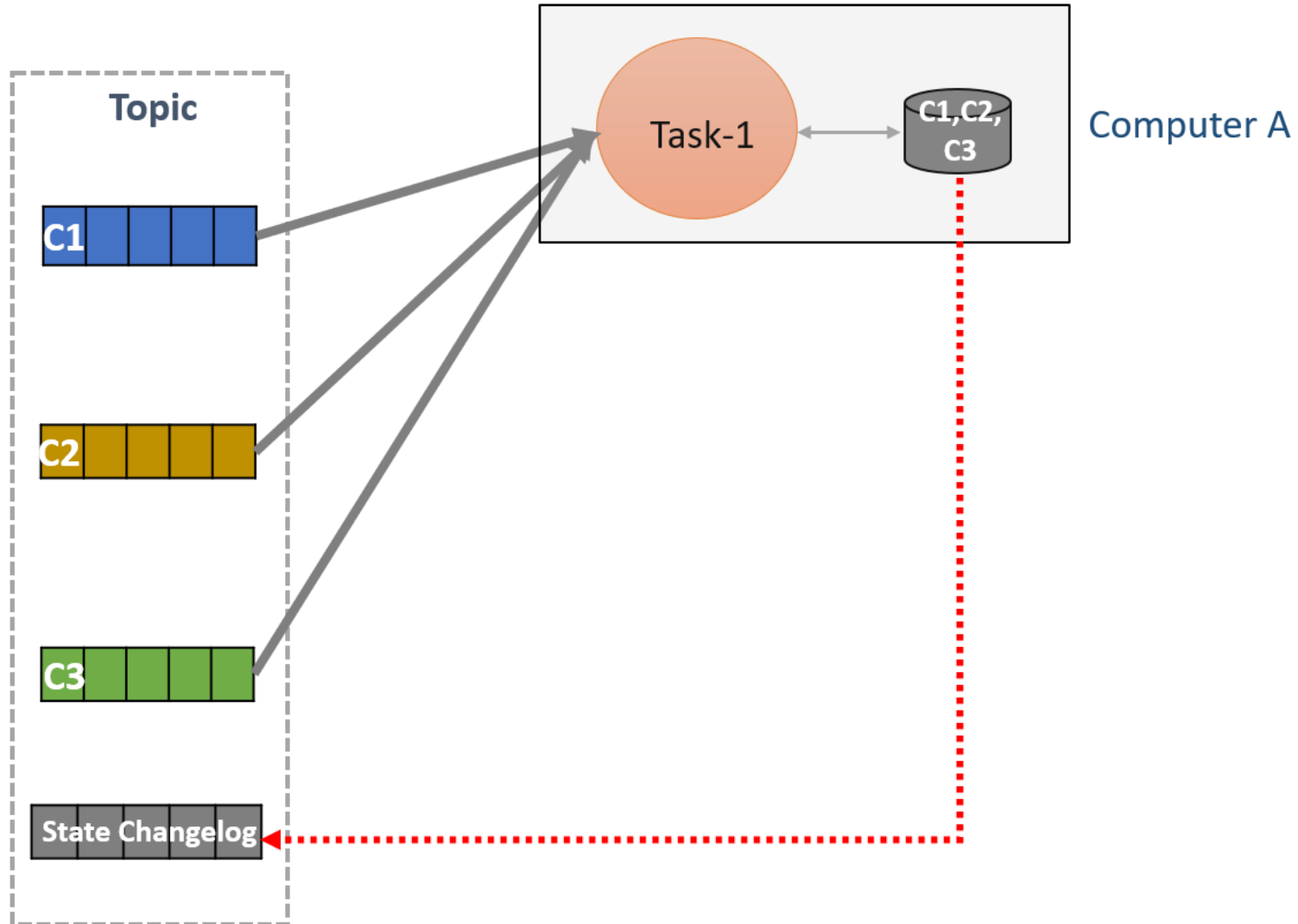
# State Store Fault Tolerance

You must be able to relocate your local state stores to achieve

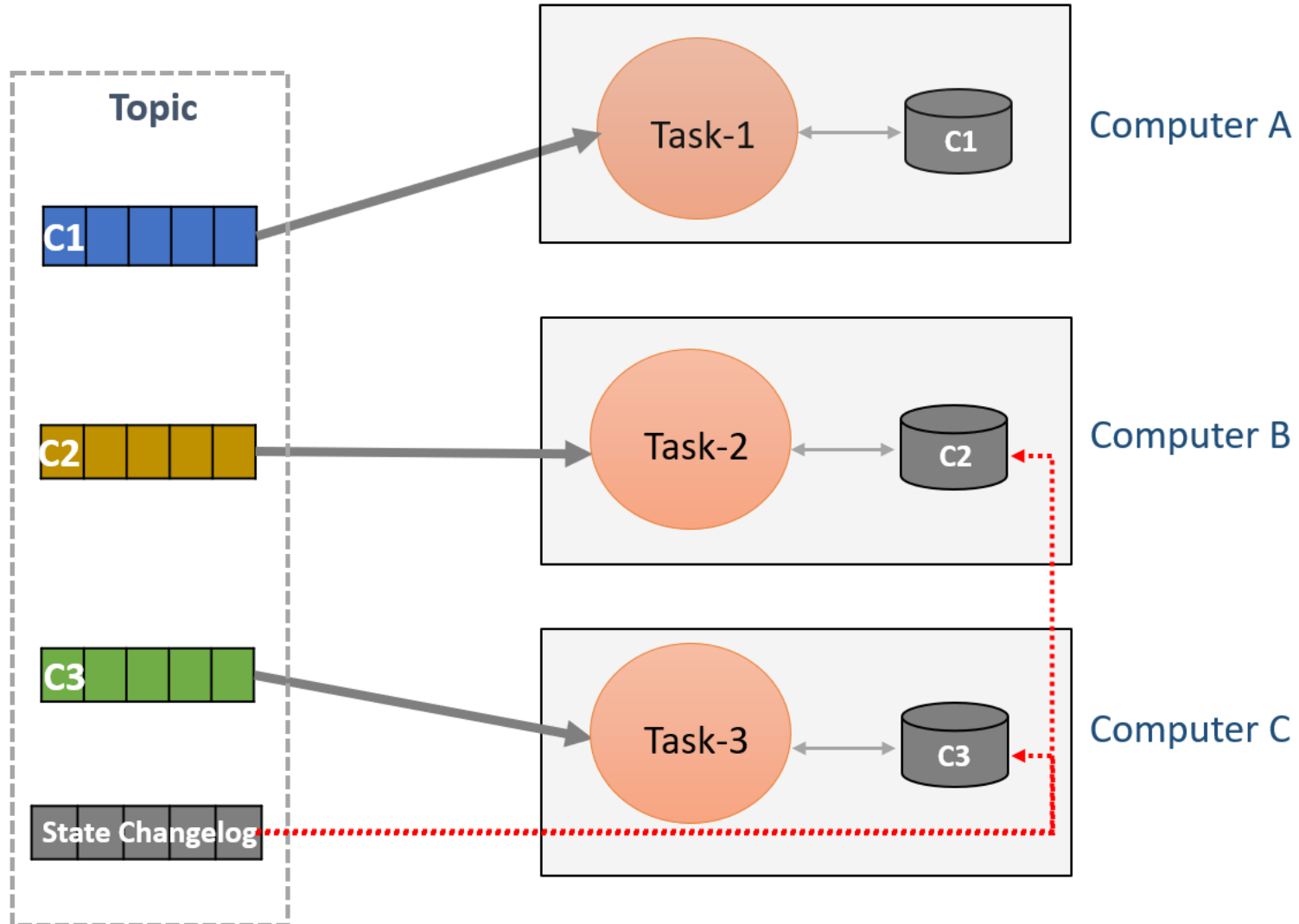
1. fault tolerance
2. scalability



# State Store Fault Tolerance



# State Store Fault Tolerance



# State Store Fault Tolerance

```
StoreBuilder kvStoreBuilder = Stores.keyValueStoreBuilder(  
    Stores.inMemoryKeyValueStore(AppConfigs.REWARDS_STORE_NAME),  
    Serdes.String(),  
    Serdes.Double()  
).withLoggingDisabled();
```

```
Map<String,String> changeLogConfig = new HashMap<>();  
changeLogConfig.put("min.insync.replicas", "2");  
  
StoreBuilder kvStoreBuilder = Stores.keyValueStoreBuilder(  
    Stores.inMemoryKeyValueStore(AppConfigs.REWARDS_STORE_NAME),  
    Serdes.String(),  
    Serdes.Double()  
).withLoggingEnabled(changeLogConfig);
```

