

Node js -> JS -> Single-threaded XX

Process (OS)
$$\rightarrow$$
 Node: js (App)

(MAC OS)

J

(Multithrecoding env)

Main process

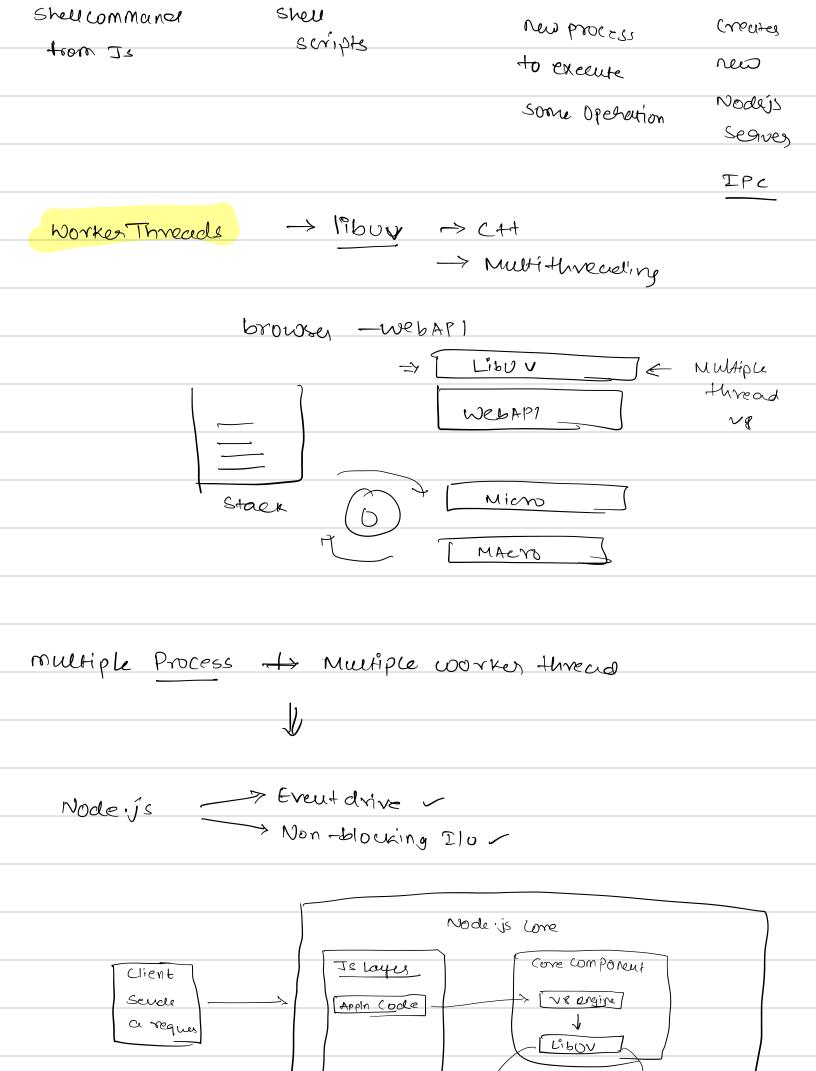
(Wild process: \rightarrow Node: s App \rightarrow p

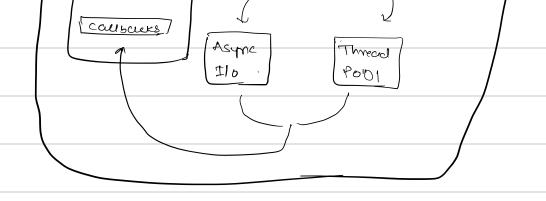
Child process: \rightarrow Node: s App: $-c$ \rightarrow TPC

Child process: \rightarrow Node: s App: $-c$ \rightarrow Node: s App: $-c$

child process

exec exectile Spawn fork





VV8 > JS - MC

Marage Memory genberge collect

Libur > cross-platform I/O uperarions

Thread pool management

Defaull thread Size 4 (onfiguous (increase or decreage)

MIERN -> II -5

-> Node should have more classes (4)

-> Mongo DB

Difference

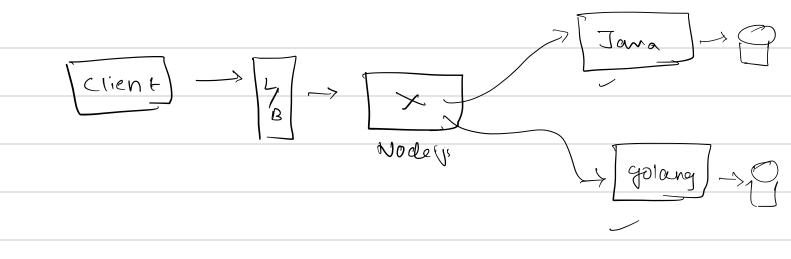
S SQL >> Indepth

NOSQL >> Time Services DB

Coloumnal DB

Key-value DB

Mongrook C Document DB



SU-SS WARRES HATTP Protocal

REST

FINANCE

PROTOCAL

REST

S S S

(100 projects -> SOL M NOSOL -> ODY. Cache -> Reclis

MS -> Kafka brokes

Client -> Next-js / CSR M

SSR ~>

S-Webkit -

	_ mo2_	→ rendering	engine
(Webk')	E) < blink	Critical	rendesing Path