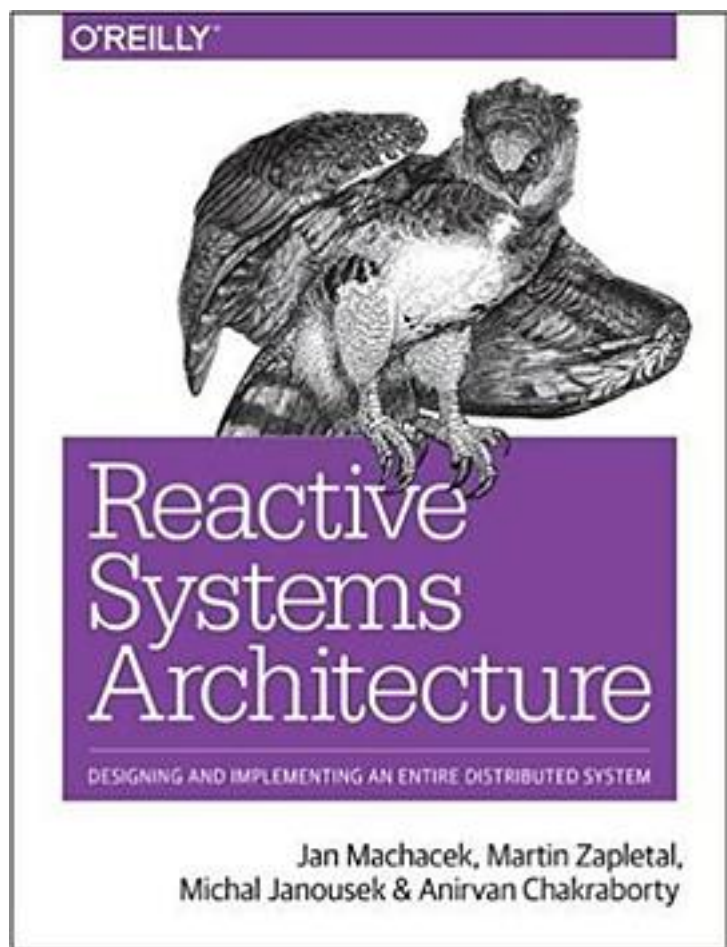


# Reactive Systems Architecture: Designing and Implementing an Entire Distributed System



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著者:Jan Machacek

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Distributed systems have helped application development teams deal with failures, downtime, and poor scaling, but these systems bring technical challenges of their own. With this unique cookbook, system architects will get a detailed understanding of reactive systems, along with proven recipes for dealing with different architectural issues. Each self-contained chapter covers the architecture of an entire reactive system, and—since these systems share many of the same architectural issues—each chapter also focuses on a particular area, such as delivery semantics or monitoring & tracing, with detailed solutions for problems that commonly arise. Learn the architecture and implementation tips for an entire reactive microservices-based system in each chapter. Understand the challenges of long-term running and evolution of your distributed system. Explore different failure modes of distributed systems and the approaches to address them. Learn about proper site reliability and production readiness.

作者介绍:

About the Author

Jan helps companies achieve exceptional growth and success through use of modern computing technologies; specifically large-scale machine learning and big data systems, particularly those that interact with IoT, wearables, mobiles as well as modern web applications. His experience and expertise allows him to advise on future technical strategies. Martin focuses on distributed systems, parallel and distributed approaches to data processing as well as machine learning, data mining in large volumes of data, and big data in general. These fields seem to be increasingly important in the industry and Martin has been promoting Scala, functional programming, and Reactive approaches as they provide very useful tools to solve these problems. Michal successfully leads delivery of software projects across different industries such as banking, e-commerce, advertising and public sector. He participates in the creation of the architectural designs and drives the technical execution and implementation of the given design. Michal helps connect the business requirements and technical approach in order to deliver the best quality product in the given time. Ani, the technical director at Cake Solutions, is a passionate programmer, published author and a big fan of open source software. He takes a keen interest in functional programming and more recently in the DevOps movement. Ani heads up the DevOps team at Cake. Some of his key responsibilities are technical quality assurance, technical resource allocation and recruitment, providing architect support to CTO, strategic consulting, planning and process optimization. Ani studied Internet Software Systems at the University of Birmingham, graduating in 2005 with a first class MSc degree. He has been with Cake Solutions since 2006 and has worked on all major projects at Cake, leading agile teams on several occasions. When Ani is not programming, he is most likely watching a movie or following sports (Cricket, Formula 1) or playing video games.

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