

EvenToNight

Distributed Systems – Final Project

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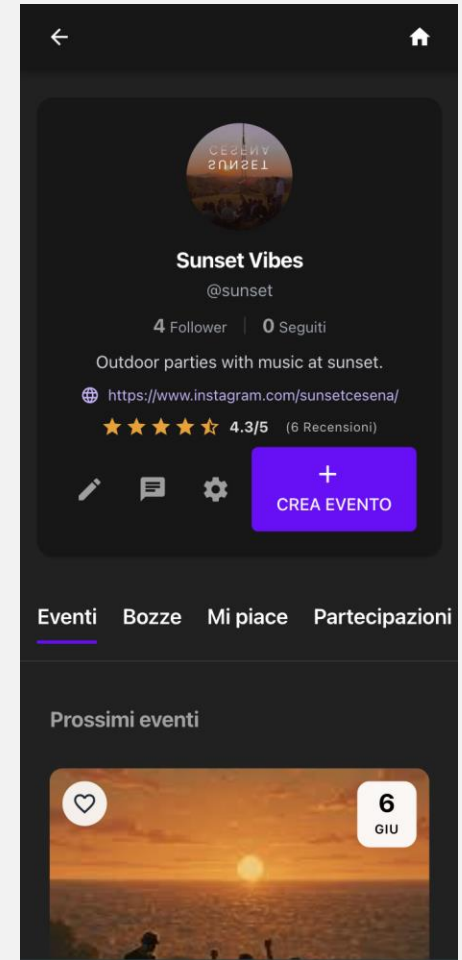
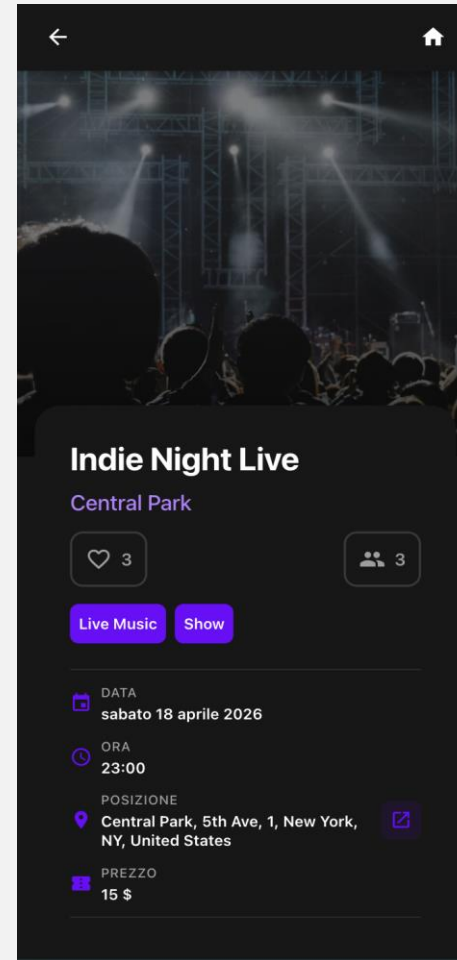
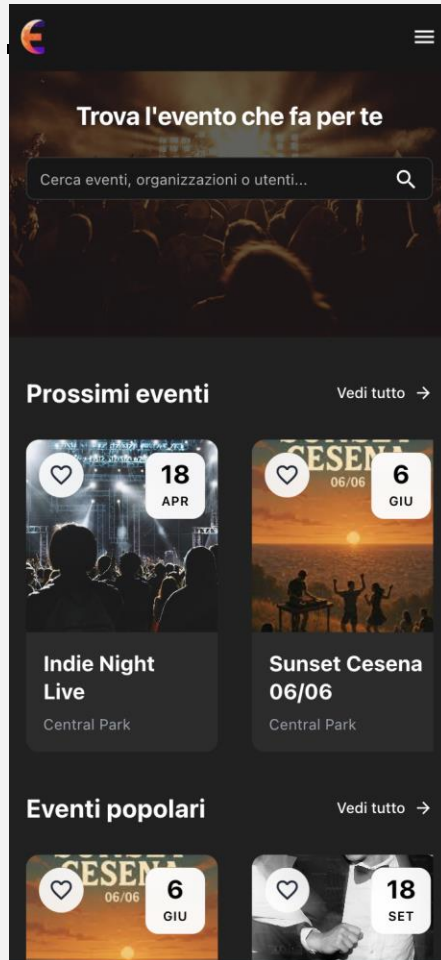


Introduction

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- Social media per cercare e scoprire nuovi eventi
 - Scopo delle organizzazioni: promuovere i propri eventi e vendere biglietti tramite la piattaforma
 - Scopo degli utenti: tenersi aggiornati sui prossimi eventi e sugli eventi che interessano ai propri amici
 - Gestione delle interazioni tra utenti
 - Permettere comunicazione tra organizzazioni e utenti



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Main Focus

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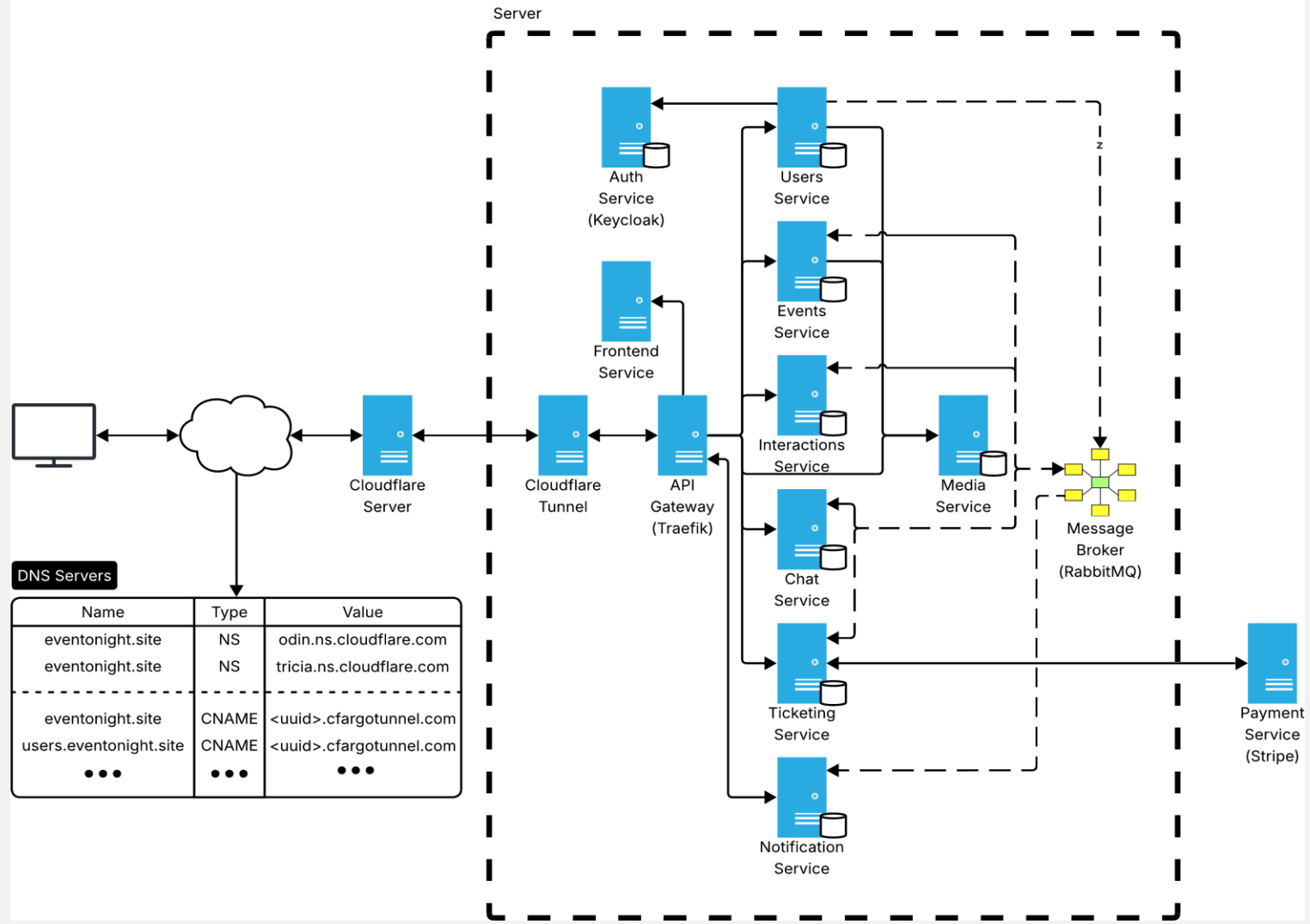
(Eventual)
Consistency

(High)
Availability

Fault
Tolerance

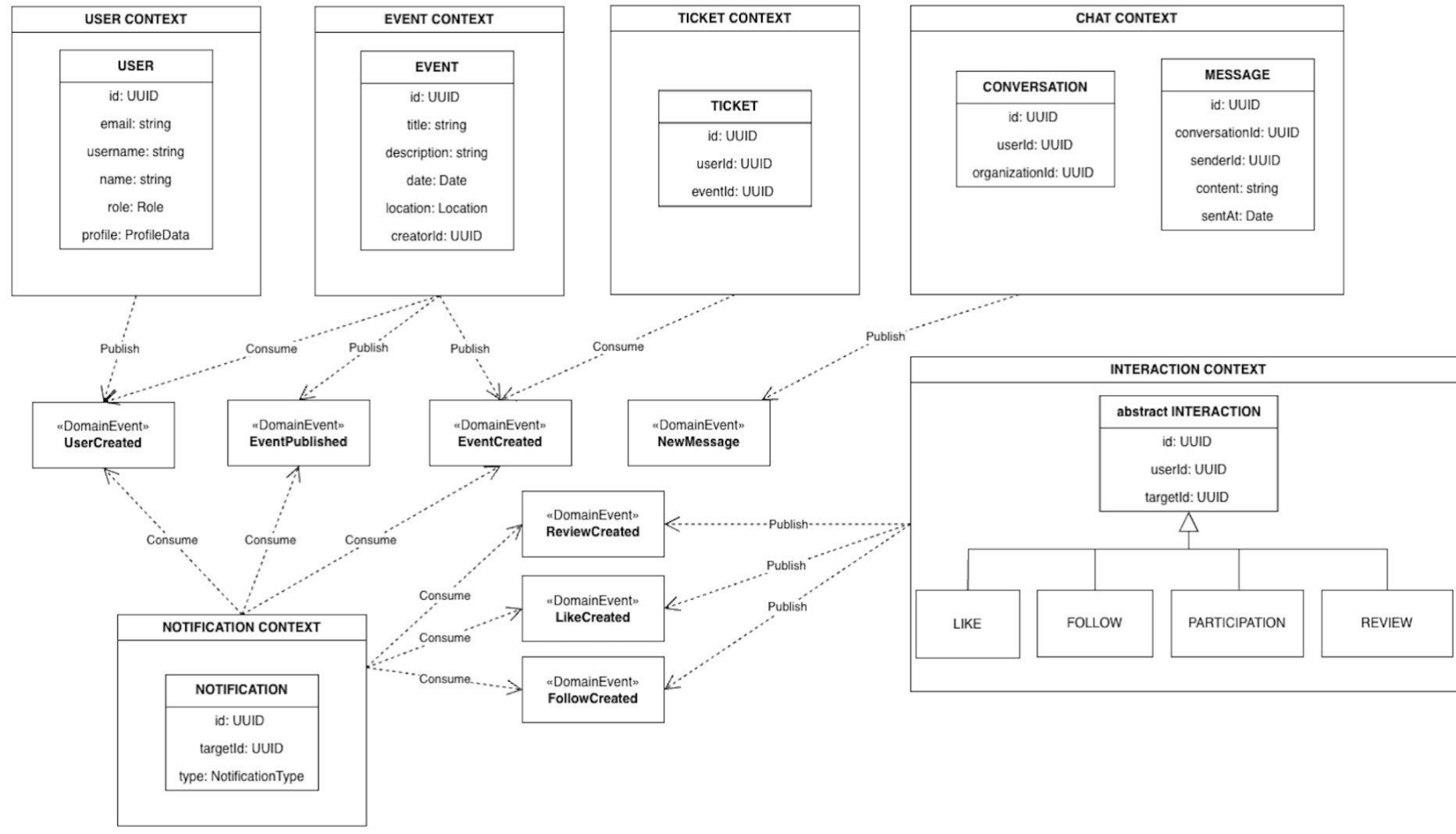


Infrastructure



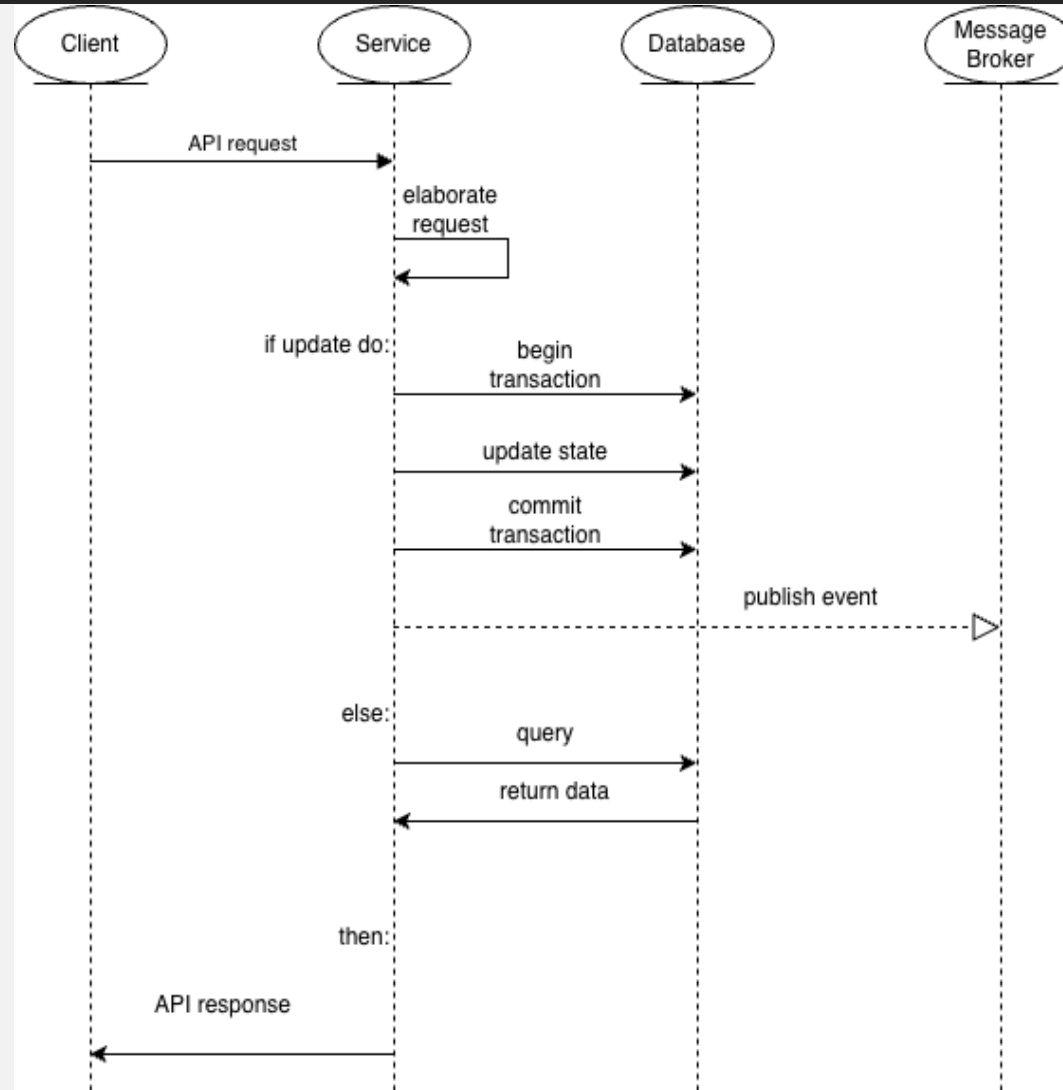


Design (DDD)



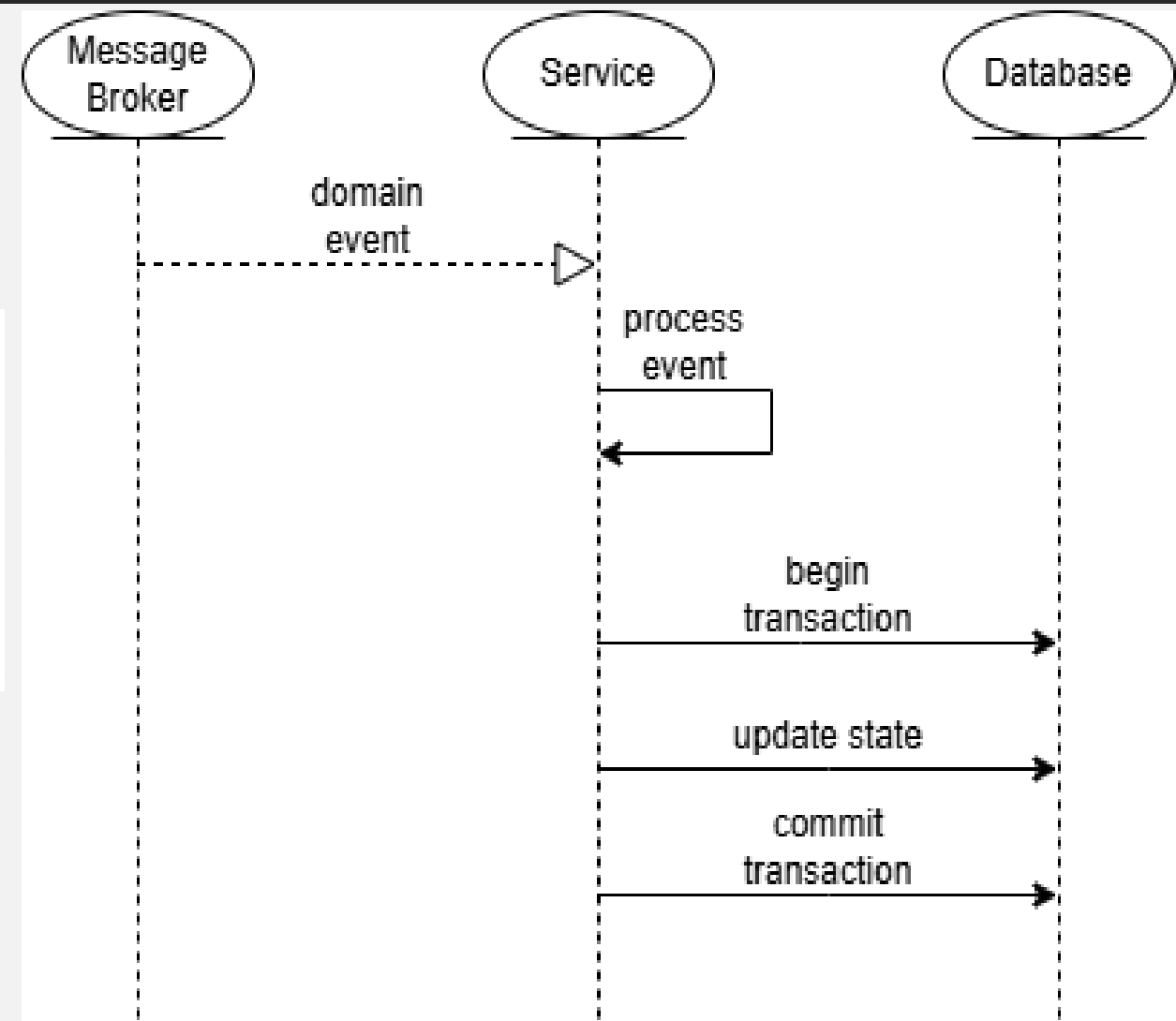
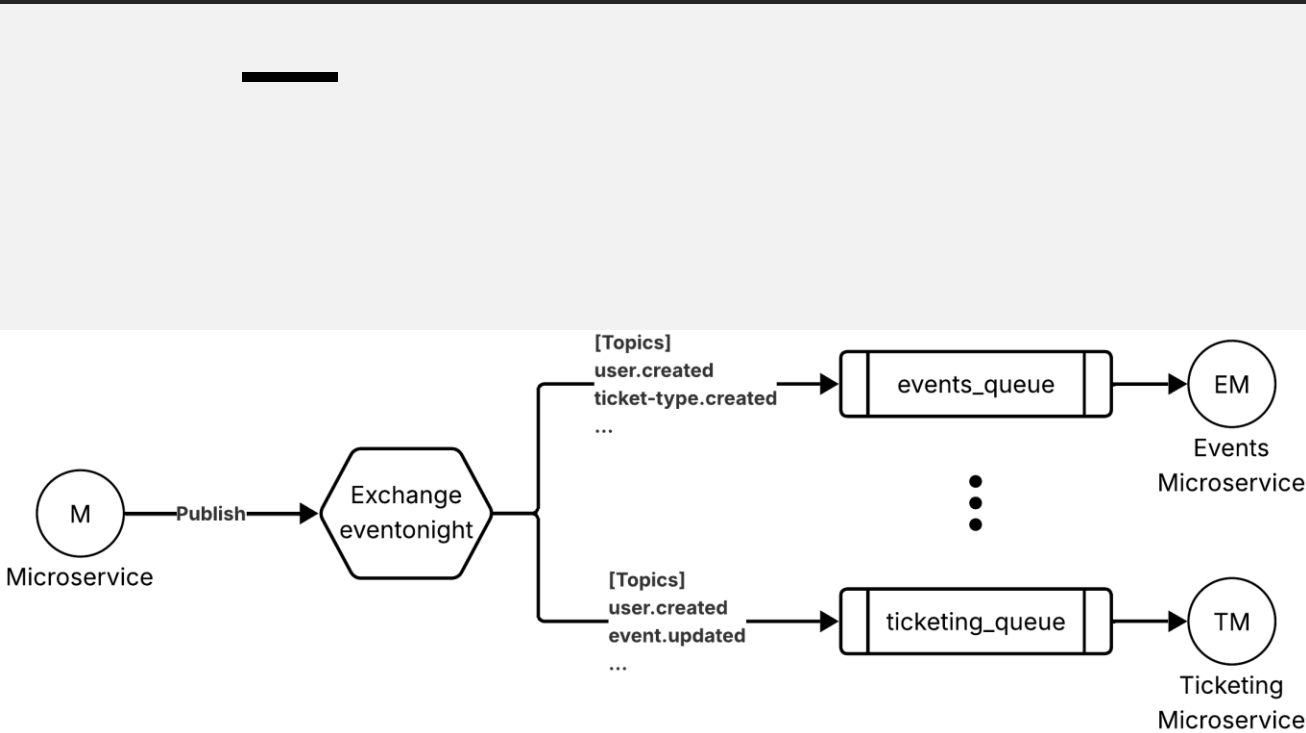


Interaction - REST



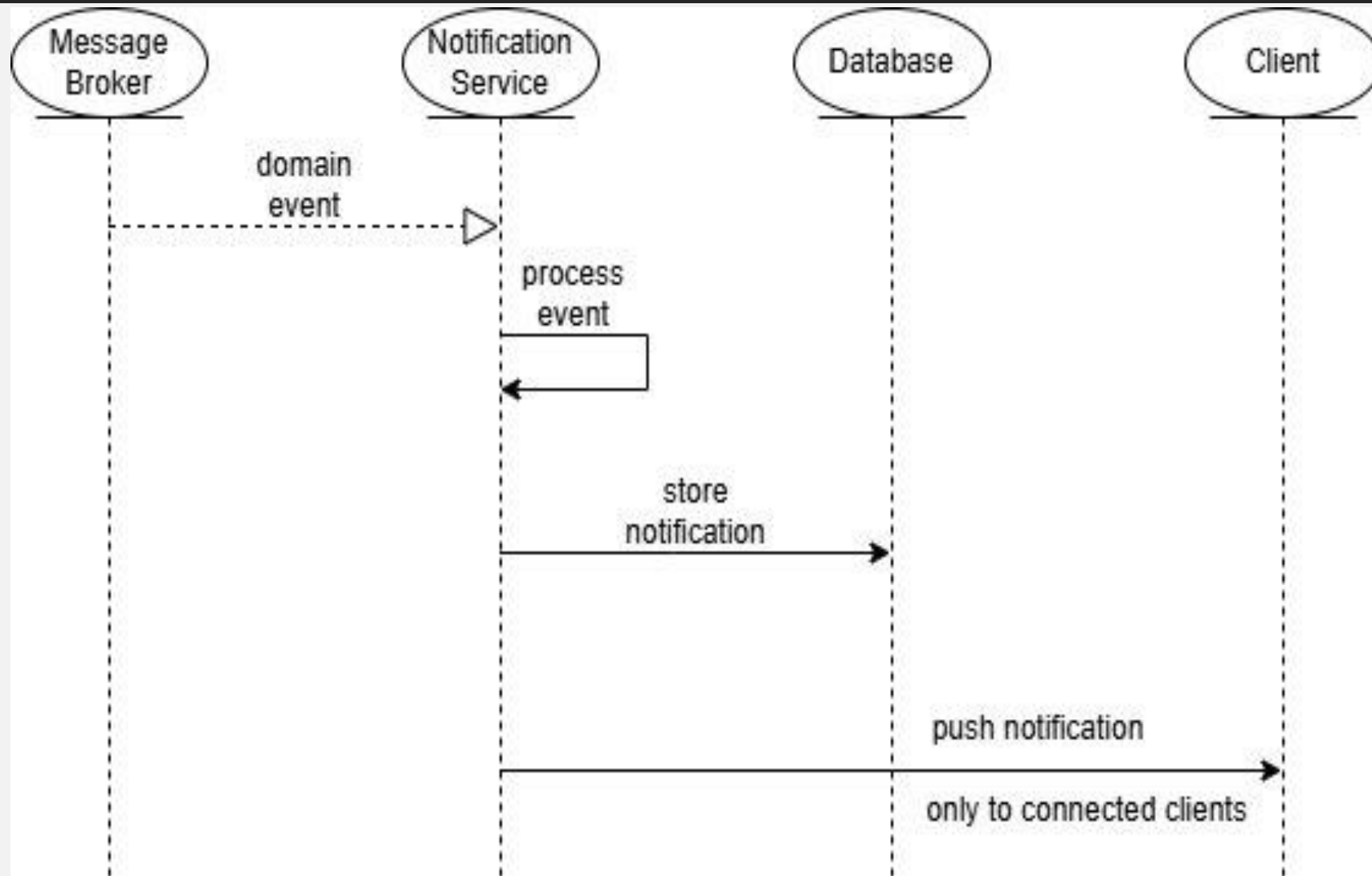


Interaction – Message Broker



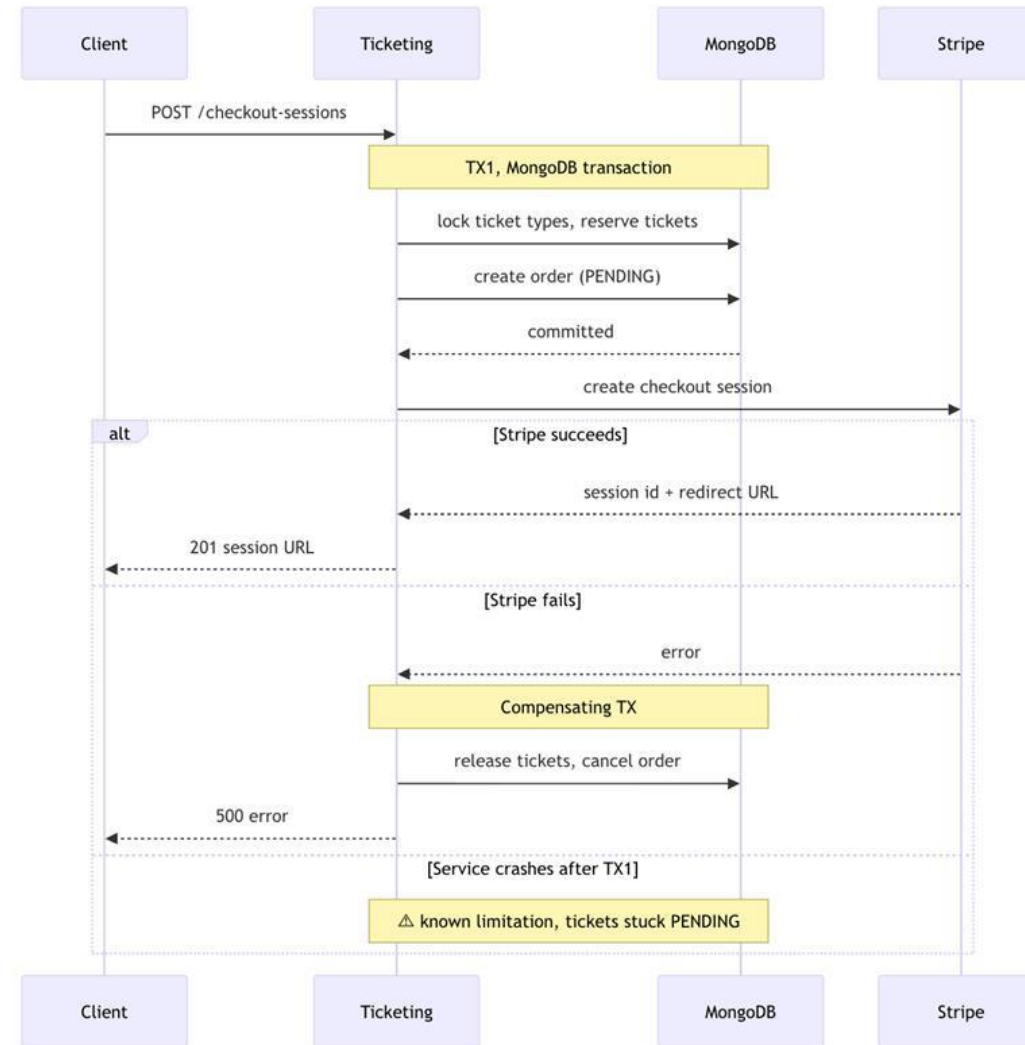


Interaction - WebSocket



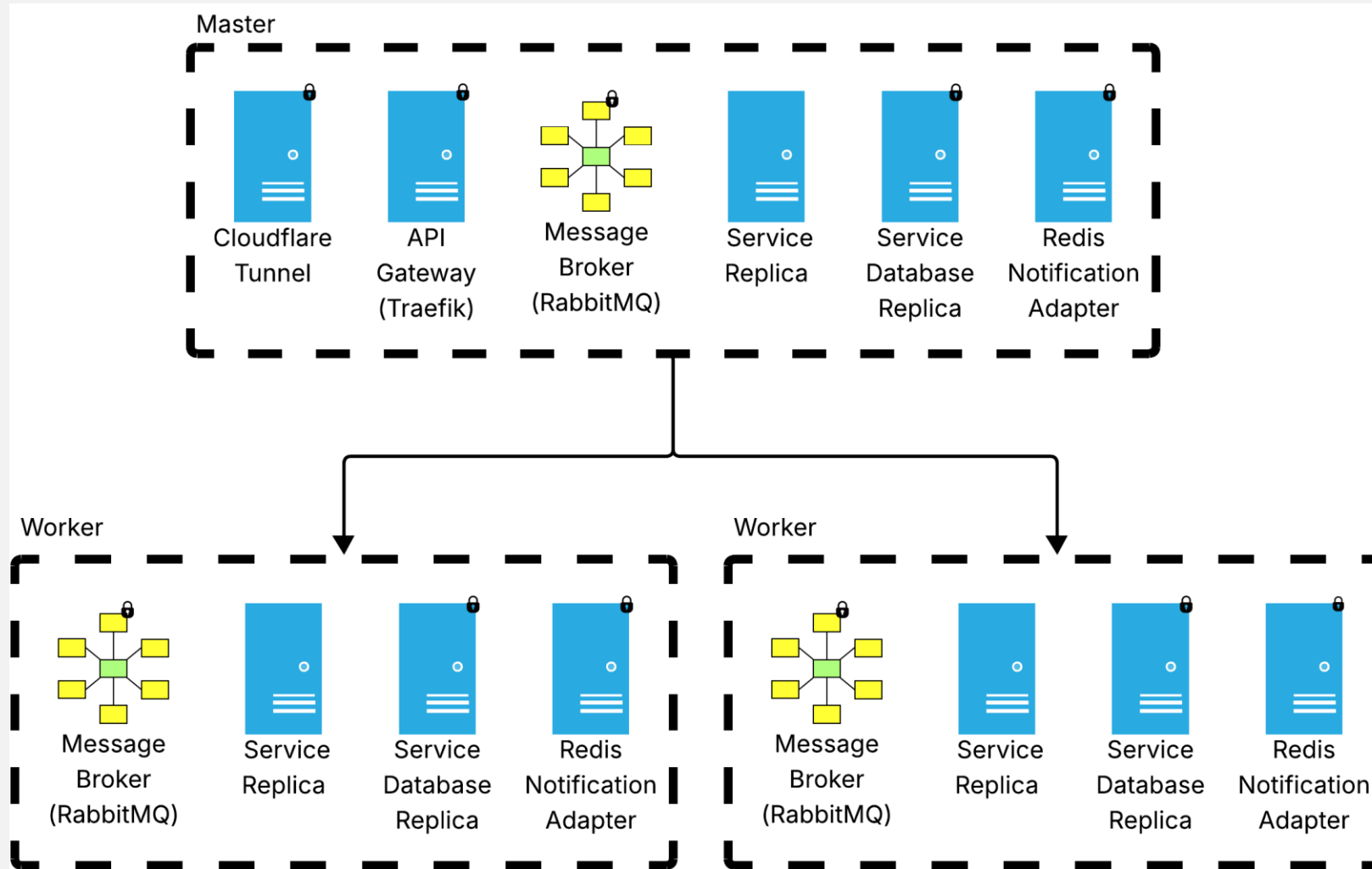


Coordination – Saga Pattern





Swarm Deploy (Beta)



The End