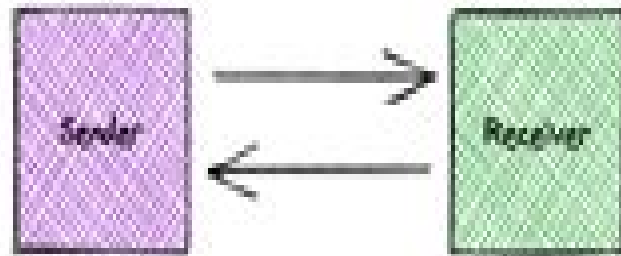


# Sync vs Async Communication

Request and wait for a response  
Fire and forget with messages/events

@lorey/23

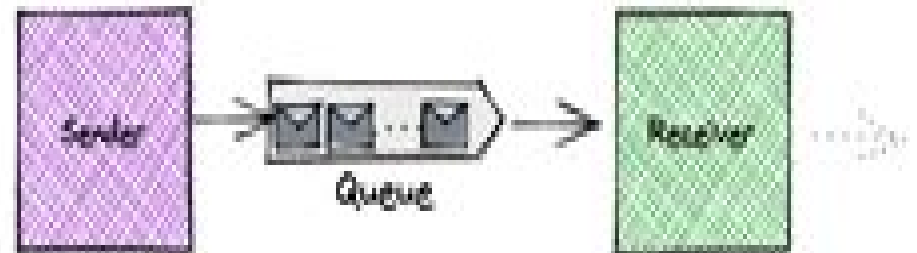
## Synchronous



Request-response model

Send a request and wait for some response  
Example: API requests

## Asynchronous



Fire and Forget model

Send message/event and forget  
Example: Event Driven Architecture

# Async Communication Tutorial

**Harvey A. Freeman, Kenneth J. Thurber**



## **Async Communication Tutorial:**

**Tutorial** Sol M. Shatz,Jia-Ping Wang,IEEE Computer Society,1989      *Microservices with Go* Alexander Shuiskov,2022-11-25 Build scale and maintain microservices in Golang with ease Key Features Create and organize well structured Go microservices Learn industry best practices and gain insights into Go microservice development tools patterns and solutions Cover hands on Golang examples in each chapter Book DescriptionThis book covers the key benefits and common issues of microservices helping you understand the problems microservice architecture helps to solve the issues it usually introduces and the ways to tackle them You ll start by learning about the importance of using the right principles and standards in order to achieve the key benefits of microservice architecture The following chapters will explain why the Go programming language is one of the most popular languages for microservice development and lay down the foundations for the next chapters of the book You ll explore the foundational aspects of Go microservice development including service scaffolding service discovery data serialization synchronous and asynchronous communication deployment and testing After covering the development aspects you ll progress to maintenance and reliability topics The last part focuses on more advanced topics of Go microservice development including system reliability observability maintainability and scalability In this part you ll dive into the best practices and examples which illustrate how to apply the key ideas to existing applications using the services scaffolded in the previous part as examples By the end of this book you ll have gained hands on experience with everything you need to develop scalable reliable and performant microservices using Go What you will learn Get familiar with the industry s best practices and solutions in microservice development Understand service discovery in the microservices environment Explore reliability and observability principles Discover best practices for asynchronous communication Focus on how to write high quality unit and integration tests in Go applications Understand how to profile Go microservices Who this book is for This book is for all types of developers from people interested in learning how to write microservices in Go to seasoned professionals who want to take the next step in mastering the art of writing scalable and reliable microservice based systems A basic understanding of Go will come in handy      *Embedded Systems Dictionary* Jack Ganssle,2003-01-04 This technical dictionary defines the 2 500 most used words in the embedded systems field with over 4 500 entries and cross references Designed to serve both the technical and non technical audience this book defines advanced terms in two steps The fi      **Architecture and Methods for Flexible Content Management in Peer-to-Peer Systems** Udo Bartlang,2010-04-11 At times when the IT manager s best friend is systems consolidation which is a euphemism for centralisation it may come somewhat as a surprise for you that this book investigates decentralisation in the context of content management systems It may seem quite obvious that content will and should be managed by the party who creates and owns the content and hence should be held in a somewhat centralised and managed location However over the past few years we have been witnesses of some important trends and developments which call for novel ways of thinking about

content management and maybe even broader about computer systems in general First ongoing business globalization creates natural distribution of information at a corporate level as well as decentralization of control over business resources and business processes Changing alliances with partners require extensible architectures for content management that can adapt to changing constellations roles and access rights Second the need for outsourcing and resource efficiency has brought about concepts of virtualization recently culminating in the cloud computing buzzword Virtualization of content management services requires extremely scalable and extensible underlying information and communication architectures These kinds of solutions are theoretically and practically impossible to implement based on centralized client server architectures Third we are currently experiencing a dramatic shift in the roles of consumers in the Internet The times have gone when quality content was only delivered by publishers and news agencies Wikis and other Web 2.0 tools empower consumers to produce and publish their personal content

**MSP430 Microcontroller Basics** John H. Davies, 2008-08-21 The MSP430 microcontroller family offers ultra low power mixed signal 16 bit architecture that is perfect for wireless low power industrial and portable medical applications This book begins with an overview of embedded systems and microcontrollers followed by a comprehensive in depth look at the MSP430 The coverage included a tour of the microcontroller's architecture and functionality along with a review of the development environment Start using the MSP430 armed with a complete understanding of the microcontroller and what you need to get the microcontroller up and running Details C and assembly language for the MSP430 Companion Web site contains a development kit Full coverage is given to the MSP430 instruction set and sigma delta analog digital converters and timers [Handbook of Distance Learning for Real-Time and Asynchronous Information Technology Education](#) Negash, Solomon, Whitman, Michael, Woszczynski, Amy, Hoganson, Ken, Mattord, Herbert, 2008-05-31 This book looks at solutions that provide the best fits of distance learning technologies for the teacher and learner presented by sharing teacher experiences in information technology education Provided by publisher

*Product-Focused Software Process Improvement* Danilo Caivano, Markku Oivo, Maria Teresa Baldassarre, Giuseppe Visaggio, 2011-06-29 This book constitutes the refereed proceedings of the 12 International Conference on Product Focused Software Process Improvement PROFES 2011 held in Torre Canne Italy in June 2011 The 24 revised full papers presented together with the abstracts of 2 keynote addresses were carefully reviewed and selected from 54 submissions The papers are organized in topical sections on agile and lean practices cross model quality improvement global and competitive software development managing diversity product and process measurements product focused software process improvement requirement process improvement and software process improvement [Tutorial, Interconnection Networks for Parallel and Distributed Processing](#) Chuan-lin Wu, Tse-yun Feng, 1984

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Systems Harvey A. Freeman, Kenneth J. Thurber, 1986      TCP/IP Tutorial and Technical Overview Adolfo Rodriguez, 2002

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for computer system architects designers and managers who need a broad range of knowledge on advanced topics in computer architecture The book can be used as a textbook or as a research and design reference The goal of this tutorial is to present the state of the art in advanced computer architecture Part I deals with the concepts underlying current architectures Part II covers a variety of approaches and techniques being used in the design of advanced computer systems

## **Async Communication Tutorial** Book Review: Unveiling the Power of Words

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