

# Sync vs Async Communication

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

@lorenz/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

**J Dewey**



## **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 Description This 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      **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 flexible architectures for

content management that can adapt to changing constellations of 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 flexible 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.

**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 first.

*Handbook of Distance Learning for Real-Time and Asynchronous Information Technology Education* Negash, Solomon, Whitman, Michael, Woszczyński, 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.

**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.

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 12th 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.

Tutorial, Distributed Processor Communication Architecture Kenneth J. Thurber, 1979.

*Tutorial, Microcomputer System Design and Techniques* Carol Anne Ogden, 1980.

**Tutorial Hard Real-time Systems** John A. Stankovic, Krithi Ramamritham, 1988.

*TCP/IP Tutorial and Technical Overview* Adolfo Rodríguez, 2002. The

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**Tutorial Office Automation Systems** Harvey A. Freeman, Kenneth J. Thurber, 1986 **Training Research Journal**, 1996 **Tutorial, Microcomputer Networks** Harvey A. Freeman, Kenneth J. Thurber, 1981 **Tutorial** John Hargadine Carson, 1979 **Tutorial, a Pragmatic View of Distributed Processing Systems** Kenneth J. Thurber, 1980 The concepts described here were originally developed during a series of seminars given at the University of Minnesota portions of which dealt with the meaning of distributed processing and introduced overall concepts in distributed systems This volume presents those ideas beginning with the overall concept and works toward implemented hardware structures The intent of this volume is to illustrate the problems and promises of distributed systems while informing readers of the pitfalls and progress of distributed systems **Tutorial, Computer-aided Design Tools for Digital Systems** William Magda VanCleemput, 1979 *The Distance Learner's Guide* George P. Connick, 2005 This one stop reference provides everything the distance learner or prospective distance learner needs to be effective in the on line learning environment The authors combine the most well rounded team of distance learning experience available It will help you determine which distance education provider is right for you use a computer for distance learning access library resources from a distance

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