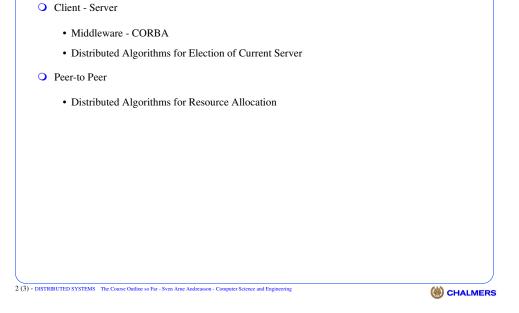## The Course Outline so Far

❑ Basic building blocks

    ◯ Computer Communication

    ◯ Processes

❑ Basic problem

    ◯ Synchronization

        • Logic Time

        • Physical Time

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❑ Distributed Architectures

    ◯ Client - Server

        • Middleware - CORBA

        • Distributed Algorithms for Election of Current Server

    ◯ Peer-to Peer

        • Distributed Algorithms for Resource Allocation

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What to come

❑ Updating and reading af data in a Distributed System

    ◯ Distributed Transaction

❑ Achieving high availability by using a Distributed System

    ◯ Fault Tolerance methods

❑ Further Synchronization methods

    ◯ Atomic Broadcast

        • in general Mesh Networks

❑ Distributed File Systems

❑ some Applications

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