Example Design Process

< in teams >
Logistics

● Assignment for tomorrow: still due tomorrow!
  ○ You should have feedback on the last part now

● Assignment for NEXT Friday: Meteor!
A quick primer on system design
What do we need for social apps?

- Communication
- Collaboration
- Shared state (model)
- Shared view
- Shared control
What do we need for communicative/sync apps?
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“P2P” (peer-to-peer)
What do we need for communicative/sync apps?

Good solution?  
Why / Why Not?

“P2P” (peer-to-peer)
What do we need for communicative/sync apps?

(client-server model)
What do we need for communicative/sync apps?

(client-server model)

Good solution? Why / Why Not?
Intro to MeteorJS
What is Meteor?

Javascript framework (“what is a framework?”)

Front-end + back-end support

Front End:
- HTML + handlebars → connects HTML to JS, allows for variables/functions

Back End:
- Server-side JS. Wraps up node.js and mongoDB and abstracts them away