Performance Patterns, Pitfalls, and Approach

Abstract

Performance Design is based on the application on many performance oriented patterns. Patterns are a way are to consolidate experience: what solution fits to what problem in what situation? Pitfalls are also a way to consolidate experience: what are common design mistakes?
1 Acknowledgements

The diagrams are a joined effort of Roland Mathijssen and Gerrit Muller. A lot of the material is based on material from the EXARCH course created by Ton Kostelijk and Gerrit Muller.

References


History

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