

Computer Systems

client/server
 ↳ crank up modularity as we go.

Spring
 No theory
 case studies
 experience
 => principles

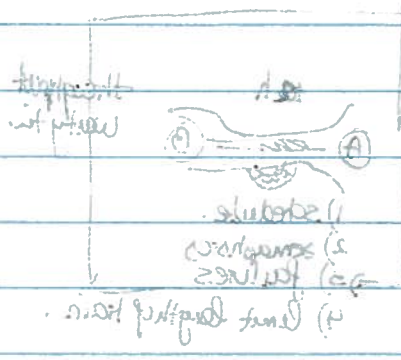
Copy
 hases
 - Modularity
 - Abstraction
 - Hierarchy
 Layer

divide and conquer
 - incremental
 - propagation of effect
 - reduce interconnect
 ↳ networked systems.

Summary
 Computer systems
 as life like system.
 Next week they are different

- (1) ...
- (2) ...
- (3) ...
- (4) ...
- (5) ...

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