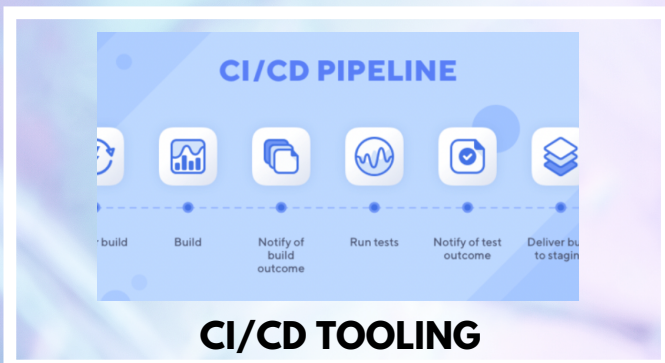
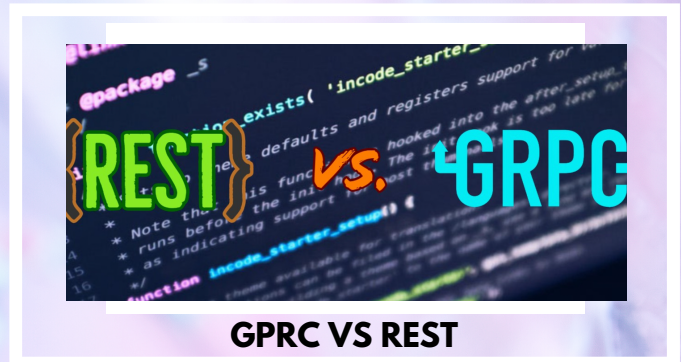
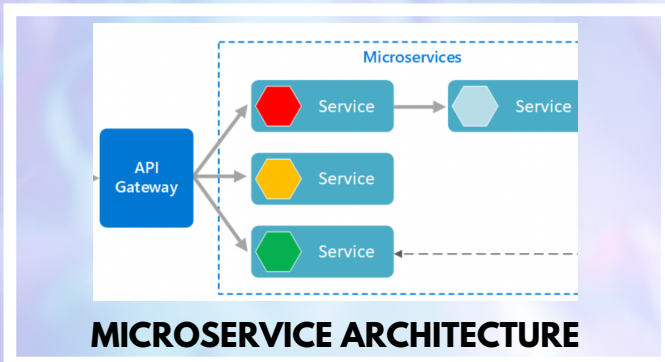




# Byte Quest



## Department Vision

*To be a center for academic excellence in the field of Computer Science and Engineering education to enable graduates to be ethical and competent professionals.*

### **FACULTY COORDINATORS**

S. KOMAL KAUR  
(ASST. PROFESSOR)  
T. NISHITHA  
(ASST. PROFESSOR)

## Department Mission

*To enable students to develop logic and problem solving approach that will help build their careers in the innovative field of computing and provide creative solutions for the benefit of society.*

### **STUDENT COORDINATORS**

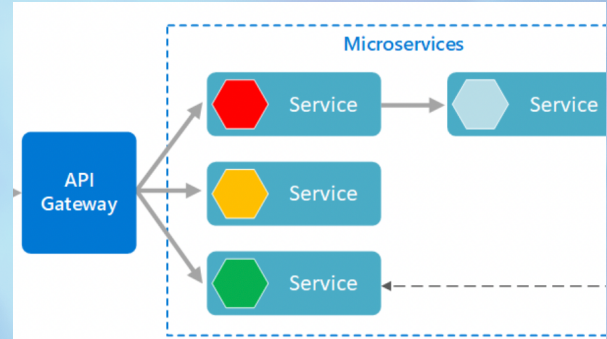
CHANDRASHEKAR (2/4) CSE B  
ANISHA (4/4) CSE B  
AKASH (3/4) CSE C



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## MICROSERVICE ARCHITECTURE

Microservices are small, independent, and loosely coupled. A single small team of developers can write and maintain a service. Each service is a separate codebase, which can be managed by a small development team. Services can be deployed independently. A team can update an existing service without rebuilding and redeploying



the entire application. Services are responsible for persisting their own data or external state. This differs from the traditional model, where a separate data layer handles data persistence. Services communicate with each other by using well-defined APIs. Internal implementation details of each service are hidden from other services. Supports polyglot programming. For example, services don't need to share the same technology stack, libraries, or frameworks. Management/orchestration. This component is responsible for placing services on nodes, identifying failures, rebalancing services across nodes, and so forth. Typically this component is an off-the-shelf technology such as Kubernetes, rather than something custom built.

## gRPC vs REST

gRPC is a technology for implementing RPC APIs that uses HTTP 2.0 as its underlying transport protocol. You might expect that gRPC and HTTP would be mutually exclusive, since they are based on opposite conceptual models. gRPC is based on the Remote

Procedure Call (RPC) model, in which the addressable entities are procedures, and the data is hidden behind the procedures. HTTP works the inverse way. In HTTP, the addressable entities are “data entities” (called “resources” in the HTTP specifications), and the behaviors are hidden behind the data—the behavior of the system results from creating, modifying, and deleting resources. In fact, many of the APIs created here at Google and elsewhere combine RPC with a few ideas from HTTP in an interesting way





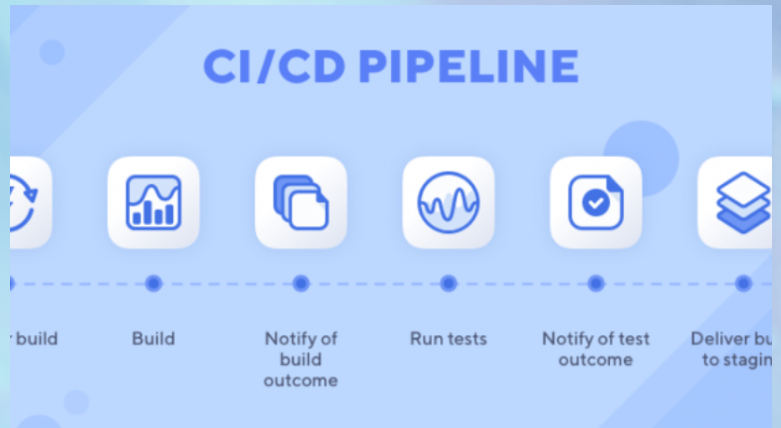
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## CI/CD TOOLING

The CI/CD pipeline is one of the best practices for devops teams to implement, for delivering code changes more frequently and reliably.

Continuous integration (CI) and continuous delivery (CD) embody a culture, set of operating principles, and collection of practices that

CI/CD is one of the best practices for devops teams to implement. It is also an agile methodology best practice, as it enables software development teams to focus on meeting business requirements, code quality, and security because deployment steps are automated.



Continuous integration is a coding philosophy and set of practices that drive development teams to implement small changes and check in code to version control repositories frequently. Because most modern applications require developing code in different platforms and tools, the team needs a mechanism to integrate and validate its changes.

Continuous delivery picks up where continuous integration ends. CD automates the delivery of applications to selected infrastructure environments. Most teams work with multiple environments other than the production, such as development and testing environments, and CD ensures there is an automated way to push code changes to them.

Continuous integration and continuous delivery require continuous testing because the objective is to deliver quality applications and code to users. Continuous testing is often implemented as a set of automated regression, performance, and other tests that are executed in the CI/CD pipeline.



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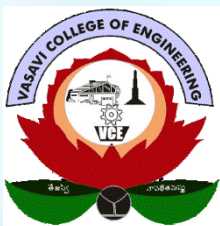
## GSN'S

GSN began syndicating some of its original programming to other channels in the early 2010s. On June 24, 2013, the channel entered into an agreement with Bounce TV, giving it the broadcast rights to The Newlywed Game, Catch 21, and The American Bible Challenge. The American Bible Challenge aired in reruns on UP in fall 2013 and again in spring 2015. Drew Carey's Improv-A-Ganza aired on Laff in 2015. Reruns of America



Some notable acquisitions for the network include Who Wants to Be a Millionaire, and the Steve Harvey-hosted Family Feud, both of which would headline the network's prime time lineup. Notable original game shows produced during this time were Catch 21 (which would be revived in 2018), Baggage (hosted by Jerry Springer), the first U.S. incarnation of The Chase, American Bible Challenge (the premiere of which drew an audience of nearly two million viewers). And Skin Wars (which would later move to Syfy). The network produced interactive program blocks, such as GSN Live and Playmania. GSN also published GSN Casino mobile apps, featuring various slot machine and bingo games in 2013, GSN Casino was the 10th highest grossing app for iPad on the App Store. In January 2014, GSN acquired Bitrhymes Inc., developers of the social and mobile games Bingo Bash and Slots Bash, for an undisclosed amount. GSN had sued Bitrhymes in November 2013 following its prior offer to acquire the company, arguing that it had attempted to back out of its offer and accept a different one.

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