#System design interview checklist

- ☐ I understand key trade-offs: scalability, availability, consistency, latency, and throughput.

- ☐ I can explain basic system components: load balancers, databases, caches, queues, storage, and CDN.

- ☐ I know when to use SQL vs NoSQL, synchronous vs asynchronous, and monoliths vs microservices.

- ☐ I can map use-cases to design patterns:

    - ☐ High-read → cache

    - ☐ Real-time → WebSockets or pub/sub

    - ☐ Burst traffic → queue + workers

- ☐ I can break down designs into: Requirements → High-level design → Components → Trade-offs.

- ☐ I've sketched and reviewed at least 5–6 common systems (URL shortener, real-time chat, notification system, search autocomplete, social media feed)

- ☐ I can establish a high-level design in the first 20 minutes

- ☐ I can talk through my design clearly and logically.

- ☐ I've done at least 2–3 mock interviews for structure and feedback.