

Concert Ticket Selling System by Passive Replication

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Abstract

Supporting uninterrupted services for distributed soft real-time applications is hard in resource-constrained and dynamic environments, where processor or connection failures and system workload changes are common. Replication is a fundamental technique to guarantee service availability and reliability. In distributed system, the database can be replicated in multiple servers stored at different sites. A major problem inherent to distributed systems is their potential vulnerability to failures. Indeed, whenever a single node crashes, the availability of the whole system may be compromised. However, the distributed nature of those systems provides the mean to increase their reliability. Traditionally, component replicas are managed using two main design approaches: active replication (AR) and passive replication (PR). Both replication techniques are useful since they have complementary qualities. In this system, we propose Concert Ticket Selling system using passive replication.