

# System Design Interview An Insider S Guide

**Lisa Springsteel**

System Design Interview - An Insider's Guide Alex Xu,2020-06-12 The system design interview is considered to be the most complex and most difficult technical job interview by many. Those questions are intimidating, but don't worry. It's just that nobody has taken the time to prepare you systematically. We take the time. We go slow. We draw lots of diagrams and use lots of examples. You'll learn step-by-step, one question at a time.Don't miss out.What's inside?- An insider's take on what interviewers really look for and why.- A 4-step framework for solving any system design interview question.- 16 real system design interview questions with detailed solutions.- 188 diagrams to visually explain how different systems work.

**System Design Interview - An Insider's Guide, Second Edition** Alex Xu,2020-06-12 The system design interview is considered to be the most complex and most difficult technical job interview by many. Those questions are intimidating, but don't worry. It's just that nobody has taken the time to prepare you systematically. We take the time. We go slow. We draw lots of diagrams and use lots of examples. You'll learn step-by-step, one question at a time. Don't miss out. What's inside? - An insider's take on what interviewers really look for and why. - A 4-step framework for solving any system design interview question. - 16 real system design interview questions with detailed solutions. - 188 diagrams to visually explain how different systems work. Table Of Contents Chapter 1: Scale From Zero To Millions Of Users Chapter 2: Back-of-the-envelope Estimation Chapter 3: A Framework For System Design Interviews Chapter 4: Design A Rate Limiter Chapter 5: Design Consistent Hashing Chapter 6: Design A Key-value Store Chapter 7: Design A Unique Id Generator In Distributed Systems Chapter 8: Design A Url Shortener Chapter 9: Design A Web Crawler Chapter 10: Design A Notification System Chapter 11: Design A News Feed System Chapter 12: Design A Chat System Chapter 13: Design A Search Autocomplete System Chapter 14: Design Youtube Chapter 15: Design Google Drive Chapter 16: The Learning Continues

System Design Interview - An Insider's Guide Alex Xu,Sahn Lam,2022-03-11 This book can be seen as a sequel to the book: System Design Interview - An Insider's Guide. It covers a different set of system design interview questions and solutions. Although reading Volume 1 is helpful, it is not required. This book should be accessible to readers who have a basic understanding of distributed systems. This volume provides a reliable strategy and knowledge base for approaching a broad range of system design questions that you may encounter. It will help you feel confident during this important interview. This book provides a step-by-step framework for how to tackle a system design question. It also includes many real-world

examples to illustrate a systematic approach, with detailed and well-explained steps you can follow.

System Design Interview - an Insider's Guide Alex, 2017-06-29 This goal of this book is to provide a reliable and easy to understand strategy to approach system design questions. The process and justification of your ideas are the most important things in system design interviews. Thus the combination of right strategy and knowledge is vital to the success of your interview. Some candidates fail because lack of knowledge while some fail because they do not find the right way to approach the problem. This book provides valuable ways to fix both problems. By the time you finish the book, you are exceptionally well-equipped to tackle any system design questions. About the author Alex is an experienced software engineer and entrepreneur. He enjoys hands-on engineering and the thrill of working on a variety of software products including business applications, web apps and mobile apps. He has worked at Apple and Twitter among other internet companies. While not doing software development, Alex enjoys hiking and gaming. During the job interviews, he learned many things about system design interviews and achieved many successes. But, it is very time consuming to find the effective materials to prepare the interview, so Alex wrote this book offering the best knowledge to ace the design interviews. Alex hopes this book will save you a lot of time, energy to master the system design questions. TABLE OF CONTENTS CHAPTER ONE: SCALE FROM ZERO TO TEN MILLION USERS CHAPTER TWO: DESIGN CONSISTENT HASHING CHAPTER THREE: DESIGN A KEY-VALUE STORE CHAPTER FOUR: DESIGN A URL SHORTENER

**The System Design Interview, 2nd Edition** Lewis C. Lin, Shivam P. Patel, 2021-06-07 The System Design Interview, by Lewis C. Lin and Shivam P. Patel, is a comprehensive book that provides the necessary knowledge, concepts, and skills to pass your system design interview. It's written by industry professionals from Facebook & Google. Get their insider perspective on the proven, practical techniques for answering system design questions like Design YouTube or Design a TinyURL solution. Unlike others, this book teaches you exactly what you need to know. FEATURING THE PEDALS METHOD?, THE BEST FRAMEWORK FOR SYSTEM DESIGN QUESTIONS The book revolves around an effective six-step process called PEDALS:- Process Requirements- Estimate- Design the Service- Articulate the Data Model- List the Architectural Components- Scale PEDALS demystifies the confusing system design interview by breaking it down into manageable steps. It's almost like a recipe: each step adds to the next. PEDALS helps you make a clear progression that starts from zero and ends with a functional, scalable system. The book explains how you can use PEDALS as a blueprint for acing the system design interview. The book also includes detailed examples of how you can use PEDALS for the most popular system design questions, including:- Design YouTube- Design Twitter- Design AutoSuggest- Design a TinyURL solution ALSO COVERED IN THE BOOK-What to expect and what interviewers look for in an ideal answer- How to estimate server, storage, and bandwidth needs- How to design data models and navigate discussions around SQL vs. NoSQL- How to draw architecture diagrams- How to build a basic cloud architecture- How to scale a cloud architecture for millions of users- Learn the best

system strategies to reduce latency, improve efficiency, and maintain security- Review of technical concepts including CAP Theorem, Hadoop, and Microservices

**Elements of Programming Interviews** Adnan Aziz, Tsung-Hsien Lee, Amit Prakash, 2012 The core of EPI is a collection of over 300 problems with detailed solutions, including 100 figures, 250 tested programs, and 150 variants. The problems are representative of questions asked at the leading software companies. The book begins with a summary of the nontechnical aspects of interviewing, such as common mistakes, strategies for a great interview, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. The technical core of EPI is a sequence of chapters on basic and advanced data structures, searching, sorting, broad algorithmic principles, concurrency, and system design. Each chapter consists of a brief review, followed by a broad and thought-provoking series of problems. We include a summary of data structure, algorithm, and problem solving patterns.

Designing Data-Intensive Applications Martin Kleppmann, 2017-03-16 Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

System Design Interview Sandra Zapata, 2021-10-11 Design interview guide What is a framework configuration meet? A framework configuration meet is directed to permit up-and-comers-like developers, fashioners, designers and programmers-adequate freedom to demonstrate aptitude in the field through the unmistakable use of information to tackle a genuine issue that an organization may be confronting. What is an In-Depth Interview? Top to bottom meeting is a subjective exploration method that includes directing serious individual meetings with few respondents to investigate their points of view on a specific thought, program, or circumstance. For instance, we may ask members, staff, and others related with a program about their encounters and assumptions identified with the program, the contemplations they have concerning program tasks, cycles, and results, and about any transforms they see in themselves because of their contribution in the program.

When are In-Depth Interviews Appropriate? Top to bottom meetings are helpful when you need nitty gritty data about an individual's contemplations and practices or need to investigate new issues inside and out. Meetings are regularly utilized to give setting to different information (like result information), offering a more

*Grokking the System Design Interview* Design Gurus,2021-12-18 This book (also available online at [www.designgurus.org](http://www.designgurus.org)) by Design Gurus has helped 60k+ readers to crack their system design interview (SDI). System design questions have become a standard part of the software engineering interview process. These interviews determine your ability to work with complex systems and the position and salary you will be offered by the interviewing company. Unfortunately, SDI is difficult for most engineers, partly because they lack experience developing large-scale systems and partly because SDIs are unstructured in nature. Even engineers who've some experience building such systems aren't comfortable with these interviews, mainly due to the open-ended nature of design problems that don't have a standard answer. This book is a comprehensive guide to master SDIs. It was created by hiring managers who have worked for Google, Facebook, Microsoft, and Amazon. The book contains a carefully chosen set of questions that have been repeatedly asked at top companies. What's inside? This book is divided into two parts. The first part includes a step-by-step guide on how to answer a system design question in an interview, followed by famous system design case studies. The second part of the book includes a glossary of system design concepts. Table of Contents First Part: System Design Interviews: A step-by-step guide. Designing a URL Shortening service like TinyURL. Designing Pastebin. Designing Instagram. Designing Dropbox. Designing Facebook Messenger. Designing Twitter. Designing YouTube or Netflix. Designing Typeahead Suggestion. Designing an API Rate Limiter. Designing Twitter Search. Designing a Web Crawler. Designing Facebook's Newsfeed. Designing Yelp or Nearby Friends. Designing Uber backend. Designing Ticketmaster. Second Part: Key Characteristics of Distributed Systems. Load Balancing. Caching. Data Partitioning. Indexes. Proxies. Redundancy and Replication. SQL vs. NoSQL. CAP Theorem. PACELC Theorem. Consistent Hashing. Long-Polling vs. WebSockets vs. Server-Sent Events. Bloom Filters. Quorum. Leader and Follower. Heartbeat. Checksum. About the Authors Designed Gurus is a platform that offers online courses to help software engineers prepare for coding and system design interviews. Learn more about our courses at [www.designgurus.org](http://www.designgurus.org).

**Software Engineering at Google** Titus Winters,Tom Manshreck,Hyrum Wright,2020-02-28 Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these

aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

**Understanding Distributed Systems, Second Edition** Roberto Vitillo,2022-02-23 Learning to build distributed systems is hard, especially if they are large scale. It's not that there is a lack of information out there. You can find academic papers, engineering blogs, and even books on the subject. The problem is that the available information is spread out all over the place, and if you were to put it on a spectrum from theory to practice, you would find a lot of material at the two ends but not much in the middle. That is why I decided to write a book that brings together the core theoretical and practical concepts of distributed systems so that you don't have to spend hours connecting the dots. This book will guide you through the fundamentals of large-scale distributed systems, with just enough details and external references to dive deeper. This is the guide I wished existed when I first started out, based on my experience building large distributed systems that scale to millions of requests per second and billions of devices. If you are a developer working on the backend of web or mobile applications (or would like to be!), this book is for you. When building distributed applications, you need to be familiar with the network stack, data consistency models, scalability and reliability patterns, observability best practices, and much more. Although you can build applications without knowing much of that, you will end up spending hours debugging and re-architecting them, learning hard lessons that you could have acquired in a much faster and less painful way. However, if you have several years of experience designing and building highly available and fault-tolerant applications that scale to millions of users, this book might not be for you. As an expert, you are likely looking for depth rather than breadth, and this book focuses more on the latter since it would be impossible to cover the field otherwise. The second edition is a complete rewrite of the previous edition. Every page of the first edition has been reviewed and where appropriate reworked, with new topics covered for the first time.

**High Performance Browser Networking** Ilya Grigorik,2013-09-11 How prepared are you to build fast and efficient web applications? This eloquent book provides what every web developer should know about the network, from fundamental limitations that affect performance to major innovations for building even more powerful browser applications—including HTTP 2.0 and XHR improvements, Server-Sent Events (SSE), WebSocket, and WebRTC. Author Ilya Grigorik, a web performance engineer at Google, demonstrates performance optimization best practices for TCP, UDP, and TLS protocols, and explains unique wireless and mobile network optimization requirements. You'll then dive into performance characteristics of technologies such as HTTP 2.0, client-side network scripting with XHR, real-time streaming with SSE and

WebSocket, and P2P communication with WebRTC. Deliver superlative TCP, UDP, and TLS performance Speed up network performance over 3G/4G mobile networks Develop fast and energy-efficient mobile applications Address bottlenecks in HTTP 1.x and other browser protocols Plan for and deliver the best HTTP 2.0 performance Enable efficient real-time streaming in the browser Create efficient peer-to-peer videoconferencing and low-latency applications with real-time WebRTC transports

**Fundamentals of Software Architecture** Mark Richards, Neal Ford, 2020-01-28 Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture's many aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics. Mark Richards and Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You'll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book examines: Architecture patterns: The technical basis for many architectural decisions Components: Identification, coupling, cohesion, partitioning, and granularity Soft skills: Effective team management, meetings, negotiation, presentations, and more Modernity: Engineering practices and operational approaches that have changed radically in the past few years Architecture as an engineering discipline: Repeatable results, metrics, and concrete valuations that add rigor to software architecture

*Acing the System Design Interview* Zhiyong Tan, 2024-01-23 *Acing the System Design Interview* teaches you how to effectively demonstrate your system design expertise in an interview environment. Going beyond the typical soft skills, the book will help you master a structured and organised approach to successfully present system design ideas during the process.

**Cracking the Coding Interview** Gayle Laakmann McDowell, 2011 Now in the 5th edition, *Cracking the Coding Interview* gives you the interview preparation you need to get the top software developer jobs. This book provides: 150 Programming Interview Questions and Solutions: From binary trees to binary search, this list of 150 questions includes the most common and most useful questions in data structures, algorithms, and knowledge based questions. 5 Algorithm Approaches: Stop being blind-sided by tough algorithm questions, and learn these five approaches to tackle the trickiest problems. Behind the Scenes of the interview processes at Google, Amazon, Microsoft, Facebook, Yahoo, and Apple: Learn what really goes on during your interview day and how decisions get made. Ten Mistakes Candidates Make -- And How to Avoid Them: Don't lose your dream job by making these common mistakes. Learn what many candidates do wrong, and how to avoid these issues. Steps to Prepare for Behavioral and Technical Questions: Stop meandering through an endless set of questions, while missing some of the most important preparation techniques. Follow these steps to more thoroughly prepare

in less time.

**Becoming a Fashion Designer** Lisa Springsteel,2013-05-06 The complete guide to the fashion industry, featuring interviews with top designers who explain the intricacies of the world of fashion design Anyone who has ever tried to launch a fashion design career knows how grueling it can be. The fashion industry is a highly prominent field, yielding a competitive environment that is greatly guarded, secretive, and difficult to infiltrate. Becoming a Fashion Designer provides all the information, resources, and tools you need to help you navigate these obstacles and successfully launch a career in fashion design. Of the various job opportunities available in the fashion industry, the career path of a fashion designer consistently ranks as the most popular position in the field, making the competition even greater. The book pays special attention to this and demonstrates several ways in which an aspiring fashion designer can stand out from the competition. A dynamic and comprehensive career guide, this book imparts insider tips from top fashion designers and executives based around the world. Expert advice includes an introduction to a career in fashion design, educational requirements, career opportunities, the design process, portfolio creation, preparation for getting hired, steps to start and run one's own fashion design business, as well as a forecast of the future of the fashion industry. Features original interviews from top designers and high-profile fashion executives, including Ralph Rucci, Reem Acra, Peter Som, Anna Sui, Nanette Lepore, Kay Unger, Stuart Weitzman, Dennis Basso, Randolph Duke, Zang Toi, Pamella Roland, Robert Verdi and Daymond John Includes cases in point and insider tips throughout Includes illustrations, drawings, sketches, and photographs demonstrating various aspects of working in fashion design, with special contributions from renowned illustrator, Izak Zenou and legendary fashion photographer, Nigel Barker Offers in-depth resources to assist you on your journey to becoming a fashion designer Whether a student, recent college graduate, industry professional or career changer, you'll learn everything you need to know to successfully develop a fashion design career.

**Daily Coding Problem** Alex Miller, Lawrence Wu,2019-01-31 Daily Coding Problem contains a wide variety of questions inspired by real programming interviews, with in-depth solutions that clearly take you through each core concept. You'll learn about: \* Linked Lists \* Arrays \* Heaps \* Trees \* Graphs \* Randomized Algorithms \* Backtracking \* Dynamic Programming \* Stacks and Queues \* Bit Manipulation \* System Design

**The CERT Guide to Insider Threats** Dawn M. Cappelli, Andrew P. Moore, Randall F. Trzeciak,2012-01-20 Since 2001, the CERT® Insider Threat Center at Carnegie Mellon University's Software Engineering Institute (SEI) has collected and analyzed information about more than seven hundred insider cyber crimes, ranging from national security espionage to theft of trade secrets. The CERT® Guide to Insider Threats describes CERT's findings in practical terms, offering specific guidance and countermeasures that can be immediately applied by executives, managers, security officers, and operational staff within any private, government, or military organization. The authors systematically address attacks by all types of

malicious insiders, including current and former employees, contractors, business partners, outsourcers, and even cloud-computing vendors. They cover all major types of insider cyber crime: IT sabotage, intellectual property theft, and fraud. For each, they present a crime profile describing how the crime tends to evolve over time, as well as motivations, attack methods, organizational issues, and precursor warnings that could have helped the organization prevent the incident or detect it earlier. Beyond identifying crucial patterns of suspicious behavior, the authors present concrete defensive measures for protecting both systems and data. This book also conveys the big picture of the insider threat problem over time: the complex interactions and unintended consequences of existing policies, practices, technology, insider mindsets, and organizational culture. Most important, it offers actionable recommendations for the entire organization, from executive management and board members to IT, data owners, HR, and legal departments. With this book, you will find out how to Identify hidden signs of insider IT sabotage, theft of sensitive information, and fraud Recognize insider threats throughout the software development life cycle Use advanced threat controls to resist attacks by both technical and nontechnical insiders Increase the effectiveness of existing technical security tools by enhancing rules, configurations, and associated business processes Prepare for unusual insider attacks, including attacks linked to organized crime or the Internet underground By implementing this book's security practices, you will be incorporating protection mechanisms designed to resist the vast majority of malicious insider attacks.

97 Things Every Engineering Manager Should Know Camille Fournier, 2019-11-21 Tap into the wisdom of experts to learn what every engineering manager should know. With 97 short and extremely useful tips for engineering managers, you'll discover new approaches to old problems, pick up road-tested best practices, and hone your management skills through sound advice. Managing people is hard, and the industry as a whole is bad at it. Many managers lack the experience, training, tools, texts, and frameworks to do it well. From mentoring interns to working in senior management, this book will take you through the stages of management and provide actionable advice on how to approach the obstacles you'll encounter as a technical manager. A few of the 97 things you should know: Three Ways to Be the Manager Your Report Needs by Duretti Hirpa The First Two Questions to Ask When Your Team Is Struggling by Cate Huston Fire Them! by Mike Fisher The 5 Whys of Organizational Design by Kellan Elliott-McCrea Career Conversations by Raquel Vélez Using 6-Page Documents to Close Decisions by Ian Nowland Ground Rules in Meetings by Lara Hogan

**Principles of Computer System Design** Jerome H. Saltzer, M. Frans Kaashoek, 2009-05-21 Principles of Computer System Design is the first textbook to take a principles-based approach to the computer system design. It identifies, examines, and illustrates fundamental concepts in computer system design that are common across operating systems, networks, database systems, distributed systems, programming languages, software engineering, security, fault tolerance, and architecture. Through carefully analyzed case studies from each of these disciplines, it demonstrates how to apply these



concepts to tackle practical system design problems. To support the focus on design, the text identifies and explains abstractions that have proven successful in practice such as remote procedure call, client/service organization, file systems, data integrity, consistency, and authenticated messages. Most computer systems are built using a handful of such abstractions. The text describes how these abstractions are implemented, demonstrates how they are used in different systems, and prepares the reader to apply them in future designs. The book is recommended for junior and senior undergraduate students in Operating Systems, Distributed Systems, Distributed Operating Systems and/or Computer Systems Design courses; and professional computer systems designers. Concepts of computer system design guided by fundamental principles Cross-cutting approach that identifies abstractions common to networking, operating systems, transaction systems, distributed systems, architecture, and software engineering Case studies that make the abstractions real: naming (DNS and the URL); file systems (the UNIX file system); clients and services (NFS); virtualization (virtual machines); scheduling (disk arms); security (TLS) Numerous pseudocode fragments that provide concrete examples of abstract concepts Extensive support. The authors and MIT OpenCourseWare provide on-line, free of charge, open educational resources, including additional chapters, course syllabi, board layouts and slides, lecture videos, and an archive of lecture schedules, class assignments, and design projects

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**Table of Contents System Design Interview An Insider S Guide**

1. Understanding the eBook System Design Interview An Insider S Guide
  - The Rise of Digital Reading System Design Interview An Insider S Guide
  - Advantages of eBooks Over Traditional Books
2. Identifying System Design Interview An Insider S Guide
  - Exploring Different Genres
  - Considering Fiction vs. Non-Fiction
  - Determining Your Reading Goals
3. Choosing the Right eBook Platform
  - Popular eBook Platforms
  - Features to Look for in a System Design Interview An Insider S Guide
  - User-Friendly Interface
4. Exploring eBook Recommendations from System Design Interview An Insider S Guide
  - Personalized Recommendations
  - System Design Interview An Insider S Guide User Reviews and Ratings
  - System Design Interview An Insider S Guide and Bestseller Lists
5. Accessing System Design Interview An Insider S Guide Free and Paid eBooks
  - System Design Interview An Insider S Guide Public Domain eBooks
  - System Design Interview An Insider S Guide

- eBook Subscription Services
    - System Design Interview An Insider S Guide Budget-Friendly Options
6. Navigating System Design Interview An Insider S Guide eBook Formats
    - ePub, PDF, MOBI, and More
    - System Design Interview An Insider S Guide Compatibility with Devices
    - System Design Interview An Insider S Guide Enhanced eBook Features
  7. Enhancing Your Reading Experience
    - Adjustable Fonts and Text Sizes of System Design Interview An Insider S Guide
    - Highlighting and Note-Taking System Design Interview An Insider S Guide
    - Interactive Elements System Design Interview An Insider S Guide
  8. Staying Engaged with System Design Interview An Insider S Guide
    - Joining Online Reading Communities
    - Participating in Virtual Book Clubs
    - Following Authors and Publishers System Design Interview An Insider S Guide
  9. Balancing eBooks and Physical Books System Design Interview An Insider S Guide
    - Benefits of a Digital Library
    - Creating a Diverse Reading Collection System Design Interview An Insider S Guide
  10. Overcoming Reading Challenges
    - Dealing with Digital Eye Strain

- Minimizing Distractions
- Managing Screen Time
- 11. Cultivating a Reading Routine System Design Interview An Insider S Guide
  - Setting Reading Goals System Design Interview An Insider S Guide
  - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of System Design Interview An Insider S Guide
  - Fact-Checking eBook Content of System Design Interview An Insider S Guide
  - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
  - Utilizing eBooks for Skill Development
  - Exploring Educational eBooks
- 14. Embracing eBook Trends
  - Integration of Multimedia Elements
  - Interactive and Gamified eBooks

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