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# ***Distributed Software Development***

## ***Distributed Transactions***

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# *Transactions*

- Features of transactions
- Serial equivalence
- Locking and deadlock
- Distributed transactions
- Two-phase commit
- Distributed deadlock

# *Transactions*

- A transaction is a sequence of operations between a client and a server.
- Goal: make sure that:
  - Objects remain in a consistent state
  - System is tolerant to crash failures
  - Transaction effects are independent of other transactions
  - Transactions are either completed or not started.