

Lectures:

- [Lecture 00 - Course Information](#)
- [Lecture 01 - Introduction to Distributed Systems and Distributed Programming](#)
- [Lecture 02 - Processes, Threads and Synchronization](#)
- [Lecture 03 - Distributed Systems Architectures and Inter-process Communication](#)
- [Lecture 04 - Introduction to Unreal Engine and C++ Programming](#)
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Program:

- Introduction to distributed systems and distributed programming;
- Processes, threads and synchronization;
- Distributed systems architectures;
- Introduction to Unreal Engine and C++ programming;
- Multiplayer and network communication in Unreal Engine;
- REST web services and HTTP communication in C++ on Unreal Engine;
- Evaluation of distributed systems.

References:

Ben-Ari, M. (2006). Principles of Concurrent and Distributed Programming (2nd ed.). Pearson Education. ISBN: 9780321312839

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Glazer, J., Madhav, S. (2015). Multiplayer Game Programming: Architecting Networked Games. Addison-Wesley Professional. ISBN: 978-0134034300.

Carnall, B. (2016). Unreal Engine 4.X By Example. Packt Publishing. ISBN: 978-1785885532.

Varela, C. A. (2013). Programming Distributed Computing Systems: A Foundational Approach. Cambridge, MA: The MIT Press. ISBN: 978-0-262-01898-2

Unreal Engine 4 Documentation: <https://docs.unrealengine.com/en-us/>