ACTIVIDAD

True/False activity about the previous reading.

Se alcanza la aprobación con el 70%

1. Serverless architecture requires manual management and provisioning of servers.
   TRUE/FALSE

2. Microservices architecture is suitable for applications that require tightly coupled and monolithic structures.

TRUE/FALSE

3. Event-driven architecture is not beneficial for real-time and dynamic applications like gaming.

TRUE/FALSE

4. Lambda architecture combines only batch processing for handling large volumes of data.

TRUE/FALSE

5. Hexagonal architecture separates application logic from external dependencies, promoting adaptability and testability.

TRUE/FALSE