Reboot the World Problem

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Reboot the World Problem occurs when an integral, underlying component of a system (usually middleware) changes requiring all the components that rely on that component to require a reboot in order to remain operational and interact with the other distributed components within the system. This is a cause of fragility in the overall system and is a major problem for Mission Critical System and Safety-Critical System (SCS) and risk the prime purpoose for the systems.

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