Name: Ahmed Khaled Abdelmaksod

Team: IOT_701_0

Network Communication and Network Programming

Part 1 – Open-Ended Questions:

1. What are the main differences between HTTP, MQTT, and CoAP?

- HTTP → Request/response over TCP, heavy but universal → best for web & APIs.
- o **MQTT** → Pub/sub over TCP, ultra-lightweight → best for IoT messaging via broker.
- CoAP → Request/response (with observe) over UDP, lightweight → best for constrained loT devices.

2. Which protocol would you choose for:

- Sending temperature data every second → MQTT
- Controlling a smart bulb (on/off) → CoAP
- Uploading a large file → HTTP

3. Explain QoS levels (0, 1, 2) in MQTT and give one use case for each.

- QoS 0 At most once
 - Message sent once, no acknowledgment, no retry.
 - o Fastest, least reliable.
 - Use case: Sending temperature data every second (losing one reading doesn't matter).
- QoS 1 At least once
 - Message delivered **one or more times** (possible duplicates).
 - o Publisher retries until acknowledgment is received.
 - Use case: Sending a smart bulb "ON/OFF" command (better to repeat than to miss).
- QoS 2 Exactly once
 - Message delivered **once and only once** with a 4-step handshake.
 - Most reliable, but slowest and heaviest.
 - **Use case**: Sending billing data or financial transactions where duplication is unacceptable.

4. Why does CoAP use UDP instead of TCP?

- CoAP uses UDP because it is lighter and faster than TCP.
- It avoids the extra steps of making a TCP connection, saving time and power.
- It can also send one message to many devices at once (multicast).

5. Why is HTTP still widely used even though MQTT and CoAP are lighter for IoT?

HTTP is still widely used because it is universal and well-supported on all devices.
It works easily with the web, browsers, and REST APIs, making integration simple.
Many developers and systems already know HTTP, so it's the default choice despite being heavier.

You can find part 2 on the repo → ⊕ GitHub - Ahmed-Khaled-Abdelmaksod/SIC_intern