1) About the Peer-to-Peer Architecture, which is wrong:

- A No always-on server
- B Arbitrary end systems communicate indirectly
- C Peers are intermittently connected
- D Peers change Ip adresses

2) Which one is a Client process?

- A Process that waits to be contacted
- B Inter-process communication
- C It's a program that doesn't run within a host
- D Process that initiates communication

3) What isn't required from the transport layer:

- A Some apps can tolerate some loss
- B Encryption
- C Some apps require low delay to be "effective"
- D All apps require 100% reliable data transfer

4) Persistent HTTP:

- A Server closes the connection after sending response
- B Client sends requests whenever he wants after encountering a referenced object
- C Server leaves connection open after sending response
- D Client doesn't send a request after encountering a referenced object

5) To which Status code does "Request document not found on this server" belong to?

A - 400

B - 404

C - 505

D - 200