CHAPTER 2

1) Two predominant architectural paradigms used: the client server architecture or the peer-to-peer architecture

2) One of the most compelling features to P2P architectures is their self-scalability.

3) Future P2P applications face three major challenges: ISP friendly, Security, Incentives

4) The process that initiates the communication is labeled as the client, the process that waits to be a connected to begin the session is the server.

5) A process sends messages into, and receives messages from the network through a software interface called a Socket

6) In the internet the host is identified by its IP adress

7) What are the services that a transport-layer protocol can offer to applications invoking it? Reliable data transfer, throughput, timing, and security

8) A TCP connection is said to exist between the sockets of the two process. Full-dublex connection connection in that the two process can send messages to each other over the connection at the same time

9) UDP provides no guarantee that the message will ever reach the receiving process. UDP provides an unreliable data transfer service.

10) What transport services does an app need? data integrity, throughput, timing, security

11) TCP called handshaking procedure alerts the client and server

12) Non-persistent connections, where each TCP connection is closed after the server sends the object → 10. soru
(soruklu ocmo kopano)

13) Persistent conection, the server leaves the TCP connection open after sending a response. (1 kere ocmo kopano)

14) Round trip time (RTT) which is the time it takes for a small packet to travel from client to server and then back to the client