YAT Basic Principle

Client

<u>Server</u>

Internet Service Communication



Standardized requests: "GET", "POST",...

Standardized responses: Pages, Streams, "ACK"...



Internet Device Communication



Standardized requests:
"GET", "POST",...

Standardized responses: Pages, Streams, "ACK"...



Embedded System Communication



Mostly proprietary text or binary protocols

Status information, sensor data, actuator requests, logging

