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Short question

9.(a) In a client-server IPC, a client sends a request message to a server, and the server processes the request and returns the result of the request processing to the client. Is it useful for a process to behave both as a client and a server? If not, explain why. If yes, give an example in support of your answer.

9. (b) What are the main reliability issues in designing a message-passing system? Describe a suitable mechanism for handling each of these issue.

Long question

9. (c) In which aspects Client server model is better than OSI model? Demonstrate the idea behind this model to structure the client and server architecture.

9. (d) List out different packet types and their uses in Client server model with their respective codes.