

> What are Linux Containers?

> Warmup: Is the following code threadsafe?

```
void* func(void*ptr) {  
    sleep(1);  
    puts((char*)ptr);  
    return ptr;  
}
```

```
void run() {  
    pthread_t t1;  
    char data[8];  
    strcpy(data,"1234567");  
    pthread_create(&t1, NULL, func, data+4);  
    puts("p_created called!");  
    pthread_join(t1, NULL);  
}
```

> Virtual Memory Concepts:

What is working set and thrashing?

How large is the working set of your mmap binary search 'advert price' process if your data file is 4GB and search requests are random?  
Always the same?

What is demand paging?

> Brain Teaser

Why does calling `calloc(200000)` actually take the same time as `malloc(200000)` !?

> Context Switch

What is a context switch?

Why are context switches “expensive”?

> EPoll

Give a network example why you might call `epoll_ctl` with `EPOLL_CTL_DEL`, after `epoll_wait` returns.

> Traffic Filtering

Name two ways an Internet provider can prevent BitTorrent traffic

> HTTP Protocols

Explain why do web pages display faster if the client and server use HTTP/1.1 instead of HTTP/1.0

Give two performance advantages of HTTP2.0 over HTTP1.1

### > Domain Name System

What is DNS? How does it work?

### > UDP using sendto and recvfrom.

How do I make a simple UDP client and server?

Client

Server

```
ssize_t sendto(int fd,void* buf, size_t len,  
               int flags,  
               struct sockaddr *dest,  
               socklen_t dest_len);
```

```
ssize_t recvfrom(int fd,void* buf,size_t len,  
                int flags,  
                struct sockaddr * address,  
                socklen_t * address_len);
```

```
struct sockaddr  
struct sockaddr_in  
struct sockaddr_in6  
struct sockaddr_storage
```

> Protip: Use connect and send if you want to send data to the same endpoint (host & port).

send(int socket, void \*buff, size\_t length, int flags);... So what is different using connect compared to using connect with a TCP socket?

### > Underhanded C Challenge

```
#define N (20)  
int admin, debug;  
int histogram[N];  
  
static int hash(char* str) {  
    int c, h = 0; // sdbm hash  
    while (c = *str++)  
        h = c + (h << 6) + (h << 16) - h;  
    return h;  
}  
  
int main(int argc, char**argv){  
  
    while(argc>1) {  
        char*word= argv[ --argc];  
        int h = hash(word);  
        histogram[ (h<0?-h:h) % N ] ++;  
    }  
  
    if(admin || debug) puts("Admin/Debug");  
    return;  
}
```