

- 1) What does a protocol do?
 - Specifies the format and order of messages sent and received among network entities.
 - Specifies actions taken upon the transmission and receipt of messages

- 2) What are some human protocols?

Clinking a glass for a toast, tapping a glass with fork to announce a toast, raising your hand in a classroom, passing a “sharing stick” around a circle, Red/Yellow/Green traffic lights, etc.....

- 3) What devices reside on the network *edge*?

End Systems / Hosts (smartphones, computers, servers, peers, etc...)

- 4) What devices reside in the network *core*?

Interconnection devices (routers, switches, associated network cards, etc...)

- 5) What is the difference between the client/server model and the Peer-to-Peer (P2P) model
A client-server model has a dedicated service provider, and a dedicated service consumer. In a peer-to-peer model, there is no dedicated provider/consumer, and organization is handled amongst the hosts

- 6) What are some components of the TCP protocol?
 - Connection-Oriented with 3-way connection-setup handshake
 - Reliable, in-order data transfer
 - Flow control
 - Congestion Control

- 7) What are some components of the UDP protocol?
 - Connection-less
 - Unreliable data transfer (Fire & Forget)
 - No flow or congestion control