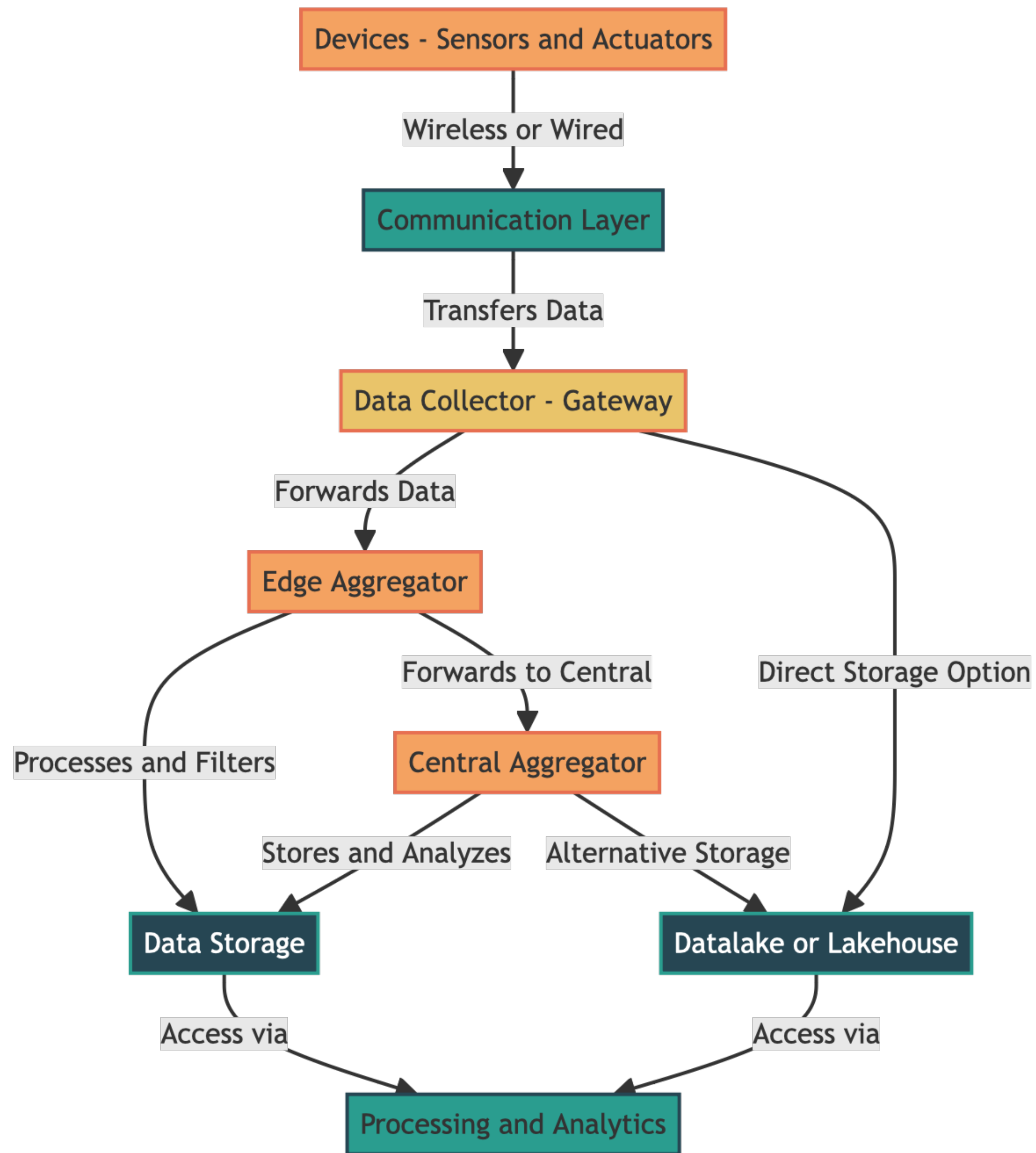


# **IoT-arkitektur och datakommunikation**

**Sammanfattning 2025-03-17**

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1. **Describe how communication from a web browser to a server and back works, covering all layers from ARP to port opening.**
  - Explain the journey of a request from a browser to a server, including DNS resolution, TCP/IP, ARP, HTTP, and response handling.

## **2. Compare IoT architectural demands with real-time system (RTS) requirements.**

- Discuss how constraints like timing, reliability, and computational requirements differ between IoT and RTS, and how they impact system design.

### **3. Describe the most important data storage options for IoT.**

- Compare relational databases, time-series databases, object storage, and distributed storage in terms of scalability, performance, and use cases.

4. **Describe the challenges of data aggregation in IoT systems, from the device level to edge computing and central cloud storage.**
  - Discuss trade-offs in processing power, latency, bandwidth usage, and decision-making when handling data at different points in an IoT architecture.

**5. Explain the role and impact of different communication protocols in IoT networks.**

- Compare MQTT, CoAP, HTTP, and WebSockets in terms of efficiency, scalability, and suitability for real-time communication.

**6. Analyze security challenges in IoT networks and propose mitigation strategies.**

- Identify risks such as data breaches, device spoofing, and denial-of-service attacks, and suggest best practices for encryption, authentication, and secure communication.



<https://github.com/miwashi-edu/edu-auth-flask>