Large-Scale Distributed Systems: Exercise Session 2

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1 Introduction

Broadcast communication is used to disseminate information among a set of processes and differ according to the reliability of the dissemination. In a traditional *server-client* architecture, interactions are often established between two processes. In this architecture, a server exposes some kind of interface to the client, which in turn employs this interface to synchronize the state with all other participating clients (e.g., as in a multiplayer game). These interactions are supported by a *direct link* between the server and all its clients.

2 Exercises

Exercise 1

Exercise one goes here.