Review Questions:

1. (3) What is the difference between a "host" and an "end system"?

List different types of end systems:

Is a Web server an end system?

2. (3) What is a client program?

What is a server program?

Does a server program usually request and receive services from a client program?

3. (2) Choose all of the following that typically use a shared broadcast medium between the home and CO (in other words, which does not have a dedicated wire or fiber *all the wa*y from the home to the CO for each home)?

         DSL   Cable   FTTH using PON

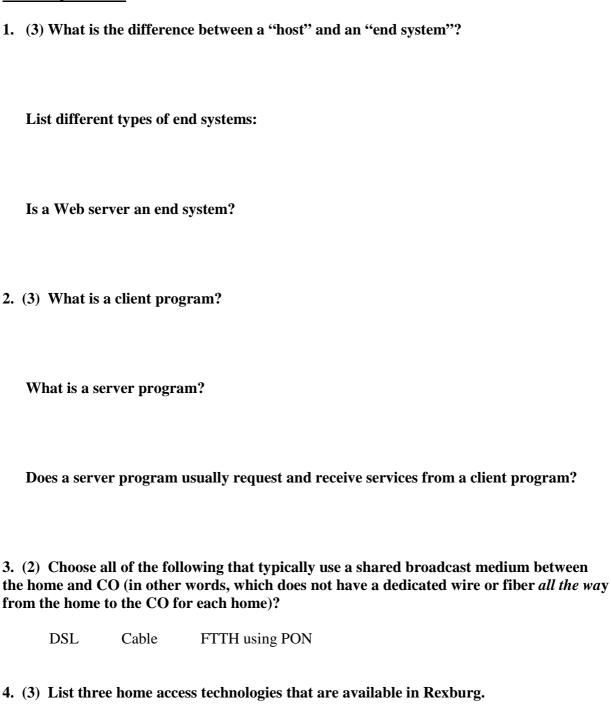**4. (3) List three home access technologies that are available in Rexburg.**

5. **(3) The UDP server described in Section 2.7 needed only one socket, whereas the TCP server described in Section 2.7 needed two sockets. Why?**

If the TCP server were to support n simultaneous connections, each from a different client host, how many sockets would the TCP server need?

6. **(3) For the client/server application over TCP described in Section 2.7, why must the server program be executed (started) before the client program?**

For the client/server application over UDP described in Section 2.7, why may the client program be started (but no requests sent) before the server program is started?

<u>Problems:</u>

1. **(4) True or false?**

    a. **T / F   Shortly after the first man stepped on the moon, the first interface message processor (IMP) was installed at UCLA.**

    b. **T / F   The first email program was written in the mid 1980s.**

    c. **T / F   Metcalfe and Boggs built on Abramson's multiple-access protocol work when they developed the Ethernet protocol for wire-based shared broadcast networks.**

    d. **T / F   Leonard Kleinrock developed HTML and HTTP.**

2. (4) Two HTTP request methods are GET and POST. Are there any other methods in HTTP/1.0? If so, what are they used for?

Give three methods that are part of HTTP/1.1 (other than GET and POST) and state what they are used for.