Mini Test (gruntzp)

1. http Protocol Version 1.1
   a. Starts with the method, followed by URI, protocol version and CRLF.

   b.
   ```
   GET / HTTP/1.1
   Host: 192.168.1.1:8080
   Connection: close
   <empty line>
   ```

   c. Cashing, Representation
2. Network I/O
   a. Java Sockets
      This class is used on the server side to bind sockets to specific ports (that the server then listens on) over which clients can request the services the server implements. On the client side, a socket is used to initiate and uphold the connection to a server.

      Java Threads
      Thread are very important on the server side to handle client requests concurrently. Without them a server would have to finish one clients request and only then listen to further client requests.
   b. Communication with the classes InputStream and OutputStream is conducted using the read() and write() method,respectively. While write() should return immediately, a call to read() will block the caller until input data is available. This is an example of one-sided blocking behavior.
3. Reporesentational State Transfer
   a. True
   b. No, stateless means that the server does not store any client-specific information.
   c. True
   d. No, Rest does not define a data representation. When making a request on can define the desired data format.
4. WS-* service
   a. It's the WDSL. It can be retrieved by request from a Lookup-Service.
   b. These definitions are found in the xml schema.

      <xs:complexType name="getSpot">
      <xs:sequence>
      <xs:element name="id" type="xs:string" minOccurs="0"/>
      </xs:sequence>
      </xs:complexType>

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   c. The transport protocol in declared within the "binding" tag, in the "*portType*:binding" at the transport parameter.

5. Android Emulator Networking
    a. Default: 10.0.2.15 – Because the development machine acts router for the emulators, hence they all obtain that IP address.
    b. The emulated device's own loopback interface
    c. 10.0.0.2
    d. Forward a local port to a port on the emulated device (*adb forward tcp:localPort tcp:emulatoPort*). You can then connect to this port by accessing hostComputerIP:localPort.