

Chapter 2: Application Layer 2 – 2.3

1. Client-Server Architecture VS P2P Architecture

Type	Advantages	Disadvantages
C-S		
P2P		

2. What is a process and how do we communicate with other processes (Hint: API, Socket)

3. What are Transport Services available to applications and are provided by the Internet.

Type	Available to Application	Provided by Internet
TCP		
UDP		

4. If you are to design a new application, online video chatting app, what transport services do you need? First, define the characteristics of the app (online video chatting app).

5. Describe the difference and the process of HTTP persistent connection and non-persistent connection. Describe their advantages and disadvantages as well.

6. What is Cookies, and how are they used?

7. What is benefits of having a proxy server. Make up a scenario similar to section 2.2.5 and make an example of your own.

8. What is the role of SMTP and give a scenario of sending a message to someone.

9. Describe the difference between the POP3 and IMAP, and which kind of access protocol are you using in your mail client. Now that you know the difference, which protocol do you prefer?