

Introduction

CSC 328 - Network Programming

Terminology

- Client/server Application
- Distributed Application
- Protocol
- Concurrent Processing
- Idempotence
- Atomic Operation

Standards

- Standard
- Recommendation
- De facto standard

Server State

- State Information
 - Stateless
 - Stateful
- Stateful Approaches
 - Endpoints
 - Handle

State Information

- Persist indefinitely
 - Problem?
 - Solution?
- Difficulty of maintaining state information?
 - Solution?

Signals

- Interrupt
- Signal
 - Process, block, or ignore
- Signal handler
 - Passing data