Introduction

CPSC 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