

A small Test / repetition

Talk and discuss with your neighbour following questions

The layered communication model:

How many layers does the internet model have (the model from the book)?

What is the name of each layer and which order do they have?

What is the primary purpose of each layer?

Which addresses do they have if any?

What is the horizontal communication?

What is the vertical communication?

What is a header?

What is a protocol?

Application layer:

What is the purpose of the application layer?

Which types of computers (equipment) is part of the application layer communication?

HTTP:

What is http? What is it an acronym for?

What is the purpose of the http?

Which port is http using?

Which transport protocol is below the http?

How is the http request built up?

Describe the different fields in the request? And what does the different field means?

How is the http response built up?

Describe the different fields in the response? And what does the different field means?

How the client- server architecture does works?

DNS:

What is DNS an abbreviation for?

What is the primary purpose of DNS?

Any secondary purposes?

How is the information in the logical names structured?

Data Transfer:

What is the XML (what is XML an abbreviation for)?

Is XML programming language independent? Yes or No?

Is XML IT Platform independent? Yes or No?

What does it mean that a XML document is well formed?

How can you validate that your XML document is 'correct' structured?

In SOAP you are using XML in WSDL and in the SOAP envelope describe how.

What is the JSON (what is JSON an abbreviation for)?

Is JSON programming language independent? Yes or No?

Is JSON IT Platform independent? Yes or No?

What does it mean that JSON is smaller than xml?

How can you validate that your JSON document is 'correct' structured (Tricky)?

At 2nd semester, you have used REST to access your data in the Database. Does REST normally use JSON or XML to send data?

Socket programming

Describe the most important C#-classes in a client for TCP programming.

Describe the most important C#-classes in a server for TCP programming