

## Lecture 4: server application programming application protocols

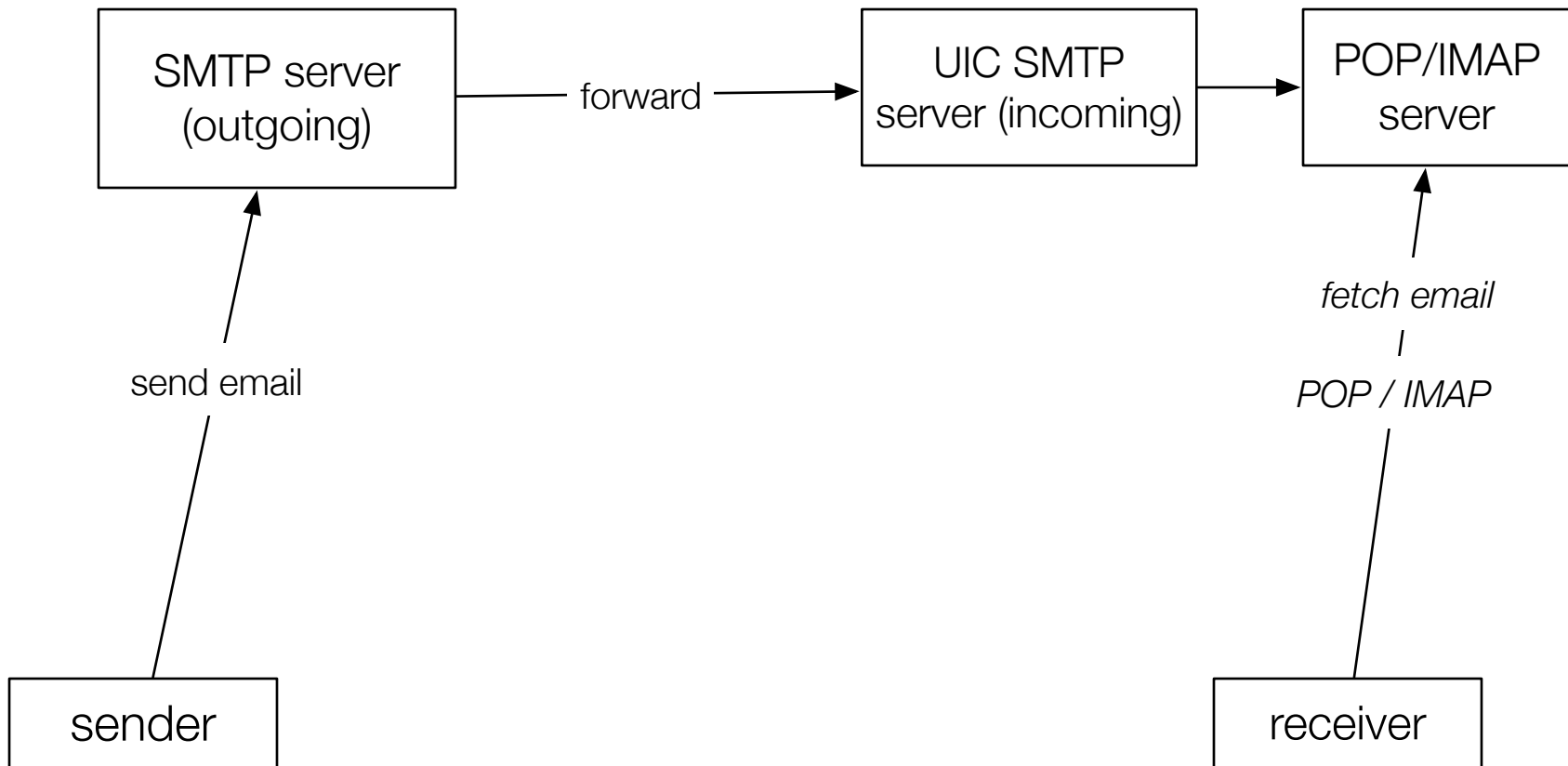
homework 0 walkthrough  
homework 1 posted

readings Sec 2.4-2.5

<svn://bits.cs.uic.edu/cs450f10/solutions/hw0>

<svn://bits.cs.uic.edu/cs450f10/examples/>

# The life cycle of an email message



# Application models

Standalone - microsoft word

Client-Server - one server, multiple clients

Time-sharing systems / login servers

Distributed Systems / Applications

- WWW
- email
- DNS

Peer-to-Peer applications

majority of functionality by clients (peers), no servers  
except rendezvous