

-
1. Consider file distribution in a network of 1 server and N peers: the server owns a file, the task is to get every peer a copy. Suppose the upload rate of the server is u_s , the download and upload rate of i th peer is d_i and u_i . The size of the file is F .
 - (a) In a client-server architecture, the time it takes the server to upload the file is at least _____
 - (b) In a P2P architecture, the total upload capacity is _____
 2. In a proprietary network application, the client and server programs running on different end hosts are developed by the same developer (team).
 - A. True B. False
 3. Which of the following is *not* true for a BitTorrent peer
 - A. Always knows which neighboring peer possesses the chunk it needs
 - B. Always sends chunks (returning favor) to peers that are currently supplying her data at the highest rate
 - C. Can selfishly leave when it acquires the entire file
 - D. Always requests rarest chunk — the chunks that have the fewest repeated copies among her peers — first
 4. Which line of code can appear in *both* a TCP socket program and a UDP program
 - A. `connectSocket, addr = serverSocket.accept()`
 - B. `clientSocket.connect((serverName, serverPort))`
 - C. `serverSocket.bind('', serverPort)`
 - D. `serverSocket.listen(3)`