

CS 434/534 Review Questions
April 26, 2008

1. What is jitter, why is it important, and how can it be compensated for?
2. Explain the differences in QOS requirements between streaming stored multimedia and interactive, real-time multimedia.
3. What are the four principles for QOS guarantees?
4. What are the design principle differences between SIP and H.323?
5. What is the principle behind DHTs? What properties does it have that are different from unstructured overlays?
6. Because DHTs provide a single location for storing a particular piece of data, they also open the door to targeted attacks on that particular resource. What techniques can be used to defend against such targeted attacks?