CS 434/534 Homework Week 3
February 5, 2008 **DUE: Feb 12**

1. We said in class that most multimedia applications are best implemented using UDP, but that practical (generally security-related) considerations mean that most applications such as RealPlayer use TCP anyway. Why is UDP appropriate for multimedia? What makes it difficult to use? What can be done to make TCP acceptable for this type of multimedia?

2. HTTP is regarded as a stateless protocol. In what sense is this true and why is it important? How does it help keep the web working? When there is a need for state in a transaction done over HTTP, what options are available to store that state?