

Lecture 5: application models and peer-to-peer

Reading: chapter 2.6

good tool to learn how to use: gdb - the GNU Debugger

Application models

Standalone - microsoft word

Client-Server - one server, multiple clients

Time-sharing systems / login servers

svn - subversion

ATMs

Distributed Systems / Applications

- WWW
- email
- DNS - Domain Name Service
- IRC - Internet Relay Chat
- USENET - NTP

Peer-to-Peer applications

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

Peer-to-Peer applications

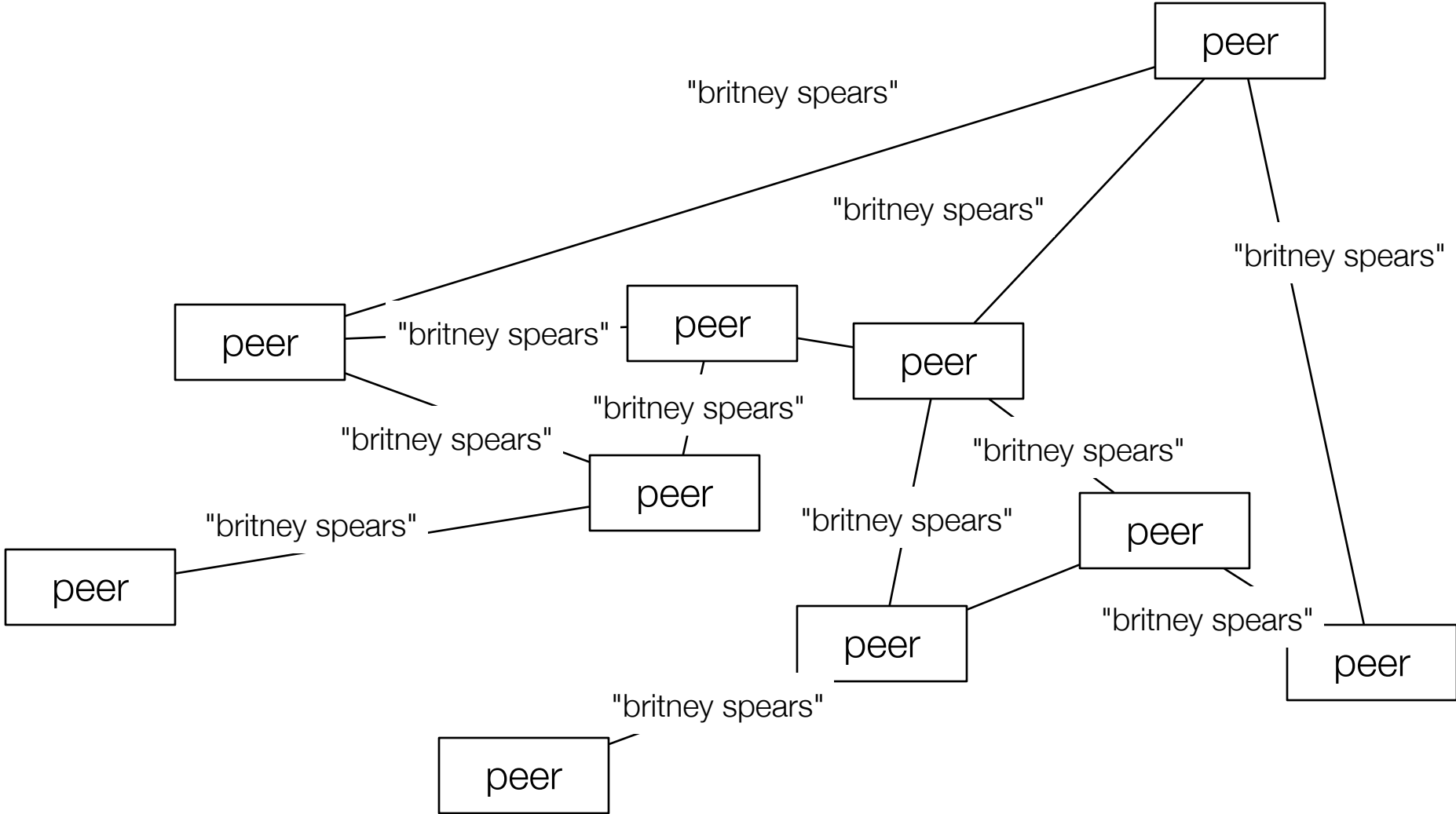
*majority of functionality by clients (peers), no servers
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managed vs. ad-hoc

gnutella / limewire
bittorrent

kazaa
emule
DC++ (?) - i2hub

rendezvous
server



Web server (search function)

(get a .torrent file)



tracker