Lastname	Signature
Firstname	
Student number	
Room	Points (max 54)

Note: all answers on the questions sheet, be brief and to the point. Think hard on what you spend your limited words in.

1. Describe different design alternatives for servers. (12p)

2. What may happen if you call write() to a TCP socket and then call close()? How to avoid this problem? (6p)

3. How do you learn the address of a peer that sends you a UDP packet? Can you trust this information? Why or why not? (6p)

4. Why and where do you need byte order conversion functions? (6p)

5. When and why do you use the system call listen()? Explain its parameters. (6p)

6. List and explain three socket options, their semantics, and uses. (6p)

7. Write a C/C++ code fragment that opens an IPv4 UDP socket (port number 16384) to receive incoming UDP packets up their maximum datagram size. (12p)