

CS490-004 Network Programming

Possible Quiz Questions (Quiz #4)

on September 15th, 2026

The following is a list of possible questions for our quiz on September 15th. Some of the questions will not be asked in the quiz. All the questions that will appear in the quiz will appear exactly as shown below (however, numeric parameters may be changed). The quiz is closed textbook, closed notes and closed neighbors. Note that the questions, which did not appear in this quiz, still may appear in the exams. You will find a solution for these questions during lectures.

- #1:** What is “Mbone”? How does “MBone” work?
- #2:** What is “6bone”? How does “6Bone” work?
- #3:** What are the four generations of “network application architectures”? When was each of the four network application architectures introduced?
- #4:** How are the server host and the client host internally structured for “dumb client (as thin-client)”? Show the internal structure.
- #5:** How are the server host and the client host internally structured for “(usual) thin-client”? Show the internal structure.
- #6:** How are the server host and the client host internally structured for “light fat client”? Show the internal structure.
- #7:** How are the server host and the client host internally structured for “heavy fat client”? Show the internal structure.
- #8:** What is “the thin-client architecture” (one definition)?
- #9:** How does “dumb client thin client (a.k.a., “zero thin-client”)” work? Show “how” using a figure.
- #10:** What hardware components does each client host in “dumb client thin client (a.k.a., “zero thin-client”)” usually have?
- #11:** What are the primary advantages in using “dumb client thin client (a.k.a., “zero thin-client”)”? Mention at least three.
- #12:** What are the primary disadvantages in using “dumb client thin client (a.k.a., “zero thin-client”)”? Mention at least two.

- #13:** How does “thin client system (one that has “data” in the client side)” work? Show how using a figure.
- #14:** What are the primary advantages in using “dumb client thin client (a.k.a., “zero thin-client”)”? Mention at least three.
- #15:** What are the primary disadvantages in using “dumb client thin client (a.k.a., “zero thin-client”)”? Mention at least two.
- #16:** What hardware components does each client host in “the thin client (one that has “data” in the client side)” usually have?
- #17:** What types of “thin client” products are popularly used today? Mention four of them.
- #18:** Why is it necessary for a “USB thin-client” to have the protected field in each USB device?
- #19:** What is “the fat-client architecture” (one definition)?
- #20:** How does “fat client system (one that has “data” in the server side)” work? Show how using a figure.
- #21:** How does “fat client system (one where the server side does not have either programs or data)” work? Show how using a figure.
- #22:** Is there any advantage of “fat client system (one where the server side does not have either programs or data)” compared to “fat client system (one that has “data” in the server side)”? If any, what is (are) it (they)?