

## **Homework #9**

(Due on 12:00am, Thursday, Jan 7, 2010)

**Name and characterize three classes of multimedia applications. Add one example for each class.**

**Discuss the usage of UDP vs. TCP to stream multimedia.**

**Assume a multimedia application streams data with a constant bit rate of 1Mbps. The network delay is between 0 and 2 seconds. How long does a client have to wait before it can begin to playback the stream and how much data does it have to buffer.**

**What is the purpose of RTSP? Explain briefly how it works.**

**Illustrate how a voice call is established using the Session Initiation Protocol.**