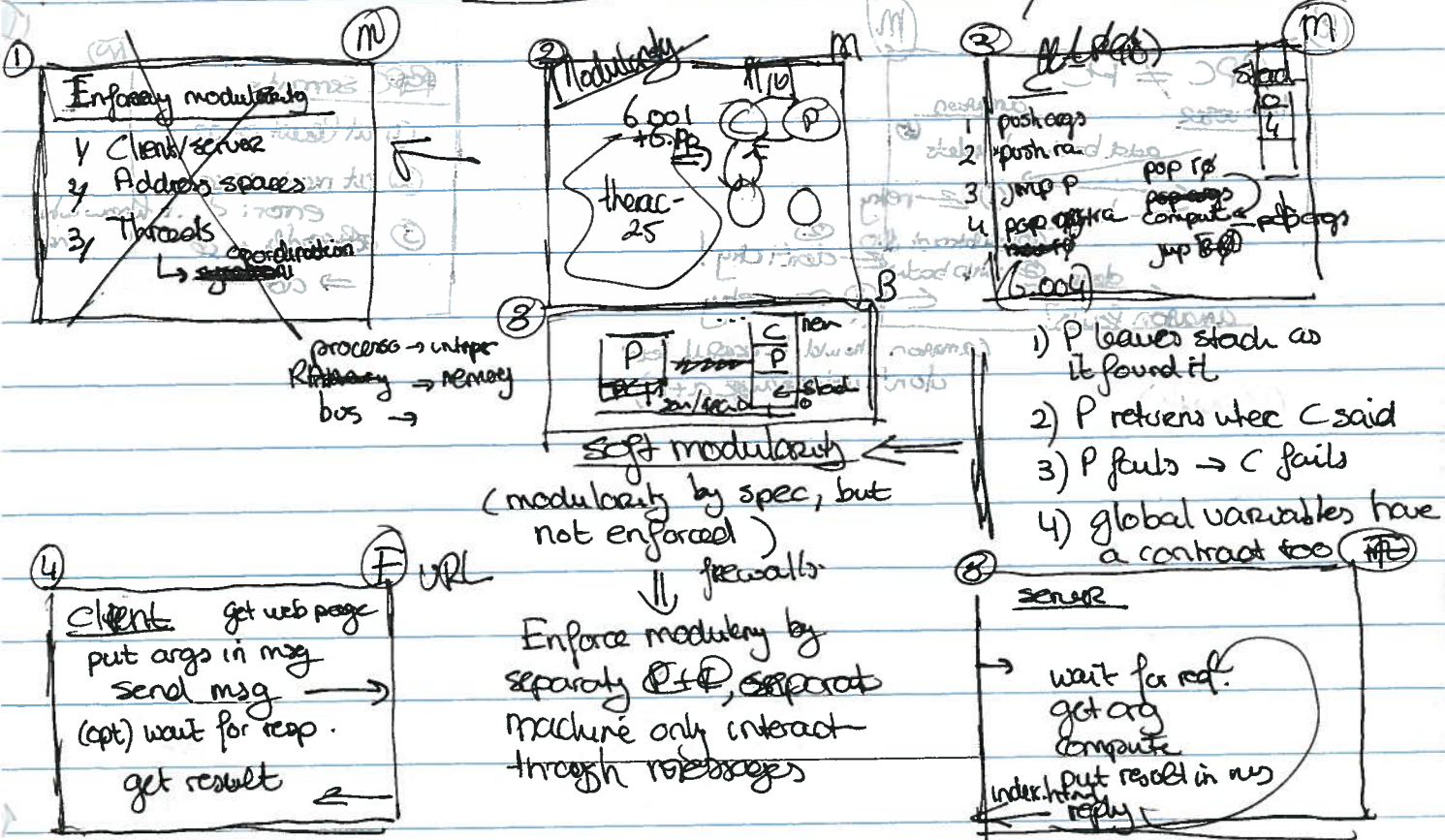


L3 (2/13/02)

client / server / compute



processes → integer
 memory → memory
 bus →

soft modularity
 (modularity by spec, but not enforced)

Enforce modularity by separately P & C, separate machine only interact through messages

client has controlled problem (analogy: firewalls)

- 1) all shared state in msg (server can inspect it)
- 2) perm's length limits (server corrects down affect client)
- 3) client can protect again server failure (+ vice versa).

⇒ enforces modularity (helps programmer, good security, ...)

(example code)

