Enforce modularity:
1. Client/servers
2. Address space
3. Threads execution

Enforce modularity (modularity by spec, but not enforced)

Client gets web page
put args in msg
send msg
(opt) wait for resp
get result

URL

Enforce modularity by separately E+P, separate mod only interact
through messages

Client has control of problem (anomaly: firewalls)
1) all shared state in msg (server can inspect it)
2) long's length known (server can enforce control)
3) client can predict when server function (and vice versa)

Enforce modularity (helps programmers, good security, ...)

Example code

Client use network issues

Emacs

Send multiple w/ client

Plaintext

Client/server

HTTP/1.0

Get pages

Get pages

EPC

not all client/server apps on EPC
(eg, Xwindows)

Tested intermediary

U1

APPS

U2

Page

Get page

HTML