1. **Evaluating XMPP**
   What are central advantages and disadvantages of the Extensible Messaging and Presence Protocol? Address as well the underlying system architecture.

2. **XMPP resources**
   The concept of resources makes it possible to deploy more than one client under one account at the same time. How can a server determine to which connected client a message should be delivered that is addressed to the JID without a resource identifier (e.g. name@example.com)?

3. **Serverless Messaging**
   Read about serverless Messaging (XEP-0174, www.xmpp.org/extensions/xep-0174.html). Describe, how this approach works. Specifically, point out, how a session between clients can be established without using a server.

4. **Jingle**

5. **XMPP Chat bot (optional)**
   Implement a simple XMPP chat bot using the Java library Smack (http://www.igniterealtime.org/projects/smack/). The bot that should be implemented can be asked for definitions of terms which are handed back to the requesting client.