Chapter 1

**Short questions**

1. What are some common features of network programming?
2. What is the scope of network programming?
3. How do client and server application communicate with each other over a network?
4. What is the client-server model? How does it relate to software design?

**Long question**

1. How do the features of network programming enable the creation of robust and scalable network applications?
2. What are some key considerations when designing network applications, and how do these considerations impact the scope of network programming?
3. How do different programming languages, tools, and platforms impact the performance, scalability, and security of network applications?
4. What are some best practices for selecting the most appropriate programming languages, tools, and platforms for a given network programming project?
5. What are the key differences between client and server applications, and how do they interact with each other to enable the transfer of data and services over a network?
6. How does the client-server model enable the design and implementation of complex network applications, and what are some common patterns and architectures used in its implementation?
7. What are some key considerations when designing client-server applications, and how can software design principles be used to ensure their reliability, scalability, and security?