**Week 5: Network Programming**

**Overview**

Although some databases (such as SQLite, RocksDB, and DuckDB) are designed to be used as libraries by a single process, most databases are designed to be accessed by multiple clients over a network. In this unit, we're going to learn how to establish and use network connections between clients and servers.

**Reflection Questions**

* What are the different structures used in creating sockets and establishing connections?
* What do the various functions do? What are their inputs and outputs?
* How are reading and writing from and to sockets different and similar to file I/O?
* What are blocking and nonblocking I/O?
* How is select() used?
* What sort of error checking needs to be performed and at which stages?