1. What is network programming? Describe in brief.
2. Explain connection oriented and connectionless networking?
3. How can we design client server application?
4. Write short notes on InetAddress class, Network Interface.
5. Write a program to check version of IP Address and also explain Inet4 address and Inet6 address.
6. Write short notes on URL and URI.
7. Explain authenticator class. (Page 81)
8. Write short notes on x-www-url-formencoded.
9. Write short notes proxy server.
10. How does HTTP protocol work?
11. Write a client server program.
12. Write a program to get orbitary header fields. (MIME hola)
13. Write a program for web scraping.
14. Write short notes on URL connection, HTTP URL connection and streaming mode.