Name _____
Answer 9 of the following 10 questions. Mark the questions you want graded.

1. What are important features of a good protocol? Using those features what are the good and not so good aspects of the SDChat protocol.

2. What is meant by blocking IO? What problems does it cause in reading data from a socket.

3. GUI based applications often use threads to improve the responsiveness of the application. However using threads with GUIs can result in problems. Explain what the problem can cause with GUI components and how your language solves the problem.

4. What uniquely defines a connection between two machines using TCP/IP? That is how one can have 15 clients on one machine (say rohan) connect to the same server at the same time on another machine (say bismarck) and not have the connections get mixed up.

5. What is polling? What are the issues with polling?

6. Why might logging be important in client-server applications? Why might you want to use logging on a client?

7. What are the advantages of a paper prototype over building a prototype in software?

8. One issue of reading data from a socket is knowing when we have reached the end of a message. What are the different ways in which we can know we have reach the end of a message? How is this handled in HTTP and POP?

9. What three common ways to implement states on a server? What are the advantages of each?

10. Define the terms
    a. Iterative Server

    b. Linger on Close

    c. Byte order Mark

    d. Daemon thread

    e. Thread pool