- **Statefulness:** connectionless vs. connection-oriented
- **Architecture:** client-server vs. P2P vs. other
- **Participants:** 1-to-1 vs. 1-to-N vs. N-to-1
- **Directionality:** pull vs. push vs. both
- **Pattern:** one-way vs. two-way (symmetric)
- **Duration:** transaction-oriented vs session-oriented
- **Data Volume:** light vs. medium vs. heavy
- **Transport-Layer Protocol:** TCP vs. UDP vs. other
- **Ports:**   static (well-known) vs. dynamic

Design Issues for Media Streaming Applications

- **Type:** live versus stored (on-demand)
- **Paradigm:** client-server vs. P2P vs. peer-assisted
- **Bit rate:** Constant (CBR) vs. Variable (VBR)
- **Content:** copyright vs. public domain vs. user-generated
- **Files:** one large file vs. many small(er) chunks
- **Quality Levels:** one vs. many (layering) vs adaptive
- **Media:** audio vs. video vs. both
- **Format:** .mpeg vs .jpeg vs .mp4 vs .mov vs .wav …
- **Resolution:** HD vs SD; desktop vs mobile
- **Advertising:** before vs. after vs. none
- **Application-Layer Protocol:** HTTP vs. HTTPS vs. other
- **Transport-Layer Protocol:** UDP vs. TCP vs. other
- **Delivery:** unicast vs. multicast vs. broadcast; CDN or not