QUIZ







Which of the following is NOT TRUE of the upgrade headers between client and server involved in a WebSocket handshake?

The initial client request includes a header Connection: Upgrade

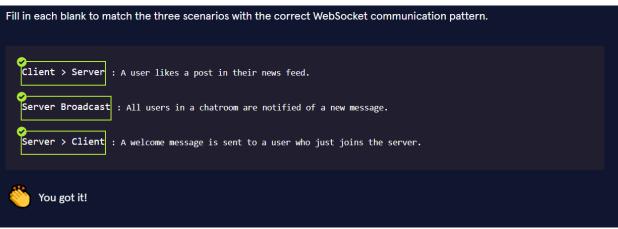
The initial client request includes a header Sec-WebSocket-Version: 13

The initial client request includes a header Sec-WebSocket-Key: q4bvc032u222gldruKaSOv==

The server responds with an HTTP 200 Maintaining Protocols response code along with its upgrade headers.

Correct - this is not the right response code header! The response code should be HTTP 101
Switching Protocols.

The initial client request includes a header Upgrade: websocket



Before WebSockets, to provide real-time data, applications had to abuse the HTTP protocol resulting in the following issues EXCEPT:

Only a limited number of clients could connect to the server at once

Correct - this was not an issue caused by using HTTP!

Multiple TCP connections for each request-response cycle were needed to keep data up to date.

Necessity of cookies or sessions ids to sync state of client and server.

Buildup of latency due to headers passed between client and server for each TCP connection.



