

## QUIZ

Which type of application does NOT benefit from WebSockets?

Multiplayer games.

A static web page.



Correct! An application that wants the current state of a resource when first loaded and does not want or require ongoing updates does not need a WebSocket connection.

Stock tickers.

Social feeds.

Which of the following sets of words describe a WebSocket connection?

bidirectional, stateless, persistent

bidirectional, stateful, persistent



Correct!

bidirectional, stateful, request-response cycle

unidirectional, stateful, persistent

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

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

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.

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

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

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 **Sec-WebSocket-Key: q4bvc032u222gldruKaS0v==**

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

The initial client request includes a header **Connection: Upgrade**

Fill in each blank to match the three scenarios with the correct WebSocket communication pattern.



**Client > Server** : A user likes a post in their news feed.



**Server Broadcast** : All users in a chatroom are notified of a new message.



**Server > Client** : A welcome message is sent to a user who just joins the server.



You got it!

Fill in the blanks to complete the sentences about secure WebSocket connections.

The  protocol works in the same way as the ws:// protocol, except that the initial handshake takes place over  instead of .



You got it!

Fill in the blanks to describe the handshake protocol to initiate a WebSocket connection:

A WebSocket handshake begins with a  protocol over an HTTP connection. The  sends a request to the  to open a WebSocket connection. If capable the server responds and completes the handshake, opening up a connection. The  connection now replaces the  connection.



You got it!