Question 1:

What change would you make if you wanted the application to use IPv6 instead of IPv4?

Answer 1:

According to the socket library documentation, there’re several methods that create IPv6 compatible sockets.

* Method 1: The socket.socket method returns a socket object, to enable IPv6, pass the family as AF\_INET6
* Method 2: The socket.create\_connection method connects to an TCP server and returns the socket, the first argument address is a 2-tuple (host, port), if the host is passed a non-numeric hostname. The returned socket will resolve it for both IPv4 and IPv6.
* Method 3: The socket.create\_server is a convenient method that creates a TCP socket bound to an address, and return the socket object. To enable IPv6, pass the family constant as AF\_INET6.

Here’s the examples, they all return IPv6 sockets:A computer code on a black background

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Question 2:

What are the three options available when we are selecting the protocol for our socket to use?

Answer 2:

The three options are:

* socket.SOCK\_STREAM: using TCP protocol.
* socket.SOCK\_DGRAM: using UDP protocol.
* socket.SOCK\_RAW: using various protocols, user have direct access to low-layer protocols.