**SRM INSTITUTE OF SCIENCE AND TECHNOLOGY**

**VADAPALANI CAMPUS**

**DEPARTMENT OF COMPUTER SCIENCE AND TECHNOLOGY**

**18CSC207J – ADVANCED PROGRAMMING PRACTICES**

**NETWORK PROGRAMMING PARADIGM**

1. \_\_\_\_\_\_\_\_\_\_\_\_\_ programming is a way of connecting two nodes on a network to communicate with each other.
   * 1. Logic
     2. **Socket**
     3. Functional
     4. Symbolic
2. Which method used by the server to initiate the connection with the client?
   * 1. Listen()
     2. Close()
     3. Bind()
     4. **Accept()**
3. \_\_\_\_\_\_\_\_\_\_\_\_\_is a socket through which data can be transmitted continuously.
   * 1. Datagram Socket
     2. **Stream Socket**
     3. Raw Socket
     4. Binary Socket
4. \_\_\_\_\_\_\_\_\_\_\_\_\_ paradigm deals with client – server communication
   * 1. Dependent type paradigm
     2. Parallel programming paradigm
     3. Network paradigm
     4. Concurrent programming paradigm
5. \_\_\_\_\_\_\_\_\_\_\_\_\_ protocol facilitates sending of datagrams in an unreliable manner.
   * 1. TCP
     2. **UDP**
     3. HTTP
     4. FTP
6. Which among methods are not server socket?
   * 1. **connect( )**
     2. bind( )
     3. listen()
     4. accept()
7. In UDP, Which among methods are used to receive messages at endpoint
   * 1. sock\_object.recv()
     2. sock\_object.send()
     3. **sock\_object.recvfrom()**
     4. sock\_object.sendto()
8. In TCP, Which among methods are used to send messages from endpoint
   * 1. sock\_object.recv()
     2. **sock\_object.send()**
     3. sock\_object.recvfrom()
     4. sock\_object.sendto()
9. The protocol which defines IPv4 is
   * 1. AF\_UNIX
     2. SOCK\_STREAM
     3. **AF\_INET**
     4. SOCK\_DGRAM
10. The correct order of methods used in server socket is
    * 1. **Socket(), Bind(), listen(), accept()**
      2. Socket(), listen(), bind(), accept()
      3. Socket(), accept(), bind(), listen()
      4. Socket(), bind(), accept(), listen()
11. \_\_\_\_\_\_\_\_\_\_\_\_ is a type of network socket which provides connection less point for sending and receiving packets.
    * 1. **Datagram Socket**
      2. Stream Socket
      3. Raw Socket
      4. Binary Socket
12. \_\_\_\_\_\_\_\_\_\_\_ do not use any transport protocol but data is directly transmitted over IP protocol
    * 1. Datagram Socket
      2. Stream Socket
      3. **Raw Socket**
      4. Binary Socket
13. The \_\_\_\_\_\_\_\_\_\_ is a physical path over which the message travels.
    * 1. Protocol
      2. **Medium**
      3. Path
      4. Route
14. A pair (host, port) is used for the \_\_\_\_\_ address family.
    * 1. AF\_NETLINK
      2. AF\_INET6
      3. **AF\_INET**
      4. AF\_ALG
15. Use \_\_\_\_\_\_\_\_\_\_\_\_\_ to make the socket to visible to the outside world.
    * 1. socket.listen()
      2. socket.visible()
      3. socket.socket()
      4. **Socket.gethostname()**
16. In which mode socket is created in default.
    * 1. **Blocking mode**
      2. Non-Blocking Mode
      3. Timeout mode
      4. Accept mode
17. Which method is recommended to be called before calling connect() method?
    * 1. getdefaulttimeout()
      2. **settimeout()**
      3. getaddrinfo()
      4. no such method
18. Which exception is raised for address related errors by getaddrinfo()?
    * 1. gaoerror
      2. gsierror
      3. **gaierror**
      4. gdeerror
19. \_\_\_\_\_\_\_\_\_\_\_\_\_ protocol facilitates sending of datagrams in an reliable manner.
    * 1. **TCP**
      2. UDP
      3. HTTP
      4. FTP
20. To create a socket, which function among the following is available in python socket module?
    * 1. socket.create()
      2. socket.initialize()
      3. **socket.socket()**
      4. socket.build()