

# Lab 1.1: Hostname resolution questionnaire

Due 14 Sep at 23:59

Points 10

Questions 8

Time limit None

Allowed attempts Unlimited

## Instructions

This is the questionnaire that you have to complete in order to pass the first Lab in BSD Networking API programming.

Information about the first Lab in BSD Networking API programming related to this questionnaire can be found in the [Labs Part 1 page](#).

Take the quiz again

## Attempt history

	Attempt	Time	Score
KEPT	<a href="#">Attempt 3</a>	3 minutes	10 out of 10
LATEST	<a href="#">Attempt 3</a>	3 minutes	10 out of 10
	<a href="#">Attempt 2</a>	9 minutes	9.4 out of 10
	<a href="#">Attempt 1</a>	53 minutes	7.47 out of 10

⚠ Correct answers are hidden.

Score for this attempt: **10** out of 10

Submitted 11 Sep at 21:37

This attempt took 3 minutes.

### Question 1

1 / 1 pts

Which of the following return values should be taken into account when using the function *gethostname* (check the lab report to see how they are used in glibc which is what this question is based on).

☒ EFAULT

☒ ENAMETOOLONG

☒ EINVAL

☐ EPERM

## Question 2

3 / 3 pts

Choose the true statements:

☒ gethostbyname will overwrite the result after each call

☒ If used incorrectly, getaddrinfo may result in memory leaks

☒ getaddrinfo is thread-safe

☐ getaddrinfo will overwrite the result after each call

☐ gethostbyname is reentrant

☐  
gethostbyname allows the programmer to choose between IPv6 and IPv4

☒ getaddrinfo allows the programmer to choose between IPv6 and IPv4

☐ gethostbyname is thread-safe

☐ If used incorrectly, gethostbyname may result in memory leaks

☒ getaddrinfo is reentrant

### Question 3

1 / 1 pts

What C function is used in the first lab for resolving a hostname to an IP address?

☐ gethostbyname()

☒ getaddrinfo()

☐ fork()

☐ malloc()

### Question 4

1 / 1 pts

Choose the correct answers:

☒ TCP sockets are stream sockets

☒ UDP sockets are datagram sockets

☐ TCP sockets are datagram sockets

☐ UDP sockets are stream sockets

### Question 5

1 / 1 pts

`assert` checks the statement of its input and prints a message and abort execution if it is true.

☐ True

☒ False

### Question 6

1 / 1 pts

A hostname may have multiple associated IP addresses.

☒ True

☐ False

### Question 7

1 / 1 pts

What is the size in bits of an IPv6 address?

☐ 60 bits

☐ 64 bits

☐ 32 bits

☒ 128 bits

☐ 256 bits

☐ 96 bits

☐ 16 bits

## Question 8

1 / 1 pts

Choose the true statements

- ☒ To get an IPv6 address only I should use AF\_INET6
- ☐ AF\_INET returns both IPv4 and IPv6 addresses
- ☒ AF\_UNSPEC returns both IPv4 and IPv6 addresses
- ☐ To get an IPv4 address only I should use AF\_INET4

Quiz score: **10** out of 10