

✓ Congratulations! You passed!

TO PASS 80% or higher

Keep Learning

GRADE 100%

The Request / Response Cycle

то	TOTAL POINTS 19		
1.	When a browser connects to a web server to retrieve a document, what default TCP/IP port is used?	1/1 point	
	O 25		
	80		
	O 142		
	O 119		
	O 420		
	✓ Correct		
2.	When a browser connects to a web server to retrieve a document, what command is sent to the server?	1 / 1 point	
	■ GET		
	O POST		
	O DELE		
	O PUT		
	✓ Correct		
3.	What does the second "T" of HTTP stand for?	1 / 1 point	
	Transfer		
	○ Transport		
	○ movemenT		
	○ Transpose		
	✓ Correct		

4.	Which of the following is NOT part of a Uniform Resource Locator:	1 / 1 point
	Operating System	
	O Protocol	
	O Document	
	O Host	
	✓ Correct	
5.	Which HTML tag typically generates a request to retrieve a document from the server when it is clicked?	1/1 point
	a	
	O p	
	○ b	
	○ h1	
	O div	
	○ img	
	✓ Correct	
6.	What standards organization publishes many of the documents that describe the protocols we use on the Internet?	1 / 1 point
	○ RIA	
	○ Educause	
	O 6-Sigma	
	○ IRR	
	● IETF	
	✓ Correct	
7.	Which of the HTTP headers does the browser look at to decide how to display the retrieved document?	1 / 1 point
	Content-type	
	O Display-type	
	○ ETAG	

	Content-length	
	✓ Correct	
8.	In Python, what is the difference between an open file and a socket?	1/1 point
	A socket can be simultaneously read and written	
	When you open a file, you get a read and write handle to allow simultaneous operations	
	A program writes to a socket, it can read its data back after closing the socket	
	A program can rewind a socket and start writing again at the beginning of the socket	
	✓ Correct	
9.	What must happen before a client can open a socket?	1 / 1 point
	A server must be running that is listening for socket connections	
	The server must allocate sufficient memory to handle any needed retransmissions	
	The client must create a local file with the same name as the socket	
	The client must be on the same system as the server	
	The client must be in the same folder as the server	
	✓ Correct	
10.	. What port is used for Simple Mail Transfer Protocol (SMTP)?	1 / 1 point
	O 119	
	O 80	
	O 420	
	25	
	O 142	
	✓ Correct	

11. What port is used by default for Secure HTTP (https)?	1 / 1 point
O 142	
O 119	
O 80	
443	
O 25	
✓ Correct	
12. What is the topic of the Internet Engineering Task Force document RFC2616?	1/1 point
Message Data Types	
HTTP - HyperText Transfer Protocol	
FTP - File Transfer Protocol	
O POP - Post Office Protocol	
SMTP - Simple Mail Transfer Protocol	
✓ Correct	
13. What is the topic of the Internet Engineering Task Force document RFC42?	1 / 1 point
SMTP - Simple Mail Transfer Protocol	
FTP - File Transfer Protocol	
Message Data Types	
O POP - Post Office Protocol	
HTTP - HyperText Transfer Protocol	
✓ Correct	
14. Which of these Internet Engineering Task Force (IETF) documents described the "Internet Control Message Protocol"?	1 / 1 point
O RFC5325	
○ RFC815	
O RFC1224	

✓ Correct	
5. What is the purpose of encode() in the socket1.py code:	1 / 1 point
To break the data into packets for network transmission	
To make sure that the web server properly recognizes the GET command	
To convert the data to UTF-8 before sending	
To check if there is any data ready to send	
✓ Correct	
6. What can't you see in the Browser Developer Mode for most browsers?	1/1 point
The request and response headers for retrieved documents	
The browser Document Object Model (DOM)	
The HTTP response code (like 200 or 404) for each request	
The code that runs in the server	
✓ Correct	
7. In the sample server.py code, which function call actually waits for incoming socket connection requests?	1/1 point
listen()	
recv()	
decode()	
osocket()	
bind()	
✓ Correct	
8. In the sample server.py code, which function call will fail if another application is already using a port?	1/1 point
listen()	
decode()	
osocket()	

	bind()recv()	
	✓ Correct	
19.	Which Python library makes it very easy to make HTTP requests from Python?	1 / 1 point
	decode	
	json	
	urllib	
	✓ Correct	