

Module 2 Quiz

Quiz, 10 questions

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1.

When initializing sockets for the server and client, what type of Object should each side initialize?

- ☐ A. Server initializes a Socket, Client initializes a ServerSocket.
 - ☒ B. Server initializes a ServerSocket, Client initializes a Socket.
 - ☐ C. The server and client must create both a Socket and ServerSocket or else they cannot both read and write.
 - ☐ D. None of the above.
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2.

Which of the following statements is correct about communication between a client and server?

- ☐ A. The Server uses an InputStream to get data from the Client, and the Client uses an OutputStream to give data to the Server.
- ☐ B. The Server and Client effectively have "two connections", one for reading and the other for writing.
- ☐ C. The Server uses an OutputStream to get data from the Client, and the Client uses an InputStream to give data to the Server.
- ☒ D. The Server and Client each have an OutputStream and InputStream.

☐ E. None of the above.

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3.

What must a class extend/implement if you want to make it serializable?

- ☐ A. Implement Serializable and Deserializable
 - ☒ B. Implement Serializable
 - ☐ C. Implement Deserializable on the Client, implement Serializable on the Server
 - ☐ D. Extend Deserializable on the Client, extend Serializable on the Server
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4.

What does transient mean with respect to serializing objects?

- ☐ A. It means we can now deserialize in any JVM, not just one.
 - ☒ B. It means that specific variable in the serialized object will not be initialized.
 - ☐ C. It means that we are sending a "generic" serialized object which the receiver can structure how they want.
 - ☐ D. Both B and C
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5.

In remote method invocation, where object x is located on the server and the client is executing the instruction `y = x.foo()`, which objects must be serializable?

- ☐ A. None
 - ☐ B. Only x
 - ☐ C. Only y
 - ☒ D. Both x and y
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6.

What are the functions of the stub object in RMI?

- ☒ A. Allows the client to remotely call methods on the server's object.
 - ☒ B. Represents the remote object on the server's JVM.
 - ☐ C. Stores the data that belongs to the skeleton object
 - ☐ D. Executes the code of the skeleton object's methods
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7.

What is the main advantage of using Multicast Sockets?

- ☐ A. Multicast Sockets are easier to implement than Broadcast & Unicast Sockets
- ☒ B. It is generally more efficient to use one Multicast Socket than multiple Unicast Sockets

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- ☐ C. Multicast Sockets, unlike Broadcast Sockets, touch all nodes/destinations
 - ☐ D. Multicast Sockets use more bandwidth/resources than Broadcast and Unicast
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8.

What is true about DatagramPackets?

- ☐ A. The DatagramPacket message can have unbounded length
 - ☒ B. A DatagramPacket message can be sent to all members of a given group
 - ☐ C. DatagramPackets are used only for sending messages, not receiving
 - ☐ D. DatagramPackets can only be used by Multicast Sockets
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9.

What are the nodes in a distributed Publish-Subscribe system referred to as?

- ☐ A. Workers.
 - ☒ B. Brokers.
 - ☐ C. Publishers.
 - ☐ D. Subscribers.
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10.

Which of the following are benefits of the Publish-Subscribe paradigm?

- ☐ A. Efficient implementation due to message batching.
- ☐ B. Higher resilience due to message replication.
- ☐ C. Higher throughput due to topic partitioning.
- ☒ D. All of the above.



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