University-Level Socket Programming Quiz

1.	What is the	nrimary	nurnose of	'a server in	socket i	programming?
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- a. To establish connections with multiple servers
- b. To provide some defined service for clients
- c. To act as a firewall for client requests
- d. To block incoming connections

2. In socket programming, what are the two classes servers can be categorized into?

- a. Basic and Advanced
- b. Iterative and Concurrent
- c. Primary and Secondary
- d. Public and Private

3. Which type of server continues to spawn new servers to handle client requests?

- a. Iterative server
- b. Basic server
- c. Concurrent server
- d. Independent server

4. Which type of servers are typically concurrent according to the general rule?

- a. TCP servers
- b. HTTP servers
- c. FTP servers
- d. UDP servers

5. What method is used on the server-side to put the server into listening mode?

- a. s.start()
- b. s.connect()
- c. s.listen()
- d. s.receive()

6. Which method is used on the client side to actively initiate a TCP server connection?

- a. s.bind()
- b. s.connect()
- c. s.send()
- d. s.accept()

7. What is the primary advantage of a concurrent server over an iterative server?

- a. Faster response time for clients
- b. Ability to handle multiple clients concurrently

- c. More secure connections
- d. Lower resource consumption

8. What does the socket.bind() method do in socket programming?

- a. Closes the connection with the client
- b. Binds an address to the socket
- c. Accepts the client connection
- d. Sends the TCP message

9. Which type of communication can sockets facilitate between processes?

- a. Unidirectional communication
- b. Bidirectional communication
- c. Multidirectional communication
- d. No communication capabilities

10. What is the purpose of the socket.listen() method in socket programming?

- a. Send messages between clients
- b. Close the socket connection
- c. Put the server into listening mode
- d. Handle incoming client requests

11. Which method creates a bidirectional communication channel in socket programming?

- a. socket.connect()
- b. socket.bind()
- c. socket.send()
- d. socket.receive()

12. When creating a socket object, what does the socket type parameter specify?

- a. The address family
- b. The port number
- c. The type of communication
- d. The hostname

13. What does the loop in a simple server-client program continuously do?

- a. Send messages to the server
- b. Accept incoming client connections
- c. Close the connection with the client
- d. Spawn new server processes

14. Which command can be used to connect to a server running on localhost?

- a. ssh localhost
- b. telnet localhost port number

- c. connect localhost:port
- d. open localhost

15. In socket programming, what does the client socket object represent?

- a. The listening socket
- b. The server socket
- c. The connection socket
- d. The main socket

16. What is the primary function of the client socket in socket programming?

- a. Close the connection with the client
- b. Accept incoming client connections
- c. Send and receive data from the server
- d. Spawn new server processes

17. Which method is used to actively start a TCP server connection on the client side?

- a. s.listen()
- b. s.accept()
- c. s.connect()
- d. s.send()

18. What is the main goal of socket programming in network communication?

- a. Transmitting data securely
- b. Enabling communication between servers only
- c. Establishing direct hardware connections
- d. Allowing nodes on a network to communicate

19. When using the socket.recv() method, what does the parameter specifying the buffer size represent?

- a. Maximum number of connections allowed
- b. Maximum number of messages to receive
- c. Maximum size of data to receive at once
- d. Maximum size of the message payload

20. Which programming language provides support for both low-level and high-level network programming?

- a. Python
- b. Java
- c. C++
- d. JavaScript

Answer Key (Always review AI generated answers for accuracy - Math is more likely to be inaccurate)

- 1. b
- 2. b
- 3. c
- 4. a
- 5. c
- 6. b
- 7. b
- 8. b
- 9. b
- 10. c
- 11. a
- 12. c
- 13. b 14. b
- 15. c
- 16. c
- 17. c
- 18. d
- 19. c
- 20. a