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| **V TEACHING-LEARNING ACTIVITIES** |
| Note: Add a folder and name it into **module4\_tla** (tla means Teaching Learning Activities) before you commit your answer/document.  A **ENGAGE: Misconception ,** Commit your answer/document on your remote repository that shared to your instructor github account.  **Misconception Check**  Select 2 programming language and compare the advantages and disadvantages of their socket programming.   1. Javanetbeans language advantages sockets are flexible and sufficient, efficient socket based programming can be easily implemented for general communications while the disadvantages security restrictions are sometimes overbearing because a java applet running in a web browser is only able to establish connections to the machine where it came from , and to nowhere else on the network. 2. Advantages of VB.NET areyour code will be formatted automatically. You will use object-oriented constructs to create an enterprise-class code. You can create web applications with modern features like performance counters, event logs, and file system. While the disadvantages are VB.NET cannot handle pointers directly. This is a significant disadvantage since pointers are much necessary for programming. Any additional coding will lead to many CPU cycles, requiring more processing time. Your application will become slow. |
| B EXPLORE : API Specifications list   1. Give all of socket and server socket methods with their descriptions.  * public ServerSocket(int port) throws IOException - Attempts to create a server socket bound to the specified port. An exception occurs if the port is already bound by another application. * public ServerSocket(int port, int backlog) throws IOException - Similar to the previous constructor, the backlog parameter specifies how many incoming clients to store in a wait queue. * public ServerSocket(int port, int backlog, InetAddress address) throws IOException - Similar to the previous constructor, the InetAddress parameter specifies the local IP address to bind to. The InetAddress is used for servers that may have multiple IP addresses, allowing the server to specify which of its IP addresses to accept client requests on. * public ServerSocket() throws IOException - Creates an unbound server socket. When using this constructor, use the bind() method when you are ready to bind the server socket. * public Socket(String host, int port) throws UnknownHostException, IOException. - This method attempts to connect to the specified server at the specified port. If this constructor does not throw an exception, the connection is successful and the client is connected to the server. * public Socket(InetAddress host, int port) throws IOException - This method is identical to the previous constructor, except that the host is denoted by an InetAddress object. * public Socket(String host, int port, InetAddress localAddress, int localPort) throws IOException. - Connects to the specified host and port, creating a socket on the local host at the specified address and port. * public Socket(InetAddress host, int port, InetAddress localAddress, int localPort) throws IOException. - This method is identical to the previous constructor, except that the host is denoted by an InetAddress object instead of a String. * public Socket() - Creates an unconnected socket. Use the connect() method to connect this socket to a server. |
| C **EXPLAIN : Reading** |

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| To understand the module socket and serversocket activity, read and practice the java sample program refer to this link https://www.4shared.com/zip/qTRafeHHiq/socket.html. | | | |
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| **D EVALUATE**  **Self Assessment.**  Kindly check (✔) the box of your answer for each question. In this way, we will be able to assess how much we have learned and what are the things that needs to be improved. | | | |
| **Questions** | **YES** | **NO** | **MAYBE** |
| **1. Did I work hard on this module?** | ✔ |  |  |
| **2. Did I understand what my teacher asked me to do?** | ✔ |  |  |
| **3. Did I spend enough time to finish answering this module?** | ✔ |  |  |
| **4. Did I make good use of available resources?** | ✔ |  |  |
| **5. Did I check/ review my work for possible errors?** | ✔ |  |  |
| **6. Did I learn something in this module?** | ✔ |  |  |
| **7. Did I ask questions if I needed help?** | ✔ |  |  |
| **8. Did I read the instructions carefully?** | ✔ |  |  |
| **9. Did I set high standards for myself?** | ✔ |  |  |
| **10. Did I meet the success criteria?** | ✔ |  |  |