CSCI 3303 Networking Data Communication

Homework Assignment 10

Due Date: Midnight Nov. 21, 2021

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1. Java Implementation of TCP uses \_\_\_\_\_\_**B.**\_\_\_\_\_\_ types of socket objects.
2. only one **b) only two** c) many d) none of the above
3. \_\_\_\_\_**B.**\_\_\_\_\_\_\_\_ is responsible for establishing a connection in networking.
4. Socket **b) ServerSocket** c) ClientSocket d) none of the above
5. A server in a client-server paradigm can be designed either as a(an) \_\_\_\_\_**C.**\_\_\_\_\_\_ server.
6. Asynchronous or concurrent **c) iterative or concurrent**
7. Simultaneous or intermittent d) none of the above
8. A concurrent server can server \_\_\_\_\_**C.**\_\_\_\_\_\_\_\_\_.
9. One client at a time **c) several clients simultaneously**
10. only two clients simultaneously d) none of the above
11. An iterative server handles \_\_\_\_\_\_\_**A.**\_\_\_\_\_\_\_.
12. **One client at a time** c) several clients simultaneously
13. only two clients simultaneously d) none of the above
14. Which one is not necessary in server class in multi-networking program? \_\_\_\_**D.**\_\_\_\_\_\_
15. ServerSocket b) Socket c) Thread **d) Init**
16. Which one can’t be a field variable element in Thread class in multinetwork program? \_\_\_**A.**\_\_\_
17. **Socket object** c) BufferedWriter object
18. number of client(s) d) number of server(s)
19. Which method is generated inside Thread class in multi-networking program? \_\_\_**B.**\_\_\_\_\_
20. server.accept() **b) thread.start()** c) server.close() d) socket.close()
21. Using \_\_\_\_**Threads**\_\_\_\_\_\_\_\_\_, a multi-threaded server program can accept a connection from a client, start it for that communication, and continue listening for requests from other clients.
22. The maximum queue length on the ServerSocket for incoming request to connect, is set to the backlog parameter with default value \_\_\_\_\_**200**\_\_\_\_\_\_. If a connection indication arrives when the queue is full, the connection is refused.