Quiz 2: Client-Server Computing

Due Jun 1 at 11:59pmPoints 100Questions 5

Available May 26 at 8am - Jun 1 at 11:59pm 7 days Time Limit 60 Minutes

This quiz was locked Jun 1 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	55 minutes	69.17 out of 100

Score for this quiz: 69.17 out of 100

Submitted Jun 1 at 4pm

This attempt took 55 minutes.

	Question 1	5 / 15 pts		
	What is the name of the class in Java for creating server-side TCP sockets? ServerSocket			
	What is the name of the class in Java for creating client-side TC sockets?	P		
	What is the name of the class in Java for creating UDP sockets? DatagramSocket			
Answer 1:				
Correct!	ServerSocket			
	Answer 2:			
Correct!	Socket			

Answer 3:

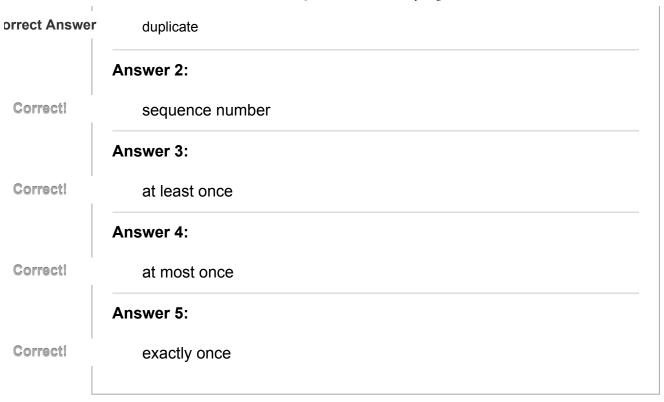
Correct!

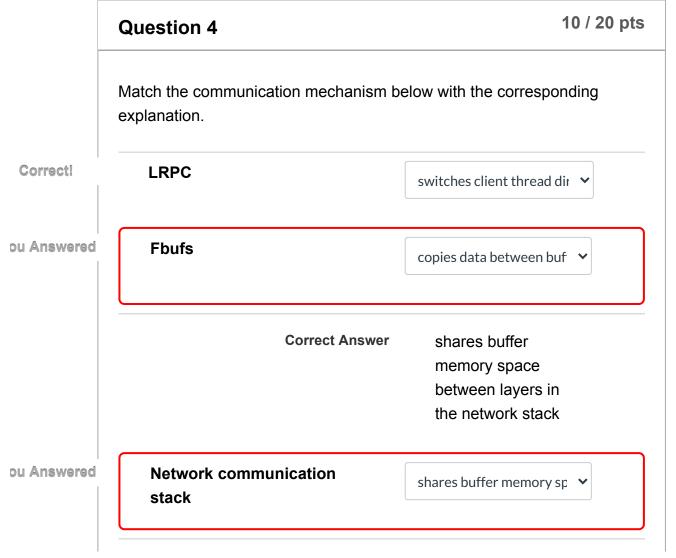
DatagramSocket

	Question 2	6.67 / 20 pts		
	In the FTP protocol, the client accepts data connection receive server when data is transferred in active more	quests from the de, whereas the		
	server accepts data connection requests from the client w transferred in passive mode. Passive mode shaped and passive mode.			
	when the server is behind a firewall/NAT, since the			
	Active mode should be used when the client is behind a			
	firewall/NAT, since the server command included address.	udes a public IP		
	Answer 1:			
Correct!	Answer 2:			
Correct!	passive Answer 3:			
ou Answered	server			
orrect Answer	Answer 4:			

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ou Answered	client			
orrect Answer	PASV			
	Answer 5:			
ou Answered	client			
orrect Answer	server			
	Answer 6:			
ou Answered	server			
orrect Answer	PORT			

Since an RPC requestream					
problem is that the	e server may	get multiple		requests	
Therefore a messa	age must be	tagged with a	sequence	number	to dete
this. This requires semantics when the				•	_
RPC with server c	rashes are	at least once	sema	antics (clie	ent keep
trying), at most one	se	mantics (client	gives up)	, and	
exactly once	semantics	s. The latter ma	y be diffic	cult or imp	ossible 1
attain.					
Answer 1:					
multiple					





Correct Answer

copies data between buffers in network service layers

Correct!

RPC on same machine

context-switches through

Question 5 15 / 20 pts

Suppose a print server writes a log record to disk every time it performs a request, to avoid re-executing repeat requests from clients if it crashes and reboots. Every print request is checked with the log, to see if that request has already been performed.

- 1. Suppose the record is written **before** performing the print request. Why does this not ensure exactly-once semantics?
- 2. Suppose the record is written **after** performing the print request. Why does this not ensure exactly-once semantics?

Your Answer:

- 1. There is no confirmation that the request was completed. There could have been a crash after the record was written but before the print request.
- 2. If the print request was made and then a crash occurs before the record is written, the request log is lost.
 - 1. The server may crash after writing the log record but before performing the request. Then the request may never be performed.
 - 2. The server may crash after performing the request but before writing the log record. Then the request may be executed again if the client retransmits.

Quiz Score: 69.17 out of 100