Q 1 - How Node based web servers are different from traditional web servers?

[A - Node based server process request much faster than traditional server.](javascript:void(0);)

B - Node based server uses a single threaded model and can services much larger number of requests than traditional server like Apache HTTP Server.

[C - There is no much difference between the two.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

ASW B

Q 2 - By default, npm installs any dependency in the global mode.

[A - true](javascript:void(0);)

B – false

ASWR A

Q 3 - Which of the following is true about EventEmitter.emit property?

[A - emit property is used to locate an event handler.](javascript:void(0);)

[B - emit property is used to bind a function with the event.](javascript:void(0);)

C - emit property is used to fire an event.

[D - None of the above.](javascript:void(0);)

ASR=C

Q 4 - Which of the following is true about Piping streams?

A - Piping is a mechanism where we provide output of one stream as the input to another stream.

[B - Piping is normally used to get data from one stream and to pass output of that stream to another stream.](javascript:void(0);)

[C - There is no limit on piping operations.](javascript:void(0);)

D - All of the above.

Answer : D

Explanation

Piping is a mechanism where we provide output of one stream as the input to another stream. It is normally used to get data from one stream and to pass output of that stream to another stream. There is no limit on piping operations.

Q1 - Which of the following is true about setInterval(cb, ms) global function?

[A - The setInterval(cb, ms) global function is used to run callback cb repeatedly after at least ms milliseconds.](javascript:void(0);)

[B - The setInterval(cb, ms) method returns an opaque value that represents the timer which can be used to clear the timer using the function clearInterval(t).](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 2 - What is Node.JS?  
A - Node.js is a web server.  
B - Node.js is a JavaScript based framework/platform built on Google Chrome's JavaScript V8 Engine.  
C - Node.js is a java based framework.  
D - None of the above.

Q 3 - All APIs of Node.JS are.  
A - Asynchronous  
B - Synchronous  
C - Both of the above.  
D - None of the above.

Q 4 - Why code written in Node.JS is pretty fast although being written in JavaScript?  
A - Node.JS internally converts JavaScript code to Java based code and then execute the same.  
B - Node.JS internally converts JavaScript code to C based code and then execute the same.  
C - Being built on Google Chrome's V8 JavaScript Engine.  
D - None of the above.

Q 6 - In which of the following areas, Node.js is perfect to use?  
A - I/O bound Applications  
B - Data Streaming Applications  
C - Data Intensive Realtime Applications (DIRT)  
D - All of the above.

D

Q 8 - Which of the following statement is valid to use a Node module http in a Node based application?  
A - var http = require("http");  
B - var http = import("http");  
C - package http;  
D - import http;

Q 9 REPL stands for.  
A - Research Eval Program Learn  
B - Read Eval Print Loop  
C - Read Earn Point Learn  
D - Read Eval Point Loop

B

Q 1 - Which of the following is true about Node.JS?

[A - Node.js is a JavaScript based framework/platform built on Google Chrome's JavaScript V8 Engine.](javascript:void(0);)

[B - Node.JS is used to delevop I/O intensive web applications like video streaming sites, single page applications and other web application.](javascript:void(0);)

[C - Node.js is open source and is completely free to use.](javascript:void(0);)

[D - All of the above.](javascript:void(0);)

Q 2 - What is Node.JS?

[A - Node.js is a web server.](javascript:void(0);)

[B - Node.js is a JavaScript based framework/platform built on Google Chrome's JavaScript V8 Engine.](javascript:void(0);)

[C - Node.js is a java based framework.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 3 - All APIs of Node.JS are.

[A - Asynchronous](javascript:void(0);)

[B - Synchronous](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 4 - Why code written in Node.JS is pretty fast although being written in JavaScript?

[A - Node.JS internally converts JavaScript code to Java based code and then execute the same.](javascript:void(0);)

[B - Node.JS internally converts JavaScript code to C based code and then execute the same.](javascript:void(0);)

[C - Being built on Google Chrome's V8 JavaScript Engine.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 5 - How Node based web servers are different from traditional web servers?

[A - Node based server process request much faster than traditional server.](javascript:void(0);)

[B - Node based server uses a single threaded model and can services much larger number of requests than traditional server like Apache HTTP Server.](javascript:void(0);)

[C - There is no much difference between the two.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 6 - In which of the following areas, Node.js is perfect to use?

[A - I/O bound Applications](javascript:void(0);)

[B - Data Streaming Applications](javascript:void(0);)

[C - Data Intensive Realtime Applications (DIRT)](javascript:void(0);)

[D - All of the above.](javascript:void(0);)

Q 7In which of the following areas, Node.js is not advised to be used?

[A - Single Page Applications](javascript:void(0);)

[B - JSON APIs based Applications](javascript:void(0);)

[C - CPU intensive applications](javascript:void(0);)

[D - Data Intensive Realtime Applications (DIRT)](javascript:void(0);)

Q 8 - Which of the following statement is valid to use a Node module http in a Node based application?

[A - var http = require("http");](javascript:void(0);)

[B - var http = import("http");](javascript:void(0);)

[C - package http;](javascript:void(0);)

[D - import http;](javascript:void(0);)

Q 9REPL stands for.

[A - Research Eval Program Learn](javascript:void(0);)

[B - Read Eval Print Loop](javascript:void(0);)

[C - Read Earn Point Learn](javascript:void(0);)

[D - Read Eval Point Loop](javascript:void(0);)

Q 10Which of following command starts a REPL session?

[A - $ node](javascript:void(0);)

[B - $ node start](javascript:void(0);)

[C - $ node repl](javascript:void(0);)

[D - $ node console](javascript:void(0);)

Q 11 - What is use of Underscore Variable in REPL session?

[A - to get the last command used.](javascript:void(0);)

[B - to get the last result.](javascript:void(0);)

[C - to store the result.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 12 -What npm stands for?

[A - Node Package Manager](javascript:void(0);)

[B - Node Project Manager](javascript:void(0);)

[C - New Project Manager](javascript:void(0);)

[D - New Package Manager](javascript:void(0);)

Q 13 - Which of the following command will show version of Node?

[A - $ npm --version](javascript:void(0);)

[B - $ node --version](javascript:void(0);)

[C - $ npm getVersion](javascript:void(0);)

[D - $ node getVersion](javascript:void(0);)

Q 14 - Which of the following command will show version of npm?

[A - $ npm --version](javascript:void(0);)

[B - $ node --version](javascript:void(0);)

[C - $ npm getVersion](javascript:void(0);)

[D - $ node getVersion](javascript:void(0);)

Q 15 - By default, npm installs any dependency in the local mode.

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

Q 16 - By default, npm installs any dependency in the global mode.

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

Q 17 - Which of the following command will show all the modules installed globally?

[A - $ npm ls -g](javascript:void(0);)

[B - $ npm ls](javascript:void(0);)

[C - $ node ls -g](javascript:void(0);)

[D - $ node ls](javascript:void(0);)

Q 18 - Which of the following command will show all the modules installed locally.

[A - $ npm ls -g](javascript:void(0);)

[B - $ npm ls](javascript:void(0);)

[C - $ node ls -g](javascript:void(0);)

[D - $ node ls](javascript:void(0);)

Q 19 - Which of the following is true about package.json?

[A - package.json is present in the root directory of any Node application/module.](javascript:void(0);)

[B - package.json is used to define the properties of a package.](javascript:void(0);)

[C - package.json can be used to update dependencies of a Node application.](javascript:void(0);)

[D - All of the above.](javascript:void(0);)

Q 20 - What is Callback?

[A - Callback is an asynchronous equivalent for a function.](javascript:void(0);)

[B - Callback is a technique in which a method call back the caller method.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 21 - Node js is a single threaded application but supports concurrency.

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

Q 22 - Which of the following is true with respect to Node.

[A - Every API of Node js are asynchronous.](javascript:void(0);)

[B - Node being a single thread, and uses async function calls to maintain the concurrency.](javascript:void(0);)

[C - Node thread keeps an event loop and whenever any task get completed, it fires the corresponding event which signals the event listener function to get executed.](javascript:void(0);)

[D - All of the above.](javascript:void(0);)

Q 23 - Which of the following provides in-built events.

[A - events](javascript:void(0);)

[B - callback](javascript:void(0);)

[C - throw](javascript:void(0);)

[D - handler](javascript:void(0);)

Q 24 - Which of the following is true about EventEmitter.on property?

[A - on property is used to fire event.](javascript:void(0);)

[B - on property is used to bind a function with the event.](javascript:void(0);)

[C - on property is used to locate an event handler.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 25 - Which of the following is true about EventEmitter.emit property?

[A - emit property is used to locate an event handler.](javascript:void(0);)

[B - emit property is used to bind a function with the event.](javascript:void(0);)

[C - emit property is used to fire an event.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

|  |  |
| --- | --- |
| **Question Number** | **Answer Key** |
| 1 | D |
| 2 | B |
| 3 | A |
| 4 | C |
| 5 | B |
| 6 | D |
| 7 | C |
| 8 | A |
| 9 | B |
| 10 | A |
| 11 | B |
| 12 | A |
| 13 | B |
| 14 | A |
| 15 | A |
| 16 | B |
| 17 | A |
| 18 | B |
| 19 | D |
| 20 | A |
| 21 | A |
| 22 | B |
| 23 | A |
| 24 | B |
| 25 | C |

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# **Node.js Mock Test II**

Q 1 - Buffer class is a global class and can be accessed in application without importing buffer module.

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

Q 2 - Which of the following code converts a buffer buf to JSON object?

[A - buf.toJSON()](javascript:void(0);)

[B - buf.json()](javascript:void(0);)

[C - buf.covertToJson()](javascript:void(0);)

[D - buf.jsonify()](javascript:void(0);)

Q 3 - Which of the following code gets length of a buffer buf?

[A - buf.length](javascript:void(0);)

[B - buf.size](javascript:void(0);)

[C - buf.length()](javascript:void(0);)

[D - buf.size()](javascript:void(0);)

Q 4 - Which of the following is true about readable stream?

[A - Readable stream is used for read operation.](javascript:void(0);)

[B - Output of readable stream can be input to a writable stream.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 5 - Which of the following is true about writable stream?

[A - writable stream is used for write operation.](javascript:void(0);)

[B - Output of readable stream can be input to a writable stream.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 6 - Which of the following is true about Piping streams?

[A - Piping is a mechanism where we provide output of one stream as the input to another stream.](javascript:void(0);)

[B - Piping is normally used to get data from one stream and to pass output of that stream to another stream.](javascript:void(0);)

[C - There is no limit on piping operations.](javascript:void(0);)

[D - All of the above.](javascript:void(0);)

Q 7 - Which of the following is true about Chaining streams?

[A - Chanining is a mechanism to connect output of one stream to another stream and create a chain of multiple stream operations.](javascript:void(0);)

[B - Chanining is normally used with piping operations.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 8 - Which of the following statement is valid to use a Node module fs in a Node based application?

[A - var fs = require("fs");](javascript:void(0);)

[B - var fs = import("fs");](javascript:void(0);)

[C - package fs;](javascript:void(0);)

[D - import fs;](javascript:void(0);)

Q 9 - Which of the following is true about File I/O in Node applications?

[A - Node implements File I/O using simple wrappers around standard POSIX functions.](javascript:void(0);)

[B - Node File System (fs) module should be imported for File I/O opearations.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 10 - Which of the following is true about fs module of Node?

[A - Every method in fs module have synchronous as well as asynchronous form.](javascript:void(0);)

[B - Asynchronous methods of fs module take last parameter as completion function callback and first parameter of the callback function as error.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 11 - Which method of fs module is used to open a file?

[A - fs.open(path, flags[, mode], callback)](javascript:void(0);)

[B - fs.openFile(path, flags[, mode], callback)](javascript:void(0);)

[C - fs.openPath(path, flags[, mode], callback)](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 12 - Which method of fs module is used to get information about file?

[A - fs.open(path, flags[, mode], callback)](javascript:void(0);)

[B - fs.stat(path, callback)](javascript:void(0);)

[C - fs.readFile(path, flags[, mode], callback)](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 13 - Which method of fs module is used to read a file?

[A - fs.open(path, flags[, mode], callback)](javascript:void(0);)

[B - fs.openFile(path, flags[, mode], callback)](javascript:void(0);)

[C - fs.openPath(path, flags[, mode], callback)](javascript:void(0);)

[D - fs.read(fd, buffer, offset, length, position, callback)](javascript:void(0);)

Q 14 - Which method of fs module is used to write a file?

[A - fs.write(path, flags[, mode], callback)](javascript:void(0);)

[B - fs.writeFile(path, flags[, mode], callback)](javascript:void(0);)

[C - fs.writePath(path, flags[, mode], callback)](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 15 - Which method of fs module is used to close a file?

[A - fs.close(fd, callback)](javascript:void(0);)

[B - fs.closeFile(fd, callback)](javascript:void(0);)

[C - fs.closePath(fd, callback)](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 16 - Which method of fs module is used to truncate a file?

[A - fs.delete(fd, len, callback)](javascript:void(0);)

[B - fs.remove(fd, len, callback)](javascript:void(0);)

[C - fs.ftruncate(fd, len, callback)](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 17 - Which method of fs module is used to delete a file?

[A - fs.delete(fd, len, callback)](javascript:void(0);)

[B - fs.remove(fd, len, callback)](javascript:void(0);)

[C - fs.unlink(path, callback)](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 18 - Which method of fs module is used to read a directory?

[A - fs.readDirectory(path[, mode], callback)](javascript:void(0);)

[B - fs.read(path[, mode], callback)](javascript:void(0);)

[C - fs.readdir(path, callback)](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 19 - Which method of fs module is used to remove a directory?

[A - fs.deleteDirectory(path[, mode], callback)](javascript:void(0);)

[B - fs.rmdir(path, callback)](javascript:void(0);)

[C - fs.removeDirectory(path[, mode], callback)](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 20 - Which of the following is true about global objects in Node applications?

[A - Global objects are global in nature and they are available in all modules.](javascript:void(0);)

[B - Global objects are nore required to be included in application, rather they can be used directly.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 21 - Which of the following is true about \_\_filename global object?

[A - The \_\_filename represents the filename of the code being executed.](javascript:void(0);)

[B - The \_\_filename represents the resolved absolute path of code file.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

[Q 22 - Which of the following is true about \_\_dirname global object?](javascript:void(0);)

[A - The \_\_dirname represents the name of the directory that the currently executing script resides in.](javascript:void(0);)

[B - The \_\_dirname represents the resolved absolute path of code file.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 23 - Which of the following is true about setTimeout(cb, ms) global function?

[A - The setTimeout(cb, ms) global function is used to run callback cb after at least ms milliseconds.](javascript:void(0);)

[B - The setTimeout(cb, ms) function returns an opaque value that represents the timer which can be used to clear the timer.](javascript:void(0);)

[C - Both of the above.](javascript-:void(0);)

[D - None of the above.](javascript:void(0);)

Q 24 - Which of the following is true about clearTimeout(t) global function?

[A - The clearTimeout( t ) global function is used to stop a timer that was previously created with setTimeout().](javascript:void(0);)

[B - The clearTimeout( t ) function returns an opaque value that represents the timer which can be used to clear the timer.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 25 - Which of the following is true about setInterval(cb, ms) global function?

[A - The setInterval(cb, ms) global function is used to run callback cb repeatedly after at least ms milliseconds.](javascript:void(0);)

[B - The setInterval(cb, ms) method returns an opaque value that represents the timer which can be used to clear the timer using the function clearInterval(t).](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

|  |  |
| --- | --- |
| **Question Number** | **Answer Key** |
| 1 | A |
| 2 | A |
| 3 | A |
| 4 | C |
| 5 | C |
| 6 | D |
| 7 | C |
| 8 | A |
| 9 | C |
| 10 | C |
| 11 | A |
| 12 | B |
| 13 | D |
| 14 | B |
| 15 | A |
| 16 | C |
| 17 | C |
| 18 | C |
| 19 | B |
| 20 | C |
| 21 | C |
| 22 | A |
| 23 | C |
| 24 | A |
| 25 | C |

[Download](https://www.tutorialspoint.com/nodejs/pdf/nodejs_mock_test_ii.pdf)

# **Node.js Mock Test III**

Q 1 - Is console a global object?

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

Q 2 - Which of the following is true about console global object?

[A - There are built-in methods to be used for printing informational, warning and error messages in console.](javascript:void(0);)

[B - console is used in synchronous way when destination is file or a terminal.](javascript:void(0);)

[C - console is used in asynchronous way when destination is a pipe.](javascript:void(0);)

[D - All of the above.](javascript:void(0);)

Q 3 - Is process a global object?

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

Q 4 - Which of the following is true about process global object?

[A - The process object is an instance of EventEmitter.](javascript:void(0);)

[B - process emits exit event when process is about to exit.](javascript:void(0);)

[C - process emits uncaughtException when when an exception bubbles all the way back to the event loop.](javascript:void(0);)

[D - All of the above.](javascript:void(0);)

Q 5 - Which of the following code prints current directory?

[A - console.log('Current directory: ' + process.cwd());](javascript:void(0);)

[B - console.log('Current directory: ' + console.cwd());](javascript:void(0);)

[C - console.log('Current directory: ' + process.currenWorkingDirectory());](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 6 - Which of the following code prints process version?

[A - console.log('Current version: ' + process.version());](javascript:void(0);)

[B - console.log('Current version: ' + process.version);](javascript:void(0);)

[C - console.log('Current version: ' + process.getVersion());](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 7 - Which of the following code prints memory usage?

[A - console.log(process.memoryUsage());](javascript:void(0);)

[B - console.log('Current version: ' + process.memory());](javascript:void(0);)

[C - console.log('Current version: ' + process.getMemory());](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 8 - Which of the following module is required for operating system specific operations?

[A - os module](javascript:void(0);)

[B - fs module](javascript:void(0);)

[C - net module](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 9 - Which of the following code print the endianness of operating system?

[A - console.log('endianness : ' + os.endianness);](javascript:void(0);)

[B - console.log('endianness : ' + os.endianness());](javascript:void(0);)

[C - console.log('endianness : ' + os.getEndianness());](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 10 - Which of the following code print the name of operating system?

[A - console.log('type : ' + os.type);](javascript:void(0);)

[B - console.log('type : ' + os.type());](javascript:void(0);)

[C - console.log('type : ' + os.getType());](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 11 - Which of the following code print the platform of operating system?

[A - console.log('platform : ' + os.platform);](javascript:void(0);)

[B - console.log('platform : ' + os.platform());](javascript:void(0);)

[C - console.log('platform : ' + os.getPlatform());](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 12 - Which of the following code print the total system memory of operating system?

[A - console.log('total memory : ' + os.totalmem() + " bytes.");](javascript:void(0);)

[B - console.log('total memory : ' + os.totalmem + " bytes.");](javascript:void(0);)

[C - console.log('total memory : ' + os.getTotalMemory() + " bytes.");](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 13 - Which of the following code print the total free memory of operating system?

[A - console.log('free memory : ' + os.freemem() + " bytes.");](javascript:void(0);)

[B - console.log('free memory : ' + os.freemem + " bytes.");](javascript:void(0);)

[C - console.log('free memory : ' + os.getFreeMemory() + " bytes.");](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 14 - Which of the following module is required for path specific operations?

[A - os module](javascript:void(0);)

[B - fs module](javascript:void(0);)

[C - path module](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 15 - Which of the following is the correct way to get a normalized path?

[A - path.normalize('/test/test1//2slashes/1slash/tab/..')](javascript:void(0);)

[B - fs.normalize('/test/test1//2slashes/1slash/tab/..')](javascript:void(0);)

[C - os.normalize('/test/test1//2slashes/1slash/tab/..')](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 16 - Which of the following is the correct way to get a joint path?

[A - path.join('/test', 'test1', '2slashes/1slash', 'tab', '..')](javascript:void(0);)

[B - path.combine('/test', 'test1', '2slashes/1slash', 'tab', '..')](javascript:void(0);)

[C - buffer.join('/test', 'test1', '2slashes/1slash', 'tab', '..')](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 17 - Which of the following is the correct way to get an absolute path?

[A - os.resolve('main.js')](javascript:void(0);)

[B - path.resolve('main.js')](javascript:void(0);)

[C - fs.resolve('main.js')](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 18 - Which of the following is the correct way to get an extension of a file?

[A - fs.extname('main.js')](javascript:void(0);)

[B - path.extname('main.js')](javascript:void(0);)

[C - os.extname('main.js')](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 19 - Which of the following module is required for network specific operations?

[A - os module](javascript:void(0);)

[B - fs module](javascript:void(0);)

[C - net module](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 20 - Which of the following API creates a server?

[A - net.createServer([options][, connectionListener])](javascript:void(0);)

[B - net.connect(options[, connectionListener])](javascript:void(0);)

[C - net.createConnection(port[, host][, connectListener])](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 21 - Which of the following API creates a client?

[A - net.createServer([options][, connectionListener])](javascript:void(0);)

[B - net.connect(options[, connectionListener])](javascript:void(0);)

[C - net.createConnection(port[, host][, connectListener])](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 22 - net.isIP(input) tests if input is an IP address or not.

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

Q 23 - net.isIP(input) returns 0 for invalid input.

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

Q 24 - net.isIP(input) returns 4 for IP version 4 addresses.

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

Q 25 - net.isIP(input) returns 6 for IP version 6 addresses.

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

|  |  |
| --- | --- |
| **Question Number** | **Answer Key** |
| 1 | A |
| 2 | D |
| 3 | A |
| 4 | D |
| 5 | A |
| 6 | B |
| 7 | A |
| 8 | A |
| 9 | B |
| 10 | B |
| 11 | B |
| 12 | A |
| 13 | A |
| 14 | C |
| 15 | A |
| 16 | A |
| 17 | B |
| 18 | B |
| 19 | C |
| 20 | A |
| 21 | A |
| 22 | A |
| 23 | A |
| 24 | A |
| 25 | A |

[Download](https://www.tutorialspoint.com/nodejs/pdf/nodejs_mock_test_iii.pdf)

# **Node.js Mock Test IV**

Q 1 - Which of the following module is required for DNS specific operations?

[A - dns module](javascript:void(0);)

[B - web module](javascript:void(0);)

[C - net module](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 2 - Which of the following stands true for dns.lookup(hostname[, options], callback) method?

[A - Resolves a hostname (e.g. 'google.com') into the first found A (IPv4) or AAAA (IPv6) record.](javascript:void(0);)

[B - If options is not provided, then IP v4 and v6 addresses are both valid. If options is an integer, then it must be 4 or 6.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 3 - Which of the following method resolves an ip address to an array of hostnames?

[A - dns.reverse(ip, callback)](javascript:void(0);)

[B - dns.resolve(hostname[, rrtype], callback)](javascript:void(0);)

[C - dns.resolve4(hostname, callback)](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 4 - Which of the following module is required for exception handling in Node?

[A - web module](javascript:void(0);)

[B - net module](javascript:void(0);)

[C - domain module](javascript:void(0);)

[D - error module](javascript:void(0);)

Q 5 - Which of the following is true about internal binding with respect to domain module?

[A - Error emmitter is executing its code within run method of a domain.](javascript:void(0);)

[B - Error emmitter is added explicitly to a domain using its add method.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 6 - Which of the following is true about external binding with respect to domain module?

[A - Error emmitter is executing its code within run method of a domain.](javascript:void(0);)

[B - Error emmitter is added explicitly to a domain using its add method.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 7 - Which of the following module is required to create a web server?

[A - url module](javascript:void(0);)

[B - net module](javascript:void(0);)

[C - http module](javascript:void(0);)

[D - web module](javascript:void(0);)

Q 8 - Which of the following code can create a web server?

[A - http.createServer(callback)](javascript:void(0);)

[B - http.createWebServer(callback)](javascript:void(0);)

[C - http.createHTTPServer(callback)](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 9 - Which of the following code can make a request to a web server?

[A - http.request(options, callback)](javascript:void(0);)

[B - http.createRequest(options, callback)](javascript:void(0);)

[C - http.makeRequest(options, callback)](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 10 - What is Express?

[A - Express is a application framework that provides a robust set of features to develop desktop based applications.](javascript:void(0);)

[B - Express is a minimal and flexible Node.js web application framework that provides a robust set of features to develop web and mobile applications.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 11 - Can we create child processes in Node applications.

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

Q 12 - Which of the following module is required to create a child process?

[A - process module](javascript:void(0);)

[B - child\_process module](javascript:void(0);)

[C - child module](javascript:void(0);)

[D - web module](javascript:void(0);)

Q 13 - Which of the following is true about exec methd of child\_process module.

[A - The exec() method runs a command in a shell and buffers the output.](javascript:void(0);)

[B - The exec() method returns a buffer with a max size.](javascript:void(0);)

[C - The exec() method waits for the process to end and tries to return all the buffered data at once.](javascript:void(0);)

[D - All of the above.](javascript:void(0);)

Q 14 - Which of the following is true about fork methd of child\_process module.

[A - The fork() method method is a special case of the spawn() to create Node processes.](javascript:void(0);)

[B - The fork method returns object with a built-in communication channel in addition to having all the methods in a normal ChildProcess instance.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 15 - What REST stands for?

[A - REpresentational State Transfer](javascript:void(0);)

[B - Resource Efficient State Transfer](javascript:void(0);)

[C - Real Elegant State Transfer](javascript:void(0);)

[D - Resource Elegant State Transfer](javascript:void(0);)

Q 16 - Which of the following is true about RESTful webservices?

[A - Webservices based on REST Architecture are known as RESTful web services.](javascript:void(0);)

[B - Webservices uses HTTP methods to implement the concept of REST architecture.](javascript:void(0);)

[C - Both of the above.](javascript:void(0);)

[D - None of the above.](javascript:void(0);)

Q 17 - Which of the following is not a valid HTTP method?

[A - get](javascript:void(0);)

[B - put](javascript:void(0);)

[C - post](javascript:void(0);)

[D - header](javascript:void(0);)

Q 18 - Transform stream is a type of duplex stream.

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

Q 19 - Each type of Stream is an EventEmitter.

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

Q 20 - Duplex stream can be used for both read and write operation.

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

Q 21 - A stream fires data event when there is data available to read.

[A - false](javascript:void(0);)

[B - true](javascript:void(0);)

Q 22 - A stream fires end event when there is no more data to read.

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

Q 23 - A stream fires error event when there is any error receiving or writing data.

[A - false](javascript:void(0);)

[B - true](javascript:void(0);)

Q 24 - A stream fires finish event when all data has been flushed to underlying system.

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

Q 25 - Child processes always have three streams child.stdin, child.stdout, and child.stderr which may be shared with the stdio streams of the parent process.

[A - true](javascript:void(0);)

[B - false](javascript:void(0);)

|  |  |
| --- | --- |
| **Question Number** | **Answer Key** |
| 1 | A |
| 2 | C |
| 3 | A |
| 4 | C |
| 5 | A |
| 6 | B |
| 7 | C |
| 8 | A |
| 9 | A |
| 10 | B |
| 11 | A |
| 12 | B |
| 13 | D |
| 14 | C |
| 15 | A |
| 16 | C |
| 17 | D |
| 18 | A |
| 19 | A |
| 20 | A |
| 21 | B |
| 22 | A |
| 23 | B |
| 24 | A |
| 25 | A |

**1.Buffer** The Buffer class is an inbuilt globally accessible class that means it can be used without importing any module. The Buffer class is used to deal with binary data. Buffer class objects are used to represent binary data as a sequence of bytes.

2. **console:** It is an inbuilt global object used to print to stdout and stderr.

**3.process:** It is an inbuilt global object that is an instance of EventEmitter used to get information on current process. It can also be accessed using require() explicitly.

4. **global:** It is a global namespace. Defining a variable within this namespace makes it globally accessible.

**1.Buffer**

**2. console**

**3.process**

**4. global**

**5. setImmediate() method.**

**6. setInterval() method**

**7. setTimeout() method**

**8.** **queueMicrotask() method**

**9.** **clearInterval()**

**10.** **clearImmediate()**

Process nextTick is a function that is not provided by Lebuv but provided by node itself. This referees a priorty queue. The callback function executed first when event loop start and run the call function before every other callback function queue phases. This callback runs without any limit until the queue is empty. So process.nextTick executes immediately after the current function completes.

Whereas, Setimmediate callback function run from check queue after I/O event callbacks that already in the event queue. It will wait the event loop visit the queue.