Lab 7 Socket.io

Instructions

1. Answer the below question in the boxes if needed.
2. Code on your computer and zip all your code before submission.
3. Please submit the assignment after you finish.

Part 1 Assignment

**Q1 In Node.js, if you want to achieve real-time bidirectional communication, which library would you choose?**  
A. Express  
B. Socket.IO  
C. Koa  
D. Hapi

Answer: B

**Q2 When using Socket.IO, do you need to install the Socket.IO library on both the server-side and the client-side?**  
A. Yes  
B. No  
C. Only on the server-side  
D. Only on the client-side

Answer: A

**Q3 What is the main advantage of Socket.IO?**  
A. Providing static file serving  
B. Achieving real-time bidirectional communication  
C. Running as a web server  
D. Handling HTTP requests and responses

Answer: B

**Q4 In Socket.IO, what does socket.emit('event', data) on client-side do?**  
A. Listens for an event sent by the server  
B. Listens for an event sent by the client  
C. Sends a message to the client  
D. Sends a message to the server

Answer: D

**Q5. In Socket.IO, what does socket.disconnect() do?**  
A. Listens for a connection event from the client  
B. Listens for a disconnect event from the client  
C. Disconnects the underlying connection of the socket  
D. Disconnects the connection with both the server and client

Answer: C

**Q6 When listening for a custom event in Socket.IO, which method should you use?**  
A. socket.on()  
B. socket.emit()  
C. socket.off()  
D. socket.disconnect()

Answer: A

**Q7 In Socket.IO, if you want to broadcast a message to all clients except the sender, how should you do it?**  
A. Use socket.emit()  
B. Use socket.broadcast.emit()  
C. Use io.emit() (where io is an instance of require('socket.io')(server))  
D. Use socket.to().emit()

Answer:

Part 2 Programming Task

Q1. Use Node.js and Socket.IO Create a simple real-time chat application. We have provided a basic framework, please refine the unfinished parts