

## Module 2 Quiz

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Module 2 Quiz

Graded Quiz • 30 min

**Due** Dec 21, 12:59 AM MST

### Module 2 Quiz

Total points 10

1.

Question 1

When initializing sockets for the server and client, what type of Object should each side initialize?

1 point

A. Server initializes a Socket, Client initializes a ServerSocket.

**B. Server initializes a ServerSocket, Client initializes a Socket.**

C. The server and client must create both a Socket and ServerSocket or else they cannot both read and write.

D. None of the above.

2.

Question 2

Which of the following statements is correct about communication between a client and server?

1 point

A. The Server uses an InputStream to get data from the Client, and the Client uses an OutputStream to give data to the Server.

- B. The Server and Client effectively have "two connections", one for reading and the other for writing.
- C. The Server uses an OutputStream to get data from the Client, and the Client uses an InputStream to give data to the Server.

**D. The Server and Client each have an OutputStream and InputStream.**

E. None of the above.

3.

Question 3

What must a class extend/implement if you want to make it serializable?

1 point

A. Implement Serializable and Deserializable

**B. Implement Serializable**

C. Implement Deserializable on the Client, implement Serializable on the Server

D. Extend Deserializable on the Client, extend Serializable on the Server

4.

Question 4

What does transient mean with respect to serializing objects?

1 point

A. It means we can now deserialize in any JVM, not just one.

**B. It means that specific variable in the serialized object will not be initialized.**

C. It means that we are sending a "generic" serialized object which the receiver can structure how they want.

D. Both B and C

5.

Question 5

In remote method invocation, where object x is located on the server and the client is executing the instruction `y = x.foo()`, which objects must be serializable?

1 point

A. None

B. Only x

C. Only y

**D. Both x and y**

6.

Question 6

What are the functions of the stub object in RMI?

1 point

**A. Allows the client to remotely call methods on the server's object.**

**B. It's a local object on the client's JVM created to represent the remote object that lives on the server's JVM.**

C. Stores the data that belongs to the skeleton object

D. Executes the code of the skeleton object's methods

7.

Question 7

What is the main advantage of using Multicast Sockets?

1 point

A. Multicast Sockets are easier to implement than Broadcast & Unicast Sockets

**B. It is generally more efficient to use one Multicast Socket than multiple Unicast Sockets**

C. Multicast Sockets, unlike Broadcast Sockets, touch all nodes/destinations

D. Multicast Sockets use more bandwidth/resources than Broadcast and Unicast

8.

Question 8

What is true about DatagramPackets?

1 point

A. The DatagramPacket message can have unbounded length

**B. A DatagramPacket message can be sent to all members of a given group**

C. DatagramPackets are used only for sending messages, not receiving

D. DatagramPackets can only be used by Multicast Sockets

9.

Question 9

What are the nodes in a distributed Publish-Subscribe system referred to as?

1 point

A. Workers.

**B. Brokers.**

C. Publishers.

D. Subscribers.

10.

Question 10

Which of the following are benefits of the Publish-Subscribe paradigm?

1 point

A. Efficient implementation due to message batching.

B. Higher resilience due to message replication.

C. Higher throughput due to topic partitioning.

**D. All of the above.**

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