

## FIT2095 e-Business software technologies S2 2019

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Started on Friday, 18 October 2019, 12:07 PM State Finished Completed on Friday, 18 October 2019, 12:40 PM Time taken 32 mins 45 secs **Grade 8.18** out of 10.00 (82%)

## Print friendly format

Question 1 Complete

Mark 8.18 out of

10.00

Question 1

PARAM1: DataType: String

Role: Provides Event Name

PARAM2: DataType: Object

Role: provides serializable object

PARAM3: DataType: String

Role: provides the name of the event that is supposed to be processed

PARAM4: DataType: Function

Role: a Callback function that gets invoked while waiting for connections

Comment:

Q1=50% Q2=100% Q3=100%

Question 2

30/10/2019

Complete

Not graded

Question 2

(Q1)

(1 Difference) HTTP connection does not keep the connection (unsynchronous) open as with Socket connections (which creates a "tube" to keep the data flow synchronized.

Socket connections can broadcast back to the connected clients at any time, but HTTP connections are initiated always by the client before the server can respond back.

(2 Difference) Http connection is unsynchronized and the channel closes once the client is served with a response.

Socket.io connection is synchronized, and the channel stays open till it is terminated by the client.

(Q2)

Socket io can send requests to specific client groups connected to defined "Namespaces" which also contain "Rooms" or to certain client ID's. This is what is meant with separation of concern.

Question 3

Complete

Not graded

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Question 3
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Question 4

Not answered

Not graded

Question 4

Question **5** 

Not answered

Not graded

Question 5

Question **6** 

Not answered

Not graded

Question 6

30/10/2019 Week 11: Workshop Quiz

Question 7
Not answered
Not graded

Question 8
Not answered
Not graded

Question 8

Question 7

■ Week 11: Real-Time Bidirectional Event-Based Communication & Cloud Service Jump to...

Building Contact List Application Using the Mean Stack ▶