

Week 10 Practice Questions

Q1: Which of the following statement(s) is/are true regarding Webhooks?

- A. A Webhook is also known as “REST API”.
- B. A Webhook is sometimes referred to as “Reverse API”.
- C. A Webhook is generally used to retrieve information from the server, and rarely used to push information.
- D. A Webhook uses HTTP protocol.

Answer: B and D

Solution: Webhooks are also called “Reverse API” because it used to push information to the client. It uses HTTP protocol.

Q2: Which of the following tool(s) can be used to debug webhooks?

- A. Curl (Command line utility)
- B. GraphQL
- C. Insomnia
- D. All of the above

Answer: A and C

Solution: Using Curl and insomnia, you can send request to the server so, it can be used to debug webhooks.

GraphQL is not a tool, but a specification or a new API standard.

Q3: Which of the following statements is false regarding webhooks?

- A. A Webhook generally uses HTTP POST request method.
- B. Webhooks are generally called by human clients.
- C. The response to the webhook should indicate the status code.
- D. The response to the webhook should have minimal content in the response body.

Answer: B

Solution: Webhooks typically use HTTP POST method. Its response should indicate the status code and should have minimal content in the response.

Q4: Which of the following statement(s) is/are true regarding WebSocket?

- A. The connection between client and server is always open.
- B. The connection between client and server closes as soon as client receives the response.
- C. WebSocket is a protocol layered over TCP.
- D. None of the above

Answer: A and C

Solution: Web socket is a protocol layered over the TCP. It is used for bidirectional communication and keep the connection open throughout the communication.

Q5: Which of the following statement(s) is/are true regarding browsers Push API?

- A. It can push messages to the application only when the application is loaded on a user agent.
- B. It can push messages to the application even if the application is not loaded on a user agent.
- C. Application should have an active service worker.
- D. Application may not have an active service worker.

Answer: B and C

Solution: Push API can push messages to the application even if the application is not loaded on a user agent. It requires an active service worker.

Q6: Which of the following is true regarding polling?

- A. Polling is a mechanism in which a client sends a request for data repetitively after a fixed time interval.
- B. Response from the server can be empty.
- C. Response from the server can never be empty.
- D. None of the above

Answer: A and B

Solution: Polling is a mechanism in which client sends a request for message repeatedly after a fixed amount of time interval and if server has the message then it will send the message or it can send out empty response.

Q7: Which of the following is correct regarding webhooks?

- A. A webhook allows two different application to communicate with each other.
- B. A webhook notifies the client every time an event occurs to which client has subscribed.
- C. Webhooks provide data to the client only when client ask for the data.
- D. None of the above

Answer: A and B

Solution: A webhook allow two applications to communicate with each other. It pushes the message on the channel to the clients who have subscribed for the channel.

Q8: Which of the following is correct regarding the event-driven architecture?

- A. There are three main components of the architecture, event producer, event router, event consumer.
- B. Event producer publish messages to the event router.
- C. Event producer publish messages to the event consumer.
- D. Event router publish the messages to the event consumer.

Answer: A, B and D

Solution: In event driven architecture there are three main components, even producer, event router and event consumer. Event producers publish the message to the event router, which filters and pushes the event to the event consumer.