

# Course Assessment Test



<b>Course Title</b>	Real time data streaming and monitoring with WebSocket and Socket.IO	<b>Date</b>	Nov 2025
<b>Name</b>		<b>Dept</b>	

- 1) This assessment test is to be given out before course commencement. Answers are to be filled in column entitled "Pre-Course Answer".
- 2) At the end of the course, the same assessment sheet is to be given out where answers are to be filled in column entitled "Post-Course Answer". Instructor will then share the answers and participants need to total the score in both "Pre" and "Post" columns through self-marking.
- 3) Assessment sheets will be collected for filling.

No	Question	Pre-Course Answer	Post-Course Answer
1	Which of the following are key features / characteristics of the WebSocket protocol? <ul style="list-style-type: none"> <li>i. Primarily used for real-time data streaming between a server and a client</li> <li>ii. Protocol that supports full-duplex communication</li> <li>iii. The communication is persistent over a single TCP connection until explicitly closed</li> <li>iv. Requires a request to be sent from server and response received from client before any packet of data can be sent over the persistent connection</li> </ul> <ul style="list-style-type: none"> <li>a) Features i, ii and iii</li> <li>b) Features i, ii and iv</li> <li>c) Features i, iii and iv</li> <li>d) Features ii, iii and iv</li> </ul>		A
2	What are the two common HTTP headers in the request and response required to setup a WebSocket connection between client and server? <ul style="list-style-type: none"> <li>a) connection: websocket, switch: immediate</li> <li>b) connection: upgrade, upgrade: websocket</li> <li>c) connection: websocket, mode: upgrade</li> <li>d) websocket: true, mode: switch</li> </ul>		B
3	What is the fallback protocol that Socket.IO uses in the event that a WebSocket connection cannot be established between the client and server? <ul style="list-style-type: none"> <li>a) Redis / Kafka</li> <li>b) MQMT</li> <li>c) HTTP long polling</li> <li>d) HTTP queued messaging</li> </ul>		C
4	What are the key features of Socket.IO that make it attractive for use by developers to create real time streaming applications? <ul style="list-style-type: none"> <li>i. Event-Based API - both client and server can emit and listen for events</li> <li>ii. Automatic reconnection - uses a heartbeat mechanism, which periodically checks</li> </ul>		D

# Course Assessment Test

	<p>the status of the connection, and connects when it is broken</p> <p>iii. Broadcasting - from the server-side, send an event to all clients or to a subset of clients</p> <p>iv. Room and Namespaces - allow logical separation of communication channels that involve subset of connected users</p> <p>a) Features i, ii and iii b) Features i, ii and iv c) Features ii, iii and iv d) All the features</p>		
5	<p>What does this statement do on the server side:</p> <pre>socket.on('message', (msg) =&gt; { })</pre> <p>a) It listens for a message event emitted from the client b) It waits until a message queue event is triggered before sending the message to the client c) It listens for a connection attempt from the client to send the first message d) It listens for a specific message given by the <code>msg</code> parameter that it needs to intercept in an event handling sequence</p>		A
6	<p>What is the statement that a client needs to use to connect to a specific namespace <code>CoolSpace</code> on the server-side?</p> <p>a) <code>socket = namespace(CoolSpace);</code> b) <code>socket = connect(CoolSpace);</code> c) <code>socket = io(CoolSpace);</code> d) <code>socket = connect(namespace, CoolSpace);</code></p>		C
7	<p>What is the statement that the server uses to listen for an attempt from the client to connect to the namespace <code>CoolSpace</code>?</p> <p>a) <code>const nsp = listen.connection(CoolSpace);</code> b) <code>const nsp = io.of(CoolSpace);</code> c) <code>const nsp = namespace.connect(CoolSpace);</code> d) <code>const nsp = listen.nameSpace(CoolSpace);</code></p>		B
8	<p>What is the statement that the server uses to broadcast a message <code>msgContent</code> to a subset of connected users within a specific room <code>coolRoom</code>?</p> <p>a) <code>socket.emit('message', coolRoom, { msgContent });</code> b) <code>socket.emit(coolRoom, 'message', { msgContent });</code> c) <code>socket.emit('message', { msgContent }).to(coolRoom);</code> d) <code>socket.to(coolRoom).emit('message', { msgContent });</code></p>		D
9	<p>Imagine a socket <code>nsp</code> associated with a namespace that contains a subset of connected users in a particular application. How do we obtain this number of users?</p>		

## Course Assessment Test

	a) nsp.sockets.users b) nsp.sockets.size c) nsp.connected.users d) nsp.namespace.size		B
10	What is the statement to be executed on the server-side to check on the number of users connected to a particular room <code>roomA</code> in a given namespace <code>myname</code> , where the socket <code>nsp</code> is associated with that namespace?  a) <code>nsp.namespace(myname).rooms(roomA)</code> b) <code>nsp.get(myname).getRooms(roomA)</code> c) <code>nsp.adapter.rooms.get(roomA).size</code> d) <code>nsp.connection(myname).get(roomA).size</code>		C
Total			