



[Course](#) [Progress](#)

[Course](#) > [Readings](#) > [Reading 7: Sockets & Networking](#) > [Questions](#)

[< Previous](#)



















[Next >](#)

## Questions

 [Bookmark this page](#)

### Client server network stuffer

3/3 points (graded)

You're developing a new web server program on your own laptop. You start the server running on port 8080.

Fill in the blanks for the URL you should visit in your web browser to talk to your server:

\_\_\_A\_\_\_

✓ Answer: http

\_\_\_B\_\_\_

✓ Answer: localhost


\_\_\_C\_\_\_

✓ Answer: 8080

#### Explanation

`http://localhost:8080` will connect to the server on `localhost` on port 8080.

[Submit](#)

 [Show Answer](#)

 Answers are displayed within the problem

### Address hostname socket buffer

1/1 point (graded)

A connected socket is identified by:

☒ local IP address

☒ remote IP address

☐ local hostname

☐ remote hostname

☒ local port number

☒ remote port number

☐ local buffer

☐ remote buffer



**Explanation**

A connected socket is identified by these 4 elements.

Hostnames are resolved to IP addresses before the socket connection is established.

Both sender and receiver do have buffers where data are held before they are sent and after they are received, but this is not part of what identifies a socket.

Submit

Show Answer

Answers are displayed within the problem

Previous Next

Some Rights Reserved

[Open Learning Library](#)

[About](#)

[Accessibility](#)

[All Courses](#)

[Why Support MIT Open Learning?](#)

[Help](#)

[Connect](#)

[Contact](#)

[Twitter](#)

[Facebook](#)

[Privacy Policy](#) [Terms of Service](#)

© Massachusetts Institute of Technology, 2025