

[Course](#) [Progress](#)[Course](#) > [Readings](#) > [Reading 7: Sockets & Networking](#) > [Questions](#)[< Previous](#)[Next >](#)

Questions

[Bookmark this page](#)

Network sockets 1

1/1 point (graded)

Alice has a connected socket with Bob. How does she send a message to Bob?

☐ write to her socket's input stream☒ write to her socket's output stream☐ write to Bob's socket's input stream☐ write to Bob's socket's output stream[Submit](#)[Show Answer](#)

Network sockets 2

1/1 point (graded)

Which of these is it necessary for a client to know in order to connect to and communicate with a server?

☒ server IP address☐ server hostname☒ server port number☐ server process name☒ wire protocol**Submit** **Show Answer** Correct (1/1 point)

Echo echo echo echo

2/2 points (graded)

In the **EchoClient** example, which of these might *block*?☐ echoSocket.getInputStream()☐ new BufferedReader(new InputStreamReader(...))☒ userInput = stdin.readLine()☒ in.readLine()And in **EchoServer**, which of these might *block*?☐ new ServerSocket(...)☒ Socket clientSocket = serverSocket.accept()☒ inputLine = in.readLine()☐ e.getMessage()

**Explanation**

Obtaining a new socket, getting its input stream, or wrapping that stream in `Reader` and `BufferedReader` will not block. Nor will the `getMessage` operation of an exception.

`readLine` is blocking: it waits until new data are available to be read, or the connection is closed.

`ServerSocket.accept` is blocking: it waits until a new client tries to connect to the listening socket.

Submit

Show Answer

i Answers are displayed within the problem

Block block block block

1/1 point (graded)

Since `BufferedReader.readLine()` is a *blocking* method, which of these is true:

☐ When a thread calls `readLine`, all other threads *block* until `readLine` returns

☒ When a thread calls `readLine`, that thread *blocks* until `readLine` returns

☐ When a thread calls `readLine`, the call can be *blocked* and an exception is thrown

☐ `BufferedReader` has its own thread for `readLine`, which runs a *block* of code passed in by the client

**Submit**

Show Answer

i Answers are displayed within the problem

< Previous

Next >

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