1. When the user submits a correct answer to a math question, what are the functions that get executed on the <u>client</u> and <u>server</u> side to handle the action? Please <u>list</u> the functions and specify how they are invoked and/or how they <u>interact</u> with each other (in the form of a call graph, etc.). For instance, foo() calls bar(), or foo() schedules a timeout that invokes bar() after a specific delay. Please preserve the <u>order of execution</u>.
(Please specify if the function belongs to the client or the server)
(In case of anonymous functions, please identify the function as <filename>:<line#>)

2.a) Each round of the game finishes after a certain delay, managed by the server. What is the exact routine of handling the expiration time of the game? In other words, what are the exact functions that are executed to complete this feature? Similar to the previous question, include functions on both <u>client</u> and <u>server</u> side and their <u>interactions</u> (in form of a call graph or similar relations). Please preserve/display the <u>order of execution</u>.

2.b) During the execution of the aforementioned feature, are there any cases that the event race problem can potentially occur?

3.a) A developer is trying to extend the application by adding a feature when a client is disconnected from the server (/lib/modules/race.js:96). This code is currently commented out. What does this code segment do in a high level?

3.b) How many times is the function proc() invoked in this code segment?