Solution: SET-A

S. No	Question	Solution
1.	Suppose a scenario of TCP-Reno, where cwnd= 8. Find the update window size after receiving 5 duplicate packets.  a. 4 b. 9 c. 7 d. None of These	Solution: B
2.	Calculate the window size on changing state for Fast recovery to Congestion Avoidance state in TCP-Reno.  A. cwnd = threshold  B. cwnd = cwnd/2  C. cwnd = cwnd/2 + 3  D. None of These	Solution: A
3.	If the actual window size is 16, and window Window-scale-factor is 3, calculate the Window- scale-factor option in Hexadecimal. a. 040316 b. 030303 c. 040604 d. None of These	Solution: B
4.	Timestamp option field can be used as: a. measures the round-trip time b. Calculate MSS c. prevents wraparound sequence numbers. d. None of These	Solution: A and C
5.	In which of the TCP variants no need to wait for 3 duplicate acknowledgement for retransmission.  a. TCP Reno b. TCP FACK c. TCP Vegas d. None of These	Solution: B and C
6.	If two computers C1 and C2 are configured as follows and C1 has IP address 203.197.2.53 and netmask 255.255.128.0, while C2 has IP address 203.197.75.201 and netmask 255.255.192.0, then which of the following statements is true?  a) C1 and C2 both assume they are on different networks  b) C1 and C2 both assume they are on the same networks	Solution D

	c) C2 assumes C1 is on the same network, but C1 assumes C2 is on a different network d) C1 assumes C2 is on the same network, but C2 assumes C1 is on a different network	
7.	Suppose computers A and B have IP addresses 10.105.1.113 and 10.105.1.91 respectively and they both use the same netmask N. Which of the values on N given below should not be used if A and B should belong to the same network?  A. 255.255.255.192  B. 255.255.255.25  C. 255.255.255.24  D. 255.255.255.240	Solution C, D
8.	IF one of the Valid IP Address of a network is 192.168.20.60/26. What should be the network address of the network.	Solution. 192.168.20.32
9.	In SCTP, only consume TSNs; are the only chunks that are acknowledged.	Solution: Data Chunks
10.	SCTP is  a. Bit Oriented Protocol  b. Stream of Bytes oriented Protocol  c. Message Oriented Protocol  d. None of These	С