Solution: SET-A

S. No	Question	Solution
1.	Q1: If selective repeat protocols use 6-bit sequence numbers, what is the maximum size of receiver window? a. 31 b. 64 c. 63 d. None of these	D
2.	Q4: Find the utilization percentage of the link using stop and wait protocol. If the bandwidth of the link is 2MBps, and 1 bit takes 5 miliseconds to make a round trip. Size of each packet is 8000 bits in length. a. 5 b. 10 c. 20 d. None of These	B
3.	Q5: Which of the following is false related to GO-Back-N Protocol. a. Three variables are used for define its size and location at any time for sender side. b. The send window can slide one or more slots when an error-free ACK with ackNo between Sf and Sn c. The acknowledgment number is cumulative d. None of These	D

4.	Q2: Deadlock problem in TCP can be solved by a. Retransmission time out b. Keepalive timer c. persistence timer d. None of These	C
5.	Q3: 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	B
6.	Q4: 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	A and C
7.	Q5: Which of the following variant of TCP can solve the problem of multiple packet loss. a. TCP Reno b. TCP New Reno c. TCP SACK d. TCP FACK	B, C and D
8.	Q6: Suppose a scenario of TCP-Reno, where cwnd= 8. Find the update window size after receiving 6 duplicate packets. a. 4 b. 9	D

	c. 7 d. None of These	
9.	Q15: Value of rwnd = 4000 and cnwd = 3500 in a TCP connection. Sender already send two packets of 1000 bytes which has not been acknowledge. How many more bytes can be sent?	1500
10.	Q 10: _____ is the updated window size on changing state for Fast recovery to Congestion Avoidance state in TCP-Reno.	cwnd = threshold