Data Sent: TCP is a connection-oriented protocol, which means that the end-to-end communications is set up using handshaking.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

TCP is a connection-oriented protocol, which means the communication from end to end is manually shaken.

TCP is a connection-oriented protocol that means that the communication end-to-end is established by means of hand-holding.

TCP is a connection-oriented protocol, which means end-to-end communications are manually shaken.

TCP is a connection-oriented protocol that enables end-to-end communications to be established by handshaking.

TCP is a connection-oriented protocol, which means that the end-to-end communication is manually operated.

TCP is a connection-oriented protocol that means end-to-end communications are manually established.

##########################################################################################

Data Sent: Once the connection is set up, user data may be sent bi-directionally over the connection.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Upon setting up the connection, user data can be forwarded bi-directionally.

Upon setting up the connection, user data can be sent bi-directionally.

User data may be sent bi-directionally over the connection once the connection has been established.

Upon establishing the connection, user data can be transmitted bi-directionally.

Once a connection is established, user data can be transmitted bi-directionally.

User data may be forwarded two-way over the connection once the connection is established.

##########################################################################################

Data Sent: Compared to TCP, UDP is a simpler message based connectionless protocol, which means that the end-to-end connection is not dedicated and information is transmitted in one direction from the source to its destination without verifying the readiness or state of the receiver.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

UDP is a easier, connectionless protocol based on the Message compared with TCP, so the end-to-end connection is not devoted, and informations are transmitted from the source to their destination in one direction, without checking the receiver availability or status.

UDP is a easier message-based connectionless protocol than TCP, which means there is no dedicated end-to-end connection and information is passed from source to destination from source in one direction without verifying the receiver's readiness or status.

UDP is a simpler message-based connectionless protocol compared with TCP, which means that the end-to-end connection is not devoted and information is transmitted from source to destination in one direction without verifying receiver readiness or status..

UDP is a simpler message-based connectionless protocol compared with TCP, which means that the end-to-end connection is not devoted and information is transmitted from source to destination in one direction without verifying receiver readiness or status.

##########################################################################################

Data Sent: TCP controls message acknowledgment, retransmission and timeout.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

TCP controls the receiving, retransmission and timeout of messages.

TCP controls the receipt, revision and timeout of messages.

TCP checks acknowledgement of message, transmission and timeout.

TCP controls message recognition, retransmission, and timeout.

TCP controls acknowledgement, broadcast and timeout of messages.

TCP controls message recognition, transmission and timeout.

##########################################################################################

Data Sent: TCP makes multiple attempts to deliver messages that get lost along the way, In TCP therefore, there is no missing data, and if ever there are multiple timeouts, the connection is dropped.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

TCP tries many times for message transmission lost along the way, therefore, no data is missing in the TCP, and the connection is dropped if there are ever multiple timeouts.

Therefore, there is no missing data, and if there are ever multiple schedules, the connection is deleted. TCP makes several tries to deliver messages lost throughout the way.

TCP tries many times to deliver messages lost throughout the process, so TCP has no data missing and if there are multiple timeouts, the connection is removed.

TCP attempts to send messages that get lost throughout the way, so there are no missing data in TCP and if there are ever several timesouts, the link is discontinued.

TCP attempts many times to deliver messages that get lost along the way, so there is no missing data in TCP, and if there are more timesouts, the connection is deleted.

TCP tries to send messages which go missing on the way, thus, no missing data is available in TCP, and if the connection ever has several timeouts, the connection shall be dropped.

TCP tries to send messages that go astray. Therefore, TCP does not have missing data and if there are several time-outs, the connection is dropped.

##########################################################################################

Data Sent: When a UDP message is sent there is no guarantee that the message it will reach its destination; it could get lost along the way.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

There is no guarantee when a UDP message is sent that the message reaches its destination; this message can be lost on its route.

There is no guarantee when a UDP message is sent that the message reaches its destination; it could go lost on its way.

When a UDP message is sent, there is no guarantee that the message reaches its destination.

There is no guarantee that the message will reach its destination when a UDP message is sent; it might be lost along its route.

When an UDP message is sent, no guarantee is given that the message is reached; it can be lost along the way.

##########################################################################################

Data Sent: There is no acknowledgment, retransmission, or timeout.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

There is no recognition, retransmission, or timeout.

No admission, broadcasting or timeout is available.

Recognition, retransmission or timeout are not available.

There is no recognition, transmission or timeout.

No recognition, transmission or timeout. There is no timeout.

There is no recognition, retransmission or timeout.

No recognition, transmission, or time-out is available.

There is no recognition, retransmission or time-out.

##########################################################################################

Data Sent: If two messages are sent in sequence, the first message will reach the destination first.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The first message reaches the destination first when two messages are sent sequentially.

The first message reaches its destination when two messages are sent in a sequence.

When two messages are sent sequentially, the first message reaches the destination first.

The first message will first reach the destination if two messages are sent in sequence.

The first message reaches its destination when two messages are sent in a sequence..

If two messages are sent sequentially, the first message reaches its destination.

##########################################################################################

Data Sent: When data segments arrive in the wrong order, TCP buffers delay data until all data can be re-ordered before being delivered; when using UDP the order in which messages arrive cannot be predicted.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

If the data segments are not in the correct order, the TCP buffers delay the data, until all the data can be re-ordered before the delivery.

If data segments are not in the correct order, TCP buffers can delay data until all the data can be reordered prior to delivery; when using UDP, it is impossible to predict which messages arrive.

If data segment arrives in the wrong order, TCP buffers delay data until all data can be re-ordered before delivery; if UDP is used, it can't predict the order in which messages arrive.

If data segments come in the wrong order, TCP buffers delay data until all data can be reordered before delivery; UDP cannot be predicted for the order of messages to come.

If data segments come in the wrong order, TCP buffers delay the data until all the data can be re-ordered before delivery; the order of messages can't be predicted when using UDP.

##########################################################################################

Data Sent: The TCP protocol has extensive algorithms to ensure correct delivery of the data.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

In order to ensure correct data delivery the TCP protocole has extensive algorithms.

In order to ensure correct data delivery, the TCP protocol has extensive algorithms.

The TCP protocol contains extensive data delivery algorithms.

The TCP protocol has extensive algorithms for proper data transmission.

The TCP protocol has extensive algorithms to ensure proper data transmission.

The TCP protocol has comprehensive algorithms to ensure correct data delivery.

##########################################################################################

Data Sent: Having two TCP connections stacked together will thus force the algorithms of both TCP connections to work in parallel.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

If two TCP connections are stacked in one place, both TCP connections' algorithms work in parallel.

If two TCP connections are stacked together, the algorithms of the two TCP connections will thus work in parallel.

When two TCP connections are stacked together, both TCP connections work parallel to each algorithm.

The combination of two TCP connections forces both TCP connections to operate in parallel.

When two TCP connections are stacked together, the algorithms of the two TCP connections will work in parallel.

With two TCP connections stacked together, the algorithms of the two TCP connections work parallel.

With two TCP connections stacked together, the two TCP connections algorithms work in parallel.

##########################################################################################

Data Sent: TCP was not designed to work this way and problems are likely to occur in difierent situations.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

TCP was not designed to function in this way and problems in different situations are likely to arise.

TCP was not intended to work like this, and in different situations problems are likely to occur.

TCP was not designed to work in this way, and problems in different situations are likely to occur.

TCP was not intended to work in this way, and problems in various situations are likely to occur.

TCP was not conceived to work in this way and problems in different situations are likely to occur.

TCP has not been conceived to work like this and problems in different situations are likely to arise.

##########################################################################################

Data Sent: The retransmission problems, TCP meltdown and double retransmit, are problems caused by tunneling TCP in TCP.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The problems of retransmission, the TCP meltdown and double retransmission are due to TCP tunneling problems in TCP.

The problems with transmission, TCP meltdown and double retransmission are caused by the tunneling of TCP in TCP.

Retransmission difficulties, TCP meltdown and dual retransmission are caused by TCP tuning.

The problems of the retransmission, TCP collapsing and dual transmitting are caused by TCP tunneling.

The retransmission problems, TCP meltdown and double retransmission problems are caused by TCP tunneling.

##########################################################################################

Data Sent: The problems can occur when both of the stacked connections are retransmitting packets.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The problem may happen if you both retransmit packets with the stacked connections.

There may be problems if both connections have been stacked and packets are transmitted.

Problems can happen when both connections are stacked and packets are retransmitted.

There may be problems when both stacked links retransmit packets.

Problems may arise when both stacked connections retransmit packets.

The problems can arise when both connections are stacked and retransmit packets.

##########################################################################################

Data Sent: In previous work, related to TCP in TCP tunneling, it is not entirely clear, how severe the retransmission problems really are.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

In previous work on TCP in TCP tunneling, it is not entirely clear how serious the problem of retransmission truly is.

It is uncertain how serious the transmission problems are when it comes to previous work relating to TCP in TCP tunneling.

The severity of the transmission problems in previous work in connection with TCP in TPTunneling is not entirely clear.

In the past, the problem of TCP in TCP tunneling, the seriousness of retransmission problems is not entirely clear.

It is not entirely clear in previous work related to TCP in TCP tunneling how serious the retransmission issues are in reality.

In previous work, it is unclear how severe the transmission problems are, in relation to TCP in the tunneling of TCP.

In past work, it is not quite clear how serious the problems with retransmission are, in relation to TCP in tunneling.

In previous work, it is not entirely clear how the problem of retransmission in TCP tunneling is.

##########################################################################################

Data Sent: TCP protocol suite featured automatic recovery from any dropped or lost data.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Automatic recovery from any dropped or lost data was included in TCP protocol suite.

Automatic retrieval of any fallen or lost data from TCP protocol suite is featured.

The TCP protocol suite automatically featured recovery from dropped or lost data.

Automatic recovery from any dropped or lost data was provided by the TCP protocol suite.

Automatic recovery from any lost or dropped data was provided for TCP protocol suite.

##########################################################################################

Data Sent: This protocol must be able to recover from an outage of any host on any part of the network and at any point in a data transfer.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

This protocol must be able to recover from the failure of any host on any part of the network and at any time during the transfer of data.

This protocol has to be able to retrieve from any host's failure anywhere in the network and any time during data transfer.

This protocol must be able to recover from a host failure anywhere within the network and anywhere in the data transmission process.

This protocol must be able to recover at any point in data transfer from the failure of any host on any part of the network.

This Protocol must be able to recover at any point during data transfer from the outage of any host on any side of the network.

This protocol must be able to recover from any host failure on any part of the network and in any given time during data transfer.

##########################################################################################

Data Sent: When TCP packets are transmitted from one end to a remote end across the network, the data packets are reordered in the same sequence generated by the sender.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

When TCP packets are transmitted over the network from one end to another, the packets of data are reordered in the same sequence that the sender produces.

If TCP packets are sent across the network from one end to a remote end, the data packets are reordered in the same sequence created by the sender.

When TCP packets are transmitted throughout the network from one end to a remote end, the data packets are ordered in the same sequence created by the sender.

If packets of TCP are transmitted across the network from a remote end to a remote end, the packets will be re-ordered in the same sender sequence.

If TCP packets are sent across the network from one end to the other, the data packets are reorganized in the same sequence generated by the sender.

If the TCP packets are transmitted over the network from one end to the remote end, the data packets are reordered within the same sender sequence.

When TCP packets are transmitted from one end of the network to a remote end, the datacouple are reordered within the same sender sequence.

##########################################################################################

Data Sent: The protocol detects when segments of the data stream have been discarded by the network, reordered, duplicated, or corrupted.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The protocol detects when the network discarded, reordered, duplicated or damaged segments of the data stream.

The protocol detects the removal, reordering, duplicating and corrupting of segments of the datastream.

The protocol detects if data stream segments have been discarded, reordered, duplicated, or corrupted by the network.

The Protocol detects the removal, reorganization, duplication, or corruption in segments of the data stream.

The protocol detects when data stream segments have been removed, re-ordered, duplicated, or corrupted by the network.

The protocol detects when data stream segments have been dismissed, reordered, duplicated, or corrupted by the network.

##########################################################################################

Data Sent: The sender can even retransmit damaged segment.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The transmitter can even broadcast a damaged section.

The transmitter can even broadcast damaged segments.

The sender can even broadcast damaged segments.

The transmitter can even broadcast the damaged segment.

The transmitter can even broadcast a damaged segment.

##########################################################################################

Data Sent: This process makes TCP a reliable protocol.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

This makes TCP a protocol that's trusted.

This process makes TCP a trustworthy protocol.

This makes TCP a trustworthy protocol.

That makes TCP a trustworthy protocol.

This process makes TCP a protocol that is reliable.

This makes TCP a protocol that is reliable.

##########################################################################################

Data Sent: However, the double retransmission creates latency.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Double transmission, however, leads to latency.

The double retransmission, however, generates latency.

The twin transmission, however, creates latency.

But the double broadcasting results in latency.

The double transmission, however, creates latency.

The dual retransmission however results in latency.

##########################################################################################

Data Sent: TCP regulate retransmission, message acknowledgment, and timeout.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

TCP controls retransmission, message recognition, and timeout.

TCP regulates retransmission, message recognition and timeout.

Retransmission, message recognition and timesout are regulated by TCP.

TCP controls retransmission, message recognition and timeout.

TCP regulates broadcast, acknowledgement of message and timeout.

TCP regulates retransmission, message recognition, and timeout.

##########################################################################################

Data Sent: TCP deliver lost messages along the way upon multiple attempts.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

TCP delivers lost messages during several attempts.

During multiple attempts, TCP delivers lost messages.

TCP sends lost messages on several occasions.

TCP delivers missing messages on several occasions.

TCP delivers lost messages in several attempts along the way.

TCP sends lost messages during several attempts.

TCP sends lost messages in several attempts along the way.

##########################################################################################

Data Sent: In TCP, there is no missing data, and if ever there are multiple timeouts, the connection is dropped.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

In TCP, no data are missing and if multiple timeouts occur, the connection is removed.

There are no missing data in TCP, and if multiple timeouts ever exist the connection is dropped.

There are no missing data in TCP and the connection is dropped if there are ever multiple timeouts.

No missing data is available in TCP, and if there is ever more timeouts, the connection is dropped.

In TCP, no data is missing and if multiple timeouts occur, the connection is deleted.

##########################################################################################

Data Sent: When a UDP message is sent there is no guarantee that the message will reach its destination; it could get drop along the way.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

When a UDP message is sent, the message cannot be guaranteed; it could fall along the way.

There is no guarantee that the message will reach its destination when a UDP message is sent.

There is no guarantee that the message will arrive at its destination when the UDP message is sent; it can go down the way.

There is no guarantee when a UDP message will be sent that the message reaches its destination; it may go down the way.

If a UDP message is sent, there is no guarantee that the message can reach its destination; it can go down the road.

##########################################################################################

Data Sent: There is no retransmission, timeout and acknowledgment.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

There is no retransmission, timeout and acceptance.

There is no broadcast, no delay and no admission.

There is no retransmission, timeout and recognition.

No retransmission, timeout and acceptance.

No retransmission, timeout and recognition.

There is no broadcasting, timing and acceptance.

No referral, timing and acknowledgement are available.

##########################################################################################

Data Sent: When two data packets are sent in sequence, the first message will reach the destination first.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The first message reaches the destination when two data packets have been sent in sequence.

If two data packets are sent sequentially, the first message reaches the destination first.

When two packets of data are sent in sequence, the first message reaches the destination first.

The first message will be reached first when two data packets are sent in sequence.

If two data packets are sent in sequence, the first message reaches the destination.

The first message reaches the destination if two data paquets are sent in sequence.

The first message reaches the destination when two data packets have been sent in sequence..

##########################################################################################

Data Sent: When data segments arrive in the wrong order, TCP buffers hold the data until all data are re-ordered before being transmitted; when using UDP the order in which messages arrive cannot be predicted.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

If data segments arrive in the wrong order, TCP buffers hold data until all data is re-ordered before it is transmitted; when UDP is used it cannot predict the order in which the messages come.

If data segments arrive in the incorrect order, TCP buffers hold the data until all data is re-ordered prior to transmission. When using UDP, no prediction can be made of the order in which the messages arrive.

When data segments arrive in the wrong order, the TCP buffers retain the data until all data is reset before it is transmitted; the order where messages come cannot be predicted when using UDP.

When the data segments arrive in the wrong order, TCP buffers retain the data until all the data is re-ordered before it is transmitted, while UDP cannot predict the order in which messages arrive.

When data segments arrive in the wrong order, TCP buffers hold the data so long as all data are reordered prior to the transmission, so that UDP does not predict how messages arrive.

##########################################################################################

Data Sent: The design of TCP was to make an efficient protocol with low overhead, a protocol suite that had a minimal amount of 'extra' data being transferred.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

TCP's design was to produce an efficient protocol with low overhead, a protocol suite which transfers minimum "extra" data.

TCP was designed to produce a low overhead efficient protocol, a protocol suite that transmits only a minimal amount of extra data.

TCP was designed to create an efficient, low-head protocol, a protocol suite which transmitted a minimum of "extra" data.

The design of TCP was to produce a protocol with low overhead efficiency, with a protocol suite that transferred a minimum amount of "extra" data.

The concept of TCP was to produce an effective protocol with low overhead, a protocol suite that would transfer a minimum amount of 'extra' data.

The TCP design was to create an efficient protocol with a low overall cost, a protocol suite which transfers a minimum amount of 'extra' data.

##########################################################################################

Data Sent: This extra data called overhead, functions as packaging for the data being transferred and enables the data transmission.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

This additional data known as overhead functions as a packaging for the data being sent and allows the transmission of data.

This additional data, known as overhead, works for transferring data and enables data transmission.

This additional information, called overhead, is a package for the transmission of the data and enables the transmission of data.

This additional information called overhead works as packaging for the data being transmitted and allows data to be transmitted.

This extra data called overhead functions as packaging for the data to be transmitted and allows data to be transmitted.

##########################################################################################

Data Sent: TCP tunnel is a technology that aggregates and transfers packets sent between end hosts as a single TCP connection.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

TCP tunnel is a technology that aggregates and transfers packets sent as one TCP link between end hosts.

TCP tunnel is the technology for aggregating and transferring packets sent as a single TCP connection between end hosts.

TCP Tunnel is a technology that adds and transfers packets sent as a single TCP connection between the end hosts.

TCP tunnel is a technology that aggregates and transfers packets sent as a TCP connection between end hosts.

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Data Sent: By using a TCP tunnel, the fairness among aggregated ows can be improved and several protocols can be transparently transmitted through a firewall.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

With the use of a TCP tunnel the fairness can be improved among aggregated ows and a firewall can transmit several protocols transparently.

With a TCP tunnel, the fairness between aggregated ows can be improved and several protocols can be transmitted transparently via a firewall.

By using a TCP tunnel, the fairness of the aggregates of ows can be improved and a firewall can transmit several protocols transparently.

The fairness of an aggregate owner can be improved with the use of a TCP tunnel and a firewall can transmit several protocols transparently.

By using a TCP tunnel you can improve the equity between aggregated ows and transparently transmit a number of protocols through a firewall.

The fairness between the aggregated ows can be improvement with a TCP tunnel and a firewall can be used to transparently transmit several protocols.

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Data Sent: Currently, many applications such as Secure Shell (SSH), Virtual Tunnels (VTun), and Http Tunnel (HTun) use a TCP tunnel.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Many applications like Secure Shell (SSH, Virtual Tunnels (VTun) and HTunnel are currently running a TCP tunnel. TCP tunnel is currently in use.

Many applications, like Secure Shell (SSH), Virtual Tunnels (VTun), and H5-0Tunnel (HTun), currently use a TCP tunnel.

Many of the applications currently use a TCP tunnel, including Secure Shell, Virtual Tunnel and Hβ Tunnel (HTun).

Many applications currently use a TCP tunnel, such as Secure Shell (SSH), Virtual Tunnel (VTun), and HD-Tunnel (HTun).

Many applications, like Secure Shell (SSH), Virtual Tunnels (VTun) and HTunnel (HTun) currently use a TCP tunnel.

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Data Sent: However, since most applications running on end hosts generally use TCP, two TCP congestion controls such as end-to-end TCP and tunnel TCP, operate simultaneously and interfere each other.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

However, because most applications on end-users generally use TCP, two TCP congestion controls such as TCP end-to-end and TCP tunnel are simultaneously operated and interfere each other.

However, since more applications on end hosts generally have TCP, there are simultaneous operations and mutual interference between two TCP congestion monitoring systems, like end-to-end TCP and tunnel TCP.

However, since more applications on end hosts generally have TCP, there are simultaneous operations and mutual interference between two TCP congestion monitoring systems, like end-to-end TCP and tunnel TCP..

However, as most applications on end hosts usually use TCP, two TCP congestion controls, such as TCP end-to-end and TCP tunnel, are working simultaneously and interfering with one another.

However, since most apps on end hosts usually use TCP, two TCP congestion controls, including TCP end-to-end and TCP tunnel, work simultaneously and interfere each other.

Since most applications on end hosting usually use TCP, two TCP congestion controls such as TCP end-to-end and TCP tunnel operate simultaneously and interfere.

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Data Sent: Under certain conditions, using a TCP tunnel severely degrades the end-to-end TCP performance.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The TCP performance under certain conditions degrades severely through a TCP tunnel.

The use of the TCP tunnel severely deteriorates the end-to-end TCP performance, under certain conditions.

Under certain conditions, the TCP tunnel severely degrades the performance of the end-to-end TCP.

Under certain conditions, the use of a TCP tunnel severely degrades the TCP performance end-to-end.

The use of a TCP tunnel under certain conditions degrades TCP performance from end to end.

The use of the tCP tunnel severely reduces the TCP end-to-end performance under certain conditions.

The use of a TCP tunnel under certain conditions seriously degrades the end-to-end TCP performance.

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Data Sent: More specifically it is known that using a TCP tunnel drastically degrades the end-to-end TCP throughput for some time.

Alternative Texts:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

More specifically, the degradation of end-to-end TCP throughput by a TCP tunnel for some time is known.

More specifically, it is known that the use of a TCP tunnel significantly degrades the TCP output for a period of time.

It is more specifically known that the end-to-end TCP passage is degraded for a time using a TCP tunnel.

It is more specifically known that the end-to-end TCP passage is degraded for a time using a TCP tunnel..

More specifically, the use of a TCP tunnel degrades the end-to-end TCP throughput for a while.

More specifically, the use of a TCP tunnel dramatically degrades the end-to-end TCP flow for some time.

In particular, the use of a TCP tunnel degrades for some time drastically the end-to-end TCP passage.

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Data Sent: This is called TCP meltdown problem.

Alternative Texts:

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The problem is referred to as TCP meltdown.

This is known as a TCP meltdown.

This is known as a TCP problem of meltdown.

This is called the problem of TCP meltdown.

This is known as TCP meltdown.

This is referred to as the problem of TCP meltdown.

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