# Q1

* In slow start, a sender doubles its window size every RTT

if all sent packets were acknowledged

* True

# Q2

* In steady state, a sender increases its window size by one

packet for each acknowledgement

* False

# Q3

A sender that underestimates the round-trip time of a

connection may unnecessarily induce a TCP timeout True

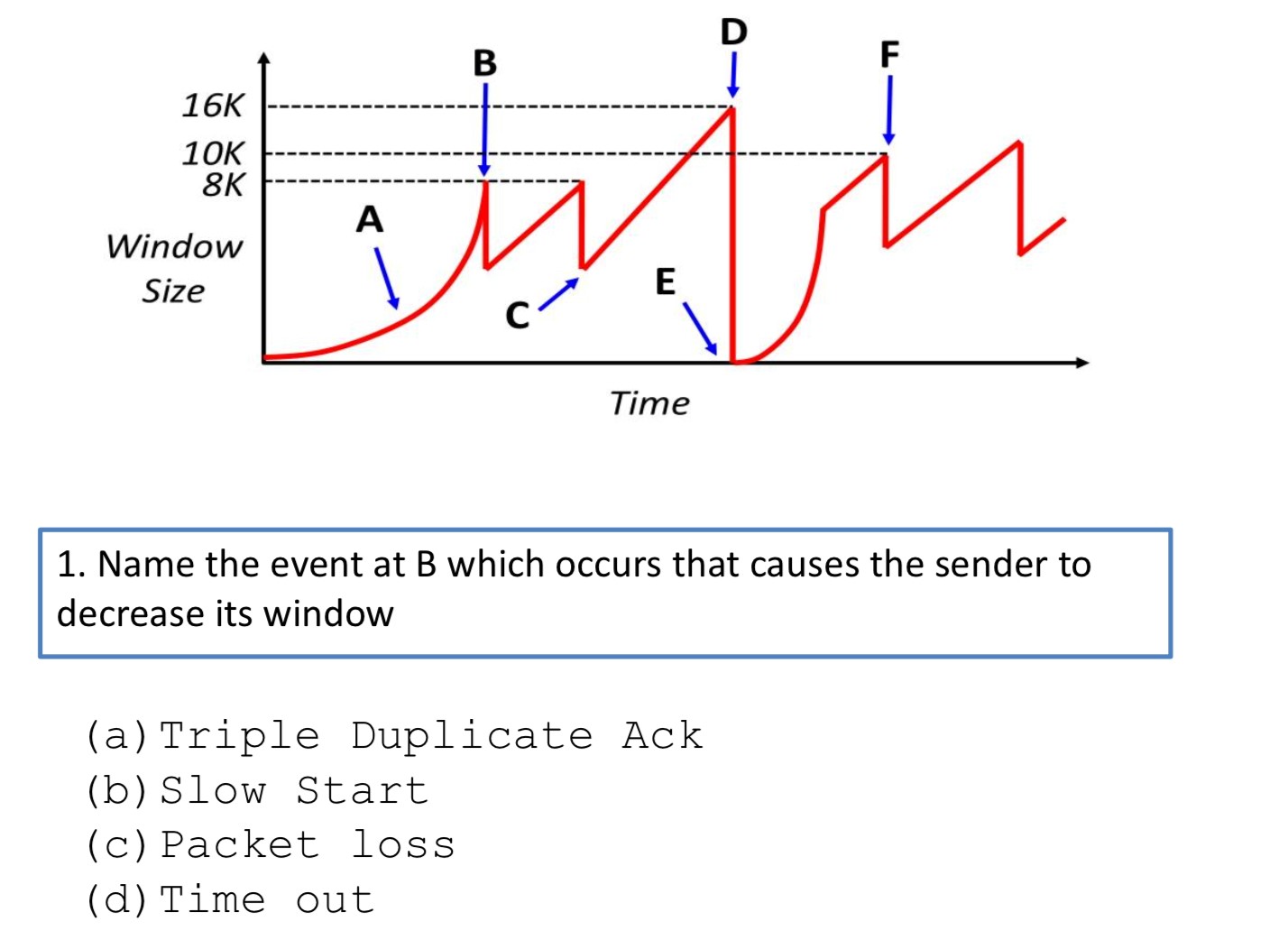
# Q4

* After detecting packet loss through a timeout, TCP halves

its window size as a response to the path congestion

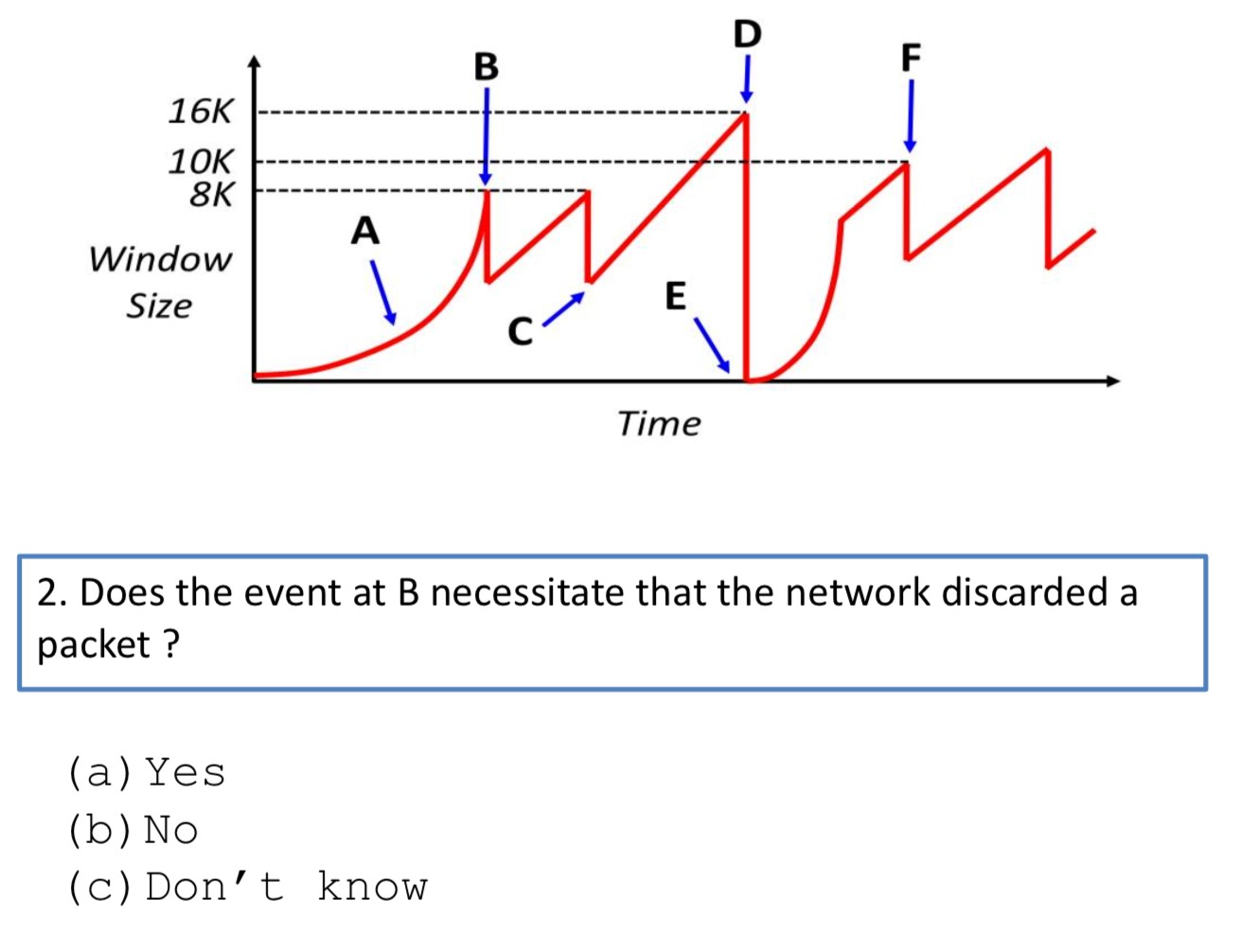
* False

# Q5



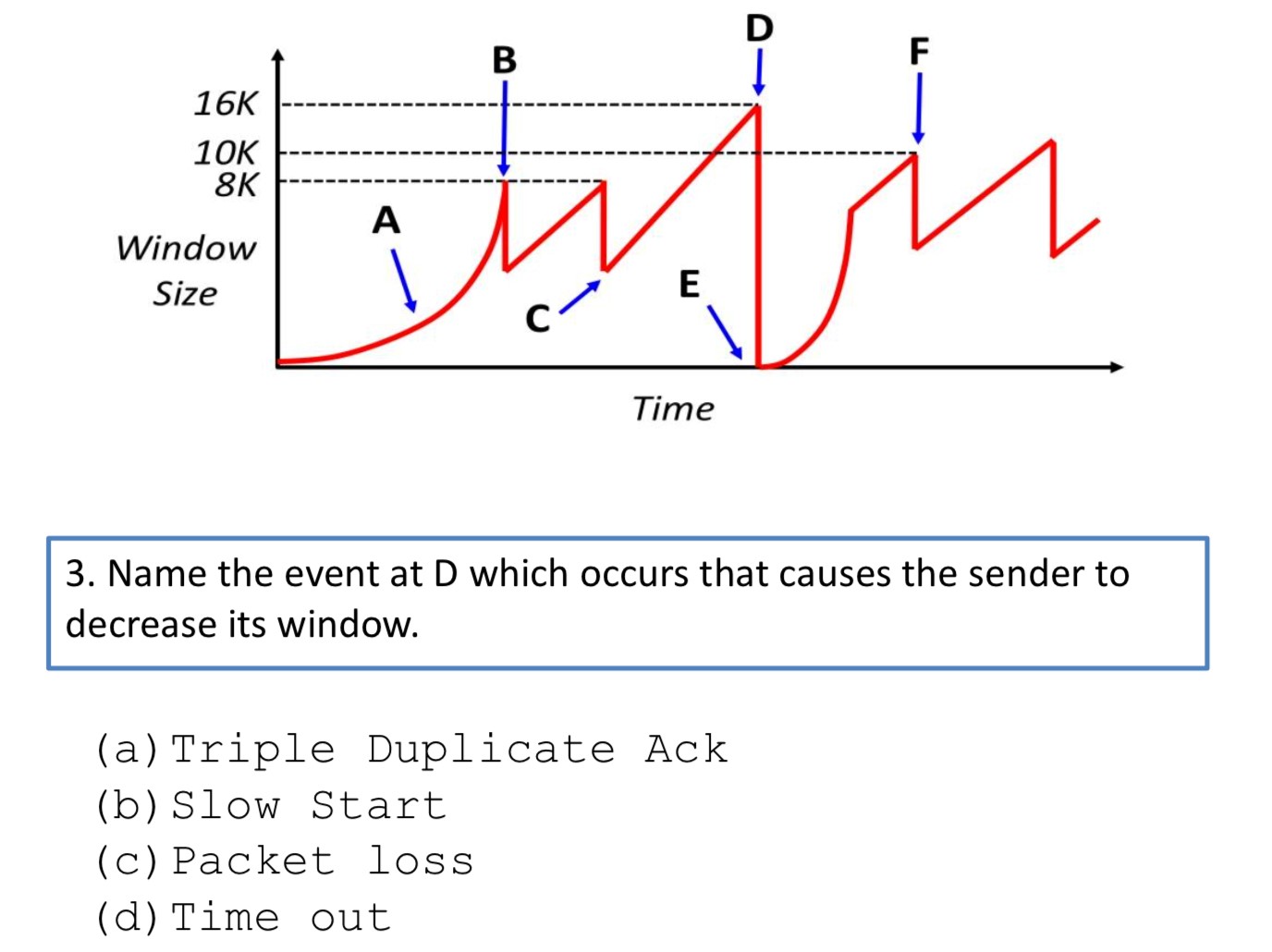
1. Triple Duplicate Ack

# Q6



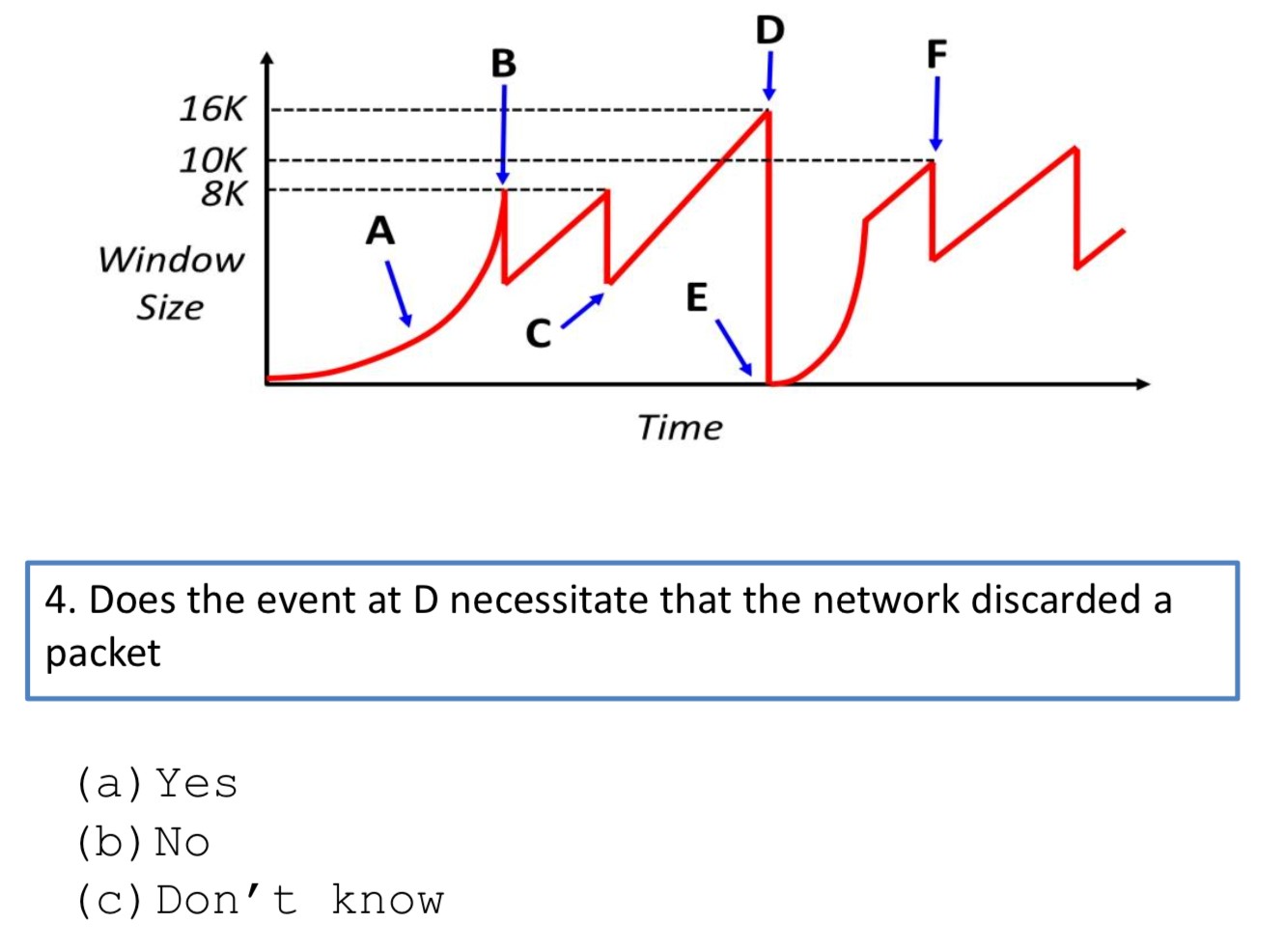
1. No

# Q7



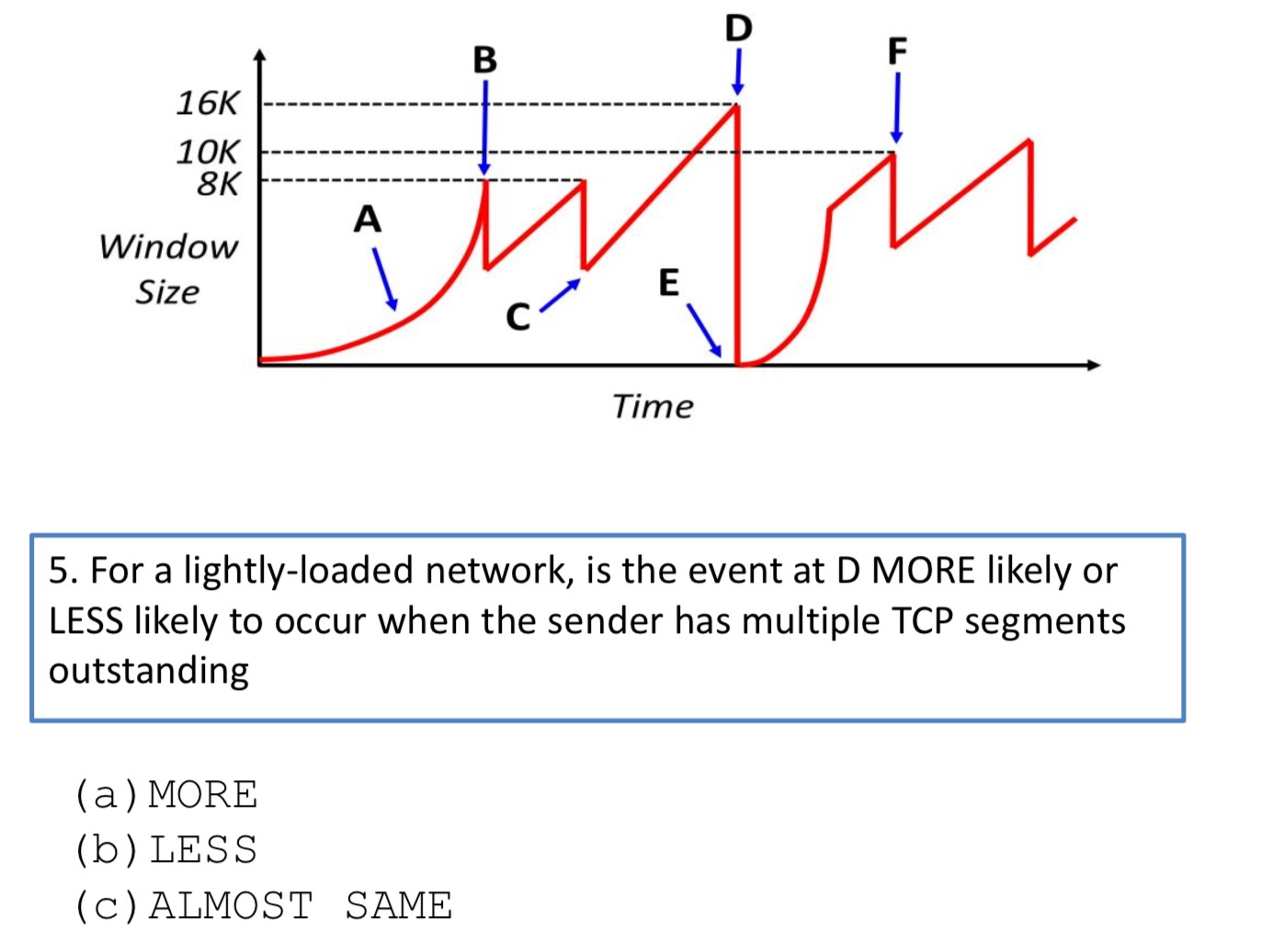
1. Time Out

# Q8



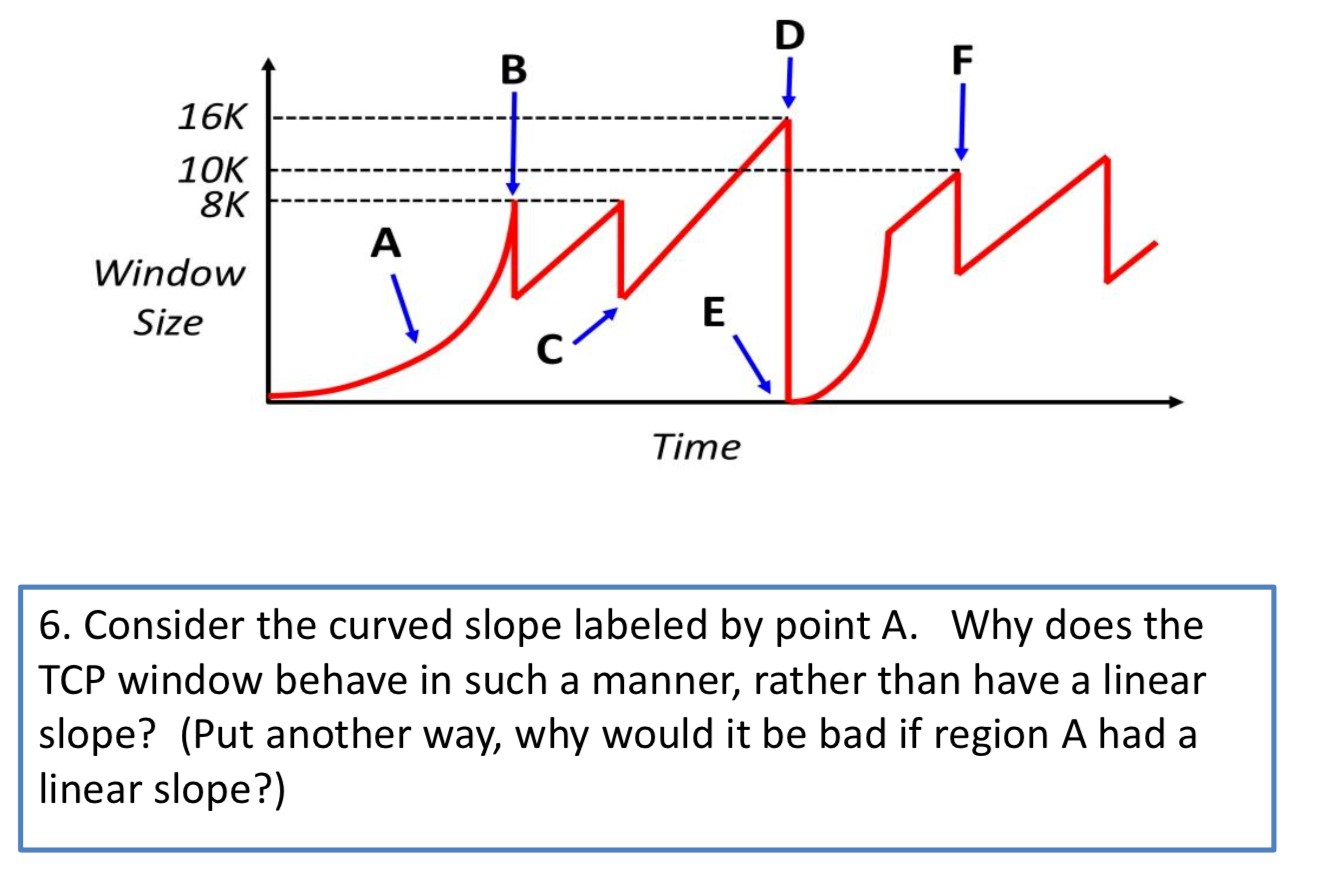
1. No

# Q9



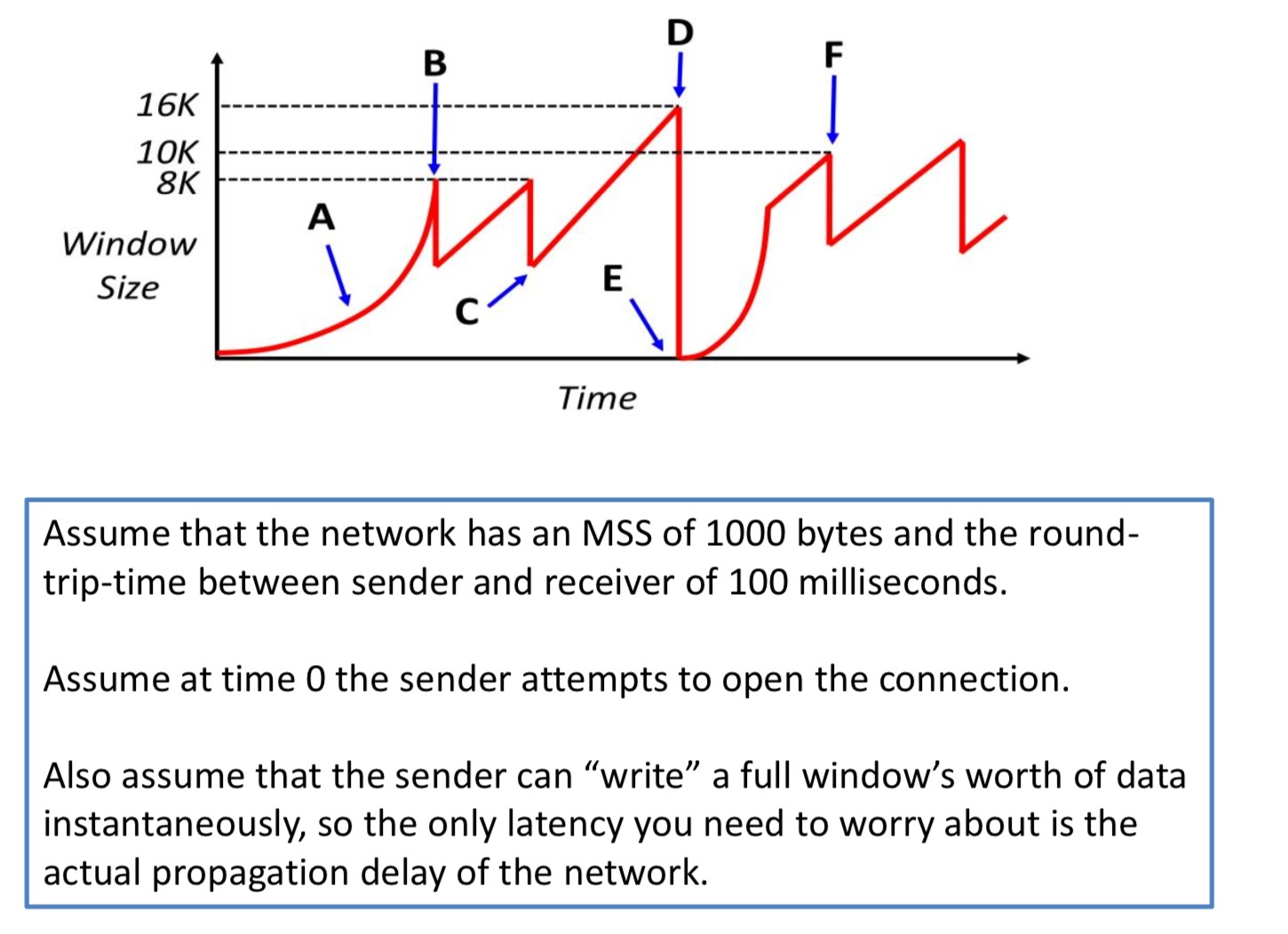
(c) Less

# Q10

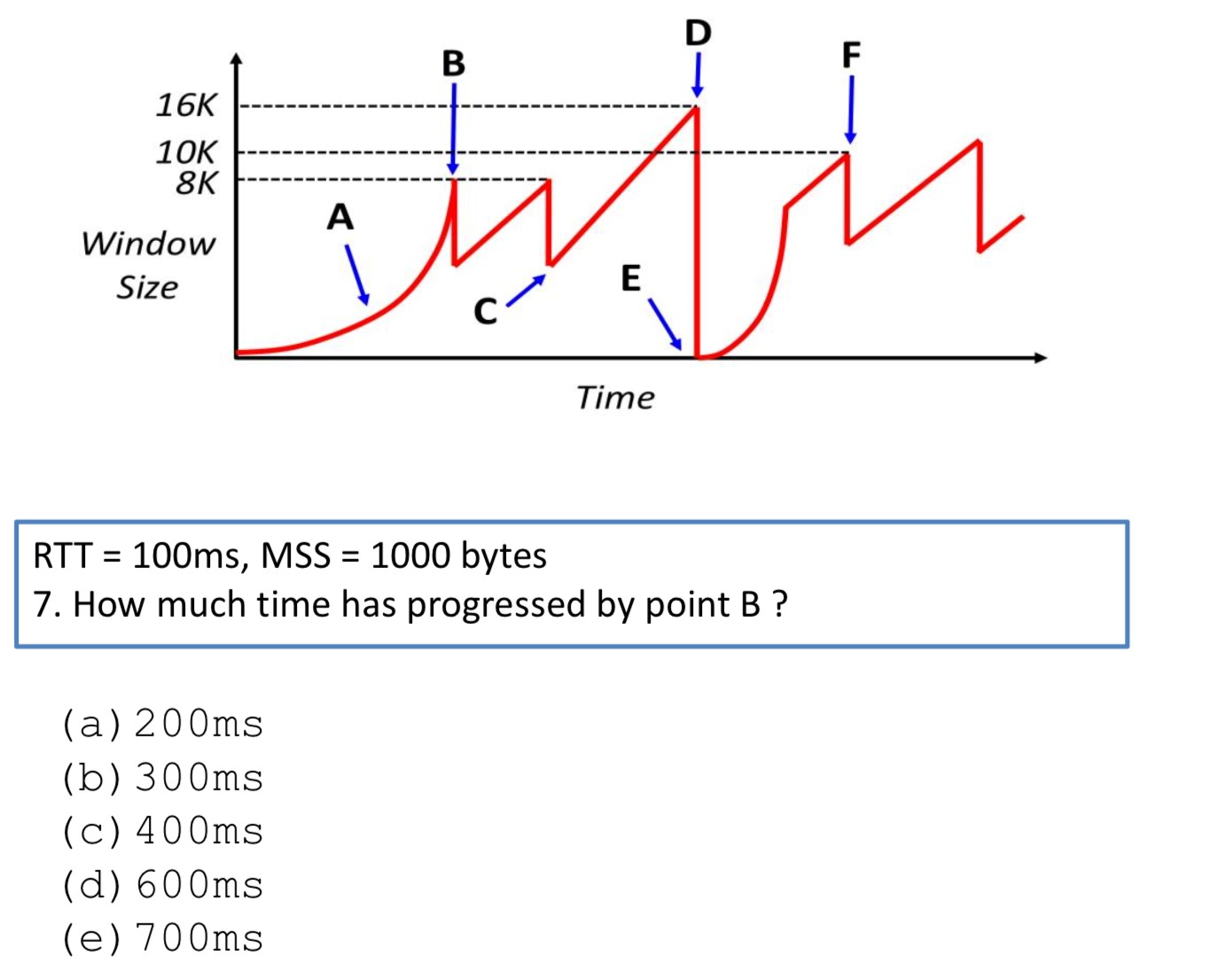


Ans: Point A is a Slow Start. A slow start prevents a network from becoming congested.

# Q11

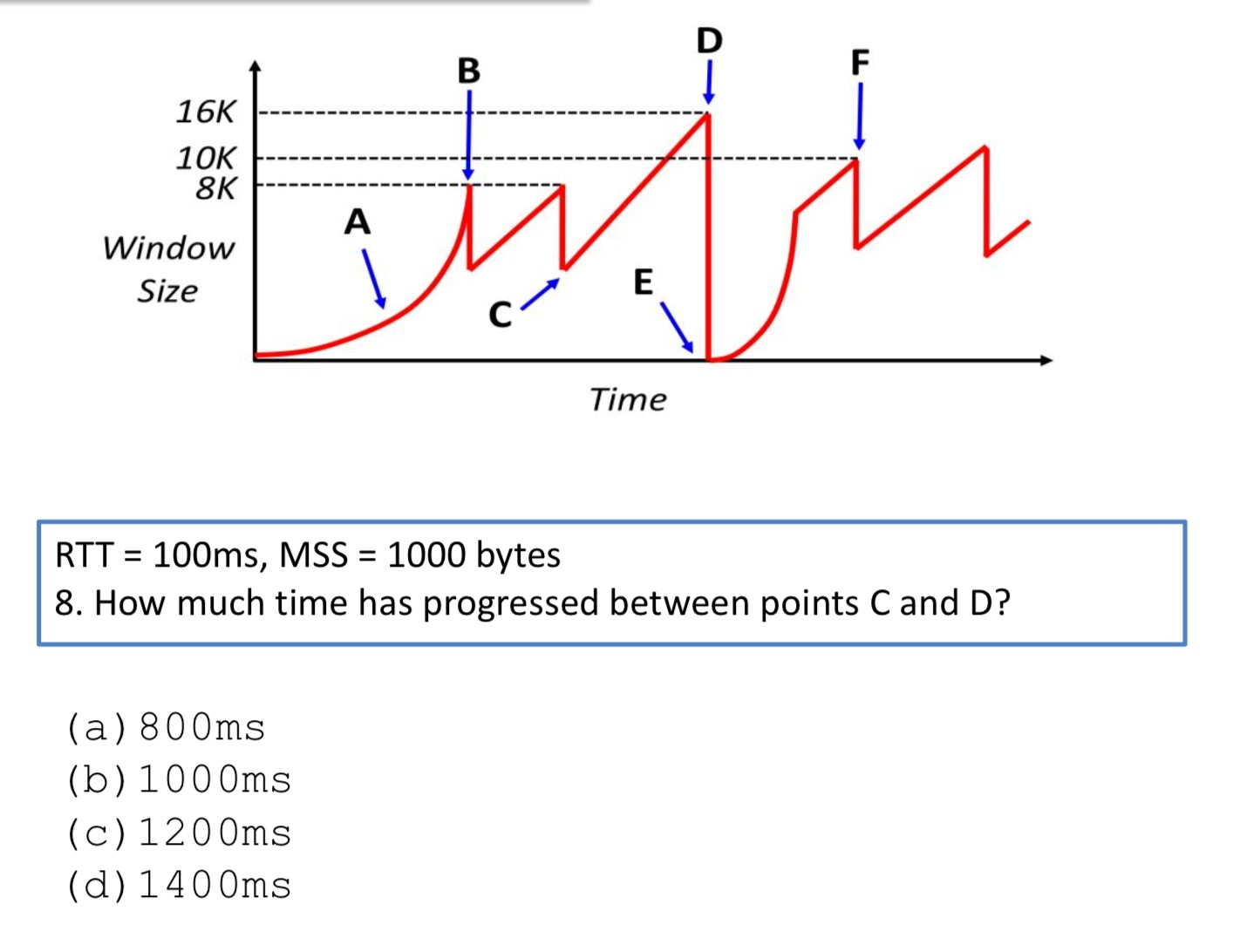


# Q12



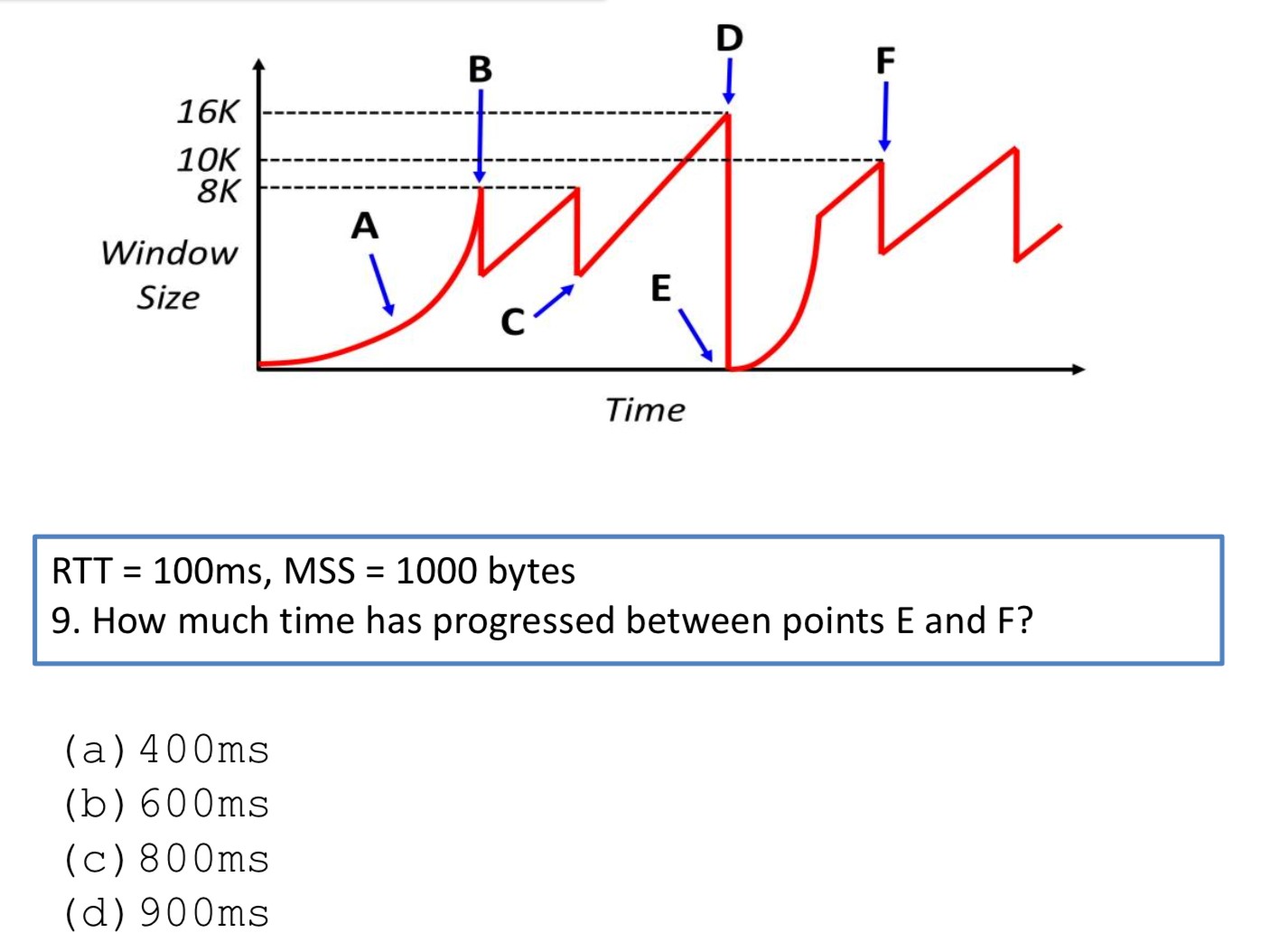
1. 400ms

# Q13



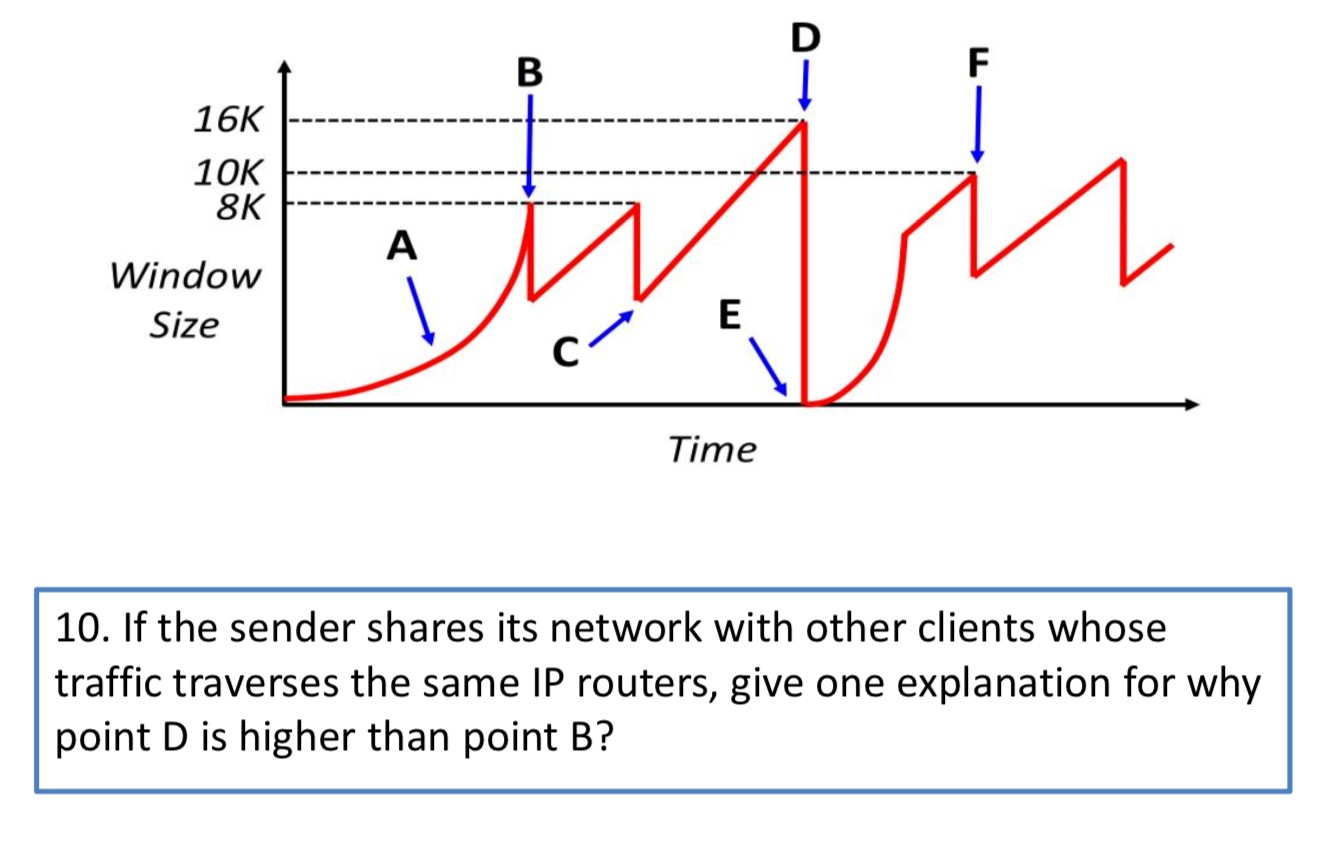
(c)1200ms

# Q14



1. 600ms

# Q15



Cross Traffic changing due to other users