# CSCI-376-01 S23 Computer Networking



## A solution to the Test #2

1. F F F F T F F F T T

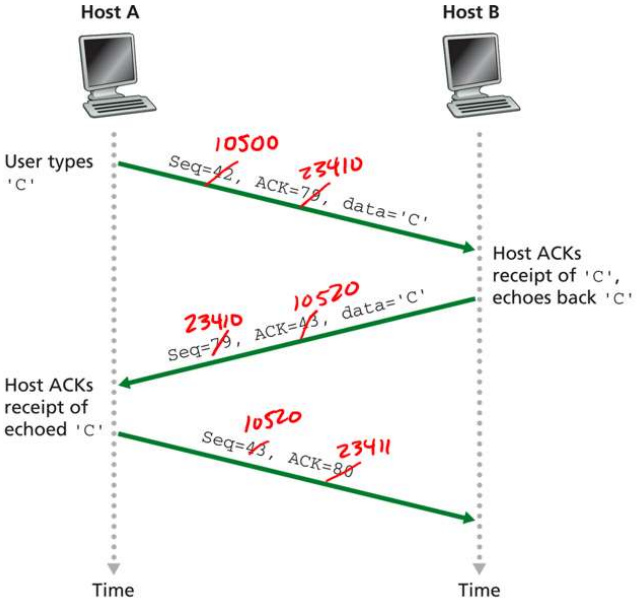
2. Web browsing is done with TCP to ensure correct data is viewed in the Web page.
   Cloud storage uses TCP to ensure correct data is stored in the cloud.
   YouTube video is done with UDP to take advantage of speed over accuracy.

3. The headers give at least 4 points of information:
   1. The payload was last modified on August 9, 2022 at 2:27:49pm.
   2. The payload is encoded using gzip.
   3. The payload is 133 bytes long.
   4. The payload, once decoded is in HTML.

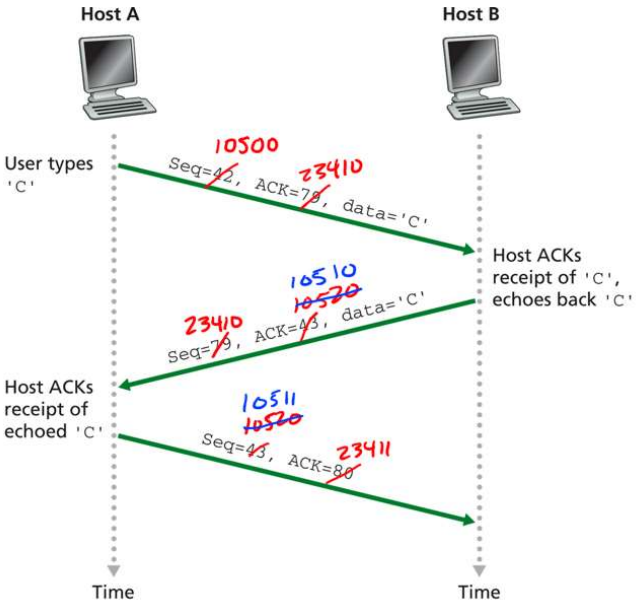
   There is other information, but that info is does address the HTTP packet.

4. 1. For a lost packet, the sender would timeout waiting for an acknowledgement and resent the packet.
   2. For a corrupt packet, the checksum would be used by the receiver to determine if the packet was corrupt and the packet would be discarded. The sender would then timeout and resend the packet.
   3. Slow packets would imply that the received eventually would sent an acknowledgement, but the sender will timeout and resend. The receiver would ignore the duplicate packet.
   4. The receiver will ignore the duplicate packet but will acknowledge it. The sender will ignore duplicate acknowledgements.

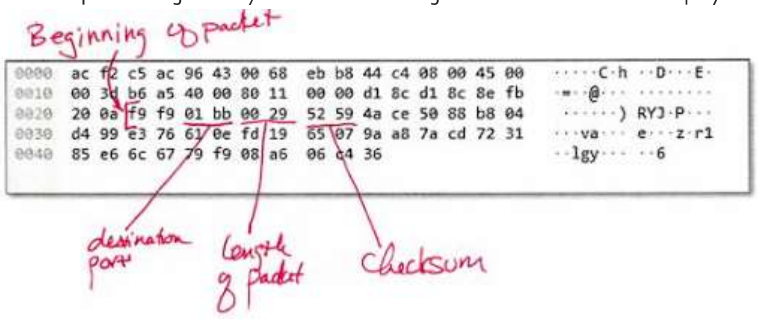
5. Let's change a diagram we used in class:




and




6. The UDP packet begins at byte 0x22. Each 2-digit item in the Wlreshark display is a byte in hexadecimal. So the data parts look like this...




1. The destination port is 0x01bb = 443 decimal.
2. The length of the payload is 0x0029 = 41 bytes decimal.
3. The checksum is 0x5259.

7. A port is a number, a tag that informs the operating system as to which program to send the data in the packet to.

Last modified: Monday, 20 February 2023, 12:58 PM

◀ A solution to Test #3 from 2021

Jump to...

Machine Problem 3: OSI Stack Part 2: Transport Layer Details ▶