**Q1**

In slow start, a sender doubles its window size every RTT if all sent packets were acknowledged

T/F

True

**Q2**

In steady state, a sender increases its window size by one packet for each acknowledgement

T/F

False

**Q3**

A sender that underestimates the round-trip time of a connection may unnecessarily induce a TCP timeout

T/F

True

**Q4**

After detecting packet loss through a timeout, TCP halves its window size as a response to the path congestion

T/F

False

**Q5**

Triple Duplicate Ack

Slow start

Packet loss

Time out

**Q6**

(a) Yes

(b) No

(c) Don’t know

**Q7**

1. Triple Duplicate Ack
2. Slow Start
3. Packet Loss
4. Time Out

**Q8**

1. Yes
2. No
3. Don’t know

**Q9**

1. More
2. Less
3. Almost same

**Q10**

It cant go any higher because that’s the maximum acceptable point that the path supports, and its not linear because it might take too long for each RTT

**Q11**

**Q12**

1. 200ms
2. 300ms
3. 400ms
4. 600ms
5. 700ms

**Q13**

1. 800ms
2. 1000ms
3. 1200ms
4. 1400ms

**Q14**

1. 400ms
2. 600ms
3. 600ms
4. 900ms

Q15

D point will be higher because it changes the cross-traffic by other senders on the same router