Qestion3: (a)

Subject: Mohammadali Rahnama 19061006

Q3 ⓐ   H2 ~~joins~~ joins the group

IGMP group join
IGMP group address = ~~224~~ 226 .17.30.197
Destination IP address = 224.0.0.2
Source IP address = 130.67.200.14

Router Z wishes to find out if any node
is doing multicast
                        IGMP
~~specific~~ ~~~~ General query

IGMP group address = ~~224.17.30.197~~ 0
Destination IP address = 224.0.0.~~2~~ 1
Source IP address = 130.19.1.1

H1 wants to respond to query
IGMP specific Group query
Group address : 226.17.30.197
Destination IP: 226.17.30.197
Source IP : 130.19.1.19

Qestion3: (a cont. + b)

H3 wants to leave the group

IGMP ~~leave~~ group leave

IGMP group address = 226.17.30.197

Destination IP address = 224.0.0.2

Source IP address = 130.30.40.13

TTL = 1

(b) (ETE) End To End Delay is the response time in the applicatio layer

~~Minimum~~ Page size = 20 Mb

and based on the survey ETE needs to be kept under 8ms ~~and~~ to achive ~~the~~ the best performance and to achive acceptable performan its hould be 16ms at most.

PAPCO

Qestion3: (c)

(c) MMORPGs provide higher tolerances for network delays and because TCP can prevent error propagation long play sessions would be an ideal transport platform for MMORPGs