

- 1) In internet jargon, devices are called hosts or end systems.
- 2) End systems are connected together by a network of communication links and packet switches.
- 3) Two most prominent types of packet switches are router and link-layer switches.
- 4) The TCP and the IP are two of the most important protocols in the internet.
- 5) The internet's principal protocols are collectively known as TCP/IP.
- 6) A protocol defines the format and the order of messages exchanged between two or more communicating entities.
- 7) Hosts are sometimes further divided into two categories: clients and servers.
- 8) The two most prevalent types of broadband residential access are DSL and cable.
- 8) The access ISP is said to be a customer and the global transit ISP is said to be a provider.
- 10) ISP's at the same level of the hierarchy can peer.
- 11) The most important delays: nodal processing delay, queueing delay, transmission delay and propagation delay.
- 12) Each ISP is in itself a network of packet switches and communication lines. → 4. soru
- 13) The time required to examine the packet's header and determine where to direct the packet is part of the processing delay.
- 14) The processing delay can also include other factors, such as the time needed to check for bit level error in the packet.
- 15) Queueing delay as it waits to be transmitted onto the link. → 5. soru
- 16) Transmission delay is the amount of time required to push all of the packet's bits into the link.

17) The time required to propagate from the beginning of the link to router B is the propagation delay

18) With no place to store such a packet, a router will drop that packet, that is the packet will be lost.

19) A DNS message format / four types of data sections;
question section, answer section, authority section, additional section → 7. soru

20) Throughput types: instantaneous throughput, average throughput

21) Five-layer internet protocol stack: application, transport, network, link, physical.

22) Application layer → message
Transport layer → segment
Network layer → datagrams
Link layer → frames
Physical layer → individual bit?

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