

# NASA: NA Preliminary Part

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## True/False

1. references: <http://stackoverflow.com/questions/24879959/what-is-overhead-payload-and-header>

False. The download speed is limited by the source's upload bandwidth and the destination's download bandwidth, so if the file's upload bandwidth is less than 100Mbps, then I can't download it with 100Mbps.

2. references: [https://en.wikipedia.org/wiki/IP\\_address](https://en.wikipedia.org/wiki/IP_address)  
<https://ist.mit.edu/network/ip>

False. Public IP addresses of devices connecting to the same router are the same, so others won't detect those devices only with the IP addresses.

3. references: [https://en.wikipedia.org/wiki/Dynamic\\_Host\\_Configuration\\_Protocol](https://en.wikipedia.org/wiki/Dynamic_Host_Configuration_Protocol)  
[https://en.wikipedia.org/wiki/Gateway\\_\(telecommunications\)](https://en.wikipedia.org/wiki/Gateway_(telecommunications))  
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True. Without DHCP, devices need to be statically assigned IP addresses, but it's necessary to have the gateway to communicate to other networks which may use different protocols.

4. references: [https://en.wikipedia.org/wiki/MAC\\_address](https://en.wikipedia.org/wiki/MAC_address)  
<https://supportforums.cisco.com/blog/153276/what-happens-when-router-receives-packet>

False. The destination mac address of a packet will be changed many times while passing routes. An end device should judge by the packet's destination IP address.

5. references: [https://en.wikipedia.org/wiki/Hub\\_\(network\\_science\\_concept\)](https://en.wikipedia.org/wiki/Hub_(network_science_concept))  
[https://en.wikipedia.org/wiki/Network\\_switch](https://en.wikipedia.org/wiki/Network_switch)  
[http://www.diffen.com/difference/Hub\\_vs\\_Switch](http://www.diffen.com/difference/Hub_vs_Switch)

False. Hub is in physical layer connecting PCs, while switch is in data link layer or network layer receiving, processing and forwarding data to the destination device.

6. references: <https://www.quora.com/How-does-the-internet-work-without-DNS>

True. One can do that if he/she knows the IP address of the sites.

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7. references: [https://en.wikipedia.org/wiki/IEEE\\_802.11](https://en.wikipedia.org/wiki/IEEE_802.11)

False. Since 802.11ac only uses 5GHz band, maintaining 802.11b/g/n has the benefit of utilizing 2.4GHz band.

8. references: [https://en.wikipedia.org/wiki/Firewall\\_\(computing\)](https://en.wikipedia.org/wiki/Firewall_(computing))

True. A firewall filters packets with some predetermined rules based only on information contained in the packet itself.

9. references: [https://en.wikipedia.org/wiki/Name\\_server](https://en.wikipedia.org/wiki/Name_server)

False. A DNS server doesn't store all records in the world. Internet name servers implement the Domain Name Service, which means there are many DNS servers to constitute DNS.

10. references: [https://en.wikipedia.org/wiki/Dynamic\\_Host\\_Configuration\\_Protocol](https://en.wikipedia.org/wiki/Dynamic_Host_Configuration_Protocol)

True. DHCP clients can request DHCP servers for Domain Name Servers' addresses.

11. references: [https://en.wikipedia.org/wiki/Wi-Fi\\_Protected\\_Access](https://en.wikipedia.org/wiki/Wi-Fi_Protected_Access)

True. WPA2 is a wifi security protocol, which encrypts the data.

12. references: <https://www.howtogeek.com/253195/how-can-a-vpn-improve-download-speed/>

True. VPN is often used for those purposes, and it sometimes enhance the download speed with some possible reasons, such as the origin connection is constrained by other connections.

13. references: [https://en.wikipedia.org/wiki/Network\\_address\\_translation](https://en.wikipedia.org/wiki/Network_address_translation)  
<https://www.quora.com/If-two-computers-in-the-same-local-area-network-try-to-connect-to-each-other-do-they-have-to-go-through-a-router>

True. Devices on the same logical IP network can find each other with a discovery protocol without involving a router, which means they don't need NAT to connect with each other.

14. references: <https://en.wikipedia.org/wiki/IPv4>

True. Minimum IPv4 packet's header size =  $5 * 32 \text{ bits} = 20 \text{ bytes}$ , which means the size of data in packets is about 50% or less. It's inefficient and thus abnormal.

## Select All That Apply

1. references: None

Answer: c,d,e

2. references: [https://en.wikipedia.org/wiki/Private\\_network](https://en.wikipedia.org/wiki/Private_network)

Answer: a,c

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3. references: [https://en.wikipedia.org/wiki/Network\\_Time\\_Protocol](https://en.wikipedia.org/wiki/Network_Time_Protocol)  
[https://en.wikipedia.org/wiki/Voice\\_over\\_IP](https://en.wikipedia.org/wiki/Voice_over_IP)  
[https://en.wikipedia.org/wiki/Carrier-grade\\_NAT](https://en.wikipedia.org/wiki/Carrier-grade_NAT)

Answer: a,d