Rajat Sethi – ECE 4380 – HW 9

1.) When the server receives the FIN/ACK, it knows for a fact that the client will not be sending any more packets (except for possibly a duplicate, which will get thrown out). As such, there is no reason for the server to timeout.

2.) The receiver would need a timer to determine when the last time a sender probed, and it also needs a timer to make sure that its own report to the sender makes it through.

3.) The initial sequence number is random. If the first byte happens to be too close to INT_MAX, then eventually one of the later bytes could overflow and go back to 0.

4a.) Server moves to CLOSE_WAIT; Server moves to LAST_ACK; Client moves to FIN_WAIT_1

4b.) Client moves to CLOSING; Client moves to TIME_WAIT; Server moves to CLOSED; Client moves to CLOSED

4c.) Server still moves to CLOSE_WAIT; Client does not move to FIN_WAIT_1; When client initiates its own close, then TCP continues.

5.) I have no idea