Home Work 6: Report

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# Part A:

1. Average Round trip time for <https://www.rutgers.edu/> = 99ms
2. Average Round trip time for <https://jasmine.github.io/> = 72.8ms
3. Average Round trip time for <https://www.amazon.in/> = 205.8ms
4. Average Round trip time for <https://www.megekko.nl/product/2077/281611/Monitoren/Samsung-LS24R652FDUXEN-24-FHD-IPS-monitor> = 329.3ms

# Part B:

1. **Recording Output**

Setting RRT at server to 0-99ms and client-side delay to 0-180ms. Here are 20 observations

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| --- | --- | --- | --- | --- |
| **Test No** | **Server RTT(ms)** | **Client delay(ms)** | **Request == Response** | **Response String** |
| 1 | 72 | 36.26 | FALSE | text\_22: Response Timed Out |
| 2 | 51 | 119.35 | TRUE | text\_1 Server Response Received |
| 3 | 123 | 113.42 | FALSE | text\_22: Response Timed Out |
| 4 | 118 | 47.9 | FALSE | text\_22: Response Timed Out |
| 5 | 83 | 142.48 | TRUE | text\_1 Server Response Received |
| 6 | 71 | 294.3 | TRUE | text\_1 Server Response Received |
| 7 | 123 | 114.76 | FALSE | text\_22: Response Timed Out |
| 8 | 110 | 189.64 | TRUE | text\_1 Server Response Received |
| 9 | 90 | 147.6 | TRUE | text\_1 Server Response Received |
| 10 | 86 | 82.9 | FALSE | text\_22: Response Timed Out |
| 11 | 117 | 170.49 | TRUE | text\_1 Server Response Received |
| 12 | 56 | 11.16 | FALSE | text\_22: Response Timed Out |
| 13 | 98 | 195.43 | TRUE | text\_1 Server Response Received |
| 14 | 56 | 4.53 | FALSE | text\_22: Response Timed Out |
| 15 | 97 | 146.21 | TRUE | text\_1 Server Response Received |
| 16 | 101 | 174.736 | TRUE | text\_1 Server Response Received |
| 17 | 101 | 35.76 | FALSE | text\_22: Response Timed Out |
| 18 | 50 | 106.35 | TRUE | text\_1 Server Response Received |
| 19 | 70 | 53.94 | FALSE | text\_22: Response Timed Out |
| 20 | 58 | 150.66 | TRUE | text\_1 Server Response Received |

1. **Observations**
2. We got 11 TRUE cases where bounced message was received by the client. In these cases, Server RTT < Client delay.
3. We got 9 FALSE cases where bounced message was received by the client. In these cases, Server RTT > Client delay.