

Final Exam Guide

This material, if not specified, guides you at the level covered at lectures.

Final Exam Specification

- 2 hour long, the exam date and time
 - See email
 - Online, same setting as mid-term quiz
- Closed book
- 2 pages of notes allowed
 - Hand written only
- Question types:
 - Like mid-term

Chapter 1–Intro to Networks

Important to Know

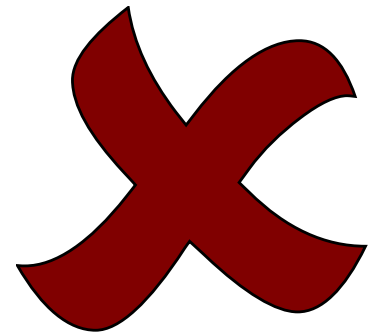
- What is Internet, protocol?
- Network Edge
- Network Core
 - Packet switching vs. circuit switching
 - Network structure
- Network delay, loss and throughput
- OSI model, TCP/IP protocol stack
 - Layers, Protocols
 - Encapsulation
- Network security: DoS, packet sniffing, IP spoofing



Chapter 1—Intro to Networks

Do not worry about

- Specific Frequencies of Media
- Specific upstream and downstream data rates of edge networks
- Loss calculations



Chapter 2– Application Layer

Important to Know

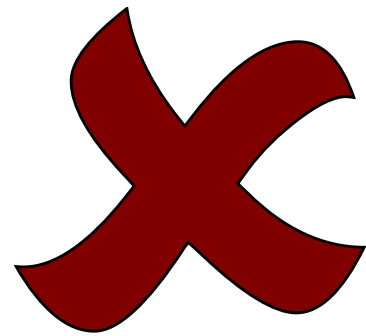
- Principles of network applications:
 - Architecture: client/server vs. P2P
 - Process communication, sockets, transport services (TCP/UDP)
- Web and HTTP:
 - persistent/non-persistent, cookie, web cache
- FTP
- SMTP, POP3, IMAP
- DNS
- P2P
- Socket programming



Chapter 2-Application Layer

Do not worry about

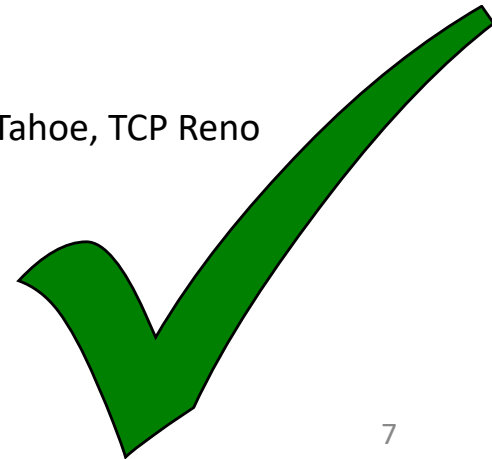
- Detailed Packet formats of various application protocols, etc... BUT YOU SHOULD KNOW THE FIELDS



Chapter 3–Transport Layer

Important to Know

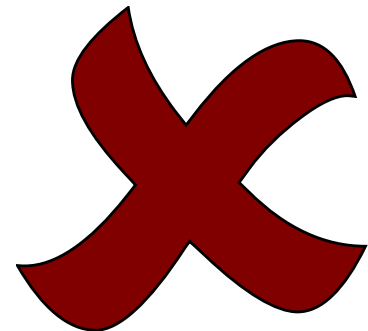
- Transport Layer Services, Transport Layer vs. Network Layer
- Multiplexing and De-multiplexing
- UDP, UDP checksum
- Reliable Data Transfer:
 - Stop and Wait, Piplined protocols
 - Go-Back-N (GBN), Selective Repeat(SR) protocols, examples
 - Note the differences between these protocols including buffer requirements at sender and receiver.
- TCP
 - Sequence Numbers
 - Acknowledge Numbers
 - TCP fast retransmission
 - Flow control
 - Congestion Control, rwnd
 - Connection management: 3-way handshake
 - TCP Congestion Control: cwnd, Slow Start, congestion avoidance, TCP Tahoe, TCP Reno
- TCP fairness:
 - UDP vs. TCP
 - When to use TCP or UDP, why



Chapter 3–Transport Layer

Do not worry about

- Detailed packet format for transport protocols but **should know the fields and functions**
- Timer calculation detailed formulas involving standard deviation, but must understand components of the basic dynamic timer formula



Chapter 4–Network Layer

Important to Know

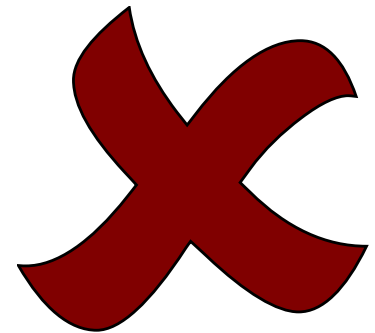
- Forwarding and Routing
- Network Service Models: Best Effort and Guaranteed Delivery.
- Datagrams vs. Virtual Circuits
- Router Internals: Input, Switch Fabric, Output
- Internet Protocol (IPv4)
 - Header Information, the purpose of the various fields
 - IP Fragmentation, Reassembly and calculations (example)
 - IP Addressing, forwarding, hierarchy
 - Subnets, CIDR
 - DHCP, NAT, ICMP
 - IPv6, tunneling
- Routing Algorithms
 - Link-State (Dijkstra), example
 - Hierarchical Routing: Advantages, Autonomous Systems, etc
 - Corresponding routing protocols: OSPF, BGP



Chapter 4-Network Layer

Do not worry about

- Detailed packet format for IP protocol but **should know the fields and functions**
- Any details not covered during lecture.



Chapter 5–Link Layer

Important to Know

- Purpose, context and services of Link Layer
 - NIC
- Error Detection
 - Parity checking
 - CRC example
- Multiple access problem and protocols
 - Channel partitioning, random access, taking turns
 - TDMA, FDMA, slotted ALOHA, pure ALOHA, CSMA/CD, polling, token passing
- LAN, MAC address, ARP, addressing
- Switch
 - self learning
 - Switch vs. Routers
 - Data center networks
- Port-based VLAN
- A day in the life of a web request



Chapter 6–Network Security

Important to Know

- Fundamental concepts of network security
 - Confidentiality, authentication, message integrity, availability
- Principles of cryptography
 - Encryption vs. decryption
 - Symmetric vs. asymmetric encryption
 - Public key v. private key
 - How to use public key cryptography for confidentiality
 - How to use public key cryptography for digital signature
 - How to fix the problems in AP 1.0-AP 5.0?



Good Luck!
Happy Holiday!