

1. Max Sim Connections is 16:
True
2. HTTP response may contain empty message body:
True
3. Selective Repeat, Tx/Rx window same size:
False
4. Two-way handshakes can establish TCP:
False
5. ICMP is mainly for routing:
False
6. IP does not provide reliable delivery for data:
True
7. MTU is standardized for all net-links:
False
8. NAT is method of remapping an IP to a machines physical address:
False
9. Routing algo determines end-to-end path through network:
True
10. DHCP allows host to dynamically obtain its MAC address from server:
False
11. Distance Vector uses Bellman-Ford algo:
True
12. N routers from source to destination. L denotes number. R denotes..
 $N \times L / R$

*15 users/200Mbps/25Mbps/30%
13. Max num users, circuit switching
8
14. Packet Switching, prob one is transmitting
0.031
15. $L/R1 + L/R2$
16. $4L/R$
17. 40Mbps

18. 100Mbps

19. 83%

20. I,iii,iv

21. Main reasons using layering:
Prevents Deadlocks

22. To simp dev of compx net, modulated 2 parts. Main purpose.
The implementation can be modified without modifying user programs.

23. Why are most net app on stateless client-server model
It is difficult to maintain states of the server and client..

*92/24, 116/24, x1, x2, 3/24,x4

24. Seq3:
92

25. Ack4:
140

*24/8,32/8, 40/8,48/8,56/8

26. Seq6:
32

27. Ack7:
64

28. Happen at 16th Tx:
Triple Duplicate

29. 22 transmission:
Timeout

*450k bits, 32 requests per second, 3 seconds on average, 60%, delay is 0.

30. Access Link Util:
96%

31. Total Av. Response Time:
minutes

32. Suppose cache hit is 0.4:
1.8s

33. TCP uses reliable protocol:
Go Back N protocol

34. Why does TCP use the above:
Because the implementation is simpler and most networks are reliable
35. In Select Repeat, relationship of S and W:
 $S \geq 2 \times W$
36. In Go Back N protocol, relationship of S and W
 $S \geq W + 1$
37. To determine the appropriate timeout value...
Because the ACK may be for the first S transmission
38. How does TCP handle the above scenario..
It will ignore the sample RTT for this segment
39. 1b
- * 10.0.0.4, 10.0.0.7, 10.0.0.20 // 131.204.172.71, 128.119.68.91, s 3345, d 8-
40. Source: 10.0.0.4, 3345, Dest 128.119.68.91, 80
41. Source 131.204.172.71, 5001, Dest 128.119.68.91, 80
42. At Step 3:
Source: 128.119.68.91, 80 Dest 131.204.172.71, 5001
43. At Step 4:
Source 128.119.68.91, 80 Dest 10.0.0.4, 2245
44. Which of the listed method can solve this problem:
All of these listed.
45. Cost of z to u:
6
46. Cost of z to v:
5
47. Cost of z to y:
5
48. Change to 60.
Count to infinity
49. Methods will sometimes solve the problem:
Split horizon with poisoned reverse
50. Not solve 48:
Loop in the network graph