Quiz

Q1. In the Internet, which layer has only one choice of protocol

A. Physical

B. Network

C. Transport

D. Application

Q2. Which layer is NOT implemented in Internet routers

A. Physical

B. Data link

C. Network

D. Transport

Q3. Do a quick search on the Internet on "firewall" (some information about firewall is also available in your text on page 376, 7th Ed., for example). Why do you think that firewall violates the layering principle?

Q4. Find about about "TCP Splitting" from the Internet. Your text also contains some information about TCP Splitting on page 303, 7th Ed., for example. What is the motivation for TCP Splitting to break the layering principle?

A. Security

B. Performance in terms of reducing the packet header size

C. Performance in terms of reducing the end-to-end delay

D. Performance in terms of reducing the queueing delay in the routers

Q5. Network applications run on

A. network core devices, such as routers and switches

B. end hosts, such as smartphones and desktops

C. access routers or gateways, such as wireless routers

D. all of the above

Q6 . If two processes on the same machine want to communicate with each other, they

A. must send messages to each other

B. do not have to send messages to each other, but can simply share some common memory space within the same machine

C. must use TCP

D. could use FTP

Q7 . The client process must use a well-known port number for its socket. True or False?

Q8 . Client-Server architecture can only be implemented with TCP at the transport layer. True or False?

Q9. HTTP belongs to

A. Transport layer

B. Application layer

C. Network layer

D. Physical layer

Q10 . To send the number 256, HTTP will consume

A. 1 byte

B. 2 bytes

C. 3 bytes

D. 4 bytes

Q11 . We could achieve some of the things achieved with cookies today if HTTP was 'stateful' (i.e., NOT stateless). True or False?

Q12 . If SMTP only allows 7-bit ASCII, how do we send pictures/videos/files via email?

A. We use a different protocol instead of SMTP

B. We encode these objects as 7-bit ASCII

C. We're really sending links to the objects, rather than the objects themselves

D. We don't !! You have been lied to !!

Q13 . Which of the following is NOT true?

A. HTTP is pull-based, SMTP is push-based

B. HTTP uses a separate header for each object, SMTP uses a multipart message format

C. SMTP uses persistent connections

D. HTTP uses client-server communication but SMTP does not

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Xianlei Wang (/users/z5182667) 3 days ago (Thu Oct 17 2019 20:46:16 GMT+1100 (澳大利亚东部夏令时间))

For Q7， why it is false;

For Q10,why it is C;

Reply

Salil Kanhere (/users/z3116703) 3 days ago (Thu Oct 17 2019 20:58:40 GMT+1100 (澳大利亚东部夏令时间))

Q7. A client program will typically request the OS to randomly pick an available port. There is no reason for a client to use a well-known port as the client initiates the interaction with the server.

Q10. ASCII

Reply

Nadeem Ahmed (/users/z3003139) 19 days ago (Tue Oct 01 2019 16:26:14 GMT+1000 (澳大利亚东部标准时间)), last modified 18 days ago (Wed Oct 02 2019 21:25:40 GMT+1000 (澳大利亚东部标准时间))

Solution:

Q1: B

Q2: D

Q3: Firewall access various Application and Transport layer header fields thus breaking the end-to-end notion for these layers. You can also include deep packet inspection (DPI) boxes in this regard.

Q4: C

Q5: ~~D~~ B

Q6: B

Q7: False

Q8: False

Q9: B

Q10: C

Q11: True

Q12: B

Q13: D

Reply

Chan Kwon Kim (/users/z5204743) 4 days ago (Wed Oct 16 2019 12:00:37 GMT+1100 (澳大利亚东部夏令时间))

Why is Q11 True? Isn't it the client-side where all the cookies are stored?, not the HTTP servers themselves

Reply

Nadeem Ahmed (/users/z3003139) 4 days ago (Wed Oct 16 2019 23:46:23 GMT+1100 (澳大利亚东部夏令时间))