>	
:	分组1
:	1. In the following options, which does not define in protocol? (1.0分)
	O A.the format of messages exchanged between two or more communicating entities
	O B.the order of messages exchanged between two or more communicating entities
	Oc.the actions taken on the transmission of a message or other event
√	• D.the transmission signals are digital signals or analog signals
:	2. In the following options, which is defined in protocol?(1.0分)
√	A.the actions taken on the transmission and/or receipt of a message or other event
	O B.the objects exchanged between communicating entities
	Oc.the content in the exchanged messages
	On D. the location of the hosts
3	3. Which of the following nodes belongs to the network core?(1.0分)
	Q A.a Web Server
	O B.a Host with Win2003 Server
√	© C.a Router with NAT service
	O D.a Supernode on Skype Network
4	B. In the Internet, the equivalent concept to end systems is ()(1.0分)
√	⊕ A.hosts
	Q B.servers
	O C.clients
	O D.routers
!	5. In the Internet, end systems are connected together by ()(1.0分)
	O A.copper wire
	O B.coaxial cable
√	© C.communication links
	O D.fiber optic
•	5. End systems access to the Internet through its ()(1.0分)
	Q A.modems
	Q B.protocols
√	⊚ C.ISP
	O D.sockets
-	7. In the following options, which belongs to the network core?(1.0分)
	○ A.end systems
√	B.routers
	O c.clients
	O D.servers
	3. End systems, packet switches, and other pieces of the Internet, run () that control the sending and receiving of information within the
]	nternet.(1.0分)
	O A.programs
	O B.processes
١,	O C.applications
	© D.protocols
	O. The protocols of various layers are called ().(1.0分)
٧	A.the protocol stack TENTER
	O B.TCP/IP
	O C.ISP
	O D.network protocol
H	10. In the OSI reference model, the upper layers of the OSI model are, in correct order(1.0分)
	O A.
	Session, application, presentation
	O B.Session, presentation, application O C.
	[endif] Session, application, presentation, physical

D.Application, presentation, session
1. The lower layers of the OSI model are, in correct order(1.03)
O A.physical, system, network, logical
O B.physical, logical, network, system
O C.physical, transport, network, data link
D.physical, data link, network, transport
2. Which of the following protocol layers is not explicitly part of the Internet Protocol Stack?(1.0%)
O A. application layer
B.session layer
C.data link layer
O D.transport layer
3.
he Internet's network layer is responsible for moving network-layer packets known as () from one host to another.
.0分)
O A.frame
⊕ B.datagram
O C.segment
O D.message
I. Transport-layer packets are called:(1.0分)
O A.message
B. B.segment
○ C.datagram
O D.frame
5.
he units of data exchanged by a link-layer protocol are called ().
A.Frames
O B.Segments
O c.Datagrams
D.bit streams
5.
here are two fundamental approaches to building a network core, () and packet switching.
here are two fundamental approaches to building a network core, () and packet switching.
here are two fundamental approaches to building a network core, () and packet switching.
here are two fundamental approaches to building a network core, () and packet switching. .0分) O A.electrical current switching
here are two fundamental approaches to building a network core, () and packet switching. .0分) O A.electrical current switching B.circuit switching
here are two fundamental approaches to building a network core, () and packet switching. .0分) O.A.electrical current switching B.circuit switching C.data switching
here are two fundamental approaches to building a network core, () and packet switching. ① A. electrical current switching ② B. circuit switching ③ D. message switching ② D. message switching
here are two fundamental approaches to building a network core, () and packet switching. ① A. electrical current switching ② C. data switching ② D. message switching ② t. here are two classes of packet-switched networks: () networks and virtual-circuit networks.
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here are two fundamental approaches to building a network core, () and packet switching. O(A) A electrical current switching C data switching D message switching D message switching A datagram B circuit-switched
here are two fundamental approaches to building a network core, () and packet switching. Oheology Acleetrical current switching Oheology C.data switching Ohere are two classes of packet-switched networks: () networks and virtual-circuit networks. Ohere are two classes of packet-switched networks: () networks and virtual-circuit networks. Ohere are two classes of packet-switched networks: () networks and virtual-circuit networks.
here are two fundamental approaches to building a network core, () and packet switching. Output Out
here are two fundamental approaches to building a network core, () and packet switching. A.electrical current switching B.circuit switching C.data switching D.message switching C. There are two classes of packet-switched networks: () networks and virtual-circuit networks. A.datagram B.circuit-switched C.television D.telephone B. () means that the switch must receive the entire packet before it can begin to transmit the first bit of the packet onto the outbound link.
here are two fundamental approaches to building a network core, () and packet switching. A.electrical current switching B.circuit switching C.data switching D.message switching C. There are two classes of packet-switched networks: () networks and virtual-circuit networks. D. D
here are two fundamental approaches to building a network core, () and packet switching. A clectrical current switching B. circuit switching C. cdata switching D. message switching A clatagram D. circuit-switched C. ctelevision D. telephone D. telephone D. () means that the switch must receive the entire packet before it can begin to transmit the first bit of the packet onto the outbound link. D. ()
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here are two fundamental approaches to building a network core, () and packet switching. A clectrical current switching B. circuit switching C. cdata switching D. message switching A clatagram D. circuit-switched C. ctelevision D. telephone D. telephone D. () means that the switch must receive the entire packet before it can begin to transmit the first bit of the packet onto the outbound link. D. ()

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n () networks, the resources needed along a path to provide for communication between the end system are eserved for the duration of the communication session.
.0分)
O A.packet-switched
O B.data-switched
© C.circuit-switched
O.message-switched
) <u>.</u>
n () networks, the resources are not reserved; a session's messages use the resources on demand, and as a
onsequence, may have to wait for access to communication link.
.0分)
A.packet-switched
O B.data-switched
O C.circuit-switched
O.message-switched
. Which of the following option belongs to the circuit-switched networks?(1.0分)
O A.FDM
O B.TDM
C.VC networks
D.both A and B
.0分) ② A.a fraction 1/n
O B.all
O c.1/2
O D.n times
B. For (), the transmission rate of a circuit is equal to the frame rate multiplied by the number of bits in a slot.(1.0分)
OA.CDMA
O B.packet-switched network
© c.TDM
O D.FDM
k.
he network that forwards packets according to host destination addresses is called () network.
.0分)
w 1 "
® C.virtual-circuit
© C.virtual-circuit
D.datagram
O D.datagram 5. The time required to propagate from the beginning of the link to the next router is ().(1.0分)
D.datagram 5. The time required to propagate from the beginning of the link to the next router is ().(1.0分) ○ A.queuing delay
D.datagram 5. The time required to propagate from the beginning of the link to the next router is ().(1.0分) C) A.queuing delay C) B.processing delay
D.datagram 5. The time required to propagate from the beginning of the link to the next router is ().(1.0分) C. A. queuing delay D. B. processing delay C. propagation delay
D.datagram 5. The time required to propagate from the beginning of the link to the next router is ().(1.0分) C) A.queuing delay C) B.processing delay
O A.circuit-switched D B.packet-switched

O_Accumine the packet's header	O Accumine the packet's header	
 ✓ ● Navito transmit the packet onto the link Oc. Cadermine where to direct the packet Do check bit-error in the packet Oc. Arbite traffic intensity must be greater than 1. Ok The fraction of lost packets increases as the traffic intensity decreases. ✓ C. If the traffic intensity is close to zero, the average queuing delay will be close to zero. Oblif the traffic intensity is close to one, the average queuing delay will be close to zero. Oblif the traffic intensity is close to one, the average queuing delay will be close to one. Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of f bits, then the traffic intensity is () (1.69) OALR / a ✓ ⊕ Lad / R ○ C.Ra / I. OD LR / a Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay). (1.09) ✓ ⊕ LIR₂ ○ ELIR₂ ○ CLIR₂ O CLIR₂ O Dance of the above 30. We are sending a 30 Mbit MP3 file from a source host to a destination host. Suppose there is only one link between source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is 2 *10³ meters/sec, and the distance hetween source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is 2 *10³ meters/sec, and the distance hetween source and destination and destination is 10,000 km. Also suppose that message switching is used, with the mes	 ✓ ● avail to transmit the packet onto the link. ○ Celetemine where to direct the packet. 22. In the following four descriptions, which one is correct? (1.0.9) ○ AThe traffic intensity must be greater than 1. ○ B. The fraction of lost packets increases as the traffic intensity decreases. ◇ CLIT the traffic intensity include to zore, the average queuing delay will be close to one. 28. ◇ CLIT the traffic intensity is close to one, the average queuing delay will be close to one. 28. Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (1.0.9) ○ ALR I: a ◇ B. I a I. R ○ C. Ral I. I. ○ D.LR I: a 29. Suppose there is exactly one packet switch between a sending bost and a receiving host. The transmission rates between the sending host and the switch and between the which and the receiving host are R₁ and R₂, respectively. Assuming that the which new store-and-forward packet switchings, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay). (10.96) ◇ B.LR, LR₂ ◇ B.LR₂ ◇ D.D. R. R. ◇ C.LR₂ ◇ D.D. R. ◇ C.D. C.LR₂ ◇ D.D. R. ◇ D.D. R. ◇ C.D. C. LR₂ ◇ D.D. R. ◇ C.S. D. D. S. ◇ C.S. D. D. S. ◇ C.S. D. D. S. ◇ D. D. D. S. ◇ C.S. D. D. D. S. ◇ C.D. D. D. D. S. <l< th=""><th>(1.0分)</th></l<>	(1.0分)
Octobeth bit-error in the packet 22. In the following four descriptions, which one is correct? (1.0%) ○A.The fraction of lost packets increases as the ratic intensity decreases. ✓ © Clf the maffic intensity is close to zero, the average queuing delay will be close to zero. ○D.If the traffic intensity is close to zero, the average queuing delay will be close to zero. ○D.If the maffic intensity is close to zero, the average queuing delay will be close to zero. ○D.If the traffic intensity is close to one, the average queuing delay will be close to zero. ②D.If the traffic intensity is () Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (1.092) ○A.IR / a ②E.R. / L ○C.R. / L ○A.IR / a 23. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay, 10.49) ②A.IIR / C ○A.IIR	O check bit-error in the packet O beleack bit-error in the packet 2.1. In the following four descriptions, which one is correct? (1.0%) ○ AThe traffic intensity must be greater than 1. ○ B. The fraction delst spackets increase as the traffic intensity decreases. ◆ ○ CII the traffic intensity is close to zero, the average questing delay will be close to zero. ○ LIT the traffic intensity is close to one, the average questing delay will be close to zero. 22. Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (1.0%) ○ ALR / a ▼ M JA / A ○ CRa / I. ○ CRa / I. ○ CRa / I. ○ LR / a 29. Suppose there is exactly one packet which between a sending host and a receiving host. The transmission rates between the sending host and the which and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the which uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L² (Ignore queeing delay, propagation delay, and processing delay, (1.0%) ○ LR, CLR, CLR, CLR, CLR, CLR, CLR, CLR,	O A.examine the packet's header
On check bit-error in the packet 27. In the following four descriptions, which one is correct? (1.09) A. The traffic intensity must be greater than 1. ② & The fraction of lost packets increases as the traffic intensity decreases. ③ Colf the traffic intensity is close to one, the average queuing delay will be close to zero. ② D. If the traffic intensity is close to one, the average queuing delay will be close to one. 28. Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () ② La / R ③ La / R ⑤ La / R ⑥ La / R	O Debeck historror in the packet 2. In the following four descriptions, which one is correct? (1.0-9) ○ All he traffic intensity must be greater than 1. ○ B. The fraction of lost packets increases as the traffic intensity decreases. ◇ C. If the traffic intensity is close to zore, the average queuing delay will be close to zero. ○ O.If the traffic intensity is close to one, the average queuing delay will be close to one. 28. Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (1.0-9) ○ ALR I a ○ CRa I L ○ CR	✓ ③ B.wait to transmit the packet onto the link
27. In the following four descriptions, which one is correct? (1.0-9) ○ AThe fraction intensity must be greater than 1. ○ AThe fraction of lost packets increases as the traffic intensity decreases. ✓ ⊕ (If the traffic intensity is close to zero, the average queuing delay will be close to zero. ○ Diff the traffic intensity is close to one, the average queuing delay will be close to one. 28. Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (L0-9) ○ ALR 1 a ○ CRA 1 . ○ LB 2 . 28. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store—and-forward packet switching, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay) (L0-9) ○ ALIR, + (IR2) ○ DLB 2 . ○ DLB 3 . ○ DLB 3 . ○ DLB 4 . ○ CLB 4 . ○ DLB 5 . ○ DLB 6 . ○ DLB 7 . ○ DLB 7 . ○ DLB 8 . ○ DLB 9 .	22. In the following four descriptions, which one is correct? (1.0%) ○ A.The traffic intensity must be greater than 1. ○ B.The fraction of lost packets increases as the traffic intensity decreases. ✓ ② C.If the traffic intensity is close to one, the average queuing delay will be close to zero. ○ D.If the traffic intensity is close to one, the average queuing delay will be close to one. 28. Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (L0%) ○ ALR I a ○ CRA I I	O C.determine where to direct the packet
O A.The traffic intensity must be greater than 1. O B.The fraction of lost packets increases as the traffic intensity decreases. ✓ el. Cith terrific intensity is close to one, the average queuing delay will be close to zero. O DIT the traffic intensity is close to one, the average queuing delay will be close to one. 28. Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of t. bits, then the traffic intensity is () (1.0-2) O ALR / a ✓ ⊕ LL / R O C.Ra / L O LLR / a S. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay), (1.0-2) ✓ ⊕ AL/R₁ + L/R₂ ○ BL/R₂ ○ D.D. CL/R₂ ○ D.D. CL/R₂ O D.D. CL/R₂	O a. The fraction of lost packets increases as the traffic intensity decreases. Ve Ciff the traffic intensity is close to one, the average queuing delay will be close to zero. O a. The traffic intensity is close to one, the average queuing delay will be close to one. 2a. Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (10.89) O A.R. / a Ve 3La / R O La / L O LR / a O S. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R ₁ and R ₂ , respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay), (10.89) Ve A.J.R. + IJ.R. O L.R. O D. Donor of the above 30. We are sending a 30 Mbit MP3 file from a source host to a destination host. Suppose there is only one link between source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is 2 ° 108 meterskee, and the distance between source and destination is 1,000 km. Also suppose that message consisting of the entire MP3 file. How many bits will the source have transmitted when the first bit arrives at the destination?(1.0-2) O Al bit O B. Donor of the above 31. Access networks can be loosely classified into three categories: residential access, company access and () access.(1.0-2) O AL Side of the control of the cont	O D.check bit-error in the packet
O a The fraction of lost packets increases as the traffic intensity is close to zero, the average queeing delay will be close to zero. Onl'f the traffic intensity is close to one, the average queeing delay will be close to one. 28. Suppose, as is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (L04) O_LR / a O_RA / L O_LR / a 29. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay, 10.49) O_L/R₂ O_L/R₃ O_L/R₂ O_L/R₃ O_L/R	O.B.The fraction of lost packets increases as the traffic intensity decreases. ✓ C.Iff the traffic intensity is close to zero, the average queuing delay will be close to zero. O.D.If the traffic intensity is close to one, the average queuing delay will be close to one. 2a. Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (Lo.B.) O.A.R. / a ✓ B.I.A. / R O.R.R. / a 2a. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay.) (Lo.B) ○ A.I.R.₁ ○ C.I.R.₂ ○ D.I.R.₂ ○ A.I.B.₂ ○ A.I.B.	27. In the following four descriptions, which one is correct? (1.0分)
 ✓ ⊕ Cif the traffic intensity is close to zero, the average queuing delay will be close to zero. ○ Diff the traffic intensity is close to one, the average queuing delay will be close to one. 28. Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (L09) ○ LR / a ◇ ⊕ R / a / R ○ C.Ra / L ○ LR / a ○ Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the writch and between the switch and the receiving host are R 1 and R2, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay.) (L09) ✓ ⊕ ALR, +UR2 ⊕ ALR ⊕ CLPR2 ⊕ Done of the above 30. We are sending a 30 Mbit MP3 file from a source host to a destination host. Suppose there is only one link between source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is 2 * 108 meters/see, and the distance between source and destination is 10,000 km. Also suppose that message switching is used, with the message consisting of the entire MP3 file. How many bits will the source have transmitted when the first bit arrives at the destination?(1.09) ⊙ A 1 bit ⊙ B 30,000,000 bits ✓ ⊕ C.SOU,000 bits ○ C.SOU,000 bits ○ C.Dial-loy modem ✓ ⊕ C.SOU,000 bits ○ C.Dial-loy modem ✓ ⊕ D.FDDI 33. Whick kind of media is not a guided media? (1.09)	 ✓ ● CIT the traffic intensity is close to zero, the average queuing delay will be close to zero. ○ If the traffic intensity is close to one, the average queuing delay will be close to one. 28. Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (1.09) ○ ARR / a ◇ ® La / R ○ CRa / L ○ CRa / R ○ CRa / R	O A.The traffic intensity must be greater than 1.
On the traffic intensity is close to one, the average queuing delay will be close to one. 28. Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (1.69) ○ LR / a ✓ ② LL / R ○ CRa / L ○ OLR / B 29. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay) (Lo9a) ◇ AL R₁ ○ CL R₂ ○ LL R₁ ○ CL R₂ ○ LL R₁ ○ CL R₂ ○ Rate sending a 30 Mbit MP3 file from a source host to a destination host. Suppose there is only one link between source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is 2 * 10³ meter/see, and the distance between source and destination is 1,0,000 km. Also suppose that message switching is used, with the message consisting of the entire MP3 file. How many bits will the source have transmitted when the first bit arrives at the destination?(1.09) ○ L B is 30,000,000 bits ○ D. none of the above 31. Access networks can be loosely classified into three categories: residential access, company access and () access.(1.09) ○ A cabled ✓ ② Ra wireless ○ C. campus ○ C. cily area 32. The following technologies may be used for residential access, except(1.09) ○ All is C. Dial-up modem ✓ ③ A Brook between the source and destination is not a guided media? (1.09) ○ A thisted-pair copper wire ○ Ra cooxial cable ○ C. file of prite cooxial cable cooxial cable cooxial cable coo	On. If the traffic intensity is close to one, the average queuing delay will be close to one. 28. Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (1.09) ○ ALR / a ◇ ⊕ ALB / B ○ CRB / B ○ Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the which was store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L² (Ignore queuing delay, propagation delay, and processing delay,) (1.09) ✓ ♠ ALR₁ L/R₂ ○ L/R₁ ○ CL/R₂ ○ D anone of the above 20. We are sending a 30 Mbit MP3 file from a source host to a destination host. Suppose there is only one link between source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is 2 * 10° metersisee, and the distance between source and destination in 10,000 km. Also suppose that message switching is used, with the message consisting of the entire MP3 file. How many bits will the source have transmitted when the first bit arrives at the destination?(1.0-9) ○ A.I bit ○ □ B.O.O.O.O.O.D.O.D.O.O.O.O.D.O.O.O.O.O.O.	OB.The fraction of lost packets increases as the traffic intensity decreases.
Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (1.0.9) (1.0.9) (1.0.9) (1.0.9) (1.0.9) (1.0.9) (1.0.9) (1.0.9) (1.0.9) (1.0.9) (2.0.1.8 / a 23. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the writerh and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay) (1.0.9) (2.0.1.1.8 C.1.1.8 C.1.1.	Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (L09) (L09) (L09) (L09) (L02/R / a Q	✓ ⊚ C.If the traffic intensity is close to zero, the average queuing delay will be close to zero.
Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (1.0.9) (1.0.9) (1.0.8) (1.0.8) (1.0.8) (1.0.8) (1.0.8) (1.0.8) (1.0.8) (1.0.8) (1.0.8) (1.0.8) (2.8.4) R (2.8.4) R (3.0.4) R (4.0.4) (4.0.8) (5.0.4) R (6.1.8) (7.0.4) R (8.1.8) (9.1.8)	Suppose, a is the average rate at which packets arrive at the queue, R is the transmission rate, and all packets consist of L bits, then the traffic intensity is () (L09) OALR / a O_CRa / L O_CRa / L O_LR / a 29. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L² (Ignore queuing delay, propagation delay, and processing delay) (L09) ✓ ♠ ALR₁ + LR₂ O_LR₂ O_	O D.If the traffic intensity is close to one, the average queuing delay will be close to one.
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of L bits, then the traffic intensity is () (1.0%) ○ ALR / a ✓ ② LL / R ○ CRa / L ○ OLR / a 29. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay) (1.0%) ◇ ALR, † LR₂ ○ BLR₃ ○ CLR₂ ○ D.mone of the above 30. We are sending a 30 Mbit MP3 file from a source host to a destination host. Suppose there is only one link between source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is 2 * 10* meters/sec, and the distance between source and destination is 10,000 km. Also suppose that message switching is used, with the message consisting of the entire MP3 file. How many bits will the source have transmitted when the first bit arrives at the destination?(1.0%) ○ A 1 bit ○ B.30,000,000 bits ◇ © C.500,000 bits ○ D.mone of the above 31. Access networks can be loosely classified into three categories: residential access, company access and () access,(1.0%) ○ A cabled ✓ © B. wireless ○ C.ampus ○ C.ampus ○ C.bial-up modem ✓ © O.FIDDI 33. Which kind of media is not a guided media? (1.0%) ○ Albitech-pair copper wire ○ B. accoxial cable ○ C.fiber optics ◇ O. Advisited-pair copper wire ○ Ba coxial cable ○ C.fiber optics ◇ O. dolistated the channel 34. In the OSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.0%)	of L bits, then the traffic intensity is () (1.09) ○ALR / a ○Ra / L ○CRa / L ○C	Suppose a is the average rate at which packets arrive at the gueue R is the transmission rate, and all packets consist
O.A.P. / a S.B.J. a / R O.B. A / B O.C.R. a / L O.D.P. / a 29. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L² (Ignore queuing delay, propagation delay, and processing delay.) (1.0%) ✓ S.A.P.R. + LP.2 O.B.J.R. + LP.2 O.D.none of the above 30. We are sending a 30 Mbit MP3 file from a source host to a destination host. Suppose there is only one link between source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is 2 * 108 meters/sec, and the distance between source and destination is 10,000 km. Also suppose that message switching is used, with the message consisting of the entire MP3 file. How many bits will the source have transmitted when the first bit arrives at the destination?(1.0%) O.A.1 bit O.B.D.	O.ALR / a ✓ ⊕ B.La / R O.Ra / L O.DLR / a 29. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay), (1.0.9) Ø ⊕ ALR₁ + LR₂ O.DR₂ O.D.Onone of the above 30. We are sending a 30 Mbit MP3 file from a source host to a destination host. Suppose there is only one link between source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is 2 * 10 meters/sec, and the distance between source and destination is 10.000 km. Also suppose that message switching is used, with the message consisting of the entire MP3 file. How many bits will the source have transmitted when the first bit arrives at the destination?(1.0.9) O.A. Libit O.B. O.B. O.B. O.B. O.B. O.B. O.B. O.B	
 ✓ ® La / R ○ C.Ra / L ○ 0.LR / a 29. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switchings, what is the total end-to-end delay to send a packet of length L² (Ignore queuing delay, propagation delay, and processing delay.) (1.029) ✓ ● ALR₁ + L/R₂ ○ L/R₁ ○ CL/R₂ ○ D.none of the above 30. We are sending a 30 Mbit MP3 file from a source host to a destination host. Suppose there is only one link between source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is 2 * 108 meters/sec, and the distance between source and destination is 10,000 km. Also suppose that message switching is used, with the message consisting of the entire MP3 file. How many bits will the source have transmitted when the first bit arrives at the destination?(1.049) ○ A.I bit ○ 3.3,000,000 bits ○ 0.none of the above 31. Access networks can be loosely classified into three categories: residential access, company access and () access,(1.049) ○ A.E desired ◇ B. wireless ○ C.campus ○ D.c.ity area 32. The following technologies may be used for residential access, except(1.049) ○ A.HFC ○ B.DSL ○ C.Dial-up modem ✓ Ø D.TDI 33. Which kind of media is not a guided media? (1.049) ○ A.Fwisted-pair copper wire ○ B. coaxial cable ○ C.fiber optics Ø D.digital satellite channel 34. In the OSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.049) 	Solution	(1.0分)
 ✓ ® La / R ○ C.Ra / L ○ 0.LR / a 29. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switchings, what is the total end-to-end delay to send a packet of length L² (Ignore queuing delay, propagation delay, and processing delay.) (1.029) ✓ ● ALR₁ + L/R₂ ○ L/R₁ ○ CL/R₂ ○ D.none of the above 30. We are sending a 30 Mbit MP3 file from a source host to a destination host. Suppose there is only one link between source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is 2 * 108 meters/sec, and the distance between source and destination is 10,000 km. Also suppose that message switching is used, with the message consisting of the entire MP3 file. How many bits will the source have transmitted when the first bit arrives at the destination?(1.049) ○ A.I bit ○ 3.3,000,000 bits ○ 0.none of the above 31. Access networks can be loosely classified into three categories: residential access, company access and () access,(1.049) ○ A.E desired ◇ B. wireless ○ C.campus ○ D.c.ity area 32. The following technologies may be used for residential access, except(1.049) ○ A.HFC ○ B.DSL ○ C.Dial-up modem ✓ Ø D.TDI 33. Which kind of media is not a guided media? (1.049) ○ A.Fwisted-pair copper wire ○ B. coaxial cable ○ C.fiber optics Ø D.digital satellite channel 34. In the OSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.049) 	Solution	OALR/a
O.R. R / L O.D.R / a 29. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay), (1.0-6)? ⊗ ALB₁ ↑ LB₂ O.D. one of the above 30. We are sending a 30 Mbit MP3 file from a source host to a destination host. Suppose there is only one link between source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is 2 * 10 ⁸ meters/sec, and the distance between source and destination is 10,000 km. Also suppose that message switching is used, with the message consisting of the entire MP3 file. How many bits will the source have transmitted when the first bit arrives at the destination?(1.0-9) O.A. bit O.B. 30,000,000 bits ⊗ C.S00,000 bits ⊗ C.S00,000 bits ⊗ C.S00,000 bits O.A. cashled S.B. wireless O.C. campus O.D. city area 32. The following technologies may be used for residential access, except(1.0-9) O.A. HFC O.B.DSL O.Dial-up modem ✓ O.D. Dial-up moden	O C.Ra / L O D.I.R / a 22. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L² (Ignore queuing delay, propagation delay, and processing delay) (1.0.8) ⟨ ⊕ A.I.R₁ + I.I.R₂ ○ B.I.R₁ ○ C.I.R₂ ○ D.none of the above 30. We are sending a 30 Mbit MP3 file from a source host to a destination host. Suppose there is only one link between source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is 2 * 108 meters/sec, and the distance between source and destination is 10,000 km. Also suppose that message switching is used, with the message consisting of the entire MP3 file. How many bits will the source have transmitted when the first bit arrives at the destination?(1.0.9) ○ A.1 bit ○ B.30,000,000 bits ○ C.500,000 bits ○ D.none of the above 31. Access networks can be loosely classified into three categories: residential access, company access and () access.(1.0.9) ○ A.cabled ○ B. wireless ○ C.campus ○ D.city area 32. The following technologies may be used for residential access, except(1.0.9) ○ A.HPC ○ B.DSL ○ C.Dial-up moden ○ P.DDD 33. Which kind of media is not a guided media? (1.0.9) ○ A.HRC ○ B.a coaxial cable ○ C.fiber optics ○ D. do do digital satellite channel 34. In the OSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.0.9) ○ A.Data Link ○ O.Data Link ○ O.Data Link	
O.LR / a 29. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay.) (1.0%) ✓ ◎ ALR₁+LR₂ ○ B.L/R₁ ○ C.CR₂ ○ D.none of the above 30. We are sending a 30 Mbit MP3 file from a source host to a destination host. Suppose there is only one link between source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is 2 * 10 ⁸ meters/sec, and the distance between source and destination is 10,000 km. Also suppose that message switching is used, with the message consisting of the entire MP3 file. How many bits will the source have transmitted when the first bit arrives at the destination?(1.0%) ○ A.I bit ○ B.30,000,000 bits ○ D.none of the above 31. Access networks can be loosely classified into three categories: residential access, company access and () access.(1.0%) ○ A.Cabled ✓ ® B. Wireless ○ C.campus ○ D.city area 32. The following technologies may be used for residential access, except(1.0%) ○ A.HTC ○ B.DSL ○ C.Dial-up modem ✓ ◎ D.FDDI 33. Which kind of media is not a guided media? (1.0%) ○ A.twisted-pair copper wire ○ B.a coaxial cable ○ C.fiber optics ✓ ◎ D.digital satellite channel 34. In the OSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.0%)	29. Suppose there is exactly one packet switch between a sending host and a receiving host. The transmission rates between the sending host and the switch and between the switch and the receiving host are R₁ and R₂, respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L? (Ignore queuing delay, propagation delay, and processing delay), (1.049) ③ B.UR₁ + UR₂ ③ B.UR₁ ⑤ C.UR₂ ⑤ D.Donone of the above 30. We are sending a 30 Mbit MP3 file from a source host to a destination host. Suppose there is only one link between source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is 2 * 10 ⁸ meters/sec, and the distance between source and destination is 10,000 km. Also suppose that message switching is used, with the message consisting of the entire MP3 file. How many bits will the source have transmitted when the first bit arrives at the destination?(1.04) Ø L. S00,000 000 bits Ø C. S00,000 bits Ø D.Donone of the above 31. Access networks can be loosely classified into three categories: residential access, company access and () access,(1.04) Ø B.wireless Ø C. campus Ø D.city area 32. The following technologies may be used for residential access, except(1.04) Ø B.BSL Ø C. Dial-up modem Ø D. Dial-up file from a source host to a destination for the bottom up to provide end-to-end services?(1.049) Ø D. digital satellite channel 34. In the ØSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.049) Ø D. Dabat Link Ø D. Bransport	
and the switch and between the switch and the receiving host are R_1 and R_2 , respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L^2 (Ignore queuing delay, propagation delay, and processing delay,) (1.0%) $\checkmark \otimes ALR_1 + UR_2$ $\odot BL/R_1$ $\odot LLR_2$ \odot D.none of the above 30. We are sending a 30 Mbit MP3 file from a source host to a destination host. Suppose there is only one link between source and destination and the link has a transmission rate of 10 Mbps. Assume that the propagation speed is $2 * 10^8$ meters/sec, and the distance between source and destination is 10,000 km. Also suppose that message switching is used, with the message consisting of the entire MP3 file. How many bits will the source have transmitted when the first bit arrives at the destination?(1.0 $\%$) O A.1 bit O 3.0,000,000 bits O 3.0,000,000 bits O 3.1. Access networks can be loosely classified into three categories: residential access, company access and () access.(1.0 $\%$) O A.cabled \checkmark 8. B.wireless O C.campus O D.city area 3. The following technologies may be used for residential access, except(1.0 $\%$) O A.HFC O B.DSL O C.Dial-up modem \lor 9. F.FDDI 3. Which kind of media is not a guided media? (1.0 $\%$) O A.twisted-pair copper wire O 8. a coaxial cable O C.fiber optics \lor 9. d.digital satellite channel 3. In the OSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.0 $\%$)	and the switch and between the switch and the receiving host are R_1 and R_2 , respectively. Assuming that the switch uses store-and-forward packet switching, what is the total end-to-end delay to send a packet of length L^2 (Ignore queuing delay, propagation delay, and processing delay,) (1.0%) $\forall \otimes ALR_1 \cup LR_2 \cup RR_2 \cup RR_1 \cup RR_2 \cup $	
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 ○ B.a coaxial cable ○ C.fiber optics ✓ ⑥ D.digital satellite channel 34. In the OSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.0%) 	 ○ B.a coaxial cable ○ C.fiber optics ✓ ⑥ D.digital satellite channel 34. In the OSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.0分) ○ A.Data Link ✓ ○ B.Transport 	33. Which kind of media is not a guided media? (1.0分)
○ C.fiber optics ✓ ⑥ D.digital satellite channel 34. In the OSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.0分)	○ C.fiber optics ✓ ⑩ D.digital satellite channel 34. In the OSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.0分) ○ A.Data Link ✓ ○ B.Transport	O A.twisted-pair copper wire
✓ ⑥ D.digital satellite channel 34. In the OSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.0分)	✓ ⑥ D.digital satellite channel 34. In the OSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.0分) ○ A.Data Link ✓ ○ B.Transport	O B.a coaxial cable
34. In the OSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.0分)	34. In the OSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.0分) ○ A.Data Link ✓ ○ B.Transport	O C.fiber optics
	○ A.Data Link ✓ ○ B.Transport	✓ ⊚ D.digital satellite channel
O A.Data Link	✓ O B.Transport	34. In the OSI reference model, what is the first layer from the bottom up to provide end-to-end services?(1.0分)
		O A.Data Link
✓ O B.Transport		✓ O B.Transport
O C.Session	O C.Session	O C.Session
A D. A multipolitical	D.Application	O.Application

35. Considering the bursty data transferring, a circuit switching	network outperforms a packet switching network.(2	.0分)
O A.True		
✓ B.False		
36. There is no network congestion in a circuit switching networ	k(2.0分)	
✓ ○ A.True		
B.False		
37.		
Consider an application that transmits data at a stering relatively long period of time. According to the character for this application than a circuit-switched network.		
(2.0分)	第一次作业(003) (总分: 100)	
○ A.True		
✓ B.False		
38. Suppose a router has n input ports each with identical line sp	peeds, n output ports each with identical line speeds,	and the line speed of
an output port is at least <i>n</i> times as that of an input port. Further	• • •	times as fast as an
input line speed. Then queuing can occur in an output port.(2.03	分)	
O A.True		
✓ ⑥ B.False	/hot ove they? What are the main that are all are and are all are are all are are all are	of analy of these
39. How many layers are there in the Internet protocol stack? W	vnat are tney? wnat are the principal responsibilities	of each of these
layers?(4.0分)		
五个层次,分别是应用层、传输层、网络层、链路层、物理层。		得分:4.0
应用层: 网络应用程序及它们的应用层协议存留的地方。		查看评语
运输层: 在应用程序端点之间传送应用层的报文。		参考答案
网络层: 负责把称为数据报的网络层分组从一台主机转移到另一台主机。		
链路层:负责将整个帧从一个网络元素移动到邻近的网络元素。		
物理层:将该帧中的一个个bit从一个结点到下一个结点。		
40. If the unit exchanged at the data link level is called a frame a encapsulate packets or do packets encapsulate frames? Explain	•	a packet, do frames
帧封装包,到包到达链路层时,将整个包当成是帧的数据区,即在整个包前面加上一	一个首部作为帧,所以是将整个包放入了帧中,即帧封装包。	得分:4.0 查看评语
41. When two applications communicate over the Internet, which	收起 h one is the server? (4.0分)	
等待与其它应用程序联系的应用程序称为服务器。		得分:4.0 查看评语
42. Explain in detail how ADSL works(4.0分)	收起	
非对称数字用户线路,上行速率和下行速率不对称,在电话线上产生三个信息通道,最后一个是普通双向电话通道,三个通道可同时工作。ADSL采用高级的数字信息速传输。非对称数字用户线路(ADSL,Asymmetric Digital Subscriber Line)业务先进的复用技术和调制技术,使得高速的数字信息和电话语音信息在一对电话线的不速率可达起的bys、从用户则何络的上行速率可达出协ps》的同时,维持用户原有的电话道,ADSL调制解调器一般采用两种方法实现,频分多路复用 (FDM) 或回波消除(Echo l通道,同时分配以现,使现于作为数据上行通道。下行通道通过时分多路复用 (FDM) 或回波消除技术则使上行频带与下行频带叠加,通过本地回波抵消来区信道组成。而回波消除技术则使上行频带与下行频带叠加,通过本地回波抵消来区	2. M. 四世十七十 和 年 的 曾 注 正 嫁 粉 根	得分:4.0 查看评语
43. What is circuit switching, and what are its chief characteristi	收起	
非对称数字用户线路:上行速率和下行速率不对称,在电话线上产生三个信息通道,道,最后一个是普通双向电话通道,三个通道可同时工作。ADSL采用高级的数字信息速传输。非对称数字用户线路(ADSL,Asymmetric Digital Subscriber Line)业务先进的复用技术和调制技术,使得高速的数字信息和电话语音信息在一对电话线的7速率可达SMbps、从用户到阿络的上行速率可达IMbps)的同时,维持用户原有的电话,ADSL调制解调器一般采用两种方法实现,频分多路复用(FDM)直边波消除(EOD)通道,同时分配另一段频带作为数据上行通道。下行通道通过时分多路复用(TDM)技信道组成。而回波消除技术则使上行频带与下行频带叠加,通过本地回波抵消来区	一个是高速的下行通道,供用户下载数据,一个是中速上行通 号处理技术技术和新的算法压缩数据,使大量的信息得以在网上高 各是宽带接入技术中的一种,它利用现有的电话用户线、通过采用 下同频段上同时传输,为用户提供宽带接入(从网络到用户的下行 括业务及质量不变。为了在电话线上分隔有效带宽,产生多路信 Cancellation)技术。PDM在现有带宽中分配一段数带作为数据下行 术再分为多个高速信道和低速信道。同样,上行通道也由多路低速 分两频带。	查看评语

端系统间通信会话期间,预留端系统间通信沿路径所需资源的方式称为电路交换。特点如下: 占性、实时性好、可靠性高。	
与性、实时性好、可靠性高。	得分:4.0
The state of the s	宣看评语
	参与音楽
. In a packet switching system, how does a sender transfer a large file? (4.0分)	收起
	t LL EA
1交换系统中,将一个报文分成若干段称之为包,包的大小可变,每一中包交换技术会定义包的最大尺寸。所以一个大的文件,会被分成小的 出去。	万片技 得分:4.0 查看评语
. Draw one diagram for FDM and one diagram for TDM and explain how they work and how they are differ	收起 rent(4.0分)
1: 频分复用,连接期间为每条连接专用一个频段,链路的频谱由跨越链路所创建的所有连接共享。	得分:4.0
1: 时分复用,时间被划分为固定区间的帧,每帧又被划分为固定数量的时隙,当一条链路创建连接时,网络在每个帧中为该连接指定一个时	香素诬逼
FDM,每条电路连续地得到部分的带宽。对于TDM,每条电路在短时间间隔中周期性地得到所有带宽。	参考答案
- Ann Ein-Evi Halekulok walis 26 - oka a - Evik - Aka esh esherik dalah 1 Maka mase halekulot da 26 A	收起
§交換更适合,因为传输速率已知,并且为长会话,不会造成太大浪费。在最坏的情况下,所有应用程序都通过一条链路传输数据,因为还未最大带宽所以不会发生拥堵,所以网络不需要拥塞控制机制。	得分:4.0 宣看评语
Give four types of delay along with an explanation of each.(4.0分)	收起
即延:检查分组首部和决定该分组导向何处所需的时间,还包括其他因素,例如:检查bit差错所需时间。	得分:4.0
时延:在队列中,分组在链路上等待传输的时的排队时间。	查看评语
审时延:所有分组bit推向链路所需的时间。	参考答案
8-3 2-1 //1 13/3 200-031-1 3 (0.20/7) 1 (0.10 1-3 1-3 1-3 1-3 1-3 1-3 1-3 1-3 1-3 1-3	
k时征。 浓锑蚁和古利蚁山双 见 住楼能感的时间	
时延:该链路起点到路由器B传播所需的时间。	收起
	收起
ant 时延:该链路起点到路由器B传播所需的时间。 3. Consider sending a packet of 3000bits over a path of 5 links. Each link transmits at 10 ropagation delay and processing delay are negligible. (1) Suppose the network is a packet-switched datagram network and a connectionle suppose each packet has 200 bits of header. How long does it take to send the file?	000bps. Queuing dela
onsider sending a packet of 3000bits over a path of 5 links. Each link transmits at 10 ropagation delay and processing delay are negligible. (1) Suppose the network is a packet-switched datagram network and a connectionle	000bps. Queuing delances service is used. No
onsider sending a packet of 3000bits over a path of 5 links. Each link transmits at 10 ropagation delay and processing delay are negligible. (1) Suppose the network is a packet-switched datagram network and a connectionle uppose each packet has 200 bits of header. How long does it take to send the file? 2) Suppose that the network is a circuit-switched network. Further suppose that the transmetween source and destination is 200bps. Assuming 0.02s setup time and 200 bits of leaders.	000bps. Queuing delances service is used. No
onsider sending a packet of 3000bits over a path of 5 links. Each link transmits at 10 copagation delay and processing delay are negligible. (1) Suppose the network is a packet-switched datagram network and a connectionle appose each packet has 200 bits of header. How long does it take to send the file? (2) Suppose that the network is a circuit-switched network. Further suppose that the transmitted the source and destination is 200bps. Assuming 0.02s setup time and 200 bits of eacket, how long does it take to send the packet?	000bps. Queuing delances service is used. No
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