





- (a) (b) (i) (c) (F)
- (b) ① **(**j) ① **(**E
- (c) (k) (F) (d) (Q) (Q) (Q) (Q) (Q)
- (a) (l) (T) (e) (T) (T)
- (f) (m) (T) (F)
- (g) ① (n) ① ⑤
- (h) **(b) (c) (c) (d)**

2. Short Questions

- (a) Fragmentation
 - i. **(A)** (B) (C)
 - ii. (A) (B) (C)
 - iii. AB
- (b) DHCP
 - i. **(A)** (B) (C) (D) (E)
 - ii. ABCDE
 - iii. ABCDE
 - iv. \triangle \triangle \triangle \triangle \triangle
- (c) IPv4 vs IPv6
 - ABCD
- (d) Routing
 - i. ABCDE
 - ii. ABCDE
 - iii. ABCDE
 - iv. ABCDE
 - v. A B C D E
 - vi. ABCDE
 - vii. ABCDE
 - viii. ABCDE
 - ix. (A) (B) (C) (D) (E)
 - IX. A B C
- (e) Layers
 (A) (B) (C)

3. **LPM**

- (a) 6 7 8 9 10 11
- (b) **(N)**
- (c) **(V) (N)**
- (d) **(M)**

4. Discovery

- (a) A B C D E F G H I J K L
- (b) A B C D E F G H 1) J K L
- (c) A B C D E F G H I J K L
- (d) A B C D E F G H I J K L
- (e) Y N
- (f) **(N)**

5. Distance Vector

- (a) Computing Shortest Paths
- (b) Full Updates
 - i. (A) (B) (C) (D) (E) (F) (-)
 - ii. ABCDEF
- (c) Partial Updates
 - i. ABCDEF
 - ii. ABCDEF
- iv. ABCDEF
- v. A B C D E F -
- vi. ABCDEF

6. ACKing

- (a) A B C D E F G

7. When Things Go Awry

- (a) i. \bigcirc \bigcirc
 - ii. 🕎 🕦
- (b) i. (v) (N)
 - ii. \bigcirc \bigcirc
- (c) i. (Y) (N) ii. (Y) (N)

8. Putting It All Together

- (a) i. \triangle \triangle \triangle \triangle \triangle \triangle \triangle
 - ii. (A) (B) (C) (R1) (R2)
- (b) i. A B C R1 R2
 - ii. (A) (B) (C) (R1) (R2)
- (c) i. A B C R1 R2
 - ii. A B C R1 R2
 - iii. ABCR1R2
 - iv. (A) (B) (C) (R1) (R2)
- (d) i. A B C R1 R2
 - ii. (A) (B) (C) (R1) (R2)
 - iii. (A) (B) (C) (R1) (R2)
 - iv. A B C R1 R2
- (e) i. (A) (B) (C) (R1) (R2)
- ii. (A) (B) (C) (R1) (R2)
 - iii. (A) (B) (C) (R1) (R2)
 - iv. (A) (B) (C) (R1) (R2)

- (a) i. (A) (B) (C) (D)
 - ii. ABC
 - iii. ABC
 - iv. ABCD
 - v. ABC
 - vi. ABC
 - vii. 🕎 🔃
 - viii. 🕎 🕦
- (b) i. (A) (B) (C)
 - ii. ABC
 - iii. ABC
 - iv. ABC









- (a) **(T) (F)** (i) **(T) (F)**
- (b) **(**j) **(**E)
- (c) (T) (F) (k) (T) (F)
- $\begin{array}{cccc}
 (d) & \textcircled{T} & \textcircled{F} \\
 (e) & \textcircled{T} & \textcircled{F}
 \end{array}$ (1) & T & F
- (f) (f) (f) (f) (f) (f) (f) (f)
- (g) \bigcirc (n) \bigcirc (n)
- (h) (T) (F) (o) (T) (F)

2. Short Questions

- (a) Fragmentation
 - i. (A) (B) (C)
 - ii. ABC
 - iii. ABC
- (b) DHCP
 - i. ABCDE
 - ii. \triangle \triangle \triangle \triangle \triangle
 - iii. ABCDE
 - iv. ABCDE
- (c) IPv4 vs IPv6
 - ABCD
- (d) Routing
 - i. ABCDE
 - ii. \triangle \triangle \triangle \triangle
 - iii. \triangle \triangle \triangle \triangle \triangle
 - iv. ABCDE
 - v. A B C D E
 - vi. ABCDE
 - vii. ABCDE
 - viii. ABCDE
 - ix. ABCDE
- (e) Layers
 - ABC

3. **LPM**

- (a) 6 7 8 9 10 11
- (b) **(N)**
- (c) **(N)**
- (d) **(V) (N)**

4. Discovery

- (a) A B C D E F G H I J K L
- (b) A B C D E F G H 1) J K L
- (c) A B C D E F G H I J K L
- (e) **(Y) (N)**
- (f) (Y) (N)

5. Distance Vector

- (a) Computing Shortest Paths
 - i. B C D E -
 - ii. (A) (B) (D) (E) (F) (-)
- (b) Full Updates
 - i. (A) (B) (C) (D) (E) (F) (-)
 - ii. \triangle \triangle \triangle \triangle \triangle \triangle \triangle
- (c) Partial Updates
 - i. A B C D E F -
- ii. ABCDEF
- iii. ABCDEF-
- iv. \triangle \triangle \triangle \triangle \triangle \triangle
- v. ABCDEF
- vi. ABCDEF

6. ACKing

- (a) A B C D E F G

7. When Things Go Awry

- (a) i. \bigvee \bigvee
 - ii. 🕎 Ň
- (b) i. (v) (N)
 - ii. 🕎 🔃
- (c) i. (Y) (N)
 - ii. (Y) (N)

8. Putting It All Together

- (a) i. (A) (B) (C) (R1) (R2)
 - ii. (A) (B) (C) (R1) (R2)
- (b) i. A B C R1 R2
 - ii. ABCR1R2
- (c) i. (A) (B) (C) (R1) (R2)
 - ii. (A) (B) (C) (R1) (R2)
 - iii. (A) (B) (C) (R1) (R2)
 - iv. A B C R1 R2
- (d) i. (A) (B) (C) (R1) (R2)
- - ii. (A) (B) (C) (R1) (R2)
 - iii. (A) (B) (C) (R1) (R2)
- iv. (A) (B) (C) (R1) (R2)
- (e) i. (A) (B) (C) (R1) (R2)
 - ii. (A) (B) (C) (R1) (R2)
 - iii. \triangle \triangle \triangle \triangle \triangle \triangle \triangle
 - iv. (A) (B) (C) (R1) (R2)

- (a) i. ABCD
 - ii. ABC
 - iii. ABC
 - iv. ABCD
 - v. (A) (B) (C)
 - vi. ABC
 - vii. 🕎 🔃
 - viii. 🕎 🕦
- (b) i. (A) (B) (C)
 - ii. (A) (B) (C)
 - iii. ABC
 - iv. ABC





iv. A B C $(P) \otimes (P) \otimes (P)$ Θ iii. (A) (B) (C) $(9) \otimes \mathbb{C} \oplus \mathbb{E} \oplus \mathbb{C}$ (e) Layers ii. (A) (B) (C) (b) i. (A) (B) (C) ix. A B C D E 6. ACKing (N) (Y) .iiiv viii. A B C D E vi. (A) (B) (C) (E) (E) (E) (Ŋ (Y) .iiv vii. A B C D E A. ♠ B C D E F ⊝ Vi. (A) (B) (C) vi. A B C D E iv. A B C D E F C V. (A) (B) (C) V. A B C D E (iii. △ (B (C (D (E (F (C (iv. (A) (B) (C) iv. A B C D E iii. A B C ii. A B C D E F C iii. A B C D E ii. (A) (B) (C) i. (A) (B) (C) (E) (E) (E) ii. $(A) \otimes (C) \otimes (E)$ i. (A) (B) (C) (D)(a) (c) Partial Updates i. A B C D E 9. ARP and Learning ii. A B C D E F C guituoA (b) i. (A) (B) (C) (E) (F) (C) iv. (A) (B) (C) (R1) (R2) Θ Θ Θ III. A B C RJ R (b) Full Updates 0v4 vs IPv4 (c) ii. (A) (B) (C) (RI) (R2) ii. (A) (B) (B) (E) (E) (E) (e) i. (A) (B) (C) (R1) (R2) iv. A B C D E i. ● B C D E ● ⊝ iv. (A) (B) (C) (R1) (R2) iii. A B C D E Paths iii. A B C R1 R2 ii. A B C D E (a) Computing Shortest II. (A) (B) (C) (RJ) (RZ) i. △ B ○ □ E 5. Distance Vector (d) i. (A) (B) (C) (R1) (R2) (P) DHCL iv. (A) (B) (C) (R1) (R2) (√) (√) iii. A B C III. (A) (B) (C) (R1) (R2) (e) (J) ii. (A) (B) (C) ii. (A) (B) (C) (R1) (R2) $\mathbb{O}(\mathbb{H})$ (c) i. A B C (A) (R) i. (A) (B) (C) $(q) \otimes (B) \otimes (E) \otimes (E)$ ii. (A) (B) (C) (RJ) (RZ) (a) Fragmentation (b) i. (A) (B) (R) (R) $(c) \otimes (C) \otimes (C)$ ii. (A) (B) (C) (R1) (R2) 2. Short Questions 1 9 D D B B (a) i. (b) (B) (C) (R1) (R2) (p) \(\partial\) \(\Partial\) \(\Partial\) \(\Partial\) \(\Partial\) \(\Partial\) \(\Partial\) (o) (L) (q) (L) (E) Together 8. Putting It All (g) (T) (u) (L) (a) A B C D E F (1) (T) ₩ Y .ii (m) (T) (E) 4. Discovery (Ŋ (Y) .i (c) (e) (L) (I) (E) (I) (Y) .ii (q) (L) (E) $\mathbb{N} \times \mathbb{P}$ (k) (T) (E) (V) (Y) i.i (q) (c) (L) (E) (c) (A) (Ŋ (Y) .ii (i) (E) (p) (L) (E) (q) (A) (N) (Y) .i (a) (i) (E) (a) (T) (F) (a) (b) (B) (B) (D) **AWIY** 7. When Things Go 3. LPM I. True/False



- (i) T (a) T
- (b) **(b) (F)** (j) T
- (c) **(c) (F)** (k) T 🚳
- (d) T 📵 (l) **(b) (F)**
- (e) T (m) T (f) (F)
- (n) (T) (g) **(**F)
- (o) **(F)** (h) T

2. Short Questions

- (a) Fragmentation
 - i. (A) (B) (6)
 - ii. (A) (B) (C)
 - iii. 🔞 🖹 🔘
- (b) DHCP

 - ii. ABDDE
 - iii. ABC 6E
 - iv. (A) (B) (C) (D) (D)
- (c) IPv4 vs IPv6
 - (A) (B) (C) (D)
- (d) Routing
 - i. **(3) (B) (C) (D) (E)**
 - ii. (A) (B) (C) (D) (E)
 - iii. AB @DE
 - iv. ABCDE

 - v. (A) (B) (C) (D) (D)
 - vi. ABCEE
 - vii. AB DE
 - viii. A 🌑 C D E
 - ix.

 BCDE
- (e) Layers
 - (A) (B) (C)

3. **LPM**

- (a) 6 7 9 9 10 11
- (b) **(N)**
- (c) (N)
- (d) **(N)**

4. Discovery

- (a) **(a) (B) (D) (B) (F)** (G (B) (1) (0) (K) (0)
- (b) **(a) (b) (b) (c) (c)** (G (B) (1) (J) (K) (L)
- (c) A B C D E D
- (d) (B) (D) (E) (F) GHUJKL
- (e) Y 🚳
- (f) (Y) (W)

5. Distance Vector

- (a) Computing Shortest Paths
 - i. B C E ii. (A) (B) (0) (F) (-)
- (b) Full Updates
 - i. A B O D E F -
- (c) Partial Updates

 - ii. A B D D E F (-)
- iii. A B C D E F -
- iv. (A) (B) (C) (D) (F) (-)
- v. A B C D E @ -
- vi. ABCDEF

6. ACKing

- (a) (B) (C) (D) (E) (F) (G)
- (b) A O C D E F G

7. When Things Go Awry

- (a) i. 🚳 N
 - ii. 🚳 (N)
- i. 🌑 (N) (b) ii. 🚳 (N)
- i. 🌑 (N) (c)
 - ii. 🌑 (N)

8. Putting It All Together

- (a) i. (A) (B) (C) (C) (R2)
 - ii. (A) (B) (C) (Q) (R2)
- (b) i. (A) (B) (C) (m) (R2)
 - ii. (A) (B) (C) (B) (R2)
- (c) i. (A) (B) (C) (R2)
 - ii. (A) (B) (C) (00) (R2)
 - iii. (A) (B) (C) (R2)
 - iv. (A) (B) (C) (Q) (R2)
- (d) i. (A) (B) (C) (R2)
 - ii. (A) (B) (C) (D) (R2)
 - iii. (A) (B) (C) ((Q) (R2)
 - iv. A B C R2
- (e) i. (A) (B) (C) (R2)
- ii. (A) (B) (C) (R2)
 - iii. (A) (B) (C) (R2)
 - iv. (A) (B) (C) (M) (R2)

- i. (A) (B) (C) (D)
 - ii. (A) (B) (O)
 - iii. (A) (B) (C)
 - iv. 🚳 (B) (C) 🚳
 - v. (A) (B) (0)
 - vi. (A) (10) (C)
 - vii. 🚳 (N)
 - viii. 🌑 (N)
- i. 🚳 B (C)
 - ii. (A) (C)
 - iii. AB 🗑
 - iv. (A) (B) (C)







AWIY 7. When Things Go

- (a) i. (V) (V)
- (N) (Y) .ii
- (q) i. (V) (V)
- ii. (V) (V)
- i. (V) (V)
- (ii. (Y) (N) (c)

Together 8. Putting It All

- (a) i. A B C RI R
- !! \(\(\mathbb{B} \) \(\mathbb{B} \)

- HI. A B C RI RB
- iv. A B C R1 R3
- II. A B C RI R

iii. A B C

(D) (B) (C)

I: (A) (B) (C)

vi. A B ©

A (B) (B) (C)

(D) (B) (A) .iii

ii. △ B ©

9. ARP and Learning

IV. (A) (B) (C) (D)

i. ABCD

iv. A B C RI R

111. A B C RJ R3

(V) (Y) (IIIV

(Ŋ) ⟨Ŋ .iiv

(q)

(a)

- (e) i. A B C RI R

- ii. A B C RI R
- (d) i. A B C RI R

- iv. A B C RI R
- III. (A) (B) (C) (R) (R)
- (A) (B) (C) (R) (R)
- (c) 1. (A) (B) (C) (R) (R)

- (b) i. A B C R R
- ii. A B C RJ R
- (c) \$\bar{\text{\tin}\exiting{\text{\texi}\text{\texitile}}\\ \text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\texi}\text{\text{\texitin}\text{\text{\texi}\text{\text{\texi}\text{\text{\text{\texi}\tilint{\text{\texit{\texi{\texi{\texi{\texi{\texi}\texit{\text{\ti

(q) \$\bar{\text{0}} \bar{\text{0}} \bar{\text{0}} \bar{\text{0}} \bar{\text{0}} \bar{\text{0}} \bar{\text{0}} \bar{\text{0}}

 $(s) \otimes \mathbb{R} \oplus \mathbb{C} \oplus \mathbb{E} \oplus \mathbb{C} \oplus \mathbb{C}$

vi. ABCDEFO

v. ABCDEFC

iv. ABCDEFO

iii. A B C D E F C

ii. ABCOEF

.. △ B © D E E ⊝

ii. A B C D E F O

i. ABCDEF-

ii. A B ● E E E ⊝

(a) Computing Shortest

5. Distance Vector

(c) Partial Updates

(b) Full Updates

Paths

(₹)

(e) (v)

6. ACKing

- $\mathbb{O}(\mathbb{O}(\mathbb{R}))$
- (P) \$\vec{\text{\text{\$\infty}}} \vec{\text{\$\infty}} \vec{\text{\$\infty}} \vec{\text{\$\infty}} \vec{\text{\$\infty}} \vec{\text{\$\infty}} \vec{\text{\$\text{\$\infty}}} \vec{\text{\$\text{\$\infty}}} \vec{\text{\$\text{\$\infty}}} \vec{\text{\$\text{\$\text{\$\infty}}} \vec{\text{\$\text{\$\infty}}} \vec{\text{\$\text{\$\infty}}} \vec{\text{\$\text{\$\infty}}} \vec{\text{\$\text{\$\infty}}} \vec{\text{\$\text{\$\infty}}} \vec{\text{\$\text{\$\infty}}} \vec{\text{\$\text{\$\infty}}} \vec{\text{\$\text{\$\text{\$\infty}}}} \vec{\text{\$\text{\$\text{\$\infty}}}} \vec{\text{\$\text{\$\text{\$\text{\$\infty}}}} \vec{\text{\$\text{\$\text{\$\text{\$\infty}}}} \vec{\text{\$\
- (1) (N) (D) (H) (D)

(g) **(B) (C) (E)**

- 4. Discovery

 - (d) (Y)
 - (c) (A)
- (q)

1. True/False

- 3. LPM
- (g) (g) (g) (g) (f)

- (a) (b)
- (i) (T)

- (P) DHCL
- ii. A B 🚳 🕲 E
- i. A **6** C D E

0v4I sv 4v4I (a)

guituoA (b)

- iii. 🌑 B C
- (B) (B) (Ø) ii.
- i. (A) (C)
- (a) Fragmentation

- 2. Short Questions

- (y) (L) (o) (L) (E)
- (g) (u) (L)
- (f) **(**P)
- (m) (E (e) (e)
- (I) (E) (q) (e)
- (K) (T) (E) (c) (D) (i) (E) (p) (d)

- viii. ♠ 🛭 🔘 🕒
- ③ ③ ③ ⑧ 例 .xi

A. A B C ● E

iv. A B 🔘 🛈

III. A B C O E

ii. A B O O

i. A B C D E

@ B C @

③ ◎ ② **◎** A .vi

iii. **(()** (() () ()

- (e) Payers
- \bigcirc



iv. ABC (V) (B) (C) (P) \forall (P) (P) (P) (P)III. (A) (B) (C) (e) reyers (9) \forall (9) (9) (9) (9)ii. (A) (B) (C) ix. △ (B) (C) (E) (b) i. (d) 6. ACKing viii. A B C D E (N) (Y) .iiiv vi. A B C D E F C vii. A B C D E (V) (Y) .iiv V. A B C D E F C vi. A B C D E Vi. A B C iv. ▲ B © D E F ⊝ V. (A) (B) (C) Λ . $\forall (B) (C) (E)$ iii. A B C D E F O iv. A B C D iv. (A) (B) (C) (E) II. A B C D E F C iii. (A) (B) (C) III. $\forall B \bigcirc D \bigcirc E$ $F = \mathbb{R} \times \mathbb{R$ ii. (A) (B) (C) ii. (A) (B) (C) (E) I: (A) (B) (C) (D)(a)(c) Partial Updates $I. \otimes B \otimes D \otimes I$ 9. ARP and Learning ii. A B C D E F C guituoA (b) ! \\ \B \C \D \E \E \C iv. A B C RI R $\Theta \otimes \Theta \otimes$ (b) Full Updates III. A B C RJ RZ 0 IPv4 vs IPv6 II. (A) (B) (C) (RI) (RZ) ii. 🔌 В 🜑 📵 (E) (E) iv. A B C D E (e) i. (b) (R) (R) III. A B C D E iv. A B C RI R Paths ii. A B C D E III. A B C RI R (a) Computing Shortest II. (A) (B) (C) (RJ) (RZ) I V B C D E 5. Distance Vector (d) i. (A) (B) (C) (R1) (R3) (P) DHGL iv. A B C RI R (N)(Y)(Y)iii. A B C III. A B C RJ RZ (e) (J) (J) (B) (G) (ii. (A) (B) (C) II. A B C RI R2 i. (★) (B) (C) (c) i. A B C (t) (R) (q) \(\partial \mathbb{B}\) \(\omega\) \(\omega\) \(\omega\) \(\omega\) II. A B C RI R (a) Fragmentation $\mathbb{O}(\mathbb{H})$ (b) i. (A) (B) (R1) (R2) (c) \(\Precedent \) \(2. Short Questions [i. A B C RJ R2 (a) i. (A) (B) (C) (R1) (R2) (p) \(\vartheta \) \(\varthe (o) (E) (h) (T) (E) Together (1) (M) (D) (H) (D) (3) (B) 8. Putting It All (u) (L) (9) \forall \otimes \bigcirc \bigcirc \bigcirc \bigcirc (1) (1) (m) (T) (E) ii. (V) (N) 4. Discovery (e) (E) (I) (Y) (I) (c) (I) (I) (q) (L) (E) (N) (Y) .ii (p) (A) (K) (T) (E) (c) (L) (E) i. (V)(q) (c) (V) (j) (T) (E) (I) (Y) .ii (p) (L) (E) $(P) (\lambda) (q)$ (8)(N) (Y) (i)(i) (T) (a) (T) (E) (a) (b) (B) (D) (D) **Awry** 1. True/False 3. LPM 7. When Things Go









- (a) ① ⑥ (i) **⑥** F
- (b) ① **(**j) **(**F
- (c) **(k) (**
- (d) ① ① (l) ② (F)
- (e) (F) (m) (T) (m)
- (g) (T) (n) (F)
- (h) ① (o) ① (p)

2. Short Questions

- (a) Fragmentation
 - i. **(3)** (B) (C)
 - ii. (A) (B) (C)
 - iii. 🌘 B 🔘
- (b) DHCP
 - i. (A) (B) (D) (E)
 - ii. (A) (B) (C) (D) (E)
 - iii. ABCDE
 - iv.

 B
 C
 D
 E
- (c) IPv4 vs IPv6
 - (A) (B) (D)
- (d) Routing
 - i. (A) (B) (D) (E)
 - ii. (A) (B) (D) (E)
 - iii. ABODE
 - iv. ABDDE
 - v. (A) (B) (C) (D) (E)
 - vi. ABODE
 - vii. ABCDE
 - viii. ABODE
 - ix. ABODE
- (e) Layers
 - AB®

3. **LPM**

- (b) Y 🚳
- (c) (N)
- (d) **(N)**

4. Discovery

- (a) A B C E F G H 1 J K L
- (b) A B C D E F G 10 1 1 K L
- (d) A B C D 6 F G H I M K D
- (e) (Y) (M)
- (f) **(N)**

5. Distance Vector

- (a) Computing Shortest Paths
- (b) Full Updates
 - i. (A) (B) (C) (E) (F) (-)
 - ii. ABCD F-
- (c) Partial Updates

 - ii. (A) (B) (D) (E) (F) (-)
- iii. \triangle \triangle \triangle \triangle \triangle \triangle \triangle
- iv. (A) (D) (E) (F) (-)
- v. (A) (B) (C) (D) (E) (F) (-)
- vi. A B C D E G -

6. ACKing

- (a) A B D E F G
- (b) A B C D F G

7. When Things Go Awry

- (a) i. 🕎 🌘
 - ii. 🕎 🌑
- (b) i. 🕎 🚳
- ii. **(∀) ((c)** i. **(∀) ((iii)**
 - ii. (Y)

8. Putting It All Together

- (a) i. **(A) (B) (C) (R1) (R2)**
 - ii. 🕼 B Ć 🕅 🔞
- (b) i. **((a) (B) (C) (R1) (R2)**
 - ii. ABC 🕲 🔞
- (c) i. (a) (B) (C) (R1) (R2)
 - ii. (A) (B) (C) (R1) (10)
 - iii. (A) (B) (C) (®) (R2)
 - iv. ABCR1
- (d) i. A B R R
 - ii. (A) (B) ((0) (R1) (R2)
 - iii. (A) (B) (C) (R1) (R2)
 - iv. (A) (B) (0) (R1) (R2)
- (e) i. (A) (B) (C) (R1) (R2)
 - ii. A B C R2
 - iii. (A) (B) (C) (R2)
 - iv. (A) (B) (C) (R1) (R2)

- (a) i. **((a) (B) (C) (D)**
 - ii. (A) (B) (C)
 - iii. A B
 - iv. (A) (B) (10) (D)
 - v. (A) (B) (C)
 - vi. MBC
 - vii. W N
- viii. 🕎 🌑
- (b) i. (A) (B) (0)
 - ii. (A) (B) (0)
 - iv. AB®









- (a) ① (i) ① (ii)
- (b) **(b) (b) (c)**
- (c) (k) (T)
- (d) (l) (F)
- (e) ① (m) ① (e) (f) (F) (m) ① (f)
- (g) ① (n) ⑤ ⑤
- (h) **(b) (c) (c)**

2. Short Questions

- (a) Fragmentation
 - i. **(6)** (B) (C)
 - ii. (A) (C)
 - iii. (A) (B)
- (b) DHCP
 - i. 🌘 B 🔘 🔘 🌑
 - ii. (A) (B) (C) (D) (E)
 - iii. \triangle
 - iv. **8 8 0 0**
- (c) IPv4 vs IPv6
 - (A) (B) (D)
- (d) Routing
 - i. (A) (B) (D) (E)
 - ii. AB DE
 - iii. (A) (B) (D) (E)
 - iv. ABDDE
 - v. (A) (B) (D) (E)
 - vi. A B D E

 - vii. ABDDE
 - viii. AB DE
 - ix. ABDDE
- (e) Layers
 - (A) (B) (O)

3. **LPM**

- (a) 6 **8** 9 10 11
- (b) **(N)**
- (c) Y 🕦
- (d) **(N)**

4. Discovery

- (a) (A) (B) (D) (E) (F) (G) (H) (I) (J) (K) (L)
- (b) A B O D E F G H 1 J K L
- (c) A B D E F G H I J K L
- (d) A B O D E F G H 1 J K L
- (e) **(N)**
- (f) Y

5. Distance Vector

- (a) Computing Shortest Paths
 - i. • • • • •
 - ii. (A) (B) (D) (E) (F) (-)
- (b) Full Updates
 - i. A B D E F -
 - ii. (A) (B) (D) (E) (F) (-)
- (c) Partial Updates
 - i. (A) (B) (D) (E) (F) (-)
 - ii. (A) (B) (D) (E) (F) (-)
- iii. ABDDEF
- iv. (A) (B) (D) (E) (F) (-)
- v. (A) (B) (C) (D) (E) (F) (-)
- vi. A B O D E F 🖯

6. ACKing

- (a) A B D E F G
- (b) A B O D E F G

7. When Things Go Awry

- (a) i.

 N
 - ii. 🕅 🌑
- (b) i. (N)
 - ii. 🕎 🌑
- (c) i. (N) ii. (Y) (0)

8. Putting It All Together

- (a) i. (A) (B) (R1) (R2)
 - ii. A B R1 R2
- (b) i. (A) (B) (C) (R1) (R2)
 - ii. (A) (B) (O) (R1) (R2)
- (c) i. A B R R
 - ii. (A) (B) (C) (R1) (R2)
 - iii. (A) (B) (©) (R1) (R2)
 - iv. A B R1 R2
- (d) i. A B R1 R2
 - ii. (A) (B) (0) (R1) (R2)
 - iii. (A) (B) (R1) (R2)
 - iv. (A) (B) (0) (R1) (R2)
- (e) i. (A) (B) (R1) (R2)
 - ii. A B R1 R2
 - iii. (A) (B) (R) (R)
 - iv. (A) (B) (C) (R1) (R2)

- ARP and Learning
 - (a) i. (A) (B) (D) ii. (A) (B) (D)
 - iii. (A) (B) (b)
 - iv. ABOD
 - v. (A) (B) (0)
 - vi. AB®
 - vii. 🜑 🔃
 - viii. 🕎 🕦
 - (b) i. (A) (B) (10)
 - ii. A B 🚳
 - iii. AB
 - iv. AB







- (i) T (a) **(a) (F)**
- (b) T (j) **(**F)
- (c) **(E)** (k) T
- (d) T (1) **(1) (F)** (e) **(F)**
- (m) (T) (f) (T)
- (n) (F) (g) (F) (o) T (h) (T)

2. Short Questions

- (a) Fragmentation
 - i. (A) (C)
 - ii. A C
 - iii. (A) (C)
- (b) DHCP
 - i. (A) (B) (C) (D)
 - ii. (A) (B) (C) (D) (P)
 - iii. (A) (B) (C) (D)
 - iv. (A) (B) (C) (D)
- (c) IPv4 vs IPv6
 - (A) (B) (D)
- (d) Routing
 - i. **O O O O**
 - ii. (B) (D) (D)
 - iii. 🔘 🕲 🔘 🖤 iv. • • • • • •
 - v. (a) (B) (C) (D) (E)
 - vi.

 B
 C
 D
 E
 - vii. 🐌 🕲 🔘 🜑

 - ix.

 B C D
- (e) Layers
 - ABC

3. **LPM**

- (a) 6 7 8 10 11
- (b) (N)
- (c) **(Y)**
- (d) (N)

4. Discovery

- (a) A B O D E F (G (H) (D) (U) (U)
- (b) A B C E F (G) (H) (1) (Ø) (K) (L)
- (c) (A) (B) (Q) (D) (Q) (F) GHIJK L
- (d) A B C D ® F $\bigcirc H \bigcirc J \bigcirc U \bigcirc L$
- (e) Y 🕡
- (f) **(Y)**

5. Distance Vector

- (a) Computing Shortest Paths
 - i. B C D E • ii. (A) (B) (D) (E) (F) (G)
- (b) Full Updates

 - ii. ABCDEF
- (c) Partial Updates
 - i. (A) (B) (Ø) (D) (E) (F) (-)
 - ii. ABC EF-
 - iii. ABCD®F
 - iv. ABDDEF
 - v. (A) (B) (C) (D) (D) (F) (-)
 - vi. (A) (B) (C) (D) (E) (F) (-)

6. ACKing

- (b) (A) (B) (C) (D) (P) (G)

7. When Things Go Awry

- (a) i. (Y)
 - ii. (Y)
- i. (Y) (b)
 - ii. (Y)
- i. (Y) ii. (Y)

8. Putting It All Together

- (a) i. A B C R1 @
- ii. (A) (B) (C) (R1) (R2) (b) i. (A) (B) (C) (R2)
- ii. (A) (B) (C) (R1) (R2)
- (c) i. A B R1 R2
 - ii. (A) (B) (C) (R1) (R2)
 - iii. (A) (D) (C) (R1) (R2)
 - iv. ABCRIR2
- (d) i. B C R1 R2
 - ii. (A) (B) (C) (R1) (R2)
 - iii. (A) (B) (C) (R1) (R2)
 - iv. (A) (B) (C) (R1) (R2)
- (e) i. (A) (B) (R1) (R2)
 - ii. (A) (B) (C) (R1) (R2)
 - iii. A B C @ R2
 - iv. (A) (B) (C) (R1) (R2)

- i. (A) (B) (D) (a)
 - ii. AB
 - iii. A B
 - iv. ABDD
 - v. (A) (B) (9)
 - vi. A B
 - vii. (P) (N)
 - viii. 🌑 (N)
- i. (A) (B) (O)
 - ii. (A) (B) (G)
 - iii. (A) (B) (C)
 - iv. (A) (B) (C)







- (a) (T) (F) (i) (M) (F)
- (b) **(**F (j) **(**F
- (c) (F) (k) (T)
- (e) ① F (n) ① F
- (g) (T) (F) (n) (T) (F)
- (h) (T) (o) (p) (F)

2. Short Questions

- (a) Fragmentation
 - i. (A) (1) (C)
 - ii. ABC
 - iii. AB
- (b) DHCP
 - i. (A) (B) (C) (D) (E)
 - ii. (A) (B) (C) (D) (E)
 - iii. ABCDE
 - iv. ABCDE
- (c) IPv4 vs IPv6
 - ABCD
- (d) Routing
 - i. ABCDE
 - ii. \triangle \triangle \triangle \triangle \triangle
 - iii. ABCDE
 - iv. ABCDE
 - v. (A) (B) (C) (D) (E)
 - vi. \triangle \triangle \triangle \triangle \triangle
 - vii. ABCDE
 - viii. (A) (B) (C) (D) (E)
 - ix. ABCDE
- (e) Layers
 - (A) (B) (C)

3. **LPM**

- (a) 6 7 **(a)** 9 10 11
- (b) Y 🐠
- (c) **(N)**
- (d) Y 🚳

4. Discovery

- (a) (A) (B) (D) (E) (F) (G) (H) (D) (O) (D)
- $\begin{array}{c} \text{(b)} & \textcircled{A} & \textcircled{B} & \textcircled{C} & \textcircled{D} & \textcircled{E} & \textcircled{F} \\ & & \textcircled{G} & \textcircled{H} & \textcircled{J} & \textcircled{K} & \textcircled{L} \end{array}$

- (e) **(Y) (N)**
- (f) (Y) (N)

5. Distance Vector

- (a) Computing Shortest Paths
- ii. AB • EF —
- (b) Full Updates
 - i. A B C D E F
 - ii. \triangle \triangle \triangle \triangle \triangle \triangle \triangle
- (c) Partial Updates
 - i. (A) (B) (C) (D) (E) (F) (M)
- ii. ABCDEF
- iii. (A) (B) (C) (D) (E) (F) ((6)
- iv. \triangle \triangle \triangle \triangle \triangle \triangle \triangle
- v. (A) (B) (C) (D) (E) (F) (III)
- vi. A B C D E F

6. ACKing

- (a) A B C D E F G

7. When Things Go Awry

- (a) i. (Y)
 - ii. 🍘 Ň
- (b) i. **(b)**
 - ii. 🕎 🍈
- (c) i. **(1)** (N)
 - ii. 🚳 (N)

8. Putting It All Together

- (a) i. (A) (B) (C) (R1) (R2)
 - ii. ABCRIR2
- (b) i. A B C R1 R2
 - ii. ABCRIR2
- (c) i. (A) (B) (C) (R1) (R2)
 - ii. A B C R1 R2

 - iv. (A) (B) (C) (R1) (R2)
- (d) i. \triangle \triangle \triangle \triangle \triangle \triangle \triangle
 - ii. ABCRIR
 - iii. ABCR1R2
 - iv. (A) (B) (C) (R1) (R2)
- (e) i. (A) (B) (C) (R1) (R2)
 - ii. A B C R1 R2
 - iii. ABCR1R2
 - iv. A B C R1 R2

- (a) i. (A) (B) (C) (D)
 - ii. (A) (B) (C)
 - iii. ABC
 - iv. ABCD
 - v. (A) (B) (C)
 - vi. ABC
 - vii. (Y) (N)
 - viii. 🕎 🕦
- (b) i. A B C
 - ii. ABC
 - iii. (A) (B) (C)





AWIY 7. When Things Go

② (∀) .i (a)

₩ Y .ii

(N) (№ .i (q)

Ø ⟨Ŷ .ii

(c)

∭ (Y) .ii i. (Y) (**0**)

8. Putting It All

Together

ii. A B C R1 R3 (a) i. (b) (B) (C) (R1) (R2)

(b) i. A B C (A) (R)

(c) i. (A) (B) (C) (R) (R) II. (A) (B) (C) (RI) (R2)

III. (A) (B) (C) (R1) (R2) ii. (A) (B) (C) (R1) (R2)

IV. (A) (B) (C) (R1) (R2)

(d) i. (A) (B) (C) (R) (R)

II. A B C RI R

iv. A B C RI R iii. (A) (B) (C) (R1) (R2)

(e) i. (b) (B) (R) (R)

ii. A B C RI R

iv. (A) (B) (C) (R1) (R2) III. (A) (B) (C) (R1) (R2)

9. ARP and Learning

(D) (B) (C) (E) (C) I. (A) (B) (C) (D)(8)

iii. (A) (B) (C)

(Iv. (A) (B) (C) (D)

V. (A) (B) (C)

vi. (A) (B) (C)

(Ŋ) ⟨Y) .iiv

(V) (Y) .iiiv

i. (A) (B) (C) (q)

iii. (A) (B) (C) ii. A B C

iv. (A) (B) (C)

3. LPM

(s) (6) (7) (8) (9) (f)

 $\mathbb{N} \otimes \mathbb{Q}$

(c) (A)

(b) (b)

4. Discovery

(a) A B Ø D Ø (b)

(P) $\overrightarrow{\otimes}$ $\overrightarrow{\otimes}$ $\overrightarrow{\otimes}$ $\overrightarrow{\otimes}$ (Q)

 $(q) \otimes \mathbb{R} \otimes \mathbb{E} \otimes \mathbb{E}$

 $\mathbb{O}(\mathbb{H})$

(e) (J)

(₹)

5. Distance Vector

Paths (a) Computing Shortest

i. ● B C D E ● C

— ☐ ☐ ■ ■ W .ii.

(b) Full Updates

ii. A A C D E F O

(c) Partial Updates

iii. A B C D E F C

iv. ◆ B C D E F ⊝

vi. A B C D E E A. ⊗ B Q D E E C

6. ACKing

 $(9) \ \forall \ \mathbb{E} \ \mathbb{E} \ \mathbb{E} \ \mathbb{C}$

 $(P) \otimes B \otimes C \otimes E \otimes C$

1. True/False

(i) (a) (b)

(K) (T) (c) (D) (i) (i) (p) (L) (E)

(I) (I) (q) (L) (E)

(1) (T) (III) (LI (e) (b)

(g) (l) (u)

(o) (L) (p) (d) (E)

2. Short Questions

(a) Fragmentation

i. 👰 🚯 🚇

ii. A B C

iii. A B C

(P) DHCL

i. A B O D E

ii. A O C D E

III. A B C D E

iv. A B C O E

(c) IPv4 vs IPv6

 $\Theta \otimes \Theta$

gnituoA (b)

i. (A) (10) (E)

ii. (A) (B) (Ø) (D) (E)

iii. A B C D E

V. ♠ B ℂ Ø E iv. (A) (B) (C) (E)

③ ③ ③ ⑧ 例 .iiv

viii. A B C D E

ix. ♠ ® ℂ D 匡

(e) Layers

 Θ







MINA 7. When Things Go

(I) **(**(I) i.i. (s)

ii. Y 🜘

(J) (I) .i (q)

ii. 💙 🕲

ii. 🕎 🚯 i. 🔇 (N) (c)

Together 8. Putting It All

(a) i. (b) (B) (R) (R)

II. (A) (B) (C) (R1) (R2)

(b) 1. (A) (B) (A) (A)

II. A B C (R)

(c) i. A B C (A)

(F) (B) (B) (B) (F) (A) (B) (C) (B) (R)

iv. (A) (D) (C) (R1) (R2)

(d) i. @ (B) (C) (R1) (R2)

(F) (F) (F) (F)

[II]. (A) (B) (M) (RJ) (RZ)

iv. (A) (B) (C) (4) (R2)

II. (A) (B) (C) (M) (R2) (e) i. A B C (R)

III. A B @ RJ RZ

iv. A B C R1 R2

9. ARP and Learning

③ (1) (A) (ii. i. (A) (B) (C) (D) (a)

iii. (1) (B) (C)

iv. (1) (8) (C) (D)

V. (A) (B) (1)

vi. (A) (B)

(N) (1) .iiv

i. (A) (B) (**4**) (q)

iv. (8) (C) iii. (A) (B) (C) (ii. (A) (B) (G)

6. ACKing

vi. (A) (B) (C) (E) (E) (E)

v. A B C D E F -

iv. (A) (B) (C) (E) (E)

iii. A B C O E F C

ii. △ B C O E E ⊝

i. △ B ○ Ø E F ⊝

ii. A B C **(**

i. A B C D @ F C

ii. (A) (B) (10) (P) (-)

i. • • • • • • • • •

@ (H (1) (R) (0)

(1) (A) (B) (B) (C)

 $(q) \otimes \mathbb{C} \oplus \mathbb{E} \oplus$

(c) ((a) ((B) (C) (D) (E) (E)

(p) (P) (P) (E) (E) (E)

(a) A B O D E F

(a) Computing Shortest

5. Distance Vector

(c) Partial Updates

(b) Full Updates

Paths

(1)

(e) (v)

(8) A B C D E F (9)

(p) @ (B (C (D (E (E (C)

3. LPM

4. Discovery

(N) (D)

(○) (A) (III

(N) (q)

1. True/False

(i) (F) (a) (T) (E)

(c) (L) (i) (E) (q)

(q) (L) (E) (K) (T)

(m) (F) (e) (L) (E) (I) (D) (E)

(g) (T) (u) (L) (1) (1)

(o) (L) (E) (p) (L) (E)

2. Short Questions

(a) Fragmentation

(ii. (A) ((1) i. A B C

iii. A B C

(P) DHCL

i. A B C D E

ii. A B C D E

iii. A B © D E

0 IPv4 vs IPv6

 $\forall \mathbb{B} \bigcirc \mathbb{D}$

(d) Routing

i. OBCOE

ii. A B C D 6

iii. (A) (B) (C) (Q) (E)

V. (A) (1) (E) iv. ♠ ® ● □ E

vi. (A) (B) (C) (D) (E)

viii. △ B C ● E vii. (A) (B) (C) (E)

ix. △ B Ø □ E

(e) Layers

(A) (B) (A)





- (a) **(a) (F)**
- (i) (T)
- (b) T 🜑
- (j) **(F)**
- (c) T
- (k) **(m)** (F)
- (d) **(b)** (F)
- (e) T (f) (T)
- (l) **(F)**
- (g) (F)
- (m) T (n) **(n)** (F)
- (h) **(b) (F)**
- (o) **(**F)

2. Short Questions

- (a) Fragmentation
 - i. (A) (10) (C)
 - ii. (A) (B) (0)
 - iii. 🌘 B 🔘
- (b) DHCP
 - i. **(1) (1) (2) (2)**
 - ii. ABDDE
 - iii. (A) (() (C) (D) (()
 - iv. (A) (B) (D) (E)
- (c) IPv4 vs IPv6
 - (A) (B) (D)
- (d) Routing
 - i. (A) (1) (C) (D) (E)
 - ii. \triangle \triangle \triangle \triangle \triangle
 - iii. A W C D E
 - iv. (A) (D) (E)
 - v. (A) (1) (1) (1)
 - vi. AB DE
 - vii. (A) (D) (C) (O) (E)
 - viii. A B D E
 - ix. ABCBE
- (e) Layers
 - (A) (B) (C)

3. **LPM**

- (a) 6 8 9 10 11
- (b) Y 6
- (c) (N)
- (d) (Y) 🐞

4. Discovery

- (a) (A) (B) (D) (E) (F) GHUUKL
- (b) A O C D O F GHUJKL
- (c) (A) (B) (D) (E) (F) (G) (H) ((D) (R) (L)
- (d) A B C D 6 F (G (D) (D) (R) (L)
- (e) Y
- (f) (N)

5. Distance Vector

- (a) Computing Shortest Paths

 - ii. (A) (B) (D) (E) (F)
- (b) Full Updates
 - i. (A) (B) (C) (D) (E) (F) (-)
 - ii. ABCDOF
- (c) Partial Updates
 - i. (A) (D) (E) (F) (-)
 - ii. ABC EF-
- iii. ABCDE
- iv. (A) (B) (C) (D) (F) (-)
- v. A B O D E F -
- vi. (A) (B) (C) (D) (F) (-)

6. ACKing

- (a) A O C O E F G
- (b) A B C . F G

7. When Things Go Awry

- (a) i. (N)
 - ii. 🌑 (N)
- (b) i. (Y)
 - ii. 🔘 (N)
- i. (Y) (c)
 - ii. 🕎 🦣

8. Putting It All Together

- (a) i. (A) (C) (R1) (R2)
 - ii. (A) (B) (R1) (R2)
- (b) i. (A) (B) (C) (M) (R2)
 - ii. (A) (B) (C) (R1) (M)
- (c) i. (A) (B) (C) (M) (R2)
 - ii. (A) (C) (R1) (R2)
 - iii. (A) (B) (0) (R1) (R2)
 - iv. (A) (B) (0) (R1) (R2)
- (d) i. (A) (B) (C) (M) (R2)
 - ii. (A) (B) (C) (M) (R2)
 - iii. (A) (B) (R1) (R2)
 - iv. (A) (B) (P) (R1) (R2)
- (e) i. (A) (B) (R1) (R2)
 - ii. (A) (B) (C) (h) (R2)

 - iii. (A) (D) (C) (R1) (R2) iv. (A) (B) (R1) (R2)

- i. (A) 🌑 (C) (D)
 - ii. 🧑 🕲 🔘
 - iii. (A) (B) 🦚
 - iv. (A) (C) (D)
 - v. (A) (B) (III)
 - vi. A B
 - vii. (N) viii. (Y) 🌑
- i. (A) (D) (C)
 - ii. AB
 - iii. (A) (B) (C)
 - iv. (A) (B) (C)





- (a) (T) (F) (i) **(F)**
- (b) T F (j) **(T) (F)**
- (c) **(T) (F)** (k) (T) (F)
- (d) (T) (F) (1) **(**F) (e) T F
- (m) (T) (F) (f) (T) (F)
- (n) **(T) (F)** (g) (T) (F)
- (h) (T) (F) (o) T F

2. Short Questions

- (a) Fragmentation
 - i. (A) (B) (C)
 - ii. (A) (B) (C)
 - iii. ABC
- (b) DHCP
 - i. (A) (B) (C) (D) (E)
 - ii. ABCDE
 - iii. ABCDE
 - iv. ABCDE
- (c) IPv4 vs IPv6
 - ABCD
- (d) Routing
 - i. ABCDE
 - ii. ABCDE
 - iii. ABCDE
 - iv. \triangle \triangle \triangle \triangle \triangle
 - v. ABCDE
 - vi. ABCDE
 - vii. ABCDE
 - viii. ABCDE
 - ix. ABCDE
- (e) Layers
 - ABC

3. **LPM**

- (a) 6 7 8 9 10 11
- (b) (Y) (N)
- (c) **(V) (N)**
- (d) (Y) (N)

4. Discovery

- (a) A B C D E F GHUJKL
- (b) A B C D E F GHUJKL
- (c) A B C D E F
- GH()()(K(L)
- (d) A B C D E F GHUJKL
- (e) (Y) (N)
- (f) (Y) (N)

5. Distance Vector

- (a) Computing Shortest Paths
- ii. (A) (B) (D) (E) (F) (-)
- (b) Full Updates
 - i. (A) (B) (C) (D) (E) (F) (-)
 - ii. ABCDEF
- (c) Partial Updates
 - i. \triangle \triangle \triangle \triangle \triangle \triangle \triangle
 - ii. ABCDEF
- iv. \triangle \triangle \triangle \triangle \triangle \triangle \triangle
- v. ABCDEF
- vi. (A) (B) (C) (D) (E) (F) (-)

6. ACKing

- (a) A B C D E F G
- (b) A B C D E F G

7. When Things Go Awry

- (a) i. (Y) (N)
 - ii. (Y) (N)
- (b) i. (Y) (N)
 - ii. (Y)(N)
- i. (Y) (N) (c)
 - ii. (Y) (N)

8. Putting It All Together

- (a) i. (A) (B) (C) (R1) (R2)
 - ii. (A) (B) (C) (R1) (R2)
- (b) i. (A) (B) (C) (R1) (R2)
 - ii. (A) (B) (C) (R1) (R2)
- (c) i. (A) (B) (C) (R1) (R2)
 - ii. (A) (B) (C) (R1) (R2)

 - iii. (A) (B) (C) (R1) (R2)
 - iv. (A) (B) (C) (R1) (R2)
- (d) i. (A) (B) (C) (R1) (R2)
 - ii. (A) (B) (C) (R1) (R2)
 - iii. (A) (B) (C) (R1) (R2)
 - iv. (A) (B) (C) (R1) (R2)
- (e) i. (A) (B) (C) (R1) (R2)
 - ii. (A) (B) (C) (R1) (R2)
 - iii. (A) (B) (C) (R1) (R2)
 - iv. (A) (B) (C) (R1) (R2)

- i. (A) (B) (C) (D)
 - ii. ABC
 - iii. ABC
 - iv. (A) (B) (C) (D)
 - v. (A) (B) (C)
 - vi. (A) (B) (C)
 - vii. (Y) (N)
 - viii. (Y) (N)
- (b) i. (A) (B) (C) ii. (A) (B) (C)
 - iii. (A) (B) (C)
 - iv. (A) (B) (C)

iv. (A) (B) (C) $(P) \otimes B \otimes D \otimes E \otimes C$ () ()iii. (A) (B) (C) (9) \forall (9) (9) (9)(e) rayers ii. A B C i. (A) (B) (C) (q) ix. ♠ 🖺 ℂ 🛈 🗈 6. ACKing Will. (Y) (N) viii. A B C D E vi. A B C D E F C (N) (Y) .iiv vii. A B C D E A. (A) (B) (C) (E) (E) (E) vi. (A) (B) (C) vi. A B C D E V. (A) (B) (C) iv. ♠ ® © © E F ⊝ v. A B C D E iv. (A) (B) (C) (iii. △ (B) (C) (E) (F) (C) iv. ABCDE iii. (A) (B) (C) II. A B C D E F C III. A B C D E ii. (A) (B) (C) i. (A) (B) (C) (E) (E) (E) ii. (A) (B) (C) (E) i. (A) (B) (C) (D) (a) (c) Partial Updates i. \triangle B C D E 9. ARP and Learning ii. A B C D E F C (d) Routing i. ABCDEFC iv. (A) (B) (C) (R1) (R2) Θ Θ Θ iii. A B C RJ R3 (b) Full Updates 0ν4 εν 4νσ (σ) ii. (A) (B) (C) (RJ) (R2) (e) i. (A) (B) (R1) (R2) iv. A B C D E i. ● B C D E ● C iv. (A) (B) (C) (R1) (R2) iii. A B C D E Paths III. A B C RJ R ii. A B C D E (a) Computing Shortest ii. A B C RI R i. A B C D E (d) i. A B C (f) (R) 5. Distance Vector (P) DHCL iv. (A) (B) (C) (R1) (R2) (1) (1)iii. A B C III. A B C (A) (B) (9) (3)ii. A B C RI R ③ ⑧ ⋈ .ii (c) i. (A) (B) (R1) (R2) i. (A) (B) (C) $(q) \otimes (B) \otimes (D) \otimes (B)$ ii. (A) (B) (C) (RJ) (R2) (a) Fraginentation (1) (A) (D) (B) (D) (b) i. A B C (A) (R) (c) \(\mathref{B} \) \(\mathref{B} \) \(\mathref{D} \) \(\mathref{E} \) \(\mathref{E} \) ii. A B C RI R 2. Short Questions $\mathbb{Q} \oplus \mathbb{Q} \oplus \mathbb{Q} \oplus \mathbb{Q}$ (a) i. (b) (R) (R) $(P) \overset{\bullet}{\otimes} \overset{\bullet}{\otimes} \overset{\bullet}{\otimes} \overset{\bullet}{\otimes} \overset{\bullet}{\otimes} (Q)$ (o) (L) (y) (L) (E) Тоgеther (QH(1)(R(1)) 8. Putting It All (g) (T) (B) (u) (L) (a) (b) (c) (E) (F) (1) (T) Ŵ (Ŋ ii. (m) (T) (E) 4. Discovery (I) (Y) (I) (c) (e) (F) (I) (L) (E) (Ŋ (Y) .ii (p) (A) (q) (L) (E) (K) (T) (E) (N) (Y) .i (q) (c) (L) (E) (c) (A) (N) (Ŋ) ⟨Y) .ii (i) (T) (p) (L) (E) (P) (X) (q)(N) (Y) .i (\mathfrak{S}) (i) (a) (T) (E) (a) (b) (B) (g) (d) YIWA 7. When Things Go 3. LPM 1. True/False

