

CSE421SET-A

Name:

ID:

Section:

In the dim glow of the Borderland server room, Arisu and Usagi are told to load the same web page under different rules. The connection gate takes **20 seconds** just to open, and another **22 seconds** to receive an HTTP response. The base HTML shell is **2 MB**, hiding **25 more objects (7 images of 40 MB and 18 videos of 100 Mb each)**. The server barely pushes data at **8 Mbps while downloading the images, but for other objects the speed is reduced by one third**. Arisu is allowed to open **only one connection** and reuse it for everything, while Usagi must open a **new connection for each object**. It took Arisu N seconds and Usagi M seconds respectively to load the webpage.

- I.** Calculate the **total round-trip time** for loading the HTML Page.
- II.** Compute the **total time required** to fetch the HTML page.
- III.** **State**, if the statement $N - M = 24 * \text{TCP RTT}$ is true. **Show** detailed calculation

Name:

ID:

Section:

In the dim glow of the Borderland server room, Arisu and Usagi are told to load the same web page under different rules. The connection gate takes **20 seconds** just to open, and another **22 seconds** to receive an HTTP response. The base HTML shell is **2 MB**, hiding **26 more objects (8 images of 80 MB and 18 videos of 100 Mb each)**. The server barely pushes data at **8 Mbps while downloading the images, but for other objects the speed increased by one third**. Arisu is allowed to open **only one connection** and reuse it for everything, while Usagi must open a **new connection for each object**. It took Arisu M seconds and Usagi N seconds respectively to load the webpage.

- IV. Calculate the **total round-trip time** for loading the HTML Page.
- V. Compute the **total time required** to fetch the HTML page.
- VI. **State**, if the statement $N - M = 24 * \text{TCP RTT}$ is true. **Show** detailed calculation