# <u>Dashboard</u> / My courses / <u>COSC264</u> / <u>Week 9: Quiz (Routing)</u> / <u>Quiz: Routing</u>

Started on Sunday, 20 September 2020, 10:11 AM

**State** Finished

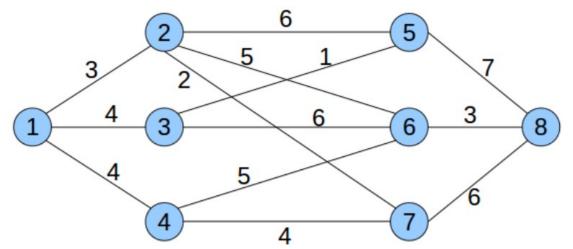
Completed on Sunday, 20 September 2020, 5:36 PM

**Time taken** 7 hours 24 mins **Marks** 81.67/100.00

**Grade 8.17** out of 10.00 (82%)

Information

The figure below shows a network topology, where the nodes are routers and the edges mark a link between nodes. The edges are weighted to show the cost of using the link. The following questions refer to this figure.



Question  ${\bf 1}$ 

Correct

Mark 13.00 out of 13.00

Apply Dijkstra's algorithm on the example network shown at the top of the page to find the minimum cost routes from station 1 to all other stations. Please fill in the following table for the values during the calculation steps. S is the set of stations whose least-cost path is known; D(v) is the current cost of the path from the source (i.e., station 1) to station v; p(v) is the predecessor station along the path from the source to v, that is next to v.

Please use "inf" to specify an infinite cost and "-' to specify no predecessor.

# Dijkstra Algorithm Results for station 1

Step	S	D(2), p(2)		D(3), p(3)		D(4), p(4)		D(5), p(5)		D(6), p(6)	)	D(7), p(7)		D(8), p(8)	)
0	(4)	3	<b>~</b> ,	4	~	, 4	~	, inf	~	, inf	~	, inf	~	, inf	<b>~</b>
0	{1}	1	~	1	~	1	<b>~</b>	-	<b>~</b>	-	<b>~</b>	-	<b>~</b>	-	~
1	(12)	3	<b>~</b> ,	4	~	, 4	~	, 9	<b>~</b> ,	8	<b>v</b> ,	5	<b>v</b> ,	inf	~
1	{12}	1	~	1	~	1	~	2	<b>~</b>	2	~	2	<b>~</b>	-	~
0	4400	3	<b>~</b> ,	4	~	, 4	~	, 5	<b>~</b> ,	8	<b>~</b> ,	5	<b>~</b> ,	inf	~
2	{123}	1	~	1	~	1	<b>~</b>	3	<b>~</b>	2	<b>~</b>	2	<b>~</b>	-	~
2	(122.4)	3	<b>~</b> ,	4	~	, 4	~	, 5	<b>v</b> ,	8	<b>v</b> ,	5	<b>v</b> ,	inf	~
3	{1234}	1	~	1	~	1	~	3	<b>~</b>	2	~	2	<b>~</b>	-	~
4	(122.45)	3	<b>~</b> ,	4	~	, 4	~	, 5	<b>~</b> ,	8	<b>~</b> ,	5	<b>~</b> ,	12	<b>~</b> ,
4	{12345}	1	~	1	~	1	~	3	<b>~</b>	2	~	2	<b>~</b>	5	~
_	(4.00.457)	3	<b>~</b> ,	4	~	, 4	~	, 5	<b>v</b> ,	8	<b>y</b> ,	5	<b>v</b> ,	11	<b>~</b> ,
5	{123457}	1	~	1	~	1	~	3	<b>~</b>	2	~	2	<b>~</b>	7	~
	(400.4576)	3	<b>~</b> ,	4	~	, 4	~	, 5	<b>v</b> ,	8	<b>~</b> ,	5	<b>~</b> ,	11	<b>~</b> ,
Ь	6 {1234576}	1	~	1	~	1	<b>~</b>	3	<b>~</b>	2	<b>~</b>	2	<b>~</b>	7	~
7	(12245760)	3	<b>~</b> ,	4	~	, 4	~	, 5	<b>v</b> ,	8	<b>~</b> ,	5	<b>v</b> ,	11	<b>v</b> ,
7	{12345768}	1	~	1	~	1	~	3	~	2	~	2	<b>~</b>	7	~

Penalty regime: 100%

#### Correct

Marks for this submission: 13.00/13.00.

<b>~</b> ·	-		
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Question **2**Correct

Mark 5.00 out of 5.00

With reference to the previous question, complete the forwarding table for station 1 after Dijkstra's algorithm has converged.

Destination	Next hop	
2	2	~
3	3	~
4	4	~
5	3	~
6	2	~
7	2	~
8	2	~

Penalty regime: 100%

#### Correct

Marks for this submission: 5.00/5.00.

Question  ${\bf 3}$ 

Correct

Mark 4.00 out of 4.00

Is Dijkstra's algorithm link-state or distance-vector routing?

Penalty regime: 100%

Select one:

- a. Link-state routing.
- o b. Distance-vector routing.

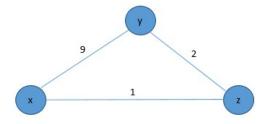
Your answer is correct.

#### Correct

Marks for this submission: 4.00/4.00.

Information

The figure below shows a simple 3-node network topology, where the nodes are routers and the edges mark a link between nodes. The edges are weighted to show the cost of using the link. The following questions refer to this figure.



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Question **4**Correct

Mark 6.00 out of 6.00

When the DV algorithm is applied to calculate the shortest-cost paths between any two nodes, every node keeps its routing table, consisting of its own distance vector and distance vectors received from its neighbours.

# Please fill out the initial tables of every node; At time t0,

Node x's initial routing table is:

					ost to			
			x			у		z
	x	0		~	9	~	1	~
From	у	inf			inf		inf	
	z	inf			inf		inf	

# Node y's initial routing table is:

			Cost to									
		x			у		z					
	X	<b>x</b> inf			inf		inf					
From	у	9	•	~	0	<b>~</b>	2	~				
	z	inf			inf		inf					

### Node z's initial routing table is:

			Cost to								
		x		у		z					
	X	inf		inf		inf					
From	у	inf		inf		inf					
1.10111	z	1	~	2	~	0	~				

Penalty regime: 100% per cell

### Correct

Marks for this submission: 6.00/6.00.

Question **5**Correct

Mark 6.00 out of 6.00

Suppose at time t1, every node receives vectors from its two neighbours; then it updates its own distance vectors by the BF formula. **Please fill in the following blanks**;

### For node x:

$$D_{x}(x) = 0;$$

$$D_x(y) = min\{c(x,y) + D_y(y), c(x,z) + D_z(y)\} = min\{9+0, 1+2\} = 3$$

$$D_x(z) = min\{c(x,z) + D_z(z), c(x,y) + D_y(z)\} = min\{1+0, 9+2\} = 1$$

Now x's routing table is as follows:

			Cost to								
		2	K		у		z				
From	x	0	~	3	~	1	<b>~</b>				
	у	9		0		2					
	z	1		2		0					

# For node y:

$$D_y(x) = min\{c(y,x) + D_x(x), c(y,z) + D_z(x)\} = 3$$

$$D_{v}(y) = 0;$$

$$D_y(z) = min\{c(y,z) + D_z(z), c(y,x) + D_x(z)\} = 2$$

Now y's routing table is as follows:

		Cost to								
		x		у		z				
	<b>x</b> 0			9		1				
From	у	3	~	0	~	2	<b>~</b>			
	z	1		2		0				

# For node z:

$$D_z(x) = min\{c(z,x) + D_x(x), c(z,y) + D_y(x)\} = 1$$

$$D_z(y) = min\{c(z,y) + D_y(y), c(z,x) + D_x(y)\} = 2$$
  $\checkmark$  ;

$$D_z(z) = 0;$$

Now z's routing table is as follows:

		Co	est to								
		x			у			z			
	x	0			9			1			
From	у	9			0			2			
FIOIII	z	1		~	2		~	0	~		

Correct	<b>t</b>	
	for this submission: 6.00/6.00.	
Question <b>6</b>	6	
Correct		
Mark 3.00 d	out of 3.00	
Which	nodes have changed their distance vectors?	
Penalty	y regime: 33%, 66%, 100%	
Select o	one or more:	
□ a. l	None	
☑ b. <u>y</u>	y 🗸	
☑ C. >	x 🗸	
□ d. :	z	
Your an	inswer is correct.	
Correct	t .	
Marks fo	for this submission: 3.00/3.00.	

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Question 7

Correct

Mark 6.00 out of 6.00

Suppose at time t2 node x sends its vector to nodes y and z; node y sends its vector to nodes x and z;

# After node x receives node y's vector, it updates its own vector as follows:

$$D_{x}(x) = 0;$$

$$D_x(y) = min\{c(x,y) + D_y(y), c(x,z) + D_z(y)\} = 3$$

$$D_x(z) = min\{c(x,z) + D_z(z), c(x,y) + D_y(z)\} = 1$$

# Now x's routing table is as follows:

					Co	ost to	1			
			x			у			z	
	x	0		~	3		~	1		~
From	у	3			0			2		
	z	1			2			0		

## After node y receives node x's vector, it updates its own vector as follows:

$$D_y(x) = min\{c(y,x) + D_x(x), c(y,z) + D_z(x)\} = 3$$

$$D_{y}(y) = 0;$$

$$D_y(z) = min\{c(y,z) + D_z(z), c(y,x) + D_x(z)\} = 2$$

# Now y's routing table is as follows:

		Cost to					
		х		у		z	
	x	0		3		1	
From	у	3	<b>~</b>	0	~	2	~
	z	1		2		0	

### After node z receives vectors from node x and y, it will update its own vector as follows:

$$D_z(x) = min\{c(z,x) + D_x(x), c(z,y) + D_y(x)\} = 1$$

$$D_z(y) = min\{c(z,y) + D_y(y), c(z,x) + D_x(y)\} = 2$$
  $\checkmark$  ;

$$D_z(z) = 0;$$

# Now z's routing table is as follows:

		Cost to	)				
		x		у		z	
	x	0		3		1	
From	у	3		0		2	
	z	1	~	2	<b>~</b>	0	~

8 of 16

Quiz: Routin	ıg: Aftemi	of review

Question <b>8</b>	
Correct	
Mark 1.33 out of 2.00	
Which of the following I	link cost changes could cause a routing loop which leads to the count-to-infinity problem in the DV algorithm
Penalty regime: 33%, 66	%, 100%
Select one:	
o a. whenever there is	s a link cost change
o b. when a link cost	decreases
<ul><li>c. when a link cost i</li></ul>	ncreases ✔
Your answer is correct.	
Correct Marks for this submission: 2	2.00/2.00. Accounting for previous tries, this gives <b>1.33/2.00</b> .
Marks for this submission: 2	2.00/2.00. Accounting for previous tries, this gives <b>1.33/2.00</b> .
Marks for this submission: 2  Question <b>9</b>	2.00/2.00. Accounting for previous tries, this gives <b>1.33/2.00</b> .
	2.00/2.00. Accounting for previous tries, this gives <b>1.33/2.00</b> .
Marks for this submission: 2  Question <b>9</b> Correct  Mark 3.33 out of 5.00	
Marks for this submission: 2  Question <b>9</b> Correct  Mark 3.33 out of 5.00	ply to an autonomous system.
Marks for this submission: 2  Question 9  Correct  Mark 3.33 out of 5.00  Select the items that ap	ply to an autonomous system.
Marks for this submission: 2  Question 9  Correct  Mark 3.33 out of 5.00  Select the items that ap  Penalty regime: 33%, 66  Select one or more:	ply to an autonomous system.
Marks for this submission: 2  Question 9  Correct  Mark 3.33 out of 5.00  Select the items that ap  Penalty regime: 33%, 66  Select one or more:  a. A set of routers the	ply to an autonomous system. %, 100%
Marks for this submission: 2  Question 9  Correct  Mark 3.33 out of 5.00  Select the items that ap  Penalty regime: 33%, 66  Select one or more:  a. A set of routers the contract of the cont	ply to an autonomous system. %, 100%  hat in order to stay fully connected have Ethernet cables directly connecting all hosts and routers. hat are owned by multiple organisations that in order to communicate use a common routing protocol. nanaged by a single organisation, and if it has a Autonomous System Number (ASN), it does not need to have
Marks for this submission: 2  Question 9  Correct  Mark 3.33 out of 5.00  Select the items that ap  Penalty regime: 33%, 66  Select one or more:  a. A set of routers the control of the c	ply to an autonomous system. %, 100%  hat in order to stay fully connected have Ethernet cables directly connecting all hosts and routers. hat are owned by multiple organisations that in order to communicate use a common routing protocol. nanaged by a single organisation, and if it has a Autonomous System Number (ASN), it does not need to have protocol.

Correct

Question 10

Mark 1.67 out of 5.00

Imagine a university that runs its own autonomous system (AS) and buys 100,000,000 GB of internet traffic from a single Internet service provider (ISP), which also runs its own AS, to supply to their students at a fixed charge of \$5 per 50GB. What type of AS is the university?

Penalty regime: 33%, 66%, 100%

#### Select one:

- a. A multi-homed AS as it connects thousands of students.
- b. A stub AS, as it only has one connection with one ISP. 

  ✓
- o c. A transit AS as the students run peer-to-peer applications allowing traffic to pass between the students
- od. The university is not an AS as they are not an Internet Service Provider (ISP).

#### Your answer is correct.

#### Correct

Marks for this submission: 5.00/5.00. Accounting for previous tries, this gives 1.67/5.00.

### Question 11

Correct

Mark 1.67 out of 5.00

What is a benefit of a multi-homed Autonomous System (AS) that is not available in a non-multihomed (stub) AS?

#### Select one:

- o a. Reduced fees for internet connection.
- b. Remain connected to the Internet even when one of the connections fails. Correct. An additional benefit besides improved fault tolerance is that having multiple connections also allows to better balance traffic load, e.g. by routing excess traffic to a certain destination through an alternative path if the primary path becomes overloaded.
- o c. Being able to send your own traffic to other AS.

#### Your answer is correct.

#### Correct

Marks for this submission: 5.00/5.00. Accounting for previous tries, this gives 1.67/5.00.

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Question <b>12</b>	
Correct	
Mark 5.00 out of 5.00	
Which of the following	would be expected to own a transit AS?
Select one or more:	
☑ a. Verizon   ✓	
☑ b. Vodafone ✔	
□ c. Netflix	
☐ d. University of Aud	ckland
Your answer is correct.	
Correct	
Marks for this submission:	5.00/5.00.
Question <b>13</b>	
Correct Mark 2.00 out of 2.00	
101K 2.00 OUT 01 2.00	
A contact and contact	
	uter, the router performs a table lookup to discover where to send it. This is:
Penalty regime: 33%, 66	1%, 100%
Select one:	
O - Davidina - dala d	
o a. Routing as this d	ecision has a lot of latency.
<ul><li>b. Routing as a tabl</li></ul>	
<ul><li>b. Routing as a tabl</li><li>c. Neither.</li></ul>	
<ul><li>b. Routing as a tabl</li><li>c. Neither.</li></ul>	le is consulted.
<ul><li>b. Routing as a tabl</li><li>c. Neither.</li></ul>	le is consulted.
<ul><li>b. Routing as a tabl</li><li>c. Neither.</li><li>d. Forwarding as th</li></ul>	le is consulted.
<ul><li>b. Routing as a table</li><li>c. Neither.</li><li>d. Forwarding as the</li></ul> Your answer is correct.	le is consulted.  sis decision applies to only this packet. ✓

$\sim$ .	D	<b>A</b>	
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Mark 0.00 out of 4.00		
Match up the terminals		
Match up the terminals		
Match up the terminolog	gy with the correct definitions. AS = 7	Autonomous System.
Penalty regime: 100%	<i>5,</i>	,
, J		
Intra-AS routing is:	outing within an AS	✓
Inter-AS routing is:	outing from one AS to another AS	<b>~</b>
Your answer is correct.		
Correct Marks for this submission: 4	4.00/4.00. Accounting for previous tries, this	s gives <b>0.00/4.00</b> .
A router operates a rout true for this routing pro		required for routing from only adjacent routers. Select the items that are
Penalty regime: 33%, 66	%, 100%	
Select one or more:		
☑ a. Decentralized rou	uting. 🗸	
□ b. Global (centralize	ed) routing.	
□ c. Static routing.		
<ul><li>□ c. Static routing.</li><li>☑ d. Dynamic (adaptive)</li></ul>	/e) routing. ✔	
	∕e) routing. ✔	
	/e) routing. ✔	

Question **16**Correct

Mark 4.00 out of 4.00

Suppose we have a network whose routers have a low processing and/or low memory capacity. What would be the best type of routing protocol?

Penalty regime: 100%

#### Select one:

- o a. Link-state (Dijkstra's algorithm)

Your answer is correct.

#### Correc

Marks for this submission: 4.00/4.00.

Question 17

Correct

Mark 1.33 out of 2.00

Suppose we have a large network of routers (greater than 1000). What would be the best type of routing protocol and why? Penalty regime: 33%, 66%, 100%

### Select one:

- o a. Distance-vector, because information is shared only among neighbors.
- o b. Distance-vector, because link failure has fast convergence over the network.
- o d. Link-state, because having the full topology allows faster recovery from link/node failure.

Your answer is correct.

#### Correct

Marks for this submission: 2.00/2.00. Accounting for previous tries, this gives 1.33/2.00.

With respect to distance-vector routing algorithms, what is the count to infinity problem?  Penalty regime: 33%, 66%, 100%  Select one:  a. Routers cannot count higher than 2^5 and so cannot count to infinity.  b. After link cost increases, it could take a very long time for the algorithm to converge.   c. Routers more than 10 hops away are considered infinitely away and are isolated from the rest of the network  d. After a new path is found in the network, it takes a very long (infinite) time for other routers to learn about the new route.  Correct  Warks for this submission: 5.00/5.00.	orrect	
Penalty regime: 33%, 66%, 100%  Select one:  a. Routers cannot count higher than 2^5 and so cannot count to infinity.  b. After link cost increases, it could take a very long time for the algorithm to converge.   c. Routers more than 10 hops away are considered infinitely away and are isolated from the rest of the network  d. After a new path is found in the network, it takes a very long (infinite) time for other routers to learn about the new route.  **Courter answer is correct.**  **Correct**  Warks for this submission: 5.00/5.00.  **Souting Information Protocol (RIP) is limited to small networks because:  Penalty regime: 33%, 66%, 100%  **Select one or more:  a. None of these reasons.  b. RIP does not consider the count to infinity problem.  c. RIP can not adapt to link cost change or errors such as failed links or routers.  d. Every router and host can be no more than 15 hops away.   e. RIP has a large convergence time in large networks.   **Court answer is correct.**	ark 5.00 out of 5.00	
Penalty regime: 33%, 66%, 100%  Select one:  a. Routers cannot count higher than 2^5 and so cannot count to infinity.  b. After link cost increases, it could take a very long time for the algorithm to converge.   c. Routers more than 10 hops away are considered infinitely away and are isolated from the rest of the network  d. After a new path is found in the network, it takes a very long (infinite) time for other routers to learn about the new route.  **Courter answer is correct.**  **Correct**  Warks for this submission: 5.00/5.00.  **Souting Information Protocol (RIP) is limited to small networks because:  Penalty regime: 33%, 66%, 100%  **Select one or more:  a. None of these reasons.  b. RIP does not consider the count to infinity problem.  c. RIP can not adapt to link cost change or errors such as failed links or routers.  d. Every router and host can be no more than 15 hops away.   e. RIP has a large convergence time in large networks.   **Court answer is correct.**		
Select one:  a. Routers cannot count higher than 2^5 and so cannot count to infinity.  b. After link cost increases, it could take a very long time for the algorithm to converge. ✓  c. Routers more than 10 hops away are considered infinitely away and are isolated from the rest of the network  d. After a new path is found in the network, it takes a very long (infinite) time for other routers to learn about the new route.  //our answer is correct.  Correct  Warks for this submission: 5.00/5.00.  Beston 19  rect  rk 2.00 out of 4.00  Routing Information Protocol (RIP) is limited to small networks because:  Penalty regime: 33%, 66%, 100%  Select one or more:  a. None of these reasons.  b. RIP does not consider the count to infinity problem.  c. RIP can not adapt to link cost change or errors such as failed links or routers.  d. Every router and host can be no more than 15 hops away. ✓  e. RIP has a large convergence time in large networks. ✓		
a. Routers cannot count higher than 2^5 and so cannot count to infinity.  b. After link cost increases, it could take a very long time for the algorithm to converge. ✓  c. Routers more than 10 hops away are considered infinitely away and are isolated from the rest of the network  d. After a new path is found in the network, it takes a very long (infinite) time for other routers to learn about the new route.  **Correct**  **Variation**  **Correct**  **Jenson**  **Jenson	Penalty regime: 33	%, 66%, 100%
b. After link cost increases, it could take a very long time for the algorithm to converge.   c. Routers more than 10 hops away are considered infinitely away and are isolated from the rest of the network  d. After a new path is found in the network, it takes a very long (infinite) time for other routers to learn about the new route.  Correct  Warks for this submission: 5.00/5.00.  Beston 19  Routing Information Protocol (RIP) is limited to small networks because:  Penalty regime: 33%, 66%, 100%  Select one or more:  a. None of these reasons.  b. RIP does not consider the count to infinity problem.  c. RIP can not adapt to link cost change or errors such as failed links or routers.  d. Every router and host can be no more than 15 hops away.   cour answer is correct.	Select one:	
c. Routers more than 10 hops away are considered infinitely away and are isolated from the rest of the network  d. After a new path is found in the network, it takes a very long (infinite) time for other routers to learn about the new route.  **Correct.**  **Correct.**  **Correct.**  **Warks for this submission: 5.00/5.00.*  **Bestion 19  **Rect and 2.00 out of 4.00  **Routing Information Protocol (RIP) is limited to small networks because: Penalty regime: 33%, 66%, 100%  **Select one or more:  a. None of these reasons.  b. RIP does not consider the count to infinity problem.  c. RIP can not adapt to link cost change or errors such as failed links or routers.  d. Every router and host can be no more than 15 hops away.   e. RIP has a large convergence time in large networks.   **Cour answer is correct.**	o a. Routers car	not count higher than 2^5 and so cannot count to infinity.
d. After a new path is found in the network, it takes a very long (infinite) time for other routers to learn about the new route.  Correct Warks for this submission: 5.00/5.00.  Routing Information Protocol (RIP) is limited to small networks because: Penalty regime: 33%, 66%, 100%  Select one or more:  a. None of these reasons.  b. RIP does not consider the count to infinity problem.  c. RIP can not adapt to link cost change or errors such as failed links or routers.  d. Every router and host can be no more than 15 hops away.   e. RIP has a large convergence time in large networks.   Cour answer is correct.	<ul><li>b. After link co</li></ul>	ost increases, it could take a very long time for the algorithm to converge. 🗸
Correct  Marks for this submission: 5.00/5.00.  Souting Information Protocol (RIP) is limited to small networks because:  Penalty regime: 33%, 66%, 100%  Select one or more:  a. None of these reasons.  b. RIP does not consider the count to infinity problem.  c. RIP can not adapt to link cost change or errors such as failed links or routers.  d. Every router and host can be no more than 15 hops away.   e. RIP has a large convergence time in large networks.   Cour answer is correct.	o c. Routers mo	re than 10 hops away are considered infinitely away and are isolated from the rest of the network
Correct  Warks for this submission: 5.00/5.00.  estion 19  rrect  rrect  Routing Information Protocol (RIP) is limited to small networks because:  Penalty regime: 33%, 66%, 100%  Select one or more:  a. None of these reasons.  b. RIP does not consider the count to infinity problem.  c. RIP can not adapt to link cost change or errors such as failed links or routers.  d. Every router and host can be no more than 15 hops away. ✓  e. RIP has a large convergence time in large networks. ✓  Cour answer is correct.	od. After a new	path is found in the network, it takes a very long (infinite) time for other routers to learn about the new route.
Correct  Warks for this submission: 5.00/5.00.  estion 19  rrect  rk 2.00 out of 4.00  Routing Information Protocol (RIP) is limited to small networks because:  Penalty regime: 33%, 66%, 100%  Select one or more:  a. None of these reasons.  b. RIP does not consider the count to infinity problem.  c. RIP can not adapt to link cost change or errors such as failed links or routers.  d. Every router and host can be no more than 15 hops away.   e. RIP has a large convergence time in large networks.   Cour answer is correct.	Your answer is con	rect
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<ul> <li>☑ d. Every router and host can be no more than 15 hops away.</li> <li>☑ e. RIP has a large convergence time in large networks.</li> <li>✓</li> <li>Your answer is correct.</li> </ul>	Routing Information Penalty regime: 33	%, 66%, 100% e:
<ul> <li>✓ e. RIP has a large convergence time in large networks. ✓</li> <li>Your answer is correct.</li> </ul>	Routing Information Penalty regime: 33  Select one or more a. None of the	%, 66%, 100% e: ese reasons.
our answer is correct.	Routing Informatic Penalty regime: 33  Select one or mor  a. None of the	%, 66%, 100% e: ese reasons. et consider the count to infinity problem.
	Routing Information Penalty regime: 33  Select one or more a. None of the b. RIP does not c. RIP can not	%, 66%, 100% e: ese reasons. et consider the count to infinity problem. adapt to link cost change or errors such as failed links or routers.
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Warks for this submission: 4.00/4.00. Accounting for previous tries, this gives <b>2.00/4.00</b> .	Routing Informatic Penalty regime: 33  Select one or mor  a. None of the b. RIP does not c. RIP can not d. Every route e. RIP has a la	%, 66%, 100%  e: ese reasons.  ot consider the count to infinity problem.  adapt to link cost change or errors such as failed links or routers.  or and host can be no more than 15 hops away.   rge convergence time in large networks.   ✓

Question <b>20</b>	
Correct	
Mark 2.67 out of 4.00	
What are the benef	its of using NAT (Network Address Translation)?
Penalty: 33%, 66%,	100%;
Select one or more	
<ul><li>✓ a.</li><li>Local network of</li></ul>	an change addresses of devices inside without notifying outside world.
☑ b. Devices inside	e the local network are not explicitly addressable by outside world. 🗸
<ul><li>✓ c.</li><li>Local network c</li></ul>	an change ISP without changing addresses of devices inside.
☑ d. Local netwo	k uses just one IP address as far as outside world is concerned. ✔
Your answer is corr	ect.
Your answer is correct	ect.
Correct	ion: 4.00/4.00. Accounting for previous tries, this gives <b>2.67/4.00</b> .
<b>Correct</b> Marks for this submiss	
Correct	
Correct Marks for this submiss	
Correct Marks for this submiss Question 21 Correct	
Correct Marks for this submiss Question 21 Correct Mark 2.00 out of 2.00	
Correct Marks for this submiss Question 21 Correct Mark 2.00 out of 2.00	ion: 4.00/4.00. Accounting for previous tries, this gives <b>2.67/4.00</b> .  P addresses in IPv6?
Correct Marks for this submiss Question 21 Correct Mark 2.00 out of 2.00  What is the size of	ion: 4.00/4.00. Accounting for previous tries, this gives <b>2.67/4.00</b> .  P addresses in IPv6?
Correct Marks for this submiss Question 21 Correct Mark 2.00 out of 2.00  What is the size of Penalty regime: 339	ion: 4.00/4.00. Accounting for previous tries, this gives <b>2.67/4.00</b> .  P addresses in IPv6?
Correct Marks for this submiss Question 21 Correct Mark 2.00 out of 2.00  What is the size of Penalty regime: 339  Select one:	ion: 4.00/4.00. Accounting for previous tries, this gives <b>2.67/4.00</b> .  P addresses in IPv6?
Correct Marks for this submiss Question 21 Correct Mark 2.00 out of 2.00  What is the size of Penalty regime: 335  Select one:  a. 128 bits	ion: 4.00/4.00. Accounting for previous tries, this gives <b>2.67/4.00</b> .  P addresses in IPv6?
Correct Marks for this submiss  Question 21 Correct Mark 2.00 out of 2.00  What is the size of Penalty regime: 335  Select one:  a. 128 bits  b. 32 bits	ion: 4.00/4.00. Accounting for previous tries, this gives <b>2.67/4.00</b> .  P addresses in IPv6?
Correct Marks for this submiss  Question 21  Correct Mark 2.00 out of 2.00  What is the size of Penalty regime: 335  Select one:  a. 128 bits  b. 32 bits  c. 64 bits	P addresses in IPv6? 6, 66%, 100%
Correct Marks for this submiss Question 21 Correct Mark 2.00 out of 2.00  What is the size of Penalty regime: 335  Select one:  a. 128 bits  b. 32 bits c. 64 bits d. 256 bits	P addresses in IPv6? 6, 66%, 100%
Correct Marks for this submiss  Question 21 Correct Mark 2.00 out of 2.00  What is the size of Penalty regime: 339  Select one:  a. 128 bits  b. 32 bits  c. 64 bits  d. 256 bits	P addresses in IPv6? 6, 66%, 100%

Question <b>22</b> Correct	
lark 2.00 out of 2.00	
OSPF is a link-state protocol and it runs:	
Penalty regime: 33%, 66%, 100%	
Select one:	
<ul><li>■ a. Dijkstra algorithm </li></ul>	
o b. Prim's algorithm	
o c. Distance-Vector routing algorithm	
od. Bellman-Ford algorithm	
Your answer is correct.	
Correct	
Marks for this submission: 2.00/2.00.	
Question <b>23</b>	
Correct	
Mark 2.00 out of 2.00	
BGP (Border Gateway Protocol) is an:	
Penalty regime: 33%, 66%, 100%	
Calcut array	
Select one:  a. Intra-AS routing protocol	
<ul> <li>b. Inter-AS routing protocol ✓</li> </ul>	
b. Intel As routing protocol •	
V	
Your answer is correct.	
Correct	
Correct	
Correct	
Correct Marks for this submission: 2.00/2.00.	
Correct  Marks for this submission: 2.00/2.00.  ✓ Quiz: IPv4 Networking	
orrect  arks for this submission: 2.00/2.00.  Quiz: IPv4 Networking	Quiz: Error Detection, Correction, and Control Problems