4. **HTTP and TCP.**

Client C requests a webpage from Server A. We assume that RTT between Client C and Server A is 10 ms. After obtaining the main page, Client C finds that there are 2 objects to be fetched. Both objects are also in Server A.

Client C starts to request for object 1 when the main page has been successfully downloaded. It starts to request for object 2 when object 1 has been successfully downloaded. The size of the main web page is small. It fits into 1 TCP segment. Each object fits into *n* TCP segments, where *n* is the last 3 digits of your student number plus 1000. For example, if you last three digits are 123, then *n* = 1123. We have ssthresh=64 segments at the beginning of a TCP session. *Non-persistent HTTP is used*. TCP termination delay is ignored. There is no packet loss.

How long in total does it take for Client C to successfully obtain the webpage (including the main page and two objects).