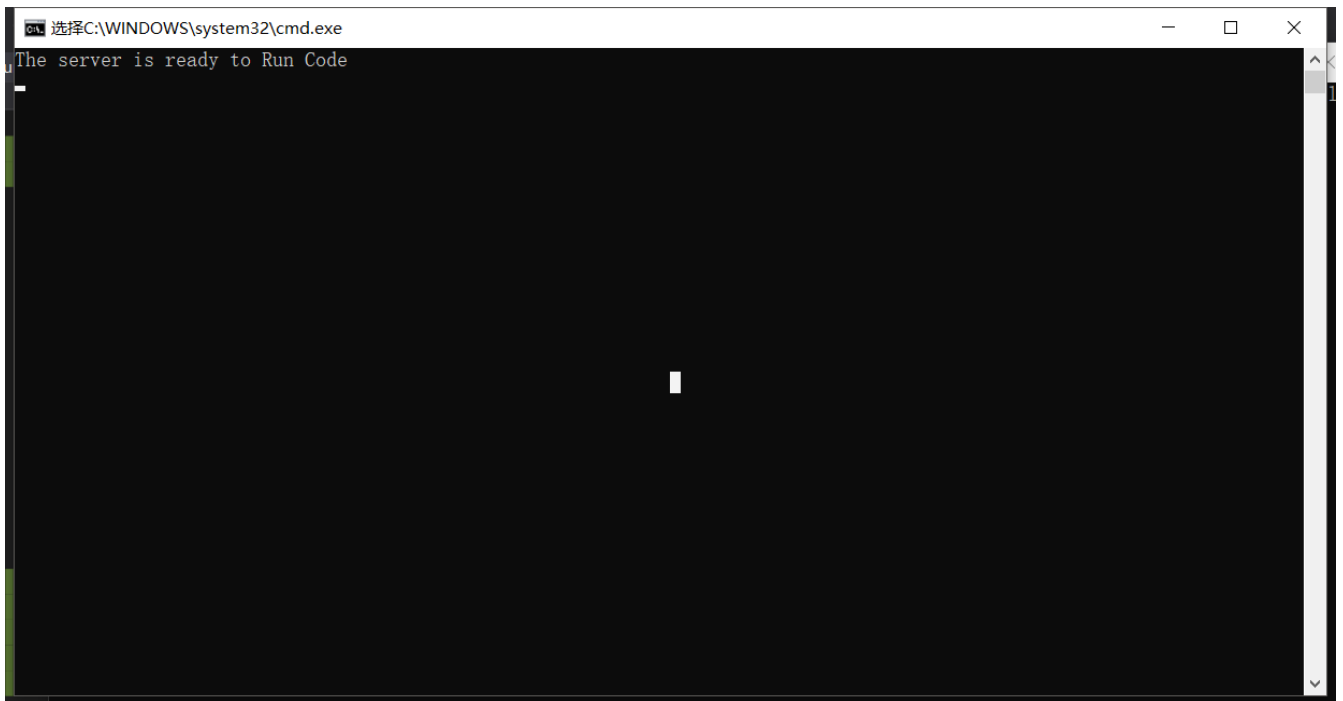


Homework3

Python TCP程序

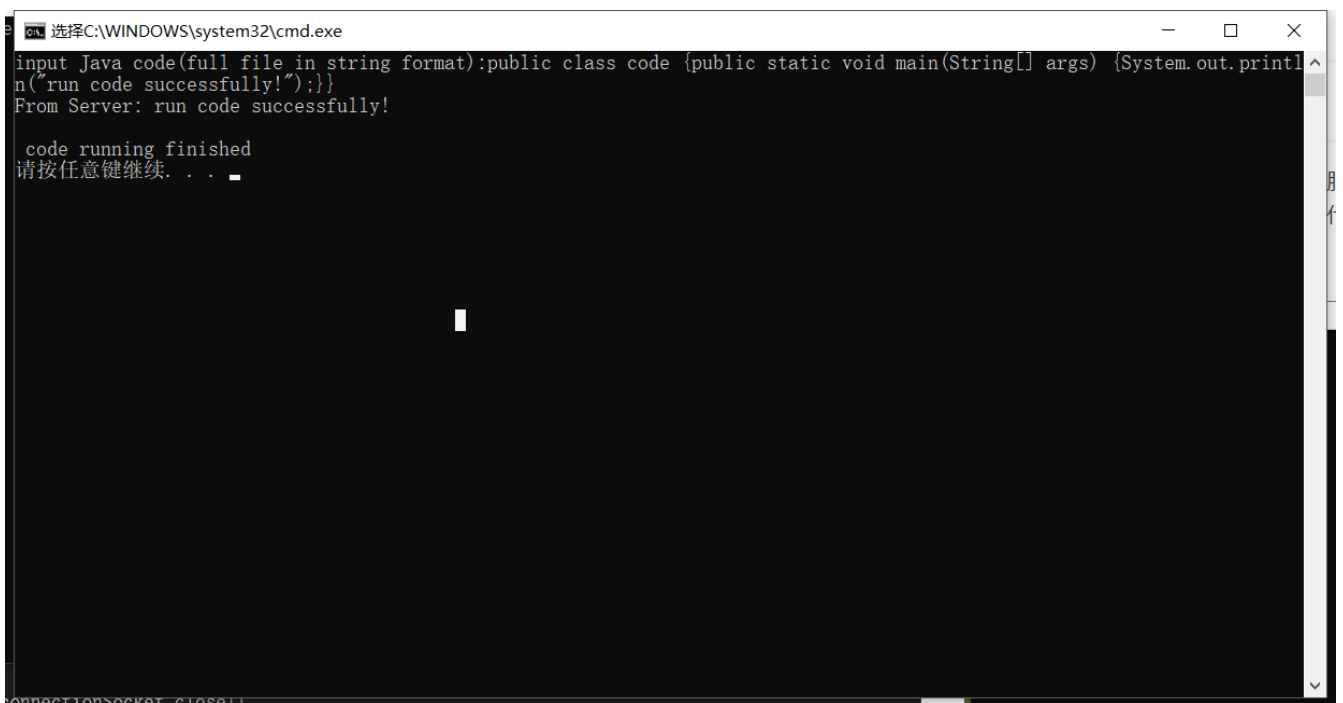
做的是一个远程运行代码的程序。打开服务器后，客户端将Java代码文件以String的形式（不能包含换行符）输入，五秒之后服务器会返回代码运行结果

Server



```
选择C:\WINDOWS\system32\cmd.exe
The server is ready to Run Code
_
```

Client:



```
选择C:\WINDOWS\system32\cmd.exe
input Java code(full file in string format):public class code {public static void main(String[] args) {System.out.println("run code successfully!");}}
From Server: run code successfully!
code running finished
请按任意键继续. . .
connect on socket close U
```

p1

a.

source: random integer A > 1024

dest: 23

b:

source: random integer B > 1024

dest: 23

c:

source: 23

dest: A

d:

source: 23

dest: B

e:

Yes

f:

No

P15

$1500 \times 8 / 10^9 = 1.2 \times 10^{-5} \text{s}$ So It takes $1.2 \times 10^{-5} \text{s}$ to send a packet.

$\text{util} = 0.98 = (0.012n) / 30.012 \rightarrow n = 2451 \text{ packets}$

P27

a:

seq: $127 + 80 = 207$. Source port num: 302 Dest port num: 80

b:

ACK num = 81, source port = 80, dest port = 302

c:

ACK num = 80

P30

a:

Once timeout being fixed, the senders may possibly timeout ahead of time. So some packets are re-transmitted even they're not lost.

b:

If timeout being estimated, then increasing in buffer size can help increase the throughput. But there might be one problem: Queuing delay may be very large, similar to what is shown in Scenario 1.

P43

Won't be dangerous. The receiver's receive buffer can hold the entire file. Also, because there is no loss and acknowledgements are returned before timers expire, TCP congestion control does not throttle the sender. However, the process in host A will not continuously pass data to the socket because the send buffer will quickly fill up. Once the send buffer becomes full, the process will pass data at an average rate or $R \ll S$.