CSCI 3303 Networking Data Communication

Homework Assignment 11

Due Date: Midnight Nov. 28, 2021

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1. The \_\_**Used Datagram Protocol (UDP)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** is a communication protocol used across the Internet for especially time-sensitive transmissions such as video playback or DNS lookups. It speeds up communications by not formally establishing a connection before data is transferred.
2. Java implementation of UDP (User Datagram Protocol) uses \_\_\_\_\_**C.\_\_**\_\_\_\_\_\_\_.
3. Only one type of socket objects **c) two types of socket objects**
4. Many types of socket objects d) none of the above
5. What is the main advantage of UDP? \_\_\_**D. and C.**\_\_\_\_\_\_\_\_\_
6. More overhead c) Low overhead
7. Reliable **d) Fast**
8. What is the header size of UDP packet? \_\_\_\_\_\_**C. (I think its bits though)**\_\_\_\_\_\_
9. 8 bytes b) 8 bits **c) 16 bytes** d) 124 bytes
10. Total length field in UDP packet header is the length of \_\_\_\_\_**D.**\_\_\_\_\_\_\_\_
11. Only UDP header c) only checksum
12. Only data **d) UDP header with data**
13. The \_\_\_\_\_**B.**\_\_\_\_\_\_\_ field is used to detect errors over the entire user datagram.
14. UDP header **b) checksum** c) source port d) destination port
15. In the field of UDP, each user datagram can travel on a \_\_\_\_\_**B.**\_\_\_\_\_\_\_\_.
16. Same path **b) different path** c) single path d) parallel paths
17. The minimum size of a UDP datagram would be \_\_\_\_\_**B.**\_\_\_\_\_\_\_.
18. 4 bytes **b) 8 bytes** c) 20 bytes d) 28 bytes
19. The minimum size of data can be encapsulated in a UDP, datagram would be \_\_\_\_\_\_**A.**\_\_\_\_.
20. **0 bytes** b) 4 bytes c) 8 bytes d) 28 bytes
21. The DatagramSocket class is used to create sockets \_\_\_\_\_\_**C.\_\_\_\_\_\_\_\_\_.**
22. In the UDP client **c) in both the UDP client and UDP server**
23. In tfhe UDP server d) none of the above