

### Homework #3-5

4.5- b) P: Address | Hop | Q: Address | Hop | R: Address | Hop

C3.0.0.0/8	Q	C1.0.0.0/8	P	C3.0.0.0/8	Q
C1.A3.0.0/16	PA	C2.0.0.0/8	Q		
C1.B0.0.0/12	PB	C2.0A.10.0/20	QA		
		C2.0B.0.0/16	QB		
		C2.QA.10.0/20	PA		

c) P: Address | Hop | Q: Address | Hop

C3.0.0.0/8	Q	C1.0.0.0/8	P
C1.A3.0.0/16	PA	C2.0A.10.0/20	QA
C1.B0.0.0/12	PB	C2.0B.0.0/16	QB
C2.QA.10.0/20	QA	C1.A3.0.0/16	PA

4.6- Routing table:

P: Address | Hop | Q: Address | Hop | R: Address | Hop

C2.0.0.0/8	R	C1.0.0.0/8	P	C1.0.0.0/8	P
C3.0.0.0/8	Q	C2.0.0.0/8	R	C3.0.0.0/8	Q
C2.B0.0.0/12	PB	C2.0A.10.0/20	QA	C2.0B.0.0/16	QB
		C2.QA.10.0/20	PA		
		C2.A3.0.0/16			

5.6- Ans- If the sender doesn't probe once it gets the AdvertismentWindow field equal to zero and whenever the buffer gets space it is the receiver's responsibility to inform the sender that the buffers have free space and that the sender can start the transmission of data.

The receiver needs a timer because it has to keep track of the time when last ACK was sent. The timer starts as it soon it sends the ACK message in which the AdvertismentWindow field is set to some value above 0.