

# HW #2 : CSE160-5

- 3.34:-
- TCP message size is 1024 bytes > 1044 bytes to be transferred
  - TCP header info is 20 bytes
  - Maximum IP payload size will be  $1024 - 20 = 1004$  bytes
  - 1044 bytes payload is fragmented in 2 parts
    - 1000 bytes for the 1st fragment since the fragment needs to be a multiple of 8 bytes so it can't be exactly 1004 bytes

$$- 1000/8 = 125 = \boxed{\text{offset}}$$

$$- 44/8 = 5.5 = \boxed{6 = \text{offset}}$$

$$- 492/8 = 61.5 = \boxed{\text{offset}}$$

$$- 448/8 = 56 = \boxed{\text{offset}}$$

- The TCP message is divided into 3 fragments with 552 bytes, 448 bytes, and 44 bytes with offsets 61.5, 61, and 6

3.44-a)

	A	B	C	D	E	F
A	0	∞	3	8	0	∞
B	∞	0	∞	0	2	∞
C	3	∞	0	∞	1	6
D	8	0	0	0	2	∞
E	∞	2	1	2	0	∞
F	∞	0	6	0	0	0

b)

	A	B	C	D	E	F
A	0	∞	3	8	4	9
B	∞	0	3	4	2	∞
C	3	3	0	3	1	6
D	8	4	3	0	2	∞
E	4	2	1	2	0	7
F	9	9	6	∞	7	0

c)

	A	B	C	D	E	F
A	0	6	3	6	4	9
B	6	0	3	4	2	9
C	3	3	0	3	1	6
D	6	4	3	0	2	9
E	4	2	1	2	0	7
F	9	9	6	9	7	0