

Week 4 No-credit Review Self-Quiz Results for Edmund Dea

Score for this attempt: **46** out of 48

Submitted Nov 10 at 2:47pm

This attempt took 5 minutes.

Question 1

2 / 2 pts

The FTP application-layer protocol utilizes the TCP transport-layer protocol.

Answer 1:

TCP

Correct!

Question 2

2 / 2 pts

FTP is implemented over a pair of TCP connections.

☒ True

☐ False

Correct!

Question 3

2 / 2 pts

The IMAP e-mail protocol is called a Pull protocol.

Answer 1:

Pull

Correct!

Question 4**2 / 2 pts**

A client's browser sends an HTTP request to a website. The website responds with a handshake and sets up a TCP connection. The connection setup takes 2 sec, including the RTT. The browser then sends the request for the website's index file. The index file references **5** additional images, which are to be requested/downloaded by the client's browser. How many requests (including the initial request) must be sent by the browser...

1. With non-persistent HTTP? requests

2. With persistent HTTP? requests

Answer 1:

12

Correct!**Answer 2:**

7

Correct!**Question 5****2 / 2 pts**

The following is a valid IP address:

130.154.1.256

☐ True

☒ False

Correct!**Question 6****1 / 1 pts**

Compute the sum with carry-wraparound (sometimes called the one's complement sum) of the following two numbers. Give answer in 8-bit binary, zero-padded to 8 bits if necessary, with no spaces (e.g. 00101000). Please note this is different than the checksum calculation.

NOTE: Canvas will remove any leading zeros from your answer. This will not cause your answer to be marked as incorrect.

00000001
11111111

Correct!

1

Correct Answers

1 (with margin: 0)

Question 7

1 / 1 pts

Compute the sum with carry-wraparound (sometimes called the one's complement sum) of the following two numbers. Give answer in 8-bit binary, zero-padded to 8 bits if necessary, with no spaces (e.g. 00101000). Please note this is different than the checksum calculation.

NOTE: Canvas will remove any leading zeros from your answer. This will not cause your answer to be marked as incorrect.

10010110
10011100

Correct!

110,011

Correct Answers

110,011 (with margin: 0)

Question 8

0 / 2 pts

It is acceptable to create two TCP connections on the same server/port doublet from the same client with different port numbers.

Correct Answer☐ True**You Answered**☒ False**Question 9****2 / 2 pts**

Which of the following best describes reliable data transfer in the internet (using networking terminology)?

Correct!☒

The ability to send and receive information that you are reasonably sure is what was sent, without losing any information.

☐

The ability to send and receive information that you are 100% sure is exactly what was sent, without losing any information.

☐

The ability to send information into the internet reliably.

☐

The ability to know whether or not your sent or received information was changed in transit.

Question 10**2 / 2 pts**

For demultiplexing, a UDP socket is identified by...

☐

<source address, source port>

☒

<destination address, destination port>

☐

<source address, source port, destination address, destination port>

Correct!

Question 11

2 / 2 pts

The transport layer manages communications from

▼

to

▼

.

Answer 1:

process

Correct!**Answer 2:**

process

Correct!**Question 12**

2 / 2 pts

The one's complement of 01101001 is 10010110

Answer 1:

10010110

Correct!**Question 13**

2 / 2 pts

The TCP protocol provides reliable, connectionless service.

☐ True☒ False**Correct!**

Question 14**2 / 2 pts**

The TCP protocol provides reliable, connection-oriented service.

Correct!☒ True☐ False**Question 15****2 / 2 pts**

The UDP protocol provides unreliable, connectionless service.

Correct!☒ True☐ False**Question 16****2 / 2 pts**

The UDP protocol provides reliable, connectionless service.

Correct!☐ True☒ False**Question 17****2 / 2 pts**

The TCP protocol uses a [Select] -bit,
[Select] 's complement of the 1 's complement sum to
compute the checksum.

Answer 1:

16

Answer 2:

1

Answer 3:

1

Question 18

2 / 2 pts

The UDP protocol provides error detection and correction.

☐ True

☒ False

Question 19

2 / 2 pts

For demultiplexing, a TCP socket is identified by...

☐ <source address, source port>

☒ <source address, source port, destination address, destination port>

- ☐ <destination address, destination port>

Question 20

2 / 2 pts

The network layer manages communications from host to host .

Answer 1:

host

Correct!

Answer 2:

host

Correct!

Question 21

2 / 2 pts

Suppose that a client application sends a request to a server application at port 80 on a remote server. The server responds to the client's address at

Correct!

- ☒ a port number assigned by the client's operating system; this number is not used directly by the client application, but is sent to the server along with the original request.

- ☐ port 80; the client port is always the same as the server port.

- ☐ a port number calculated by the server and assigned to the client; this calculation is based on the client address, and is sent to the client along with the server's response.

- ☐ none of the above

Question 22**4 / 4 pts**

Server X is running Diablo II services on port #4000. Client A is running an application that uses port #450 to request an Diablo II TCP connection to Server X. Client B is running an application that uses port #455 to request an Diablo II TCP connection to Server X.

IP addresses:

Server X: 152.111.20.36

Client A: 113.13.131.10

Client B: 114.192.111.23

Client B starts a second application (running at the same time as the first application) that uses the next incremental port number to request an Diablo II TCP connection to Server X. The connection created for Client B is identified by the sockets at the endpoints as follows:

	IP Address	Port Number
On Client B	<input type="text" value="[Select]"/>	4000
On Server X	<input type="text" value="[Select]"/>	<input type="text" value="[Select]"/>

Answer 1:

Correct!

152.111.20.36

Answer 2:

Correct!

4000

Answer 3:

Correct!

114.192.111.23

Answer 4:

Correct!

456

Question 23**4 / 4 pts**

Server X is running Xbox Live services on port #3072. Client A is running an application that uses port #1796 to request an Xbox Live TCP connection to Server X. Client B is running an application that uses port #2076 to request an Xbox Live TCP connection to Server X.

IP addresses:

Server X: 201.164.10.123

Client A: 128.193.11.113

Client B: 128.193.45.227

The connection created for Client A is identified by the sockets at the endpoints as follows:

	IP Address	Port Number
On Client A	<input type="text" value="[Select]"/>	<input type="text" value="[Select]"/>
On Server X	<input type="text" value="[Select]"/>	<input type="text" value="[Select]"/>

Answer 1:

Correct!

201.164.10.123

Answer 2:

Correct!

3072

Answer 3:

Correct!

128.193.11.113

Answer 4:

Correct!

1796

Quiz Score: 46 out of 48

