Week 4 Summary Exercises

Due Oct 27 at 11:59pm

Points 48

Questions 23

Available Oct 20 at 12am - Oct 27 at 11:59pm 8 days

Time Limit 360 Minutes

Allowed Attempts 2

Attempt History

	Attempt	Time	Score
KEPT	Attempt 1	125 minutes	48 out of 48
LATEST	Attempt 2	14 minutes	42 out of 48
	Attempt 1	125 minutes	48 out of 48

Score for this attempt: 42 out of 48

Submitted Oct 27 at 6:05pm This attempt took 14 minutes.

Question 1	2 / 2 pts
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The SMTP application-layer protocol utilizes the TCP transport-layer protocol.

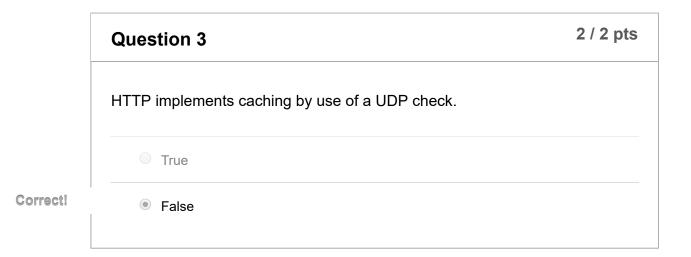
Answer 1:

Correct!

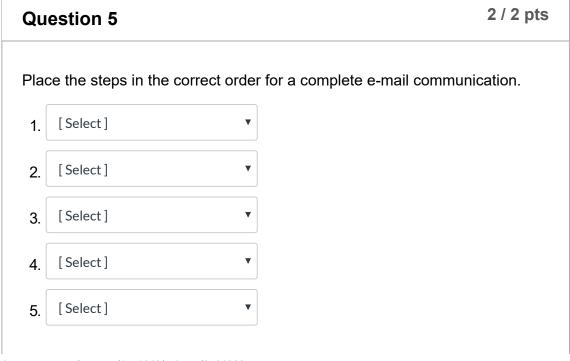
Correct!

TCP

Question 2	2 / 2 pts
The POP3 e-mail protocol is called a Pull protocol.	
Answer 1:	
Pull	







6. [Select] ▼

Answer 1:

Correct!

Alice uses her user agent to compose message and sent to Bob's email address.

Answer 2:

Correct!

Alice's user agent sends message to her mail server; message placed in message queue.

Answer 3:

Correct!

Client side of SMTP opens TCP connection with Bob's mail server.

Answer 4:

Correct!

SMTP client sends Alice's message over the TCP connection.

Answer 5:

Correct!

Bob's mail server places the message in Bob's mailbox.

Answer 6:

Correct!

Bob uses his user agent to read the message.

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.

10010110 10010000 Correct!

100,111

orrect Answers

100,111 (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.

10000010 10000001

Correct!

100

orrect Answers

100 (with margin: 0)

Question 8 2 / 2 pts

If I want to be reasonably sure the recipient received my transmitted information, I would use the TCP protocol.

Answer 1:

Correct!

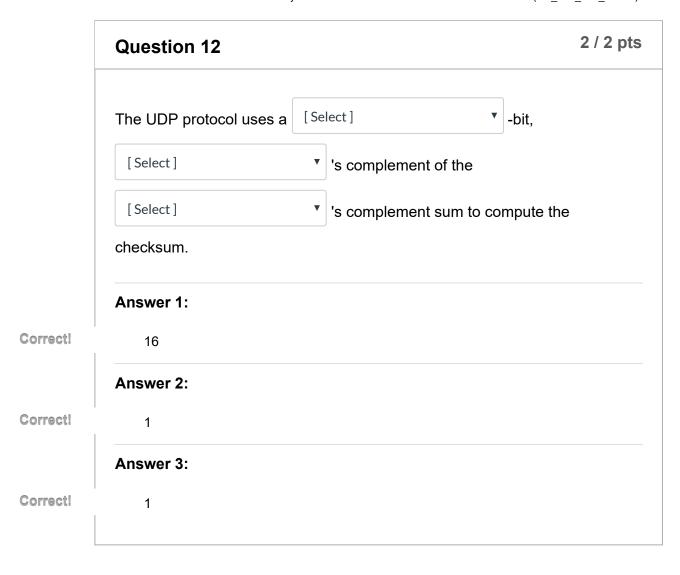
TCP

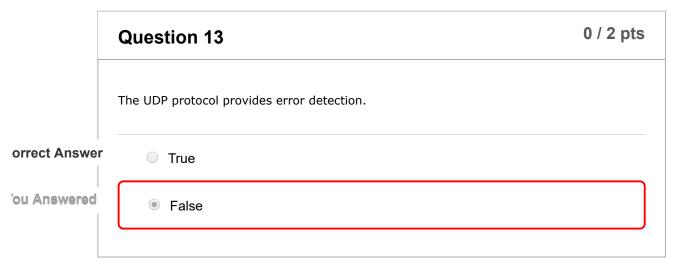
Question 9 2 / 2 pts

	The UDP protocol provides unreliable, connectionless service.
Correct!	True
	○ False

	Question 10 2 / 2 p	ts
	For demultiplexing, a TCP socket is identified by	
	<destination address,="" destination="" port=""></destination>	
	<source address,="" port="" source=""/>	
Correct!	<source address,="" destination="" port="" port,="" source=""/>	

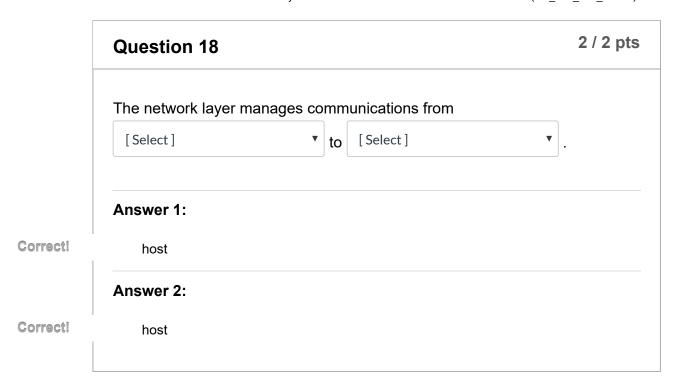
Question 11 2 / 2 pts The TCP protocol uses a 16 -bit, 1 's complement of the 1 's complement sum to compute the checksum. Answer 1: Correct! 16 Answer 2: Correct! 1 Answer 3:

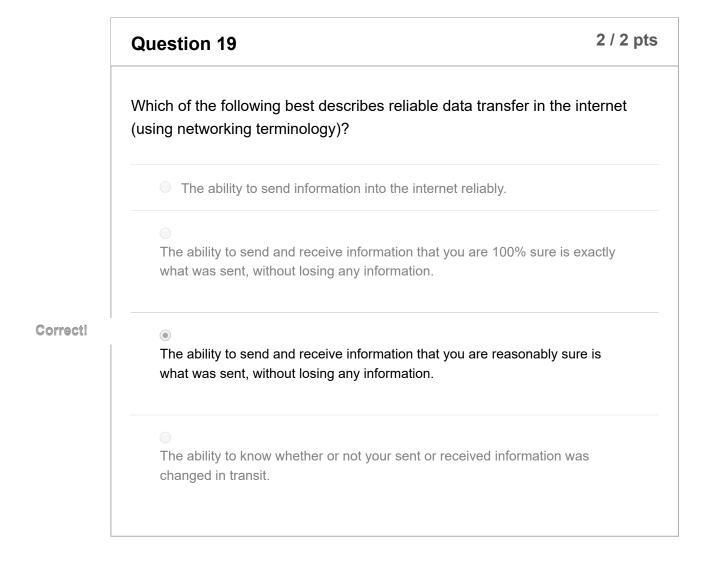




 Question 14
 2 / 2 pts

 The one's complement of 10010110 is 01101001





Correct!

Question 20 If I want to be fair about my usage of internet resources, I would use the TCP protocol. Answer 1: TCP

Question 21 The TCP protocol provides error detection and correction. True False

Question 22 3 / 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: 201.164.10.123Client A: 128.193.11.113Client B: 128.193.45.227

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

	IP Address	Port Number
On		

10/27/2019		Week 4 Sum	imary Exercises: INTRO	TO COMPUTER NETWOR	RKS (CS_372_400_F2019)
	Client	[Select]	•	[Select]	•
	On Server X	[Select]	▼	[Select]	•
	Answer	1:			
Correct!	201.1	64.10.123			
	Answer	2:			
Correct!	3072				
	Answer	3:			
Correct!	128.1	93.45.227			
	Answer	4 :			
orrect Answer	2076				
ou Answered	2077				

Question 23 3 / 4 pts

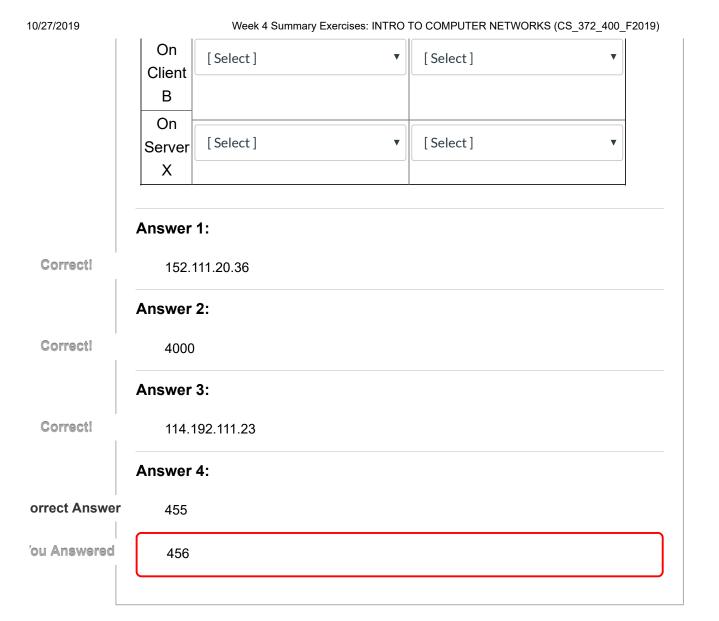
Server X is running Diablo II services on port #4000. Client A is running an application that uses port #450 to request an Diablo II TCP connection to Server X. Client B is running an application that uses port #455 to request an Diablo II TCP connection to Server X.

IP addresses:

Server X: 152.111.20.36Client A: 113.13.131.10Client B: 114.192.111.23

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

	IP Address	Port Number



Quiz Score: 42 out of 48