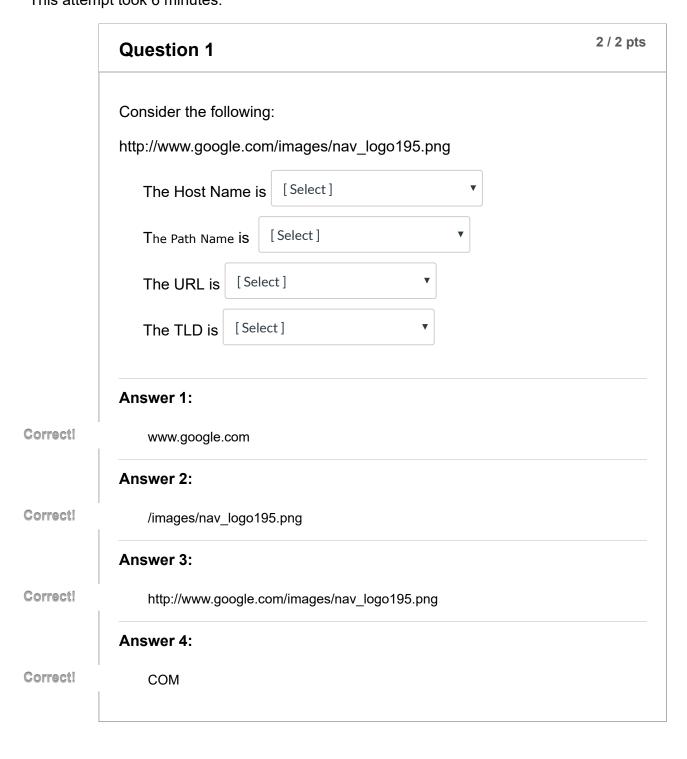
### Week 4 No-credit Review Self-Quiz Results for Edmund Dea

Score for this attempt: **46** out of 48 Submitted Nov 10 at 4:08pm This attempt took 6 minutes.



Question 2 2/2 pts

	FTP is implemented over a pair of TCP connections.	
Correct!	True	
	<ul><li>False</li></ul>	
	Question 3 2 / 2 pts	
	The FTP application-layer protocol utilizes the TCP transport-layer protocol.	
	Answer 1:	
Correct!	TCP	
	Question 4	
	Question 4	_
	HTTP implements caching by use of a UDP check.	
Correct!	HTTP implements caching by use of a UDP check.	
Correct!	HTTP implements caching by use of a UDP check.  True	
Correct!	HTTP implements caching by use of a UDP check.  True	
Correct!	HTTP implements caching by use of a UDP check.  True  False	

False

### Question 6

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.

00010110 10011100

Correct!

10,110,010

orrect Answers

10,110,010 (with margin: 0)

### Question 7

1 / 1 pts

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

orrect Answers 1 (with margin: 0)

Correct!

# Which of the following best describes reliable data transfer in the internet (using networking terminology)? The ability to send and receive information that you are reasonably sure is what was sent, without losing any information. The ability to know whether or not your sent or received information was changed in transit. The ability to send information into the internet reliably. The ability to send and receive information that you are 100% sure is exactly

	Question 9	2 / 2 pts
	For demultiplexing, a TCP socket is identified by	
	<source address,="" port="" source=""/>	
Correct!		
	<destination address,="" destination="" port=""></destination>	

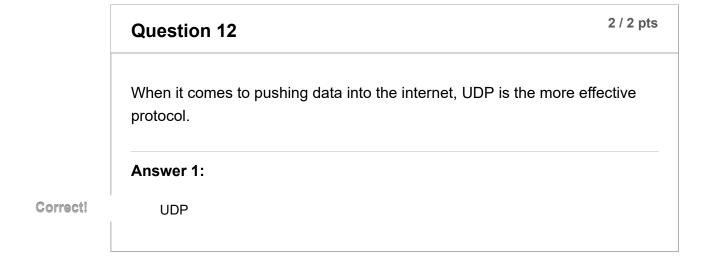
what was sent, without losing any information.

Question 10

0 / 2 pts

	It is acceptable to create two TCP connections on the same server/port doublet from the same client/port doublet.	
'ou Answered	True	
orrect Answer	False	

## A simple checksum can detect all 2-bit errors. True False



### Question 13 The UDP protocol provides reliable, connectionless service.

Question 14

The UDP 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:

The TCP protocol provides reliable, connectionless service.

True

False

Question 16 2 / 2 pts

	A simple checksum can detect all 1-bit errors.	
Correct!	True	
	False	
	Question 17	
	The UDP protocol provides error detection and correction.	
	○ True	
Correct!	False	
	Question 18	
	It is acceptable to create two TCP connections on the same server/port doublet from the same client with different port numbers.	
Correct!	True	
	<ul><li>False</li></ul>	
	Question 19	
	The one's complement of 01101001 is 10010110	
	Answer 1:	

Correct!

10010110

**Question 20** 

2 / 2 pts

The one's complement of 10010110 is 01101001

### Answer 1:

Correct!

01101001

### **Question 21**

2 / 2 pts

If I want to be fair about my usage of internet resources, I would use the TCP protocol.

### Answer 1:

Correct!

TCP

### **Question 22**

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

	IP Address	Port Number
On Client A	[Select] •	[Select] •
On Server X	[Select] •	[Select] •

### Answer 1:

Correct!

201.164.10.123

Answer 2:

Correct!

3072

Answer 3:

Correct!

128.193.11.113

Answer 4:

Correct!

1797

### **Question 23**

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

	IP Address	Port Number
On	[[]	
Client	[Select]	4000
Α		
On		
Server	[Select]	[Select] ▼
X		

## Answer 1: Correct! 152.111.20.36 Answer 2: Correct! 4000 Answer 3: Correct! 113.13.131.10 Answer 4:

Quiz Score: 46 out of 48