# Quiz-6 Results for Gabriel Warkentin

Correct answers are hidden.

Score for this quiz: **8** out of 8
Submitted Mar 17 at 9:07pm
This attempt took 7 minutes.

## Question 1

1 / 1 pts

Suppose that TCP's current values are:

Estimated round-trip time = 55 msec

Round-trip time deviation = 25 msec

Suppose that the next measured value of the round-trip time is 76 msec.

Compute TCP's new timeout value. Assuming α = 0.125, and β = 0.25.

**Enter your answer in milliseconds and round to two digits after the decimal point. Enter numbers only (no unit, no spaces)**

153.63

## Question 2

1 / 1 pts

Delay based TCP congestion control relies on which information?

- (●) Observed minimum RTT
- ( ) Additive Increment Multiplicative Decrement
- ( ) All of these
- ( ) ECN bits assigned by the network routers

## Question 3

1 / 1 pts

Explicit congestion notification is used in which congestion control scheme?

- delay-based congestion control
- All of these
- end-to-end congestion control
- network assisted congestion control

## Question 4

1 / 1 pts

During fast recovery TCP switches to congestion avoidance mode _____.

- after receiving three duplicate ACKs
- immediately unconditionally
- after the timer timeout
- immediately after a successful transmission

## Question 5

1 / 1 pts

How flow control is implemented in TCP?

- No TCP does not have flow control mechanism..
- Router sets the congestion bit in header information.
- (selected) Receiver notifies its free buffer space in the ACK header information.
- Routers simply drop the packets.

## Question 6

1 / 1 pts

With QUIC reliability, congestion control, authentication, encryption, state can be established in one RTT.

- (selected) True
- False

## Question 7

1 / 1 pts

Stop-and-Wait data transfer protocol offers the best utilization of the communication channel.

- True
- (selected) False

## Question 8

1 / 1 pts

During the TCP Three-way Handshake…

- client sends a SYNACK packet with a starting sequence number to server.
- client sends a SYN packet with a starting sequence number to server.
- client sends a ACK packet with a starting sequence number to server.
- client sends a HELO packet to server.

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