CT-3

Computer Networking

Name:

Roll:

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1. True(T)/False(F):

I. Transport layer ensures the logical communication between end devices. False(F)

Ii. TCP and UDP are two well known protocols in Data Link Layer. False(F)

Iii. Transport layer provides a reliable data transfer over an unreliable channel.True(T)

Iv. UDP is based on connectionless demultiplexing.True(T)

V. Connection-oriented demultiplexing needs only source and destination port number.False(F)

Vi. Checksum is usually 32 bits in size.False(F)

Vii. RTD2.0 only considers the channel with bit error.True(T)

Viii. Receiver sends NAK in response to successful packet transfer. False(F)

Ix. Pipelining increases the line utilization of a channel.True(T)

X. In Go-back-N protocol, receiver sends cumulative ACK.True(T)

Xi. In Selective repeat protocol, receiver sends cumulative ACK.False(F)

Xii. Window size represents the number of unACKed packets in the channel.True(T)

Xiii. In TCP fast retransmit, sender resends a packet after timeout.False(F)

Xiv. Congestion control handles the proper communication between fast sender and slow receiver.False(F)

Xv. Flow control handles the proper communication between fast sender and slow receiver.True(T)

Xvi. 2-way handshake always ensures successful connection establishment between sender and receiver.False(F)

Xvii. Infinite buffer ensures no retransmit of packet. True(T)

Xviii. End-end congestion control approach receives feedback from intermediate networking devices.False(F)

Xix. TCP Slow Start phase the transfer rate increases in additive manner. False(F)

X. After packet loss, TCP RENO immediately cuts the cwnd to half. True(T)