

1. The 'tc' parameter allows the user to adjust parameters that control traffic on the emulated network. 'bw' stands for bandwidth, set to 10 Mbps, and 'delay' is a general transmission delay added to transfers, set at 10 milliseconds.
2. Assuming no dropped packets, the applied general delay of 10 ms per packet, and a message length of 1024 bytes (as defined in UDPPingerServer.py), we have a roundtrip time of  $((1024 * 8) / 10000000) + 0.01) * 4 = 0.0432768\text{s}$  or 43.2768ms (4 transfers total going between the hosts and the switch)
3. Due to 4 packets being dropped, the actual average rtt is 45.5364ms