1. Describe end-to-end and hop-to-hop delivery with proper examples.   **3**

2. Describe the impact of removing the Transport Layer in a reference model.   **3**

3. In Figure 1, assume that the communication is between a process running at computer   **4**
    A with port address i and a process running at computer D with port address j. Show the
    contents of packets and frames at the network, data link, and transport layer for each
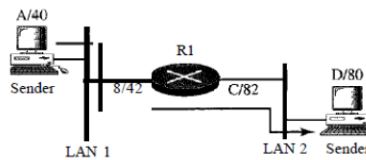   hop.

Figure 1

1. Write difference between TCP/IP model and OSI model.   **3**

2. Describe the impact of removing the datalink layer in a reference model.   **3**

3. Imagine a video game with online multiplayer. Which OSI/TCP-IP layers ensure that   **4**
    lag is minimized and players stay.

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1. Define network model. Differentiate between network model and network protocol.   **3**

2. Explain the role of the Network Layer in the OSI model and mention the names of two protocols.   **3**

3. A video call is experiencing lag and pixilation. Explain which OSI layers are most likely responsible and how they would handle the issue.   **4**