

Lecture time & venue

8:00 - 9:30

venue : <http://www.iitg.ac.in/~cse/>
page =

Assignment-1

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Section: 22

Question: ~~Fall 2024-B~~

~~Spring 2024-B~~

Answer to the question No. 1

(a) Source IP: 0.0.0.0 (well-known port 80)

Destination IP: 192.168.1.1 (well-known port 80)

Source MAC: C (well-known port 80)

Destination MAC: D (well-known port 80)

Source port: 50000

Destination port: 80

(b) The destination port type in (a) is well-known port.

Answer to the question No. 2

For deducing the problem, the status code in the first line of HTTP Response lets know about server/client side issues such as:

404 Not Found, 500 internal server error, 504 Gateway Timeout which tell things as page not existing, server crashing, server not responding etc.

For troubleshooting communication between the clients and web server, Head method can be used which helps to check if server can be reached, without downloading content.

Answer to the question No.3

In iterative DNS lookup, client communicates directly with each of the DNS server and caches intermediate responses locally. On the other hand, in recursive lookup, one server performs all queries for the client which increases latency and server load. So, this way iterative DNS lookup can be potentially faster.

Answer to the question No. 4

In case of webmail service, SMTP and HTTPS are used together. In case of using webmail applications, users access the mail interface with HTTPS. Then, after the mail is composed and ready to be sent, the web server uses SMTP to deliver it to the receiving mail server. This is how SMTP and HTTPS are used together to secure connection and message delivery.

Answer to the question No. 5

Here, RTO timer was set to 70 ms and the data segment was lost. So, to address the lost segment the steps taken will be as such -

- ① After transmitting the data RTO timer is started.

- ⑩ As data is lost, no ACK comes back and RTO expires.
- ⑪ As RTO expires, the data is sent again
- ⑫ When receiver finally gets the segment it sends ACK back with sequence number.
- ⑬ Then sender step by step repeats the process by resetting the timer with each segment sent.

Answer to the question No. 6

Given, IP Address = 175.172.122.75

Subnet mask = 255.255.128.0

now, 255.255.128.0

$$= 1111111 \cdot 1111111 \cdot 1000000 \cdot 00000000$$

If total 1's so prefix mask = 17

also, 175.172.122.75

$$= 10101111 \cdot 10101100 \cdot 0111010 \cdot 0100101011$$

Now address espresos IP & on this it is subnetting
now,

IP Address = 10101111.10101100.01111010.01001011
Subnet Mask = 11111111.11111111.10000000.00000000

for subnetting we have to take AND operation of IP & Subnet Mask

AND \rightarrow 10101111.10101100.00000000.00000000

(using AND gate of 9 bits of 9 bits subnet mask)

$$= 175 \cdot 172 \cdot 0 \cdot 0$$

thus message has subnet mask 175.172.0.0/17 broadcast to

\therefore Network Address = 175.172.0.0/17 broadcast to

also, if we NOT the subnet mask

we get = 00000000.00000000.0111111.111111

we get = 255.255.255.255 = Broadcast Address

now,

IP Address = 10101111.10101100.01111010.01001011
Subnet Mask = 00000000.00000000.0111111.1111111

OR \rightarrow 10101111.10101100.0111111.1111111

= 175.172.127.255

\therefore Broadcast Address = 175.172.127.255/17

Answer to the question No. 7

(a)

lets take total objects = n

$$\text{now, RTT} = 15 \times 2 = 30 \text{ ms}$$

each object costs $\&$ RTTs = $2 \times 30 \text{ ms} = 60 \text{ ms}$

$$\text{so, total RTT} = 60 \text{ ms} \times n$$

$$\text{given, total RTT} = 480 \text{ ms}$$

$$\therefore 480 \text{ ms} = 60 \text{ ms} \times n$$

$$\Rightarrow n = 8.$$

P.S. 8 objects transmission time

(b) total object = 8

$$\text{each object size} = 10 \text{ MB} = 10 \times 8 \text{ MB} = 80 \text{ MB}$$

$$\therefore \text{total file of } 80 \text{ objects} = 80 \times 8 \text{ MB} = 640 \text{ MB}$$

given, speed = 80 Mbps

$$\text{file transmission time} = \frac{640 \text{ MB}}{80 \text{ Mbps}} = 8 \text{ sec}$$

1 sec = 1000 ms

Answer to the question No.8

(a) Given: $C_1 = 192 \text{ B}$

$$C_2 = 250B$$

$$S_1 = 350 B$$

$$S_2 = 127 B$$

$$S_3 = 912B$$

$$S_4 = 387B$$

C₂ Sequence Number = 5099

c₂ acknowledgement number = 2029

now, C₂ ack = 2029

$\therefore S_1$ first byte position = 2024
 \rightarrow from 2024 to $(2024 + 30^c - 1)$

s₁ ranges from 2024 to $(2024 + 30^{\circ} 350 - 1)$
 $= 2373$

$$\therefore 2373 + 1 = 2379 \text{ to } (2374 + 127 - 1)$$

52 " snail shells = 2500

$$\therefore 2500 + 1 = 2501 \text{ to } (2501 + 472^{-1}) \\ = 2912.$$

∴ ~~segment~~ sequence number = 2912 + 1 = 2913.

$$\text{now, } C_2 \text{ last byte} = 5049 + 250 - 1 \\ = 5293$$

$$\therefore S_2 \text{ acknowledgement} = 5293 + 1 \\ = 5294$$

(b) Here, ACK-2 is sent after S1.

$$\text{now, } S_1 \text{ begins from } 2024 \text{ to } (2024 + 350 - 1) \\ = 2373$$

$$\therefore \text{ACK-2} = 2373 + 1 = 2374$$

(c) If Go-Back-N sliding window protocol is used,

Here, ACK-3 is sent after S2

from b, S2 starts from 2374 to 2500.

$$\therefore \text{ACK-3} = 2500 + 1 = 2501$$