

ASSIGNMENT-01 MID-SUMMER 2022 SET B

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SEC : 22

1. a) I disagree with the statement;

Cookies are stored locally on the user's device, not on the browser server. When you visit a website, the server sends small cookies files that your browser saves. These cookies help remember preferences, sessions or login states.

If you format your computer, all stored cookies are erased. The server may still have some data (like account information) but it can not restore cookies unless you log in and recreate them.

Therefore, the server does not store cookies. It only reads or creates them when you visit.

b) i) No, the new peer cannot finish the download if only two peers are on.

Reason:  $15 \text{ GB} = 1.5 \times 10^24 = 1536 \text{ MB} \rightarrow 1536 \text{ Chunks}$ .  
Two peers provide  $2 \times 512 = 1024$  distinct chunks which is less than 1536.

ii) It is possible.

because . youtube uses adaptive bitrate streaming  
• the player might have enough buffered data  
• local / network caching can cover short term needs

c) i) first access, 16 July 2022 at 13:01:22

second access, 19 July 2022 at 11:01:23

time difference:

$= 2 \text{ days } 22 \text{ hours and } 1 \text{ sec}$

$= 2 \times (24) + 22 = 70 \text{ hours}$

therefore, ~~DIFF~~  $4 \times 55 = 220 \text{ ms}$

$\Delta \text{RTT} = 220 \text{ ms}$

$TTL = 48 \text{ h}$

$70 - 48 = 22 \text{ hrs}$

after expiration.

therefore, DNS record must be fetched again

ii) 1 RTT for TCP  
 1 RTT for Base HTML  
 20 RTT for 20 additional objects  
 total RTT known = 22 RTTs

$$RTT = 2(35) \\ = 70 \text{ ms}$$

$$\text{so, total RTT} = 22 \times 70 \\ = 1540 \text{ ms}$$

- iii)
- DNS RTT = 220 ms
  - RTT object = 1540 ms
  - download time = 125 ms
  - no of object = 21
  - Download obj time =  $21 \times 125 = 2625$

$$\text{total time to load webpage} = \text{DNS RTT} + (22 \text{ RTTs} \times 70) + (21 \times 125) \\ = 220 + 1540 + 2625 \\ = 4385 \text{ ms}$$

② a). Source port : a dynamic / ephemeral port (eg: from range 1024 - 65535) chosen by outlook for SMTP

- Destination port: 25, 587 (SMTP) for sending mail from Rafiq to his SMTP server, then the final hop to yahoo uses SMTP 25 between mail servers.

b) i). Data bytes sent not acknowledged =  $s_f = 100$  to  $s_n - 1 = 150$

51 bytes sent and waiting Ack

- Window size = 100 bytes, so usable window =  $100 - 51 = 49$  bytes can be sent now.

ii) If an Ack is lost, the sender uses a timeout mechanism. When timeout occurs, it retransmits the unacknowledged data. The receiver already received that data, so it discards duplicate byte and resends the Ack.

② c) i) - Server ISN = 5549

- HTTP request 1 [3<sup>rd</sup> segment of 3-way handshake] head length  
= 569 bytes

• Client ISN = 9666

$$\text{Seq} = 9666 + 1 = 9667$$

So, - SYN for client seq = 9666

- SYN-Ack seq = 5549, Ack = 9667

- Ack + HTTP data

$$\text{Seq} = 9667 + 569 = 10236$$

therefore, balance for server

$$\text{Seq} = 5549 + 1 = 5550$$

$$\text{Ack} = 10236$$

ii) HTTP request 1 = 569 bytes

HTTP request 2 = 999 bytes

$$\text{total} = 569 + 999 = 1568 \text{ bytes}$$

$$\text{initial sequence} = 9666 + 1 = 9667$$

$$\begin{aligned} \text{next byte to be sent} &= 9667 + 1568 \\ &= 11235 \end{aligned}$$

$$\text{Rwnd} = 8000$$



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a) i) the correct order (OSI model at Bob's side);

1. The data is transmitted over the medium and received (physical)
2. Identifies that this is in the correct hop address (Network)
3. Identifies that this is indeed correct host (Network)
4. Identifies the process of delivering the message - (Transport)
5. Controls sessions - (Session)
6. Decrypt data (Presentation)
7. Bob reads the message - (Application)

ii) Mac' address (layer 2 address) changes at each hop.

b) i)  $\rightarrow$  TTL is incremented each time to make the packet reach one hop further - when  $TTL = 1$ , the router decrements it to 0, discards packet, and sends ICMP Time Exceeded back. originator ~~also~~ learns first router's address.

$\rightarrow TTL = 2$  reaches second router, then ICMP back, ~~the~~ originator knows destination reached when it receives ICMP ~~echo~~ reply (not time Exceeded) from destination.

c) i) Number of fragment

$$= \frac{21739}{1992} = \lceil 10.917 \rceil \\ = 11 \text{ packets}$$

$$MTU = 2038 \text{ bytes}$$

$$\text{Header} = 46 \text{ bytes}$$

$$\text{Max data per fragment} = 2038 - 48 = 1992$$

$$\text{total} = 21739$$

ii) MF of last packet = 0 (last fragment)

iii) - last packet data size =  $21739 - (10 \times 1992) = 21739 - 19920$

$$- \text{last packet total size} = 1819 + 46 = 1865 \text{ bytes} = 1819 \text{ bytes}$$

(iv) offset = data bytes before the fragment / 8

$$\text{offset for } 9^{\text{th}} \text{ fragment} = 9 \times 1992 / 8 = 17928 / 8 = 2241$$