

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 cannot 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: $1.5 \text{ GB} = 1.5 \times 1024 = 1536 \text{ MB} \rightarrow 1536 \text{ chunks}$.

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:

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

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

$$\text{TTL} = 48 \text{ hrs}$$

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

after expiration
therefore DNS record must be fetched again

therefore, ~~14~~ $4 \times 55 = 220 \text{ ms}$

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

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

$$RTT = 2(8s)$$

$$= 70ms$$

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

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

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

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 Rafig to his
SMTP server, then the final hop to yahoo uses SMTP25
between mail servers.

- b) i).
- o Data bytes sent not acknowledged = $s_f = 100$ to $s_{n-1} = 150$
51 bytes sent and waiting ACK
 - o 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 discard duplicate byte and resend the
ACK.

② (i) - Server ISN = 5549

- HTTP request 1 [3rd segment of 3-way handshake] had length = 569 bytes
- . Client ISN = 9666
- Seq = $9666 + 1 = 9667$

∴ - SYN for client seq = 9666

- SYN-Ack Seq = 5549, Ack = 9667
- ACK + HTTP data

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

therefore, Database for server

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

$$\text{Ack} = 10236$$

ii) HTTP request 1 = 569 bytes

HTTP request 2 = 999 bytes

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

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

$$\text{next byte to be sent} = 9667 + 1568$$

$$= 11235$$

$$\text{Rwrd} = 8000$$

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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 addrs) 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 learns first router's address.

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

c) i) Number of fragment

$$= \frac{21739}{1992} = [10.917] \\ = 11 \text{ packets}$$

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

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

$$\text{Max data per fragment} = 2038 - 46 = 1992 \\ \text{total} = 21739$$

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

- iii)
- lost packet data size = $21739 - (10 \times 1992) = 21739 - 19920$
 - lost packet total size = $1819 + 46 = 1865 \text{ bytes} = 1819 \text{ bytes}$

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

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