

Assignment - 01

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Q1. Source port : 55000 (any between 49152
65335)

Dest Port : 25 SMTP

Source IP : 1

Dest IP : 192.168.1.1

Source Mac : 00:0c:29

Dest Mac : 48:0e:01

Q2. I Post II put III or Delete

Q3. Type = A
(University.edu, 192.0.2.1, A)

Access via a domain name is
instead of ip address.

Type = CNAME

(University.edu, www.university.edu,
CNAME)

domain name to be compromised
allowing both to resolve the same

site.
(2822)

Gu

The possible issue was that the website
was using ~~HTTP~~ instead of ~~HTTP~~ HTTPS,
means it did not have SSL/TLS
certificate. The improvement made was
switching to ~~HTTP~~ which ensure data
encryption and signals to every engine
that makes the website trustworthy.

(Add .0.0.0.0 (Nbs. ptiessivu))

It shows nimb a sit megal

→ Robbins sit do host

smash = spp

(Nbs. ptiessivu www (Nbs. ptiessivu))
(www)

Q5: The file used to demultiplex IPTV data are source port, destination port, source IP and destination IP. Even same ports can be used if source IP or source ports differ but full 4-tuple ensures request delivery to each station in order 4, 2, 5, 1, 3 given order.

Q6: On March 18, 2025, the proxy server received a request for a webpage. As proxy sever has a cached copy of the page saved on march 18, 2025 with TTL of 5 days, the cache is still valid. (TTL will expire on 21st march 2025)

The proxy servers will deliver the ~~content~~
exact copy of the web pages directly

to the requester / client, instead of fetching
a new copy from the origin server.

It saves bandwidth by avoiding unnecessary
data retrieval from the origin server.

And it also improves the efficiency

by reducing load times and so reduces
latency (fast response)

$$\text{Latency} = \frac{\text{Total RTT}}{\text{No. of object}}$$

Latency = $\frac{1200}{15}$ ms

<u>Q.F</u>	Single RTT = $\frac{1200}{15}$ ms	DNS delay = 60 ms
	= 80 ms	RTT delay = 1200 ms
		15 obj = $10 \times 3 \text{ MB}$

Now to calculate total time (TTFB)	+ 5x7 ms
(280 ms) object	= 65 ms

$$\text{ii) object size} = (18 \times 3 \text{ MB}) + (5 \times 2 \text{ MB})$$

Now convert 1 MB to bits $\Rightarrow 65 \text{ MB} = 65 \times 8 \text{ mbytes}$
 Convert mbytes to bits $\Rightarrow 65 \times 8 \text{ mbytes} = 520 \text{ mbytes}$

$$= 520 \times 10^6 \text{ bits}$$

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$$\text{Transmission Time} = \frac{\text{Total bits}}{\text{Server speed}}$$

total bits = $520 \times 10^6 \text{ bits}$
 Server speed = 100 mbps

$$\text{Transmission Time} = \frac{520 \times 10^6 \text{ bits}}{100 \times 10^6 \text{ bits}} \times 1000 \text{ ms}$$

$$\text{Transmission Time} = 520 \text{ ms}$$

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Q8:

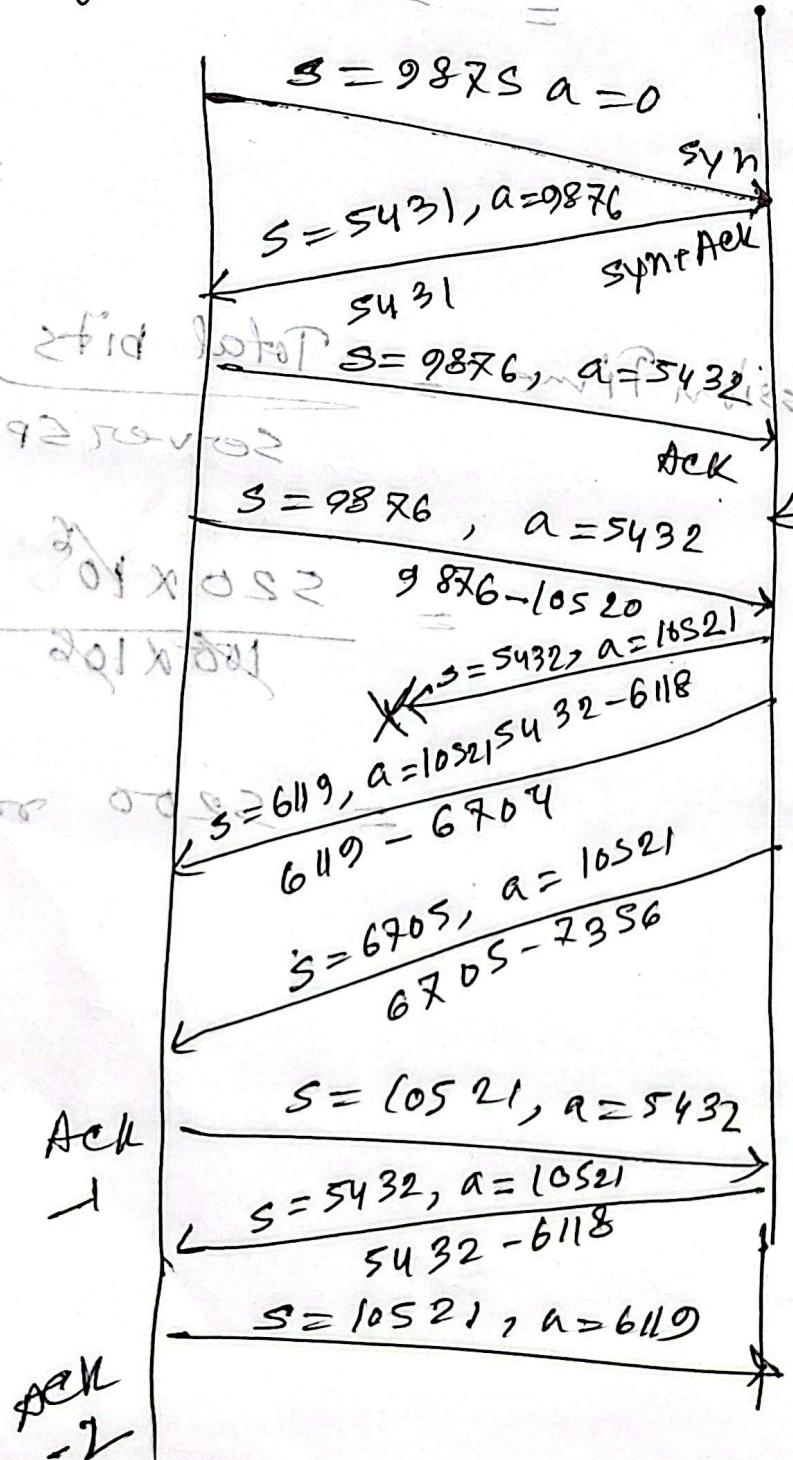
$(\text{max} \times 2) + (\text{max} \times 1) = \text{size of window } (1)$

As Go-Back-N protocol there will be no track of out of order segments.

Segments

$\oplus 1 \times \text{OSZ}$

$=$



i) Sequence number = 10621
ACK u = 5432 } for ack -1

ii) Receiving window size of the Ack -2
= ~~8800~~ - 687
= 7313

iii) the server's S_n value = 6119