

Assignment-1

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section: 22

Question: ~~Fall 2024-B~~

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Answer to the question No. 1

- (a)
- Source IP: 0
 - Destination IP: 14
 - Source MAC: C
 - Destination MAC: D
 - 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 client & 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 ~~log~~ lost segment the steps taken will be as such -

- ① After transmitting the data RTO timer is started.

- ⑫ As data is lost, no Ack comes back and RTO expires.
- ⑬ As RTO expires, the data is sent again
- ⑭ When receiver finally gets the segment it sends Ack back with sequence number.
- ⑮ 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

= 11111111.11111111.10000000.00000000

17 total 1's so prefix mask = 17

also, 175.172.122.75

= 10101111.10101100.01111010.01001011
01001011

now,

$$\begin{array}{r} 10101111 \cdot 10101100 \cdot 01111010 \cdot 01001011 \\ 11111111 \cdot 11111111 \cdot 10000000 \cdot 00000000 \\ \hline \end{array}$$

$$\text{AND} \rightarrow 10101111 \cdot 10101100 \cdot 00000000 \cdot 00000000$$

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

$$\therefore \text{Network Address} = 175 \cdot 172 \cdot 0 \cdot 0 / 17$$

also, if we NOT the subnet mask.

$$\text{we get} = 00000000 \cdot 00000000 \cdot 01111111 \cdot 11111111$$

now,

$$\begin{array}{r} 10101111 \cdot 10101100 \cdot 01111010 \cdot 01001011 \\ 00000000 \cdot 00000000 \cdot 01111111 \cdot 11111111 \\ \hline \end{array}$$

$$\text{OR} \rightarrow 10101111 \cdot 10101100 \cdot 01111111 \cdot 11111111$$

$$= 175 \cdot 172 \cdot 127 \cdot 255$$

$$\therefore \text{Broadcast address} = 175 \cdot 172 \cdot 127 \cdot 255 / 17$$

Answer to the question No. 7

(a)

lets take total objects = x

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

now, $RTT = 30 \text{ ms}$
 each object costs 2 RTTs = $2 \times 30 \text{ ms} = 60 \text{ ms}$

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

given, total RTT = 480 ms

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

$$\Rightarrow n = 8.$$

\therefore 8 objects.

c) total object = 8

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

$$\therefore \text{total " " } = 80 \times 8 \text{ Mb}$$
$$= 640 \text{ Mb}$$

given, speed = 80 Mbps

file transmission time = $\frac{640 \text{ Mb}}{80 \text{ Mbps}}$

$$= 8 \text{ sec}$$

Answer to the question No. 8

(a) Given, $C_1 = 192B$

$$C_2 = 250B$$

$$S_1 = 350B$$

$$S_2 = 127B$$

$$S_3 = 912B$$

$$S_4 = 387B$$

$$C_2 \text{ sequence Number} = 5049$$

$$C_2 \text{ acknowledgement Number} = 2029$$

now, $C_2 \text{ ack} = 2029$

$$\therefore S_1 \text{ first byte position} = 2024$$

$$\therefore S_1 \text{ ranges from } 2024 \text{ to } (2024 + 350 - 1) = 2373$$

$$\therefore S_2 \text{ " " } 2373 + 1 = 2374 \text{ to } (2374 + 127 - 1) = 2500$$

$$\therefore S_3 \text{ " " } 2500 + 1 = 2501 \text{ to } (2501 + 912 - 1) = 2912$$

$$\therefore S_4 \text{ segment sequence number} = 2912 + 1 = 2913$$

$$\begin{aligned}\text{now, } C_2 \text{ last byte} &= 5044 + 250 - 1 \\ &= 5293\end{aligned}$$

$$\begin{aligned}\therefore S_4 \text{ acknowledgement} &= 5293 + 1 \\ &= 5294\end{aligned}$$

(b) Here, ACK-2 is sent after S_1 .

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

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

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

Here, ACK-3 is sent after S_2

from b , S_2 starts from 2374 to 2500.

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