

## T08: Transport Layer II

- Q1:** Are the objectives of flow control and congestion control the same? Why or why not?
- Q2:** What is the advantage in using hop-by-hop choke packet over typical choke packet method as a solution to network congestion?
- Q3:** Describe two (2) major differences between the bit warning method and the RED method.
- Q4:** Why was it difficult to detect congestion in old days?
- Q5:** Consider the effect of using slow start on a line with a 10-msec round-trip time and no congestion. The receive window is 24KB and the maximum segment size is 2KB. How long does it take before the first full window can be sent?
- Q6:** Why is TCP called a byte-stream protocol? How does UDP differ from TCP in this regard? Which layer is responsible to segment the data if UDP is used in Transport layer? (Is it Transport layer itself or Application layer)? What protocol would you use to multicast or broadcast a message?
- Q7:** DNS uses UDP instead of TCP. What is the main difference between UDP and TCP? If a DNS packet is lost, will there be automatic recovery? Will that cause a problem? Why or why not?