Quiz 4 Answers

1) By default, Dijkstra's algorithm calculates the least value cost from: **One node to all other nodes**

2) Distance Vector Algorithm uses local-estimate schema. The main issue with this is that: **Large distance values changes will be updated slowly**

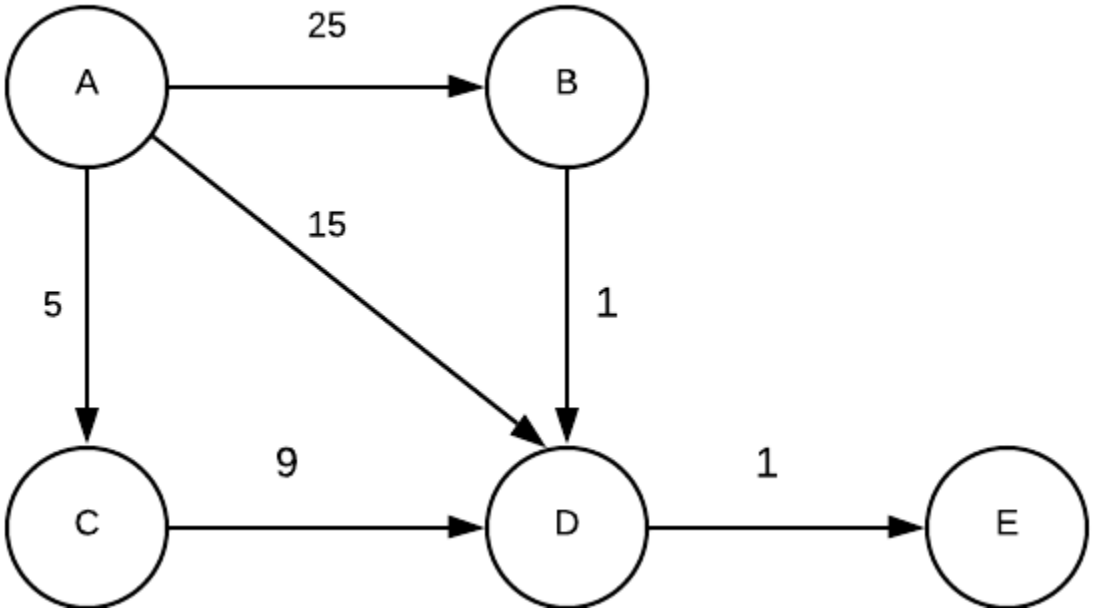
3) The efficiency of BGP comes from: **One time routing table exchange and only change-update**

4) AS Loop detection is done by: **Scanning the full AS path and checking the number of the local system**

5) During session establishment, two BGP speakers will use the OPEN message to exchange their **AS numbers** and **BGP identifiers**.

6) BGP is an example of a **Inter domain** routing algorithm.

Consider the following graph for questions 7-10.



7) Using Dijkstra's algorithm on node A, what would the first row of the table be?

A	B	C	D	E
-	(25, A)	(5, A)	(15, A)	-

8) Using Dijkstra's algorithm on node A, what would the second row of the table be?

A	B	C	D	E
-	(25, A)	(5, A)	(15, A)	-
-	(25, A)	(5, A)	(14, C)	-

9) Using Dijkstra's algorithm on node A, what would the third row of the table be?

A	B	C	D	E
-	(25, A)	(5, A)	(15, A)	-
-	(25, A)	(5, A)	(14, C)	-
-	(25, A)	(5, A)	(14, C)	(15, D)

10) Using Dijkstra's algorithm on node A, what would the fourth row of the table be?

A	B	C	D	E
-	(25, A)	(5, A)	(15, A)	-
-	(25, A)	(5, A)	(14, C)	-
-	(25, A)	(5, A)	(14, C)	(15, D)
-	(25, A)	(5, A)	(14, C)	(15, D)