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Ans: to the qu: NO: 1

In the link state method packets are manage in the method:

| | |
|--------------------|---|
| B | |
| Seq # | |
| Age Age | |
| A | 2 |
| E | 3 |
| C | 4 |

if the sequence bits increase 4 bits to 3

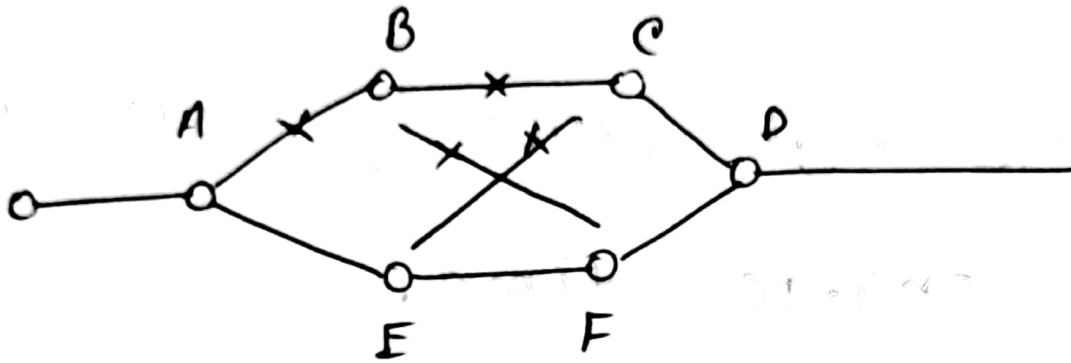
for $2^{32} = 122 \text{ years}$

x 0 0 0 0
 x ✓ 0 0 0 1
 x ✓ 0 0 1 0
 ⋮

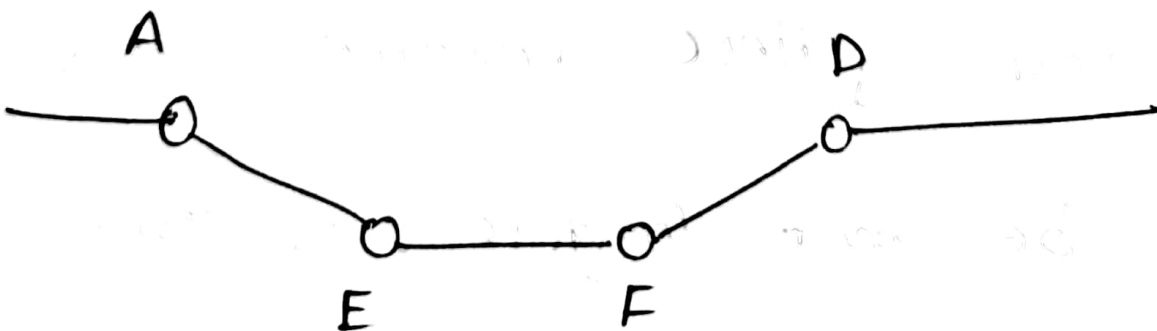
x ✓ 1 1 1 0
 ✓ 1 1 1 1
 x 0 0 0 0
 0 0 0 1
 0 0 1 0
 ⋮
 1 1 1 1
 0 0 0 0

Here, read error occur, and because large numbers will generate. So, it will take long time and read wrong information.
 That is how, sequence problem will occur

Ans: to the qu: No: 2

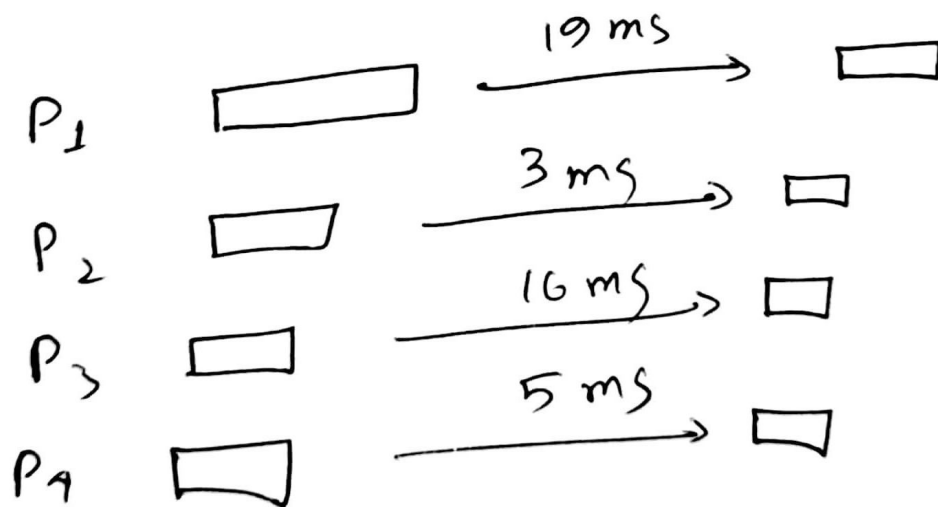


suppose, the path B, C is dead and has no connection, so, the packet will go to the $A \rightarrow E \rightarrow F \rightarrow D$ to generate. It will be created automatically by linear subnet.



Ans: to the qu: No: 3

Jitter is variations of arrival of packet. If high jitter occurs then the audio and video time will be late for this



For us, its a problem bcz the variation will be longer.

