Name: Md. Rokibul Hasan [Quiz - 3]

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Ans: to the Q; No: (1)

In the connection of routers, the routers in the connection of network generate link-state packet and transmit them to neighbours routers. Every router generate this packet every certain period of time. Because we have to know the latest information about neighbour routers. For this they create a link-state packet. Every link-state packet has a expire time which is know as 'Age'. ~~If there is a record error~~ In every link state packet there is a sequence number. A router update information by comparing sequence number of two link state packet.

If there is a read error of highest sequence number, after 'age' time new sequence number is updated. We normally use a medium age number. If it is to high like 600000ms then we have to wait so long time to update information. On if we use 10ms as age time then we may lose the information. Then the suffering will to short. So we normally use 60sec for age. So that age suffering is not too long or too short.

Ans: to the 9; No: 2

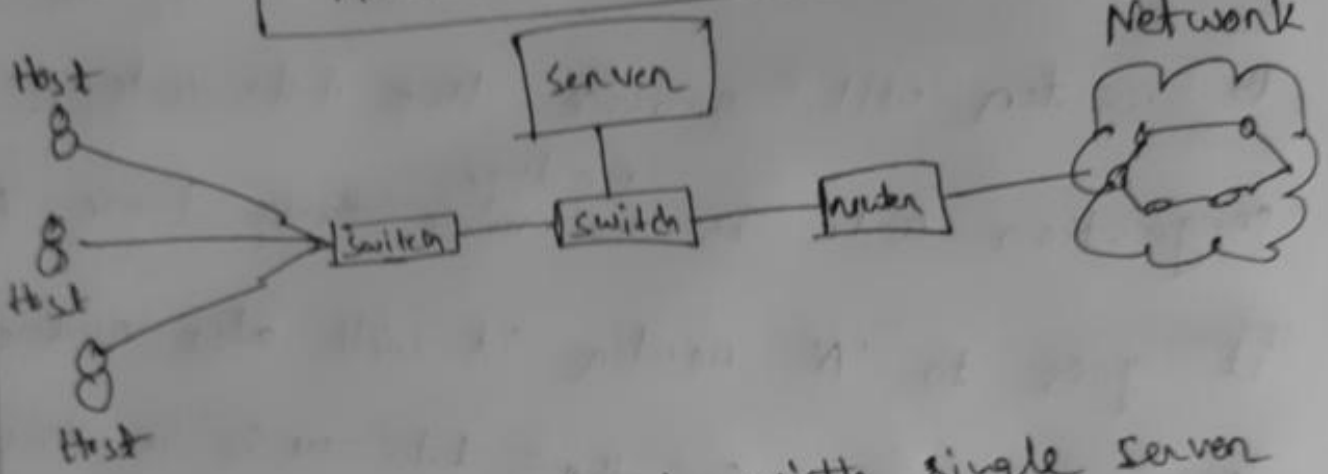
choke packet and Hop-by-hop choke packet are congestion control in Network layer techniques.

In choke packet technique, if a congestion is created then the router create a "choke packet". It will sent to the source. After it comes to the source the action is made. But in the mean time other packet are goes to that router and make the congestion tight. There is no immediate solution for congestion.

On the other hand, in hop-by-hop technique if the congestion create in

'C'. It will sent a 'CK' to the B. Then B router will reduce the data rate so that congestion rate is reduce by time. After it goes to 'A' router it will also reduce the data rate. So in this technique the suffering is reduced immediately. It is the main difference with choke Packet technique.

Ans: to the Q; No: (3)



Multiple host with single server