武汉大学试卷纸

专业 软件工程 年级 大三. 学号 2017302580067 姓名 黄伟豪

科目 _____ 成绩	总分	1	2	3	4	5	6	7	8	9	10

A="2017302580067"

B=580067

二. C=1101 1001 1110 0011

C+D=1011 1001 1110 0100

the checksum is 0100 0110 0001 1011.

C+D=1011 1001 1110 0100

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二. C-1=1110 0011=227

C-2=1101 1001=217.

When in a 10 Mbps broadcast channel.

A-1 have to wait $227\times512\times10^3/8\times10\times10^6=1.4528s$.

A-2 have to wait $217\times512\times10^3/8\times10\times10^6=1.3888s$

When in a 100Mbps broadcast channel.

A-1 have to wait 0.14528s.

A-2 have to wait 0.13888s

A-2 have to wait 0.138885

三. cs.whu.edu.cn ? studentID=2017302580067.

四. E = 2400 + 227 = 2627 C-2 = 217.

There will be 4 generated fragments.

1. identifer = 217 flag = 1 fragmentation offset: 0
2. identifer = 217 flag = 1 fragmentation offset: 700
3. identifer = 217 flag = 1 fragmentation offset: 1400
4. identifer = 217 flag = 0 fragmentation offset: 2100

五. C-1 = 227. d(W,M) = 232 d(Y,M) = 233

a.

	x	y	w	M
x	0	4	2	234

b. let c(x,w) = 5 c(x,y) = 1 d(x,M) = 235

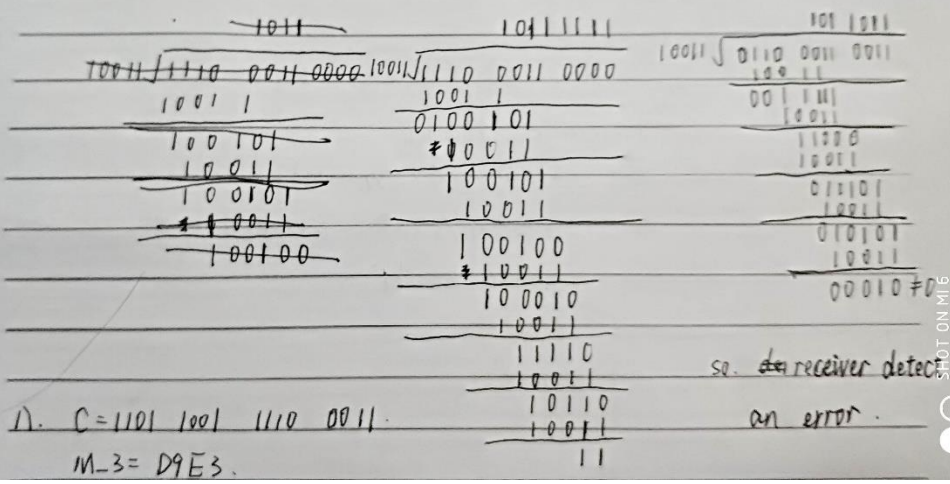
c. let c(x,w) = 2 c(x,y) = 1 d(x,M) = 234.

六. C = 1101 1001 1110 0011.

prefix that can match C.

se. C will be fowarded to Interface 10

由. C-1 = 1110 0011 G = 10011 CRC = 1110 0011 0011



1). C = 1101 1001 1110 0011.

M_3 = D9E3.

se. ~~de~~ receiver detects an error.

x 0 4 2 234

b. let c(x,w) = ~~5~~ c(x,y) = 2 d(x,w) = 235

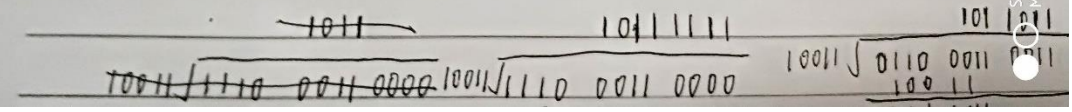
c. let c(x,w) = ~~32~~ c(x,y) = 1 d(x,w) = 234.

由. C = 1101 1001 1110 0011.

Because there is no prefix that can match C.

se. C will be fowarded to Interface 10

由. C-1 = 1110 0011 G = 10011 CRC = 1110 0011 0011



10011
10010
10011
11110
10011
10110
10011
11

00010 ≠0

so. ~~do~~ receiver detect an error.

1). C=1101 1001 1110 0011.

M_3= D9E3.

Mac_0 = 00-15-5D-41-80-A8

Mac_1 = 00-15-JD-41-D9-E3.

~~00-15-5D-41-80-A8~~

First the switch table is null and when frame is sent from laptop to the destop. The 00-15-JD-41-D9-E3 1 time will be added into tabl

The switch table is

Address	Interface	Time
00-15-JD-41-D9-E3	1	9:36

Type field is 0x0806. ARP protocol

h. (1) ①Channel partitioning protocol., it assign each node ~~with~~ by TDM and FDM: and CDMA.

②Random Access protocol, when nodes collision happens, the node will wait a random delay before resending like slotted ALOHA, ALOHA, CSMA, CSMA/CD.

③. Taking - Turns Protocols: node can send frames when it gets specia tu Like polling protocol and token-passing protocol.

(2) I prefer ~~polling protocol~~ CSMA/CD. because its efficiency is higher

③. Taking - Turns Protocols: node can send frames when it gets special turn like polling protocol and token-passing protocol.

(2) I prefer ~~polling protocol~~ CSMA/CD. because its effciency is higher than others.

(3). I will use. CSMA/CD during multiple Access Links.

~~MAC~~ Ethernet for the frame transfer.

ARP protocol to translate between IP and MAC.

OSPF protocol used in AS, BGP protocol is used to transfer between AS.

DHCP protocol is used so that you can get network access everywhere.

VLAN is used so that allows multiple virtual local network to a style physical network infrastructure.