Intb dubioase retele

1. The bind() call **can** be used in TCP or UDP clients.
2. A TCP connection is terminated through a 4-way / 3-way handshake
3. TCP is sometimes faster than UDP.
4. Consider one SWITCH and 10 PC's connected to it:
   1. received & processed just by receiver
5. UDP: Sendto + Recvfrom
6. TCP: Send + Recv
7. The routers DON’T use MAC addresses to send frames to other networks
8. Which of the following involve NAT?
   1. Port Forwarding.
   2. Address Translation.
   3. Accessing the web from an internal network.
9. What is the 'Whois Query' used for?
   1. Checking if a domain name is already bought or not.
10. Which of the following functions does UDP perform?
    1. process to process communication
    2. improve the data transfer rate of large files (compared to TCP)
11. **OSI** Layers:
12. Physical
13. Data link
    1. Ethernet
    2. 802.11 (wifi)
14. Network
    1. IP
15. Transport
    1. TCP
    2. UDP
16. Session
17. Presentation
18. Application
    1. http
    2. dns
    3. ftp
    4. telnet
    5. ssh
    6. smtp
19. **TCP/IP** model
    1. **App** = app + presentation + session
    2. **Transport** = transport
    3. **Internet** = network
    4. **Link** = data link + physical
20. Network **topologies**:
    1. Star
    2. Ring
    3. Tockening
    4. …
21. After receiving one duplicate Acknowledgment, nothing happens.
22. In TCP, bytes not read from the stream stay available for the next read.
23. **BUS** topology: a single cable which connects **in series** the computers
24. **RIPv1** has the same timers as RIPv2.
25. TTL = number of routers the packet is allowed to pass
26. SOCK\_STREAM 🡪 TCP
27. Broadcast address is **odd**.
28. The **MAC** address can be changed.
29. A close-up of a computer code

    AI-generated content may be incorrect.
30. Localhost **can’t** be a **broadcast** address.
31. The UDP header identifies the destination port and a reply port.
32. A screenshot of a computer

    AI-generated content may be incorrect.
33. A screen shot of a graph

    AI-generated content may be incorrect.
34. Traceroute:
    1. Entrypoint in first router
    2. Exitpoint from the rest
35. Networks = ONLY those that have **usable Ips**
36. Default route: **0.0.0.0 0.0.0.0**
37. A hub **doesn’t** understand MAC addresses.
38. In **HTTP** Protocol, a client can directly connect to a server using **TELNET**.
39. Cables:
    1. Straight-Through cable
       1. Router 🡪 Switch/Hub
       2. Switch/Hub 🡪 Computers
    2. Crossover – the rest
40. 0.0.0.0 is a VALID netmask
41. **Throughput** = Quantity of data over quantity of time
42. **MAC** = Media Access Control
43. **MAC** address is an example **Data link layer**
44. **Address after translation** = Inside global host
45. Checksum = 16 bit field …
46. Gateways are used for providing **connectivity between** two or more network **segments**
47. **DNS** uses UDP
48. **DHCP** uses UDP
49. A DNS server can be a default gateway
50. Headers:
    1. IP: 20 bytes
    2. TCP: 20 bytes
    3. UDP: 8 bytes