Seçtiğiniz cevabın işaretlendi	kiğini görene kadar bekleyiniz.
5,00 Puan	
A True	
B False	
	ly identified by the source IP address, the source port, the destination address, and the destination port. This happens as TCP establishes a bi- olex session between the sender and the receiver.
Seçtiğiniz cevabın işaretle	endiğini görene kadar bekleyiniz.
5,00 Puan	
A True	
B False	
When an OSPF	Froute sends its link state information, it is sent only to those nodes directly attached neighbors.
Seçtiğiniz cevabın iş	garetlendiğini görene kadar bekleyiniz.
5,00 Puan	
A True	
B False	
The MAAC address of	
process running on	of the destination host and the port number of the socket in the destination process are used by a process running on one host to identify a lanother host.
Seçtiğiniz cevabın işaretler	ndiğini görene kadar bekleyiniz.
5,00 Puan	
A True	
B False	
reads out of its TCP	le data transfer service on top of IP's unreliable besteffort service. TCP's reliable data transfer service ensures that the data stream that a process receive buffer is uncorrupted, without gaps, without duplication, and in sequence; that is, the byte stream is exactly the same byte stream that system on the other side of the connection.
was sent by the end	diğini görene kadar bekleyiniz.
-	
-	
Seçtiğiniz cevabın işaretlend	
Seçtiğiniz cevabın işaretlend	

Seçtiğiniz cevabın işaretlendiğini görene kadar bekleyiniz.

B False

	it. HTTP/2 solves this problem by breaking each message into small frames, and interleave the request and response messages on the same TCO
Seçtiğiniz (cevabın işaretlendiğini görene kadar bekleyiniz.
5,00 Puan	
А	True
В	False
L	route
A subr	net is a portion of a larger network; a subnet contains a router; its boundaries are defined by the router and host interfa
Seçtiğini	z cevabın işaretlendiğini görene kadar bekleyiniz.
5,00 Pua	n en
А	True
	J
В	False
	two packets arrive to two different input ports of a router at exactly the same time. Also suppose there are no other packets anywhere in the
5,00 Puan	
А	True
	True False
B	False er an application that transmits data at a steady rate (for example, the sender generates an N-bit unit of data every k time units, where k is small a nen such an application starts, it will continue running for a relatively long period of time. Packet-switched network would be more appropriate for
Conside Also, wh	False er an application that transmits data at a steady rate (for example, the sender generates an N-bit unit of data every k time units, where k is small a nen such an application starts, it will continue running for a relatively long period of time. Packet-switched network would be more appropriate for
Conside Also, wh	er an application that transmits data at a steady rate (for example, the sender generates an N-bit unit of data every k time units, where k is small a nen such an application starts, it will continue running for a relatively long period of time. Packet-switched network would be more appropriate for tion.
Conside Also, wh applicat	er an application that transmits data at a steady rate (for example, the sender generates an N-bit unit of data every k time units, where k is small a nen such an application starts, it will continue running for a relatively long period of time. Packet-switched network would be more appropriate for tion.
Conside Also, wh applicat Seçtiğiniz (er an application that transmits data at a steady rate (for example, the sender generates an N-bit unit of data every k time units, where k is small a nen such an application starts, it will continue running for a relatively long period of time. Packet-switched network would be more appropriate for tion.
Consided Also, whapplicat Sectifinize 5.00 Push	er an application that transmits data at a steady rate (for example, the sender generates an N-bit unit of data every k time units, where k is small a nen such an application starts, it will continue running for a relatively long period of time. Packet-switched network would be more appropriate for tion. Cevabni işaretlendiğini görene kadar bekleyiniz. True
Conside Also, whapplicat Sectiginiz	er an application that transmits data at a steady rate (for example, the sender generates an N-bit unit of data every k time units, where k is small a nen such an application starts, it will continue running for a relatively long period of time. Packet-switched network would be more appropriate for tion. Cevabni işaretlendiğini görene kadar bekleyiniz. True False
Conside Also, whapplicat Sectiginiz	er an application that transmits data at a steady rate (for example, the sender generates an N-bit unit of data every k time units, where k is small a nen such an application starts, it will continue running for a relatively long period of time. Packet-switched network would be more appropriate for tion. Cevabni işaretlendiğini görene kadar bekleyiniz. True
Conside Also, whapplicate Sectifinize Sectifinize Also, whapplicate Sectifinize Also Black	er an application that transmits data at a steady rate (for example, the sender generates an N-bit unit of data every k time units, where k is small a nen such an application starts, it will continue running for a relatively long period of time. Packet-switched network would be more appropriate for tion. Cevabni işaretlendiğini görene kadar bekleyiniz. True False
Conside Also, whapplicat Sectiginiz (Sectiginiz Also) B It is p	er an application that transmits data at a steady rate (for example, the sender generates an N-bit unit of data every k time units, where k is small a nen such an application starts, it will continue running for a relatively long period of time. Packet-switched network would be more appropriate for cevabin işaretlendiğini görene kadar bekleyiniz. True Fatse posssible for an application to enjoy reliable data transfer even when the application runs over UDP niz cevabin işaretlendiğini görene kadar bekleyiniz.
Conside Also, whapplicate Sectifinize Sectifinize Also, whapplicate Sectifinize Also Black	er an application that transmits data at a steady rate (for example, the sender generates an N-bit unit of data every k time units, where k is small a nen such an application starts, it will continue running for a relatively long period of time. Packet-switched network would be more appropriate for cevabin işaretlendiğini görene kadar bekleyiniz. True Fatse posssible for an application to enjoy reliable data transfer even when the application runs over UDP niz cevabin işaretlendiğini görene kadar bekleyiniz.
Conside Also, whapplicat Sectiginiz (Sectiginiz Also) B It is p	False er an application that transmits data at a steady rate (for example, the sender generates an N-bit unit of data every k time units, where k is small a nen such an application starts, it will continue running for a relatively long period of time. Packet-switched network would be more appropriate for tion. True False posssible for an application to enjoy reliable data transfer even when the application runs over UDP niz cevabın işaretlendiğini görene kadar bekleyiniz.
Conside Also, whapplicate Sectiginize Sectiginize B	False er an application that transmits data at a steady rate (for example, the sender generates an N-bit unit of data every k time units, where k is small a nen such an application starts, it will continue running for a relatively long period of time. Packet-switched network would be more appropriate for tion. True False posssible for an application to enjoy reliable data transfer even when the application runs over UDP niz cevabın işarettendiğini görene kadar bekleyiniz.
Conside Also, whapplicate Sectiginize Sectiginize B	er an application that transmits data at a steady rate (for example, the sender generates an N-bit unit of data every k time units, where k is small a nen such an application starts, it will continue running for a relatively long period of time. Packet-switched network would be more appropriate for items of time. Packet-switched network would be more appropriate for items. Packet-switched network

The service model of the Internet's network layer is reliable service. With this service model, there is a guarantee that packets will be received in the order in which they were sent, a guarantee of their eventual delivery, a guarantee on the end-to-end delay, and a minimal bandwidth guarantee.

A plug and play or zerocont protocol means that the protocol is able to automatically configure a host's network-related aspects in order to connect the host into a network. **Societies counts protocol/protocol protocol protocol protocol protocol protocol protocol/protocol protocol/protoco	Seçtiğiniz cevabın işaretlendiğini görene kadar bekleyiniz.				
A plug and play or zeroconf protocol means that the protocol is able to automatically configure a hosts network-related aspects in order to connect the host into a network. **Configure covering related grapher lader believe. **Configure cover	5.00 Puan				
A plugand-play or zeroconf protocol means that the protocol is able to automatically configure a host's network-related aspects in order to connect the host into a network. Socilist coulon isoertooding general safe balonins. Socilist coulon isoertooding general safe balonins. This In modern packet-owitched networks, including the Internet, the source hoot segments long, application-layer messages (for example, an image or a music file) into smaller packets out send sends the packets into the network. The receiver then reassembles the packets back into the original message. We refer to this process as sensage segmentation. Socions In this Tales Network architecture refers to the organization of the communication process into layers. Application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Socions A simple design for DNS would have one DNS server that contains all the mappings. In this centralized design, clients simply direct all queries to the single DNS server, and the DNS server responds directly to the querying clients. A single DNS server can be "close to" all the querying clients. Socions A top. In the context of a communication session between a pair of processes, the process that initiates the communication that is, initially contacts the other process at the beginning of the session is labeled as the server. The process that waits to be contracted to begin the session is the client.	A True				
Scriptic counter packets whiched networks, including the Internet, the source host segments long, application-layer messages (for example, an image or a music file) into smaller packets and sends the packets into the network. The receiver then reassembles the packets back into the original message. We refer to this process as message segmentation. Scriptic counterparted process and sends the packets into the network. The receiver then reassembles the packets back into the original message. We refer to this process as message segmentation. Scriptic counterparted process and sends the backets into the network. The receiver then reassembles the packets back into the original message. We refer to this process as message segmentation. Scriptic counterparted process and sends the backets are received to the original message. We refer to this process as message segmentation. Scriptic counterparted process to the organization of the communication process into layers. Application architecture, on the other hand, is designed by an application developer and clicates the broad structure of the application. Scriptic counterparted process to the organization of the communication process into layers. Application architecture, on the other hand, is designed by an application developer and clicates the broad structure of the application. Scriptic counterparted process to the organization of the communication that is, initially contacts the other process at the beginning of the session is labeled as the server. The process that waits to be contacted to begin the session is the client. Scriptic counterparted genome back belongers.	B False				
In modern packet-switched networks, including the internet, the source host segments long, application-layer messages (for example, an image or a music file) into smaller packets and sends the packets into the network. The receiver their reassembles the packets back into the original message. We refer to this process as message segmentarion. Solicities received in available packets into the network. The receiver their reassembles the packets back into the original message. We refer to this process as message segmentarion. Solicities received in available packets into the network. The receiver their reassembles the packets back into the original message. We refer to this process as message segmentarion. Solicities received in available packets into the network. Solicities received in available packets back into the original message. We refer to this process as message segmentarion. Solicities received in available packets back into the original message. We refer to this process as message segmentarion. Solicities received in available packets back into the original message. We refer to this process as message segmentarion. Solicities received in available packets back back into the original message. We refer to this process as message segmentarion. Solicities received in available packets back back into the original message. We refer to this process as message segmentarion. Solicities received in available packets back backets as a supplication available packets back into the original message. We refer to this process as message segmentarion. Solicities received in available packets backets backets and supplication segmentarion of the control packets and supplication available packets backets into the original message. We refer to this process as message segmentarion. Solicities received in available packets backets into the network. The receiver their receiver their packets and supplication available packets backets into the original message. We refer to this process as message segmentarion. Solicit					
In the context of a communication session between a pair of processes, the process that initiates the communication session between a pair of processes, the process that initiates the communication session between a pair of processes, the process that initiates the communication session is the client. Sections of a communication session between a pair of processes, the process that initiates the communication session is the client. Sections context of a communication session between a pair of processes, the process that initiates the communication session is the client. Sections context of a communication session between a pair of processes, the process that initiates the communication session between a pair of processes, the process that initiates the communication session is the client. Sections content and content of the session is labeled as the server. The process that waits to be contacted to begin the session is the client.	Seçtiğiniz cevabın işaretlendiğini görene kadar bekleyiniz.				
In modern packets witched networks, including the internet, the source host segments long, application-layer messages (for example, an image or a music fliel into smaller packets and sends the packets into the network. The receiver then reassembles the packets back into the original message. We refer to this process as message segmentation. Socione Socione Network architecture refers to the organization of the communication process into layers. Application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Socione Network architecture refers to the organization of the communication process into layers. Application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Socione Network architecture refers to the organization of the communication process into layers. Application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Socione Network architecture refers to the organization of the communication architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Socione Network architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Socione Network architecture, on the other hand, is designed by an application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Socione In the context of a communication session between a pair of processes, the process that initiates the communication (that is, initially contacts the other process at the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client.	5,00 Puan				
In modern packets witched networks, including the internet, the source host segments long, application-layer messages (for example, an image or a music file) into smaller packets and sends the packets into the network. The receiver then reassembles the packets back into the original message. We refer to this process as message segmentation. Sections are all the packets and sends the packets into the network. The receiver then reassembles the packets back into the original message. We refer to this process as message segmentation. Sections are all the packets back into the original message. We refer to this process as message segmentation. Beginning of the session of the packets backets back into the original message. We refer to this process as messages segmentation. Sections are all the packets back into the original message. We refer to this process as messages segmentation. Sections are all the packets back into the original message. We refer to this process as messages segmentation. Sections are all the packets back into the original message. We refer to this process as messages segmentation. Sections are all the packets back into the original message. We refer to this process as the packets back into the original message. We refer to this process at the beginning of the session is labeled as the server. The process that waits to be contacted to begin the session is the client. Sections and the DNS server labeled as the server. The process that waits to be contacted to begin the session is the client. Sections are all the packets back into the original message. We refer to this process as messages segmentation are all the packets back into the original message. We refer to this process as messages segmentation are all the packets back into the original message. We refer to this process as messages segmentation. Sections are all the packets back into the original message. We refer to this process as messages segmentation. Sections are all the packets back into the original messages. We refer to th	A True				
In modern packet-switched networks, including the Internet, the source host segments long, application-layer messages (for example, an image or a music file) into smaller packets and sends the packets into the network. The receiver then reassembles the packets back into the original message. We refer to this process as message segmentation. Sectificate condaminant and international process and the second packets and sends the second packets back into the original message. We refer to this process as message segmentation. Sectificate condaminant process and the second packets back into the original message. We refer to this process as message segments and second packets and send process and the second packets and send process and the second packets and send process. Sectificate condaminant process are send processes, the process that initiates the communication (that is, initially contacts the other process at the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectificate condaminant process and the packets backets and send packets and send process at the beginning of the session is labeled as the server. The process that waits to be contacted to begin the session is the client.	B False				
smaller packets and sends the packets into the network. The receiver then reassembles the packets back into the original message. We refer to this process as message segmentation. Soptiginal covability is a process of the communication process into layers. Application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Soptiginal covability is a process of the original message. We refer to this process as message segmentation architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Soptiginal covability is a process of the original message. We refer to this process and the packets back into the original message. We refer to this process as message segmentation. Soptiginal covability is a process. The process into layers. Application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Soptiginal covability is precised by an application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Soptiginal covability is precised by an application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Soptiginal covability is precised by an application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the applic	Bu Soniau Bos Birak				
Network architecture refers to the organization of the communication process into layers. Application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Sectifying covabin jurisdiction givene kadar bekinging. A final Priction A final Priction A simple design for DNS would have one DNS server that contains all the mappings. In this centralized design, clients simply direct all queries to the single DNS server, and the DNS server responds directly to the querying clients. A single DNS server can be "close to" all the querying clients. Sectifying covabin jurisdiction givene kadar bekinging. There In the context of a communication session between a pair of processes, the process that initiates the communication (that is, initially contacts the other process at the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectifying covabin jurisdiction givene kadar bekinging.	smaller packets and sends the packets into the network. The receiver then reassembles the packets back into the original message. We refer to this process as				
Network architecture refers to the organization of the communication process into layers. Application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Sectionic evoluni pareticodigni girene kadar bekisyiniz. Network architecture refers to the organization of the communication. Sectionic evoluni pareticodigni girene kadar bekisyiniz. Network architecture refers to the organization of the communication process into layers. Application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Sectionic evoluni pareticodigni girene kadar bekisyiniz.	Seçtiğiniz cevabın işaretlendiğini görene kadar bekleyiniz.				
Network architecture refers to the organization of the communication process into layers. Application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Sectifinic covubn igarctions given be kadar betteyiniz. Thus A True A Simple design for DNS would have one DNS server that contains all the mappings. In this centralized design, clients simply direct all queries to the single DNS server, and the DNS server responds directly to the querying clients. A single DNS server can be "close to" all the querying clients. Sectifinic covabn igarctions given be kadar betteyiniz. Thus In the context of a communication session between a pair of processes, the process that initiates the communication (that is, initially contacts the other process at the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectificate covabn igarcterodiging givene kadar betteyiniz.	5,00 Puan				
Network architecture refers to the organization of the communication process into layers. Application architecture, on the other hand, is designed by an application developer and dictates the broad structure of the application. Sectiginiz covabin isarettendigini görene kadar bekteyiniz. **Designed** A True B False A simple design for DNS would have one DNS server that contains all the mappings. In this centralized design, clients simply direct all queries to the single DNS server, and the DNS server responds directly to the querying clients. A single DNS server can be "close to" all the querying clients. Sectiginiz covabin isarettendigini görene kadar bekteyiniz. **Designed** In the context of a communication session between a pair of processes, the process that initiates the communication (that is, initially contacts the other process at the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectiginiz covabin isarettendigini görene kadar bekteyiniz. **Sectigniz covabin isarettendigini görene kadar bekteyiniz.** Sectigniz covabin isarettendigini görene kadar bekteyiniz.	A True				
developer and dictates the broad structure of the application. Sectifyiniz cevabin isarettendigini görene kadar bekteyiniz. A irrus B false A simple design for DNS would have one DNS server that contains all the mappings. In this centralized design, clients simply direct all queries to the single DNS server, and the DNS server responds directly to the querying clients. A single DNS server can be "close to" all the querying clients. Sectifyiniz covabin isarettendigini görene kadar bekteyiniz. A Trus In the context of a communication session between a pair of processes, the process that initiates the communication (that is, initially contacts the other process at the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectifyiniz covabin isarettendigini görene kadar bekteyiniz.	B False				
A simple design for DNS would have one DNS server that contains all the mappings. In this centralized design, clients simply direct all queries to the single DNS server, and the DNS server responds directly to the querying clients. A single DNS server can be "close to" all the querying clients. Sectifyiniz covabn isarettendigini girene kadar bekteyiniz. True B False In the context of a communication session between a pair of processes, the process that initiates the communication (that is, initially contacts the other process at the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectiginiz covabn isarettendigini girene kadar bekteyriz.					
A simple design for DNS would have one DNS server that contains all the mappings. In this centralized design, clients simply direct all queries to the single DNS server, and the DNS server responds directly to the querying clients. A single DNS server can be "close to" all the querying clients. Sectionize cevabn isarettendigini görene kadar bekleyinize. True B False In the context of a communication session between a pair of processes, the process that initiates the communication (that is, initially contacts the other process at the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectionize cevabn isarettendigini görene kadar bekleyinize.	Seçtiğiniz cevabın işaretlendiğini görene kadar bekleyiniz.				
A simple design for DNS would have one DNS server that contains all the mappings. In this centralized design, clients simply direct all queries to the single DNS server, and the DNS server responds directly to the querying clients. A single DNS server can be "close to" all the querying clients. Sectifyiniz cevabri işaretlendiğini görene kadar bekleyiniz. Sopram A True B False In the context of a communication session between a pair of processes, the process that initiates the communication (that is, initially contacts the other process at the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectiginiz cevabri işaretlendiğini görene kadar bekleyiniz.	5,00 Puan				
A simple design for DNS would have one DNS server that contains all the mappings. In this centralized design, clients simply direct all queries to the single DNS server, and the DNS server responds directly to the querying clients. A single DNS server can be "close to" all the querying clients. Sectiginiz cevabn (şaretlendiğini görene kadar bekleyiniz. Sod Puan A True In the context of a communication session between a pair of processes, the process that initiates the communication (that is, initially contacts the other process at the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectiginiz cevabn (şaretlendiğini görene kadar bekleyiniz.	A True				
server, and the DNS server responds directly to the querying clients. A single DNS server can be "close to" all the querying clients. Sectiginiz cevabin işaretlendiğini görene kadar bekleyiniz. 5.00 Puan A True B False In the context of a communication session between a pair of processes, the process that initiates the communication (that is, initially contacts the other process at the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectiginiz cevabin işaretlendiğini görene kadar bekleyiniz. 5.00 Puan	B False				
A True B False In the context of a communication session between a pair of processes, the process that initiates the communication (that is, initially contacts the other process at the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectifyiniz cevabin (şarettendiğini görene kadar bekleyiniz. 5.00 Puan					
B False In the context of a communication session between a pair of processes, the process that initiates the communication (that is, initially contacts the other process at the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectifyiniz cevabn işarettendiğini görene kadar bekleyiniz.	Seçtiğiniz cevabın işaretlendiğini görene kadar bekleyiniz.				
In the context of a communication session between a pair of processes, the process that initiates the communication (that is, initially contacts the other process at the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectiginiz cevabin işarettendiğini görene kadar bekleyiniz.	5,00 Puan				
In the context of a communication session between a pair of processes, the process that initiates the communication (that is, initially contacts the other process at the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectifyiniz cevabin (garenteedigini garene kadar bekteyiniz.	A True				
the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectifiniz cevabin işarettendiğini görene kadar bekleyiniz. 5:00 Puan	B False				
the beginning of the session) is labeled as the server. The process that waits to be contacted to begin the session is the client. Sectifiniz cevabin işarettendiğini görene kadar bekleyiniz. 5:00 Puan					
5,00 Puan					
	Seçtiğiniz cevabın işaretlendiğini görene kadar bekleyiniz.				
A True	5.00 Puan				
	A True				
B False	B False				

Suppose that the UDP receiver computes the Internet checksum for the received UDP segment and finds that it matches the vareceiver can be absolutely certain that no bit errors have occurred.	ue carried in the checksum field. The
Seçtiğiniz cevabın işaretlendiğini görene kadar bekleyiniz.	
5,00 Puan	
A True	
B False	
A router uses longest prefix matching to determine which link interface a packet will be forwarded to if the packet's destination entries in the forwarding table. That is, the packet will be forwarded to the link interface that has the longest prefix match with	
Seçtiğiniz cevabın işaretlendiğini görene kadar bekleyiniz.	
5,00 Puan	
A True	
B False	
The job of gathering data chunks at the source host from different sockets, encapsulating each data of (that will later be used in demultiplexing) to create segments, and passing the segments to the network Seçtiğiniz cevabın işaretlendiğini görene kadar bekleyiniz.	
5,00 Puan	
A True	
B False	