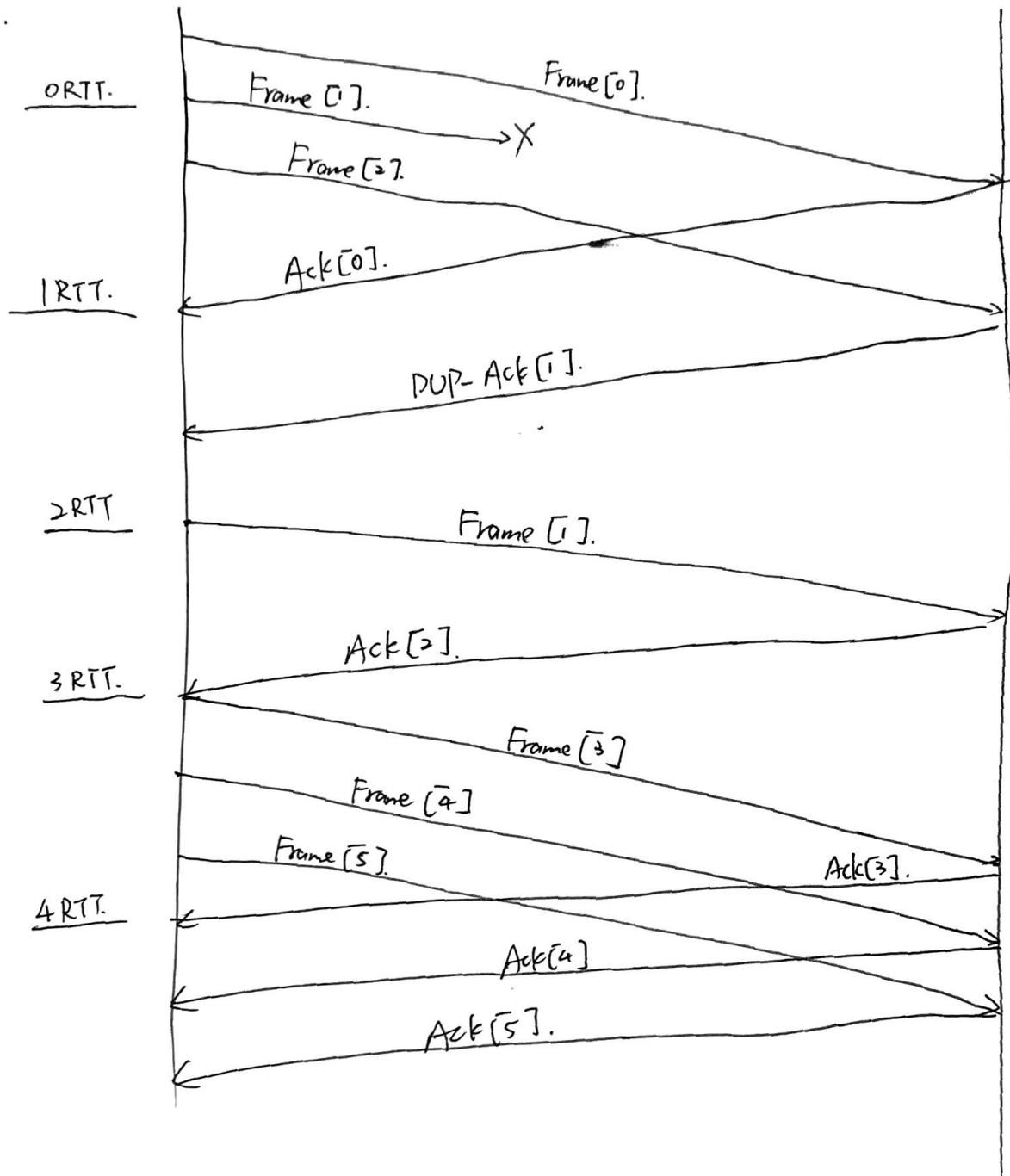
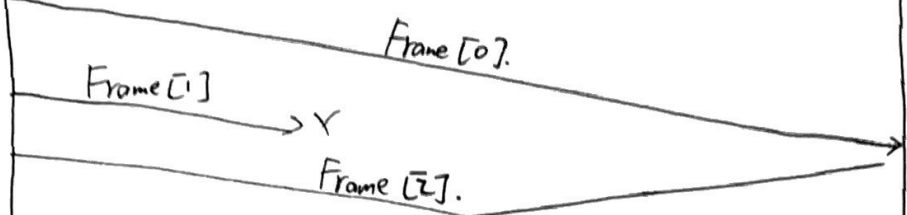


1a.

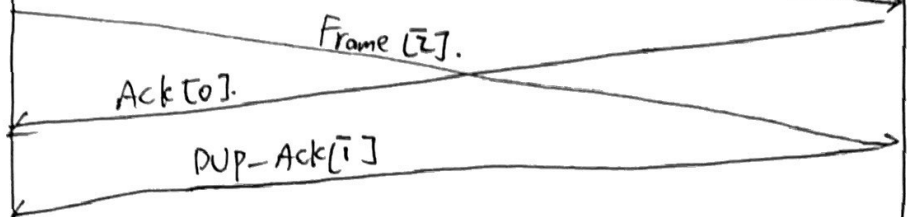


1b.

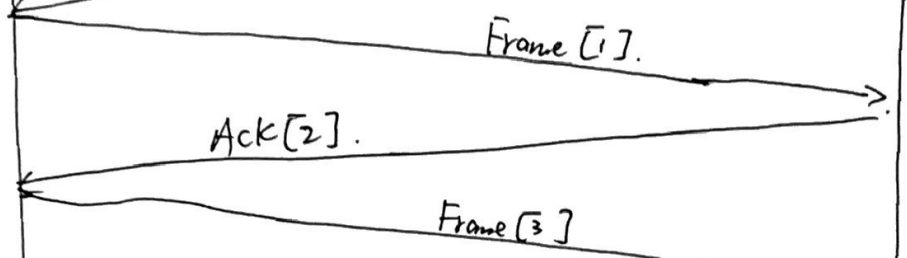
0 RTT.



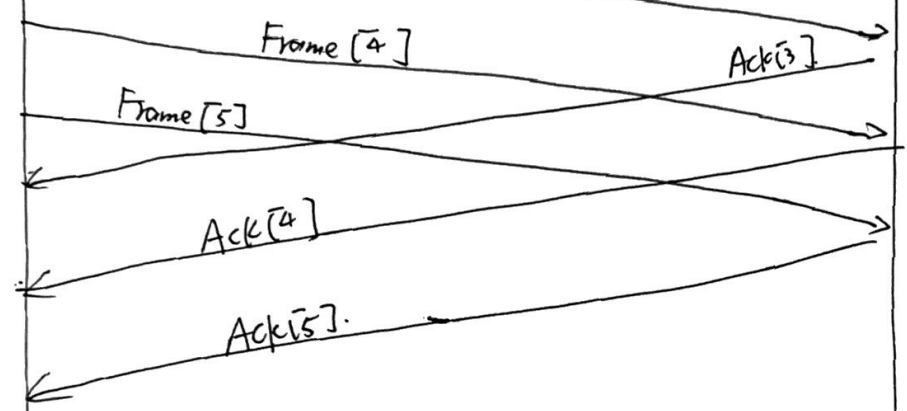
1 RTT



2 RTT.



3 RTT.



Yes, this scheme will reduce transaction time by 1 RTT

2
C

$$\text{MaxSeqNum} = \text{SWS} + \text{RWS} - 1 = 5 + 3 - 1 = 7.$$

E.g. Sender sent 0, 1, 2, 3, 4, 0

And Receiver received 0, 1, 2, 3, 4 and expected 5, 6, 7 but forgot to send Acks
Then when sender resent the packet, receiver will know this is the packets he has just received

3.

	Address	Port.
	A	A
B ₁	C	B ₂ .
	A	B ₁
B ₂	C	B ₃
	D	B ₄
	A	B ₂
B ₃	C	C
	D	B ₂
	A	B ₂
B ₄	D	D

4.
M will broadcast to both B₁ and B₂. Since B₁ and B₂ doesn't know where to forward the message then B₁ will forward to B₂ and L while B₂ will forward to B₁ and L
Therefore the message will circle between B₁ and B₂ endlessly.