|  |  |  |
| --- | --- | --- |
| **Question 1** |  | 1 / 1 point |

What is the value of TCP being connection-oriented?

|  |  |  |  |
| --- | --- | --- | --- |
|  | It permits the end-user to be identified by a port number. | | |
|  | It gives the connection, wire-connected properties to improve bandwidth. | | |
|  | It allows the two end points to manage the connection with such services as reliability and flow control. | | |
|  | It only allows each side to reference specific destination end-point. | | |
| **Question 2** | |  | 1 / 1 point | |

What message sequence does TCP use to establish a session?

|  |  |  |  |
| --- | --- | --- | --- |
|  | four-way handshake: syn, syn-ack, syn, syn-ack | | |
|  | fin, ack, fin, ack | | |
|  | three-way handshake: syn, syn-ack, syn, syn-ack | | |
|  | three-way handshake: syn, syn-ack, ack | | |
| **Question 3** | |  | 1 / 1 point | |

Which Protocol is Connection-Oriented?

|  |  |  |  |
| --- | --- | --- | --- |
|  | TLTP | | |
|  | UDP | | |
|  | FTP | | |
|  | TCP | | |
| **Question 4** | |  | 1 / 1 point | |

A PC sends a TCP segment to a Web application using source port=53000 and destination port=443. What destination port number does the Web server use on the reply?

|  |  |  |  |
| --- | --- | --- | --- |
|  | 443 | | |
|  | random value | | |
|  | 80 | | |
|  | 53000 | | |
| **Question 5** | |  | 1 / 1 point | |

A PC sends a TCP Window size of 0. What does this mean?

|  |  |  |  |
| --- | --- | --- | --- |
|  | The PC will send unlimited data. | | |
|  | The PC cannot receive any data. | | |
|  | The PC will stop sending a data. | | |
|  | The PC can receive unlimited data. | | |
| **Question 6** | |  | 1 / 1 point | |

What is the purpose of the Sequence Number and Acknowledgement Numbers in the UDP protocol?

|  |  |  |  |
| --- | --- | --- | --- |
|  | Track Bytes Transferred | | |
|  | Reliable, Ordered Delivery | | |
|  | Bandwidth Measurement | | |
|  | none | | |
| **Question 7** | |  | 1 / 1 point | |

Select the transport layer protocols (select 2).

|  |  |  |  |
| --- | --- | --- | --- |
|  | Transmission Control Protocol | | |
|  | Transport Layer Transfer Protocol | | |
|  | User Datagram Protocol | | |
|  | File Transfer Protocol | | |
| **Question 8** | |  | 1 / 1 point | |

What is a "socket" in the conext of networking?

|  |  |  |  |
| --- | --- | --- | --- |
|  | Combinatino of source and destiantion port numbers. | | |
|  | Combination of IP address and port number. | | |
|  | For TCP only, it is a combination of IP address and port number. | | |
| **Question 9** | |  | 1 / 1 point | |

What is the Tansport layer PDU called?

|  |  |  |  |
| --- | --- | --- | --- |
|  | frame | | |
|  | packet | | |
|  | segment | | |
|  | block | | |
| **Question 10** | |  | 1 / 1 point | |

Why is UDP best suited for real-time, interactive applications such as voice and video?

|  |  |  |  |
| --- | --- | --- | --- |
|  | | | TCP is always the preferred protocol to use because of the features that meake it robust. |
|  | | | the TCP features introduce delay and retransmission which adds impairment to interactive communication and UDP does not. |
|  | | | UDP includes features to synchronize the voice and video frames |
|  | | | Beasue the UDP header is smaller which which makes it faster to process. |
|  |  |