

Select a wrong statement

- A. TCP and UDP are in transport layer
- B. TCP provides reliable connections while UDP is unreliable connections
- C. HTTP uses TCP
- D. FTP uses UDP
- E. All network applications rely on either TCP or UDP

A network application process is identified
by

- A. MAC address
- B. IP address
- C. IP address and port number
- D. Domain name and IP address
- E. MAC address and port number

UDP is unreliable, why we still need it?

- A. Because TCP is bad
- B. Because UDP is good
- C. Because in some cases, UDP is better than TCP
- D. Because UDP is speedy
- E. C and D are both correct

Q: To save data
from a HTTP
response, you
should save
from:

```
PhuMAC:~ phu$ telnet www.cs.uic.edu 80
```

```
Trying 131.193.32.29...
```

```
Connected to www.cs.uic.edu.
```

```
Escape character is '^]'.  
A → GET /~phu/cs450.html HTTP/1.0
```

```
Host: www.cs.uic.edu  
B →
```

```
HTTP/1.1 200 OK  
C →
```

```
Date: Fri, 23 Jan 2015 05:31:17 GMT
```

```
Server: Apache/2.2.3 (Red Hat)
```

```
Last-Modified: Tue, 20 Jan 2015 17:05:17 GMT
```

```
ETag: "6f60b27-121-716e8d40"
```

```
Accept-Ranges: bytes
```

```
Content-Length: 289
```

```
Content-Type: text/html; charset=UTF-8
```

```
Connection: close  
D →
```

```
E → <HTML>
```

```
<BODY>
```

```
<h1>Welcome! </h1>
```

```
This is just a test page for HTTP protocol.
```

```
</BODY>
```

```
</HTML>
```

```
Connection closed by foreign host.
```

Select a correct statement

- A. Persistent HTTP uses more connections.
- B. Persistent HTTP sends fewer HTTP requests
- C. Persistent HTTP sends more HTTP requests
- D. Persistent HTTP uses less connections to improve download time
- E. Both B and D are correct

Why \r\n (CRLF) is used in HTTP request?

- A. Just unnecessary protocol format
- B. They are automatically generated when user hits ENTER
- C. They are used to indicate the end of a header field or section
- D. None of above is correct

Why cookies are used in HTTP

- A. It is required by law
- B. To improve non-persistent HTTP
- C. Because HTTP is stateless
- D. All above are correct

When Alice sends an email to Bob

- A. Alice's mail server will send the email to Bob's mail server
- B. Alice's mail client will send the email to Bob's mail client
- C. Alice's mail client will send the email to Bob's mail server
- D. Alice's mail server will send the email to Bob's mail client

How to prevent one inputs a fake FROM address?

- A. We cannot prevent that
- B. The MTA will check the FROM address if it is valid

Which “To” address version that the email client will display?

- A. Address in the “RCPT TO” SMTP command
- B. Address in the “To” email header
- C. Both A and B
- D. A or B because they must be the same

Domain Name System (DNS) provides translation services of

- A. Domain name to IP address
- B. Domain name aliases
- C. Mail server alias for a domain name
- D. A, B, C
- E. A, B

Select a wrong statement

- A. A name in DNS might be mapped with many IP addresses
- B. Multiple domain name might be pointed to one IP address
- C. DNS service can provide a reverse lookup from an IP address to a domain name
- D. DNS only uses TCP transport service

When lookup a domain name, your machine first sends a request to

- A. The local name server of your network
- B. Top-level name server
- C. Authoritative name server
- D. Root name server
- E. A name server set in your machine

BitTorrent is typically used as hybrid peer-to-peer and client-server system

A. True

B. False

BitTorrent uses tit-for-tat in each round to

- A. Determine which chunks to download
- B. Determine from which peers to download chunks
- C. Determine to which peers to upload chunks
- D. Determine which peers to report to the tracker as uncooperative
- E. Determine whether or how long it should stay after completing download

Select a wrong statement

- A. Both TCP and UDP need connection setup
- B. Delivery of UDP packets is unordered
- C. TCP provides reliable transport protocol
- D. TCP provides congestion control while UDP does not
- E. Neither TCP nor UDP has delay guarantees

Let's assume a sender sent a UDP segment with (checksum, data) = (0110, 0101); and the receiver received (0100, 0101). The receiver can conclude

- A. The segment is corrupted
- B. The checksum is wrong
- C. The data is correct
- D. B and C

What is the problem of rdt2.0 (channel with bit errors)?

- A. Nothing
- B. The packet might be corrupted
- C. The checksum might be corrupted
- D. The ACK/NAK might be corrupted
- E. C and D

rdt2.2 provides reliable data transfer with possibility of packet corruption, which fields it needs?

- A. Checksum
- B. Checksum, ACK
- C. Checksum, ACK, NAK
- D. Checksum, ACK, sequence number
- E. Checksum, ACK, NAK, sequence number

What is the new feature in rdt 3.0 compared with rdt 2.x?

- A. Larger sequence number
- B. Timer
- C. Checksum
- D. ACK
- E. NAK

Select a wrong statement about Go-Back-N

- A. GBN uses cumulative ACKs
- B. GBN uses timeouts to address packet loss
- C. GBN has one timer for each unacked packet
- D. GNB uses NACKs
- E. C and D

Sender sends seq#=101, with data length = 20 bytes, and receives ack = 91. What is true?

- A. The receiver has successfully received up to seq# 90
- B. The packet with seq#=101 was lost
- C. The packet with seq#=91 was lost
- D. A and B
- E. A and C

What is DevRTT?

- A. Relative difference between SampleRTT and EstimatedRTT
- B. It is used as a parameter for safe margin of timeout interval
- C. It is used to re-calculate SampleRTT
- D. A and B
- E. A and C

What the “receive window” in a TCP segment header is used for?

- A. Pipelining
- B. Size of window
- C. Flow control
- D. A and B
- E. A, B, and C

How much time it takes for sender and receiver in TCP to establish connection state?

- A. 1RTT
- B. 1.5RTT
- C. 2RTT
- D. 2.5RTT
- E. 3RTT

Why does congestion collapse happen?

- A. Available buffers in the switching nodes are full and packets must be dropped
- B. The switching nodes delay forwarding packets
- C. The receiver's buffer is full that cannot receive more packets
- D. A and B
- E. B and C