

Introduction to Networks (Version 7.00) – Modules 14 – 15: Network Application Communications Exam

1. Which action is performed by a client when establishing communication with a server via the use of UDP at the transport layer?

- The client sets the window size for the session.
- The client sends an SYN to the server to start the 3-way handshake.
- **The client randomly selects a source port number.**
- The client sends a synchronization segment to begin the session.

2. Which transport layer feature is used to guarantee session establishment?

- UDP ACK flag
- **TCP 3-way handshake**
- UDP sequence number
- TCP port number

3. What is the complete range of TCP and UDP well-known ports?

- 0 to 255
- **0 to 1023**
- 256 – 1023
- 1024 – 49151

4. What is a socket?

- the combination of the source and destination IP address and source and destination Ethernet address
- **the combination of a source IP address and port number or a destination IP address and port number**
- the combination of the source and destination sequence and acknowledgment numbers
- the combination of the source and destination sequence numbers and port numbers

5. A PC is downloading a large file from a server. The TCP window is 1000 bytes. The server is sending the file using 100-byte segments. How many segments will the server send before it requires an acknowledgment from the PC?

- 1 segment
- **10 segments**
- 100 segments
- 1000 segments

Explanation: With a window of 1000 bytes, the destination host accepts segments until all 1000 bytes of data have been received. Then the destination host sends an acknowledgment.

6. Which factor determines TCP window size?

- the amount of data to be transmitted
- the number of services included in the TCP segment
- **the amount of data the destination can process at one time**
- the amount of data the source is capable of sending at one time

Explanation: Window is the number of bytes that the sender will send prior to expecting an acknowledgement from the destination device. The initial window is agreed upon during the session startup via the three-way handshake between source and destination. It is determined by how much data the destination device of a TCP session is able to accept and process at one time.

Advanced Networks Study Guide Answers

A. Khan



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