



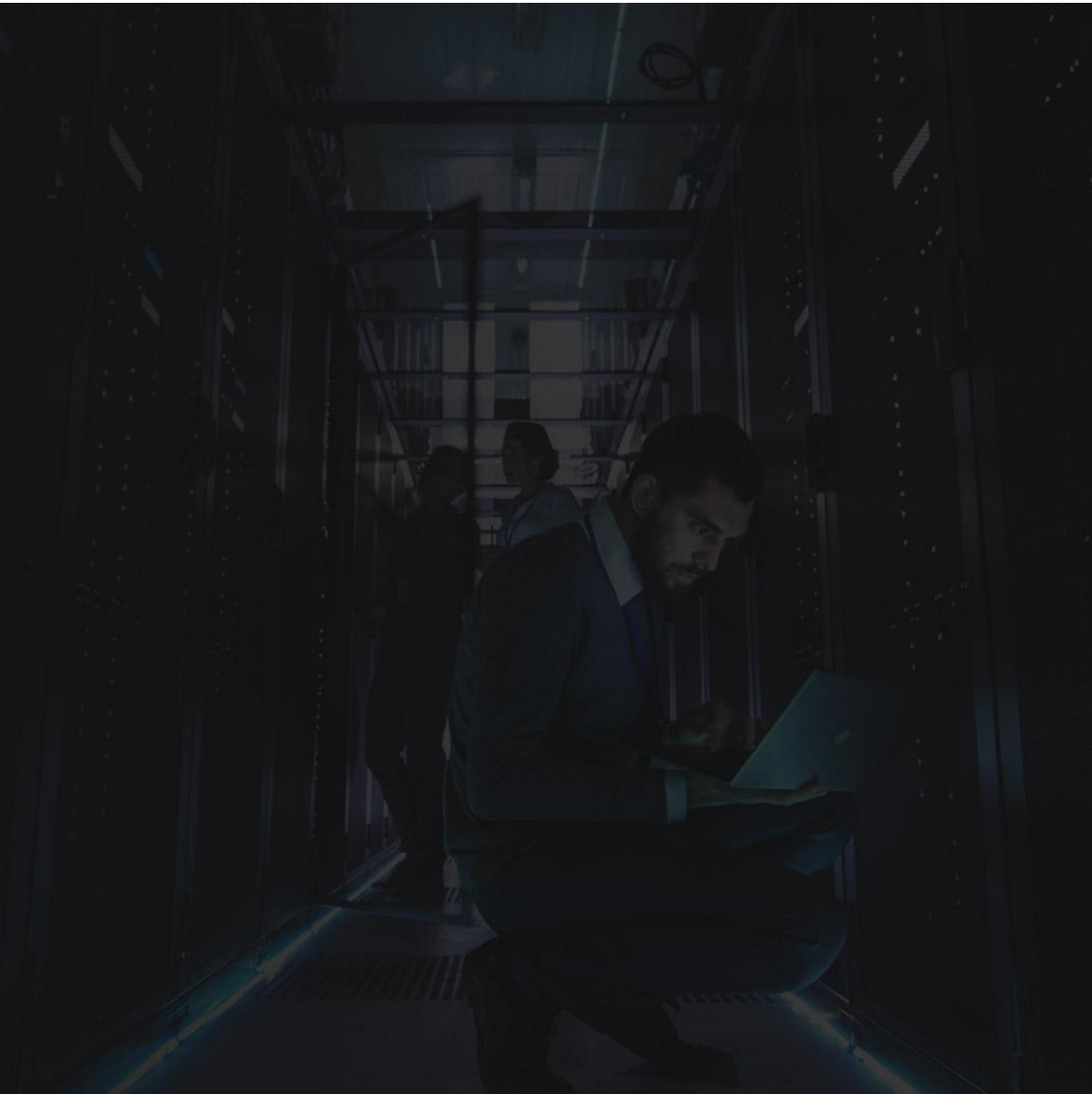
Comparing TCP Against UDP

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Question-1

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Question-1

+ At which layer of the OSI Reference Model does UDP reside?

+ [1.5]

☐

A. Application Layer

☐

B. Presentation Layer

☐

C. Session Layer

☐

D. Transport Layer

☐

E. Network Layer

ANSWER

- + At which layer of the OSI Reference Model does UDP reside?
- + [1.5]

☐

A. Application Layer

☐

B. Presentation Layer

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C. Session Layer

☒

D. Transport Layer

☐

E. Network Layer



Question-2

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Question-2

+ Which of the following features is supported by UDP?

+ [1.5]

☐

A. Error recovery

☐

B. Flow control

☐

C. Multiplexing using ports

☐

D. Connection establishment

☐

E. Ordered data transfer

ANSWER

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D. Connection establishment

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E. Ordered data transfer



Question-3

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Question-3

- + Which of the following is a benefit of designing an application to utilize UDP instead of TCP?
- + [1.5]

☐

A. Lower overhead

☐

B. Increased reliability

☐

C. Error recovery

☐

D. Error detection

☐

E. Flow control

ANSWER

+ Which of the following is a benefit of designing an application to utilize UDP instead of TCP?

+ [1.5]



A. Lower overhead



B. Increased reliability



C. Error recovery



D. Error detection



E. Flow control



Question-4

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Question-4

- + Which of the following applications typically rely on TCP rather than UDP?
- + [1.5]

☐

A. Voice over IP

☐

B. Video over IP

☐

C. Hypertext data transfer

☐

D. Domain name resolution

☐

E. None of these answers are correct

ANSWER

- + Which of the following applications typically rely on TCP rather than UDP?
- + [1.5]

☐

A. Voice over IP

☐

B. Video over IP

☒

C. Hypertext data transfer

☐

D. Domain name resolution

☐

E. None of these answers are correct



Question-5

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Question-5

+ Which of the following items taken together constitute a TCP or UDP “socket”?

+ (Select three answers)

+ [1.5]

☐

A. An IP address

☐

B. A sequence value

☐

C. A transport protocol identifier

☐

D. A port number

☐

E. A checksum

ANSWER

+ Which of the following items taken together constitute a TCP or UDP “socket”?

+ (Select three answers)

+ [1.5]



A. An IP address



B. A sequence value



C. A transport protocol identifier



D. A port number



E. A checksum



Question-6

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Question-6

+ In the chart below, fill in the missing/blank cells [1.5]

Port Number	Protocol	Application
	TCP	FTP Data
		FTP Control
	UDP	TFTP
23	TCP	
		HTTP
22	TCP	
		DNS

ANSWER

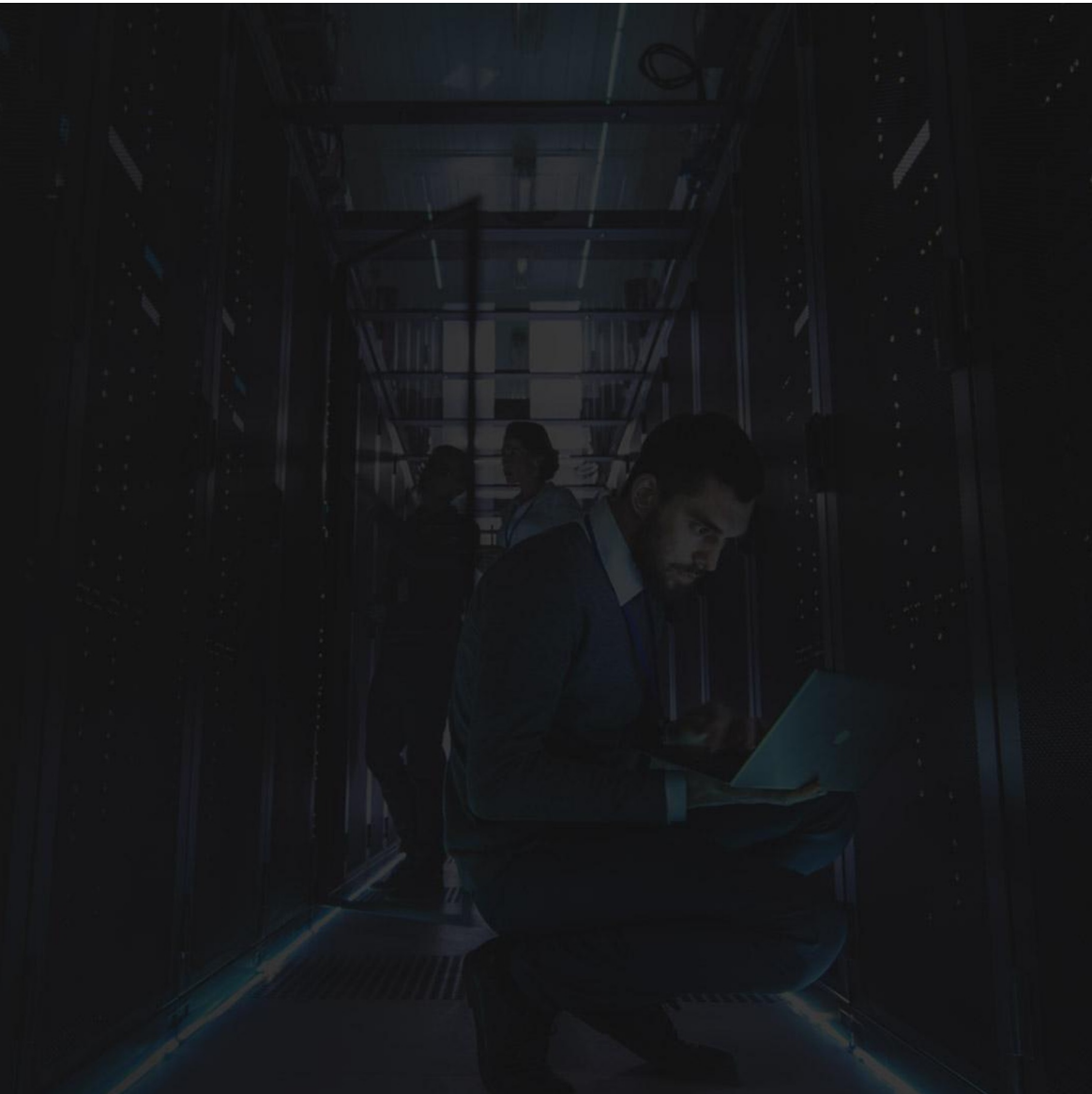
+ In the chart below, fill in the missing/blank cells [1.5]

Port Number	Protocol	Application
20	TCP	FTP Data
21	TCP	FTP Control
69	UDP	TFTP
23	TCP	Telnet
80	TCP	HTTP
22	TCP	SSH
53	UDP(primarily) & TCP	DNS



Question-7

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Question-7

+ How many steps are involved in establishing a TCP connection between hosts?

+ [1.5]

☐

A. 2

☐

B. 3

☐

C. 4

☐

D. 1

☐

E. 1002

ANSWER

- + How many steps are involved in establishing a TCP connection between hosts?
- + [1.5]

☐

A. 2

☒

B. 3

☐

C. 4

☐

D. 1

☐

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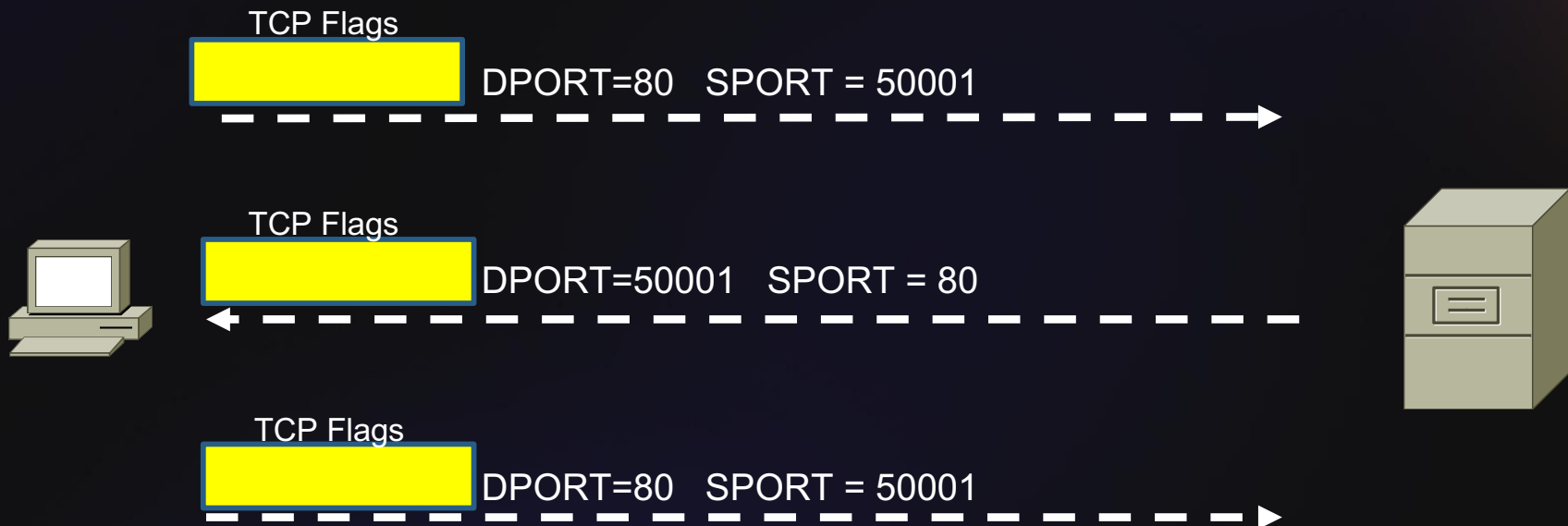
Question-8

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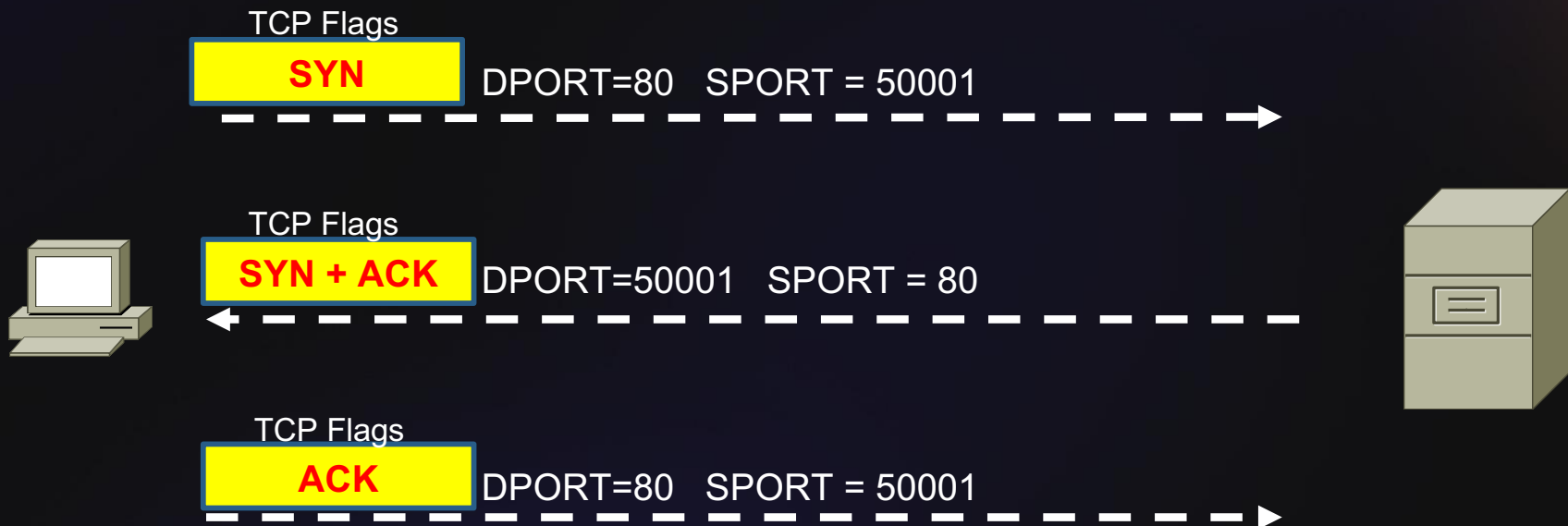
Question-8

- + Given the following TCP connection that is being established between two hosts, fill in the yellow boxes with the TCP Flags used in each step of the process.
- + [1.5]



ANSWER

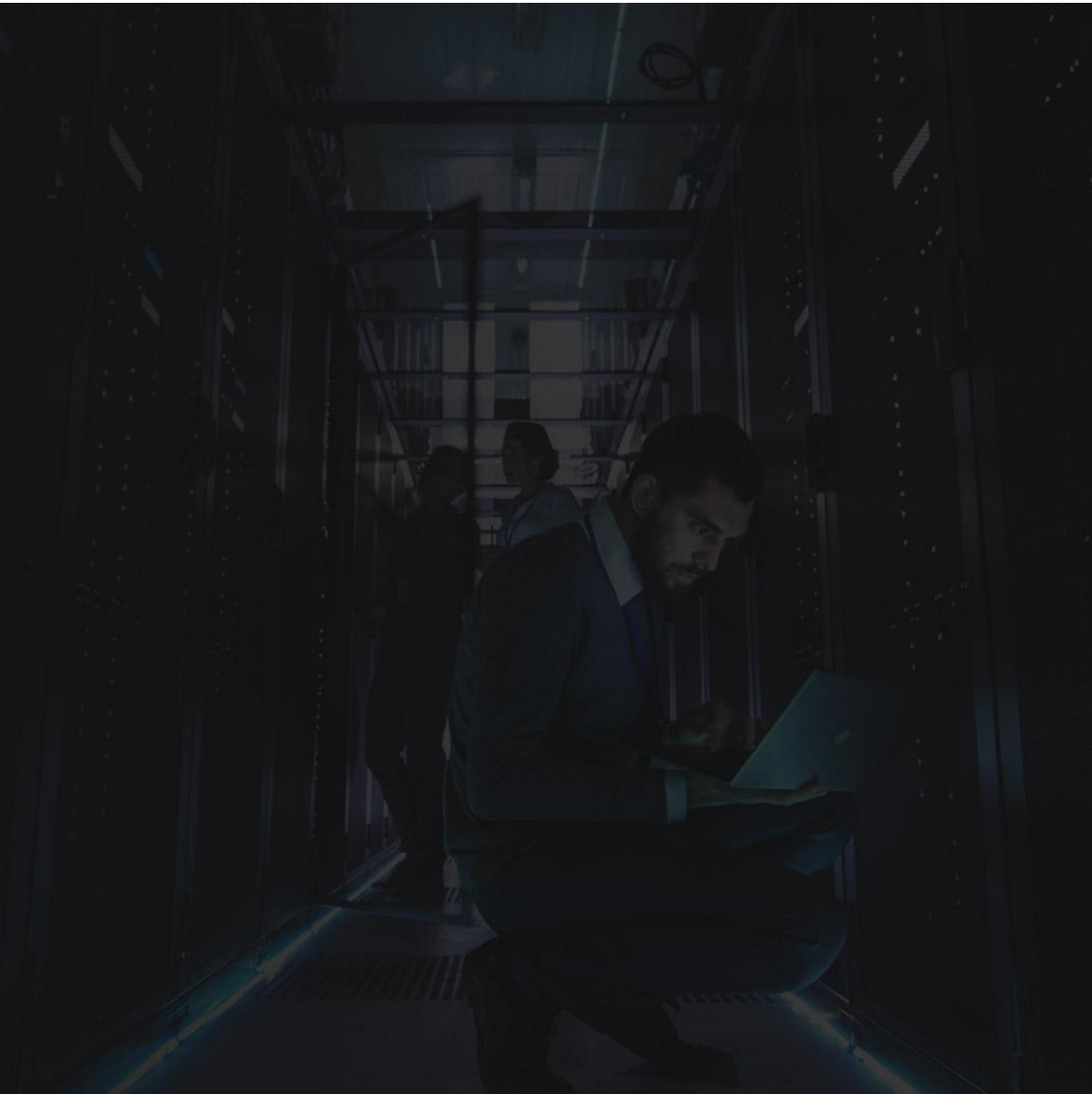
- + Given the following TCP connection that is being established between two hosts, fill in the yellow boxes with the TCP Flags used in each step of the process.
- + [1.5]





Question-9

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Question-9

+ A TCP receiver has received 5000 bytes of data after which it sends a TCP “ACK”. That TCP ACK contains a sequence value of 5001. This process, of acknowledging data by referencing the next byte that is expected, is called?

+ [1.5]

☐

A. Implicit Acknowledgment

☐

B. Forward Acknowledgment

☐

C. Backward Acknowledgment

☐

D. Predictive Acknowledgment

☐

E. Future Acknowledgment

ANSWER

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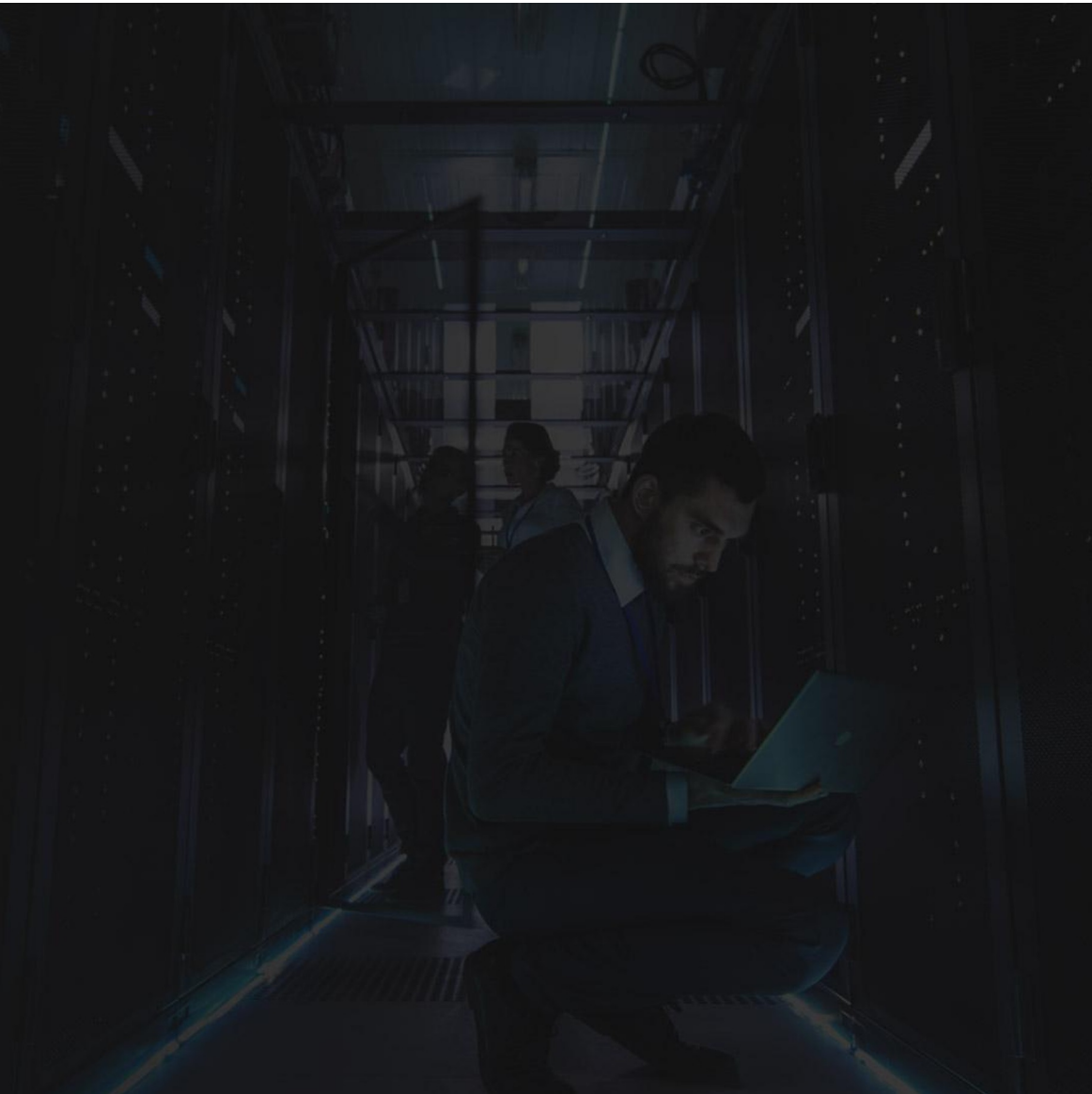
☐

E. Future Acknowledgment



Question-10

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Question-10

+ What is the name of the TCP mechanism by which a TCP sender knows how much data it can transmit before it must pause for an acknowledgment?

+ [1.5]

☐

A. Sliding Window

☐

B. Adjusting Window

☐

C. Flow Rate

☐

D. Maximum Segment Size

☐

E. No such mechanism exists in TCP

ANSWER

+ What is the name of the TCP mechanism by which a TCP sender knows how much data it can transmit before it must pause for an acknowledgment?

+ [1.5]



A. Sliding Window



B. Adjusting Window



C. Flow Rate



D. Maximum Segment Size



E. No such mechanism exists in TCP



Thanks for Watching!