Problem 2.28 – We’ll do this after the lab

• Assume that you have installed and compiled the Python programs TCPCilent and UDPCilent on one host and TCPServer and UDPServer on another host.

  a. Suppose you run TCPCilent before you run TCPServer. What happens? Why?
  b. Suppose you run UDPCilent before you run UDPServer. What happens? Why?
  c. What happens if you use different port numbers for the client and server sides?
Let’s think about this…

• Is it possible for an application to enjoy reliable data transfer even when the application runs over UDP?

• If so, how?

Problem 3.5

• Suppose that the UDP receiver computes the Internet checksum for the received UDP segment and finds that it matches the value carried in the checksum field.

• Can the receiver be absolutely certain that no bit errors have occurred? Explain.
Problem 3.8 - Draw the FSM for the receiver side of protocol rdt3.0.

Problem 3.10

- Consider a channel that can lose packets but has a maximum delay that is known. Modify protocol rdt2.1 to include sender timeout and retransmit.

- Informally argue why your protocol can communicate correctly over this channel.