9.4 Transport (TCP/UDP)

Name: _____ Class: _____ Date: _____ **Total: 24 marks**

KEY WORDS TCP • UDP

Objective

Track TCP sequence and ACK numbers through a loss, and choose transport honestly.

1 Key knowledge and worked examples

■ The ledger

SYN consumes 0; 100 bytes: seq 1, ACK 101; 50 bytes: seq 101, ACK 151; a lost 30 at seq 151 holds the ACK at 151 until retransmission, then ACK 181 ✓.

■ Worked example: the two headers

UDP: 8 bytes – ports, length, checksum. TCP: 20 minimum – ports, sequence, ACK, flags, window ✓.

2 Practice

2.1 After SYN (seq 0), the client sends 60 bytes. What is the first ACK the server can send? [3]

2.2 Name the three packets of the handshake and their flags. [3]

2.3 One line each: flow control versus congestion control. [3]

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3 Exam-style questions

3.1 From a fresh connection (both ISNs 0), the client sends 40 bytes, then 80 bytes, then a 25-byte segment that is lost, then (after timeout) retransmits it, then sends 10 more.

Give the sequence number of each segment and the cumulative ACK after each, including the stall at the loss. Give the final ACK and the total bytes delivered. State what the receiver never does with out-of-order data above the gap. [8]

3.2 Choose TCP or UDP with a reason for each: a DNS lookup; a file download; a live audio call; a chat message.

State the one property TCP adds over UDP that the file download needs, and the one property of UDP that the call needs. State what the application must add itself if it chooses UDP for the chat. [7]

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