

1. A \_\_\_\_\_ address-binding table is used for each physical network.

**Separate**

2. The Network Layer Protocol ICMP stands for \_\_\_\_\_

**Internet Control Message Protocol**

3. Hashing is the transformation of a string of characters into a usually shorter fixed-length value or a key that represents the original string.

**True**

4. The amount of buffer space available at any time is called the window.

**True**

5. Each autonomous system used to communicate among autonomous systems by chooses an IGP.

**True**

6. TCP is not connection-oriented service.

**False**

7. NEXT HEADER field in the base header defines type of header it appears at the end of fixed-size base header.

**True**

8. There are two standard implementations to improve computational efficiency: Hashing and Direct indexing

**True**

9. \_\_\_\_\_ sends ICMP echo messages with increasing TTL.

**Tracert**

10. \_\_\_\_\_ uses window mechanism to control the flow of data.

**TCP**

11. \_\_\_\_\_ is a type of address used for collection of computers with same prefix.

**Cluster**

12. Due to revolutionalization of IP-V6 the speed has increased from \_\_\_\_\_

### 56Kbps to 1Gbps

13. System rebooting is one of the major problems in the reliable delivery

**True**

14. IPV6 addresses are \_\_\_\_\_ bits.

**128 bits**

15. A popular use of \_\_\_\_\_ is TCP Splicing. It interconnects two independent TCP connections and performs segment rewriting.

**NAPT**

16. \_\_\_\_\_ layer Provides reliable delivery of datagram.

**Transport**

17. In TCP when a computer sends a segment, the \_\_\_\_\_ and \_\_\_\_\_ fields refer to incoming data.

18. \_\_\_\_\_ protocol uses three way handshake to begin a connection.

**TCP**

19. One of the parameters, which motivated IP for change is address space. The \_\_\_\_\_ address space allows for over a million networks. But most networks are class C and too small for many organizations.

**32 bits**

20. The Current version of IP-Version 4 is \_\_\_\_\_ old

**20 years**

21. Twice NAT fails if an application uses the IP addresses instead of Domain Name.

**True**

22. Mapping between a protocol address and a hardware address is called Address Resolution.

**true**

23. Fragmentation when using ICMP for path MTU should be avoided.

**True**

24. In 3-way handshake TCP requires to generate a random \_\_\_\_\_ sequence number.

**32 bits**

25. The UDP stands for\_\_\_\_\_.

**User Datagram Protocol**

26. \_\_\_\_\_ message is sent in response to incoming datagrams with problems.

**ICMP**

27. \_\_\_\_\_ contains all information needed to deliver datagram to the destination.

**Header**

28. UPD is operating system independent.

**Yes**

29. NAPT stands for \_\_\_\_\_

**Network Address and Port Translation**

30. \_\_\_\_\_ Serve Same purpose in Internet as frames on LAN

**Virtual Packets**

31. The amount of buffer space available at any time is called the window.

**True**

32. A \_\_\_\_\_ address-binding table is used for each physical network.

**separate**

33. Class A mask is 255.0.0.0 which is used for \_\_\_\_\_

**Subnetting**

34. Dotted decimal represents each octet in \_\_\_\_\_ and uses a dot to separate octets.

**decimal**

35. \_\_\_\_\_ shows senders preference for low latency, high Reliability.

**SERVICE TYPE**

36. UDP packet is encapsulated in \_\_\_\_\_ datagram.

**IP**

37. HEADER LEN field gives size of extension header.

**True**

38. MTU Stands for \_\_\_\_\_

**Maximum transmission unit**

39. No time for save.

40. As the Internet grew, the original Classful addressing scheme became a limitation. The IP address space was being exhausted because all networks had to choose one of four possible sizes.

**False**

Smiling BOY