Network Architectures 3329 02
Fall 2018 **Quiz 2-2**
09/13/18

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1. In HTTP, the "three-way handshake" — the client sends a small TCP segment to the server, the server acknowledges and responds with a small TCP segment, and, finally, the client acknowledges back to the server — takes _____ RTT(s). The round-trip time (RTT) is the time it takes for a small packet to travel from client to server and then back to the client.

   A. 1 B. 1.5 C. 2 D. 3

2. In a layered architecture, HTTP need not worry about lost data or the details of how the underlying network recover from loss or reordering of data within the network. HTTP simply relies on _____ for realizing all these requirements.

   A. UDP B. TCP C. IP D. TCP/IP

3. To transfer a web page of 9 objects, non-persistent HTTP requires 18 RTTs (2 RTT per object). How many RTTs are needed for persistent HTTP?

   A. `9x1 = 9` B. `1X2 + 8X1 = 10` C. `9X2 = 18` D. `1X2 = 2`

4. A web cache can

   A. act as both a server and a client at the same time

   B. can reduce the response time for a client request

   C. (when deployed in an institution network) can reduce traffic on the institution's access link to the Internet

   D. all of the above

5. Cookies are used to keep track of web users, this is because

   A. HTTP is stateless

   B. HTTP can be non-persistent

   C. HTTP can be persistent

   D. none of the above