

Multiple choice/True and False

Each question in this section is worth 1pt.

For every wrong answer an additional 1/4 is deducted

1. (1pt) In IP, the decision on which outgoing link to forward a given packet depends on the source address and destination address of the packet.
 - (a) True
 - (b) False
2. (1pt) In the 182.61.150.64/255.255.255.192 network, the default router should be assigned the address 182.61.150.128.
 - (a) True
 - (b) False
3. (1pt) An IP packet can be forwarded a maximum of 64 times.
 - (a) True
 - (b) False
4. (1pt) ICMP packets are encapsulated in IP packets.
 - (a) True
 - (b) False
5. (1pt) ICMP is a transport protocol.
 - (a) True
 - (b) False
6. (1pt) OSPF is a link state protocol.
 - (a) True
 - (b) False
7. (1pt) The count-to-infinity problem occurs when using
 - (a) Distance Vector protocol
 - (b) Link State Protocol
 - (c) Path Vector Protocol
 - (d) OSPF Protocol
 - (e) None of the above
8. (1pt) Poisoned reverse is used

- (a) To fix the count-to-infinity problem in RIP
 - (b) To fix the count-to-infinity problem in OSPF
 - (c) To fix the ageing problem in OSPF
 - (d) To fix the ageing problem in RIP
 - (e) None of the above
9. (1pt) The length of an IP address is
- (a) 32 bits
 - (b) 4 bytes
 - (c) all of the above
 - (d) none of the above
10. (1pt) The maximum number of hosts (assignable IP addresses) in the network 12.12.12.0 with mask 255.255.255.224 is
- (a) 255
 - (b) 256
 - (c) 32
 - (d) 30
 - (e) none of the above
11. (1pt) The maximum length of an IP header is
- (a) 20 bytes
 - (b) 40 bytes
 - (c) 60 bytes
 - (d) 80 bytes
 - (e) none of the above
12. (1pt) The minimum length of an IP header is
- (a) 20 bytes
 - (b) 40 bytes
 - (c) 60 bytes
 - (d) 80 bytes
 - (e) none of the above
13. (1pt) When an IP packet reaches a router the TTL field in the packet header is
- (a) incremented by one

- (b) decremented by one
 - (c) incremented by two
 - (d) decremented by two
 - (e) none of the above
14. (1pt) Let P1 be a packet as received by a router R1, P2 be the same packet forwarded by R1 to R2 and P3 is the same packet-forwarded by R2 to the destination. How many fields in the IP header are different between P1 and P3
- (a) 0
 - (b) 1
 - (c) 2
 - (d) 3
 - (e) None of the above
15. (1pt) When the TTL field in an IP packet reaches 0 the router drops the packet and
- (a) Sends an ICMP packet, "destination unreachable", to the source.
 - (b) Sends a UDP error packet to the source.
 - (c) Sends an ICMP packet, "destination unreachable", to the previous router.
 - (d) Sends an IP packet with an option field that contains the error to the source.
 - (e) None of the above.

Problems

1. You have been assigned the 1.1.1.0/24 address range.
- (a) (15pts) Use subnetting to divide the 1.1.1.0/24 into 8 blocks. List the resulting subnets and the subnet masks.
 - (b) (0pts) Assign the first 7 smallest IP blocks to the networks in Figure 1. Network 1 should be assigned the first block, network 2 the second...etc. Also within the same network IPs are assigned to devices alphabetically: A gets the first assignable IP... etc.
 - (c) (15pts) Give the forwarding table for routers A and B.
 - (d) (10pts) Optimize the-forwarding table for A by using only 5 entries.

- (e) (5pts) The forwarding table for A can be optimized further to include only 4 entries. This can be done by changing, for only one network, the IP block assignment done in 1b. (Hint: This chosen network can be assigned any of the 8 blocks obtained in 1a).
- (f) (5pts) Modify A's forwarding table so that of all hosts on Network 1 (we could add other hosts later on), only host X is reachable from A.

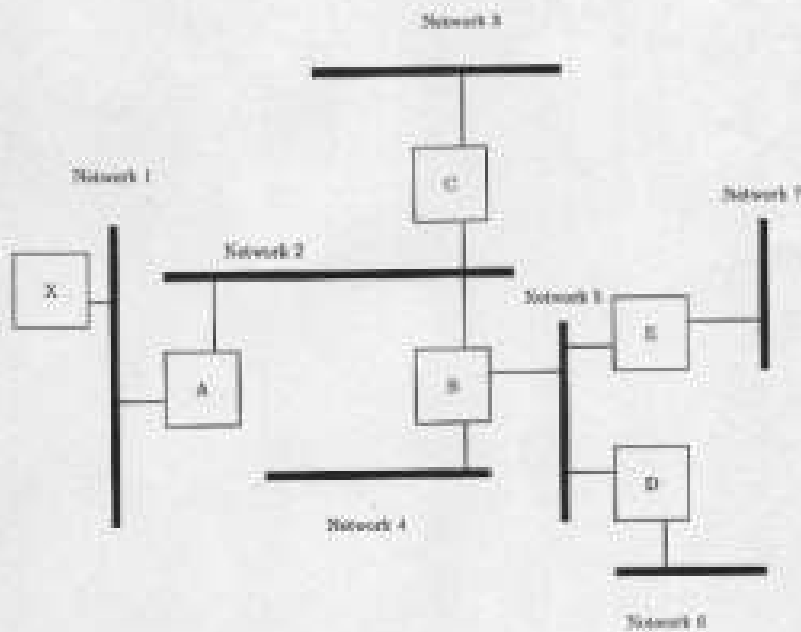


Figure 1:

2. (10pts) Consider the network in Figure 2. Use Dijkstra's shortest path algorithm to fill A's forwarding table shown below. Show all your work.

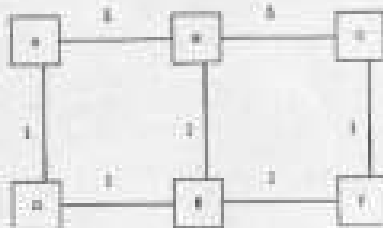


Figure 2:

| destination | next hop | cost |
|-------------|----------|------|
| B | | |
| C | | |
| D | | |
| E | | |
| F | | |

3. Consider the network shown in Figure 3.

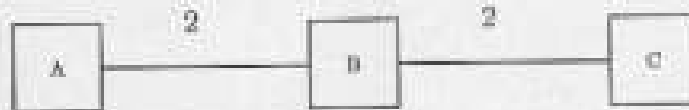


Figure 3:

- (15pts) Show the routing table for routers A, B and C when you run a distance vector protocol. Show all your work.
- (5pts) Suppose that the cost of link A-B changes to 8. Without doing the calculation again explain in a few clear words if there is a count-to-infinity problem.
- (5pts) Suppose that the cost of link A-B changes to 1. Without doing the calculation again explain in a few clear words if there is a count-to-infinity problem.