1 One of the main duties of the transport layer is to provide _____ communication.
A) node-to-node
B) host-to-host
C) process-to-process
D) None of the choices are correct

2 A client program normally uses _____ port number. A server program normally uses _____ port number.
A) a well-known; an ephemeral
B) an ephemeral; a well-known
C) a private; a well-known
D) None of the choices are correct

3 A socket address is a combination of _____.
A) a MAC address and a logical address
B) a MAC address and a port number
C) a user-specific address and a logical address
D) None of the choices are correct

4 _____ means accepting items from more than one source. _____ means delivering items to more than one source.
A) Demultiplexing; Multiplexing
B) Multiplexing; Demultiplexing
C) Encapsulation; Decapsulation
D) Pulling; Pushing

5 _____ means the producer delivers the items when they are produced. _____ means the consumer takes the items when it is ready to do so.
A) Pushing; Pulling
B) Pulling; Pushing
C) Forwarding; Accepting
D) None of the choices are correct

6 In the stop-and-wait protocol, the maximum send window size is _____ and the maximum receive window size is _____, where m is the number of bits in the sequence.
A) 1; 1
B) $2m$, 1
C) 1; 2m
D) 2m ; $2m$

7 In the Go-Back-N protocol, the maximum send window size is _____ and the maximum receive window size is _____, where m is related to the number of bits in the sequence number.
A) 1; 1
B) 1; $2m$
C) $2m - 1$; 1
D) $2m - 1$; $2m - 1$

8 In the selective-repeat protocol, the maximum send window size is _____ and the maximum receive window size is _____, where m is the number of bits in the sequence.
A) 1; 1
B) 1; $2m - 1$
C) $2m - 1$; 1
D) $2m - 1$; $2m - 1$

9 UDP is a _____transport protocol.
A) connectionless, reliable
B) connection-oriented, unreliable
C) connectionless, unreliable
D) None of the choices are correct

10 UDP is an acronym for _____.
A) User Delivery Protocol
B) User Datagram Procedure
C) User Datagram Protocol
D) None of the choices are correct

11 At the transport layer, to define the processes, we need two identifiers called
_____.
A) logical addresses
B) physical addresses
C) port addresses
D) None of the choices are correct

12 The ports ranging from 0 to 1,023 are called the _____ ports. The ports ranging
from 1,024 to 49,151 are called _____ ports. The ports
ranging from 49,152 to 65,535 are called the _____ ports.
A) well-known; registered; dynamic or private

B) registered; dynamic or private; well-known
C) private or dynamic; well-known; registered
D) private or dynamic; registered; well-known

13 UDP and TCP are two protocols at the _____ layer.
A) data-link
B) network
C) transport
D) application

14 A port number is _____ bits long.
A) 8
B) 16
C) 32
D) 64

15 Communication at the transport layer is _____.
A) node-to-node
B) end-to-end
C) node-to-host
D) host-to-node

16 In Go-Back-N, the values of Sf = 3 and Sn = 7, after receiving a packet with ackNo = 6, the value of Sf is _____.
A) 6
B) 7
C) 5
D) None of the choices are correct

17 In Go-Back-N, the values of Sf = 3 and Sn = 7, after receiving a packet with ackNo = 6, the value of Sn is _____.
A) 6
B) 7
C) 5
D) None of the choices are correct

18 In Go-Back-N, the values of Sf = 3 and Sn = 7, after receiving a packet with ackNo = 5, the window _____.
A) slides two slots
B) slides one slot

C) slides three slots
D) does not slide

19 In Selective Repeat, the values of Sf = 3 and Sn = 7, after receiving a packet with ackNo = 5, the window _____.
A) slides two slots
B) slides one slot
C) slides three slots
D) does not slide

20 In Selective Repeat, when a timeout occurs, the timer is _____.
A) stopped
B) started
C) reset (stopped and started)
D) None of the choices are correct