

Your name:

1. Suppose two hosts are communicating using a sliding window protocol. Suppose the send window size is 100 frames. What's the largest number of unacknowledged frames that could be in transit at one time?
- (a) 1
 - (b) 10
 - (c) 100
 - (d) 1000
 - (e) It's impossible to say without knowing the receive window size.

The whole point of the sliding window protocol is to allow multiple frames to be in transit at once, and the sender is limited by its send window size. The answer is 100 frames, (c).

2. Suppose in the previous question the receive window size is set to 1. How does this affect the communications?
- (a) It has no effect.
 - (b) The sender should just have one frame in transit at a time.
 - (c) This may slow things considerably if any frames are lost or arrive out of order.

Saying it has no effect would be very optimistic. This is true **iff** there are no transmission errors, no frame reorderings, etc. (b) doesn't make sense because we're talking about the receive window size, not the send window size. (c) is exactly right however, so that's the best answer.