CMSC 417 Homework Two

Name: ____________________________________________

Read 0.4 and 2.2.
Due Thursday Sep 16.

1. Why use uint32_t? Why not use “unsigned int” instead?

2. Order the following calls for the same socket: close, socket, bind, accept, listen.

3. Why does bind() take an address length as a value, while accept() takes an address length as a pointer to a value (which may be overwritten). Restated, what can accept() change that bind cannot? (You may need to refer to the man pages to answer this question.)

4. Draw the bits 01011010 as if transmitted by Manchester encoding. (Show low and high signals with time.)

5. Draw the bits 01011010 as if transmitted by NRZI. (Assume that the initial zero starts as “low”.)

6. Define baseline wander.

7. Why have short frames? List two (distinct) reasons.