Name: ____________________________________________

Read 1.4 and 2.2.
Due Thursday Feb 21.

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. Define *multiplexing*.

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