

Second Third-Term Exam

Open book and notes; In class

Thursday, Nov. 11th

- ⊕ Do not forget to write your name on the first page. Initial each subsequent page.
- ⊕ Be **neat and precise**. I will not grade answers I cannot read.
- ⊕ You should draw simple figures if you think it will make your answers clearer.
- ⊕ Good luck and remember, brevity is the soul of wit

- All problems are mandatory
- I cannot stress this point enough: **Be precise**. If you have written something incorrect along with the correct answer, you should **not** expect to get all the points. I will grade based upon what you **wrote**, not what you **meant**.
- Maximum possible points: 50 + bonus.

Name: _____

Problem	Points
1	
2	
3	
4	
5	
Total	

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
 1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192 16384 32768 65536

1. Nomenclature

(a) Describe the following terms: (2 points each)

- Sender Policy Framework (SPF)

- Name Server

- DNS Zone

- DKIM (the protocol)

- DNS PTR Record

2. Transport/DNS

- (a) Assume that a NAT local realm has only one host. How many concurrent TCP connections can the NAT device make to 4.2.2.1:80 (in the global/foreign realm)? How does this number change if the number of local realm hosts increases to 2? (1 + 2 points)
- (b) What service(s), beyond checksumming, does UDP provide over IP? (1 point)
- (c) What is the maximum end-to-end throughput you could achieve on a 1 Gbps, 250ms RTT link, with send window-size ≤ 40 maximum-sized segments, segment size ≤ 1250 bytes. Show your work. (3 points)
- (d) What is the primary benefit of storing a name vs. an address in the RDATA part of a NS record? (3 points)

5. Code

- (a) Find as many errors in the following code as you can. This code is based on the amessage.proto example on the protobuf-c wiki pages. (5 points)

```
# amessage.proto
message AMessage {
    required int32 a=1;
    optional int32 b=2;
}
```

Code with errors follows:

```
#include <stdio.h>
#include <stdlib.h>
#include "amessage.pb-c.h"

int main (int argc, char **argv)
{
    AMessage msg;                // amessage structure
    void *buf;                   // Buffer to store serialized data

    msg.a = atoi(argv[0]);
    msg.b = atoi(argv[1]);

    buf = malloc(sizeof(msg));
    amessage__pack(&msg,buf);

    fwrite(buf, sizeof(buf),1,stdout); // Write to stdout to allow direct command line piping

    free(buf); // Free the allocated serialized buffer
    return 0;
}
```

(b) Function `dispatch` has the following prototype:

```
void dispatch(int *sd_set, int n_sd, void (*net_reader)(int),
              void (*ui_updater)(void));
```

`dispatch` takes in an array of socket descriptors (`sd-set`) of length `n-sd`, and two functions `net-reader` and `ui-updater`. Provide pseudocode of `dispatch` that invokes `net-reader` for every descriptor that is ready to read, and invokes `ui-updater` approximately every 1/24th of a second. `dispatch` should continue this read/UI-update cycle forever. Do not use multiple processes, threads or signals (e.g., `SIGALRM`).

Note: this problem asks you to provide **pseudocode**, not code that will compile. You should base your pseudocode on system calls you have learned/used, such as `select` or `poll`, but you don't have to get the syntax/specifics exactly correct. Your solution will be graded on correctness as well as cleanliness of design. (5 points)