

UDP Job Interview Questions And Answers



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UDP Interview Questions And Answers Guide.

Question - 1:

Which is the faster protocol either UDP or TCP?

Ans:

UDP is the faster protocol as it doesn't wait for acknowledgement so it is not at all having reliability as compared to TCP.

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Question - 2:

Is the ip address of computer and modems is same or not?

Ans:

No. The IP address of a system is the logical address where as the address of the MODEM is the MAC(Media Access Control) address, it is the physical address provided by the vendor.

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Question - 3:

What do you mean about isp, and what is work?

Ans:

ISP: (internet service providers)who provides internet services

work of ISP:

- 1)providing internet services i.e ips
- 2) web server sevices
- 3) Virtual hosting(manage web server ,domain and users intenet related works)

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Question - 4:

Tell me Can SSL support UDP, as SSL support TCP?

Ans:

No SSL can not support in UDP beacuse in UDP is a connectionless protocol it is focused on the speed than the security.

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Question - 5:

A device is sending out data at the rate of 2000 bps. How long does it take to send out 100 bits? How long does it take to send out a signal character (8 bits)? How long does it take to send a file of 100,000 characters?

Ans:

how long does it take to send out 100 bits?

$$100/2000 = 0.05 \text{ sec}$$

How long does it takes to send out a single character of 8 bits?

$$8/2000 = 0.004 \text{ sec}$$

How long does it take to send a file of 100000 characters?

As, single character is of 8 bits.So,

$$\{8*100000\}/2000 = 400 \text{ sec}$$

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**Question - 6:**

If the bandwidth of the channel is 8 Kbps, How long does it take to send a frame of 200,000 bits out of this device?

Ans:

26ms

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Question - 7:

A computer monitor has a resolution of 1300 by 1000 pixels.

If each pixel uses 1024 colors, how many bits are needed to send the complete contents of a screen?

Ans:

We need 10 bits to show 1024 colors in a binary system, therefore 10 bits are required for each pixel to be addressed.

We need $1300 \times 1000 \times 10$ bits to send a complete content of a screen.

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Question - 8:

How many types of Transmission are there?

Ans:

Two types of transmissions

1. Serial

2. parallel

serial means sending one bit at a time on a single wire

used over long distances

more efficient

used to send data to external systems

Parallel means sending bits at a time on different wires

used over short distances

efficient but not serial

used to send data in internal transfers

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Question - 9:

What is trojan?

Ans:

Named after the Trojan Horse of ancient Greek history, a trojan is a network software application designed to remain hidden on an installed computer. Trojans generally serve malicious purposes and are therefore a form of malware, like viruses.

Trojans sometimes, for example, access personal information stored locally on home or business computers, then send these data to a remote party via the Internet.

Alternatively, trojans may serve merely as a "backdoor" application, opening network ports to allow other network applications access to that computer. Trojans are also capable of launching Denial of Service (DoS) attacks. A combination of firewalls and antivirus software protect networks against trojans.

Trojans are similar to worms. In contrast to worms and viruses, however, trojans do not replicate themselves or seek to infect other systems once installed on a computer.

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Question - 10:

How to be sure that a UDP message is received?

Ans:

In IP Header Protocol field is available, it tells which protocol it is using as a transport layer, if this field is having 6 (in decimal) it indicates TCP, 17 (in decimal) it indicates UDP.

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Question - 11:

How to get IP header of a UDP message?

Ans:

Actually ip header is not in a udp message.. it comes at network link layer while udp message generate at transport layer so that it's a tricky question and meaningless.....i



think so... may be not sure

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Question - 12:

Write UDP/SOCK_DGRAM applications?

Ans:

to implement the udp service we must creat socket by socket system call which takes argument as SOCK_DGRAM which is used for to pass the data in the form of datagrams.

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Question - 13:

What is What is the major difference between UDP and TCP/IP Protocol?

Ans:

The first thing is UDP is connection less where as TCP is connection oriented.The broadcasting and multicasting software is available in the UDP only.Why because it is connection less hence we can broadcast the packets very easily,no need to wait for connection like in tcp,which takes more delay.

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