## **CHAPTER 19**

## TELNET and Rlogin

## 19.1 MULTIPLE-CHOICE QUESTIONS

1. b	3. d	5. b	<b>7</b> . d	9. a
11. b	13. b	15. c	17. b	19. a
21. c	23. a	25. b	27. d	29. b
31 d				

## 19.2 EXERCISES

- 33. There are 15 characters in the command (including '\n'). Each character is sent separately to the server and each is echoed and acknowledged by the server. Each echo from the server is then acknowledged by the client. A total of 45 packets must be sent, 30 of which contain a single character.
- 35. Three transmissions, each with a minimum size of 72 bytes, mean a total of 216 bytes or 1728 bits.
- 37. Client to Server: IAC DO SUPPRESS GO AHEAD

Server to Client: IAC WILL SUPPRESS GO AHEAD

Client to Server: IAC DO ECHO Server to Client: IAC WILL ECHO

39. Client to Server: IAC DO LINE MODE

Server to Client: IAC WILL LINE MODE

41. Client to Server: IAC DONT LINE MODE

Server to Client: IAC WONT LINE MODE

Server to Client: IAC GA

Client to Server: IAC DO SUPPRESS GO AHEAD Server to Client: IAC WILL SUPPRESS GO AHEAD

Client to Server: IAC DO ECHO

Server to Client: IAC WILL ECHO

- 43.
- a. IAC WILL ECHO
- **b.** IAC DONT ECHO
- c. IAC IP (Interrupt Process)
- d. IAC GA (Go Ahead)
- 45. Server to Client: FF F9

Client to Server: FF FB 18 Server to Client: FF FD 18

Server to Client: FF F9
Client to Server: FF FB 20
Server to Client: FF FE 20

Server to Client: 4C6F67696E3A ...... and so on .....

47. Server to Client: FF F9

Client to Server: FF FD 03 Server to Client: FF FB 03 Client to Server: FF FD 01 Server to Client: FF FB 01

Server to Client: 4C 6F 67 69 6E 3A ...... and so on .....

- 49. The escape character for TELNET is '^]'. The escape character for Rlogin is usually '~'.
- 51. There are no equivalent commands from the server to the client in TELNET.
- 53. No standard answer.