**Transport Layer**
- Where does it sit in the stack?
- Between what entities does it provide communication?
- What kinds of services does it provide?
- Examples of transport layer protocols?

**UDP vs TCP**
- What kind of services are provided by UDP?
- How does error detection work?
- How is error correction different from error detection?
- What additional services are provided by TCP?
- If TCP

**Reliable Data Transfer**
- In what ways can the network be unreliable?
- Is reliability only provided at the transport layer?
- What are the different approaches to provide end-to-end reliability?
Reliable Data Transfer Protocols
- Name some key components of reliable data transfer protocols.
- What are the purposes of:
  - Acknowledgements
  - Sequence numbers
  - Pipelining
  - Estimation of round trip time
  - Timeout?
- What does the window size determine?
- What are some differences between Go-back-N and Selective repeat?

TCP
- Is TCP a Go-back-N or a selective repeat protocol?
- How does TCP estimate the round trip time?
- What is flow control and how does TCP do flow control?

Congestion Control
- Under what network scenario will you see this?
- What are the different approaches to congestion control?

TCP Congestion Control
- What is slow start? Is slow start "slow"?
- How does TCP work in the steady state?
- How can one calculate the throughput of TCP?
- Under what scenario is TCP unfair?