C. U. SHAH UNIVERSITY Summer Examination-2020

Subject Name : Computer Networks

Subject Code : 4TE05CNW1		Branch: B.Tech (CE)	Branch: B.Tech (CE)		
Semester : 5	Date : 26/02/2020	Time : 10:30 To 01:30	Marks : 70		

Instructions:

- (1) Use of Programmable calculator & any other electronic instrument is prohibited.
- (2) Instructions written on main answer book are strictly to be obeyed.
- (3) Draw neat diagrams and figures (if necessary) at right places.
- (4) Assume suitable data if needed.

Q-1 Attempt the following questions:

a)	What is the purpose of preamble in Ethernet frame?	01
b)	What is end-to-end delay?	01
c)	What is MAC and IP address?	01
d)	What is Multiplexing in computer networks?	01
e)	What is checksum in error detection method?	01
f)	Define tunneling.	01
g)	What is subnet mask?	01
h)	What is virtual circuit network?	01
i)	Define the significance of traffic flooding in networks.	01
j)	What is the Hamming distance?	01
k)	Discuss Half duplex with example.	01
l)	What is framing?	01
m)	Major difference between LAN and WAN.	01
n)	What is Protocol?	01

Attempt any four questions from Q-2 to Q-8

Q-2 Attempt all questions

- (a) Explain the OSI model for networking in brief. How does it differ from 07 TCP/IP model?
- (b) List several transmission media for networking. Explain any two media 07 in brief.

Q-3 Attempt all questions

- (a) How virtual circuit network differs from circuit switching network? 07 Discuss with example.
- (b) What is connection oriented and connectionless service? Explain each 07 with example.



Q-4		Attempt all questions	
	(a)	Write short notes on (1) flow control in data link layer (2) Error detection and Correction in data link layer.	07
	(b)	What is cyclic code and explain Cyclic Redundancy Check (CRC) code?	07
Q-5		Attempt all questions	
	(a)	Explain Link-State routing algorithm.	07
	(b)	Describe Go Back N and Selective Repeat protocol.	07
Q-6		Attempt all questions	
	(a)	What do you mean by random access protocols? Explain slotted ALOHA in brief.	07
	(b)	Demonstrate socket programming flow for a simple client-server application using TCP. why must the server program be executed before the client program? For the client- server application over UDP, why may the client program be executed before the server program?	07
Q-7		Attempt all questions	
	(a)	Consider two hosts, A and B, connected by a single link of rate R bps. Suppose that the two hosts are separated by m meters, and suppose the propagation speed along the link is s meters/sec. Host A is to send a packet of size L bits to Host B. a). Express the propagation delay.	07
		b). Determine the transmission time of the packet.	
		end to-end delay.	
		d). Suppose Host A begins to transmit the packet at time $t= 0$. At time	
		t=d trans, where is the last bit of the packet.	
	(b)	Write a short note on DNS.	07
Q-8		Attempt all questions	
	(a)	Explain functionality of Bridge, Hub, Switch, Router, and Gateway.	07
	(b)	Compare and contrast the IPv4 and the IPv6 header fields. Do they have any fields in common?	07

