

COMPUTER NETWORKS

(Information Technology)

Time: 3 hours

Max. Marks: 70

PART – A

(Compulsory Question)

1 Answer the following: (10 X 02 = 20 Marks)

- (a) What are the uses of computer network?
- (b) What part of the electromagnetic spectrum is used for transmission over unguided media?
- (c) What are the applications for which error detection and retransmission is not suitable?
- (d) What is the main principle of Aloha? What is the channel utilization of Aloha?
- (e) What is the difference between adaptive and non-adaptive routing algorithms?
- (f) What are the technical parameters, using which quality of service is measured?
- (g) Why transport layer is called as end-to-end layer?
- (h) What are the fields of UDP header?
- (i) What is the use of TELNET?
- (j) What is the use of e-mail attachment feature?

PART – B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

- 2 (a) What are the different guided media that are used for transmission? Explain them
- (b) What are the differences between LED and Laser as source of light?
- (c) What are the differences between single mode and multimode fiber?

OR

- 3 (a) Compare Circuit switching and Packet switching
- (b) What are the layers of the TCP/IP model? What are the functions performed by each layer?

UNIT – II

- 4 (a) What is Hamming distance? What is the relation between hamming distance and number of bits required for error detection and correction?
- (b) Given the bit sequence 1000001. Compute the hamming bits (assume even parity).
- (c) How hamming distance method can be used for burst error correction

OR

- 5 (a) Given the bit polynomial $x^7 + x^5 + 1$ and generator polynomial $x^3 + 1$. What is the checksum (Remainder)?
- (b) What is the main problem with multiple access of the channel? What are the types of solutions?

UNIT – III

- 6 (a) How the distance vector routing algorithm works? Give example.
- (b) How choke packets can be used to control congestion?

OR

- 7 (a) What are the goals of IPV6?
- (b) With the help of a diagram explain the IPv4 header format.

UNIT – IV

- 8 With the help of diagrams, explain the connection establishment and release phases of TCP.

OR

- 9 (a) Explain the TCP timer management.
- (b) What are the performance problems in computer networks?

UNIT – V

- 10 (a) What are the differences between client and server?
- (b) How DNS helps in using text based website names?

OR

- 11 (a) Explain the important tags of the HTML.

- (b) How the e-mail system works? **www.FirstRanker.com**
