



# B.Tech III Year I Semester (R13) Supplementary Examinations June 2017

# **COMPUTER NETWORKS**

(Information Technology)

Time: 3 hours Max. Marks: 70

### PART - A

(Compulsory Question)

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- 1 Answer the following:  $(10 \times 02 = 20 \text{ Marks})$ 
  - (a) What are the advantages of a layered approach?
  - (b) What are the parameters of a signal? Define them.
  - (c) What are the differences between MAC and IP addresses?
  - (d) Why star topology is preferred for LANs.
  - (e) What are the criteria that can be used for evaluation of routing algorithms?
  - (f) What are the strategies for Flooding in a computer network?
  - (g) Why transport layer is called as source to destination layer.
  - (h) For video transmission, which protocol among TCP and UDP is preferred? Why?
  - (i) What is the format of a typical email in any email system which you are using?
  - (j) On what basis client and server are differentiated in a client server model?

### PART - B

(Answer all five units,  $5 \times 10 = 50 \text{ Marks}$ )

UNIT – I

- 2 (a) Compare OSI and TCP/IP reference models.
  - (b) Compare Packet switching and Circuit switching.

#### OR

- 3 (a) What are the advantages of Fiber over other transmission media?
  - (b) What are the differences between single mode and multimode fiber?
  - (c) What are the problems with unguided media?

# UNIT - I

- 4 (a) How hamming distance is related to error detection and error correction?
  - (b) Given a bit stream 1001101. Add hamming bits to the bit stream to enable single bit error correction. Assume even parity.
  - (c) How hamming distance can be used to correct burst error?

### OR

- 5 (a) Write an algorithm for computing CRC based checksum. Explain with an example.
  - (b) Explain the bit map based channel access method.

### [UNIT - III]

- 6 (a) Define congestion. How congestion can be detected. How the solution based on choke packets works. What are the limitations of it?
  - (b) What are the different types of control messages supported by ICMP?

### OR.

- 7 (a) What is the need for fragmentation? How it works?
  - (b) What are the classes of addresses supported by IPv4? What is the range?
  - (c) What is three bears problem? What is the need for classless addressing?

### [UNIT - IV]

- 8 (a) What are the performance problems in computer networks?
  - (b) What is the format of UDP header? What are the applications which prefer UDP over TCP?

### **OR**

What is the format of TCP segment? With a diagram, explain the connection establishment and release phases of TCP. Discuss the issues associated with them.

# [ UNIT – V ]

- 10 (a) What are the most commonly used tags of HTML?
  - (b) How FTP works?
  - (c) What are the limitations of TELNET?

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