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Total Pages: 04

016405

May 2024

B.Tech. (CEDS) (Fourth Semester)
Computer Networks (PCC-CS-602)

Time: 3 Hours]

[Maximum Marks: 75

Note: It is compulsory to answer all the questions
(1.5 marks each) of Part A in short. Answer
any four questions from Part B in detail.

Different sub-parts of a question are to be
attempted adjacent to each other.

Part A

- 1. (a) What is piggybacking?
 - (b) What are the number of cables required in mesh topology?
 - (c) The subnet mask for a particular network is 255.255.31.0. Which of the following pairs of IP addresses could belong to this network?

 1.5
 - (i) 172.57.88.62 and 172.56.87.233
 - (ii) 10.35.28.2 and 10.35.29.4

(iii) 191.203.31.87	and	191.234.31.88
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- (iv) 128.8.129.43 and 128.8.161.55
- (d) DSSS system spreads the baseband signal by.....the baseband pulses with a pseudo noise sequence.

 1.5
- (e) What is the purpose of IEEE 802.11 specifications?
- (f) A network using CSMA/CD has a bandwidth of 10 Mbps. If the maximum propagation time (including the delays in the devices and ignoring the time needed to send a jamming signal) is 25.6 μs, what is the minimum size of thece frame?

 1.5
- (g) Station A uses 32 byte packets to transmit messages to Station B using a sliding window protocol. The round trip delay between A and B is 80 milliseconds and the bottleneck bandwidth on the path between A and B is 128 kbps. What is the optimal window size that A should use?

 1.5
- (h) What is the purpose of DHCP protocol?

1.5

- (i) What is the purpose of SNMP protocol?
- (j) What is the difference between physical address and logical address?

Part B

2. (a) What is the minimum hamming distance of the following strings 010, 011, 101 and 111.

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- (b) Explain the FHSS technique for data transmission.
- 3. (a) Explain the CRC coding and decoding mechanism by taking example of 1001 as dataword in C(7, 4) scheme.
 - (b) Assume in stop and wait ARQ system, the bandwidth of the line is 1 Mbps and 1 bit takes 30 ms to make a round trip. What is the bandwidth delay product? If the system data frames are 1000 bits in length, what is the utilization percentage of the link. 10
- 4. (a) Explain why the window size should be < 2 m in Go back n ARQ, where m is the size of the sequence number field in bits. 5

	(b)	protocol. 5
	(c)	What is the difference between OSI model
		and TCP/IP model?
5.	(a)	What is the difference between UDP and
	- 5	TCP?
	(b)	A slotted ALOHA network transmits 200-bit
	(-)	frames on a shared channel of 200 kbps.
		What is the throughput if the system (all
		stations together) produces: 10
		(i) 1000 frames per second
		(ii) 500 frames per second
		(iii) 250 frames per second.
6.	(a)	What is the difference between IPv4 and
		IPv6 addressing?
	(b)	Explain the basic concepts of cryptography.
		5
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7.	(a)	Explain the token bucket algorithm in
		detail. 5
	(b)	Write short notes on the following: 10
		(i) DNS
		(ii) WWW.