G 1439 (Pages : 2) Reg. No.....

Name.....

B.TECH. DEGREE EXAMINATION, MAY 2016

Sixth Semester

Branch : Computer Science and Engineering

CS 010 604—Computer Networks (CS)

(New Scheme—2010 Admission onwards)

[Regular/Improvement/Supplementary]

Time : Three Hours Maximum : 100 Marks

Part A

Answer **all** *the questions.*
Each question carries 3 *marks.*

1. What are the requirements of a network ?
2. What is clock based framing ?
3. Define packet switching.
4. What is the use of DEC bit ?
5. Define web services.

(5 × 3 = 15 marks)

Part B

Answer **all** *the questions.*
Each question carries 5 *marks.*

6. Describe the layered and protocol architecture.
7. Explain WiFi and Wimax.
8. Describe about switching and forwarding.
9. What are the fundamentals of RPC ?
10. Explain peer to peer networks.

(5 × 5 = 25 marks)

Part C

Answer **all** *the questions.*
Each question carries 12 *marks.*

11. Explain about OSI architecture in detail.

Or

12. Explain the performance characteristics in a network.

Turn over

13. Explain in detail about byte and bit oriented protocol

Or

14. Describe the reliable transmission stop and wait mechanism.

15. Explain spanning tree algorithms.

Or

16. Explain link state and distance vector routine.

17. Describe connection establishment and termination mechanisms.

Or

18. Explain any *two* congestion control mechanisms.

19. Explain WWW, Email and Name service.

Or

20. Explain Network management.

(5 × 12 = 60 marks)

G 1222 (Pages : 2) Reg. No.....

Name.....

B.TECH DEGREE EXAMINATION, MAY 2015

Sixth Semester

Branch : Computer Science and Engineering

CS 010 604—COMPUTER NETWORKS (CS)

(New scheme—2010 admission onwards)

[Regular/Improvement/Supplementary]

Time : Three Hours Maximum : 100 Marks

Part A

Answer **all** *questions.*
Each question carries 3 *marks.*

1. What is meant by the bandwidth and throughput of a network ? Write down the relation between the bandwidth and throughput.
2. Explain any one byte oriented framing protocol.
3. Describe the concept of source routing.
4. Draw the structure of the TCP header and explain the purpose of the individual fields.
5. Write short notes on peer to peer networks.

(5 × 3 = 15 marks)

Part B

Answer **all** *questions.*
Each question carries 5 *marks.*

6. Explain the significance of the delay bandwidth product of a network in detail.
7. Write brief notes on Bluetooth networks.
8. What is the role of a bridge in a network ? Describe the concept of a learning bridge.
9. Explain the adaptive retransmission mechanism used in TCP.
10. Write brief notes on the SNMP protocol.

(5 × 5 = 25 marks)

Part C

Answer **all** *questions.*
Each full question carries 12 *marks.*

11. Write detailed notes on salient features of a layered network architecture. Explain the ISO OSI network architecture.

Or

Turn over

12. Describe the various requirements that need to be satisfied by a computer network in detail.

13. Explain the different ARQ mechanisms used to ensure reliable transmission of data in a network.

Or

14. Write detailed notes on the characteristics of 802.3 Ethernet.

15. Describe the distance vector routing algorithm in detail.

Or

16. What is an internetwork ? Explain the service model of the Internet Protocol.

17. Write detailed notes on the Remote Procedural Call mechanism.

Or

18. Explain the various methods used by TCP for congestion control.

19. Explain the functioning of HTTP in detail.

Or

20. Write detailed notes on the concept of the Domain Name System.

(5 × 12 = 60 marks)