

National University of Computer and Emerging Sciences, Lahore Campus



Course:
Program:
Duration:
Date:
Section:

Computer Networks
BS(Computer Science)
20 Minutes
Oct, 2019
E (a)

Course Code: CS307
Semester: Fall 2019
Total Marks: 14
Quiz: 2
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Name _____ Roll No. _____

Question 1: [Marks 4]

1. Which of the following is false with respect to UDP
 - a) Connection-oriented
 - b) Unreliable
 - c) Transport layer protocol
 - d) All of the mentioned
2. Which multiplexing technique transmits digital signals?
 - a) FDM
 - b) TDM
 - c) WDM
 - d) FDM & WDM
3. Domain Name System (DNS), has two types of messages
 - a) Query and Resolver
 - b) Hosted and Generic
 - c) Query and Responsive
 - d) Resolver and Informative
4. Unreliable and connectionless protocol is
 - a) TCP
 - b) ARP
 - c) RARP
 - d) IP

Question 2: [Marks 4]

Indicate whether you think TCP or UDP would be better suited for each of the following applications and briefly explain why.

State any assumptions that you are making for each application.

• Streaming video client/server

UDP – reliability is not needed, but a low latency is. UDP will give a higher-quality transmission if there are limited network resources.

• Multiplayer online first-person shooting game

Probably UDP – reliability is needed here, but so is low latency. A case could be made for both, but many games use UDP in order to achieve the low latency.

Question 3: [Marks 6]

Consider the TCP connection mechanism.

- i. What mechanism is used to set up a TCP connection?

- ii. Using diagram show how the mechanism works.

Answer:

1. 3 way handshake
2. Explained in diagram:

