

## Exam in Computer Networks (Open Book)

- Take printout of this paper and solve using pen in your own handwriting. If you are unable to print, then solve on plain paper using Question Numbers.
- Take Picture of your answers and combine them into a single PDF file (Free online tools available). The file name should be your Roll Number. Upload solution on Google Class room before the deadline. 15-11-2020, 11:55pm.
- Make sure that all questions are in the ascending order.
- Avoid needless and irrelevant details as it may result in the deductions of points. Try to elaborate your knowledge and avoid copying the lecture slides.

*Good Luck!!*

### Section I

#### Q.1 Multiple Choice Questions

(20 p)

1) In Bipolar AMI encoding, we need to assure at least 7 baud rate (signals) to transmit any 7 bits?

- a) 9
- b) 14
- ☒ c) 7
- d) 11
- e) A, Band D
- f) C and D
- g) All of the Above

2) \_\_\_\_\_ schemes require more bandwidth but are based on Bipolar AMI to reduce requirement on clock synchronization.

- a) Manchester
- b) B8ZS
- c) NRZ-I
- d) HDB3
- ☒ e) A, B and D
- f) B and D
- g) All of the above

3) One of the main advantages of packet switching is:

- a) High multiplexing gain
- b) Simplified network
- c) No media reservation required

☒ d) All of the Above

4) In Manchester encoding for Ethernet, we need to assure at least 16 baud rate (signals) to transmit any 8 bits?

- a) 8
- ☒ b) 16
- c) 7
- d) 11
- e) A, Band D
- f) C and D
- g) All of the Above

5) Which of the following services use TCP?

- a) SMTP
- b) HTTP
- c) TFTP
- ☒ d) FTP
- e) a,b and d
- f) c and d
- g) All of the Above

6) Switch checks the first 64 bytes and then forwards frames in Fragment free mode.

- a) Cut-Through
- ☒ b) Store and Forward
- c) Fragment Free
- d) None of the above

7) STP eliminates the broadcast storms and MAC Database instability problem in the redundant topology.

- ☒ a) STP
- b) CSMA/CD
- c) TDMA
- d) FDMA

8) The wireless networks exhibit following characteristics as compared to the wired networks:

- a) High loss rate
- b) High jitter
- ☒ c) Increased delay
- ☒ d) All of the above

9) Lower frequency will result in increased <sup>range</sup> as compared to the higher frequency levels.

- ✓
- a) increased range
  - b) more attenuation
  - c) shorter antenna
  - d) None of the above

10) The DoD model (also called the TCP/IP stack) has four layers. Which layer of the DoD model is equivalent to the Network layer of the OSI model?

- a) Application
- b) ☒ Host-to-Host
- c) Internet
- d) Network Access

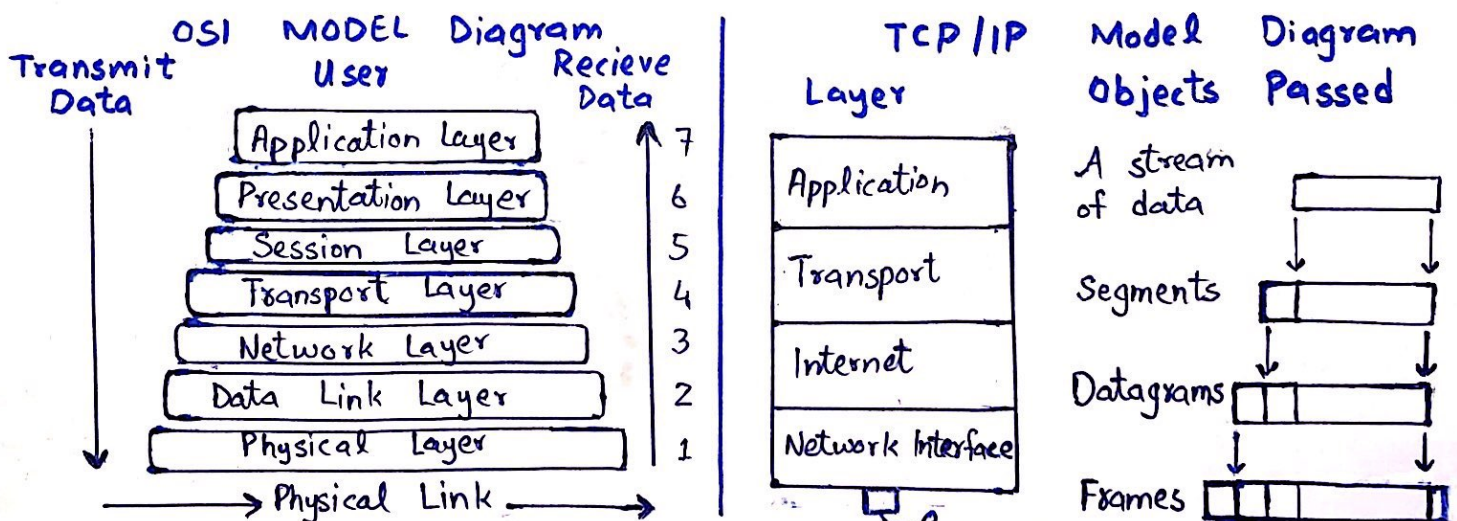
## Section II

**Note: Attempt all questions**

2.

(10 p)

a) Draw the diagrams of OSI and TCP/IP models?

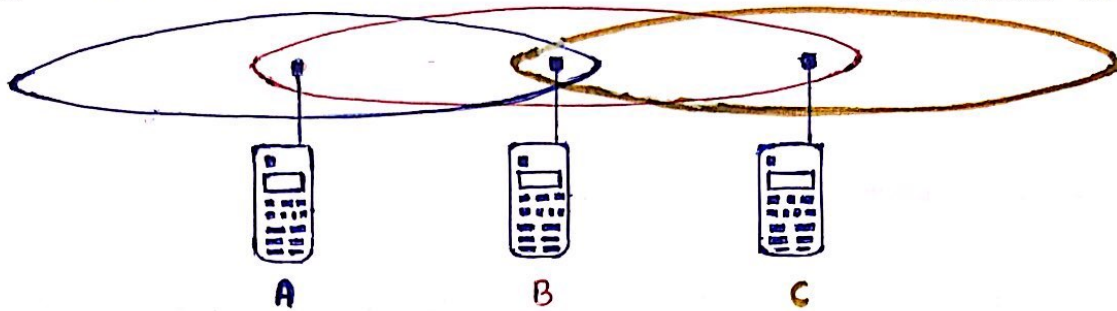


b) Describe the problem of "hidden terminals" with the help of diagram?

### ◆ HIDDEN TERMINALS:-

- o main issue: transmission ranges of transmitters
  - A reaches B, not C
  - C reaches B, not A
  - B reaches both A, C
- o A and C "hidden" from each other
  - A and C simulation, transmits to B
  - Collision at B
- o CS (Carrier Sense) fails<sup>3</sup>
  - A and C cannot sense each other





c) What is the main difference between "Aloha" and "Slotted-Aloha"?

### ALOHA

- In Pure Aloha, any station can transmit data at any time
- Maximum efficiency = 18.4%
- Does to reduce the no. of collisions
- Vulnerable time =  $2 \times T_t$
- Time is continuous and is not globally synchronized

### SLOTTED - ALOHA

- In slotted Aloha, any station can transmit data only at beginning of any time slot.
- Maximum efficiency = 36.8%
- It reduces the no. of collisions to half thus doubles the efficiency.
- Vulnerable time =  $T_t$
- Time is discrete and is globally synchronized

d) What are the main differences between Circuit and Packet Switching?

### CIRCUIT SWITCHING

- "Bandwidth allocation" (Reservation of resources)
- Low multiplexing gain
- Intelligent network - Simple hosts
- All packets use same path.

### PACKET SWITCHING

- No reservation needed (Packets can get lost, Store & Forward)
- High multiplexing gain
- Intelligent hosts - Simple network
- Packets travel independently.

e) Differentiate between ASK, FSK and PSK.

### ASK

- It's noise immunity is low.
- It's error probability is high
- It's complexity is simple
- It's performance in presence of noise is poor.
- It's bit rate suitable upto 100 bits/sec

### FSK

- It's noise immunity is high
- It's error probability is low
- It's complexity is moderately complex.
- It's performance in presence of noise is better than ASK
- It's bit rate suitable upto about 1200 bits/sec

### PSK

- It's noise immunity is high
- It's error probability is low
- It's complexity is very complex.
- It's performance in presence of noise is better than FSK
- It's bit rate suitable for high bit rates.

3.

(10 p)

Suppose three devices A, B and C in a CDMA network with the following 8-bit orthogonal codes:

A = 10101010

B = 11001100

C = 10010110

The transmission power of B is twice as compared to A and C. Perform all the steps to send and detect 00 for Sender A, 10 for Sender B and 0X for Sender C (where X means that the sender doesn't transmit in this interval).

A = 10101010  $\xrightarrow{\text{transmit}}$  00  
 B = 11001100  $\xrightarrow{\text{transmit}}$  10  
 C = 10010110  $\xrightarrow{\text{transmit}}$  0X

Assign: +1 for '1' and -1 for '0'

A = {10101010} = {+1, -1, +1, -1, +1, -1, +1, -1}  
 B = {11001100} = {+1, +1, -1, -1, +1, +1, -1, -1}  
 C = {10010110} = {+1, -1, -1, +1, -1, +1, +1, -1}

1<sup>st</sup> INTERVAL  
Transmitted data

|            |    |    |    |    |    |    |    |    |
|------------|----|----|----|----|----|----|----|----|
| A = 0      | -1 | +1 | -1 | +1 | -1 | +1 | -1 | +1 |
| B = 1      | +1 | +1 | -1 | -1 | +1 | +1 | -1 | -1 |
| C = 0      | -1 | +1 | +1 | -1 | +1 | -1 | -1 | +1 |
| Signals(S) | -1 | +3 | -1 | -1 | +1 | +1 | -3 | +1 |

Detection:-

$$A: -1 -3 -1 +1 +1 -1 -3 -1 = -8$$

$$B: -1 +3 +1 +1 +1 +1 +3 -1 = 8$$

$$C: -1 -3 +1 -1 -1 +1 -3 -1 = -8$$

$$A: -8 \Rightarrow 0$$

$$B: +8 \Rightarrow 1$$

$$C: -8 \Rightarrow 0$$



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## 2<sup>nd</sup> INTERVAL

|            |                         |
|------------|-------------------------|
| A = 0      | -1 +1 -1 +1 -1 +1 -1 +1 |
| B = 0      | -1 -1 +1 +1 -1 -1 +1 +1 |
| C = x      | Idle                    |
| Signals(S) | -2 0 0 +2 -2 0 0 +2     |

Detection:-

$$A : -2 \ 0 \ 0 \ -2 \ -2 \ 0 \ 0 \ -2 = -8 \Rightarrow 0$$

$$B : -2 \ 0 \ 0 \ -2 \ -2 \ 0 \ 0 \ -2 = -8 \Rightarrow 0$$

$$C : -2 \ 0 \ 0 \ +2 \ -2 \ 0 \ 0 \ +2 = 0 \Rightarrow \text{Nothing (x)}$$

Hence, Results are:-

A : transmitted  $\rightarrow$  00 while detected  $\rightarrow$  00

B : transmitted  $\rightarrow$  10 while detected  $\rightarrow$  10

C : transmitted  $\rightarrow$  0x while detected  $\rightarrow$  0x

4.

Draw the MAC header (frame) of IEEE 802.11. Explain all the fields (bit patterns) like Frame Control, TO DS, and From DS bits with the help of table.

(10 p)

## → MAC FRAME:- OF IEEE 802.11:-

The MAC Layer frame consists of 9 fields. The following figure shows the basic structure of an IEEE 802.11, MAC data frame along with the content of the frame control field.

| Frame Control | Duration / ID | Address 1 | Address 2 | Address 3 | SC      | Address 4 | Data         | CRC     |
|---------------|---------------|-----------|-----------|-----------|---------|-----------|--------------|---------|
| 2 bytes       | 2 bytes       | 6 bytes   | 6 bytes   | 6 bytes   | 2 bytes | 6 bytes   | 0-2312 bytes | 4 bytes |

| Protocol Version | Type   | Subtype | To DS | From DS | More Frag | Retry | Power Mgmt | More data | WEP   | Order |
|------------------|--------|---------|-------|---------|-----------|-------|------------|-----------|-------|-------|
| 2 bits           | 2 bits | 4 bits  | 1 bit | 1 bit   | 1 bit     | 1 bit | 1 bit      | 1 bit     | 1 bit | 1 bit |

### IEEE 802.11 MAC Frame Structure

#### • Frame Control (FC):-

It's 2 bytes long field which defines type of frame & some control information. Various fields present in FC are:-

##### 1) Version:-

It's a 2 bit long field which indicates the current protocol version which is fixed to be 0 for now.

##### 2) Type:-

It's a 2 bit long field which determines the function of frame i.e. management (00), control (01) or data (10). The value 11 is reserved.

##### 3) Subtype:-

It's a 4 bit long field which indicates subtype of the frame like 0000 for association request, 1000 for beacon.

##### 4) To DS:-

It's a 1 bit long field which set indicates that destination frame is for DS (distribution system).

##### 5) From DS:-

It's a 1 bit long field which when set indicates frame coming from DS.



**6) More frag (More Fragments):-**

It's 1 bit long field which when set to 1 means frame is followed by other fragments.

**7) Retry:-**

It's a 1 bit long field, if the current frame is a retransmission of an earlier frame, this bit is set to 1.

**8) Power Mgmt (Power Management):-**

It's 1 bit long field, which indicates the mode of a station after successful transmission of a frame. Set to 1 the field indicates that the station goes into power-save mode. If the field is set to 0, the station stays active.

**9) More data:-**

It's 1 bit long field which is used to indicate a receiver that a sender has more data to send than the current frame. This can be used by an access point to indicate to a station in power-save mode that more packets are buffered or it can be used by a station to indicate to an access point after being polled that more polling is necessary as the station has more data ready to transmit.

**10) WEP:-**

It's 1 bit long field which indicates that the standard security mechanism of 802.11 is applied.

**11) Order:-**

It's 1 bit long field, if this bit is set to 1 the received frames must be processed in strict order.