**CS610 Computer Network Solved MCQs by R@ïñßøwßrïght Part 3/3**

**Which one is NOT the function of ping program?**

* **Traceability**
* Reach ability
* Both a and b
* None of the given

**A datagram cannot be larger than \_\_\_\_\_\_\_\_ of a network over which it is sent.**

* **MTU**
* Size
* IP header
* None of the given

**MTU Stands for \_\_\_\_\_\_\_**

* Minimum transmission unit
* **Maximum transmission unit**
* Multicast transmission unit
* None of the given

**Fragmentation when using ICMP for path MTU should be avoided.**

* **True**
* False

**HEADER LEN field gives size of extension header.**

* False
* **True**

**The process of learning the path MTU is known as path MTU discovery.**

* **True**
* False

**\_\_\_\_\_\_\_\_ is less complex and easy to understand.**

* TCP
* **UDP**
* IP
* None of the given

**IPV6 128 bits address includes network prefix and \_\_\_\_\_\_\_\_**

* **Host sufix**
* Host prefix
* source Prefix
* None of the given

**The Universal Datagram is not an end-to-end protocol.**

* True
* **False**

**Ethernet uses a \_\_\_\_\_\_\_\_\_\_\_\_ static addressing scheme in which each device is assigned a unique address by the manufacturer.**

* 64
* **48**
* 32
* 8

**The --------- bit preamble in the Ethernet frame format that precedes the frame contains alternating 1s and 0s that allow the receiver’s hardware to synchronize with the incoming signal.**

* 64
* 32
* 16
* **8**

**The third field of the header consists of ------ bit Ethernet frame type.**

* 48
* 32
* **16**
* 8

**An interface for twisted pair Ethernet must have a \_\_\_\_\_\_\_\_\_\_\_\_ connector, and must generate signals according to the\_\_\_\_\_\_\_\_\_\_\_\_\_ specification.**

* BNC- t base 10
* **RJ 45- t base 10**
* BNC-t base 5
* RJ 45-t base 2

**A bridge uses the \_\_\_\_\_\_\_\_\_\_\_ to determine which computers connect to which segment and uses the \_\_\_\_\_\_\_\_\_\_ to determine whether to forward a copy of frame.**

* **Source , destination**
* Source , source
* Destination, source
* None from above

**Formally named \_\_\_\_\_\_\_\_\_\_ informally known as the thick wire Ethernet or Thick net.**

* 10 Base 2
* **10 Base 5**
* 10 Base T
* None of the given

**Formally named --------------- informally known as thin wire Ethernet or thin net.**

* **10 Base 2**
* 10 Base 5
* 10 Base T
* None of the given

**Formally named \_\_\_\_\_\_\_\_\_\_ informally known as the twisted pair Ethernet or TP Ethernet.**

* 10 Base 2
* 10 Base 5
* **10 Base T**
* None of the given

**Most NICs contain \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ circuitry that allows the NIC to operate independent of the CPU.**

* **DMA(Direct Memory Access)**
* Multiplexer
* Transceiver
* None of the given

**A system with redundant bridges might have a problem with\_\_\_\_\_\_\_ in the system.**

* **Loop**
* Filters
* Spamming
* All above

**A Bridge can \_\_\_\_\_\_\_\_**

* Filter a frame
* Forward a frame
* Extend a LAN
* **Do all the above**

**\_\_\_\_\_\_\_\_ has a jitter zero**

* None of the given is correct answer
* Virtual Private Network
* **Isochronous Networks**
* Asynchronous Network
* [[Profile photo for Andreas Fink](https://www.quora.com/profile/Andreas-Fink-2)](https://www.quora.com/profile/Andreas-Fink-2" \t "_blank)
* **[Andreas Fink](https://www.quora.com/profile/Andreas-Fink-2" \t "_blank)**
* CEO (2016–present)Author has **238** answers and **150.4K** answer views[2y](https://www.quora.com/Is-it-possible-for-an-internet-connection-to-have-0-jitter-or-all-connections-must-have-more-than-0-00-jitter/answer/Andreas-Fink-2)
* Jitter is the variation of the delay. Theoretically over some networks the jitter can be zero when delivery delays are conceptually fixed (in tokenring or TDM based networks such as SDH). Even in direct point to point networks (serial). However the server application answering to the request might take longer to answer in some cases depending on the computers current load. Hence the answer time can vary already by that. In other words, there is always jitter. The important question is however how much is tolerable. In a simple LAN with one ethernet switch, jitter is very low. While on a link running around half the world, each packets can travel different paths and routers can be heavily loaded and create queues or even packet loss, both creating additional delays for some packets but not others and thus increasing the jitter.
* Jitter can be overcome on the receiving side by having large enough buffers and a fixed maximum jitter delay.

**Unlike Frame Relay and ATM, SMDS (Switched multi-megabit Data service) offers\_\_\_\_\_\_\_ .**

* **Connectionless service paradigm**
* Connection oriented service paradigm
* Both Connectionless and Connection-oriented service paradigm
* None of the given

**ATM assigns each VC a \_\_\_\_\_\_\_\_\_\_\_\_\_ identifier that is divided two parts to produce a hierarchy.**

* 21-bit
* 22-bit
* 23-bit
* **24-bit**

**Most WAN systems include a mechanism that can be used to eliminate the common case of duplication routing is called\_\_\_\_\_\_\_\_\_\_\_**

* Hierarchal address
* **Default route**
* Shortest path
* None of the given

**The next hop to which a packet is sent depends only on**

* **Packet’s destination**
* Packet’s original source
* Path the packet has taken
* Non of the given

**When an application--------------- data, it makes a copy of the data available to all other computers on the network?**

* **Broadcasting**
* Multicasting
* Unicasting
* None of the given

**A ---------- provide a mechanism that a customer can use to set a physical  address.**

* Static addressing scheme
* **Configurable addressing scheme (IP)**
* Dynamic addressing scheme
* None of the given

**\_\_\_\_\_\_\_\_\_\_\_\_\_ sense a signal on one cable and then transmits an amplified copy on the other cable.**

* **Repeater**
* Bridge
* Hub
* None of the given

**The maximum size of an Ethernet segment is\_\_\_\_\_\_\_\_\_\_\_**

* 250 meters
* **500 meters**
* 700 meters
* None of the given

**FDDI can transmits data at a rate of -----**

* 1000 million bits per second
* **100 million bits per second**
* 10 million bits per second
* None of the given

**Computers attached to one an other use ------ in which a computer waits for the other to be idle before transmitting a frame.**

* **CSMA/CD**
* CSMA/CA
* TOKEN PASSING
* None of the given

**-------------- have advantages arisen from the size and ease of computation.**

* **CRC**
* Parity (correct)
* Checksums
* None of given

**The term -------- is used to denote the definition of a packet used with a specific type of network.**

* Packet
* **Frame**
* Data
* None of the given

**------ has no way to determine the cause of the problem.**

* **Ping**
* Trace route
* ICMP
* Non of the given

**In -------------, network occupies the smaller area like a room a floor or a building**

* **LAN**
* WAN
* MAN
* None of the given

**In ---------, network occupies larger areas like cities & countries.**

* LAN
* **WAN**
* MAN
* None of the given

**No error detection scheme is perfect because transmission errors can affect the additional information as well as the data.**

* False
* **True**

**A typical port on an ATM switch operates at \_\_\_\_\_\_\_\_\_\_ or higher.**

* OC-2 speed (155Mbps)
* OC-3 speed (100Mbps)
* **OC-3 speed (155Mbps)**
* OC-3 speed (155Gbps)

**The product of delay and throughput measures the \_\_\_\_\_ of data that can be present on the network.**

* Area
* **Volume**
* Length
* None of the given

**\_\_\_\_\_\_\_\_\_\_is used for compressed audio and video where the data rate depends on the level of compression that can be achieved.**

* Constant Bit Rate (CBR) service
* **Variable Bit Rate (VBR) service**
* Available Bit Rate (ABR) service
* None of the given

**Which of the following is a connecting device?**

* Bridge
* Repeater
* Hub
* **All the given**

**A bridges function in the \_\_\_\_\_\_\_\_\_ layers(s).**

* Physical (MAC)
* Data link
* Network
* **Physical (MAC) and Data link**

**A Bridge forwards or filters a frame by comparing the information in its address table to the frame’s\_\_\_\_\_\_\_\_\_\_**

* Layer 2 source address
* Source node’s physical address
* **Layer 2 destination address**
* Layer 3 destination address

**IEEE LLC/SNAP header is --------, which is used to specify the type of data.**

* **8 octets**
* 8 bytes
* 8 bits
* None of the given

**An ------------method, the network hardware designers specify how type information is included in the frame and the value use to identify various frame types.**

* **Explicit frame type**
* Ideal frame type
* Implicit frame type
* None of the given

**Local Talk is a LAN technology that employs -------------**

* Star topology
* **Bus topology**
* Ring topology
* None of the given

**The Fast Ethernet hardware operates at a rate of --------**

* 10 Mbps
* **100 Mbps**
* 1000 Mbps
* None of the given

**---------- scheme, which is designed to help detect transmissions errors, send one extra bit of information with each character**

* **Parity**
* Checksums
* CRC
* None of given

**Computer networks are often called -------------- because they use packet technology.**

* Ethernet
* Switch networks
* **Packet networks**
* None of the given

**------ Program sends a message to a remote computer and reports whether the computer responds.**

* **Ping**
* Traceroute
* ICMP
* Non of the given

**In Point-to-Point topology there are two topologies.**

* Tree and Ring
* Star and Ring
* **Star and Tree**
* None of  the given

**A network uses a ------arranges for computers to be connected in a closed loop.**

* Star Topology
* **Ring Topology**
* Bus Topology
* None of the given

**An interface for thin Ethernet must have an \_\_\_\_\_\_\_\_\_\_\_\_ connector, and must generate signals according to the\_\_\_\_\_\_\_\_\_\_\_\_\_ specification.**

* RJ-45, 10 Base T
* RJ-45, 10 Base 5
* **BNC, 10 Base 2**
* BNC, 10 Base T

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