1)TCP/IP model does not have \_\_\_\_\_\_ layer but OSI model have this layer.

a) session layer

b) transport layer

c) application layer

d) None of the mentioned

Answer:A

2)TCP/IP model was developed \_\_\_\_\_ the OSI model.

a) prior to

b) after

c) simultaneous to

d) none of the mentioned

Answer:A

3)Which address identifies a process on a host?

a) physical address

b) logical address

c) port address

d) specific address

Answer:C

4)In the OSI model, as a data packet moves from the lower to the upper layers, headers are \_\_\_\_\_\_\_

a) Added

b) Removed

c) Rearranged

d) None of the mentioned

Answer:B

5)Application layer is implemented in

a) End system

b) NIC

c) Ethernet

d) None of the mentioned

Answer:A

6)A subset of a network that includes all the routers but contains no loops is called

a) spanning tree

b) spider structure

c) spider tree

d) none of the mentioned

Answer:A

7)In virtual circuit network each packet contains

a) full source and destination address

b) a short VC number

c) only source address

d) only destination address

Answer:B

8)Which one of the following is not a function of network layer?

a) routing

b) inter-networking

c) congestion control

d) none of the mentioned

Answer:D

9)The data link layer attempts to make control(?)

a) Source to destination delivery

b) Process-to-process delivery

c) Hop-to-hop delivery

d) None of above

Answer:C

10)A port address in TCP/IP is \_\_\_\_\_\_ bits long.

a) 32

b) 48

c) 16

d) none of the above

Answer:C

11)The field that remains unchanged during the time the IPv4 datagram travels from the source host to the destination host is

a) Destination address

b) Source Address

c) Both a and b

d) None of the above

Answer:C

12)In Congestion Control, a bit can be set in a packet moving in same direction with congestion in

Answer: Forward Signaling

13)In Unicast Routing, Dijkstra algorithm creates a shortest path tree from a

a) Graph

b) Tree

c) Network

d) Link

Answer:A

14)An endpoint of an inter-process communication flow across a computer network is called

a) socket

b) pipe

c) port

d) none of the mentioned

Answer:A

15)the IP is a \_\_\_\_\_\_ protocol

answer?:network

16)In Quality Service,Jitter is delay for packets belonging to the

Answer:Same Flow

17)The\_\_\_\_\_\_\_\_\_ layer is responsible for the delivery of a message from one process to another.

a) transport

b) network

c) physical

d) none of the above

Answer:A

18)Which of the protocol at transport layer provides connection oriented service?

Answer:Transmission Control Protocol

19)User datagram protocol is called connectionless because

a) all UDP packets are treated independently by transport layer

b) it sends data as a stream of related packets

c) it is received in the same order as sent order

d) none of the mentioned

Answer:A

20)A flow of data needs resources such as a buffer, bandwidth and

a) CPU time

b) Timer

c) Control flow

d) CPU Control

Answer:A

21)CBR stands for

Answer:Constant Bit Rate

22)In Congestion Control, warning message goes directly to the

a)Data Station

b)Destination Station

c)Network Station

d)Source Station

Answer:D

23)A mechanism to control amount and rate of traffic sent to network is called

a) Traffic Congestion

b) Traffic Flow

c) Traffic Control

d) Traffic Shaping

Answer:D

24)In version field of IPv4 header, when machine is using some other version of IPv4 then datagram is

a) Discarded

b) Accepted

c) Interpreted

d) Interpreted incorrectly

Answer:A

25)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

Answer:C

26)Transport layer aggregates data from different applications into a single stream before passing it to

a) network layer

b) data link layer

c) application layer

d) physical layer

Answer:A

27)In IPv4, value of Maximum Transfer Unit (MTU) depends on the

a) Physical network protocol

b) DataLink network protocol

c) UD protocol

d) Transport network protocol

Answer:A

28)In IPv4,datagrams are the

Answer?:Packets

29)User Datagram Protocol (UDP) perform very limited service of

a) Error Detecting

b) Error Controlling

c) Error Checking

d) Error Removing

Answer:C

30)Network layer was designed to solve problem of delivery through

a) Single Link

b) Multilevel Link

c) Several Link

d) Unicast Link

Answer:C

31)Transmission control protocol implements an error control mechanism to provide

a) Unreliablity

b) Availibilty

c) Security

d) Reliablity

Answer:D

32)Which of the following does UDP guarantee?

a) flow control

b) connection-oriented delivery

c) reliability

d) none of the above

Answer:D

33)If application layer program needs reliability, we use a reliable transport layer protocol by implementing flow and error control at the

a) Physical layer

b) Data link layer

c) Network layer

d) Transport layer

Answer:D

34)The ports ranging from 49,152 to 65,535 can be used as temporary or private port numbers. They are called the \_\_\_\_\_\_\_\_ ports.

Answer:Dynamic

35)There can be up to 40 bytes of optional information in the

a) TCP header

b) TCP/IP Header

c) UDP Header

d) IP Header

Answer:A

36)In Process to Process delivery, four pieces of information are part of the

a) Protocol Header

b) Port Header

c) Slot Header

d) IP Header

Answer:D

37)Transmission Control Protocol controls the

Answer?:congestion

38)User Datagram Protocol (UDP) is a very simple protocol, using

a) Minimum of overhead

b) Maximum of overhead

c) Periodic Overhead

d) Complex overhead

Answer:A

39)There is no flow control and hence no window mechanism in

a) UDP

b) TCP

c) TCP/IP

d) ICMP

Answer:A

40)In TCP, each connection have

a) 1 Stream

b) 2 streams

c) 3 streams

d) Infinite Streams

Answer:B

41)Which one of the following is a transport layer protocol used in networking?

a) TCP

b) UDP

c) Both TCP and UDP

d) None of the mentioned

Answer:C

42)Length of port address in TCP/IP

Answer:16

43)UDP packets are encapsulated in

a) an Ethernet frame

b) an TCP segment

c) an IP datagram

d) none of the above

Answer:C

44)In transport layer, a message is normally divided into transmittable

a) Segments

b) Signals

c) Networks

d) Frames

Answer:A

45)Transport layer may be responsible for flow and error Control, like the

a)Physical Layer

b)Data Link Layer

c)Subnet Layer

d)Application Layer

Answer:B

46)User Datagram Protocol (UDP) is using services of IP to provide

a)Host-to-Host

b)IP-to-IP

c)Process-to-Process

d)Hop-to- Hop

Answer:C

47)Transport layer protocols deals with

a) application to application communication

b) process to process communication

c) node to node communication

d) none of the mentioned

Answer:B

48)A \_\_\_\_\_ is a TCP name for a transport service access point.

a) port

b) pipe

c) node

d) none of the mentioned

Answer:A

49)User datagram protocol is called connectionless because

a) all UDP packets are treated independently by transport layer

b) it sends data as a stream of related packets

c) both (a) and (b)

d) none of the mentioned

Answer:A

50)The field used to detect errors over the entire user datagram is

a) UDP header

b) Checksum

c) Source port

d) Destination port

Answer:B

52. The ports ranging from 49,152 to 65,535 can be used as temporary or private port numbers. They are called the \_\_\_\_\_\_\_\_ ports.

a) well-known

b) registered

c) dynamic

d) none of the above

Answer: C

104. A mechanism to control the amount and the rate of the traffic sent to the network is called

a) Traffic Congestion

b) Traffic Flow

c) Traffic Control

d) Traffic Shaping

Answer: **Traffic Shaping (D)**

9. In distance vector routing, each node shares its routing table with its

a) Immediate neigbors

b) Next lane neigbors

c) Distant neigbors

d) Two hop neigbors

10. In Unicast routing, link state routing has a different philosophy from that of

a) Distance vector routing

b) Distance variable router

c) Distance vector rotator

d) Distance variable vector

11.Multicast link State Routing is a direct extension of

a) Unicast routing

b) Multicast routing

c) Multiple unicast

d) Broadcast

15. In Unicast routing, each node some topology

a) Reflective

b) Constant

c) Uni

d) Identical

16. In Unicast Routing distance

17. OSPF

18. TCP/IP reference model

19. IPv4 Token Bucket 16 32 8

**Extra**

1.TCP/IP hasn’t but OSI has **Session and presantation** layers.

2.CBR stands for of **Constant Bit Rate**

3. 49152\_65535 numaralı portlar arası **dynamic port.**

4. In IPv4, MTU depend on**~~physical~~ (Data link layer)**

5. UDP is using services of IP to provide **P2P**

6. A flow of data needs resources such as a buffer **CPU time**

7. Field that remains net changed during IPv4 source destination **none of above**

41. There is no flow control, and herce no window mechanism. **UDP**

44. UDP packets are encapsulated in IP packets

6. In quality services jitter is variatition delay for packet belonging the **some flow**

7. In congestion control, warning message goes directly to the **source**

8. Network layer was designed to solve problem of delivery through **routers and Hop to Hop**

9. A data link layer attemps to make **~~none~~ Hope to Hope**

10. A port address in TCP/ IP is 32/16/4/0 bytes long? **16 bit**

11. lenght of port? TCP 🡪 16 bit

12. very services of error control **Reliability**

1. Suppose the algorithms used to implement the operations at layer k is changed. How does these impact operations at layers k – 1 and k + 1 ?

**a) layer k - 1 needs to be modified, layer k +1 is not affected.**

b) layer k – 1 is not affected, layer k + 1 needs to be modified.

c) layer k – 1 is not affected, layer k + 1 is not affected.

d) layer k – 1 needs to be modified, layer k + 1 needs to be modified.

**If the algorithm is changed for the operations at layer k, the services at k1 will change since the services will be operated after the layer. For the services at k-1, they will not be affected since they are prior to the algorithms.**

**Read more on Brainly.com - https://brainly.com/question/2869175#readmore**

2. Suppose there is a change in the service (set of operations ) **provided by layer k .** How does this impact services at layers k-1 and k+1 ?

a) There is no impact at layer k+1, but operations in k-1 have to be re-implemented.

b) Operations in both layers have to be re-implemented.

c) There is no impact at layer k-1, but operations in k+1 have to be re-implemented.

d) There is no impact at any layer.

3. In Integrated Services, when a source makes a reservation, it needs to define a

a) Flow Control

b) Timer

c) Error Solution

**d) Flow Specification**

6. To ease the problem of time needed for searching a routing table, one can make use of

a) Imaging

b) Paging

c) Aggregation

d) Congestion

7. To place packet in its route to its destination, we use

a) Delayed delivery

b) Urgent Delivery

c) Forwarding

d) Backwarding

8.In shortest path tree method, tree is a graph of nodes and

a) Nodes of Nodes

b) Links

c) Data bits

d) Packets

9. In Unicast Routing, disadvantage of distance vector routing is

a) Stability

b) Instability

c) Split routing

d) Infinite route distance

10. Router forwards received packet through only one of its interfaces in

a) Multicast delivery

b) Broadcast delivery

c) Unicast delivery

d) Omnicast delivery

11. Field that remains unchanged during time IPv4 datagram travels host to destination host is

a) Destination address

b) Source Address

c) both A & B

d) None of the above

12. In Congestion Control, a bit can be set in a packet moving in same with congestion in

a) Implicit Signaling

b) Backward Signaling

c) Explicit Signaling

d) Forward Signaling

13. In Unicast Routing, Dijkstra algorithm creates a shortest path tree

a) Graph

b) Chart

c) Station

d) Link