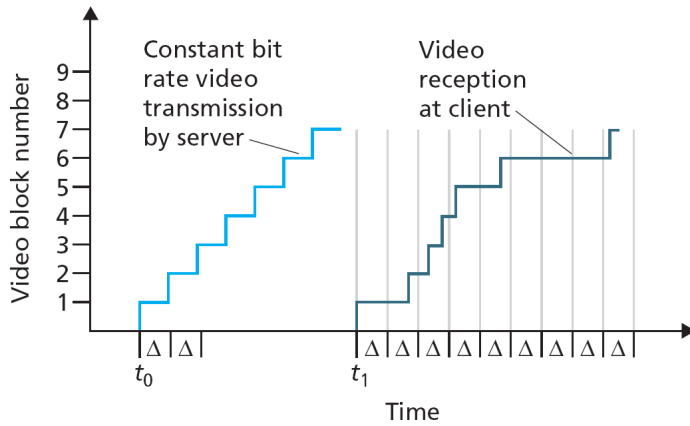


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**Multiple Choice (Single Answer) Questions (44 pts, 4 points each)**

**Q1:** Consider the figure below.



Suppose that the client begins playout at  $t_1$  (no playout delay). How many blocks of video will have arrived at the client in time for their playout?

- a. 1,2,3,4,5    b. 4,5,6,7    c. 1,4,7    **d. 1,4,5,6**

**Q2:** According to figure in Q1 above

What is the smallest playout delay at the client, such that every video block has arrived in time for its playout?

- a.  $t_1 + \Delta$     b.  $t_1 + 2\Delta$     **c.  $t_1 + 3\Delta$**     d.  $t_1 + 4\Delta$     e.  $t_1 + 5\Delta$

**Q3:** Which one is **not** true?

- a. Path loss is due to the attenuation of the electromagnetic signal when it travels through matter.
- b. In ad-hoc mode, wireless hosts have no centralised infrastructure with which to connect.
- c. Hidden terminal problem and signal attenuation (fading) are not major problems of wireless domain.
- d. The beacon frames permit nearby wireless stations to discover and identify the AP.



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**Q4:** Lack of traffic isolation, inefficient use of switches and managing users (moving places) are reasons for using \_\_\_\_.

- a. Router      b. Server      **c. VLAN**      d. Base station      e. LAN

**Q5:** Which one can be considered as a realtime application?

- a. web documents      **b. audio/video**      c. file transfer  
d. text messaging      e. e-mail

**Q6:** Which is used by hosts and routers to share network-level information?

- a. DHCP      b. RTP      c. NAT      d. HTTP      **e. ICMP**

**Q7:** If an organisation using subnet mask a.b.c.d/23 how many host can be allocated within same subnet?

- a. 23      b. 255      **c. 512**      d. 511      e. 256

**Q8:** \_\_\_\_\_ is not a characteristic of TCP.

- a. fast recovery      b. jigsaw tooth      c. slow start  
**d. non reliable transmission**      e. cumulative ack

**Q9:** Which one is **not** true?

- a. Switches are link layer devices, routers are network layer devices.  
b. Routers have different IP for its each interface.  
**c. Switch determines the good paths that packets take from senders to receivers.**  
d. Each router has a forwarding table that maps destination addresses to link interfaces.



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**Q10:** Network layer packet is called \_\_\_\_\_.

- a. segment      b. data      c. frame      **d. datagram**      e. none of above

**Q11:** Which one is **not** true?

- a. TCP provides a reliable byte-stream between client and server but UDP does not.  
b. Neither TCP nor UDP guarantee that a certain value for throughput will be maintained.  
c. Neither TCP nor UDP guarantee that data will be delivered within a specified amount of time.  
d. Neither TCP nor UDP provide confidentiality (via encryption).

- e. You would use TCP if you wanted to do a transaction as fast as possible.**

hızlı işlem için  
UDP kullanılır.

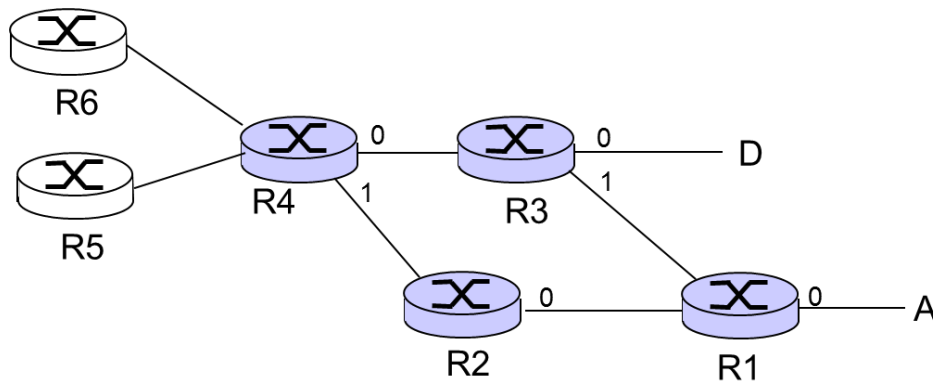
### General Format Questions

**Q12: (10 pts)** Please perform Cyclic Redundancy Check calculation with given data below both for sender and receiver side. Data (D): 1010101010 and Generator (G): 10011

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**Q13: (10 pts)** Assume that we have topology as shown in figure below. R4, R3, R2 and R1 routers are MPLS routers. Draw full row-column list MPLS forwarding table of these 4 routers after full convergence.



**Q14: (10 pts)** Explain each delay that comprised by nodal delay as shown in formula below and indicate time scale (i.e. microseconds, milliseconds) of each with reasons.

$$d_{\text{nodal}} = d_{\text{proc}} + d_{\text{queue}} + d_{\text{trans}} + d_{\text{prop}}$$

$d_{\text{proc}}$  : Nodal processing delay that related to (i.e. router internal processing) packet header processing etc. typically measured in microsecond.

$d_{\text{queue}}$  : Queuing delay, time takes a packet waits in the buffer (memory) for transmission, typically measured in millisecond.

$d_{\text{trans}}$  : Transmission delay that is time required to transmit bits from buffer to communication medium, typically measured in millisecond.

$d_{\text{prop}}$  : Propagation delay is a time takes a packet travels on the link from source to destination. This depends on the physical characteristics of the link. Typically measured in millisecond (e.g.  $\sim 2 \times 10^8$  m/sec).



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**Q15: (26 pts)** Mehmet attaches his laptop to campus network with wired connection, opens his browser and requests/receives [www.google.com](http://www.google.com). Please write/draw/explain all steps that Mehmet will go through to see google's web page in his browser (remember day in life scenario slides).



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