

ANSWER KEY SUBMISSION

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Part A - MCQ Questions (50 x 1 = 50)

1. b) Flow
2. b) 1500 bytes
3. a) All of these
4. c) Distance between the routers
5. b) PPP
6. a) Frame 15
7. c) Both LCP and NCP
8. b) The remainder
9. b) Efficient MAC protocol for classic Ethernet LANs
10. b) burst error
11. c) Dijkstra's algorithm
12. d) Routing information protocol
13. a) K-Values

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Department to which the Faculty belongs to	ECE	Total Marks	50

14. a) 224.0.0.5

15. c) RIP V2

16. b) Link state packet

17. a) Feasible Successor

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18. a) Split Horizon

19. c) 179

20. b) AS (Autonomous system)

Part B

21 a) Sliding window protocol (4 marks)

(i) To increase efficiency of stop and wait
Several frames

(ii) Sender can transmit an acknowledgement
before needing

(iii) Sliding windows are imaginary boxes at
both sender and receiver side.

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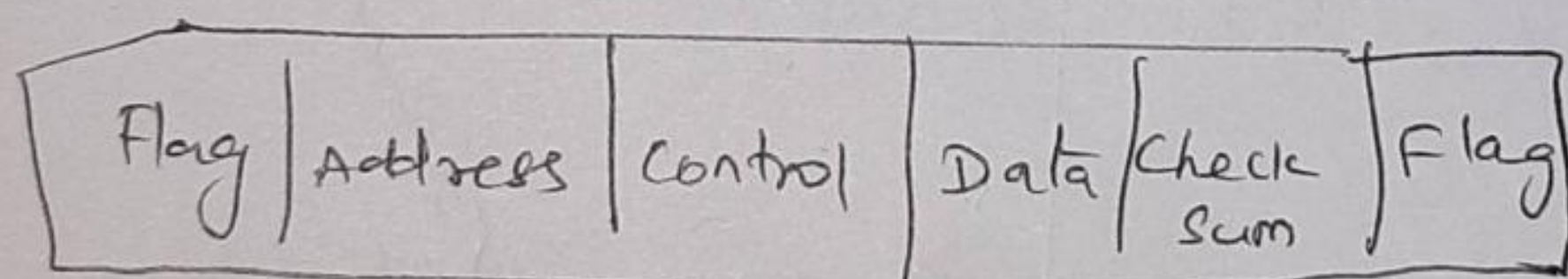
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21. b) Compare HDLC and PPP Protocol (10)

HDLC Protocol

- 1) Bit oriented protocol (High level Data link)
- 2) HDLC is implemented by Point to point Configuration and Multipoint Configuration

3) Frame Format



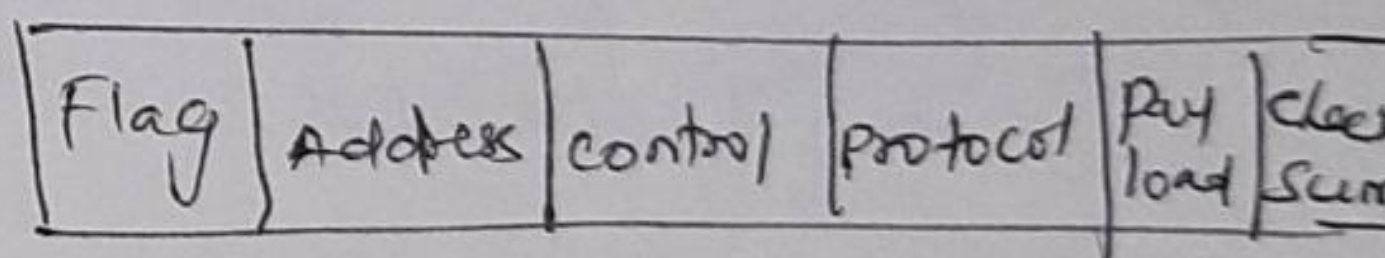
④ HDLC works at layer 2 (Data link layer)

⑤ Dynamic addressing is not offered by HDLC

PPP Protocol

Byte oriented protocol (Point to point)
Point to point Configuration

Frame format for PPP



PPP works at layer 3 (network layer)

Dynamic addressing is offered.

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Difference between Go back n and selective repeat (6 marks)

Go back n

1. If the sent frames are found Suspected then all the frames are retransmitted from the lost packet to last packet.
2. Sender window size is N and Receiver window size is 1.
3. less complex
4. efficiency is $\frac{N}{(1+2 \times a)}$
5. Cumulative acknowledgement

selective repeat

Only those frames are retransmitted which are found Suspected

Sender and Receiver window size is N

more complex

efficiency is $\frac{N}{(1+2 \times a)}$

Individual acknowledgement

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22 a) CSMA/CD (10 marks)

Carrrier sense multiple Access / collision Detection is one in which different stations that follow this protocol agree on some terms and collision detection measures for effective transmission of data

Steps required for transmission of data

- 1:- check if sender is ready
- 2:- check if the transmission link is idle
- 3:- Transmit data and check for collisions
- 4:- if no collision then the sender completes data transmission or else wait.

22 b) Routing information protocol (10 marks)

Characteristics

RIP 1

- 1) sends update as broadcast
- 2) Broadcast at 255.255.255.255
- 3) doesn't support updated messages

RIP 2

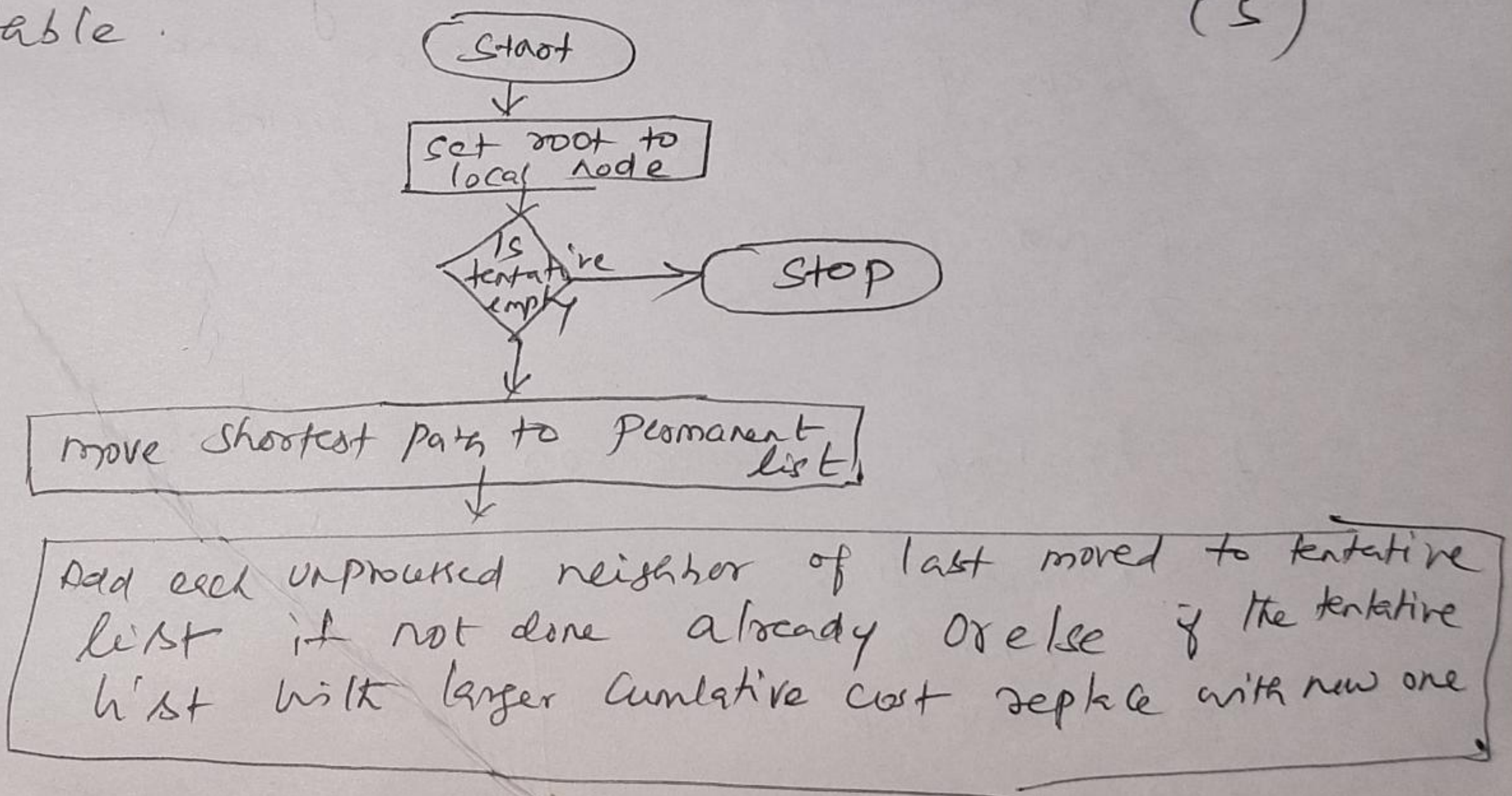
- 1) sends Multicast update
- 2) Multicast at 224.0.0.9
- 3) Supports authentication of RIPV2 messages

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23 a) Dijkstra's algorithm for link state routing (5)

If each node in the domain has the entire topology including type and cost (metric) (the condition of the links up or down) - the node can use Dijkstra Algorithm to build routing table. (5)



23. b. OSPF Packets

1. Hello Packet
2. Database description Packet
3. Link state update
4. Link state request Packet
5. Link state Acknowledgment

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