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CS-GY 6843 COMPUTER NETWORKING, Section CF >   Tests & Quizzes

Tests & Quizzes

Final Examination CF 2019

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Part 1 of 7 -

9.0/ 15.0 Points

Question 1 of 32

The network portion of an IP address is the same for all the hosts on the same IP network. 3.0/ 3.0 Points

- ☐ True
- ☐ False

Question 2 of 32

When IPv6 tunnels through IPv4 routers, IPv6 treats the IPv4 tunnels as link-layer protocols. 3.0/ 3.0 Points

- ☐ True
- ☐ False

Question 3 of 32

Data plane is usually implemented in hardware due to the requirement of fast processing 3.0/ 3.0 Points

- ☐ True
- ☐ False

Question 4 of 32

It is necessary that every autonomous system use the same intra-AS routing algorithm 0.0/ 3.0 Points

- ☐ True
- ☐ False

Question 5 of 32

HOL blocking occurs only at an output port

0.0/ 3.0 Points

- ☐ True
- ☐ False

Part 2 of 7 - Part 2

12.0/ 15.0 Points

Question 6 of 32

In the /22 subnet mask, how many possible IP hosts are possible?

3.0/ 3.0 Points

- ☐ A. 512 hosts. $2^8=512$, so all addresses are allocated to the hosts
- ☐ B. 510 hosts. $2^8=512$, first address of all zeros is reserved for the network and all 1 is reserved for broadcast
- ☐ C. 1022 hosts. $2^{10}=1024$, the first address of all zeros is reserved for the network and all 1 is reserved for broadcast
- ☐ D. 1024 hosts. $2^{10}=1024$, so all addresses are allocated to the hosts

Question 7 of 32

What is the 32-bit binary equivalent of the IP address 223.1.3.27

3.0/ 3.0 Points

- ☐ A. 11010011.00000001.00000011.00001011
- ☐ B. 00000111.11111001.11100011.01111011
- ☐ C. 11011111.00000001.00000011.00011011
- ☐ D. 01011111.00000001.01100011.00011111

Question 8 of 32

Which of the following statements define properties of the Network Layer

0.0/ 3.0 Points

- ☐ A. Transports segments from sending to receiving host
- ☐ B. On sending side encapsulates segments into datagrams
- ☐ C. On receiving side, delivers segments to transport layer
- ☐ D. Network layer exists in routers only

- ☐ **E.** Network layer protocols in every host, router
- ☐ **F.** The router examines header fields in all IP datagrams passing through it
- ☐ **G.** Routers check the network for bandwidth before forwarding packets

Question 9 of 32

3.0/ 3.0 Points

Suppose one IPv6 router wants to send a datagram to another IPv6 router but are connected together by intervening IPv4 routers. If the two routers use tunneling, then which of the option is correct

- ☐ **A.** The sending IPv6 router creates an IPv4 datagram and puts it in the data field of an Ipv6 datagram.
- ☐ **B.** The sending IPv6 router creates an IPv6 datagram and puts it in the data field of an IPv4 datagram
- ☐ **C.** The sending IPv6 router one or more IPv6 fragments, none of which is larger than the maximum size of an IPv4 datagram
- ☐ **D.** None of the above

Question 10 of 32

3.0/ 3.0 Points

Which of the following IPv4 datagram format fields ensure that datagrams do not circulate forever in the network due to a routing loop.

- ☐ **A.** Type of service
- ☐ **B.** Header checksum
- ☐ **C.** Time-to-live
- ☐ **D.** Source IP address

Part 3 of 7 - Part 3

12.0/ 15.0 Points

Question 11 of 32

When a BGP router receives an advertised path from its neighbor, it must add its own identity to the received path and then send that new path on to all its neighbor.

3.0/ 3.0 Points

- ☐ True
- ☐ False

Question 12 of 32

OpenFlow protocol is responsible for the communication between the SDN controller and those controlled network devices 3.0/ 3.0 Points

- ☐ True
- ☐ False

Question 13 of 32

In context to routing protocols, BGP stands for Bridged Gateway Protocol 0.0/ 3.0 Points

- ☐ True
- ☐ False

Question 14 of 32

When an OSPF route sends its link state information, it is sent only to those nodes directly attached neighbors. 3.0/ 3.0 Points

- ☐ True
- ☐ False

Question 15 of 32

In a distance-vector routing algorithm, each node has a map of the entire network and determines the shortest path from itself to all other nodes in the network. 3.0/ 3.0 Points

- ☐ True
- ☐ False

Part 4 of 7 - Part 4

3.0/ 15.0 Points

Question 16 of 32

Which of the following statements define the function of an SDN controller

0.0/ 3.0 Points

- ☐ A. Interacts with network control applications like ACL, load balance via northbound API
- ☐ B. Interacts with network switches via southbound API
- ☐ C. Both the option (a) and (b) are correct

- ☐ **D. None of the above**

Question 17 of 32

'Count-to-infinity' problem refers to which of the routing protocol

0.0/ 3.0 Points

- ☐ **A. Distance vector routing protocol**
- ☐ **B. Link state protocol**
- ☐ **C. Both the option (a) and (b) are correct**
- ☐ **D. None of the option**

Question 18 of 32

SNMP is a _____ layer protocol used to convey network management controls and information messages between managing server and an agent executing on behalf of that managing server

0.0/ 3.0 Points

- ☐ **A. Network**
- ☐ **B. Application**
- ☐ **C. Link layer**
- ☐ **D. Transport layer**

Question 19 of 32

Which of the following is NOT a routing protocol?

3.0/ 3.0 Points

- ☐ **A. RIP**
- ☐ **B. OSPF**
- ☐ **C. TCP**
- ☐ **D. BGP**

Question 20 of 32

As part of hierarchical routing, hot-potato routing performs which of the following activity

0.0/ 3.0 Points

- ☐ A. Provides information to a router about the existence of external networks.
- ☐ B. Chooses the gateway that has the smallest cost.
- ☐ C. Determines the number of Autonomous Systems (ASs) in the shortest AS path from router to destination.
- ☐ D. None of the option

Part 5 of 7 - Part 5

9.0/ 15.0 Points

Question 21 of 32

Suppose a router has two ARP modules, each with its own ARP table. Then, it is possible that the same MAC address appears in both the tables

0.0/ 3.0 Points

- ☐ True
- ☐ False

Question 22 of 32

The entries in a switch table need to be configured by the network administrator.

3.0/ 3.0 Points

- ☐ True
- ☐ False

Question 23 of 32

10BASE-T and 100BASE-T ethernet standards represent 10 Gigabit and 100 Gigabit of speed respectively.

0.0/ 3.0 Points

- ☐ True
- ☐ False

Question 24 of 32

In Multi-Protocol Label Switching, forwarding decisions can differ from those of IP address table

3.0/ 3.0 Points

- ☐ True
- ☐ False

Question 25 of 32

The token-ring protocol can be inefficient if a LAN had a very large perimeter.

3.0/ 3.0 Points

- ☐ True
- ☐ False

Part 6 of 7 - Part 6

12.0/ 15.0 Points

Question 26 of 32

A channel partitioning protocol has which of the following characteristics:

0.0/ 3.0 Points

- ☐ **A. It does not generate collisions**
- ☐ **B. All transmitting nodes get the same amount of bandwidth**
- ☐ **C. There is no master node**
- ☐ **D. All of the above**

Question 27 of 32

What are the challenges faced by Data center networks?

3.0/ 3.0 Points

- ☐ **A. Applications serve a massive number of clients**
- ☐ **B. Data bottleneck**
- ☐ **C. Both a and b option**
- ☐ **D. None of the above**

Question 28 of 32

Which device is used to connect hosts on the Local Area Network (LAN)

3.0/ 3.0 Points

- ☐ **A. Ethernet Switch**
- ☐ **B. Network router**
- ☐ **C. Repeater**

- ☐ **D. Transmitter**

Question 29 of 32

What is the size of a MAC address

3.0/ 3.0 Points

- ☐ **A. 128 bits**
- ☐ **B. 48 bytes**
- ☐ **C. 48 bits**
- ☐ **D. 12 bytes**

Question 30 of 32

Which of the service is provided by the link layer protocol?

3.0/ 3.0 Points

- ☐ **A. Error detection**
- ☐ **B. Error Correction**
- ☐ **C. Reliable delivery**
- ☐ **D. All of the above**

Part 7 of 7 - part 7

10.0/ 10.0 Points

Question 31 of 32

Match the following

5.0/ 5.0 Points

A. 802.1Q

B. ALOHA

C. Channel Partitioning protocol

D. ARP

 A 1. The standard which supports VLAN Trunking B 2. Random access protocol which requires all nodes to synchronize their transmission to start at the beginning of the slot D 3. protocol for mapping an IP address to a physical machine address that is recognized in the local network

4. Protocol which involves partitioning of a broadcast channel's bandwidth among all nodes

Question 32 of 32

5.0/ 5.0 Points

Match the following

A. OSPF

B. SNMP

C. OpenFlow

1. Protocol responsible for communication functionality in an SDN network

2. Protocol responsible for sending trap message from an agent to a managing server

3. Routing protocol based on link-state routing algorithm

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