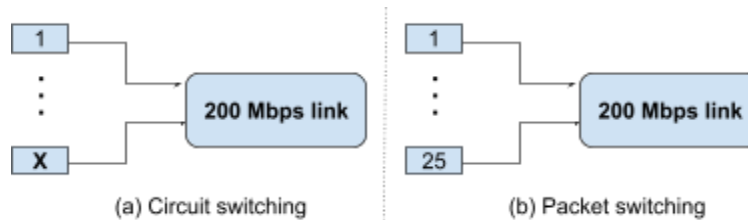


**Quiz 1 solution**  
**CSE232 Computer Networks**  
**Duration-30min, Full marks-11**  
 September 11, 2023

**Q. 1. Assume each user requires a bandwidth of 20 Mbps and must share a link of capacity of 200 Mbps.** You can partition the link capacity into individual channels for communication. **[1+1.5]**



(a) When circuit switching is used (see Figure a), what is the maximum number of simultaneous users that can be supported? i.e.,  $X=?$

Ans: Circuit switching => dedicated bandwidth

Each user requires 20 Mbps

Total bandwidth = 200 Mbps

Maximum number simultaneous users,  $X=200\text{Mbps}/20\text{Mbps} = 10$

(b) Suppose packet switching is used (see Figure b). Assume the packet-switched user communicates only 10% of the time (i.e., does not continuously send data). Can the given packet switching network support 25 simultaneous users? Explain your answer.

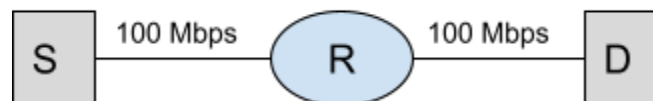
Ans: Yes

Packet switching => sharable bandwidth

Each user generates load =  $10\% * 20 \text{ Mbps} = 2 \text{ Mbps}$

Average load generated by 25 users =  $25 * 2 \text{ Mbps} = 50 \text{ Mbps} \ll 200 \text{ Mbps}$

**Q.2.** Consider a 100KB file that needs to be sent through a network path. The bandwidth between the sender (S) and router (R) is 100 Mbps, and router (R) and the destination host (D) is 100 Mbps. **Assume negligible processing delays. [1.5+2+1]**



(a) Assume the cable length for S–R and R–D is 1 km, and the signal speed is  $10^6$  meters/sec.

What is the propagation delay from S to R? \_\_\_\_\_ msec

What is the propagation delay from R to D? \_\_\_\_\_ msec

Ans: Cable length,  $l=10^3 \text{ m}$ ; Signal speed,  $s=10^6 \text{ m/s}$

$t_p \text{ (S to R)} = t_p \text{ (R to D)} = l/s = 1 \text{ msec}$

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(b) Suppose the sender continuously sends data, and no packets are lost, no retransmissions, and no ACKs are required. How long does it take for the 100KB file to reach from S to D?  
\_\_\_\_\_ msec

Ans:  $L=100KB = 800Kb$ ,  $R=100Mbps$

Frame transmission time,  $t_f = L/R = 8\text{ ms}$

Time to send the file =  $t_f(\text{sender}) + t_p(S-R) + t_f(\text{router}) + t_p(R-D) = 8+1+8+1=18\text{ ms}$

(c) Now, assume that 'S' sends a second file of the same size, i.e., 100KB, **immediately after 'S' sends the first file**. The time to send both 100KB files to reach from S to D is? \_\_\_\_\_ msec

Ans: Time to send both files =  $t_f(\text{sender: 1st file}) + t_f(\text{sender: 2nd file}) + t_p + t_f(\text{router: 2nd file}) + t_p = 8+8+1+8+1 = 26\text{ ms}$

**Q.3.** Match the following. Choose the best answer. [2]

Protocol	Number of TCP connections required
(1) Non-persistent HTTP	(a) Zero
(2) DNS	(b) One
(3) SMTP	(c) Two
(4) FTP (to transfer ONE file)	(d) Greater than or equal to ONE

Ans: (1) \_\_\_\_\_ (2) \_\_\_\_\_ (3) \_\_\_\_\_ (4) \_\_\_\_\_

Ans: (1) d (2) a (3) b (4) c

**Q.4.** State TRUE or FALSE with justification. [2]

(a) HTTP is a stateless protocol, and it uses UDP for transport.

Ans: False; HTTP is a stateless protocol, and it uses TCP for transport

(b) TCP is a reliable protocol. If TCP is used, there are no packet errors and no packet losses.

Ans: False; Packet losses and errors may occur due to poor physical links, malfunctioning switches/routers, and network congestion. TCP provides reliability and helps recover from these losses.