



Choose the correct answer:

[1.5 M]

1. The job of delivering the data segment to the correct socket is called _____ and is done at _____ layer.
a. Multiplexing-presentation
☒ c. Demultiplexing-transport
b. Demultiplexing-session
d. Multiplexing-transport
2. UDP socket is identified by _____ and _____.
a. Source IP-Destination port number
c. Destin. IP- Destination port number.
☒ b. Source IP- source port number.
d. None
3. Two arriving TCP segments with different source IP addresses or source port numbers then _____.
☒ a. It will be directed to two different sockets.
b. It will be directed to four different sockets
c. It will be directed to the same sockets.
d. It doesn't affect the direction of the message
4. If the client and server use persistent HTTP then _____.
☒ a. client and server exchange HTTP messages via the same server socket.
b. The connections duration increases
c. a new socket is created and later closed for every request/response
d. it decreases the performance of the web server
5. TCP transport protocols supports the following application layer protocols except _____.
a. HTTP
b. FTP
☒ c. DNS
d. SMTP
6. The length of UDP header consists of _____ byte, includes _____ bit checksum.
a. 16- 16
☒ b. 16- 8
c. 8- 16
d. 8-8
7. number of bytes that can be accepted to transmit at one time is identified as _____.
☒ a. window size
b. sequence number
c. header length
d. control bits
8. The receiving TCP uses the _____ to rearrange the segments when they arrive out of order, and to eliminate duplicate segments.
a. window size
☒ b. sequence number
c. header length
d. control bits
9. Choose the correct sentence:
☒ a. IMAP is used to retrieve and download your emails in your device
☒ b. POP3 doesn't synchronize folders
c. POP3 caches local copies of your e-mails on all your devices
d. IMAP doesn't support viewing your emails from multiple devices
10. Web page consists of base HTML-file which includes several referenced objects needs _____.
a. URL for each object
b. new socket is created and later closed for every request/response
c. HTTP protocol to browse the page
☒ d. all are true
11. _____ works between mail servers to send email messages.
a. IMAP
b. POP3
☒ c. SMTP
d. All
12. HTTP response code "200" means _____.
☒ a. OK
b. message not found
c. moved permanently
d. bad request
13. _____ protocol uses encryption and authentication to secure data.
a. FTP
b. HTTP
☒ c. HTTPS
d. POP3

14. which of the following is not a common HTTP message type?
 a. GET b. PUT c. POST ☒ d. SET O
15. the length of source port number is _____
 a. 16 bit b. 16 byte c. 32 bit ☒ d. 32 Byte
16. DHCP and FTP are protocols include in _____
 a. Transport layer b. Session layer c. Application layer d. Network layer
17. is administrated by multiple ISP and provides low data rates
 a. PAN b. LAN c. MAN d. WAN
18. WLAN operates in _____
 a. Full duplex b. Half duplex c. uni- duplex d. none
19. port numbers from 0 to 1024 is _____
 a. registered numbers ☒ b. well-known numbers c. dynamic numbers d. user numbers
20. Flow and congestion is controlled at _____ layer
 a. Network layer b. Transport layer c. Session layer d. data link layer
21. is the process of moving packets from router's input to appropriate router output
 a. routing b. selection c. forwarding d. directing
22. VC network is used in
 a. ATM b. X.25 c. Frame relay d. All
23. In process, large IP datagram is divided into smaller one according to MTU
☒ a. Fragmentation b. Assembly c. Forwarding d. Routing
24. Which of the following is not the characteristic of a virtual circuit network
 a. support end-end connection b. no call setup c. maintain teardown VC d. none
25. field is used to limit the lifetime of a packet
 a. TTL b. RTT c. Length d. checksum
26. is used to convert public IPv4 to private IPv4 and vice versa
 a. PAT b. NAT c. IPv6 d. none
27. Which of the following is considered the best type of router's switch fabric
 a. memory ☒ b. crossbar c. Bus d. Mesh
28. IPv4 is considered as bit
 a. 16 ☒ b. 32 c. 64 d. 128
29. is used to overcome the gap between fast switch fabric and lower transmission rate at output stage
 a. queuing ☒ b. Buffering c. Scheduling d. all
30. In figure 1, if we use Dijkstra's algorithm and $N'=u$ at step 0, then $D(v) =$ _____
 a. 4 b. 2 c. 5 d. ∞
31. In figure 1, if we use Dijkstra's algorithm and $N'=u$ at step 0, then $D(w) =$ _____
 a. 4 b. 2 c. 5 d. ∞
32. In figure 1, if we use Dijkstra's algorithm and $N'=u$ at step 0, then $D(y) =$ _____
 a. 4 b. 2 c. 5 d. ∞
33. In figure 1, if we use Dijkstra's algorithm and $N'=ux$ at step 1, then $D(w) =$ _____
 a. 4 b. 2 c. 5 d. ∞
34. In figure 1, if we use Dijkstra's algorithm and $N'=ux$ at step 1, then $D(y) =$ _____
 a. 4 b. 2 c. 5 d. ∞
35. Which of the following is considered as link state routing protocols
 a. RIP b. EIGRP c. IGRP ☒ d. OSPF
36. Which of the following is considered as distance vector routing protocols
 a. IS-IS b. OSPF c. RIP d. BGP

Model 1

37. is used as a cost or distance metric in Routing Information Protocol (RIP)
- a. hop count b. bandwidth c. speed d. none
38. In routing, routes may not be changed or may be changed slowly over time
- a. random b. dynamic c. static d. none
39. In RIP, every routers can exchange the advertisement packets among neighbors
- a. 30 min b. 15 min c. 30 sec d. 15 sec
40. algorithm is used as link state routing algorithm
- a. Dual b. Distance vector c. Hop count d. Dijkstra

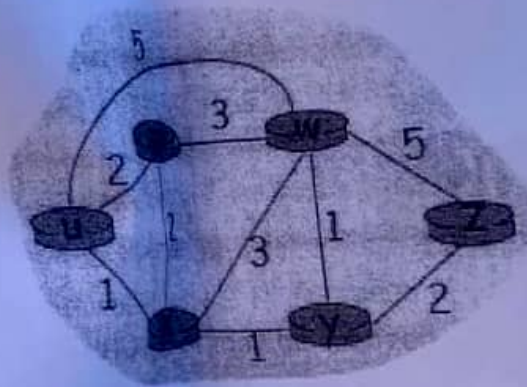


Figure 2

Best Wishes

Prof. Dr. Noha Hikal – Dr. Mostafa Algyar