



SRM Institute of Science and Technology
College of Engineering and Technology

DEPARTMENT OF ECE

SRM Nagar, Kattankulathur – 603203, Chengalpattu District, Tamilnadu

Academic Year: 2022-23 (EVEN)

Batch 2
SET B

Test: CLAT-3

Date: 05.05.2023

Course Code & Title: 18ECC303J & COMPUTER COMMUNICATION NETWORK

Time: 10:30 AM to 12:10 PM

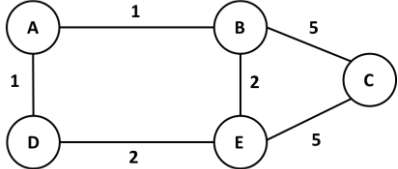
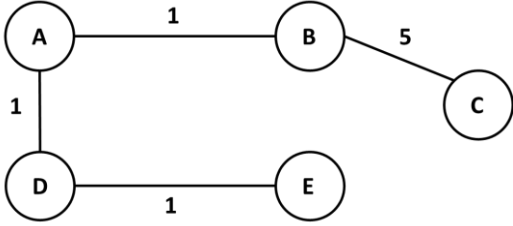
Year & Sem: III & VI

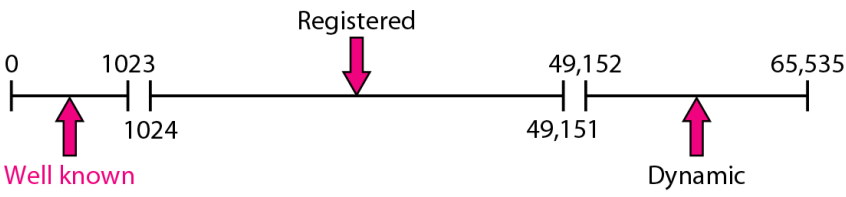
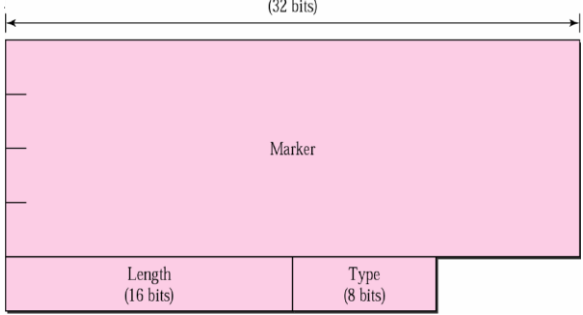
Max. Marks: 50

Course Articulation Matrix:

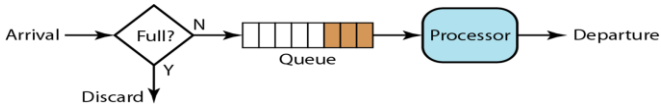
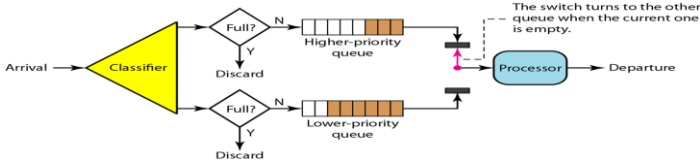
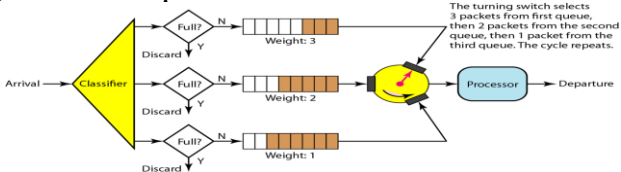
	18ECC303J - Computer Communication Networks	Program Outcomes (POs)														
CO	Course Outcomes (COs)	Graduate Attributes												PSO		
		1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	Express the basic services and concepts related to internetworking.	-	-	-	-	-	-	3	-	-	-	-	2	-	-	-
2	Define the basic OSI model architecture and its lower layer functions.	-	-	2	-	-	-	1	-	-	-	-	-	-	-	3
3	Apply the various Network Layer concepts, mechanisms and protocols.	-	-	3	-	-	1	2	-	-	-	-	-	-	-	-
4	Analyze the services and techniques of Transport Layer.	-	-	-	-	-	-	2	-	-	-	-	-	-	-	3
5	Produce the various services and protocols in Application Layer.	-	-	2	-	-	-	-	-	-	-	-	-	-	-	3
6	Evaluate the various Networking concepts and Routing protocols.	-	-	-	-	1	-	-	-	-	-	-	2	-	-	3

Q. No	PART – A (10 X 1 = 10 Marks) Answer all the questions	Mark	BL	CO	PO
1	Which one is not used as a timer in Routing Information Protocol (RIP)? a. Periodic timer b. Bus timer c. Expiration timer d. Garbage Collection timer	1	1	3	7
2	How many types of links are used in OSPF? a. Two b. Four c. Six d. Link not required	1	1	3	7
3	Which port number is used for echo server? a. 4 b. 5 c. 6 d. 7	1	2	4	7
4	Which of the following is used for calculating the UDP Length? a. IP Length * IP header's length b. IP Length - IP header's length c. IP Length + IP header's length d. 1 + IP header's length	1	1	4	7
5	The combination of an IP address and a port number is called as _____ a. Switch address b. Socket address c. Alternate IP address	1	1	4	7

	d. MAC address				
6	Backpressure is what type of congestion control? a. node-to-node b. source-to-node c. source-to-source d. signal-to-source	1	1	4	7
7	In ____ congestion control, policies are applied to prevent congestion before it happen. a. Closed loop b. Open loop c. Both closed and open loop d. Open circuit loop	1	1	4	7
8	To use a Simple Network Management System, we need_____ a. Servers b. IP c. Protocols d. Rules	1	1	5	3
9	SIP is ____ layer protocol. a. Application b. Transport c. Network d. Data link	1	2	5	3
10	The applications of the client and server model are; a. World Wide Web b. SIP c. SNMP d. FTP	1	1	5	3
	PART – B1 (2 X 4 = 8 Marks)				
11	Implement Dijkstra algorithm for the below figure. Find the shortest path to all vertices considering A as the root node? <div style="text-align: center;">  </div> <p>Answer: [Marks: 4]</p> <div style="text-align: center;">  </div>	4	2	3	3
12	(a) Discuss different types of ports and their ranges decided by IANA (Internet Assigned Number Authority). Answer: [Marks: 2+2] IANA (Internet Assigned Number Authority) has divided the port numbers into three ranges: well-known, registered, and dynamic (or private). <ul style="list-style-type: none"> Well-known ports. The ports ranging from 0 to 1023 are assigned and controlled by IANA. These are the well-known ports. 	4	1	4	7
		4	1	4	7

	<ul style="list-style-type: none">Registered ports. The ports ranging from 1024 to 49,151 are not assigned or controlled by IANA. They can only be registered with IANA to prevent duplication.Dynamic ports. The ports ranging from 49,152 to 65,535 are neither controlled nor registered. They can be used by any process. These are the ephemeral ports.  <p style="text-align: center;">OR</p> <p>(b) Explain Queues in user datagram protocol (UDP). Answer: [Marks: 4] <u>Queues in UDP:</u></p> <ul style="list-style-type: none">At the client site, when a process starts, it requests a port number from the operating system.If a process wants to communicate with multiple processes, it obtains only one port number and eventually one outgoing and one incoming queue.The queues opened by the client are identified by ephemeral port number.The queues function as long as the process is running. When the process terminates, the queues are destroyed.				
	<p style="text-align: center;">PART – B2 (2 X 4 = 8 Marks)</p>				
13	<p>Discuss the Header format used in Border Gateway Protocol (BGP) packets with requisite diagram.</p> <p>Answer: [Marks: 2+2] All BGP packets share the same common header <u>Header format:</u></p> <ul style="list-style-type: none">Marker: 16-bit (Reserved for authentication)Length: 2-bytes (Define the length of the total message, including the header)Type: 1-byte (Define the type of the packet) 	4	2	3	7

14	<p>(a) Explain loss less compression and lossy compression.</p> <p>Answer: [Marks: 2+2]</p> <p><u>Loss Less Compression:</u></p> <ul style="list-style-type: none">• In lossless data compression, the integrity of the data is preserved.• The original data and the data after compression and decompression are exactly the same.• This is because, in these methods, the compression and decompression algorithms are exact inverses of each other: no part of the data is lost in the process.• Redundant data is removed in compression and added during decompression.• Lossless compression methods are normally used when we cannot afford to lose any data. <p><u>Lossy Compression:</u></p> <ul style="list-style-type: none">• Our eyes and ears cannot distinguish subtle changes.• In such cases, we can use a lossy data compression method.• These methods are cheaper—they take less time and space when it comes to sending millions of bits per second for images and video.• Several methods have been developed using lossy compression techniques.• JPEG (Joint Photographic Experts Group) encoding is used to compress pictures and graphics• MPEG (Moving Picture Experts Group) encoding is used to compress video• MP3 (MPEG audio layer 3) for audio compression. <p style="text-align: center;">OR</p> <p>(b) Discuss the role of socket and socket address in client server interaction.</p> <p>Answer: [Marks: 2+2]</p> <p><u>Socket:</u></p> <p>To use the communication channel, an application program (client or server) needs to request the operating system to create a socket.</p> <p>The application program then can plug into the socket to send and receive data.</p> <p>For data communication to occur, a pair of sockets, each at one end of communication, is needed.</p> <p><u>Socket Address:</u></p> <p>An application can communicate with a remote process by exchanging data with TCP/IP by knowing the combination of IP address, and port number</p> <table border="1" style="margin-left: auto; margin-right: auto;"><tr><td style="padding: 5px;">IP address</td><td style="padding: 5px;">Port Number</td></tr></table>	IP address	Port Number	4	2	5	3
IP address	Port Number						
	4	2	5	3			

	PART – C (2 X 12 = 24 Marks)				
15	<p>(a) Explain the below scheduling techniques used for Quality of Service (QoS);</p> <ul style="list-style-type: none"> • FIFO Queuing • Priority Queuing • Weighted Fair Queuing <p>Answer: [Marks: 12]</p> <p><u>FIFO Queuing:</u></p> <ul style="list-style-type: none"> • In first-in, first-out (FIFO) queuing, packets wait in a buffer (queue) until the node (router or switch) is ready to process them. • If the average arrival rate is higher than the average processing rate, the queue will fill up and new packets will be discarded. • A FIFO queue is familiar to those who have to wait for a bus at a bus stop.  <p><u>Priority Queuing:</u></p> <ul style="list-style-type: none"> • In priority queuing, packets are first assigned to a priority class. Each priority class has its own queue. • The packets in the highest-priority queue are processed first. Packets in the lowest-priority queue are processed last. • The system does not stop serving a queue until it is empty. • A priority queue can provide better QoS than the FIFO queue because higher priority traffic, such as multimedia, can reach the destination with less delay.  <p><u>Weighted Fair Queuing:</u></p> <ul style="list-style-type: none"> • The packets are still assigned to different classes and admitted to different queues. • The queues, however, are weighted based on the priority of the queues; higher priority means a higher weight. • The system processes packets in each queue in a round-robin fashion with the number of packets selected from each queue based on the corresponding weight. • If the system does not impose priority on the classes, all weights can be equal. 	12	1	4	7
	<p>3+9</p> <p>3</p> <p>4</p> <p>7</p>				

OR

(b)

(i) List all services offered by Transmission Control Protocol (TCP)

(ii). Explain the following numbering system w.r.t. Transmission Control Protocol (TCP), with suitable examples.

- Byte Number
- Sequence Number
- Acknowledgement Number

Answer:

[Marks: 3+9]

(i) TCP services:

- Process to Process Communication
- Stream Delivery Service
- Sending and receiving buffers
- Segments
- Full – duplex communication
- Multiplexing and Demultiplexing
- Connection-Oriented Service
- Reliable service

(ii)

Byte Number:

- TCP numbers all data bytes that are transmitted in a connection
- When TCP receives bytes of data from a process it stores them in the sending buffer and numbers them
- The numbering does not start from 0
- TCP generates a random number between 0 and 2³² -1 for the 2 number of the first byte
- For Example, the random number is 1,057 and total data to be sent is 6,000 bytes
- The bytes are numbered from 1057 to 7056

Sequence Number:

- After the bytes have been numbered, TCP assigns a sequence number to each segment that is being sent.
- The sequence number for each segment is the number of the first byte carried in that segment.
- The following shows the sequence number for each segment.

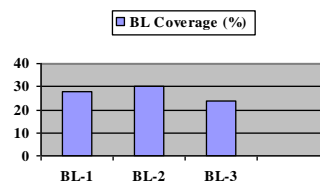
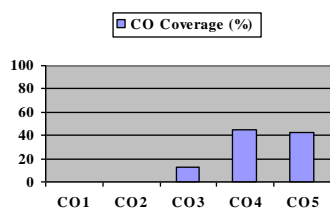
Acknowledgment Number:

- Each party uses an acknowledgement number to confirm the bytes it has received
- Ack number defines that the number of the next byte that the party expects to receive
- The ack number is cumulative which means that party takes the number of the last byte that it has received safe

	<p>and sound, adds 1 to it, and announces this sum as the acknowledgement number</p> <ul style="list-style-type: none"> For example: if a party uses 5,643 as an ack number, i.e. it has received all bytes from the beginning up to 5,642. This does not mean that the party has received 5,642 bytes because the first byte number does not have to start from 0 				
16	<p>(a) Explain the concept of DES round key generation with necessary diagram?</p> <p>Answer: [Marks: 12]</p> <ul style="list-style-type: none"> The DES function applies a 48-bit key to the rightmost 32 bits to produce a 32-bit output. The function is made up of four sections. Expansion P-box: Since right input is 32-bit and round key is a 48-bit, we first need to expand right input to 48 bits. XOR (Whitener): After the expansion permutation, DES does XOR operation on the expanded right section and the round key. The round key is used only in this operation. Substitution Boxes: The S-boxes carry out the real mixing (confusion). DES uses 8 S-boxes, each with a 6-bit input and a 4-bit output. Straight Permutation – The 32 bit output of S-boxes is then subjected to the straight permutation <div style="text-align: center;"> <p>OR</p> <p>(b) In an RSA cryptosystem, a particular A uses two prime numbers, 13 and 17, to generate the public and private keys. If the public of A is 35. Then find the private key of A?</p> <p>Answer: [Marks: 12]</p> <p>Step 1: in the first step, select two large prime numbers, p and q. $p = 13$ $q = 17$</p> <p>Step 2: Multiply these numbers to find $n = p \times q$, where n is called the modulus for encryption and decryption. First, we calculate</p> </div>	12	2	5	3

<p>$n = p \times q$ $n = 13 \times 17$ $n = 221$</p> <p>Step 3: Choose a number e less than n, such that n is relatively prime to $(p - 1) \times (q - 1)$. It means that e and $(p - 1) \times (q - 1)$ have no common factor except 1. Choose "e" such that $1 < e < \phi(n)$, e is prime to $\phi(n)$, $\gcd(e, \phi(n)) = 1$.</p> <p>Second, we calculate</p> <p>$\phi(n) = (p - 1) \times (q - 1)$ $\phi(n) = (13 - 1) \times (17 - 1)$ $\phi(n) = 12 \times 16$ $\phi(n) = 192$ $\text{g.c.d}(35, 192) = 1$</p> <p>Step 3: To determine the private key, we use the following formula to calculate the d such that: Calculate $d = de \bmod \phi(n) = 1$</p> <p>$d = d \times 35 \bmod 192 = 1$ $d = (1 + k \cdot \phi(n)) / e$ [let $k = 0, 1, 2, 3, \dots$]</p> <p>Put $k = 0$ $d = (1 + 0 \times 192) / 35$ $d = 1 / 35$</p> <p>Put $k = 1$ $d = (1 + 1 \times 192) / 35$ $d = 193 / 35$</p> <p>Put $k = 2$ $d = (1 + 2 \times 192) / 35$ $d = 385 / 35$ $d = 11$</p> <p>The private key is $\langle d, n \rangle = (11, 221)$ Hence, private key i.e. $d = 11$</p>				
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Course Outcome (CO) and Bloom's level (BL) Coverage in Questions



Name of the Student:

Approved by the Course Coordinator
Register No.:

Part- A (10 x 1= 10 Marks)					
Q. No	CO	PO	Maximum Marks	Marks Obtained	Total
1	CO3	7	1		
2	CO3	7	1		
3	CO4	7	1		
4	CO4	7	1		
5	CO4	7	1		
6	CO4	7	1		
7	CO4	7	1		
8	CO5	3	1		
9	CO5	3	1		
10	CO5	3	1		
Part- B1 (2 x 4= 8 Marks)					
11	CO3	3	4		
12(a)	CO4	7	4		
12(b)	CO4	7	4		
Part- B1 (2 x 4= 8 Marks)					
13	CO3	7	4		
14(a)	CO5	3	4		
14(b)	CO5	3	4		
Part – C (2 X 12 = 24 marks)					
15(a)	CO4	7	12		
15(b)	CO4	7	12		
16(a)	CO5	3	12		
16(b)	CO5	3	12		

CO	Maximum	Marks
3	10	
4	37	
5	35	
Total	82	

PO	Maximum	Marks
3	39	
7	43	
Total	82	

Signature of the Question paper setter

Academic Advisor