## Peer-to-Peer Protocols and Local Area Networks Week 03 Quiz Answers

## Practice Assessment - Medium Access Controls

Q1. What is the primary function of medium access control?

- It is to deal with the flow control of a shared communication link.
- It is to minimize or eliminate the incidence of collisions of a shared communication link.
- It is to deal with the congestion control of a shared communication link.
- None of the above

Q2. What is the primary benefit provided by the Slotted ALOHA compared to ALOHA?

- Higher maximum throughput
- · Lower access delay
- · Both of the above
- · None of the above

Q3. What is the vulnerable period of collisions in ALOHA?

- · Round-trip propagation delay
- One frame transmission time
- Two frame transmission time
- None of the above

Q4. What is the vulnerable period of collisions in Slotted ALOHA?

- Round-trip propagation delay
- · One frame transmission time
- Two frame transmission time
- None of the above

Q5. What is the vulnerable period of collisions in Carrier Sense Multiple Access (CSMA)?

- · Round-trip propagation delay
- None of the above
- One frame transmission time
- One propagation delay

Q6. The primary function of Media Access Control is to minimize or eliminate the instance of the collisions to achieve a reasonable utilization of the medium

- True
- False

Q7. In media sharing techniques, which of the following are channelization approaches

- Code Division Multiple Access
- Data Division Multiple Access
- Frequency Division Multiple Access
- Time Division Multiple Access

Q8. Corresponding box of Carrier Sense Multiple Access/Collision Detection can be replaced by one of the

- P-persistent process
- I-persistent process
- Persistent process
- Non-persistent process

## Q9. Random access is also called the

- Controlled access
- Channelization
- Authentication
- Contention methods

Q10. In Carrier Sense Multiple Access (CSMA), possibility of collision still exist because of

- Propagation delay
- Collision delay
- Transmit delay
- None of the above