MA4-08

Total No. of Questions: 09]

[Total No. of Pages: 02

Q4) Define the analog to analog conversion.

Contrast a periodic signal with aperiodic signal

# Paper ID [CS303]

(Please fill this Paper ID in OMR Sheet)

**COMPUTER NETWORK (CS-303)** B.Tech. (Sem. - 5th)

Time: 03 Hours

Maximum Marks: 60

# Instruction to Candidates:

- Section A is Compulsory.
- Attempt any Four questions from Section B
- Attempt any Two questions from Section C

#### Section - A

(19

 $(10 \times 2 = 20)$ 

- Define the difference between FDM and TDM.
- ত Define the difference between synchronous and as synchronous transmussion.
- Define the difference between switched and leased line
- ٩ What do you understand by wireless transmission?
- e Define about the circuit switching with example.
- 9 Describe the term cable modem.
- œ Explain the three major classes of guided media
- A signal has a bandwidth of 30 Hz. The highest frequency is 80 Hz, what is lowest frequency? Draw the spectrum if the signal contains all frequencies of same amplitude?
- Why synchronization is a problem in data communication?
- What factors affect the data rate of a link?

## Section - B

 $(4\times5=20)$ 

- Q2) Describe the DS hierarchy
- Q3) Define the difference between packet and circuit switching

R - 2113 [2058]

P.T.O.

- Q6) What is the limiting factor in the size of a bus topology? Include a discussion of taps in your answer.

## Section - C

 $(2\times10=20)$ 

- Q7) (a) Explain the two types of switches used in circuit switching? Explain in
- (b) Explain the two types of TDM implementation and how do they differ from each other
- Q8) (a) How does CRC checker know that the received data unit is undamaged? Explain it with example.
- (b) Describe the analog hierarchy in which groups of signals are successively Multiplexed onto higher bandwidth line.
- **Q9)** (a) Define the four types of redundancy checks used in data communication. Explain it with example.
- (b) Explain about the WDM multiplexing.



Love a Mark ette 1 your com

? - 2113