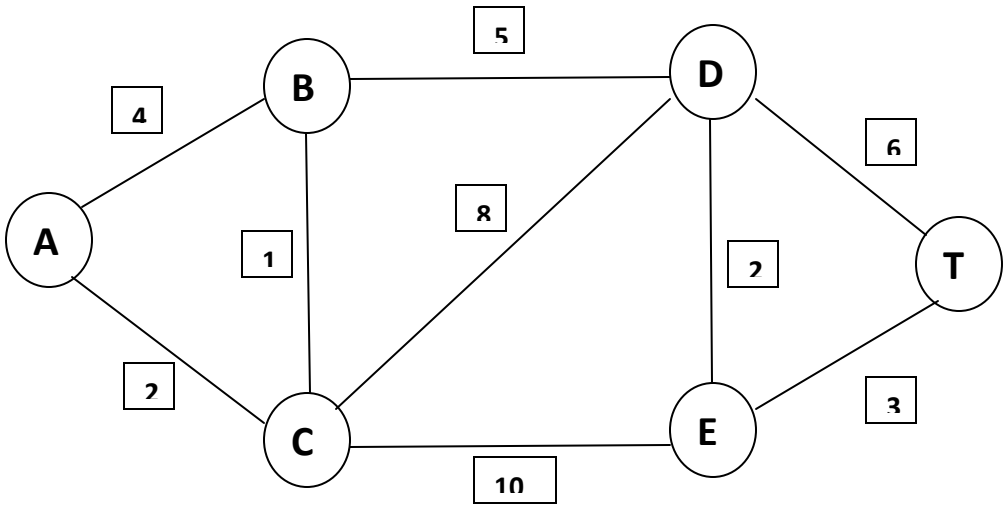
CSCN01I04 - Introduction to Computer Networks & Data Communication

Introduction to Computer Networks
Sheet No. 5

#1

Create the routing table of the router 'A' in the following network and determine the cost if the destination is the router T.

(Dijkstra's Algorithm)



#2

Create the routing table using the data in the previous question (Destination, Next hop, Cost).

#3

Find the interface each IP address should go through.

Prefix Match	Link Interface
10.50.20.0 /24	0
10.50.20.0 /22	1
10.50.0.0 /16	2
10.0.0.0 /8	3
Otherwise	4

a) **10.50.20.10**
b) **10.50.20.16**
c) **10.0.0.50**
d) **24.0.0.1**

#4

Draw for the follow bits their corresponding graph for the following coding schemes: (01001101)

a) **UniPolar**
b) **Polar (NRZ-L , NRZ-I, RZ)**
c) **Bipolar AMI**