

Imp Ques (Unit II) :

- * diff b/w link state, dist vec
 - * struc of router
 - * diff b/w Broadcast, multicast.
 - * diff b/w conn'd & conn'less services.
 - * diff b/w virtual & datagram
 - * Hierarchical routing
 - * diff ways to implement broadcast routing.
- } with example networks to explain each alg.

Unit - 3

- * various approaches to control congestion
- * diff b/w leaky bucket & token bucket.
- * diff b/w integrated & differentiated services.
- * Expedited v/s assured forwarding with diagrams + advantages
- * RED (random early detect)
- * Hop by hop Back pressure v/s explicit Conges notification
- * Internetworking. Adv, disad. Role of tunneling in internetworking.
- * Traffic Throttling diff ways.
- * Techniques to achieve good QoS.
- * load shedding, jitter control.

Unit - IV

- * IPv4 header with diag
- * BGP.
- * ICMP, message types of ICMP.
- * RTP and RTCP protocols. RTP header diag.
- * Tunneling in internetworking
- * exterior gateway protocol.

Unit - V

- * list timers used by TCP, advantages.
- * HTTP methods & usage in real time apps. discuss the method in detail
- * TCP \Rightarrow conn's estab, conn' release, header segment.
- * relationship b/w network, transport, app^l layers.

- * State diag for a simple conn^t management scheme.
- * electronic mail service + diag + protocols used
- * given TCP header \rightarrow Identify:

① source port no. ② app being used. ③ sequence no. ④ Ack no.	} (for any example given in ques)
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Unit - I

- * TCP / IP suite
- * CSMA/CD.
- * PPP protocol
- * diff types of addresses + diag.
- * framing with diagrams.
- * data link control func^s
- * HDLC framing + structures, piggybacking.
- * Stop & wait protocol.
- * Transmission modes with example.