1. What are DARPA, ARPANET, RFC, IANA, ICANN, IETF, IAB and IESG?
2. What are points of presence under an ISP?
3. What are the various types of ISPs? What is multi-homing? What is peering? What is IXP?
4. What are the differences between network edge and network core?
5. How to classify access networks? Give examples.
6. How is the local multiplexer referred to as in: a) optical access networks, b) cable TV based networks and c) DSL based access networks?
7. How is the central office referred to as in: a) optical access networks, b) cable TV based networks and c) DSL based access networks?
8. Give the downlink rate in: a) optical access networks, b) cable TV based networks and c) DSL based access networks
9. What constitutes an enterprise network? What is a gateway router?
10. Name the different types of satellites used for communication.
11. What is the role of a router? Does it perform circuit switching or packet switching?
12. What are the differences between circuit switching and packet switching?
13. What is end-to-end delay? What is RTT? What does transmission delay depend on?
14. State whether the following are true or false:
    a. When transmission delay increases propagation delay increases
    b. Queuing delay is affected by transmission delay
    c. Propagation delay varies with packet length
    d. Processing delay depends on length of the packets
    e. RTT for each packet between two hosts can be different
    f. Propagation delay occurs in routers
    g. When packet length increases the throughput may decrease
    h. When packet length increases the queuing delay may increase
    i. When packet length increases, packet losses can occur
    j. All applications modelled using the client server architecture use TCP
    k. File transfer is tolerable to packet losses
    l. TCP is better than UDP for a network standpoint
15. What are the differences between OSI model and TCP/IP model?
16. What are the differences between HTTP request message and HTTP reply message?
17. Name the different types of HTTP request methods?
18. Subjective statements:
    a. Circuit switching is better than packet switching
    b. Persistent connection is always better than non-persistent connection
    c. UDP always gives higher throughput compared to TCP