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RV COLLEGE OF ENGINEERING®
(An Autonomous Institution affiliated to VTU)
V Semester B. E. Examinations March / April-2023
Computer Science and Engineering
NETWORK PROGRAMMING AND SECURITY

Time: 03 Hours**Maximum Marks: 100****Instructions to candidates:**

1. Answer all questions from Part A. Part A questions should be answered in first three pages of the answer book only.
2. Answer FIVE full questions from Part B. In Part B question number 2, 7 and 8 are compulsory. Answer any one full question from 3 and 4 & one full question from 5 and 6

PART-A

1	1.1	To perform network <i>I/O</i> , the first thing a process must do is call the _____ function.	01
	1.2	<i>TCP</i> socket, the _____ function initiates <i>TCP</i> 's three way handshake.	01
	1.3	We want to handle multiple clients at the same time. The simplest way to write a concurrent server under Unix is to _____ a child process to handle each client.	01
	1.4	Entries in the <i>DNS</i> are known as _____ .	01
	1.5	Short lived ports of clients are normally termed as _____ .	01
	1.6	<i>TCP</i> process may not write and read data at the same speed. So we need _____ for storage.	01
	1.7	The _____ function assigns a local protocol address to a socket.	02
	1.8	List the actions performed when listen function is called by <i>TCP</i> server.	01
	1.9	_____ is an example for connectionless protocol.	01
	1.10	The _____ is used primarily to map between host names and <i>IP</i> address	01
	1.11	The factoring problem in <i>RSA</i> is an example for _____ attack.	01
	1.12	Asymmetric algorithms rely on _____ number of keys for encryption and decryption.	01
	1.13	The key sharing algorithm which uses public key cryptography is _____.	01
	1.14	In Diffie – Hellman key exchange Alice compute secret key by using _____ of BoB.	01
	1.15	In typical <i>DES</i> how many rounds are followed?	01
	1.16	List the two services provided for <i>SSL</i> connection by <i>SSL</i> Record protocol.	02
	1.17	What is the access point (<i>AP</i>) in a wireless <i>LAN</i> ?	02

PART-B

2	a	With a neat sketch explain the working of <i>TCP</i> state transition diagram.	08
	b	Explain <i>IPv4</i> socket address structure.	08
3	a	Explain connect function and bind function with syntax.	08
	b	Establish the relationship among six exec functions with a neat diagram.	08
OR			
4	a	Explain a <i>C</i> program to implement <i>TCP</i> echo server.	08
	b	Explain listen function used by <i>TCP</i> server and also show the working of two queues maintained by <i>TCP</i> for listening socket.	08
5	a	Explain getsockopt and setsockopt functions.	06
	b	Explain recvfrom and sendto functions.	06
	c	Demonstrate the working of simple echo client/server using <i>UDP</i> .	04
OR			
6	a	Explain gethostbyname function and hostent structure briefly.	08
	b	Explain freeaddrinfo function and host_serv function.	08
7	a	Using neat sketch explain the Feistel cipher model.	08
	b	Explain a single round of data encryption standard algorithm with a neat diagram.	08
8	a	With a neat diagram demonstrate the working of <i>SSL</i> handshake protocol.	06
	b	Explain the benefits of Transport Layer Security(<i>TLS</i>)	04
	c	With a neat diagram explain the different phases of operations in <i>IEEE802.11i</i> .	06