

## Homework 5

### \*CH5 homework

Please complete these and submit to e-learning. All must be handwritten. Write, scan as pdf, submit.

1. Complete this table with the correct answer, either: BROADCAST, MULTICAST, UNICAST

	Situation	Transmission
a	The lecturer sends to all School of Computing students.	<b>BROADCAST</b>
b	The lecturer sends to year 2 SCSR students.	<b>MULTICAST</b>
c	A message sent to all hosts in the 192.168.1.0/24 subnet	<b>BROADCAST</b>
d	A message sent to hosts in the range of 192.168.1.1 – 192.168.1.100 of the 192.168.1.0/24 subnet	<b>MULTICAST</b>
e	A ping to hosts 192.168.1.1 of the 192.168.1.0/24 subnet	<b>UNICAST</b>

2. Communication channels that connect adjacent nodes along communication path are called \_\_\_\_\_. **Links**
3. What is another name for the datagram at link layer? **Frame**
4. At the link layer the \_\_\_\_\_ address is used. **MAC**
5. Set the correct parity bit in the table below.

	Data bits	Parity used	Parity bit
a	011110010101	even	<b>1</b>
b	011110010101	odd	<b>0</b>
c	01101100101	even	<b>0</b>
d	01101100101	odd	<b>1</b>
e	01101100100	even	<b>1</b>

6. The following are transmitted data received by the receiver. Using even parity, can you detect if there is a problem, and where? Show your workings.

a	10101111	0	<b>All ok</b>
	11111010	0	
	01011100	0	
	00001001	0	

b	01010001	1	<b>Has error</b>
	10101010	0	
	11110101	1	
	00101110	0	

7. You are given the following data, D and generator G; \*\*Show your workings clearly

D	G
110100	1010

- a. with CRC calculate the message sent,  $D_{\text{sent}}$ .  **$D_{\text{sent}} = 110100110$**

$$\begin{array}{r}
 \begin{array}{cccccccc}
 & & & 1 & 1 & 1 & 1 & 1 & 1 \\
 1010 & | & 1 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\
 & & \underline{1} & 0 & 1 & 0 & & & & & \\
 & & 1 & 1 & 0 & 0 & & & & & \\
 & & \underline{1} & 0 & 1 & 0 & & & & & \\
 & & & 1 & 1 & 0 & 0 & & & & \\
 & & & \underline{1} & 0 & 1 & 0 & & & & \\
 & & & & 1 & 1 & 0 & 0 & & & \\
 & & & & \underline{1} & 0 & 1 & 0 & & & \\
 & & & & & 1 & 1 & 0 & 0 & & \\
 & & & & & \underline{1} & 0 & 1 & 0 & & \\
 & & & & & & 1 & 1 & 0 & 0 & \\
 & & & & & & \underline{1} & 0 & 1 & 0 & \\
 & & & & & & & 1 & 1 & 0 & 
 \end{array}
 \end{array}$$

- b. Check that your  $D_{\text{sent}}$  is correct. Is it correct? How do you know? **Getting remainder = 000 means there is no error. So it is correct.**

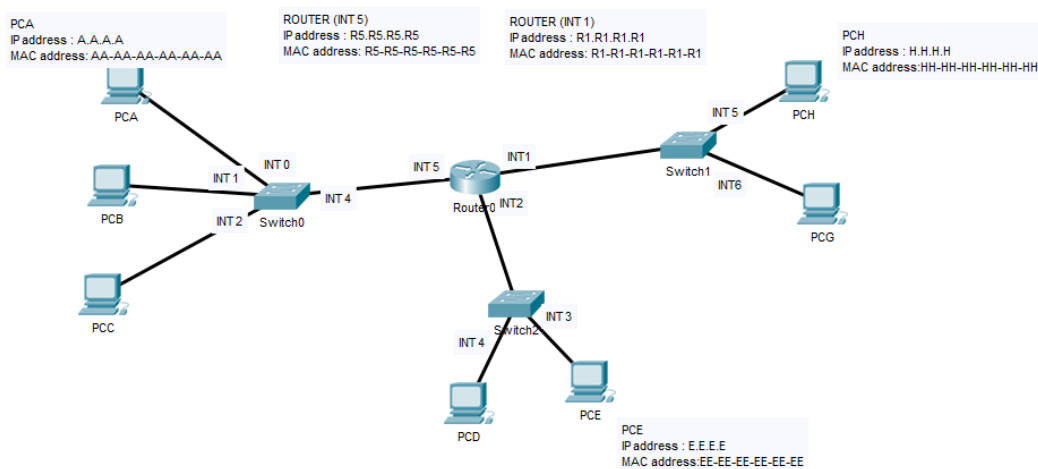
$$\begin{array}{r}
 \begin{array}{cccccccc}
 & & & 1 & 1 & 1 & 0 & 1 \\
 1010 & | & 1 & 1 & 0 & 1 & 0 & 0 & 1 & 1 & 0 \\
 & & \underline{1} & 0 & 1 & 0 & & & & & \\
 & & 1 & 1 & 1 & 0 & & & & & \\
 & & \underline{1} & 0 & 1 & 0 & & & & & \\
 & & & 1 & 0 & 0 & 0 & & & & \\
 & & & \underline{1} & 0 & 1 & 0 & & & & \\
 & & & & 1 & 0 & 1 & 1 & & & \\
 & & & & \underline{1} & 0 & 1 & 0 & & & \\
 & & & & & 0 & 0 & 0 & & & 
 \end{array}
 \end{array}$$

- c. If receiver receives  $D = 110110110$ , show that there is error. **As remainder = 110, and not 000; it shows that there is error.**

$$\begin{array}{r}
 \begin{array}{cccccccc}
 & & & 1 & 1 & 1 & 0 & 0 & 0 \\
 1010 & | & 1 & 1 & 0 & 1 & 1 & 0 & 1 & 1 & 0 \\
 & & \underline{1} & 0 & 1 & 0 & & & & & \\
 & & 1 & 1 & 1 & 1 & & & & & 
 \end{array}
 \end{array}$$

$$\begin{array}{r}
 1 \ 0 \ 1 \ 0 \\
 \hline
 1 \ 0 \ 1 \ 0 \\
 1 \ 0 \ 1 \ 0 \\
 \hline
 1 \ 1 \ 0
 \end{array}$$

8. Using a mind map of your choice; explain, in general, how frames share the same media. Include all possible methods and what happens during collisions.
9. Refer to the figure below for the following questions. *\*Note: addressing conventions follows the example given. Also assume that TTL is 60 minutes.*



- a. When it first boot, PCA ARP table is \_\_\_\_\_. **Empty**
- b. Then PCC pings PCA. What will the ARP table look like at PCA? *\*\*ignore TTL and Type for now.*

IP add	MAC add
<b>C.C.C.C</b>	<b>CC-CC-CC-CC-CC-CC</b>

- c. Then PCG pings PCA. What will the ARP table look like at PCA now? *\*\*ignore TTL and Type for now.*

IP add	MAC add
<b>C.C.C.C</b>	<b>CC-CC-CC-CC-CC-CC</b>
<b>R5.R5.R5.R5</b>	<b>R5-R5-R5-R5-R5-R5</b>

- d. PCA wants to send a packet to PCB, but does not know PCB's MAC address. Explain how it will get it and finally send the packet.
- e. PCA wants to send a packet to PCD, but does not know PCD's MAC address. Explain how it will get it and finally send the packet.

- f. After the communications (at b and c) is done, what will the switch table (A.K.A MAC address table) content for Switch0? *\*\*Assume it also starts empty.*

```
Switch#SH MAC-address-table
      Mac Address Table
-----
Vlan    Mac Address      Type        Ports
----    -
      1    0005.5e89.d9c7    DYNAMIC     Fa1/1
      1    000b.bee3.1852    DYNAMIC     Fa0/1
      1    00d0.bab6.3574    DYNAMIC     Fa3/1
Switch#
```

MAC add	Interface
CC-CC-CC-CC-CC-CC	INT2
AA-AA-AA-AA-AA-AA	INT0
R5-R5-R5-R5-R5-R5	INT4

--END --

I hated every minute of training, but I said, 'Don't quit. Suffer now and live the rest of your life as a champion.'

Muhammad Ali