

### 1) Essay Questions

1) First of all it depends on the speed of the ethernet & USB standard. But generally in most cases, Ethernet would be faster to give it to someone.

2) WiFi: which is generally used for home networks. (WLANs) inside the buildings with a range of 100 ft : 51, 54, 480 Mbps

Cellular networks: mobile providers with a range of 10s cm  
10's Mbps

Bluetooth: which is used for low power & embedded applications

3) a) Circuit Switching > Packet Switching

- Decreases the delay between users before and during connections

- A more steady bandwidth because of a dedicated channel &  
~~constant~~ consistent data transmission Rate

- Packets are always delivered in the correct order.

b) FDM: Frequency TDM > FDM

- TDM is a newer Technology & it saves bandwidth  
and there is low interference between signals

4) • Processing delay → Fixed

• Transmission delay → Fixed

• Propagation delay → Fixed

• Queuing delay → Variable

5) • Application layer → Communication between application on two different end systems

• Transport layer → Collecting the application layer & transfer to network layer

• Network layer → Transfer from one system to another

~~Physical layer~~ →

• Link layer → Communication between one device & its neighbor

• Physical layer → Data to bits to be transferred through wires

2 Problems

$$\underline{1) L = 1,000 \text{ bytes}} \\ = 8,000 \text{ bits}$$

$$d = 2,500 \text{ km} \\ = 2.5 \times 10^6 \text{ meters}$$

$$S = 2.5 \times 10^8 \text{ m/s}$$

$$R = 2,000,000 \text{ bits/second} \\ = 250 \times 10^3 \text{ bytes/second}$$

• Transmission Delay =  $\frac{L}{R} = 4 \text{ milliseconds}$

• Propagation Delay =  $d/S = \frac{2.5 \times 10^6}{2.5 \times 10^8} = 10 \text{ milliseconds}$

$$\text{Total} = 4 + 10 = 14 \text{ milliseconds}$$

$$\underline{2) R = 10,000,000 \text{ bits/second}} \\ = 1.25 \times 10^6 \text{ bytes/second}$$

$$d = 36 \times 10^3 \text{ km} \\ = 36 \times 10^6 \text{ meters}$$

$$S = 2.4 \times 10^8 \text{ m/sec}$$

a) Propagation Delay =  $d/S = 150 \text{ milliseconds}$

b) Bandwidth delay =  $1.5 \times 10^9 \text{ bits}$

c)  $Z = 3.75 \times 10^6 \text{ bits}$

$$\underline{3)} R_1 = 500,000 \text{ bits/15} = 500 \times 10^3 \text{ bits/second}$$

$$R_2 = 2 \times 10^6 \text{ bits/second}$$

$$R_3 = 1 \times 10^6 \text{ bits/second}$$

a) throughput is the least speed Rate =  $500 \times 10^3$  bits / second

$$\underline{6)} \frac{4 \times 10^8 \times 8}{500 \times 10^3} = 64 \text{ seconds}$$

$$\underline{8)(c)} \text{ Throughput} = 100 \times 10^3 \text{ bits/second}$$

$$\frac{4 \times 10^8 \times 8}{100 \times 10^3} = 320 \text{ seconds}$$

$$\underline{4)} R = 2 \times 10^6 \text{ bits}$$

$$\underline{a)} \frac{2 \text{ Mbps}}{1 \text{ Mbps}} = 2 \text{ users}$$

b) if 2 or less then no delay but if 3 then there will be a delay

c) 20% of the time ( $\frac{1}{5}$ )

$$\underline{d)} 0.2 \times 0.2 \times 0.2 = 8 \times 10^{-3} \text{ probability}$$

= 0.8% of the time