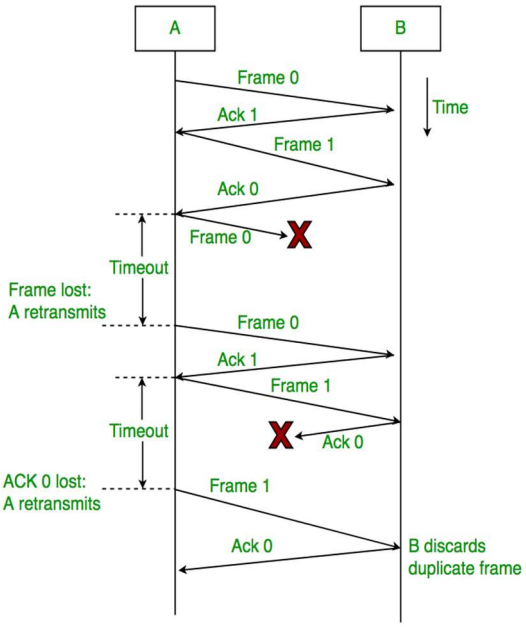
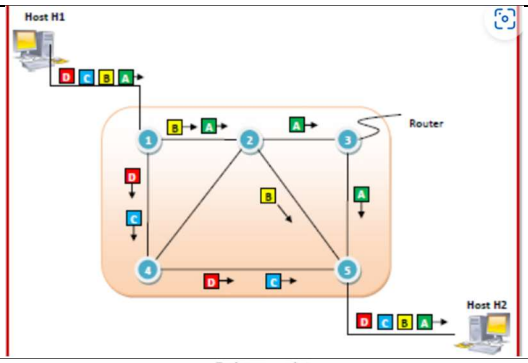
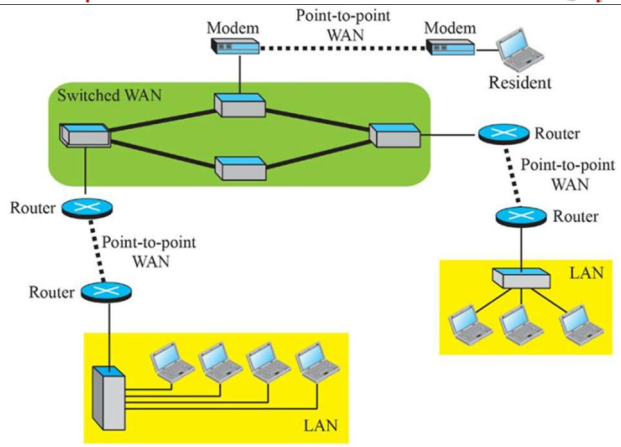
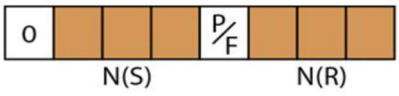
	R V College of Engineering **Department of Computer Science and Engineering** **CIE - I : Question Paper**		
Course : (Code)	**Computer Networks(21CS45)**	**Semester :**	**IV**
Date : /06/2023	**Duration :** 90 minutes	**Staff :**	**SCN/MM/PH/Sushmita/Narasimha swamy**
Name :	**USN** :	**Section :**	**A/B/C/ISE/AIML**

Sl.no		Marks	*L1-L6	*CO
1a	Network layer provides services to transport layer. In this case what are the goals that should be considered while designing?	03	1	3
1b	With a neat flow diagram, explain the process of data transmission in CSMA/CA.	07	2	2
2a	Match the following functions to one or more layers of the TCP/IP protocol suite. i. transforming bits to electromagnetic signals ii. route determination iii. end to end error detection and correction iv. providing services for the end user v. handling flow control	05	2	1,2
2b	 Observe the figure above and identify the protocol whose working is represented in this diagram. Also explain the communication scenario of the diagram.	05	3	5
3.a	Differentiate between Circuit-Switched and Packet Switched Network?	05	2	1
3.b.	Implement bit/byte stuffing for following bit streams: i. 00 011111 110 011111 0100 011111 11111 10000111 ii. Unstuff the following frame payload in which E is the escape byte, F is the flag byte, and D is a data byte other than an escape or a flag character. EEDE FDDE FEED DD	05	3	3
4a	Design Routing tables for nodes 1,2, 3,4,5 for performing routing in the given datagram network across Host H1and Host H2.	05	3	1

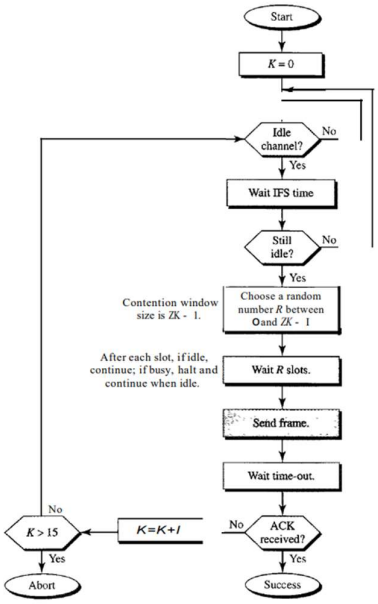
				
4b	 Examine the above diagram and explain all the components involved and their functions.	05	2	1
5a	Explain the PPP frame structure showing the fields of the frame.	06	2	3
5b	Identify the frame to which the given control fields belong and explain the same. i.  ii. 	04	2	2

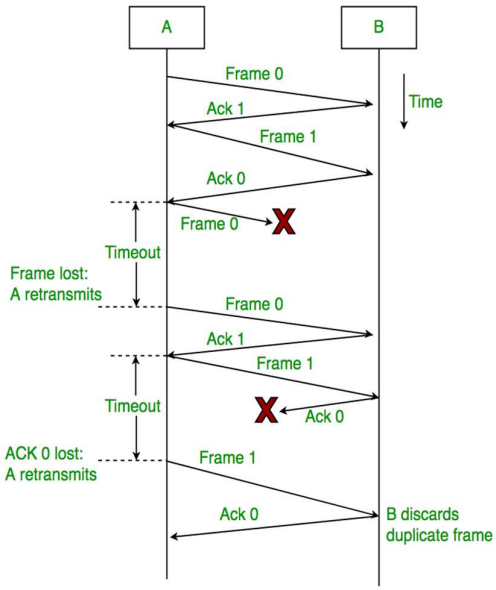
COURSE OUTCOMES:

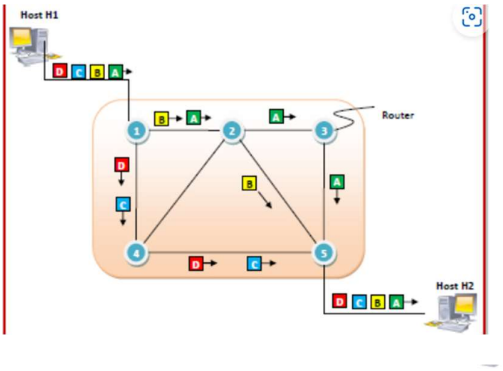
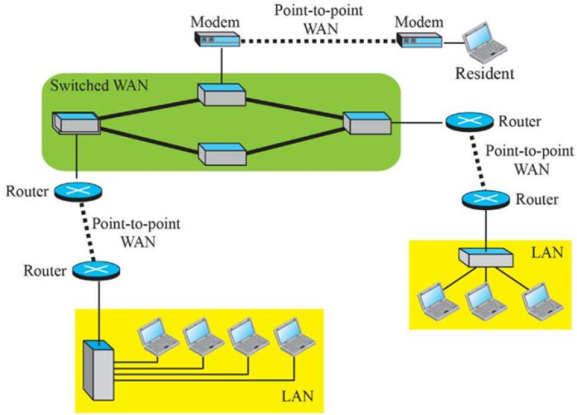
CO1.	Apply the algorithms/techniques of routing and congestion control to solve problems related to Computer Networks.
CO2.	Analyse the services provided by various layers of TCP/IP model to build effective solutions
CO3.	Design sustainable networking solutions with societal and environmental concerns by engaging in lifelong learning for emerging technology.
CO4.	Exhibit network configuration, protocol usage and performance evaluation in networks.
CO5.	Demonstrate the solutions using various algorithms/protocols available to address networking issues using modern tools by exhibiting team work and effective communication.

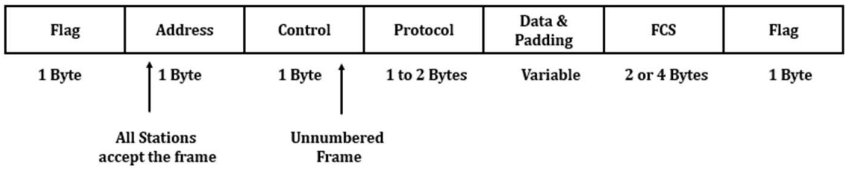
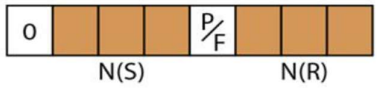
	L1	L2	L3	L4	L5	L6	CO1	CO2	CO3	CO4	CO5
Marks	3	32	15	-	-	-	17	14	14	-	5

Scheme and Solution

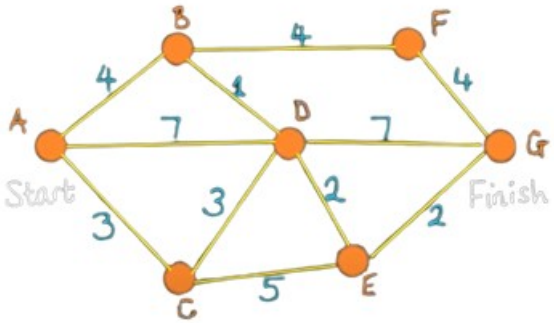
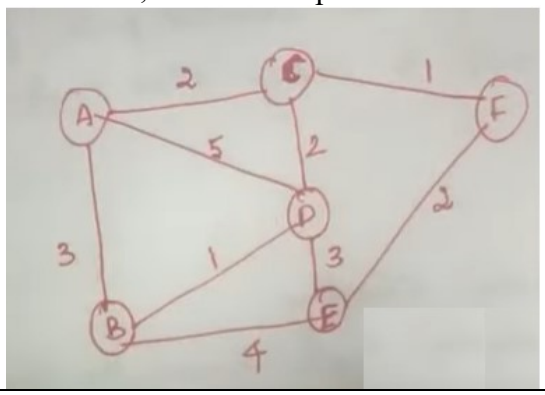
Qno		Marks
1a	Network layer provides services to transport layer. In this case what are the goals that should be considered while designing? i. The services should be independent of the router technology ii. The transport layer should be shielded from the number, type and topology of the routers present. iii. The network addresses made available to the transport layer should use a uniform numbering plan, even across LANs and WANs.	3m
1b	With a neat flow diagram, explain the process of data transmission in CSMA/CA.  Diagram----------2m Explanation of Interframe Space, ContentionWindow, Acknowledgement- ----------5m	7M
2a	Match the following functions to one or more layers of the TCP/IP protocol suite. i. transforming bits to electromagnetic signals-physical layer ii. route determination—network layer iii. end to end error detection and correction-data link layer iv. providing services for the end user-application layer v. handling flow control-datalink layer & transport layer	05

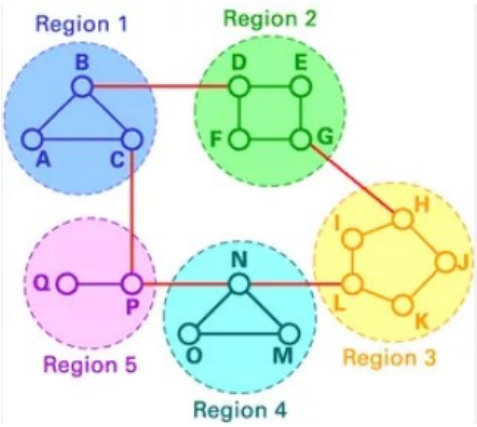
2b	 Observe the figure above and identify the protocol whose working is represented in this diagram. Also explain the communication scenario of the diagram. Protocol is stop and wait protocol showing the adding of sequence number and acknowledgement number helping in handling duplicates.----------identification of protocol -----1m Explanation ----------4m	05
3a	Differentiate between Circuit-Switched and Packet Switched Network? **Circuit Switching** / **Packet Switching** Circuit switching requires a dedicated path before sending data from source to destination. / Packet switching does not require a dedicated path to send data from source to destination. It reserves the entire bandwidth in advance. / It does not reserve bandwidth in advance No store and forward transmission / It supports store and forward transmission Each packet follows the same route / A packet can follow any route Call setup is required / No call setup is required Bandwidth wastage / No bandwidth wastage	05
3b	Implement bit/byte stuffing for following bit streams: i. 00 011111 110 011111 0100 011111 11111 10000111 Bit-stuff the following frame payload: 000111111100111110100011111111110000111 Add a 0 after every 5 consecutive ones: 00 011111 110 011111 0100 011111 11111 10000111 => 00 0111110 110 0111110 0100 0111110 111110 10000111 **=>----------3m**	05

	ii. Unstuff the following frame payload in which E is the escape byte, F is the flag byte, and D is a data byte other than an escape or a flag character. EEDE FDDE FEED DD Unstuff the following frame payload in which E is the escape byte, F is the flag byte, and D is a data byte other than an escape or a flag character. EEDE FDDE FEED DD EDFDDFEDDD---------- **2m**	
4a	Design Routing tables for nodes 1,2, 3,4,5 for performing routing in the given datagram network across Host H1and Host H2.  1's Routing Table DEST NEXT 1 - 2 2 3 2 4 4 5 2 2's Routing Table DEST NEXT 1 1 2 - 3 3 4 4 5 3 3's Routing Table DEST NEXT 1 2 2 2 3 - 4 5 5 5 4's Routing Table DEST NEXT 1 1 2 1 3 1 4 - 5 5 2's Routing Table DEST NEXT 1 1 2 - 3 3 4 4 5 5 1's Routing Table DEST NEXT 1 - 2 2 3 2 4 4 5 4 **Each table carries 1m**	05
4b	 Examine the above diagram and explain all the components involved and their functions. Explanation of following elements to be done: i. Switch	5

	ii. Router iii. LAN iv. WAN v. MODEM ----------1m each	
5a	Explain the PPP frame structure showing the fields of the frame.  Frame format –2m Explanation of each field- 4m	06
5b	Identify the frame to which the given control fields belong and explain the same. i.  ii.  i. I frame-----2m ii. S frame ------2m	04

	R V College of Engineering Department of Computer Science and Engineering CIE 2 : Question Paper	
Course : (Code)	**Computer Networks(21CS45)**	**Semester : IV**
Date : 29 /08/2023	**Duration :** 120 minutes	**Staff : SUN**

Sl.no.	Part A	Marks	BT	CO
1	What is the main objective of hierarchical routing in computer networks? Mention the advantages.	02	L1	
2	Explain the concept of "split horizon" in Distance Vector Routing	02	L2	
3	Explain the concept of "congestion collapse" in computer networks. Mention the disadvantages.	02	L2	
4	Mention when can Flow-Based QoS and Class-Based QoS be used?	02	L2	
5	With a diagram explain Expedited Forwarding	02	L2	
	Part B			
1a	Explain the Count-to-Infinity Problem.	03	L2	CO1
1b	Apply shortest path algorithm to the below graph. Show the steps in detail. 	07	L3	CO1
2a	For the below given network, write all the possible link state packets. 	03	L2	CO1

2b	Assume that a network has grown to a point where it is no longer feasible for every router to have an entry for every other router. In such a situation which routing algorithm is preferred? Apply the same algorithm for the below network. Draw suitable routing tables for router B.  	07	L3	CO3
3.a	Compare and contrast leaky bucket algorithm and token bucket algorithm.	04	L4	CO1
3.b.	Explain the Resource reservation protocol with suitable diagram of the network.	06	L2	CO4
4	Define quality of service. Briefly explain the different techniques used for achieving good quality of service.	10	L2	CO1
5a	Outline the implementation of data flow for assured forwarding with diagram.	03	L2	CO2
5b	What happens when the network nodes or links become overloaded with data, leading to a degradation in performance and increased delays? How can this situation be controlled in Virtual-Circuit Subnets and Datagram Subnets.	07	L1	CO3

COURSE OUTCOMES:

CO1.	Apply the algorithms/techniques of routing and congestion control to solve problems related to Computer Networks.
CO2.	Analyse the services provided by various layers of TCP/IP model to build effective solutions
CO3.	Design sustainable networking solutions with societal and environmental concerns by engaging in lifelong learning for emerging technology.
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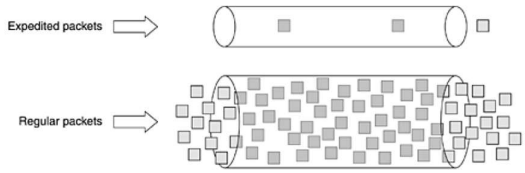
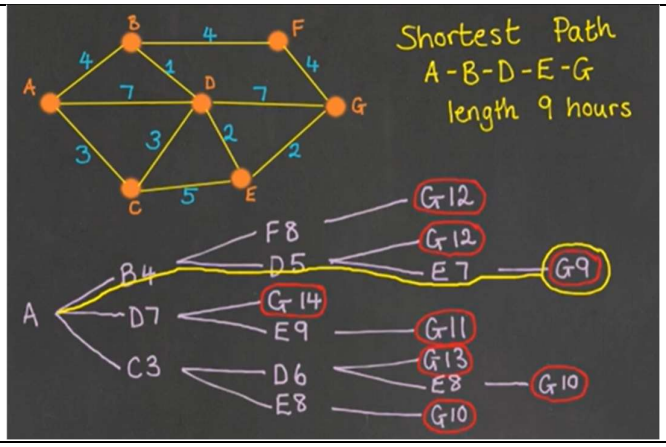
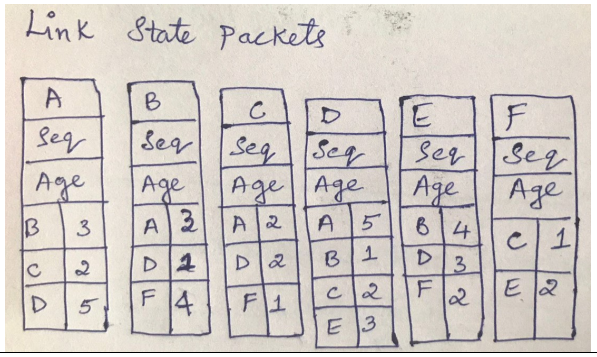
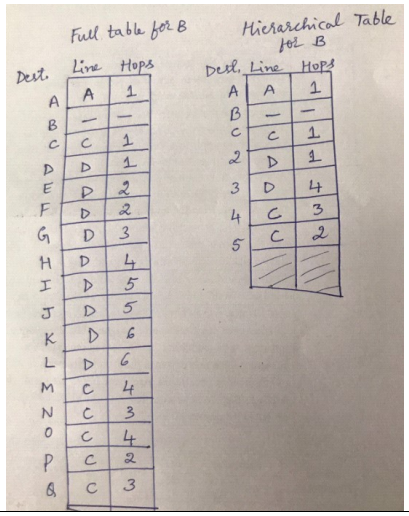
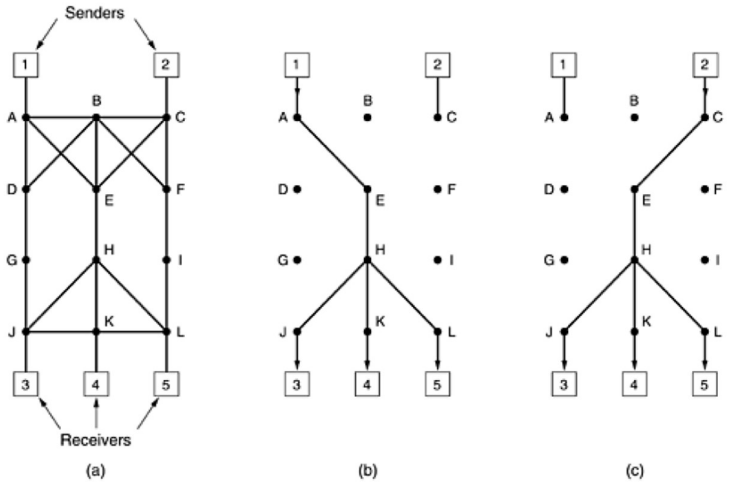
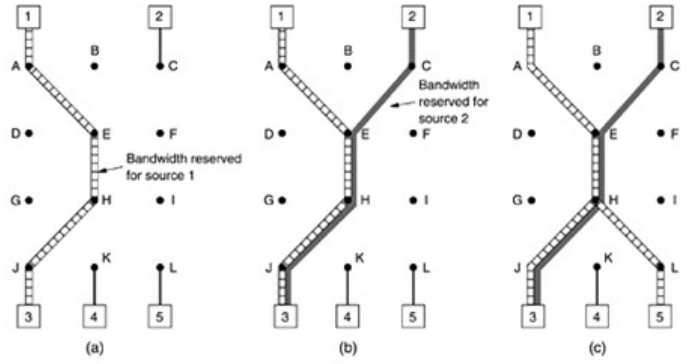
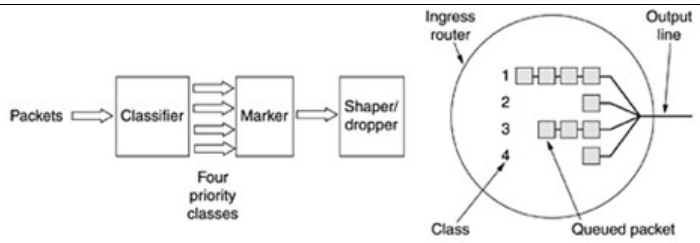
	L1	L2	L3	L4	L5	L6	CO1	CO2	CO3	CO4	CO5
Marks	7	25	14	4	-	-	27	3	14	6	-

COMPUTER NETWORKS Scheme and Solution		
SL No.	**Answer**	**Marks**
1	The main objective of hierarchical routing is to divide a large network into smaller, manageable subnetworks or domains to improve scalability and reduce the complexity of routing.	02
2	Split horizon is a technique used in Distance Vector Routing protocols to prevent routing loops. It involves a router not advertising a route back to the neighbour from which the route was learned. This helps to avoid incorrect routing information from being propagated and reduces the likelihood of loops in the network	02
3	Congestion collapse refers to a severe degradation in network performance caused by excessive congestion. It occurs when the network becomes overwhelmed with traffic, leading to packet loss, long delays, and reduced throughput. Congestion collapse can significantly impact the quality of service for users and applications.	02
4	**Flow-based QoS** is suitable when there is a need to provide highly differentiated treatment to individual flows. It is often used for real-time applications like VoIP and video conferencing, where each flow requires specific QoS guarantees. **Class-based QoS** is more commonly used when traffic can be aggregated into classes with similar requirements. It is efficient for prioritizing different types of traffic in a more general way, such as giving higher priority to mission-critical applications or bulk data transfers.	02
5	Two classes of services are available: regular and expedited. The vast majority of the traffic is expected to be regular, but a small fraction of the packets are expedited. The expedited packets should be able to transit the subnet as though no other packets were present. ***Figure 5-39. Expedited packets experience a traffic-free network.*** 	02
1a	The "Count-to-Infinity" problem is a scenario that can occur in computer networking protocols, particularly in distance-vector routing algorithms such as the Routing Information Protocol (RIP). It arises when there is a network topology change, but the routing information does not propagate quickly or efficiently throughout the network. This can result in routers incorrectly believing that they have found the shortest path to a destination and creating routing loops. The Count-to-Infinity problem can result in significant network instability, increased network traffic, and delayed convergence. It is a fundamental limitation of distance-vector routing algorithms that do not have mechanisms to detect and prevent routing loops.	03

1b		07
2a		
2b		
3a		04

Parameter	Leaky Bucket	Token Bucket
Token Dependency	Token independent.	Dependent on Token.
Filled bucket for token	When bucket is full, data or packets are discarded.	If bucket is full, token are discard not packets.
Packet transmission	Leaky bucket sends packets at constant rate.	Token bucket can send large burst of packets at faster rate.
Condition for packet transmission	In Leaky bucket algorithm, Packets are transmitted continuously.	In Token bucket algorithm, Packets can only transmit when there is enough token.
Token saving	It does not save any token.	It saves token for the burst of packet transmission.
Restrictive Algorithm	Leaky bucket algorithm is more restrictive as compared to Token bucket algorithm.	Token bucket algorithm is less restrictive as compared to Leaky bucket algorithm.

3b	**RSVP—The Resource reSerVation Protocol** RSVP stands for "Resource Reservation Protocol." It is a signalling protocol used in computer networks to establish and maintain resource reservations for specific data flows, ensuring Quality of Service (QoS) guarantees in IP-based networks. RSVP is a crucial component of the Integrated Services (IntServ) architecture, which aims to provide end-to-end QoS for individual data flows. ***(a) A network. (b) The multicast spanning tree for host 1. (c) The multicast spanning tree for host 2.***  ***(a) Host 3 requests a channel to host 1. (b) Host 3 then requests a second channel, to host 2. (c) Host 5 requests a channel to host 1.***  Explanation -	Exp-04 Diag-02
4	Quality of Service (QoS) refers to a set of techniques and mechanisms that are used to manage and improve the performance of data transmission in a network. It is a crucial aspect of computer networking, especially in scenarios where different types of traffic need to be prioritized based on their importance, characteristics, or requirements. **Techniques (explain)** 1. Overprovisioning 2. Buffering 3. Traffic Shaping 4. The Leaky Bucket Algorithm 5. The Token Bucket Algorithm 6. Resource Reservation 7. Admission Control 8. Proportional Routing 9. Packet Scheduling	02 08

5a	 **Step 1** classify the packets into one of the four priority classes. This step might be done on the sending host (as shown in the figure) or in the ingress (first) router. The advantage of doing classification on the sending host is that more information is available about which packets belong to which flows there. **Step 2** mark the packets according to their class. A header field is needed for this purpose. **Step 3** pass the packets through a shaper/dropper filter that may delay or drop some of them to shape the four streams into acceptable forms.	01 02
5b	Congestion occurs Congestion Control in Virtual-Circuit Subnets Congestion Control in Datagram Subnets - Warning Bit, Choke Packets, Hop-by-Hop Choke Packets	01 02 04

	R V College of Engineering **Department of Computer Science and Engineering** **CIE - III: Question Paper**	
Course: (Code)	**Computer Networks(21CS45)**	**Semester: IV**

Date: Sept 2023	**Duration:** 90 minutes	**Staff:**	**SCN/MM/PH/SUN/NS**
Name:	**USN:**	**Section:**	**A/B/C/ISE/AIML**

Sl. No	Questions	Marks	BTL	CO
1a	Compare and contrast Inter-domain Routing and Intra-domain Routing	04	3	5
1b	Briefly explain the concept of tunneling.	06	2	2
22a	Outline the different types of fragmentation.	05	1	4
2b	Describe the different types of ICMP messages.	05	2	2
3	How do IP addresses get mapped onto data link layer addresses, such as Ethernet? With a neat sketch explain the protocol used for this purpose.	10	2	1
4	With a neat diagram, explain the protocol used to determine the best paths for routing data packets between routers within an Autonomous System.	10	2	5
5a	Differentiate between UDP and TCP.	05	3	2
5b	Write a note on TCP Service Model.	05	1	2

COURSE OUTCOMES

CO1.	Apply the algorithms /techniques of routing and congestion control to solve problems related to Computer Networks.
CO2.	Analyze the services provided by various layers of TCP/IP model to build effective solutions
CO3.	Design sustainable networking solutions with societal and environmental concerns by engaging in lifelong learning for emerging technology.
CO4.	Exhibit network configuration, protocol usage and performance evaluation in networks.
CO5.	Demonstrate the solutions using various algorithms/protocols available to address networking issues using modern tools by exhibiting team work and effective communication.

	L1	L2	L3	L4	L5	L6	CO1	CO2	CO3	CO4	CO5
Marks	05	31	05	-	-	-	10	21	-	05	14

Computer Networks
CIE III Scheme and Solution

Q No.	Answers	Marks
1a		04
1b		06
2a		04

Feature	Intra-domain Routing	Inter-domain Routing
Scope	Within a single Autonomous System (AS)	Between different Autonomous Systems (ASes)
Purpose	Establish routes within the same network domain	Facilitate communication between different networks
Protocols	OSPF, RIP, IS-IS, EIGRP (for some vendors)	BGP (Border Gateway Protocol)
Metric Calculation	Typically uses link metrics (e.g., bandwidth)	Path attributes (e.g., AS path, preference, MED)
Administrative Control	Managed by a single administrative entity	Involves coordination between multiple administrative entities
Scalability	Suitable for large-scale networks	Handles global internet-scale routing
Convergence Speed	Generally faster convergence due to smaller network size and frequent updates	Slower convergence due to the complexity of inter-domain paths

A technique of internetworking called **Tunneling** is used when the source and destination networks of the same type are to be connected through a network of a different type.

Tunneling is **a way to move packets from one network to another**.
Tunneling works via encapsulation: wrapping a packet inside another packet.

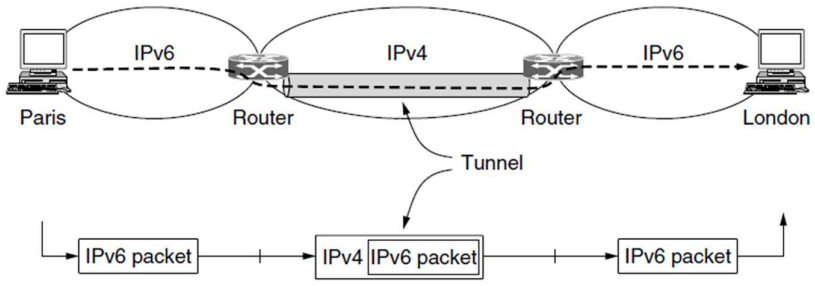
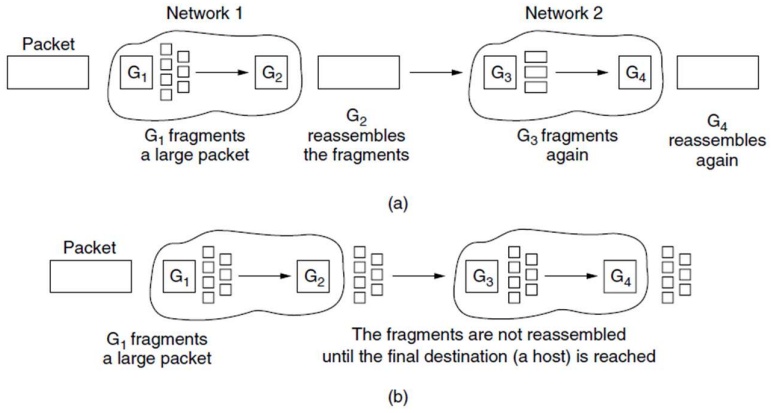
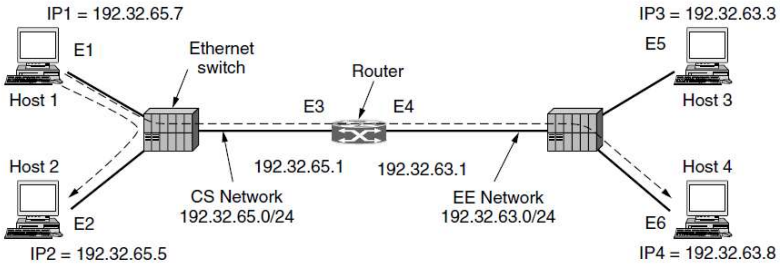
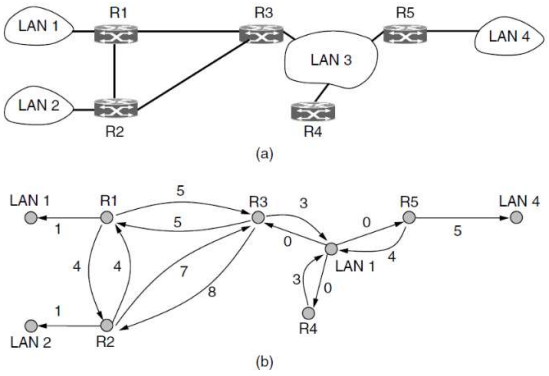
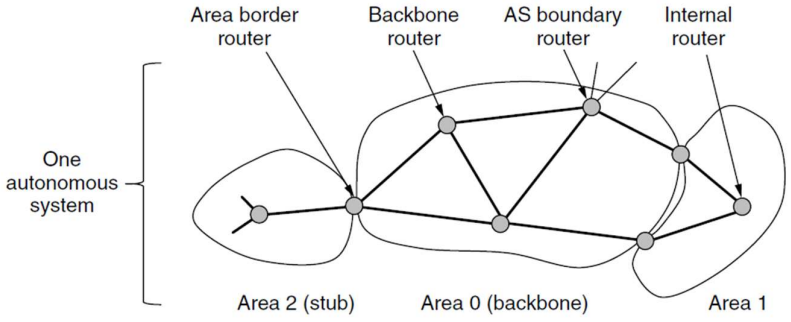


Figure 5-40. Tunneling a packet from Paris to London.

Diagram -1M
Explanation -4M

1. **Nontransparent Fragmentation:** Nontransparent fragmentation refers to a method where the responsibility for packet fragmentation lies with the sending device or host. When a data packet is larger than the MTU of the outgoing network link, the sending device is responsible for breaking down the packet into smaller fragments that fit within the MTU size.
2. **Transparent Fragmentation:** Transparent fragmentation, on the other hand, refers to a method where the network devices and routers in the path of the packet take responsibility for fragmentation. When a data packet is larger than the MTU of an outgoing network link, the intermediate network devices along

	the path will detect the oversize packet and fragment it into smaller pieces that fit within the MTU size of the outgoing link.  **Figure 5-42.** (a) Transparent fragmentation. (b) Nontransparent fragmentation.	01
2b	1. **Echo Request and Echo Reply (Ping):** ICMP Echo Request (Type 8) is used to request an "echo" from a target host, often referred to as "pinging." The target host responds with an ICMP Echo Reply (Type 0), indicating its availability and responsiveness. 2. **Destination Unreachable (Type 3):** This message type is used to indicate that a destination host or network is unreachable for various reasons, such as network congestion, unreachable host, or protocol unreachable. 3. **Time Exceeded (Type 11):** This message type is used to indicate that a packet has exceeded its time-to-live (TTL) value while traversing through routers. It is often used to detect routing loops or network issues. 4. **Redirect Message (Type 5):** A router can send an ICMP Redirect message to inform a host that a better route is available for a specific destination. 5. **Router Advertisement and Router Solicitation (Type 9 and Type 10):** These messages are used in the context of IPv6 to facilitate the autoconfiguration of network interfaces and to discover routers on the local network. 6. **Parameter Problem (Type 12):** This message is used to indicate that a problem has been detected with the IP header, such as an unrecognized option or an incorrect length. 7. **Timestamp Request and Timestamp Reply (Type 13 and Type 14):** These messages are used to request and respond with timestamps for diagnostic and timing purposes. 8. **Address Mask Request and Address Mask Reply (Type 17 and Type 18):** These messages are used to determine the subnet mask of a network, particularly in older versions of ICMP.	05

	9. **Source Quench (Type 4):** This message type is used to indicate to a sender that its traffic is causing congestion and should slow down.	
3	**The Address Resolution Protocol**  Frame / Source IP / Source Eth. / Destination IP / Destination Eth. Host 1 to 2, on CS net: IP1 / E1 / IP2 / E2 Host 1 to 4, on CS net: IP1 / E1 / IP4 / E3 Host 1 to 4, on EE net: IP1 / E4 / IP4 / E6 **Figure 5-61.** Two switched Ethernet LANs joined by a router. Diagram- 03 M Explanantion-07M	10
4	**OSPF- Interior Gateway Routing Protocol**  **Figure 5-64.** (a) An autonomous system. (b) A graph representation of (a).  **Figure 5-65.** The relation between ASes, backbones, and areas in OSPF. Diagram- 03 M Explanantion-07M	05

<table>
<tr>
<td>5a</td>
<td>
<table>
<tr><th>Aspect</th><th>TCP</th><th>UDP</th></tr>
<tr><td>Connection</td><td>Connection-oriented</td><td>Connectionless</td></tr>
<tr><td>Reliability</td><td>Reliable</td><td>Unreliable</td></tr>
<tr><td>Ordering</td><td>Maintains order of data</td><td>No guarantee of order</td></tr>
<tr><td>Error Checking</td><td>Yes (Checksum)</td><td>Limited (Checksum optional)</td></tr>
<tr><td>Flow Control</td><td>Yes (Congestion control)</td><td>No</td></tr>
<tr><td>Acknowledgments</td><td>Yes (Acknowledgment packets)</td><td>No acknowledgments</td></tr>
<tr><td>Header Size</td><td>Larger (20-60 bytes)</td><td>Smaller (8 bytes)</td></tr>
<tr><td>Overhead</td><td>Higher</td><td>Lower</td></tr>
<tr><td>Speed</td><td>Slower (due to overhead)</td><td>Faster (less overhead)</td></tr>
<tr><td>Use Cases</td><td>Reliable data transfer</td><td>Real-time applications, video streaming, online gaming</td></tr>
<tr><td>Example Protocols</td><td>HTTP, FTP, SMTP, SSH</td><td>DNS, VoIP, streaming, IoT</td></tr>
</table>
</td>
<td></td>
</tr>
<tr>
<td>5b</td>
<td>
<table>
<tr><th>Port</th><th>Protocol</th><th>Use</th></tr>
<tr><td>20, 21</td><td>FTP</td><td>File transfer</td></tr>
<tr><td>22</td><td>SSH</td><td>Remote login, replacement for Telnet</td></tr>
<tr><td>25</td><td>SMTP</td><td>Email</td></tr>
<tr><td>80</td><td>HTTP</td><td>World Wide Web</td></tr>
<tr><td>110</td><td>POP-3</td><td>Remote email access</td></tr>
<tr><td>143</td><td>IMAP</td><td>Remote email access</td></tr>
<tr><td>443</td><td>HTTPS</td><td>Secure Web (HTTP over SSL/TLS)</td></tr>
<tr><td>543</td><td>RTSP</td><td>Media player control</td></tr>
<tr><td>631</td><td>IPP</td><td>Printer sharing</td></tr>
</table>
Figure 6-34. Some assigned ports.
Explanantion-04M
</td>
<td>05</td>
</tr>
</table>

USN | | | | | | | | | | |

RV COLLEGE OF NGINEERING®

(An Autonomous Institution Affiliated to VTU)

IV Semester B. E. Examinations Oct-2023

Common to CS / IS / AIML

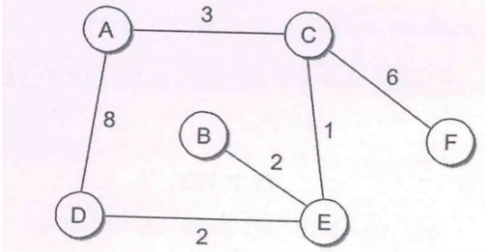
COMPUTER NETWORKS

Time: 03 Hours ***Maximum Marks: 100***

Instructions to candidates:

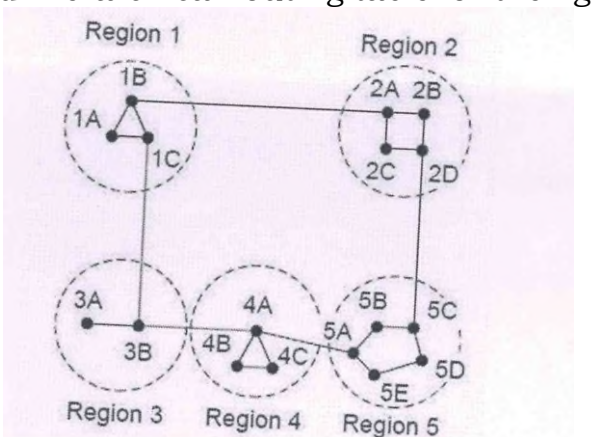
1. Answer all questions from Part A. Part A questions should be answered in first three pages of the answer book only.
2. Answer FIVE full questions from Part B. In Part B question number 2 is compulsory. Answer any one full question from 3 and 4, 5 and 6, 7 and 8, 9 and 10.

PART-A

1	1.1	What do you mean by fragmentation and where it is performed in the layered architecture?	01
	1.2	What is the difference between Point to Point and Multi-Point connection.	01
	1.3	Write the functions of the Network Layer.	01
	1.4	List the components of the Data Communication.	01
	1.5	_____ is the length of the $IPv6$ address.	01
	1.6	Differentiate Interior and Exterior gateway protocol.	01
	1.7	What do you mean by Remote Procedure Call?	01
	1.8	_____ is the port number of the $HTTP$ Protocol.	01
	1.9	Consider two Networks N_1 and N_2, which use the $IPv6$ addressing mode. However, intermediate routers between N_1 and N_2 use the $IPv4$ addressing mode. Illustrate, how communication happens between the networks N_1 and N_2,	02
	1.10	Jack wants to share an important file with John, Identify and justify the application requirements of the same.	02
	1.11	Write the I-frame and S-frame format.	02
	1.12	Identify the properties of a Routing Algorithm.	02
	1.13	Illustrate the functioning of the $DHCP$ protocol.	02
	1.14	Consider the following network with routers A, B, C, D, E and F. Construct the forwarding table for routers A and E.  Fig 1.14	02

PART-B

2	a	Discuss Stop and Wait Protocol in detail.	08
	b	With an example illustrate various Transmission modes.	08
3	a	Analyze the problem associated with the Distance Vector Routing Protocol and provide the solution for the same.	08

	b	Consider the following hierarchical network and construct the Full routing Table and Hierarchical routing table for the figure 3b.  Fig 3b	08
		OR	
4	a	Compare the Virtual Circuits and Datagram Subnets.	08
	b	Consider any sample network and analyze the Multicast routing protocol.	08
5	a	Discuss Explicit Congestion Notification and Hop-by-hop Back Pressure in detail.	08
	b	How, Random Early Detection (RED) is useful in handling the congestion occurred in the networks.	08
		OR	
6	a	Summarize the use of Leaky Bucket and Token Bucket Algorithms in Traffic Shaping.	08
	b	Discuss Expedited Forwarding and List the advantages of it.	08
7	a	What makes internetworking is more difficult than operating within a single network.	08
	b	Discuss the IPv4 header Format with a neat diagram.	08
		OR	
8	a	Discuss the Border Gateway Protocol with the Propagation of BGP route advertisements.	08
	b	Discuss Internet Control Message Protocol ($ICMP$) along with its message types.	08
9	a	Illustrate the relationship between the network, transport and application layers.	08
	b	Discuss the connection establishment and connection release in TCP Protocol.	08
		OR	
10	a	Analyze the state diagram for a simple connection management scheme.	08
	b	Summarize the TCP Header Segment.	08