



LES REGLENE FØR DU STARTER/STARTAR!  
READ THE RULES BEFORE YOU START!

Skriv kandidatnummeret ditt her ⇒⇒

Write your candidate number here ⇒

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## 1.1

Riktig True	Galt False	Riktig True	Galt False	Riktig True	Galt False	Riktig True	Galt False	Riktig True	Galt False
1.1.1... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.1.2... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.1.3... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.1.4... <input checked="" type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.1.5... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>
1.1.6... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.1.7... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.1.8... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.1.9... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.1.10 <input type="checkbox"/>	..... <input checked="" type="checkbox"/>

## 1.2

Riktig True	Galt False	Riktig True	Galt False	Riktig True	Galt False	Riktig True	Galt False	Riktig True	Galt False
1.2.1... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.2.2... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.2.3... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.2.4... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.2.5... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>
1.2.6... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.2.7... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.2.8... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.2.9... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.2.10 <input checked="" type="checkbox"/>	..... <input type="checkbox"/>

## 1.3

Riktig True	Galt False	Riktig True	Galt False	Riktig True	Galt False	Riktig True	Galt False	Riktig True	Galt False
1.3.1... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.3.2... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.3.3... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.3.4... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.3.5... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>
1.3.6... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.3.7... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.3.8... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.3.9... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.3.10 <input checked="" type="checkbox"/>	..... <input checked="" type="checkbox"/>

## 1.4

Riktig True	Galt False	Riktig True	Galt False	Riktig True	Galt False	Riktig True	Galt False	Riktig True	Galt False
1.4.1... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.4.2... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.4.3... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.4.4... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.4.5... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>
1.4.6... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.4.7... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.4.8... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.4.9... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.4.10 <input type="checkbox"/>	..... <input checked="" type="checkbox"/>

## 1.5

Riktig True	Galt False	Riktig True	Galt False	Riktig True	Galt False	Riktig True	Galt False	Riktig True	Galt False
1.5.1... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.5.2... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.5.3... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.5.4... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.5.5... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>
1.5.6... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.5.7... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.5.8... <input type="checkbox"/>	..... <input checked="" type="checkbox"/>	1.5.9... <input checked="" type="checkbox"/>	..... <input type="checkbox"/>	1.5.10 <input checked="" type="checkbox"/>	..... <input type="checkbox"/>

As shown above we accept "True", "False", or "No answer" as correct on statements 1.1.4 and 1.3.10. Reasons:

1.1.4: We forgot to include some information about parameters in the statement, so it may be false in some special cases. Was supposed to be true, as shown in a figure in the textbook.

1.3.10: Even though I would argue that it is better to not use WEP, since using it could give you a false sense of security, I guess it can be argued that it can at least protect you against your neighbour using your internet access for free. But e.g. WPA is available everywhere now! Please use it instead!

Kontroller:	Eksamensvaktens signature / Invigilator's signature
<ul style="list-style-type: none"> <li>Kandidatenr. på alle sider</li> <li>Samme kandidatenr. over alt</li> </ul>	



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2. NOTE: The **sum** of number of answers on this page (Task 2) should **not** be > 8 (to avoid minus points)  
Summen av antall svar på denne siden (Task 2) bør **ikke** være > 8 (for å unngå minuspoeng)

2.1

c), d), f)

2.2

d), g)

2.3

c)

2.4

**b), c), and/or e) – see below**

Alternatives e) and f) are outside of the curriculum and should not have been included as alternatives. **e) also happens to be TRUE!** For this reason **we have accepted e) also** as a valid answer amongst the 8 choices you have made for task 2.



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3. (One answer for each subtask / ett svar for hver deloppgave)

3.1

c)

3.2

e)

3.3

a)

3.4

d)

3.5

e)

3.6

g) (or an expression showing how this can be found)



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4 (Max. 3 short sentences on each subtask / Maks. 3 korte setninger på hver deloppgave)

4.1

Buffer to absorb variations in end-to-end delay and give smooth playback.

4.2

Real-time interactive conversations and other services where there is no time for retransmissions and some loss of information is acceptable.

4.3

To give smooth / time-corrected playback.

4.4

Extra information is added to the data (e.g. parity bits) at source. This is used to recreate lost information at destination (or done locally for each link).

4.5

Extra delay introduced on both the sender and receiver sides.