


DAILY ONLINE ACTIVITIES SUMMARY

Date:	21-5-2020	Name:	Nagashree D
Sem & Sec	8 th ,A	USN:	4AL16CS055
Online Test Summary			
Subject	SMS		
Max. Marks	60	Score	41
Certification Course Summary			
Course	Introduction to ethical hacking		
Certificate Provider	Great Learner Academy	Duration	6Hrs
Coding Challenges			
Problem Statement: Write a C Program to Reverse a Linked List in groups of given size.			
Status:Solved			
Uploaded the report in Github		Yes	
If yes Repository name		Nagashreed	
Uploaded the report in slack		Yes	

Online test Details



Challenge Over

by TechGig

SMS_II_IA

SMS1

Your Highest Score 41 Max Score 60

Question Summary PROBLEM SOLVING

Start Test

Details

Winners

FAQs

My Submission

IA provide a venue for self-expression and show case the knowledge.

Rules

1. Any participant can attempt the assessment only 1 times, Only your best score counts!!

2. There will be no negative marking.

3. Time duration is 60 minutes.

Summary

Skills

Problem Solving Skills

Ends On

21 May

Certification Course Details:



Introduction to Ethical Hacking

Course In Progress

CONTENT

ASSESSMENTS

Learning Videos

	Career and Growth Ladder in Ethical Hacking	18m	
	Domains and Process Implementation under Ethical Hacking	54m	
	Ethical Hacking in Network Architecture-Demonstration	48m	
	Ethical Hacking in Web Applications-Demonstration	50m	
	Ethical Hacking on Mobile Platforms-Demonstration	34m	

The OSI model is a model that breaks down network communication into seven layers. Each layer represents another set of functionalities that are used to get data from point A to point B.

The act of data moving up and down the layers of the OSI model is known as encapsulation and decapsulation. Data being encapsulated moves down the OSI model, while data being decapsulated moves up the OSI model. This representation makes the most sense when analysed from the bottom up, so that what we'll do.



Content

Learning Videos

Career and Growth Ladder in Ethical Hacking

Domains and Process Implementation under Ethical Hacking

Ethical Hacking in Network Architecture-Demonstration

Ethical Hacking in Web Applications-Demonstration

Ethical Hacking on Mobile Platforms-Demonstration

What is Ethical Hacking

Quiz

Claim Your Course Certificate

Ethical Hacking in Network Architecture-Demonstration

OSI Model

APPLICATION LAYER	7	Human-computer interaction layer, where applications can access the network services
PRESENTATION LAYER	6	Ensures that data is in a usable format and is where data encryption occurs
SESSION LAYER	5	Maintains connections and is responsible for controlling ports and sessions
TRANSPORT LAYER	4	Transmits data using transmission protocols including TCP and UDP
NETWORK LAYER	3	Decides which physical path the data will take
DATALINK LAYER	2	Defines the format of data on the network
PHYSICAL LAYER	1	Transmits raw bit stream over the physical medium

Activate Windows
Go to Settings to activate Windows.

Layer 1, the physical layer, is very simple. The physical layer is the actual media that the data moves across. Whether it be fiber optics or standard ethernet, the physical layer is the physical media on which our data is moving. For an example of a layer 1 networking device, we'll take a look at a long out-dated piece of networking technology, the [hub](#).

Since layer 1 is the physical media, it's easy to think of layer 2 as a sort of point to point connection. A single node on a network connects to another node, fragmenting, transmitting, and reassembling data as it is passed through the physical layer.

So, if our layer 2 is a set of point to point connections, our layer 3 can be thought of as the functionality that allows us to send data to and from these groups of connections.

Layer 4 and above gets slightly different than the other layers. Yes, there are devices that operate at layer 4, such as some stateful firewalls, but most of the layer 4 functionality relies on the TCP/IP stack which is installed on all systems that access the network. The transport layer is in charge of just that, transport. There are two main protocols that live at layer 4, TCP and UDP. At this layer port numbers are used to mark where to send data to. A port in this instance is a logical interface on a computer that can either create or receive connections.

Layer 5 is responsible for controlling connections between systems. Not only does it start them, but it also manages and terminates them. The presentation layer on the other hand is used to convert data back and forth between being machine readable and human readable.

Layer 7 is the final layer of our OSI model. The application layer is just that, the application that the data being encapsulated/decapsulated serves. Whether it be DHCP, HTTP, or FTP, the data within is considered application layer data.

TCP/IP is actually the most widely-used protocol today. TCP/IP is currently the most common standard for communicating devices within computer networks.

The TCP/IP stack is divided into several layers, each of which is important for particular aspects of communication. It is possible to develop each of these layers without affecting adjacent ones. With TCP/IP, data encapsulation is achieved in different headers across different transportation layers of the protocol stack.

Despite attempts to make TCP as secure as possible, there still are some attacks that abuse it.

Coding Challenges:

```
#include <stdio.h>
#include <stdlib.h>

struct node
{
    int data;
    struct node next;
};

struct Node reverse(struct Node head,int k)
{
    struct Node current= head;
    struct Node next= Null;
    struct Node prev= Null;
```

```

int count = 0;
while(current!=Null && count<k)
{
    next= current->next;
    current->next = prev;
    prev= current;
    current= next;
    count++;
}
if ( next!=Null)
    head->next= reverse( next,k);
return prev;
}

void push( struct Node ==head_ref,int new_data)
{
    struct Node= new_node= (struct Node) malloc(sizeof(struct Node));
}
}

int main()
{
    Struct node *prev,*head,*p;
    int n,i;
    printf ("number of elements:");
    scanf("%d",&n);
    head=NULL;
    for(i=0;i<n;i++)
    {
        p=malloc(sizeof(struct node));
        scanf("%d",&p->data);
        p->next=NULL;
        if(head==NULL)

```

```
head=p;
else
prev->next=p;
prev=p;
}
return 0;
}
```