CSX283: Quiz 2 **Score: 20 Duration: 30 Mins**

Name:

1. Which multiple access technique is used by IEEE 802.11 standard for wireless LAN?

A) CDMA
B) CSMA/CA
C) ALOHA
D) CSMA/CD

2. A BSS without an AP is called an

A) Ad hoc network
B) Infrastructure network
C) Connectionless network
D) Channelization network

3. IEEE has defined the specifications for a wireless LAN, called _____, which covers the physical and data link layers.

A) IEEE 802.3
B) IEEE 802.5
C) IEEE 802.11
D) IEEE 802.2

4. In wireless LAN, there are many hidden stations so we cannot detect the

A) Frames
B) Signal
C) Data
D) Collision

5. In IEEE 802.11, the _____ is a timer used for collision avoidance.

A) NAV
B) BSS
C) ESS
D) None of the above

6. In IEEE 802.11, the addressing mechanism can include up to _____addresses.

A) Four
B) Five
C) Six
D) None of the above

7. AODV is a loop free protocol due to the use of unique _____ in RREQ/RREP messages.

A) IP address
B) Port address
C) Sequence number
D) IP address and Sequence number

8. The RTS and CTS frames in CSMA/CA _____ solve the hidden station problem. The RTS and CTS frames in CSMA/CA _____ solve the exposed station problem.

A) Can; cannot
B) Cannot; can
C) Can; can
D) Cannot; cannot

9. The IEEE 802.11 standard for wireless LANs defines two services: _____ and _____.

A) BSS; ASS
B) ESS; SSS
C) BSS; ESS
D) BSS; DCF

10. In IEEE 802.11 wireless LAN, we cannot use ____.

A) CSMA
B) CSMA/CD
C) CSMA/CA
D) All of the above

11. The main difference between TCP and UDP is

A) UDP is connection-oriented whereas TCP is connection-less service
B) TCP is an Internet protocol whereas UDP is an ATM protocol
C) UDP is a connection-less whereas TCP is a connection-oriented service
D) All of the above

12. What is the size of the window for host A if the value of receiver window (rwnd) is 1000 bytes and the value of congestion window (cwnd) is 500 bytes?

A) 1000 bytes
B) 500 bytes
C) 1500 bytes
D) 1001 bytes

13. TCP assigns a sequence number to each segment that is being sent. The sequence number for each segment is the number of the _____ byte carried in that segment.

A) First
B) Last
C) Middle
D) None of the above

14. The bytes of data being transferred in each connection are numbered by TCP. The numbering starts with a _____.

A) 1
B) 0
C) Randomly generated number
D) None of the above

15. The combination of an IP address and a port number is called a _____.

A) Transport address
B) Network address
C) Socket address
D) None of the above

16. In UDP, the field used to detect errors over the entire user datagram is

A) UDP header
B) Checksum
C) No such field as it is unreliable protocol
D) None of the mentioned

17. Which of the following functions does UDP perform?

A) Process-to-process communication
B) End-to-end reliable data delivery
C) Host-to-host communication
D) Interface-to-interface communication.

18. UDP packets are called _____.

A) User datagrams
B) Frames
C) Segments
D) Packets

19. To use the services of UDP, we need _____ socket addresses.

A) Four
B) Three
C) Two
D) Four

20. TCP groups a number of bytes together into a packet called a _____.

A) User datagram
B) Datagram
C) Segment
D) Packet