### ECE 358: Computer Networks

# Practice questions about parity bits

Q1. Compute the even parity bits for the data bits: 1 1 0 1 0 1 1 1 and 1 0 0 0 1 0 1 0

#### **Solution:**

The data bits: 1 1 0 1 0 1 1 1 has Even Parity = 0

The data bits: 1 0 0 0 1 0 1 0 has Even Parity = 1

Q2. Compute the odd parity bits for the data bits: 1 1 0 1 0 1 1 1 and 1 0 0 0 1 0 1 0

### **Solution:**

The data bits: 1 1 0 1 0 1 1 1 has Odd Parity = 1

The data bits: 1 0 0 0 1 0 1 0 has Odd Parity = 0

Q5. Referring to Q3, if a sender transmits <D, EDC>, try to introduce two-bit errors in the received

<D', EDC'>, so that the receiver cannot detect it.

### **Solution:**

This will never happen because the two-dimensional parity EDC bits algorithm can detect all possible two bits of error that could happen on the transmit frame.

# ECE 358: Computer Networks

## **Practice questions about CRC computation**

Q1. Add the pairs of A and B given below using modulo-2 arithmetic. Let the result be C.

### **Solution:**

Q2. Using the binary strings from Q1, subtract B from C in part (a) and A from C in part (b) using modulo-2 arithmetic.

#### **Solution:**

Q4. Consider the following D and G bit-strings

Compute the frame to be transmitted by the sender

## **Solution:**

Generator (G) is consists of (r+1) Bit pattern. Then, r = 4

The bit string D.2r is equal to: 1 1 0 1 0 1 1 0 1 1 0 0 0 0

We divide D.2r by G, where remainder R is the ED

$$\begin{array}{r}
1100001010 \\
10011 & 11010110110000 \\
\underline{10011} \\
10011 \\
\underline{10011} \\
00001 \\
\underline{00000}
\end{array}$$

```
\begin{array}{c} 0\,0\,0\,1\,0\\ \underline{0\,0\,0\,0\,0}\\ 0\,0\,1\,0\,1\\ \underline{0\,0\,0\,0\,0}\\ 0\,1\,0\,1\,1\\ \underline{0\,0\,0\,0\,0}\\ 1\,0\,1\,1\,0\\ \underline{1\,0\,0\,1\,1}\\ 0\,1\,0\,1\,0\\ \underline{0\,0\,0\,0\,0}\\ 1\,0\,1\,0\,0\\ \underline{1\,0\,1\,1\,0}\\ 0\,1\,1\,1\,0\\ \underline{0\,0\,0\,0\,0}\\ 1\,1\,1\,0\\ \underline{0\,0\,0\,0\,0}\\ 1\,1\,1\,0\\ \underline{0\,0\,0\,0\,0}\\ 1\,1\,1\,0\\ \end{array}
```

EDC = 1110 So, The frame to be transmitted by the sender "110101111110"