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Assignment 3 (B)

Q1 Explain routing protocol.

Ans A router protocol specifies how routers communicate with each other to distribute information that enables them to select route between any two nodes on a computer network. Router perform the "traffic directing" functions on the Internet, data packets are forwarded through the network of the internet from router to router until they reach their destination computer. Routing algorithms define a specific choice of route.

Q2 Explain architecture of AODV.

Ans The current architecture segregates the routing functionality into two parts : packet forwarding and packet routing. Packet forwarding refers to the process of taking a packet consulting a table and sending packet towards its destination as determined by the table. In modern OS, packet forwarding is implemented inside the OS kernel whereas routing is implemented in the user space as a daemon program. There are numerous reasons for separating forwarding and routing. and placing packet forwarding inside the kernel and packet routing in user space. Packet forwarding for every packet and therefore should be efficient

Q3 Explain different network simulator tools.

Ans

GNS3 :

GNS3 is an emulation software that lets you see the interaction of network of devices in a network topology. It is mainly used for INS and open source.

CISCO packet Tracer:

Packet tracer is the cross platform visual simulation tool especially designed by CISCO system that not only allows users to simulate command but using the interface allows the software users to simulate the configuration

Putty configure:

Putty is a free and open source terminal emulator, serial console and network file transfer applications. It supports several network protocols. and raw socket connection