

1a Explain the following terms:

- *circuit-switched* and *packet-switched* networks
- *connection-oriented* and *connectionless* services

Give an example of a connectionless service running over a circuit-switched network. 10pt

1b Explain briefly how you can do long-distance communication through microwave transmission. 5pt

1c What is *time division multiplexing*? 5pt

2a Under which circumstances are *contention* protocols generally better than *collision-free* protocols. Explain your answer. 5pt

2b Give an example of a protocol that can behave both like a contention protocol as a collision-free protocol. 5pt

2c Explain clearly why 802.3 LANs (Ethernet 10 Mbit) have a minimal frame length specified. 10pt

2d Why are *token bus* networks generally considered more suitable for factory automation than, for example, 802.3 networks? 5pt

3a What is the difference between *distance vector routing* and *link state routing*? 10pt

3b Explain what the *count-to-infinity* problem is with distance vector routing. 5pt

3c What is *tunneling* and how was it applied to initially set up the MBone? 5pt

4a Why does Tanenbaum state that “without the transport layer, the whole concept of layered protocols would make little sense?” 10pt

4b In a new protocol, called *transaction TCP*, communication between a client (C) and a server (S) can proceed as follows:

C: Send a TCP packet with SYN = 1, FIN = 1, and the request (i.e. the data).

S: Return a TCP packet with SYN = 1, FIN = 1, ACK = 1, and a reply.

C: Send a TCP packet acknowledging the receipt of the reply.

How does this protocol relate to client/server communication through UDP, and to traditional TCP? 10pt

4c Why is a *stop-and-wait* protocol generally lead to low network utilisation in the case of wide-area gigabit networks? 5pt

**Grading:** The final grade is calculated by accumulating the scores per question (maximum: 90 points), and adding 10 bonus points. The maximum total is therefore 100 points.