



ODD END SEMESTER BACK/DEBARRED EXAMINATION 2025

Roll no. 2161251

Name of the Course and semester: B.Tech 7th Semester

Name of the Paper: Computer Networks-II

Paper Code: TCS-703

Time: 3-hour

Maximum Marks: 100

Note:

- (i) All the questions are compulsory.
- (ii) Answer any two sub questions from a, b and c in each main question.
- (iii) Total marks for each question are 20 (twenty).
- (iv) Each sub-question carries 10 marks.

Q1. (2X10=20 Marks) (CO1)

- a. Define hierarchical routing and explain its advantages in large networks.
- b. What is Multicast Routing, and how does it differ from unicast and broadcast routing?
- c. What is the "count-to-infinity" problem in Distance Vector routing, and how is it mitigated?

Q2. (2X10=20 Marks) (CO2)

- a. A sender wants to transmit a 7-bit data message 1111000 using a Cyclic Redundancy Check (CRC) with the generator polynomial $x^3 + x^2 + x + 1$.
 1. Calculate the CRC code for the given data using the generator polynomial.
 2. Determine the transmitted frame by appending the CRC code to the original data.
- b. Consider How does a Link Layer switch differ from a traditional Ethernet hub?
- c. How does CSMA/CD (Carrier Sense Multiple Access with Collision Detection) work in Ethernet networks?

Q3. (2X10=20 Marks) (CO3)

- a. Describe the architecture and functionality of the Real-Time Streaming Protocol (RTSP). How does RTSP support the delivery of stored audio and video content over IP networks?
- b. Explain the How do RTP, RTCP, and SIP work together to support real-time interactive multimedia communication?
- c. Explain how VLANs (Virtual Local Area Networks) work and their advantages in modern networks.

Q4. (2X10=20 Marks) (CO4)

- a. Describe the match-action paradigm in Software-Defined Networking (SDN). How is it implemented using the OpenFlow protocol for generalized packet forwarding?
- b. What challenges can arise in communication between data planes and control planes?
- c. What are the key advantages of generalized forwarding in modern networks?

Q5. (2X10=20 Marks) (CO5)

- a. Explain What is a socket in network programming, and why is it used?
- b. Explain the roles of bind(), listen(), and accept() functions in the server-side implementation of a TCP connection.
- c. Write a detailed explanation of the workflow for a UDP echo server. Discuss the lack of flow control in UDP and how it affects the reliability of the communication process.