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Sem. IV

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Mid term Exam

MCA - 622 Computer Network

(Q.3) (A) Adding the 4-bit words yields
 $1001 + 1100 + 1010 + 0011 = 100010$.

The carry is added to the LSBs. 0100 .
The one's complement value is then 1011 ,
which is checksum.

Adding the data and checksum yields

$$1001 + 1100 + 1010 + 0011 + 1011 = 101101$$

which gives 1111 (carry) and thus (0000) negative.

(Q.4)

(A) MAC address

IP address

(1) MAC Address stands for Media Access control Address

(2) IP address stands for Internet protocol address.

(2) It ensures that physical address of computer is unique

(2) IP address is a logical address of the computer and is used to uniquely locate computer connected via a network.

(5) It is a six byte hexadecimal number

(3) It is of 4 byte or 16 byte.

Circuit switching

(1) In circuit switching, each data unit know the entire path address which is provided by the source

(2) Resource reservation is the feature of circuit switching because path is fixed for data transmission

Packet switching

(1) Each data unit just know the final destination address intermediate path is decided by the routers

(2) There is no resource reservation because bandwidth is shared among users.

TDM

(1) TDM stands for time division multiplexing

(2) TDM works with digital signals as well as analog signals

FDM

(1) stands for frequency division multiplexing

(2) while FDM works with only analog signals.

Bandwidth

(1) Bandwidth of a digital signal is the number of bits transmitted per second

Band rate

(1) Band rate is the number of signalling elements transmitted per second.

100BASE-T4

- (1) It uses 4 pairs of category 3 unshielded twisted pair wires, and the maximum distance is 100 metres. with maximum diameter of the network: 200 M.

100BASE-TX.

- (1) It uses two pairs of category 5 unshielded twisted-pair cables with impedance of 100 ohms. The maximum transmission distance is 100 metres.

(Q.2)

$$\begin{array}{r}
 x^4 + x^3 + x \\
 x^3 + 1 \overline{) x^7 + x^6 + x^3 + 1} \\
 \underline{x^7 + x^4} \\
 x^6 + x^4 + x^3 + 1 \\
 \underline{x^6 + x^3} \\
 x^4 + 1 \\
 \underline{x^4 + x} \\
 x + 1
 \end{array}$$

$$M(x) = x^7 + x^6 + x^3 + 1$$

$$G(x) = x^3 + 1$$

$$G(x) = 1 \cdot x^3 + 0 \cdot x^2 + 0 \cdot x^1 + 1 \cdot x^0$$

$$G(x) = 1001$$

$$M(x) = x^7 + x^6 + x^3 + 1$$

$$= 1 \cdot x^7 + 1 \cdot x^6 + 0 \cdot x^5 + 0 \cdot x^4 + 0 \cdot x^3 + 0 \cdot x^2 + 0 \cdot x + 1 \cdot x^0$$

Senders -

$$M(x) = 11001001$$

$$\begin{array}{r}
 11010011 \\
 1001 \overline{) 11001001000} \\
 \underline{1001} \\
 01011 \\
 \underline{1001} \\
 00100 \\
 \underline{0} \\
 1000 \\
 \underline{1001} \\
 0001100 \\
 \underline{1001} \\
 0101 \\
 \underline{1001} \\
 0011 \text{ Remainder}
 \end{array}$$

Receiver

transmitted = 11001001011

$$\begin{array}{r}
 11010011 \\
 1001 \overline{) 11001001011} \\
 \underline{1001} \\
 01011 \\
 \underline{1011} \\
 001000 \\
 \underline{1001} \\
 0001101 \\
 \underline{1001} \\
 01001 \\
 \underline{1001} \\
 0000 \text{ Remainder}
 \end{array}$$

No error occurs

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Q.3(b) A protocol which supports one directional flow of data and assumed to be error free is stop and wait protocol

(1) The error control mechanism is used so that the received data should be exactly same whatever sender has send the data.

(2) The error mechanism is divided into two categories.

(1) stop and (2) wait ACK

Senders side :-

(Rule-1) sender can send one data packet at a time

(Rule-2) : Sender can send the next packet only when it receives the acknowledgement from receiver of previous packet.

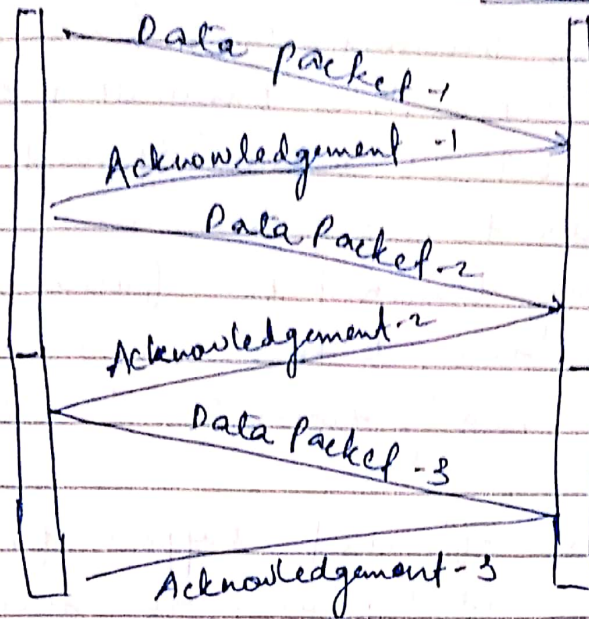
Receiver side

Rule-1 : Receive & consume the data packet.

Rule-2 : when data packet is consumed receiver sends the acknowledgement of the senders.

Sender

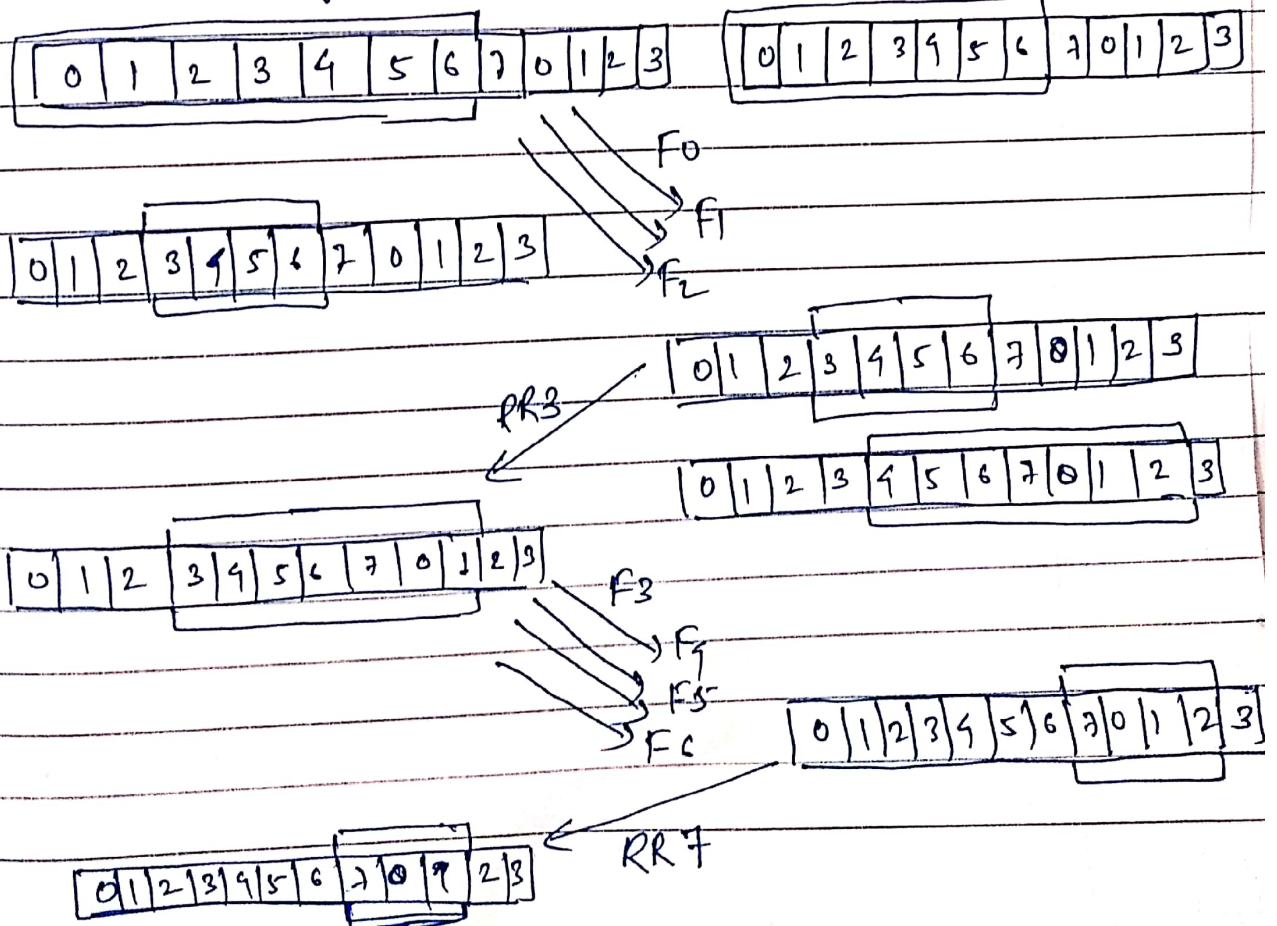
Receiver

Stop and
wait protocol.

(Q.1)

Source system A

Destination system B



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Initially, A and B have windows including that A may transmit seven frames, beginning with frame 0 (F0). After transmitting three frames (F0, F1, F2) without acknowledgement, A has shifted its window to four frames. The window indicates that A may transmit four frames, beginning with frame no. 3. B then transmits an RR3 (received ready frame 3) to receive frame number.

To provide efficient support for this requirement, piggybacking is typically the technique of temporarily delaying acknowledgement so that they can be hooked onto next outgoing data frame.