**Subject Code: 17MCA3C17**

**JAMAL MOHAMED COLLEGE (Autonomous)**

**TIRUCHIRAPPALLI – 620 020**

**Objective Type Questions**

**Department of Computer Science**

**Semester: III PG: MCA**

**Title of the Paper: Core XVII : Computer Networks.**

1. Computer network is

|  |  |
| --- | --- |
| a. Connected computers | b. Interrelated computers |
| c. Group of computers | d. Interconnected computers |

2. Ordering books online is an example of

|  |  |
| --- | --- |
| a. B2C | b. B2B |
| c. G2C | d. P2P |

3. Point-to-Point transmission with one sender and one receiver is called

|  |  |
| --- | --- |
| a. Broadcasting | b. Unicasting |
| c. Telecasting | d. Multicasting |

4. \_\_\_\_\_\_\_\_\_\_\_\_ is popularly called Ethernet.

|  |  |
| --- | --- |
| a. IEEE 802.3 | b. IEEE 802.5 |
| c. IEEE 802.16 | d. IEEE 802.11 |

5. A collection of interconnected networks is called

|  |  |
| --- | --- |
| a. LAN | b. WAN |
| c. MAN | d. internet |

6. How many layers the OSI reference model has?

|  |  |
| --- | --- |
| a. Four | b. Five |
| c. Six | d. Seven |

7. A set of layers and protocols is called\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ architecture.

|  |  |
| --- | --- |
| a. Computer | b. Network |
| c. System | d. Software |

8. A connectionless service is modeled after the \_\_\_\_\_\_\_\_\_ system.

|  |  |
| --- | --- |
| a. Telephone | b. Postal |
| c. Transport | d. Management |

9. Remote login is an example of \_\_\_\_\_\_\_\_\_\_\_\_\_\_ service.

|  |  |
| --- | --- |
| a. Request reply | b. Reliable byte stream |
| c. Unreliable connection | d. Reliable message stream |

10. The \_\_\_\_\_\_\_\_\_\_ layer controls the operation of the subnet.

|  |  |
| --- | --- |
| a. Application | b. Physical |
| c. Network | d. Presentation |

11. Which of the following layer of the OSI model also called end-to-end layer?

|  |  |
| --- | --- |
| a. Presentation layer | b. Network layer |
| c. Session layer | d. Transport layer |

12. How many layers are in TCP/IP reference model?

|  |  |
| --- | --- |
| a. Four | b. Five |
| c. Six | d. Seven |

13. Which one of the following is not a application layer protocol?

|  |  |
| --- | --- |
| a. HTTP | b. SMTP |
| c. FTP | d. TCP |

14. The TCP/IP does not have session or \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ layers.

|  |  |
| --- | --- |
| a. Presentation | b. Application |
| c. Transport | d. Network |

15. \_\_\_\_\_\_\_\_\_\_ is a reliable connection oriented protocol.

|  |  |
| --- | --- |
| a. UDP | b. TCP |
| c. IP | d. HTTP |

16. Which of following layer transports a raw bit from one machine to another?

|  |  |
| --- | --- |
| a. Physical | b. Data link |
| c. Network | d. Application |

17. The PSTN is an example of a \_\_\_\_\_\_\_\_\_\_\_\_\_ network.

|  |  |
| --- | --- |
| a. Packet switched | b. Circuit switched |
| c. Message switched | d. Data switched |

18. The two wire connections between each subscriber’s telephone and the end

office are known as

|  |  |
| --- | --- |
| a. Local Loop | b. Global Loop |
| c. Trunk Loop | d. Toll Loop |

19. Packet switching uses \_\_\_\_\_\_\_\_\_\_\_\_\_ transmission.

|  |  |
| --- | --- |
| a. Store-and -forward | b. Store-and-store |
| c. Forward-and-store | d. Forward-and-forward |

20. Which of the following switching requires call setup?

|  |  |
| --- | --- |
| a. Packet switching | b. Circuit switching |
| c. Message switching | d. Store-and-forward switching |

21. The function of the data link layer is to provide services to the \_\_\_\_\_ layer.

|  |  |
| --- | --- |
| a. Network | b. Physical |
| c. Application | d. Session |

22. The polynomial code is also known as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. CRA | b. CRB |
| c. CRC | d. CRD |

23. Hamming code is an example of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Error detection | b. Error correction |
| c. Error encapsulation | d. Both a and c |

24. The Hamming distance between 100 and 001 is

|  |  |
| --- | --- |
| a. One | b. Two |
| c. Three | d. Four |

25. Each frame begins and ends with a special bit pattern 01111110 is called a

\_\_\_\_\_\_\_\_\_\_\_\_\_\_ byte.

|  |  |
| --- | --- |
| a. Start | b. End |
| c. Stop | d. Flag |

26. Protocol allows unidirectional data flow over unreliable channel is called

|  |  |
| --- | --- |
| a. PAR | b. PRQ |
| c. PRR | d. NAR |

27. Protocol in which sender sends one frame and then waits for acknowledgment before

proceeding is called

|  |  |
| --- | --- |
| a. Utopia | b. PAR |
| c. Sliding Window Protocol | d. Stop-and-Wait Protocol |

28. Which of the following task is not done by data link layer?

|  |  |
| --- | --- |
| a. Framing | b. Error control |
| c. Flow control | d. Channel coding |

29. CRC stands for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Cyclic redundancy check | b. Code repeat check |
| c. Code redundancy check | d. Cyclic repeat check |

30. The technique of temporarily delaying outgoing acknowledgements so that they can

hooked onto to the next outgoing data frame is called

|  |  |
| --- | --- |
| a. CRC | b. Piggybacking |
| c. Go-back n | d. Selective repeat |

31. A strategy for handling errors when frames are pipelined is called

|  |  |
| --- | --- |
| a. Selective repeat | b. Flow control |
| c. Error correction | d. Error detection |

32. A sub-layer of the \_\_\_\_\_\_\_\_\_\_\_\_\_\_ layer is called MAC.

|  |  |
| --- | --- |
| a. Transport | b. Application |
| c. Physical | d. Data link |

33. The protocol \_\_\_\_\_\_\_\_\_\_\_\_\_\_is widely used on LANs in the MAC layer.

|  |  |
| --- | --- |
| a. p-persistent CSMA | b. CSMA/CD |
| c. non-persistent | d. 1-persistent CSMA |

34. The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the basic unit of a Bluetooth system.

|  |  |
| --- | --- |
| a. Internet | b. Ethernet |
| c. Extranet | d. Piconet |

35. An interconnected connection of piconets is called \_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Scatternet | b. Internet |
| c. Extranet | d. Intranet |

36. What is the use of bridge in network?

|  |  |
| --- | --- |
| a. To connect LANs | b. To separate LANS |
| c. To control network speed | d. To improve throughputs |

37. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ do not understand frames, packets or headers.

|  |  |
| --- | --- |
| a. Routers | b. Bridges |
| c. Repeaters | d. Switches |

38. \_\_\_\_\_\_ are similar to bridges in that both route on frame addresses.

|  |  |
| --- | --- |
| a. Repeaters | b. Switches |
| c. Hubs | d. Routers |

39. \_\_\_\_\_\_\_ connect two computers that use different connection transport protocols.

|  |  |
| --- | --- |
| a. Transport gateways | b. Application gateways |
| c. Routers | d. Repeaters |

40. \_\_\_\_\_\_\_ do not amplify the incoming signals.

|  |  |
| --- | --- |
| a. Hubs | b. Repeaters |
| c. Amplifiers | d. Switches |

41. The layer \_\_\_\_\_\_\_\_\_\_\_\_\_ is concerned with getting packets from the source all the

way to the destination.

|  |  |
| --- | --- |
| a. Application | b. Presentation |
| c. Session | d. Network |

42. The independent packet of connectionless organization is called\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Message | b. Datagram |
| c. Frame | d. Data |

43. The main function of the \_\_\_\_\_\_\_\_\_\_ layer is routing packets.

|  |  |
| --- | --- |
| a. Data link | b. Network |
| c. Physical | d. Transport |

44. If the route from I to J is computed in advance, offline and downloaded to the

routers when the network is booted is called as \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Dynamic routing | b. Session routing |
| c. Temporary routing | d. Static routing |

45. If router J is on the optimal path form router I to router K, then the path from J to K

along the same route is \_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Optimal | b. Not optimal |
| c. Maximum | d. Suboptimal |

46. Count-to-infinity problem occurs in \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Link state routing | b. Distance vector routing |
| c. Shortest path routing | d. Hierarchical routing |

47. In Hierarchical routing, the routers are divided into what is called as \_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Zones | b. Cells |
| c. Regions | d. Areas |

48. Sending a packet to all destinations simultaneously is called \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Multicasting | b. Unicasting |
| c. Telecasting | d. Broadcasting |

49. A \_\_\_\_\_\_\_\_\_\_\_\_ tree is a subset of the subnet that includes all the routers but

contains no loops.

|  |  |
| --- | --- |
| a. Binary | b. Spanning |
| c. Sparse | d. AVL |

50. Distance vector routing algorithm was used in the Internet under the name \_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. RIP | b. OPSF |
| c. ARP | d. APR |

51. The network layer concerns with \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Frames | b. Bits |
| c. Packets | d. Message |

52. In virtual circuit network, each packet contains \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Full source and destination address | b. A short VC number |
| c. Only source address | d. Only destination address |

53. When too many packets are present in the subnet, performance degrades, then it

leads to \_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Congestion | b. Deadlock |
| c. Flow control | d. Error control |

54. The variation in the packet arrival times is called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. High Jitter | b. Low jitter |
| c. High-low jitter | d. Jitter |

55. Time out determination policy is used in \_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Network layer | b. Data link layer |
| c. Transport layer | d. Application layer |

56. Network corporation are managed by a non-profit corporation is called \_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. ICANN | b. IPANN |
| c. ISANN | d. IMANN |

57. What is the address size of IPV4?

|  |  |
| --- | --- |
| a. 32 bits | b. 64 bits |
| c. 128 bits | d. 128 bits |

58. The IP address \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is used by hosts when they are being booted.

|  |  |
| --- | --- |
| a. 0.0.0.0 | b. 1.1.1.1 |
| c. 2.2.2.2 | d. 3.3.3.3 |

59. The last address of IP address represents \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_address.

|  |  |
| --- | --- |
| a. Multicast | b. Network |
| c. Broadcast | d. Final |

60. Each IP packet contains \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Only source address | b. Only destination address |
| c. Source and destination address | d. Source or destination address |

61. The goal of \_\_\_\_ \_\_ is to provide efficient, reliable, cost effective service to its users.

|  |  |
| --- | --- |
| a. Physical layer | b. Data link layer |
| c. Network layer | d. Transport layer |

62. TPDU is an acronym for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Transmission protocol data unit | b. Transfer protocol data unit |
| c. Transport protocol data unit | d. Transport primary data unit |

63. The \_\_\_\_\_\_\_\_\_\_ primitives creates a new end port and allocates table space for it

within transport entity.

|  |  |
| --- | --- |
| a. Socket | b. Bind |
| c. Listen | d. Send |

64. \_\_\_\_\_\_\_ layer is the heart of the whole protocol hierarchy.

|  |  |
| --- | --- |
| a. Application | b. Presentation |
| c. Session | d. Transport |

65. Which of the following is not a socket primitive used for TCP?

|  |  |
| --- | --- |
| a. Socket | b. Send |
| c. Stop | d. Receive |

66. The transport service implemented by a transport \_\_\_\_\_\_ used between two transports

entities.

|  |  |
| --- | --- |
| a. Data | b. Protocol |
| c. Message | d. Information |

67. UDP is described in \_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. RFC 768 | b. RFC 678 |
| c. RFC 786 | d. RFC 867 |

68. \_\_\_\_\_\_ was designed to provide reliable end-to-end byte stream over unreliable

channel.

|  |  |
| --- | --- |
| a. UDP | b. TCP |
| c. FTP | d. SNMP |

69. A \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the TCP name for TSAP.

|  |  |
| --- | --- |
| a. Port | b. Pipe |
| c. Signal | d. Control |

70. In RPC, packing the parameters is called\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Marshaling | b. Grouping |
| c. Packetizing | d. Assembling |

71. UDP transmits \_\_\_\_\_\_\_\_\_ consisting of 8-byte headers followed by the payload.

|  |  |
| --- | --- |
| a. Data | b. Messages |
| c. Segments | d. Information |

72. RTP is described in \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. RFC 1889 | b. RFC 1890 |
| c. RFC 1891 | d. RFC 1982 |

73. The port \_\_\_\_\_\_\_\_\_\_\_\_\_ is used for file transfer.

|  |  |
| --- | --- |
| a. 21 | b. 25 |
| c. 23 | d. 69 |

74. The port \_\_\_\_\_\_\_\_\_\_\_\_\_ is used for remote login.

|  |  |
| --- | --- |
| a. 21 | b. 25 |
| c. 23 | d. 69 |

75. The port \_\_\_\_\_\_\_\_\_\_\_\_\_ is used for electronic mail.

|  |  |
| --- | --- |
| a. 21 | b. 25 |
| c. 23 | d. 69 |

76. Port numbers \_\_\_\_\_\_ are called well-known ports and reserved for standard servers.

|  |  |
| --- | --- |
| a. Below 1024 | b. Above 1024 |
| c. Over 1024 | d. Beyond 1024 |

77. \_\_\_\_\_\_ bit is used to reset a connection that has become confused due to a host crash

or some other reason.

|  |  |
| --- | --- |
| a. PSH | b. ACK |
| c. SYN | d. RST |

78. \_\_\_\_\_\_\_\_\_\_\_ bit is used to release a connection.

|  |  |
| --- | --- |
| a. FIN | b. SYN |
| c. PSH | d. RST |

79. \_\_\_\_\_\_\_\_\_\_\_ bit is used to establish a connection.

|  |  |
| --- | --- |
| a. SYN | b. FIN |
| c. PSH | d. RST |

80. In RPC, the client program bounds with library procedure is called \_\_\_\_\_.

|  |  |
| --- | --- |
| a. Client procedure | b. Client subroutine |
| c. Client function | d. Client stub |

81. DNS is the abbreviation of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Dynamic name system | b. Dynamic network system |
| c. Domain name system | d. Domain network service |

82. The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is defined in RFCs 1034, 1035 and 2181.

|  |  |
| --- | --- |
| a. DNS | b. DES |
| c. RSA | d. HTTP |

83. A resource record is a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Two-tuple | b. Three-tuple |
| c. Four-tuple | d. Five-tuple |

84. The art of \_\_\_\_\_\_\_\_ new messages into the mail system for delivering is called mail

submission.

|  |  |
| --- | --- |
| a. Reporting | b. Sending |
| c. Displaying | d. Receiving |

85. \_\_\_\_\_\_\_\_\_\_ agents allow people to read and send e-mail.

|  |  |
| --- | --- |
| a. User | b. Message transfer |
| c. Service | d. Customer |

86. The art of breaking cipher and devising them is collectively known as\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Cryptography | b. Cryptanalysis |
| c. Cryptology | d. Decryption |

87. The art of breaking ciphers is called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Cryptography | b. Cryptanalysis |
| c. Cryptology | d. Decryption |
|  |  |
|  |  |

88. In a\_\_\_\_\_\_\_\_\_\_\_\_\_\_ cipher, each letter or group of letters is replaced by another

letter or group of letters to disguise it.

|  |  |
| --- | --- |
| a. Substitution | b. Transposition |
| c. Block | d. Product |

89. A technique to make DES stronger is called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Strengthening | b. Whitening |
| c. Blackening | d. Coloring |

90. DES stands for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Data Encryption Standard | b. Data Encryption Service |
| c. Domain Encryption Standard | d. Domain Encryption Service |

91. \_\_\_\_\_\_\_\_\_ is an example of public-key algorithm.

|  |  |
| --- | --- |
| a. RSA | b. DES |
| c. AES | d. Triple DES |

92. \_\_\_\_\_\_\_\_\_\_\_\_\_\_ is described in RFCs 2401, 2402 and 2406 among others.

|  |  |
| --- | --- |
| a. DNS | b. IP Sec |
| c. UDP | d. RTP |

93. ISAKMP stands for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Internet Security Association and Key  Management Protocol | b. Internet Service Association  and Key Management Protocol |
| c. International Security Association and  Key Management Protocol | d. Indian Service Association  and Key Management Protocol |

94. The alternative IP Sec header is \_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. ESP | b. FSP |
| c. MSP | d. ISP |

95. Attacks in which the intruder’s goal is to shut down the target rather than steal

data are called \_\_\_\_\_\_\_\_\_\_\_\_\_attacks.

|  |  |
| --- | --- |
| a. Service | b. Physical |
| c. DoS | d. DDoS |

96. A network built up from company computers and leased telephone lines is called

a \_\_\_\_\_\_\_\_\_\_\_\_\_ network.

|  |  |
| --- | --- |
| a. Public | b. Private |
| c. Virtual | d. Company |

97. VPNs stand for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Virtual Public Networks | b. Virtual Private Networks |
| c. Visual Public Networks | d. Visual Private Networks |

98. \_\_\_\_\_\_\_\_\_ is the technique by which a process verifies that its communication partner

is who it is supposed to be and not an imposter.

|  |  |
| --- | --- |
| a. Verification | b. Checking |
| c. Validation | d. Authentication |

99. Random numbers used just once in challenge-response protocols are called \_\_\_\_\_\_\_\_.

|  |  |
| --- | --- |
| a. Sequences | b. Nonces |
| c. Ounces | d. Responses |

100. A protocol that allows strangers to establish a \_\_\_\_\_\_\_\_\_\_ secret key is called the

Diffe-Hellman key exchange.

|  |  |
| --- | --- |
| a. Private | b. Public |
| c. Shared | d. Strong |

**Core XVII : Computer Networks**

**17MCA3C17**

**Answer with Expansion**

1. d. Interconnected computers
2. a. B2C
3. b. Unicasting
4. a. IEEE 802.3
5. d. internet
6. d. Seven
7. b. Network
8. b. Postal
9. b. Reliable byte stream
10. c. Network
11. d. Transport layer
12. a. Four
13. d. TCP
14. a. Presentation
15. b. TCP
16. a. Physical
17. b. Circuit switched
18. a. Local Loop
19. a. Store-and –forward
20. b. Circuit switching
21. a. Network
22. c. CRC
23. b. Error correction
24. b. Two
25. d. Flag
26. a. PAR
27. d. Stop-and-Wait Protocol
28. d. Channel coding
29. a. Cyclic redundancy check
30. b. Piggybacking
31. a. Selective repeat
32. d. Data link
33. b. CSMA/CD
34. d. Piconet
35. a. Scatternet
36. a. To connect LANs
37. c. Repeaters
38. b. Switches
39. a. Transport gateways
40. a. Hubs
41. d. Network
42. b. Datagram
43. b. Network
44. d. Static routing
45. a. Optimal
46. b. Distance vector routing
47. c. Regions
48. d. Broadcasting
49. b. Spanning
50. a. RIP
51. c. Packets
52. b. A short VC number
53. a. Congestion
54. d. Jitter
55. c. Transport layer
56. a. ICANN
57. a. 32 bits
58. a. 0.0.0.0
59. c. Broadcast
60. c. Source and destination address
61. d. Transport layer
62. c. Transport protocol data unit
63. a. Socket
64. d. Transport
65. c. Stop
66. b. Protocol
67. a. RFC 768
68. b. TCP
69. a. Port
70. a. Marshaling
71. c. Segments
72. a. RFC 1889
73. a. 21
74. c. 23
75. b. 25
76. a. Below 1024
77. d. RST
78. a. FIN
79. a. SYN
80. d. Client stub
81. c. Domain name system
82. a. DNS
83. d. Five-tuple
84. b. Sending
85. a. User
86. c. Cryptology
87. b. Cryptanalysis
88. a. Substitution
89. b. Whitening
90. a. Data Encryption Standard
91. a. RSA
92. b. IP Sec
93. a. Internet Security Association and Key Management Protocol
94. a. ESP
95. c. DoS
96. b. Private
97. b. Virtual Private Networks
98. d. Authentication
99. b. Nonces
100. c. Shared