



INSTITUTE OF AERONAUTICAL ENGINEERING
(Autonomous)

Dundigal, Hyderabad - 500 043

COMPUTER SCIENCE AND ENGINEERING
TUTORIAL QUESTION BANK

Course Title	COMPUTER NETWORKS				
Course Code	AITB10				
Program	B.Tech				
Semester	V	CSE			
Course Type	Core				
Regulation	R-18				
Course Structure	Theory			Practical	
	Lecture	Tutorials	Credits	Laboratory	Credits
	3	-	3	-	-
Course Coordinator	Mr N Poornachandra Rao, Assistant Professor				

COURSE OBJECTIVES:

The students will try to learn:

I	How computer network hardware and software operate
II	Investigate the fundamental issues driving network design
III	The data transmission through protocols across the network in wired and wireless using routing algorithms.

COURSE OUTCOMES:

After successful completion of the course, students should be able to:

CO 1	Demonstrate the ability to unambiguously explain networking as it relates to the connection of computers, media, and devices.	Understand
CO 2	Understanding of the basic concepts of data communications including the key aspects of networking and their interrelationship, packet switching, circuit switching and cell switching as internal and external operations, physical structures, types, models, and internetworking.	Understand
CO 3	Illustratively explain the concept of Hamming distance, and the significance of the minimum Hamming distance and its relationship to errors as well as detection and correction of errors in block codes..	Understand

CO 4	Evaluate the performance of a single link, logical process-to-process (end-to-end) channel, and a network as a whole (latency, bandwidth, and throughput)..	Evaluate
CO 5	Distinguish between the different types of bit errors and can explain the concept of bit redundancy and how it is generally achieved in the facilitation of error detection and the main methods of error correction.	Analyze
CO 6	Explain Explain and demonstrate the mechanics associated with IP addressing, device interface, association between physical and logical addressing, subnetting and supernetting.	Understand
CO 7	Discuss internetworking principles and how the Internet protocols IP, IPv6 and ICMP operate..	Understand
CO 8	Understand routing principles and algorithms such as distance vector and link state.	Understand
CO 9	Explain the concept of reliable and unreliable transfer protocol of data and how TCP and UDP implement these concepts	Understand
CO 10	Distinguish four levels of addresses (physical, logical, port, and specific) used by the Internet TCP/IP protocols.	Analyze
CO 11	Understand the significance, purpose of protocols (FTP, SMTP), standards and use in data communications and networking.	Understand
CO 12	Describe the most common DNS resource records that occur in a zone file.	Understand

QUESTION BANK:

Q.No	QUESTION	Taxonomy	How does this subsume the level	CO's
MODULE I				
INTRODUCTION				
PART A-PROBLEM SOLVING AND CRITICAL THINKING QUESTIONS				
1.	Assume the difference between circuit switching and packet switching. Assume the link's rate is 2 Mbps and users are generating data at a rate of 100 Kbps when busy. Users are busy only a. What is the maximum number of users that a circuit switching architecture can support simultaneously?	Understand	This would require the learner to understand switching concept Then recall the formula and its parameters. Then assigning correct values for the parameters and solving.	CO 1

2.	With a network with bandwidth of 10 Mbps can pass only an average of 12,000 frames per minute with each frame carrying an average of 10,000 bits. What is the throughput of this network?	Apply	This would require the learner to recall network concepts and illustrate network bandwidth and then identify throughput of this network.	CO 1
3.	Imagine a signal travels through a transmission medium and its power is reduced to half. This means $p_2 = (1/2) p_1$. Calculate Attenuation	Apply	This would require the learner to recall the signals concept and demonstrate transmission medium and apply the procedure to find out Attenuation	CO 1
4.	Consider a telephone line normally has a bandwidth of 3000 Hz (300 to 3300 Hz) assigned for data communications. The signal-to-noise ratio is usually 3162. Calculate the channel capacity for this channel?	Apply	This would require the learner to recall the bandwidth concept and demonstrate transmission medium and apply the procedure to Find out channel capacity	CO 1
5.	Illustrate for a wavelength in vacuum of 1550 nm, the corresponding frequency is $f = c/\lambda = (3 * 10^8)/(1550 * 10^{-9}) = 193.4 * 10^{12} \text{ Hz}$. for a typical single mode fiber, the velocity of propagation is approximately $v = 2.04 * 10^8 \text{ m/s}$. Find out Wavelength of the Fiber optic cable.	Understand	This would require the learner to: recall wavelength in vacuum and corresponding frequency relevant concepts Then find out Wavelength of the Fiber optic cable.	CO 1
6.	Explain the principle differences between connection-oriented communication and connectionless communication.	understand	This would require the learner to: recall the concept transmission media	CO 1
7.	Discuss briefly about the original ARPANET design	Understand	This would require the learner to: recall the concept of history of internet	CO 1

8.	Differentiate OSI reference model with the TCP/IP reference model.	Understand	This would require the learner to: recall the concept of data communication model	CO 1
9.	Explain the significance of Switching? What are different switching techniques used in computer networks? Discuss.	Understand	This would require the learner to: recall the concept of switching	CO 1
10.	.a) Write short notes on Wireless Transmission. b) Describe in detail about Lightwave transmission.	Understand	This would require the learner to: recall the concept of transmission media	CO 1

PART-B LONG ANSWER QUESTIONS

1.	Define switching and Explain packet switching.	Remember	—	CO 3
2.	Illustrate the differences between the OSI and TCP/IP Reference Models.	Understand	This would require the learner to recall the concept of OSI and TCP/IP model then explain the Differences of OSI and TCP/IP Reference Models.	CO 2
3.	Define computer networks? Describe various types of networks topologies in computer network. Also discuss various advantages and disadvantages of each topology.	Remember	—	CO 1
4.	Define switching. Explain circuit switching.	Understand	This would require the learner to recall switching concept Different switching Techniques then explain circuit switching	CO 3
5.	Illustrate the differences between baseband transmission and broadband transmission.	Understand	This would require the learner to recall the concept of baseband transmission and broadband transmission and then compare between baseband transmission and broadband transmission.	CO 1

6.	Summarize TCP/IP Model. Explain the functions and protocols and services of each layer. Compare it with OSI Model.	Understand	This would require the learner to recall concept of TCP/IP model, explain functions and protocols and services of each layer then compare to OSI Model	CO 1
7.	With a neat sketch and Explain ISO/OSI reference model.	Understand	This would require the learner to recall concept of ISO/OSI reference model then explain the Layers of the ISO/OSI reference model.	CO 1
8.	Define topology and Explain the various topologies of the network.	Remember	—	CO 1
9.	Discuss and Compare various types of networks.	Understand	This would require the learner to recall concept of computer networks, Then explain the various types of networks.	CO 1
10.	List out and Explain the applications of Computer Networks.	Remember	—	CO 1
11.	Define OSI Model. Explain the functions and protocols and services of each layer.	Remember	—	CO 1
12.	Explain the following:- a) LAN b) MAN c) WAN d) ARPANET	Understand	This would require the learner to recall concept of computer networks then explain the various types of networks (LAN , MAN,WAN and ARPANET)	CO 1
13.	Discuss how OSI and ISO related to each other.	Understand	This would require the learner to recall concept of ISO and OSI reference model then explain the Relation of ISO and OSI reference model.	CO 2

14.	Illustrate some of the factors that determine whether a unification system is a LAN or WAN.	Understand	This would require the learner to recall the concept of factors unification system in a LAN or WAN .then explain the factors that determine whether a unification system is a LAN or WAN.	CO 1
15.	Discuss Shannon Capacity with example	Understand	This would require the learner to recall concepts of data rate of a channel then explain Shannon Capacity with example	CO 2
16.	Discuss Nyquist Bit Rate with example	Understand	This would require the learner to recall the Bit rate and How to calculate the Bit Rate then explain Nyquist Bit Rate with example	CO 1
17.	Define bit rate and explain the factors that effects the bit rate	Remember	—	CO 1
18.	Which characteristics affect the quality of service offered by a network? Justify your answer with proper example	Understand	This would require the learner to recall concepts of data rate of a channel then explain Shannon Capacity with example	CO 2
19.	Discuss briefly about the original ARPANET design	Understand	This would require the learner to recall concepts of internet of history	CO 2
20.	Explain the significance of Switching? What are different switching techniques used in computer networks? Discuss.	Understand	This would require the learner to recall concepts of switching	CO 2

PART-C SHORT ANSWER QUESTIONS

1.	List two disadvantages of twisted pair cables.	Remember	—	CO 1
2.	Define packet switching.	Remember	—	CO 2
3.	List out the two advantages and the two disadvantages of bus topology in network.	Remember	—	CO 1

4.	Explain Nyquist Bit Rate.	Understand	This would require the learner to recall the bit rate and illustrate How to calculate the Bit Rate	CO 1
5.	List out the two advantages of layering principles in computer networks.	Remember	—	CO 1
6.	Define the role of ARPANET in computer networks.	Remember	—	CO 1
7.	Define between baseband transmission and broadband transmission.	Remember	—	CO 3
8.	Define network.	Remember	—	CO 1
9.	List different types of networks.	Remember	—	CO 1
10.	Illustrate why protocols are needed.	Understand	This would require the learner to recall protocol concepts and explain the need of protocols.	CO 2
11.	List the factors to measure the performance of network.	Remember	—	CO 1
12.	What is meant by topology? Name some popular topologies.	Remember	—	CO 1
13.	Define switching.	Remember	—	CO 2
14.	Define Why standards are needed.	Remember	—	CO 1
15.	Explain the importance about MAN.	Understand	This would require the learner to recall concepts of Networks then explain the importance of MAN.	CO 1
16.	Describe the Noise.	Understand	This would require the learner to recall and outline the concept of Noise	CO 3
17.	Explain a short note on WAN.	Understand	This would require the learner to recall the concepts of Networks then outline about WAN.	CO 1
18.	Define Distortion.	Remember	—	CO 3

19.	Explain briefly internet history.	Understand	This would require the learner to recall the concept of internet history then explain history of internet.	CO 1
20.	List the types of the Transmission mediums.	Remember	—	CO 3
21.	Illustrate the importance of LAN.	Understand	This would require the learner to recall concepts of Networks then explain he importance of LAN.	CO 3
22.	Define Attenuation.	Remember	—	CO 2
23.	Define Shannon Capacity.	Remember	—	CO 1
24.	List out the four basic topologies.	Remember	—	CO 1
25.	List two advantages and disadvantages of computer networks.	Remember	—	CO 1
26.	List out the Layers of the OSI model.	Remember	—	CO 1
27.	List out the layers of the TCP/IP reference model.	Remember	—	CO 1

MODULE II				
DATALINK LAYER				
PART-A PROBLEM SOLVING AND CRITICAL THINKING QUESTIONS				
1.	Demonstrate the Laplace transform of the message delay in FDMA in which every message contains a random number of packets. Compare the expected message delay with that of TDMA	Understand	This would require the learner to recall the concept of Channelization protocols and then compare the expected message delay FDMA over TDMA.	CO 4
2.	Illustrate a network with one primary and four secondary stations uses polling. The size of a data frame is 1000 bytes. The size of the poll, ACK and NAK frames are 32 bytes each. Each station has 5 frames to send. How many total bytes are exchanged if there is no limitation on the number of frames a station can send in response to a poll?	Understand	This would require the learner to recall the concepts of polling and frames and then explain the How many total bytes are exchanged if there is no limitation on the number of frames	CO 4
3.	Find CRC for P = 110011 and M = 1100011	Apply	This would require the learner to recall the concept of CRC .Then understand how to transfer the error free data by applying the XOR and AND operation	CO 5
4.	One hundred stations on a pure ALOHA network share a 1- Mbps channel. If frames are 1000 bits long, find the throughput if each station is sending 10 frames/sec	Apply	Learner to recall the pure ALOHA and then apply &find the throughput of each station	CO 4
5.	Calculate the hamming distance for each of the following code words i. d(10000,01000) ii. d(10101, 10010) iii. d(1111,1111) iv. d(0000,0000)	Apply	Learner to recall the hamming code and then apply &find hamming distance of given code word.	CO 5

6.	. Exclusive-OR (XOR) is one of the most used operations in the calculation of codewords. Apply the exclusive-OR operation on the following pairs of patterns. Interpret the results a.(10001),(10001) b. (11100),(00000) c. (10011),(11111)	Apply	This would require the learner to recall the concept of CRC . Then understand how to transfer the error free data by applying the XOR	CO 5
7.	Assuming even parity, find the parity bit for each of the following data units.a. 1001011 b. 0001100 c. 1000000 d. 1110111	Apply	This would require the learner to recall the concept of CRC . Then understand how to transfer the error free data by applying the XOR	CO 5
8.	Given the dataword 101001111 and the divisor 10111, show the generation of the CRC codeword at the sender site (using binary division).	Apply	This would require the learner to recall the concept of CRC . Then understand how to transfer the error free data by applying the XOR	CO 5
9.	A category of error detecting (and correcting) code, called the Hamming code, is a code in which $d_{min} = 3$. This code can detect up to two errors (or correct one single error). In this code, the values of n , k , and r are related as: $n = 2r - 1$ and $k = n - r$. Find the number of bits in the dataword and the codewords if r is 3	Apply	Learner to recall the hamming code and then apply &find hamming distance of given code word.	CO 5
10	A slotted ALOHA network transmits 200-bit frames using a shared channel with a 200-kbps bandwidth. Find the throughput if the system (all stations together) produces a. 1000 frames per second. b. 500 frames per second. c. 250 frames per second	Apply	Learner to recall the pure ALOHA and then apply &find the throughput of each station	CO 4

PART-B LONG ANSWER QUESTIONS				
1.	Compare and contrast Go back N and selective Repeat	Evaluate	This would require the learner to recall, analyze the Data-Link Layer Protocols and flow and error control Then compare Go back N and selective Repeat Protocols.	CO 5
2.	List and briefly discuss the two different basic transmission technologies.	Remember	—	CO 4
3.	What is pure ALOHA and slotted ALOHA. Consider the delay of both at low load. Which one is less? Justify your answer.	Remember	—	CO 4
4.	Summarize the working of carrier sense multiple access protocol	Understand	This would require the learner to recall the concepts of Multiple-access Protocols and Then explain the working of carrier sense multiple access protocol.	CO 5
5.	Explain the back-off time of PURE ALOHA protocol	Understand	This would require the learner to recall the concepts of Random-access protocols and then explain the back-off time of PURE ALOHA protocol	CO 4
6.	Describe in detail the types of bridges.	Remember	—	CO 4
7.	Explain the functions of MAC.	Understand	This would require the learner to recall the concepts of Media Access Control (MAC) and then explain the functions of MAC	CO 4
8.	How performance is improved in CSMA/CD protocol compared to CSMA protocol Explain.	Remember	—	CO 5
9.	How CSMA/CA differs from CSMA/CD. Explain in brief	Remember	—	CO 4
10.	What is the purpose of the timer at the sender site?	Remember	—	CO 4

11.	Explain Error Control & Flow Control.	Understand	This would require the learner to recall the concepts of Network- Layer, Services, protocols: then explain Error Control & Flow Control services	CO 4
12.	What we need a multiple access protocol when we use the local loop of the telephone company to access the internet? Explain.	Remember	—	CO 5
13.	Explain about ALOHA and CDMA	Understand	This would require the learner to recall the concepts of Media Access Control	CO 4
14	What is the need for bridges? Explain the working of 802.x to 802.y bridges in detail.	Remember	—	CO 5
15.	What is the need of Flow control? Explain the common approaches for flow control in data link layer	Understand	This would require the learner to recall the concepts of Flow control	
16.	Explain how slotted ALOHA solves the problem of Channel allocation	Understand	This would require the learner to recall the concepts of Media Access Control	CO 4
17.	Explain classful and classless addressing schemes with an example?	Understand	This would require the learner to recall the concept of IP addresses	CO 7
18.	Explain error detection and correction methods in detail	Understand	This would require the learner to recall the concept of error control	CO 7
19.	Explain the services provided by datalink layer in detail?	Understand	This would require the learner to recall the concept of DLC	CO 7
20.	Explain random access protocols in detail?	Understand	This would require the learner to recall the concept of MAC	CO 7

PART-C SHORT ANSWER QUESTIONS

1.	Describe redundancy.	Understand	Learner to define Redundancy Check and then describe the concepts of Cyclic Redundancy Check.	CO 5
2.	Define vulnerable period.	Remember	—	CO 4
3.	List out the three categories of multiple access protocols.	Remember	—	CO 3
4.	Define CSMA and CDMA.	Remember	—	CO 4
5.	List out the available error detection methods.	Remember	—	CO 4
6.	What is an exponential back off.	Remember	—	CO 5
7.	What are the responsibilities of data link layer.	Remember	—	CO 5
8.	Explain the different types of errors.	Understand	This would require the learner to recall the concepts of errors then explaining the different types of errors.	CO 4
9.	Define bridge.	Remember	—	CO 4
10.	Explain Hub.	Understand	This would require the learner to recall the concepts of Hub and Switch then explaining Hub.	CO 4
11.	List out the functionalities of router.	Remember	—	CO 4
12.	Define ALOHA.	Remember	—	CO 4
13.	Define checksum.	Remember	—	CO 5
14.	Define VLAN.	Remember	—	CO 4
15.	Explain CRC generator.	Understand	This would require the learner to recall the concepts of detection of a single bit error Then explaining CRC generator.	CO 4
16.	How performance is improved in CSMA/CD protocol compared to CSMA protocol.	Remember	—	CO 5
17.	What is vulnerable time?	Remember	—	CO 4
18.	Distinguish between FDMA and TDMA.	Remember	—	CO 5

19.	Explain CRC.	Remember	—	CO 4
20.	Summarize what are the steps followed in checksum generator.	Understand	This would require the learner to recall the concepts of detection of a single bit error and Then explaining checksum generator steps.	CO 5
21.	Define parameter 'a'. How does it affect the performance of the CSMA?	Remember	—	CO 4

MODULE III				
NETWORK LAYER				
PART A-PROBLEM SOLVING AND CRITICAL THINKING QUESTIONS				
1.	Define the following MASKS in slash notation (/n). a) 255.0.0.0 b) 255.255.224.0 c) 255.255.255.0 d) 255.255.240.0	Apply	Learner to recall the concept of Subnet Mask and describe address class. Use the address class and find the slash notation.	CO 6
2.	Why are we running out of IPv4 addresses? How does IPv6 solve this problem?	Remember	—	CO 7
3.	Find the class of the following IP addresses. a) 237.14.2.1b) 208..35.54.12c) 129.14.6.8 d) 114.34.2.8	Apply	Learner to recall the concept of IPv4 and describe address class. Use the address class and find the class.	CO 7
4.	Design the autonomous system with the following specifications : a) There are 8 networks (N1 to N8) b) There are 8 routers (R1 to R8) c) N1, N2, N3, N4, N5 and N6 are Ethernet LANs d) N7 and N8 are point to point WANs e) R1 connects N1 and N2 f) R2 connects N1 and N7 R3 connects N2 and N8	Understand	Learner to recall the concept of Network and design the autonomous system.	CO 7
5.	A router with IPV4 address 123.45.21.12 and Ethernet physical address 23:45: BA: 00:67: CD has received a packet for a host destination with IP address 124.10.78.10. Show the entries in the ARP request packet sent by the router. Assume no sub-netting?	Remember	—	CO 7
6.	Define Subnet. Consider a company is granted the site address 201.70.64./16. The company needs six subnets of equal size, accordingly design the subnets.	Apply	Learner to recall the concept of Subnet and describe address class. Use the address class and design the subnets.	CO 7

7.	Consider a host using leaky bucket strategy for traffic shaping. The host sends a burst data at a rate of 15Mbps for first 3 seconds and remains silent for 2 seconds. Then again a burst data at a rate of 6 Mbps is send for next 2 seconds and then the host remains silent for next 2 seconds. Now again the host sends data at rate of 5 Mbps for next 3 seconds. What will be the output data rate of the leaky bucket?	Understand	This would require the learner to recall the concept of traffic shaping. Then explain what is leaky bucket and find the output data rate	CO 7
8.	Write an example, demonstrate how to make routing table using distance vector routing. And list down the limitation.	Understand	This would require the learner to recall the concept of routing Algorithms	CO 7
9	What are the reasons for congestion? What are the problems with congestion?	Understand	This would require the learner to recall the concept of congestion control	CO 7
10.	Classify the static and dynamic routing algorithms? Explain the basic concept of flooding.	Understand	This would require the learner to recall the concept of routing Algorithms	CO 7
11.	What is the format of IPv4 header? Describe the significance of each field.	Understand	This would require the learner to recall the concept of IP Addresses	CO 7
12.	Rewrite the following IP addresses using binary notation: a. 110.11.5.88 b. 12.74.16.18 c. 201.24.44.32	Understand	This would require the learner to recall the concept of IP Addresses	CO 7
13.	Rewrite the following IP addresses using dotted-decimal notation: a. 01011110 10110000 01110101 00010101 b. 10001001 10001110 11010000 00110001 c. 01010111 10000100 00110111 00001111	Understand	This would require the learner to recall the concept of IP Addresses	CO 7

14.	Find the class of the following classful IP addresses: a. 130.34.54.12 b. 200.34.2.1 c. 245.34.2.8	Understand	This would require the learner to recall the concept of IP Addresses	CO 7
15.	What is the need of Flow control? Explain the common approaches for flow control in data link layer.	Understand	This would require the learner to recall the concept of flow control	CO 7
16.	Classify the static and dynamic routing algorithms? Explain the basic concept of flooding.	Understand	This would require the learner to recall the concept of routing algorithms	CO 7
17.	What is the format of IPv4 header? Describe the significance of each field.	Understand	This would require the learner to recall the concept of IP addresses	CO 7
18.	What is the format of IPv6 header? Describe the significance of each field.	Understand	This would require the learner to recall the concept of IP addresses	CO 7

PART-B LONG ANSWER QUESTIONS

1.	How the routers get the information about neighbor.	Remember	—	CO 8
2.	How the packet cost is referred in distance vector and link state routing.	Remember	—	CO 8
3.	Describe the Routing Information protocol and Distance vector routing protocol.	Understand	This would require the learner to recall the concept of Unicast Routing Protocols and Routing Algorithms and then describe the Routing Information protocol and Distance vector routing protocol.	CO 8
4.	Explain Leaky bucket algorithm	Understand	This would require the learner to recall the concept of Traffic Shaping or Policing and then explain the Leaky bucket algorithm	CO 8
5.	Explain the Traffic Shaping	Understand	This would require the learner to recall the concept of Flow Control To Improve QoS and then explain the Traffic Shaping or Policing	CO 6

6.	Illustrate in detail about non- adaptive algorithms	Understand	This would require the learner to recall the concept of non-adaptive algorithms and then explain the about non-adaptive algorithms	CO 8
7.	Explain the Flooding algorithms	Understand	This would require the learner to recall the concept of Flooding and then explain the Flooding algorithms	CO 8
8.	List the fields of an IPv4 datagram header that participate in fragmentation and reassembly.	Remember	—	CO 7
9.	Demonstrate the link state routing algorithm with an example	Understand	This would require the learner to recall the concept of Unicast Routing and then explain the link state routing algorithm with an example	CO 8
10.	State the major difference between Distance Vector Routing and Link state routing. Discuss	Remember	—	CO 8
11.	Explain the various congestion control mechanism in detail	Understand	This would require the learner to recall the concept of congestion control and then explain The various congestion control mechanism in detail	CO 6
12.	Explain Internet Protocol with the neat block diagram of IP header format.	Understand	This would require the learner to recall the concept of Network-Layer Protocols and then draw and explain the neat block diagram of IP header format.	CO 7
13.	List and explain the features of the IPv6 Protocol.	Remember	—	CO 7
14.	Illustrate the IP packet format with neat diagram.	Understand	This would require the learner to recall the concept ofIPv6 Protocol and explain the IP packet format with neat diagram.	CO 7

15.	Explain the IPv6 packet format.	Remember	—	CO 7
16.	Discuss the datagram delivery and forwarding in internet protocol.	Understand	This would require the learner to recall the concept of datagram delivery and forwarding in internet protocol and then explain datagram delivery and forwarding.	CO 7
17.	Find the class of each IP address. Give suitable explanation. i) 227.12.14.87 ii) 193.14.56.22 iii) 14.23.120.8 iv) 252.5.15.111 v) 134.11.78.56 vi) 172.18.58.1	Remember	—	CO 7
18.	Define IPv6 protocol.	Remember	—	CO 6
19.	Explain about Internet Control Message Protocol.	Understand	This would require the learner to recall the concept of Internet Protocol and explain the Internet Control Message Protocol.	CO 6
20.	Explain about IP addressing methods.	Understand	This would require the learner to recall the concept of IP addressing methods and explain the IP addressing methods.	CO 6
21.	Classify two groups of multicast routing protocols.	Understand	This would require the learner to recall the concept of multicast routing protocols and Classify two groups of multicast routing protocols.	CO 6

PART-C SHORT ANSWER QUESTIONS

1.	Explain quality of service.	Understand	This would require the learner to recall the concept of internetworking issue and then explain the quality of service	CO 6
2.	List the classifications of the adaptive algorithms.	Remember	—	CO 8
3.	List the classifications of the non- adaptive algorithms.	Remember	—	CO 8

4.	Define the keys for understanding the distance vector routing.	Remember	—	CO 8
5.	Define Flooding.	Remember	—	CO 6
6.	What is meant by routing algorithm?	Remember	—	CO 8
7.	Illustrate optimality principle.	Understand	—	CO 7
8.	Define Adaptive routing algorithms.	Remember	—	CO 8
9.	Define Non-Adaptive routing algorithms.	Remember	—	CO 8
10.	What is congestion control?	Remember	—	CO 6
11.	Define Traffic shaping.	Remember	—	CO 7
12.	Explain Leaky bucket algorithm.	Understand	This would require the learner to recall the concept of Leaky bucket algorithm and then explain the Leaky bucket algorithm	CO 8
13.	Define Load shedding.	Remember	—	CO 6
14.	What are the design issues of network layer.	Remember	—	CO 6
15.	List network support layers and the user support layers.	Remember	—	CO 6
16.	Explain store and forward.	Understand	This would require the learner to recall the concept of store and forward and then explain store and forward	CO 7
17.	Define shortest path.	Remember	—	CO 6
18.	List out the keys for understanding the link state routing.	Remember	—	CO 8
19.	List the requirements of the routing algorithms.	Remember	—	CO 8
20.	List the three variants of the internetworking.	Remember	—	CO 7
21.	Define virtual circuit.	Remember	—	CO 6
22.	List out responsibilities of network layer.	Remember	—	CO 6
23.	Define datagram.	Remember	—	CO 7

24.	How broadcast and multicast address is represented in IP addressing scheme?	Remember	—	CO 7
25.	Distinguish between Datagram and datagram networks.	Analyze	This would require the learner to recall the concept of datagram then explain the differences between Datagram and datagram networks.	CO 6
26.	Define IPv4.	Remember	—	CO 7
27.	List out functions of IP.	Remember	—	CO 7

MODULE IV				
TRANSPORT LAYER				
PART A- PROBLEM SOLVING AND CRITICAL THINKING QUESTIONS				
1.	Assume An end system sends 50 packets per second using UDP over a full duplex mode 100 Mbps Ethernet LAN Connection. Each packet consists of 1500 Bytes of the Ethernet frame payload data. What is the throughput when measured at UDP protocol?	Apply	This would require the learner to recall the concept of IP, understand the concept of UDP protocol and then find the Packets of UDP over a full duplex mode and then applying the throughput.	CO 10
2.	Assume each packet has typical TCP and IP headers each 20 bytes long. If we have three computers, A, B and C. The link between A and B has an MTU of 3000 bytes, while the link between B and C has an MTU of 1000 bytes. Consider the case where a packet needs to be sent from A to C that has a size of 3000 bytes (including headers). How many fragments will we have from B to C, and how much data will be in each fragment (i.e. excluding headers). (all connections are assumed to be Ethernet)	Apply	This would require the learner to recall the concept of IP, understand the concept of TCP and IP headers and find out the How many fragments and then apply how much data will be in each fragment.	CO 10
3.	Design a TCP connection using a window size of 12000 bytes and the previous acknowledgement remembrance number was 22001. It receives a segment with acknowledgment number 24001 and window size advertisement of 12000. Design a diagram to show the situation of the window before and after.	Understand	This would require the learner to recall the concept of TCP and Then design a diagram to show the situation of the window before and after.	CO 10

4.	Organize a client uses UDP to send data to a server. The data are 15 bytes. Calculate the efficiency of this transmission at the UDP level (ratio of useful bytes to total bytes).	Apply	This would require the learner to recall & relate the concept of UDP and Then apply to Calculate the efficiency of this transmission at the UDP level.	CO 10
5.	Discuss in detail about the connection establishment and release in TCP.	Understand	This would require the learner to recall the concept of TCP and Then design a diagram to show the situation of the window before and after.	CO 10
6.	escribe in detail about TCP segment header and connection Establishment.	Understand	This would require the learner to recall the concept of TCP and Then design a diagram to show the situation of the window before and after.	CO 10
7.	a) Explain the Services of Transport layer. b) Explain leaky bucket and token bucket algorithms	Understand	This would require the learner to recall the concept of Transport layer services and congestion control	CO 10
8.	Draw and explain each field in the TCP Segment header.	Understand	This would require the learner to recall the concept of TCP and Then design a diagram to show the situation of the window before and after.	CO 10

PART-B LONG ANSWER QUESTIONS

1.	Explain the real transport protocol of UDP and how will you calculate checksum in UDP.	Understand	This would require the learner to recall the concept of transport protocol of UDP and Then explain real transport protocol of UDP and how will you calculate checksum in UDP	CO 10
2.	Show neatly the TCP segment format and describe each of it.	Remember	—	CO 10
3.	List out the network performance characteristics.	Remember	—	CO 9

4.	Illustrate the adaptive retransmission policy in detail.	Understand	This would require the learner to recall the concept of adaptive retransmission policy and Then explain adaptive retransmission policy in detail.	CO 10
5.	Show the TCP connection establishment and termination using timeline diagram.	Remember	—	CO 9
6.	Explain the three way handshake protocol to establish the transport level connection.	Understand	—	CO 10
7.	Design TCP state transition diagram and describe each of it.	Understand	This would require the learner to recall the concept of TCP state transition diagram and Then explain Design TCP state transition diagram and describe each of it.	CO 9
8.	Explain a detailed note on connection establishment.	Understand	This would require the learner to recall the concept of connection establishment and then explain detailed note on connection establishment.	CO 10
9.	Discuss about the TCP sliding window algorithm for flow control.	Understand	This would require the learner to recall the concept of TCP sliding window and Then explain TCP sliding window algorithm for flow control.	CO 9
10.	Summarize all congestion control algorithms and describe how it works.	Understand	This would require the learner to recall the concept of congestion control algorithm and Then explain congestion control algorithms and describe how it works	CO 6

11.	Illustrate leaky bucket and token bucket algorithm.	Understand	This would require the learner to recall the concept of leaky bucket and token bucket and Then explain leaky bucket and token bucket algorithm.	CO 9
12.	Compare & Contrast UDP & TCP with suitable example.	Understand	This would require the learner to recall the concept of UDP & TCP and Then explain the differences of UDP & TCP	CO 10
13.	Explain congestion avoidance techniques in detail.	Understand	This would require the learner to recall the concept of congestion avoidance techniques and Then explain the congestion avoidance techniques in detail.	CO 6
14.	List major types of networks and give brief note on each of it.	Remember	—	CO 9
15.	Illustrate data units at different layers of the TCP / IP protocol suite.	Understand	This would require the learner to recall the concept of data units and Then explain data units at different layers of the TCP / IP protocol suite.	CO 10
16.	Discuss in detail about the connection establishment and release in TCP.	Understand	This would require the learner to recall the concept of data units and Then explain data units at different layers of the TCP / IP protocol suite.	CO 10
17.	raw and explain each field in the TCP Segment header.	Understand	This would require the learner to recall the concept of data units and Then explain data units at different layers of the TCP / IP protocol suite.	CO 10
18.	Explain leaky bucket and token bucket algorithms.	Understand	This would require the learner to recall the concept of Congestion control Algorithms	CO 10

19.	Explain in detail about transport layer protocols	Understand	This would require the learner to recall the concept of Transport layer	CO 10
20.	Explain the services provided by the transport layer	Understand	This would require the learner to recall the concept of Transport layer	CO 10

PART-C SHORT ANSWER QUESTIONS

1.	List out the functions of transport layer.	Remember	—	CO 9
2.	Define Multi-protocol router.	Remember	—	CO 10
3.	List out duties of the transport layer.	Remember	—	CO 9
4.	Define role of TCP in networks.	Remember	—	CO 10
5.	Distinguish between network layer delivery and the transport layer delivery.	Analyze	This would require the learner to recall the concept of network layer delivery and transport layer delivery Then explain& contrast the Differences of network layer delivery and the transport layer delivery.	CO 9
6.	What are the different fields in pseudo header?	Remember	—	CO 10
7.	Define quality of service.	Remember	—	CO 9
8.	What is the main idea of UDP.	Remember	—	CO 10
9.	List the timers used by TCP.	Remember	—	CO 10
10.	How an application process running in one host is addressed by another process through TCP.	Remember	—	CO 10
11.	Show datagram format of UDP.	Understand	This would require the learner to recall the concept of UDP and explain the datagram format of UDP.	CO 10
12.	What is traffic shaping?	Remember	—	CO 10
13.	What are the two protocols available at transport layer?	Remember	—	CO 9
14.	List out various congestion avoidance techniques.	Remember	—	CO 6

15.	Distinguish between contention and congestion.	Remember	—	CO 6
16.	Define tunneling.	Remember	—	CO 10
17.	State the four major aspects of reliable delivery at the transport layer.	Remember	—	CO 9
18.	How check sum is calculated in TCP.	Remember	—	CO 9
19.	What is CODE BITS in TCP header?	Remember	—	CO 10
20.	Define the use of SYN and FIN bits in TCP.	Remember	—	CO 10
21.	What is the difference between TCP?	Remember	—	CO 10
22.	Show UDP header format.	Remember	—	CO 9
23.	Explain a short note on transport layer services.	Understand	This would require the learner to recall the concept of transport layer and Then explain the transport layer services.	CO 9
24.	What is congestion? How to control congestion.	Remember	—	CO 6
25.	Define multiplexing.	Remember	—	CO 10
26.	How connection establishment is acquiring.	Remember	—	CO 10
27.	How to release a connection from the network.	Remember	—	CO 10
28.	Define Internet Transport Protocols.	Remember	—	CO 10

MODULE V				
APPLICATION LAYER				
PART A-PROBLEM SOLVING AND CRITICAL THINKING QUESTIONS)				
1.	Determine which of the following an FQDN is and which is a PQDN. a. Mil b. Edu c. xxx.yyy.net d. iare e.www.iare.ac.in	Apply	This would require the learner to recall the concept of DNS. understand the concept of FQDN and PQDN. Then apply the above concepts find the DNS.	CO 11
2.	Illustrate the TCP connection needed in the FTP.	Understand	This would require the learner to recall the concept of TCP connection and Then explain the TCP connection needed in the FTP.	CO 12
3.	Interpret the following sequences of characters (In Hexadecimals) received by a TELNET client or server. a. FFFB01 c. FFF4 FFFE01 d. FFF9	Understand	This would require the learner to recall the concept of Telnet. Then explain the sequences of characters (In Hexadecimals) received by a TELNET client or server.	CO 11
4.	Show the sequence of bits sent from a client TELNET for the binary transmission of 11110011 00111100 11111111	Apply	This would require the learner to recall& relate the concept of Telnet. Then apply the sequence of bits sent from a client TELNET for the binary transmission	CO 12
5.	Determine which of the following is an FQDN and which is a PQDN? a. mil b. edu c. xxx.yyy.net zzz.yyy.xxx.edu	Evaluate	This would require the learner to recall the concept of DNS. Summarize the concepts of FQDN and PQDN. Then Analyze and Apply above concepts to find the DNS.	CO 11
6.	a) Explain how Network Security can be achieved. b) Write about electronic mail in detail.	Undersatnd	This would require the learner to recall the concept of E-mail	CO 12
7.	a) What is DNS? What resource records are associated with it? Explain. b) What are the five basic functions supported in e-mail systems? Explain	Undersatnd	This would require the learner to recall the concept of E-mail	CO 12

8.	What is authentication? Explain how the authentication is provided based on shared secret key?	Understand	This would require the learner to recall the concept of E-mail	CO 12
9.	How would you summarize the concepts of E-mail, its architecture and services?	Understand	This would require the learner to recall the concept of E-mail	CO 12
10.	Explain the role of the local name server and the authoritative name server in DNS.	Understand	This would require the learner to recall the concept of Domain Name System and Then explain the role of the local name server and the authoritative name server in DNS	CO 12

PART-B LONG ANSWER QUESTIONS

1.	What are the duties of FTP protocol?	Remember	—	CO 12
2.	Define two methods of HTTP.	Remember	—	CO 12
3.	Define Big-endian format and little-endian format.	Remember	—	CO 11
4.	Explain the role of the local name server and the authoritative name server in DNS.	Understand	This would require the learner to recall the concept of Domain Name System and Then explain the role of the local name server and the authoritative name server in DNS	CO 12
5.	Define Domain Name Service (DNS) and explain in detail about the domain hierarchy and name servers?	Remember	—	CO 12
6.	Explain in detail about the working principles of Simple Network Management Protocol (SNMP).	Understand	This would require the learner to recall the concept of Simple Network Management Protocol and Then explain the working principles of Simple Network Management Protocol	CO 12
7.	What is HTTP protocol used for? What is the default port number of HTTP protocol?	Remember	—	CO 11

8.	Explain in detail about the World Wide Web.	Understand	This would require the learner to recall the concept of Web and Then explain the World Wide Web.	CO 11
9.	Illustrate the working principle of FTP in detail with neat diagram.	Understand	This would require the learner to recall the concept of FTP and Then explain the working principle of FTP in detail with neat diagram.	CO 12
10.	Compare and contrast between ARP and RARP.	Understand	This would require the learner to recall the concept of ARP and RARP and Then explain the Differences between ARP and RARP.	CO 11
11.	Discuss the specific purposes of the DNS, HTTP application layer protocols.	Understand	This would require the learner to recall the concept of DNS, HTTP application layer protocols and Then explain the purposes of the DNS, HTTP application layer protocols.	CO 12
12.	Compare and contrast client/server with peer-to-peer datatransfer over networks.	Understand	This would require the learner to recall the concept of client/server with peer-to-peer data transfer over networks and Then compare client/server with peer-to-peer datatransfer over networks	CO 12
13.	What is authentication? Explain how the authentication is provided based on shared secret key?	Understand	This would require the learner to recall the concept of PGP,S/MIME	CO 12
14.	What are the five basic functions supported in e-mail systems? Explain.	Understand	This would require the learner to recall the concept of PGP,S/MIME	CO 12
15.	Write about Electronic mail in detail?	Understand	This would require the learner to recall the concept of E-mail	CO 12
16.	Write short notes on the following i) Multi Media ii) SNMP	Understand	This would require the learner to recall the concept of Application layer protocols	CO 12

17.	Write short notes on the following i) PGP	Understand	This would require the learner to recall the concept of Application layer protocols	CO 12
18.	Write short notes on Application layer services	Understand	This would require the learner to recall the concept of Application layer protocols	CO 12
19.	Write short notes on client -server programming	Understand	This would require the learner to recall the concept of Application layer protocols	CO 12
20.	Write short notes on the following i) Telnet ii) HTTP	Understand	This would require the learner to recall the concept of Application layer protocols	CO 12

PART-C SHORT ANSWER QUESTIONS

1.	What is the purpose of Domain Name System?	Remember	—	CO 12
2.	List advantages of stateless server of HTTP.	Remember	—	CO 11
3.	Define message Formatting.	Remember	—	CO 11
4.	Explain the three main division of the domain name space.	Understand	This would require the learner to recall the concept of main division of the domain name space and then explain three main division of the domain name space.	CO 12
5.	Distinguish between FTP & HTTP.	Remember	—	CO 12
6.	Discuss the basic model of FTP.	Understand	This would require the learner to recall the concept of FTP and Then explain the basic model of FTP.	CO 11
7.	Illustrate the need of Uniform Resource Locator in WWW.	Understand	This would require the learner to recall the concept of Uniform Resource Locator and Then explain the need of Uniform Resource Locator in WWW.	CO 11
8.	List two applications of Application Layer	Remember	—	CO 12
9.	What is DNS Name Space?	Remember	—	CO 11

10.	List the advantages of Email.	Remember	—	CO 12
11.	Define SNMP.	Remember	—	CO 11
12.	Explain the concept of Telnet.	Understand	This would require the learner to recall the concept of Telnet and Then explain the Telnet	CO 11
13.	Define FTP.	Remember	—	CO 11
14.	Summarize about MIME.	Understand	This would require the learner to recall the concept of Application- Layer Security and Then explain the MIME.	CO 11
15.	Illustrate the use of MIME Extension.	Remember	—	CO 11
16.	Outline a brief history of WWW	Understand	This would require the learner to recall the concept of Internet and Then explain the history of WWW.	CO 11
17.	Define Lossy Compression and Lossless Compression.	Remember	—	CO 12

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HOD CSE

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