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Third Year Computer Networks Question Paper

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SECTION 1: SHORT ANSWER QUESTION (10 Questions, 1 Marks each)

Bloom's Taxonomy Level: 2

Topic: Application Layer

Subtopic: Basics of Socket Programming

Q1: What is the fundamental difference between a client socket and a server socket in the context of network communication? (1 Marks)

Q2: Briefly explain the purpose of the `bind()` system call in socket programming. (1 Marks)

Q3: What are the two main families of socket addresses (e.g., IPv4 and ...)? Name them. (1 Marks)

Q4: Describe the role of the `listen()` system call in server-side socket programming. (1 Marks)

Q5: What is the purpose of the `accept()` system call in server-side socket programming? (1 Marks)

Subtopic: BitTorrent Protocol

Q6: What is the role of trackers in the BitTorrent protocol? (1 Marks)

Q7: Briefly explain the concept of "bitTorrent swarming." (1 Marks)

Q8: How does BitTorrent improve download speeds compared to traditional client-server downloads? (1 Marks)

Q9: What is a "piece" in the context of BitTorrent file sharing? (1 Marks)

Q10: Describe the difference between a "leecher" and a "seeder" in a BitTorrent swarm. (1 Marks)