A Multihop network is better than single hop network NOT because of which reason? *

- One can keep on increasing the transmission receiver distance
- Interference can be reduced with reduced signal strength
- Spatial reuse can be easily deployed
- Transmission power can be reduced for same received signal strength
- Large data transmission rates can be achieved

In a next generation cellular and adhoc integrated wireless network, if the devices could scan the presence of nearby devices in the network, which of the following is false *

- A device can transmit/ communicate to the other devices directly which are outside its communicating range
- A device cannot transmit/ communicate to the other devices directly which are outside its communicating range
- A device can transmit/communicate to the other devices which are within its scanning range
- A device can transmit/ communicate to the other devices through intermediate nodes

In a next generation Integrated cellular and adhoc wireless network, if Source and Destination node are in same cell, it is best (in terms of resource allocation) for *

- Two devices to communicate through a relay node
- The communication between Source and Destination to happen through that particular cells'Base station
- Two devices to communicate with each other directly
- The communication between Source and Destination to happen through neighboring cells' Base station

In a next generation Integrated cellular and adhoc wireless network, if Source and Destination node are NOT in communicating range and in different but neighboring cells, it is best (in terms of resource allocation) for *

- The communication between Source and Destination to happen through neighboring cells' Base station
- Two devices to communicate with each other directly
- Two devices to establish communication through their respective base station and then communicate through a relay node

In a TDMA based multimedia transmission over multihop cellular wireless network, if a user has more packets to transmit than can be done in one time slot, which of the following is an efficient technique to use? *

- Get frequency bands of other operators and use it
- Give more than one Time slot per user, in a factional way (by dividing the Time slots) depending on no. of packets users
- Give all Time slots to only one user
- Continue to give only one time slot to every user, irrespective of the number of packets and packet size

In the interference avoidance model, the exclusion region is defined so that *

- There is NO other interfering transmitter nearby and Interference experienced at the receiver is reduced
- There is NO other interfering transmitter nearby and Interference experienced at the transmitter is reduced
- Total transmission power is increased
- There is NO other interfering receiver nearby and Interference experienced at the receiver is reduced

Which of the following relay selection technique results in the relay being selected close to mid point of source and destination node *

- [ ] Shortest Total Distance
- [x] Least Longest Hop
- [ ] Longest Relay distance
- [ ] Shortest Relay Distance
- [ ] Longest total distance

In a traditional TDMA mechanism, which of the following one is false *

- [x] A user can transmit data for fractional time slots
- [ ] Every user has a particular time slot to transmit its information
- [ ] Different users transmit in different time slot
- [ ] A user gets more than one Time slot per time frame to transmit data

Submit Clear form

In a next generation Integrated cellular and adhoc wireless network, if Source and Destination node are in same cell but not in communicating range, it is best (in terms of resource allocation) for *

- Two devices to communicate with each other directly
- The communication between Source and Destination to happen through that particular cells'Base station
- The communication between Source and Destination to happen through neighboring cells' Base station
- Two devices to communicate through a relay node

In a wireless network transmission, which of the following is NOT a QoS parameter for non-multimedia data packets? *

- Peak Signal to Noise Ratio (PSNR)
- Packet Loss Rate
- Delay and Variation in Delay
- Throughput