Register Number															

SRM INSTITUTE OF SCIENCE AND TECHNOLOGY

SRM Nagar, Kattankulathur – 603203, Chengalpattu District, Tamil Nadu

Set - A

College of Engineering and Technology

School of Computing

Academic Year: 2021-22 (Even)

Test	**:** CLA-T3	**Date**	**:** 24-06-2022
Course Code & Title	**:** 18CSS202J - Computer Communications	**Duration**	**:** 100 Minutes (2 Periods)
Year & Sem	**:** II Year / IV Sem	**Max Marks**	**:** 50

Course Articulation Matrix:

S.No.	Course Outcome	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
1	CO1	3	-	-	-	-	-	-	-	-	-	-	3
2	CO2	3	2	3	-	-	-	-	-	-	-	-	3
3	CO3	3	3	3	-	-	-	-	-	-	-	-	3
4	CO4	3	2	-	-	-	-	-	-	-	-	-	3
5	CO5	3	-	-	-	-	-	-	-	-	-	-	2
6	CO6	3	3	3	-	-	-	-	-	-	-	-	3

Part – A (20 x 1 = 20 Marks)

Instructions: 1) Answer ALL questions. 2) The duration for answering the part A is 30 minutes (this sheet will be collected after 30 minutes). 3) Encircle the correct answer 4) # denotes the type of the question is "fill in the blank"

Q. No	Question	Marks	BL	CO	PO	PI Code
1	_____ control refers to a set of procedures used to restrict the amount of data that the sender can send before waiting for acknowledgment. A. Flow B. Error C. Transmission D. Data Control	1	1	4	1	1.7.1
2	In the sliding window method of flow control, the receiver window _____ size when frames are received A. increases in B. decreases in C. doubles in D. remains its original	1	2	4	2	2.6.3
3	A sender has a sliding window of size 15. The first 15 frames are sent. How many frames are in the window now? A. 0 B. 1 C. 14 D. 15	1	3	4	2	2.6.3
4	Which data link layer function answers the question: How much data may be sent? A. line discipline B. flow control C. error control D. session management	1	2	4	1	1.7.1
5#	HDLC is an acronym for _____	1	1	4	1	1.7.1
6	The _____ Protocol has both flow control and error control A. Stop-and-Wait B. Go-Back-N ARQ C. Selective-Repeat ARQ D. both (b) and (c)	1	2	4	1	1.7.1

7	The _____ between two words is the number of differences between corresponding bits A. Hamming code B. Hamming distance C. Hamming rule D. Hamming length	1	2	4	2	2.6.3
8	In block coding, if k =2 and n =3, we have _____ invalid codewords A. 8 B. 4 C. 2 D. 0	1	3	4	2	2.6.3
9	_____ is a multiple-access method in which the available bandwidth of a link is shared in time, frequency, or through code, between different stations. A. Controlled access B. Channelization C. Serial access D. Random access	1	2	4	1	1.7.1
10	HDLC and PPP are _____ layer protocols A. Data link B. Network C. Physical D. Presentation	1	1	4	1	1.7.1
11	In _____ forwarding, the full IP address of a destination is given in the routing table. A. next-hop B. network-specific C. host-specific D. default	1	2	6	1	1.7.1
12	A _____ routing table is updated periodically using one of the dynamic routing protocols A. static B. dynamic C. hierarchical D. hybrid	1	1	6	1	1.7.1
13	The task of moving the packet from the input queue to the output queue in a router is done by _____. A. input and output ports B. routing processor C. switching fabrics D. routing ports	1	1	6	1	1.7.1
14	The _____ routing uses the Dijkstra algorithm to build a routing table. A. distance vector B. link state C. path vector D. vector	1	1	6	1	1.7.1
15	The OSPF protocol is an intradomain routing protocol based on _____ routing. A) distance vector B) link state C) path vector D) link vector	1	1	6	1	2.6.3
16	How often does a RIPv1 router broadcast its routing table by default? a) Every 30 seconds b) Every 60 seconds c) Every 90 seconds d) RIPv1 does not broadcast periodically	1	1	6	1	1.7.1
17	Which command will display all the EIGRP feasible successor routes known to a router? A. show ip routes B. show ip eigrp summary C. show ip eigrp topology D. show ip eigrp adjacencies	1	1	6	1	1.7.1
18	How many entry and exit points can be found in a stub network? A. Five B. Four C. Two D. One	1	2	6	1	1.7.1
19	Distance vector routing algorithm is implemented in Internet as _____ A. OSPF B. RIP C. ARP D. APR	1	2	6	1	1.7.1
20	In OSPF, which protocol is used to discover neighbour routers automatically? A. Link state protocol B. Error-correction protocol C. Routing information protocol D. Hello protocol	1	1	6	1	1.7.1

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Part – B (2 x 5 = 10 Marks)

Instructions: Answer ALL questions

Q. No	Question	Marks	BL	CO	PO	PI Code
21	Compare and contrast byte-oriented and bit-oriented protocols. Which category is popular now (explain the reason)?	5	2	4	1	1.7.1
22	What are the functions of a RIP message? Why do OSPF messages propagate faster than RIP messages?	5	2	6	1	1.7.1

Part – C (2 x 10 = 20 Marks)

Instructions: Answer ALL questions

Q. No	Question	Marks	BL	CO	PO	PI Code
23. A	Explain in detail with an example the Stop-and-Wait Automatic Repeat Request Protocol's mechanism.	10	1	4	1	1.7.1
	Or					
23. B. i.	Assuming even parity, find the parity bit for the data unit 1 0 0 1 0 1 1	2	3	4	2	2.6.3
23. B. ii.	Given the dataword 1 0 1 0 0 1 1 1 1 0 and the divisor 1 0 1 1 1, Show the generation of the codeword at the sender site (using binary division).	8	3	4	2	2.6.3
24. A	Explain the path vector protocol with example.	10	1	6	1	1.7.1
	Or					
24. B	Demonstrate the Open Shortest Path First protocol with example.	10	2	6	1	1.7.1

Course Outcome (CO) and Bloom's level (BL) Coverage in Questions