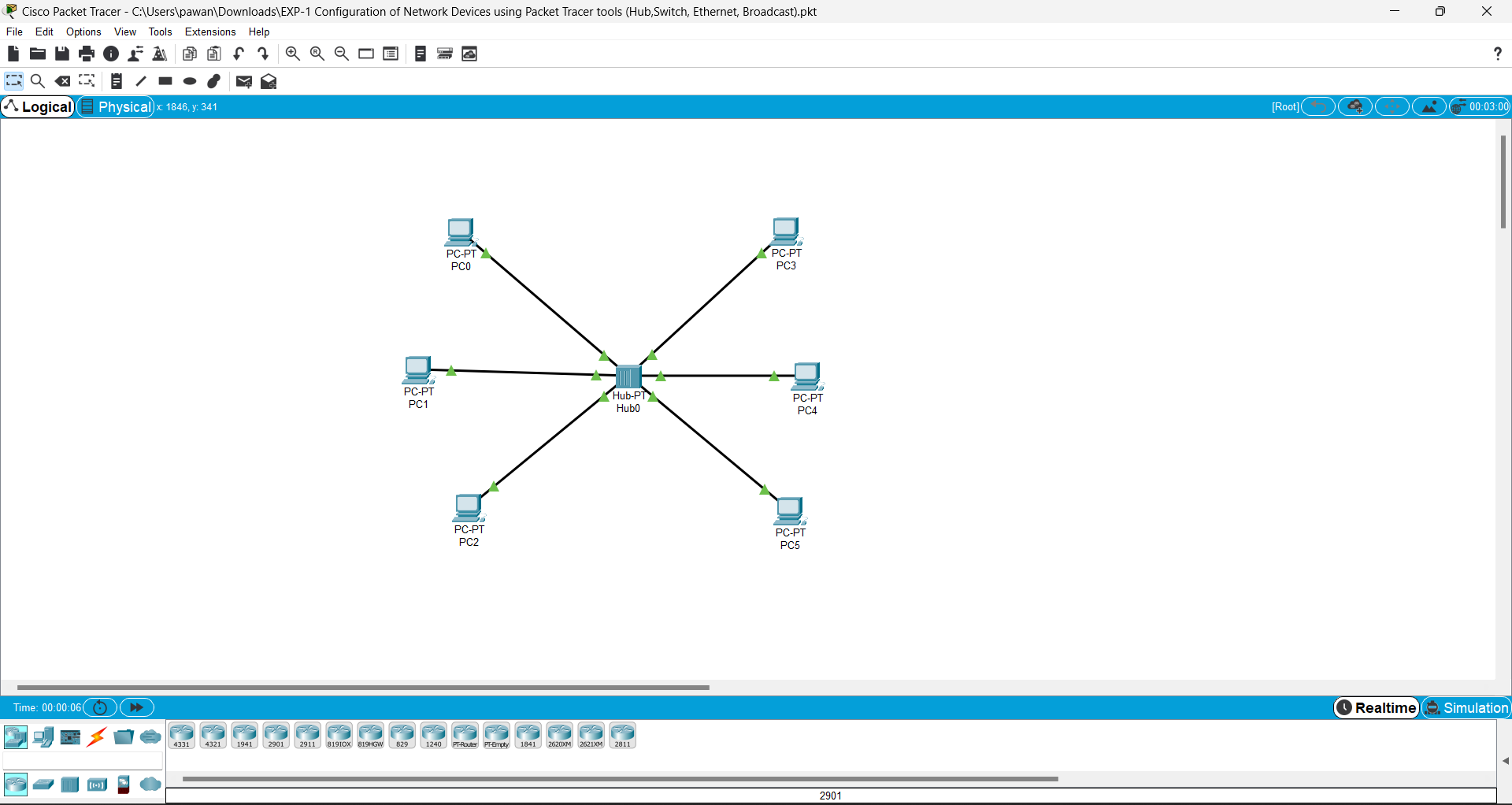
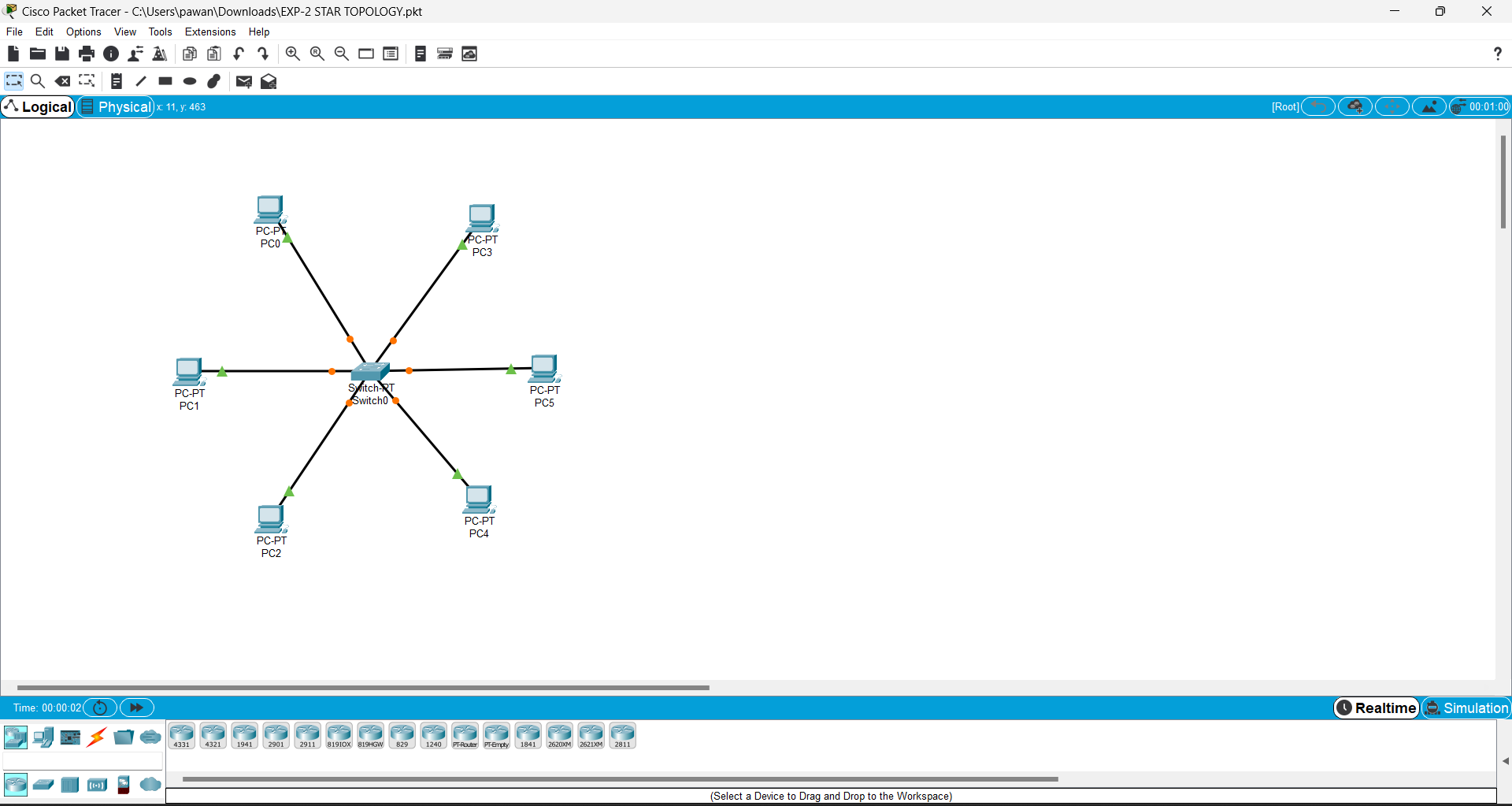
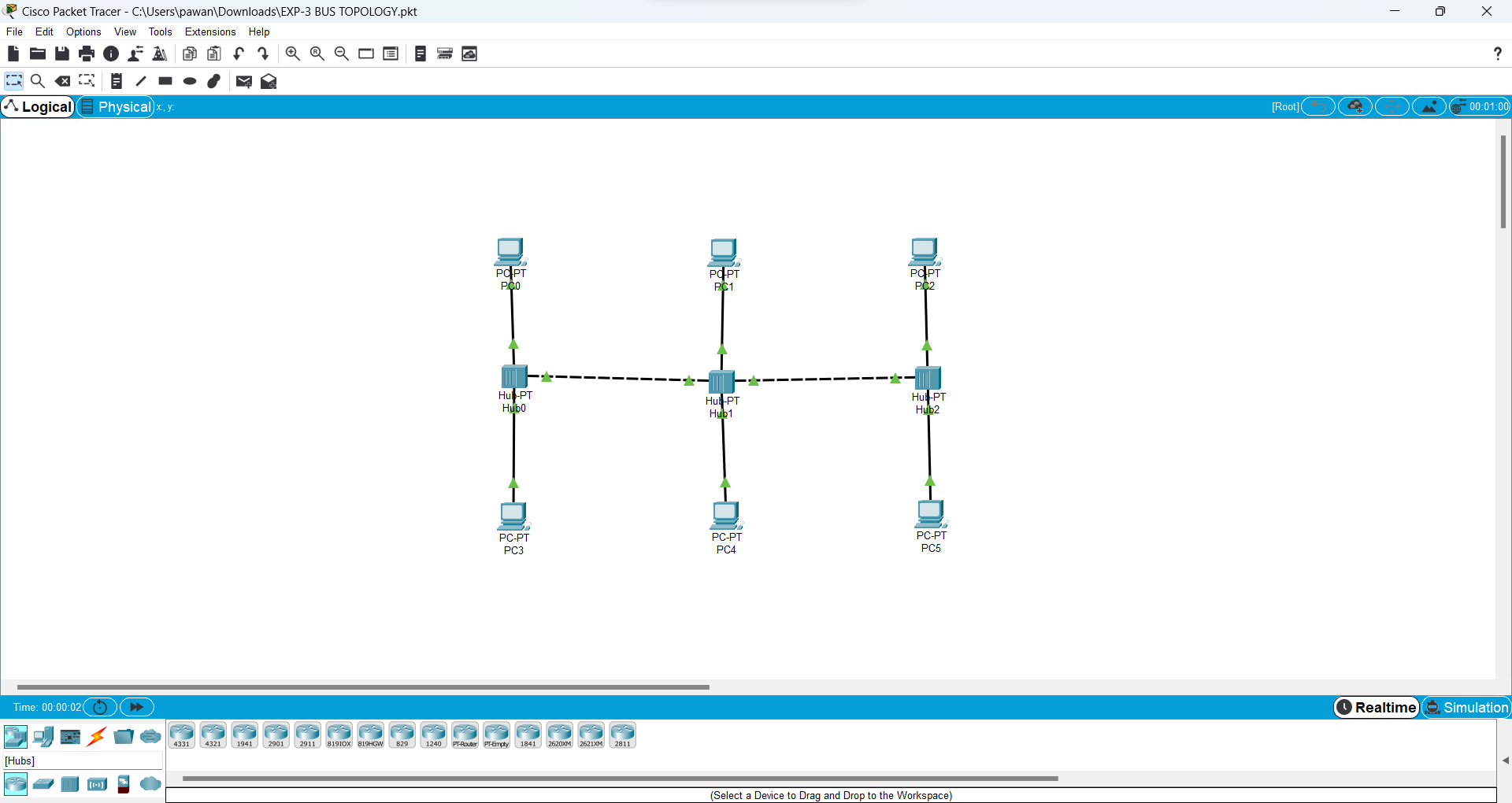
1.network devices



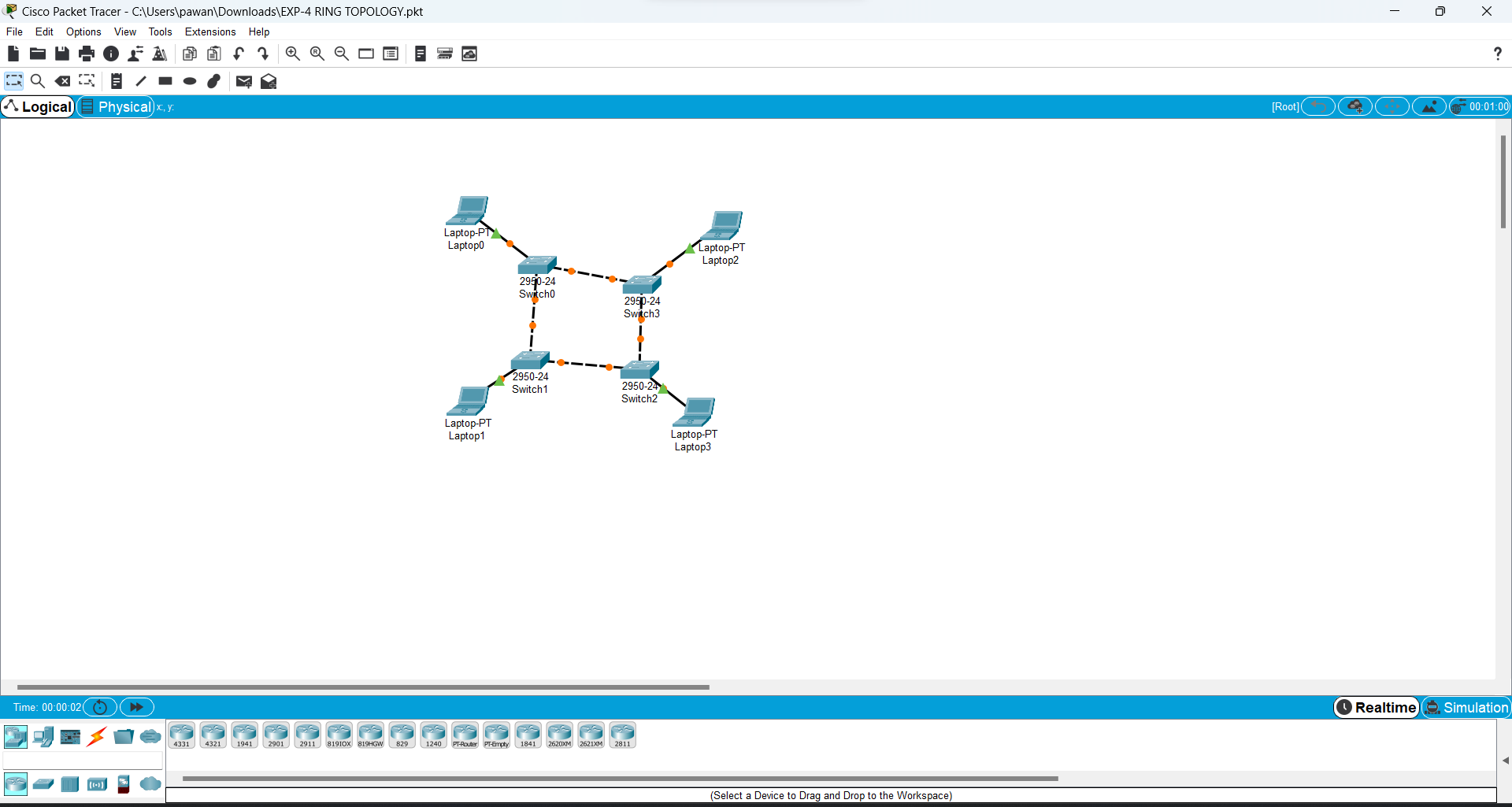
2 star topology



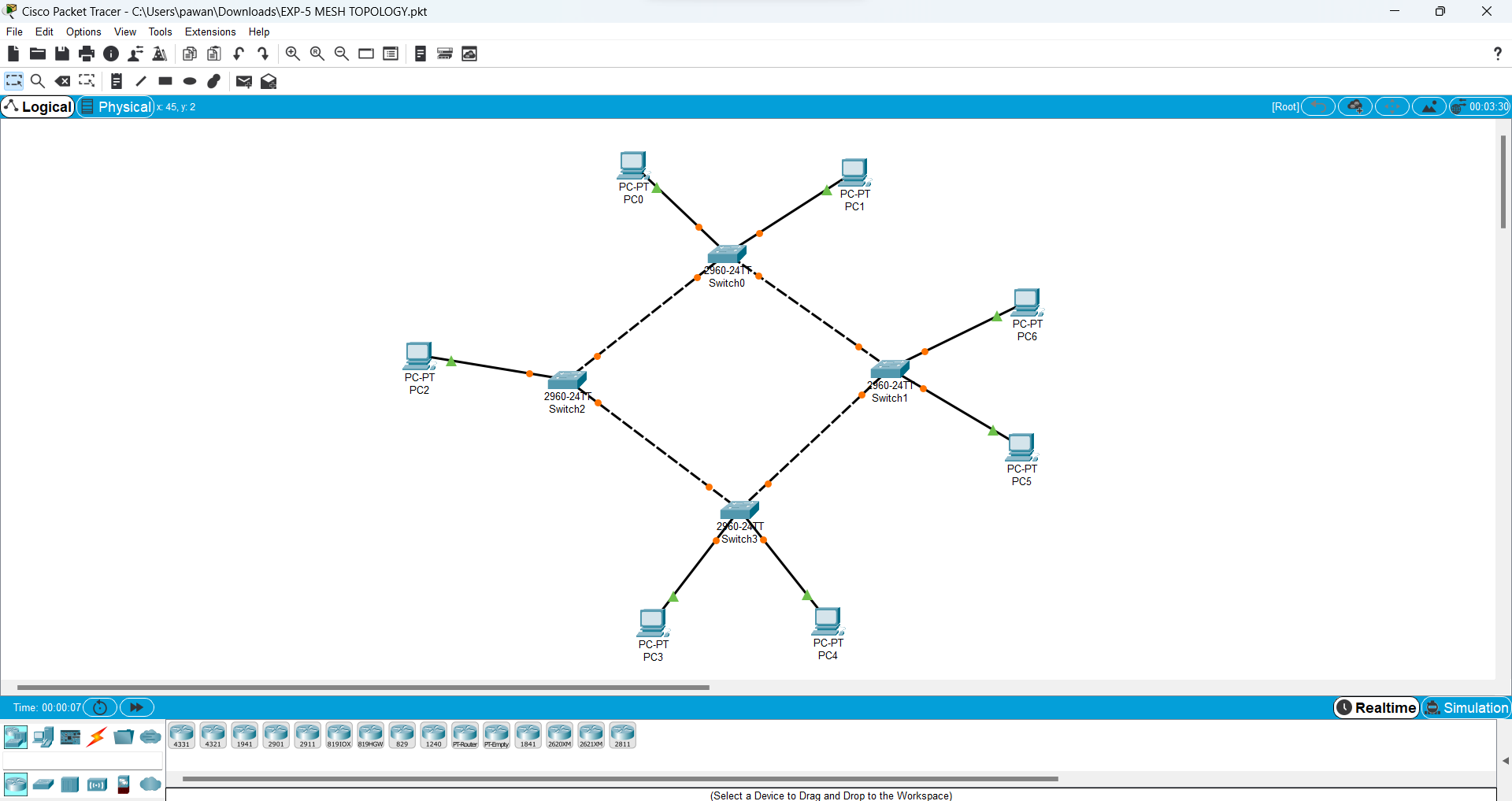
3 bus topology



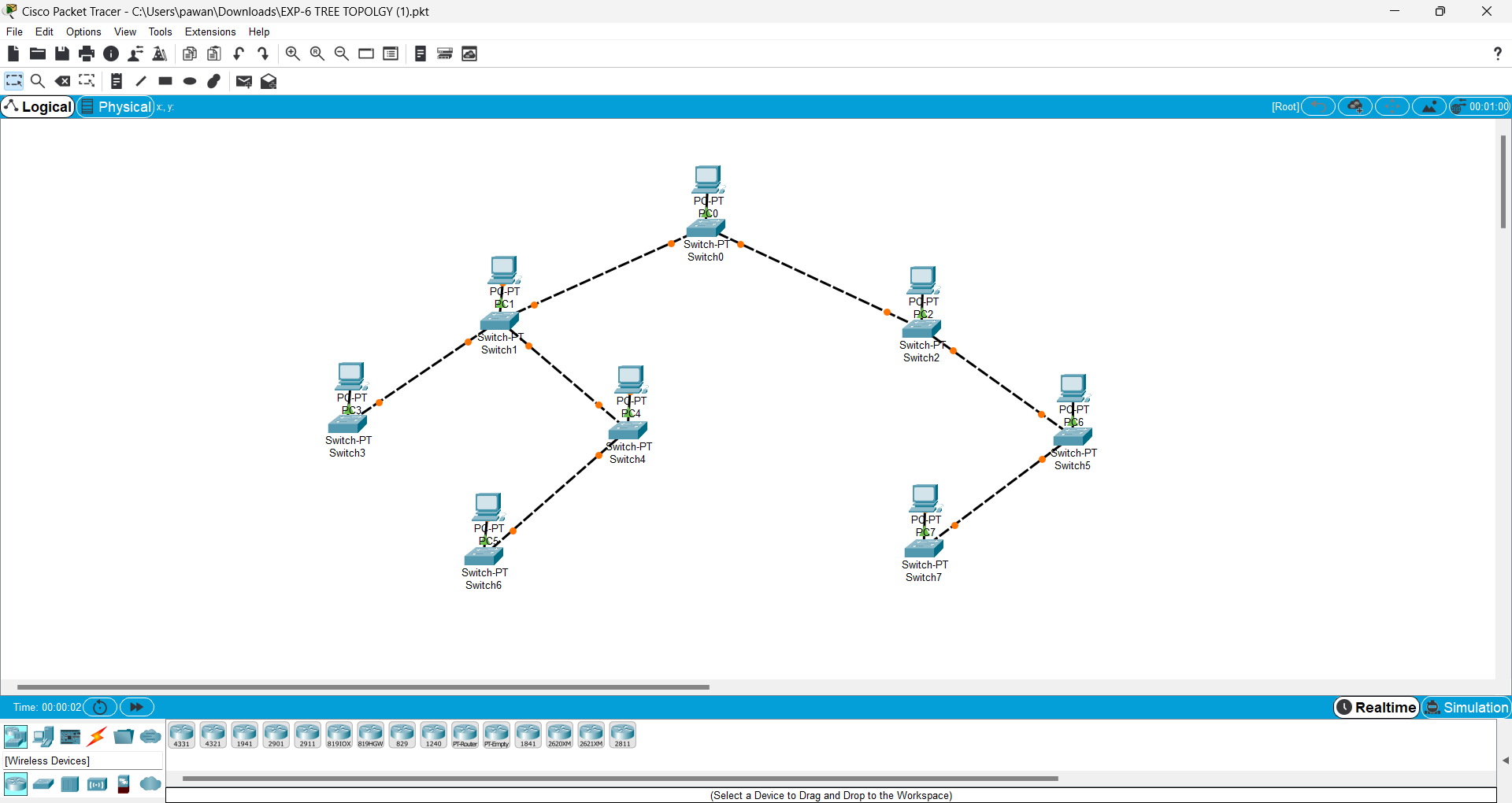
4 ring



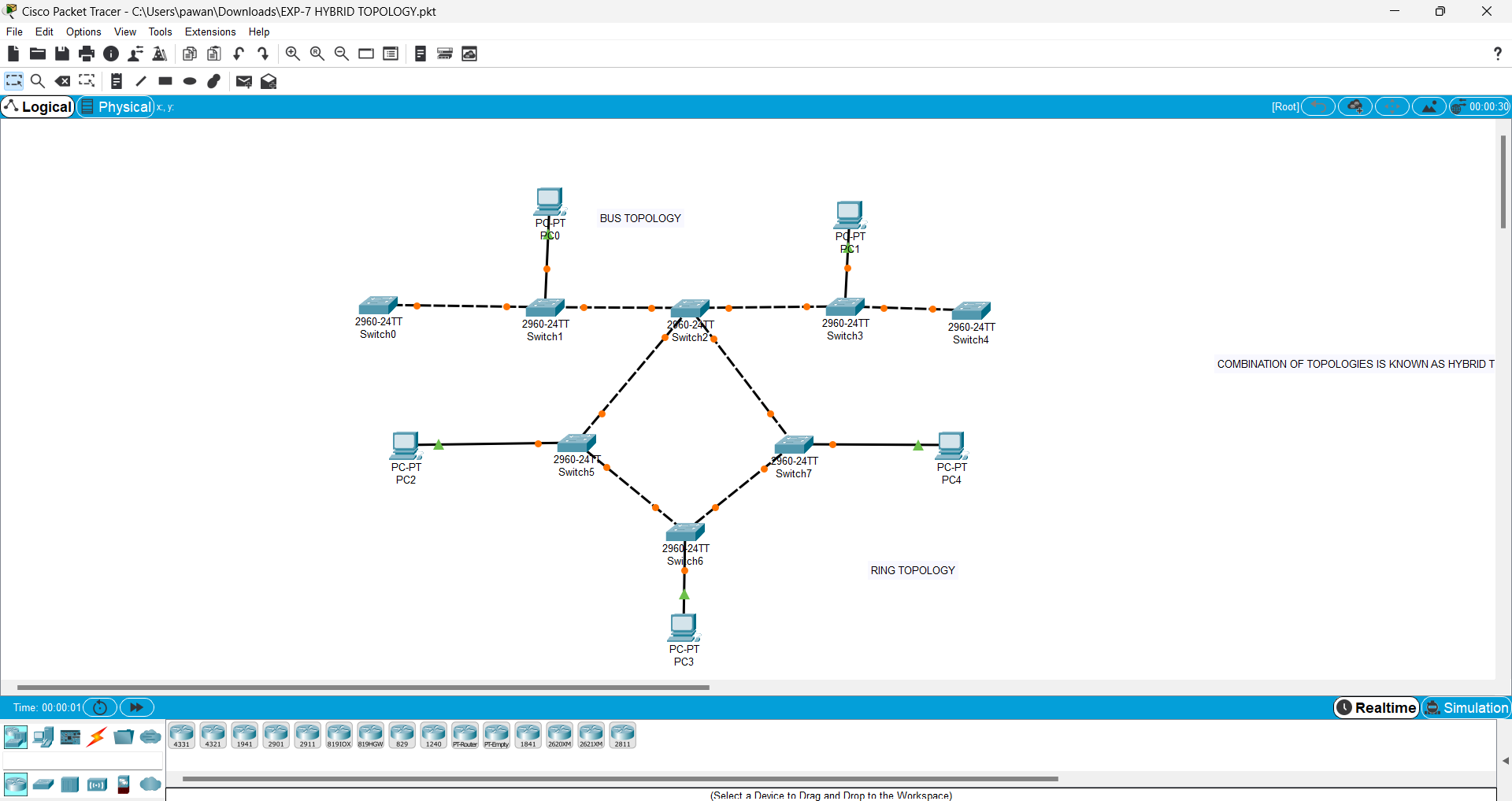
5 mesh



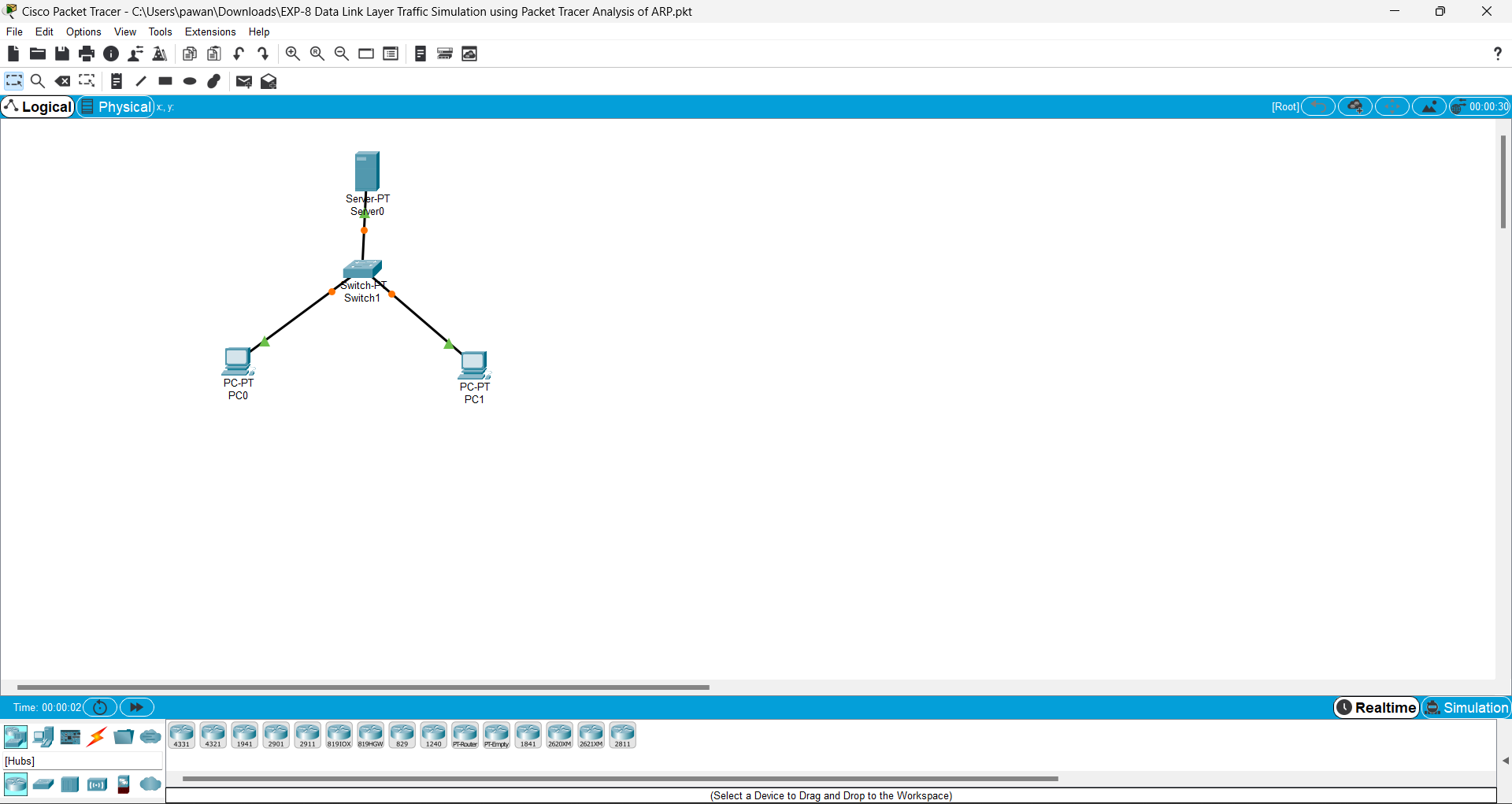
6 tree



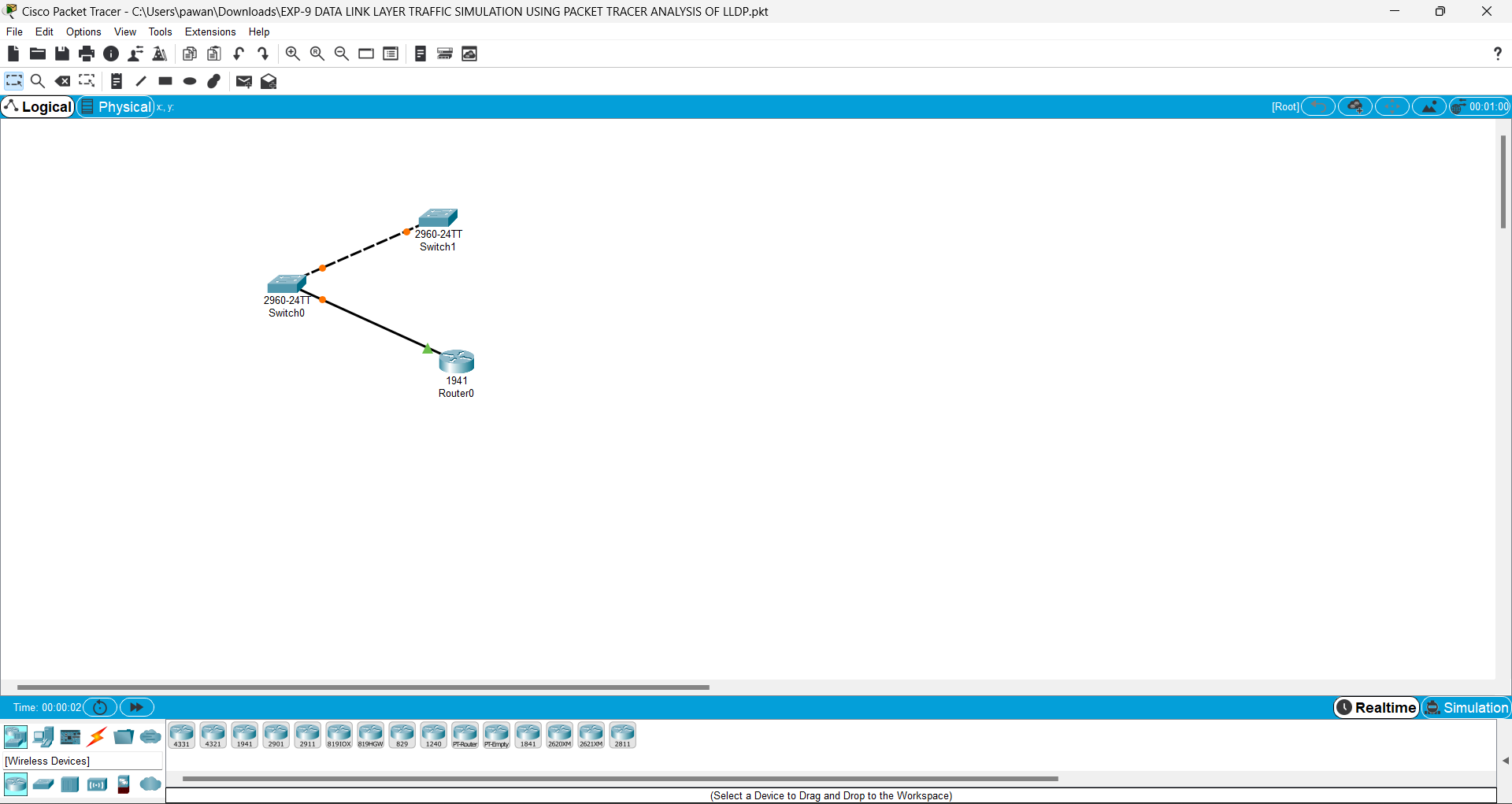
7 hybrid



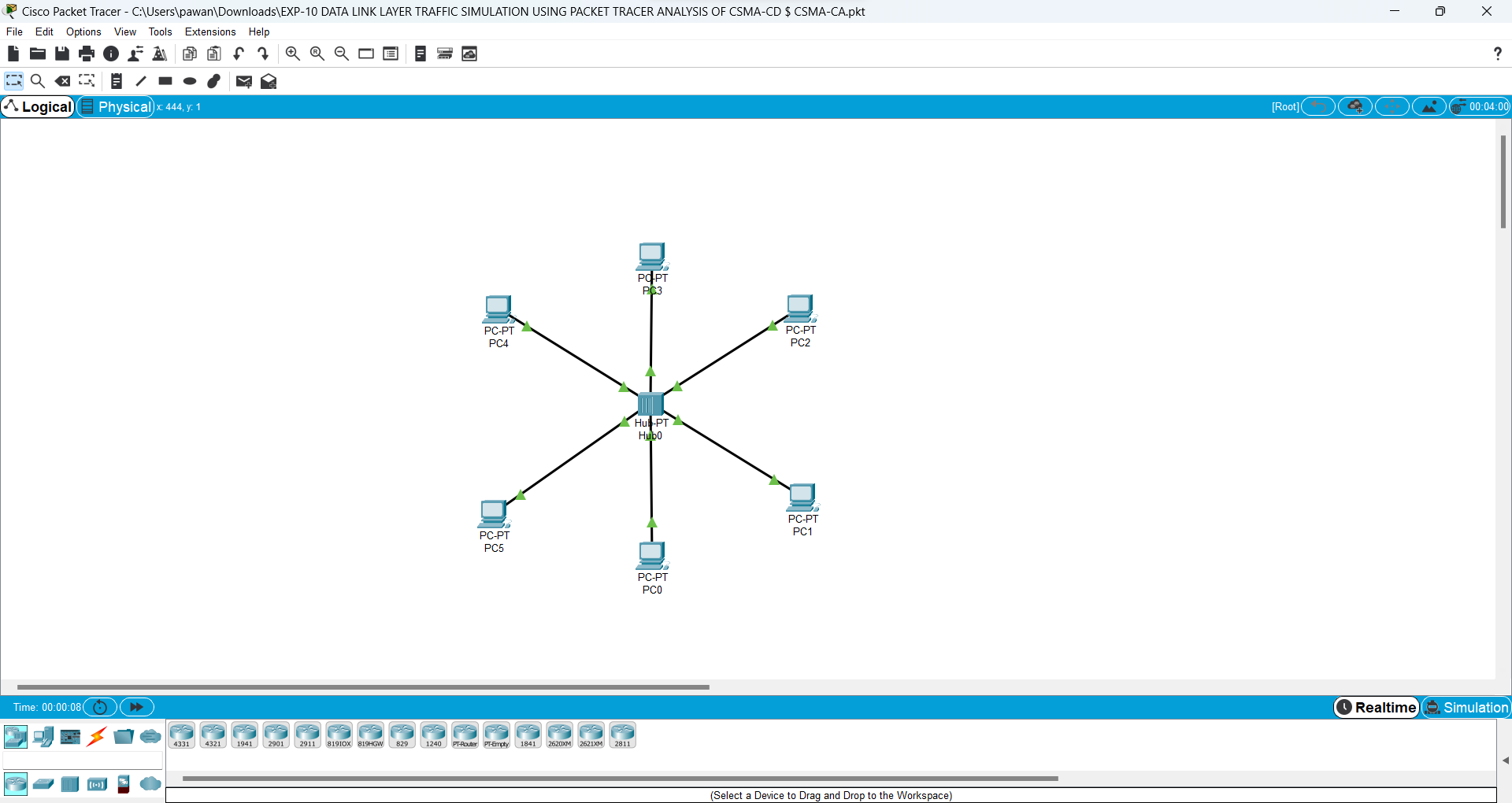
8 data link arp



9data link lldp



10 data csma



11. #include<stdio.h>

#include<string.h>

int main()

{

int a[20],b[30],i,j,k,count,n;

printf("Enter frame size (Example: 8):");

scanf("%d",&n);

printf("Enter the frame in the form of 0 and 1 :");

for(i=0; i<n; i++)

scanf("%d",&a[i]);

i=0;

count=1;

j=0;

while(i<n)

{

if(a[i]==1)

{

b[j]=a[i];

for(k=i+1; a[k]==1 && k<n && count<5; k++)

{

j++;

b[j]=a[k];

count++;

if(count==5)

{

j++;

b[j]=0;

}

i=k;

}

}

else

{

b[j]=a[i];

}

i++;

j++;

}

printf("After Bit Stuffing :");

for(i=0; i<j; i++)

printf("%d",b[i]);

return 0;

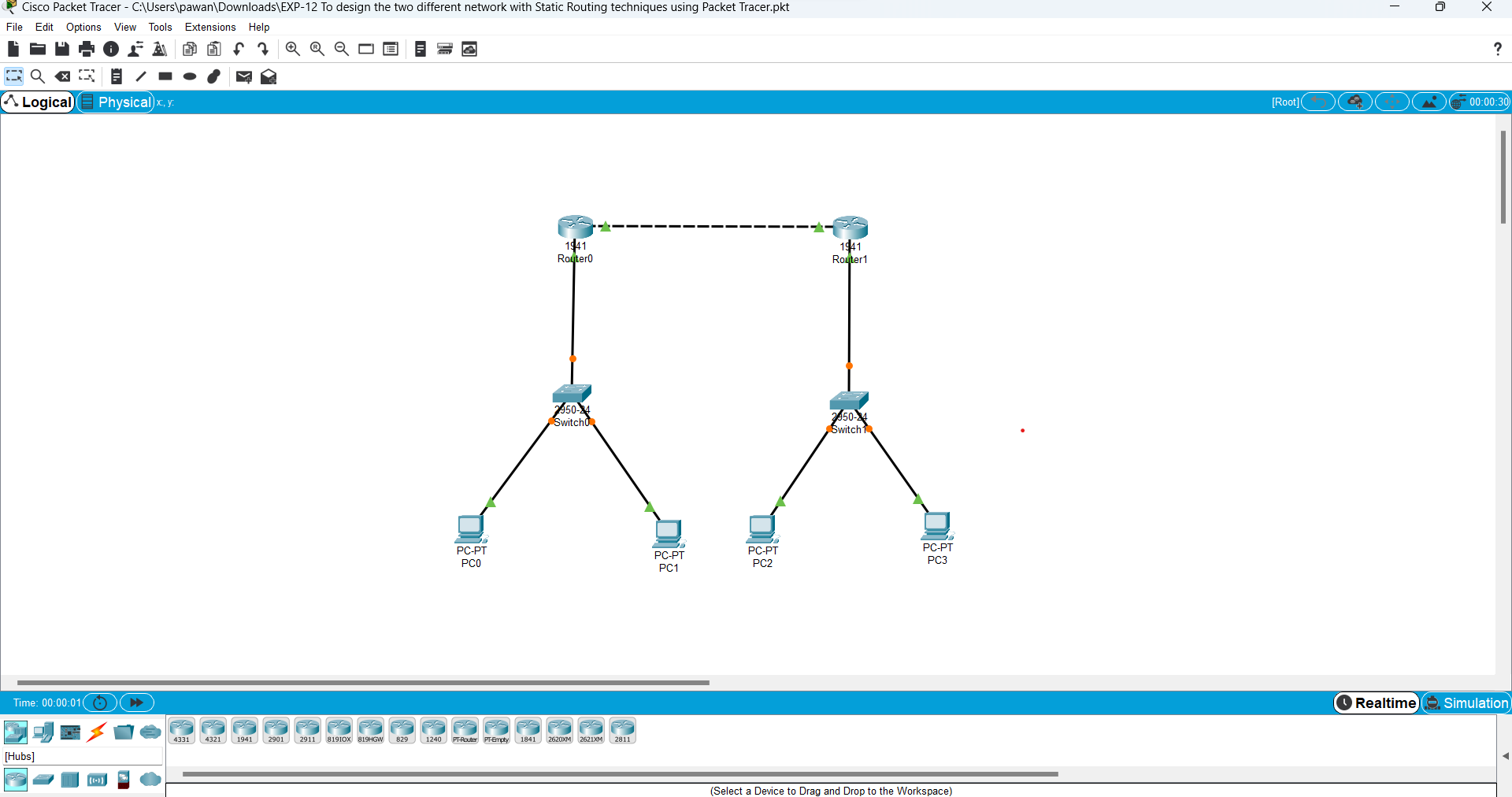
}

Enter frame size (Example: 8):12

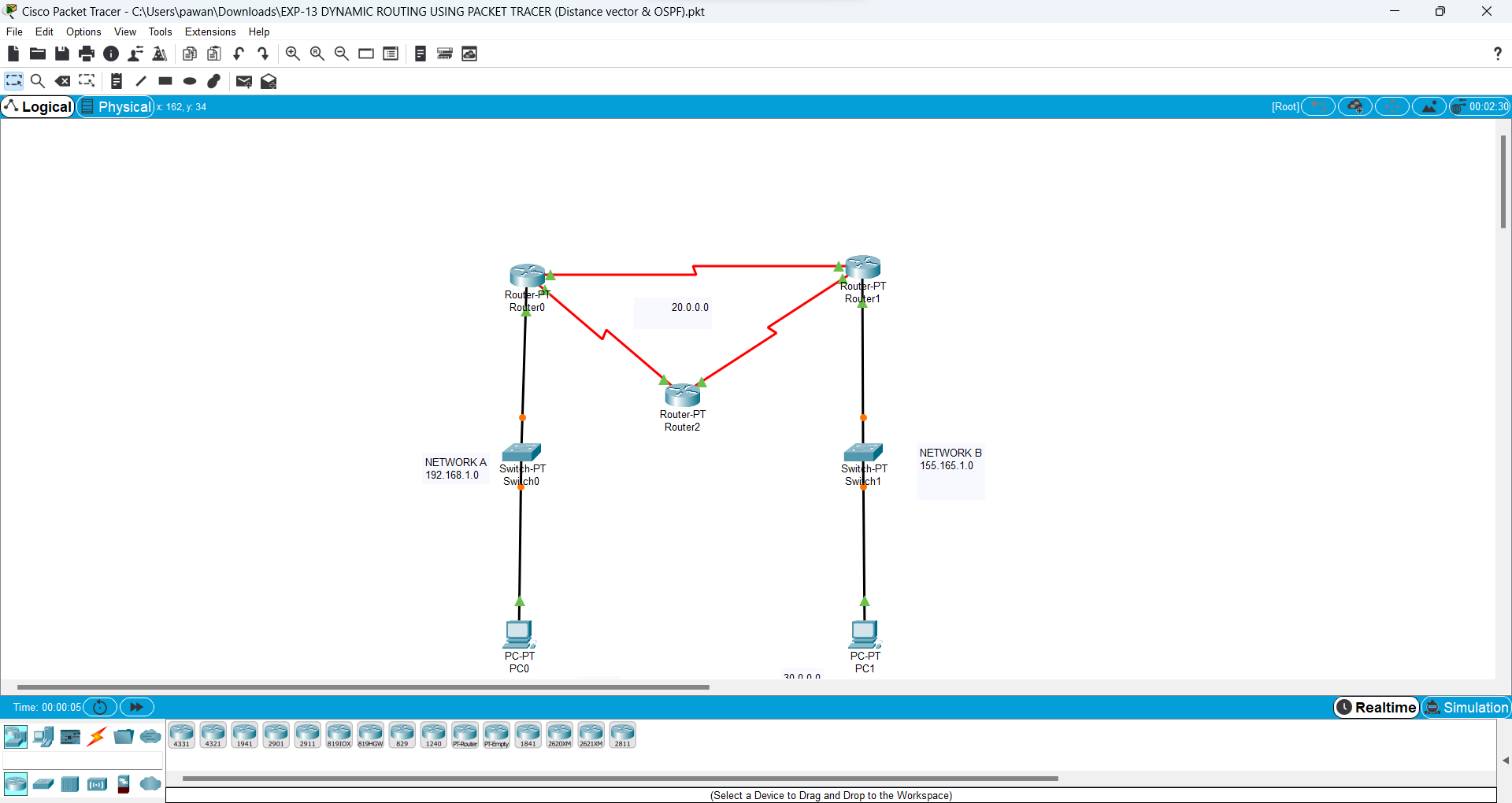
Enter the frame in the form of 0 and 1 :0 1 0 1 1 1 1 1 1 0 0 1

After Bit Stuffing :0101111101001

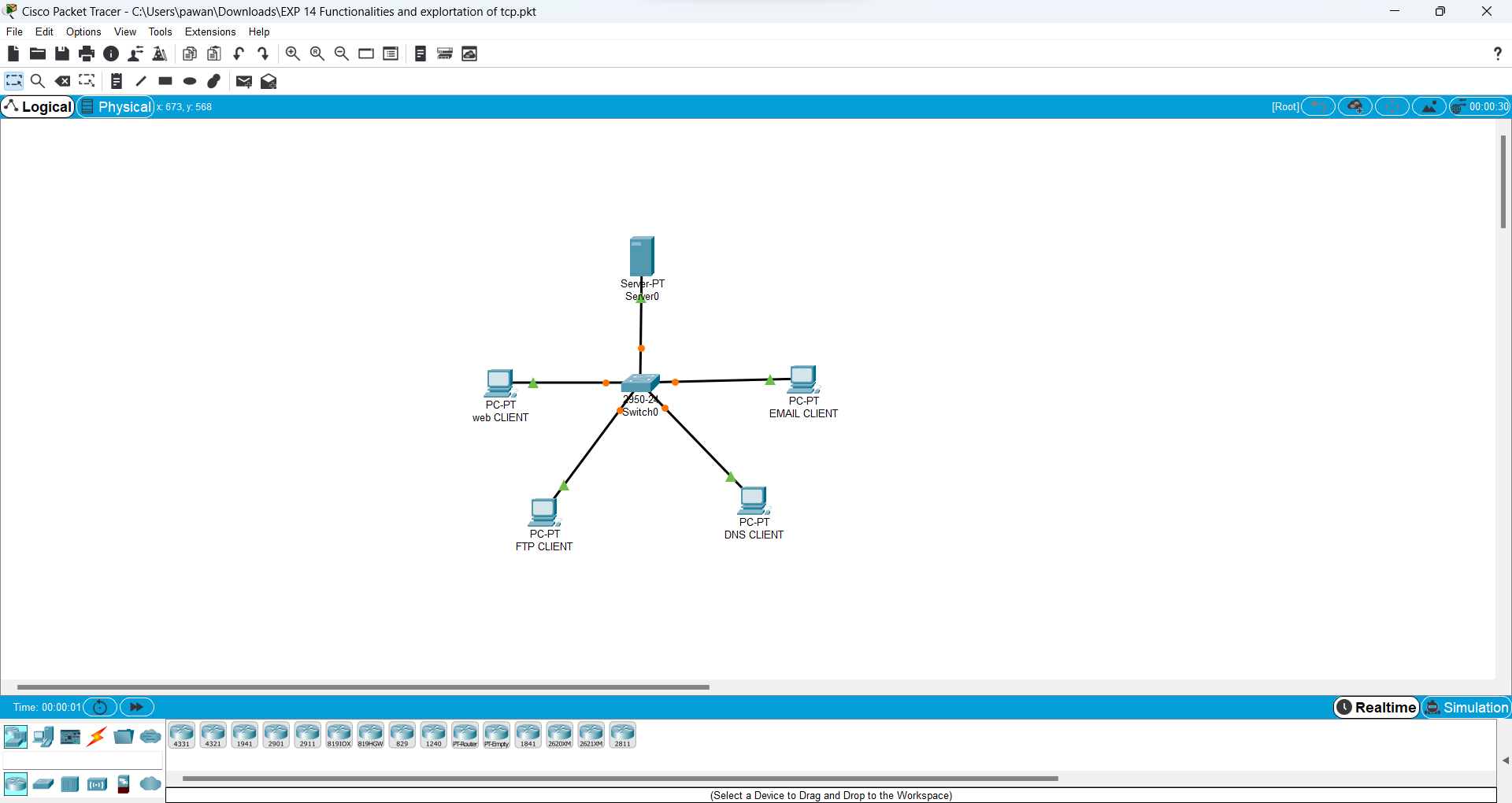
12.static routingd



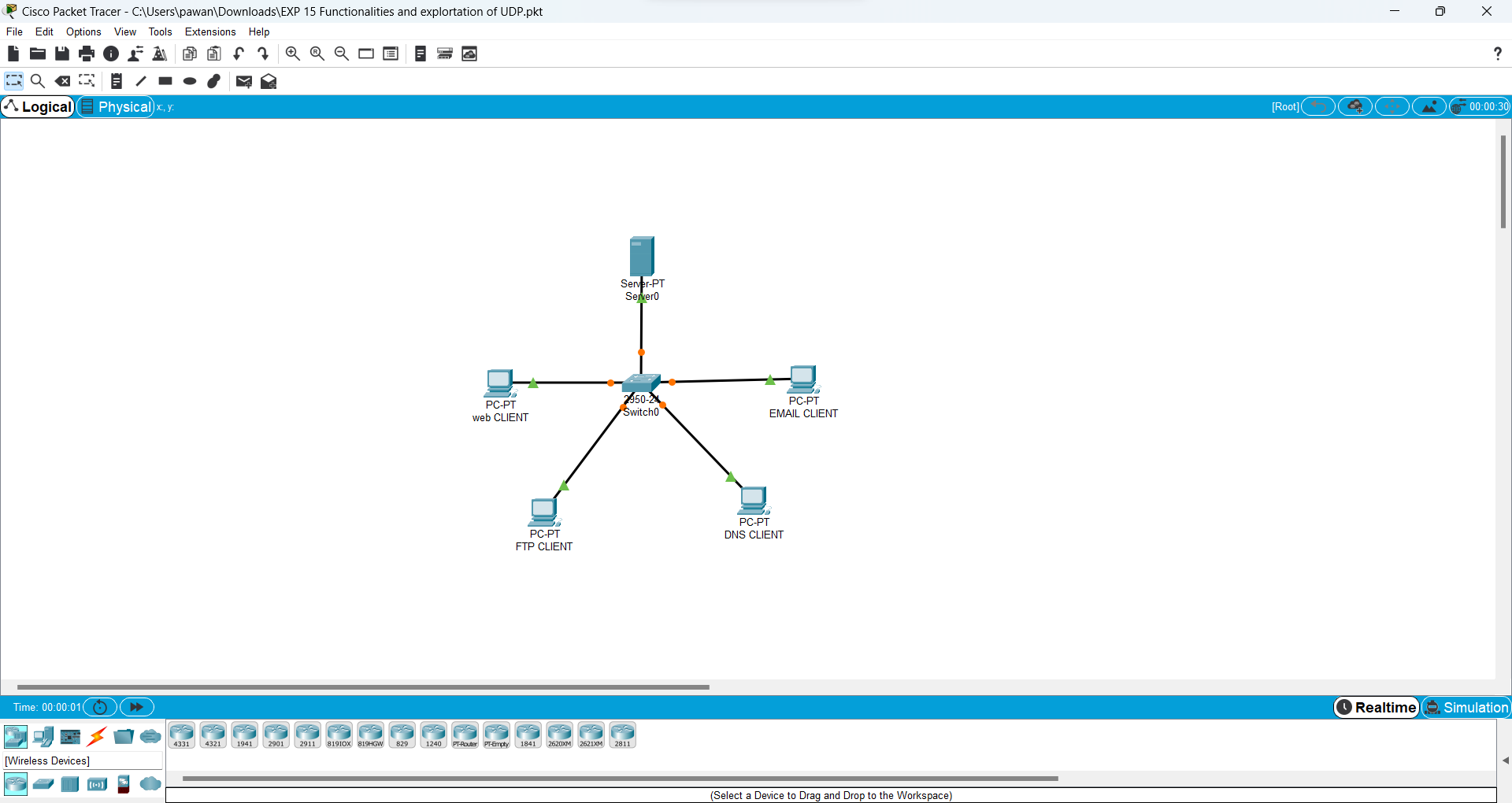
13dynamic routing



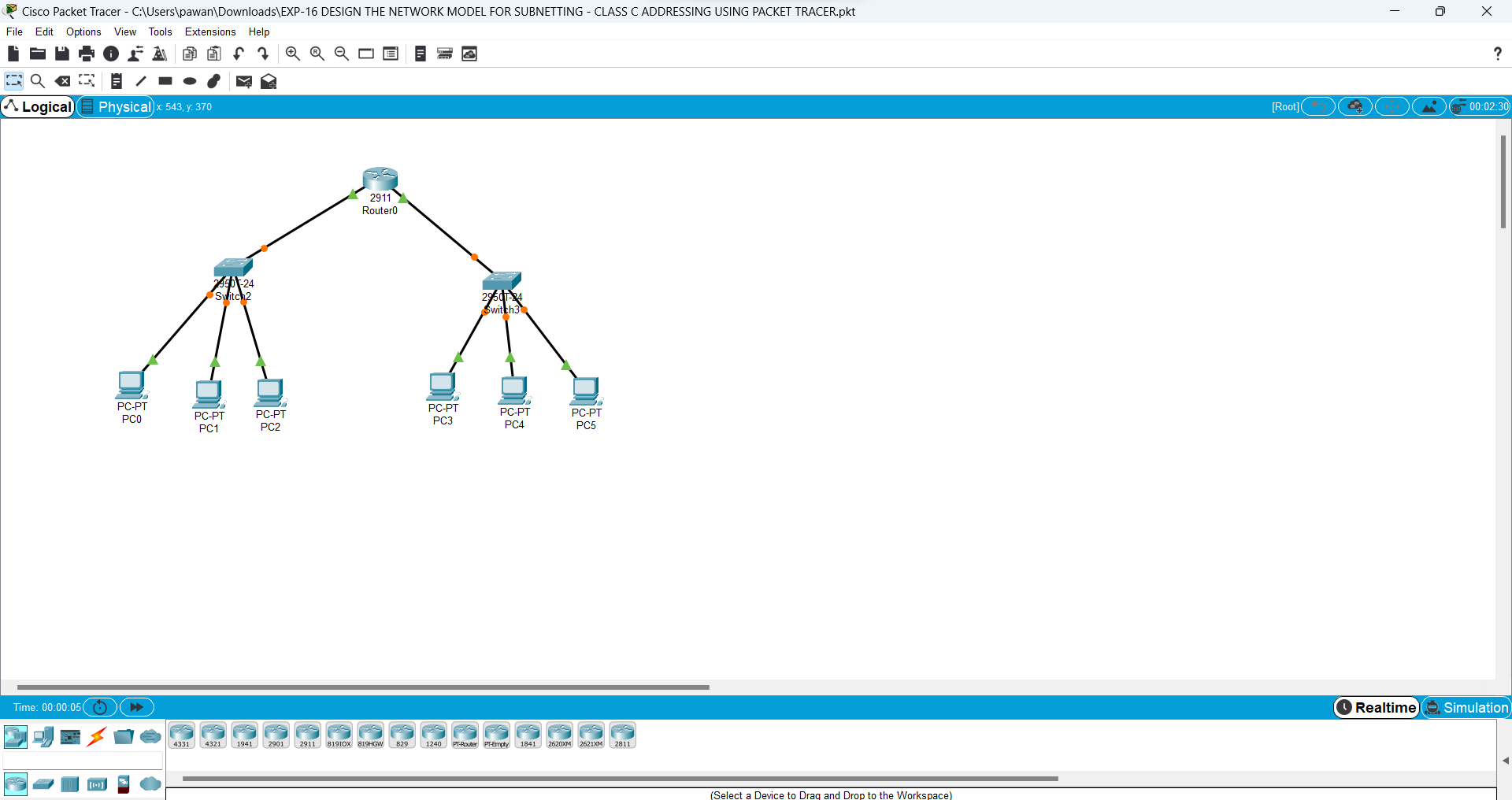
14tcp



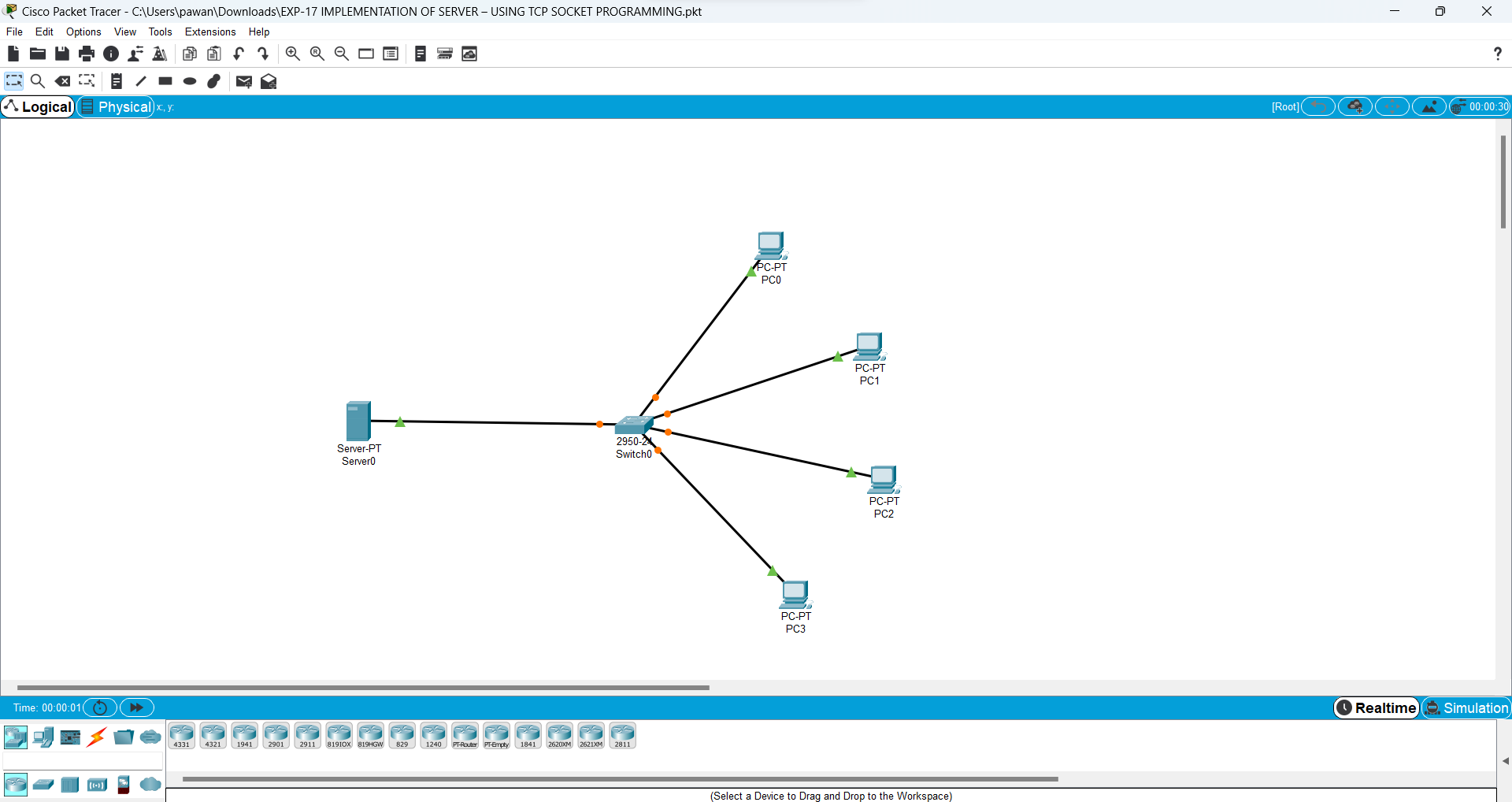
15 functionalities of udp



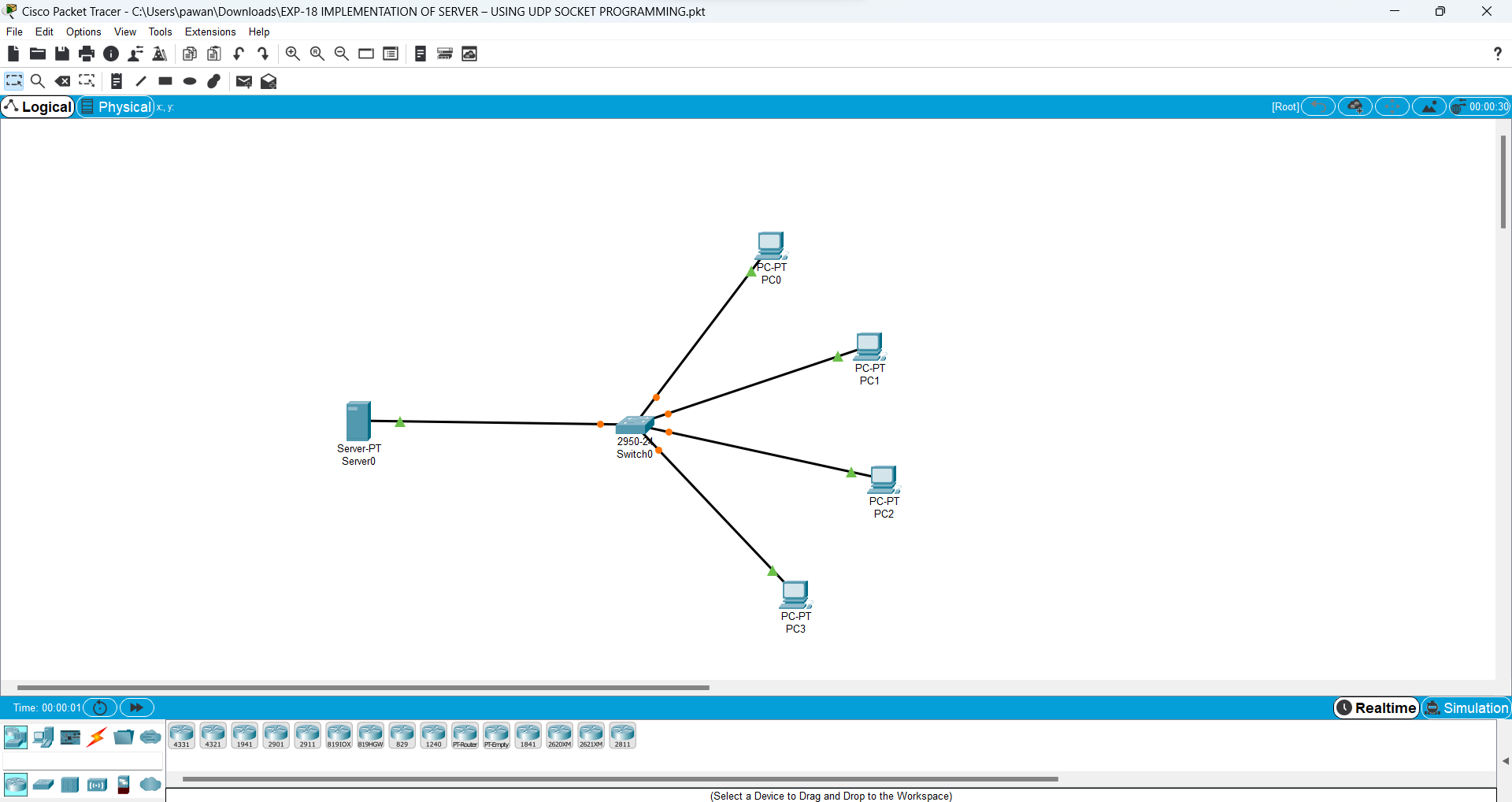
16class c addressing



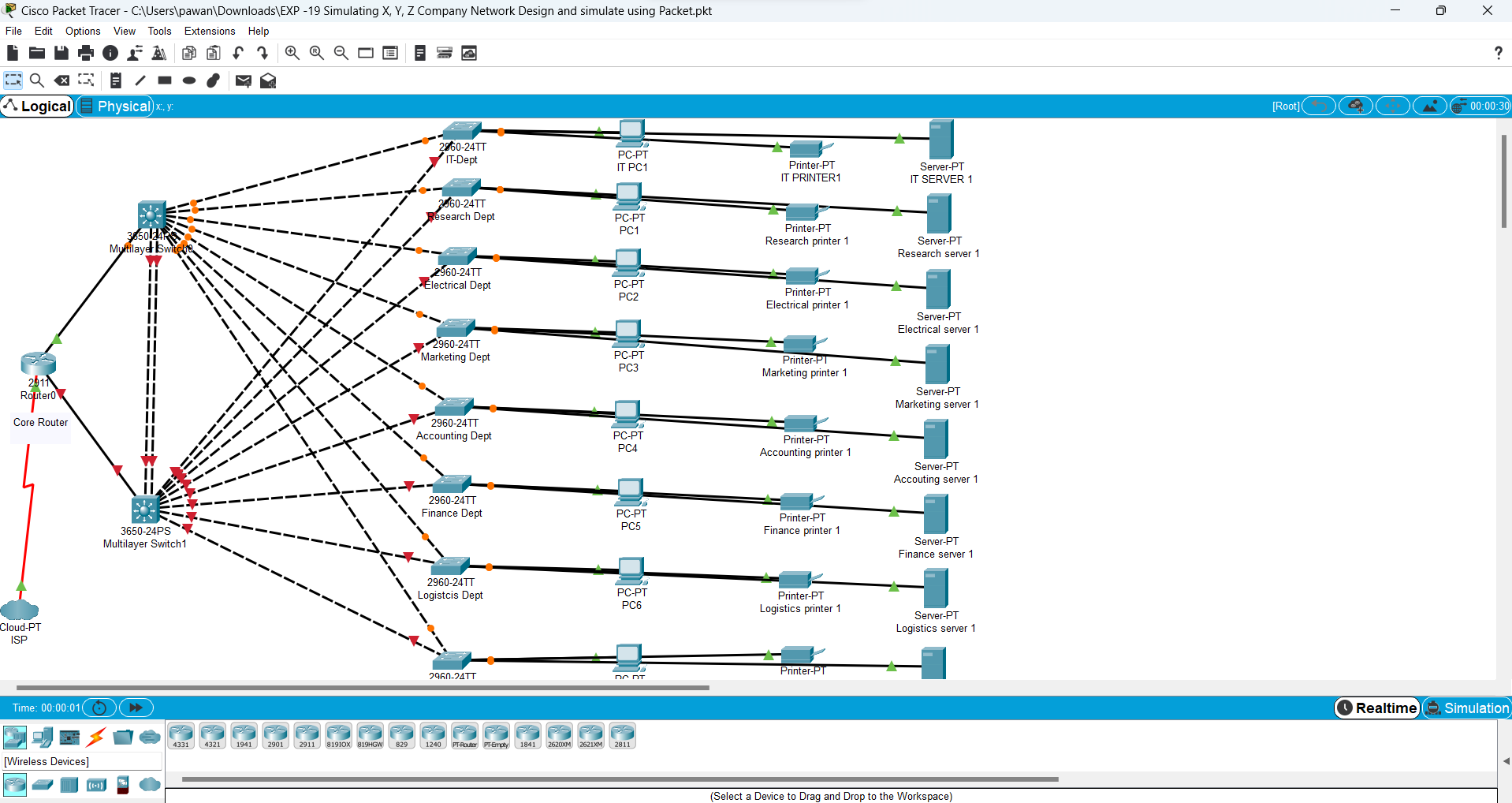
17 server client tcp



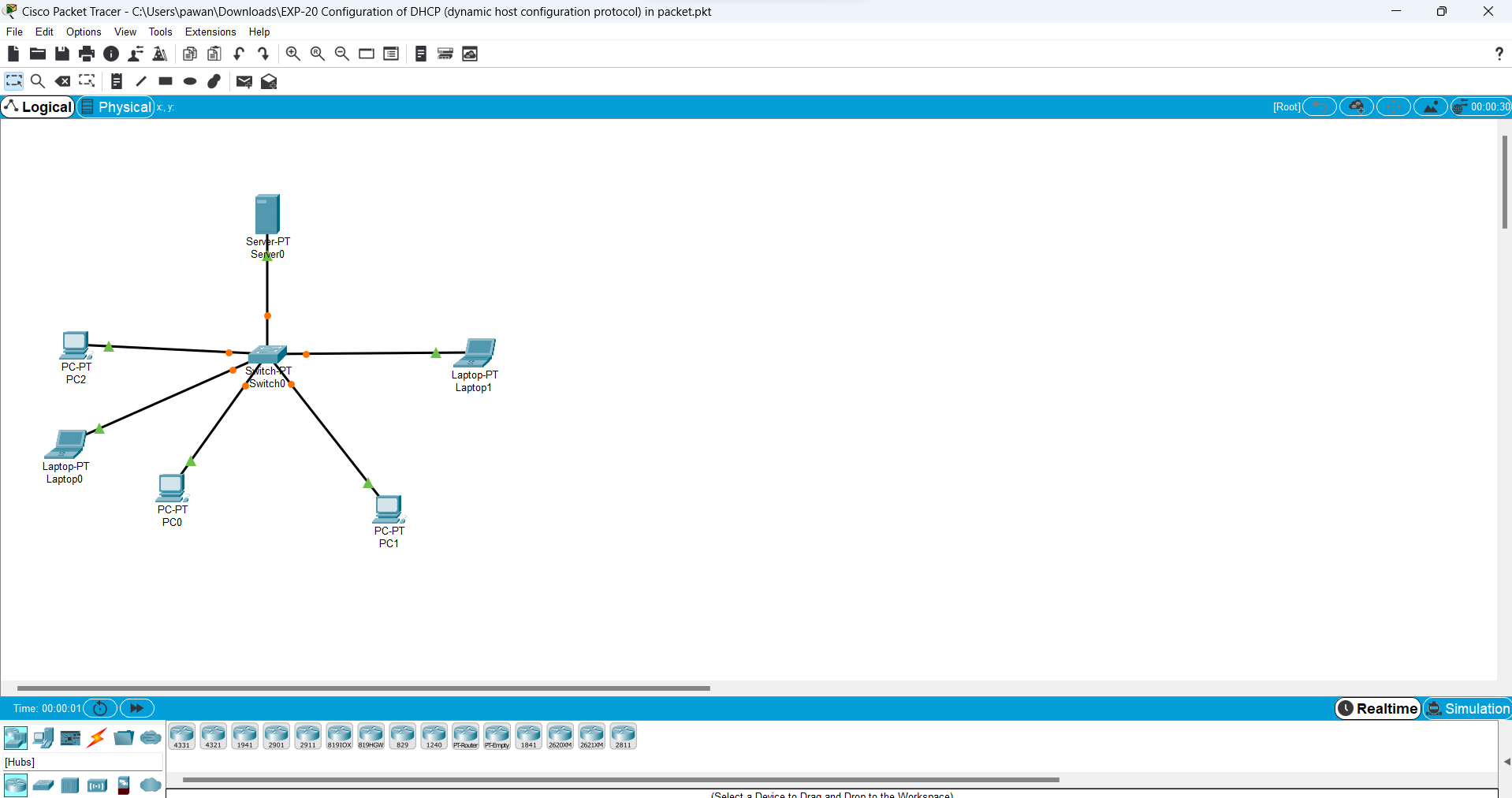
18 server client udp



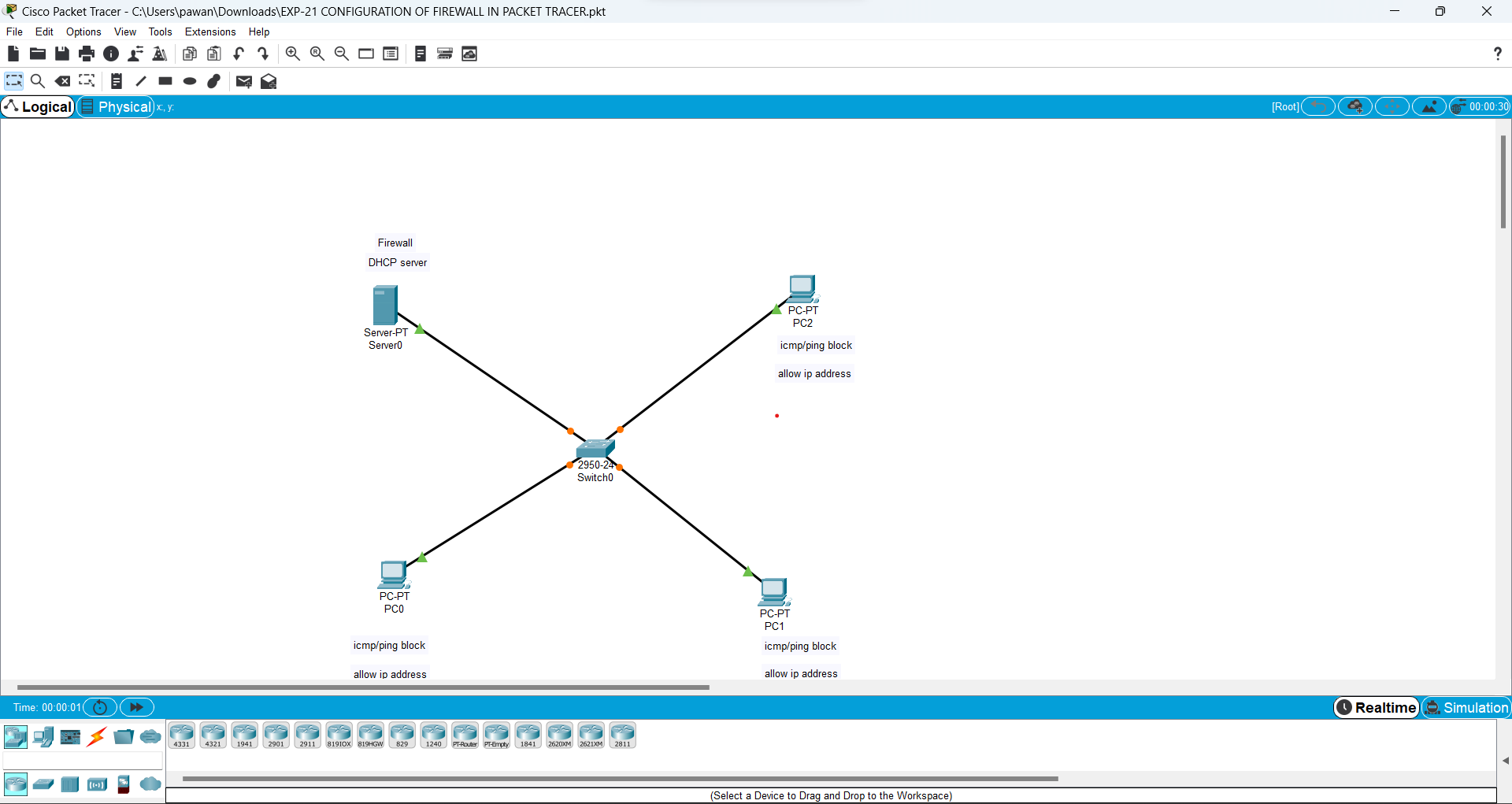
19 xyz network design



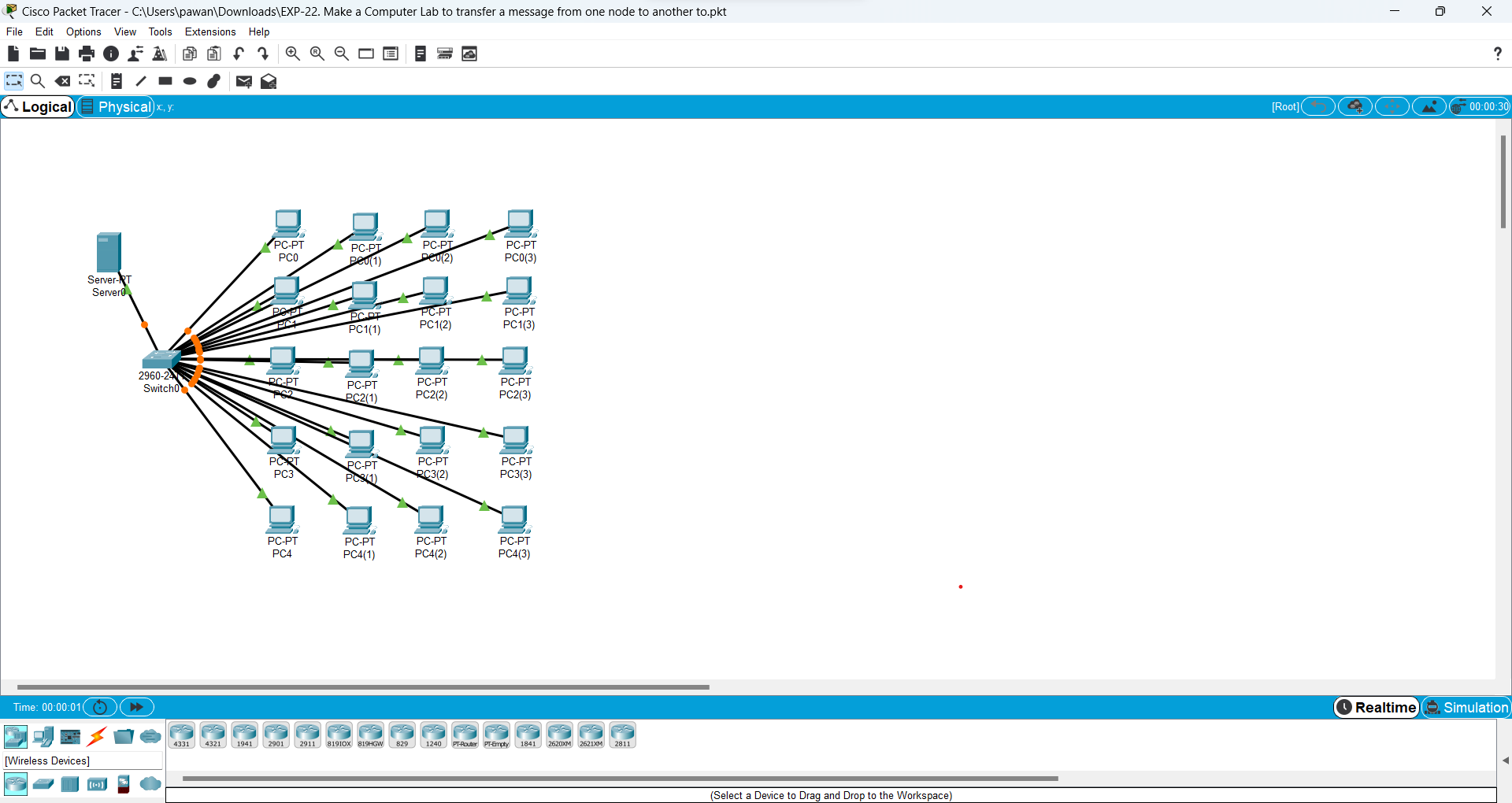
20 dhcp



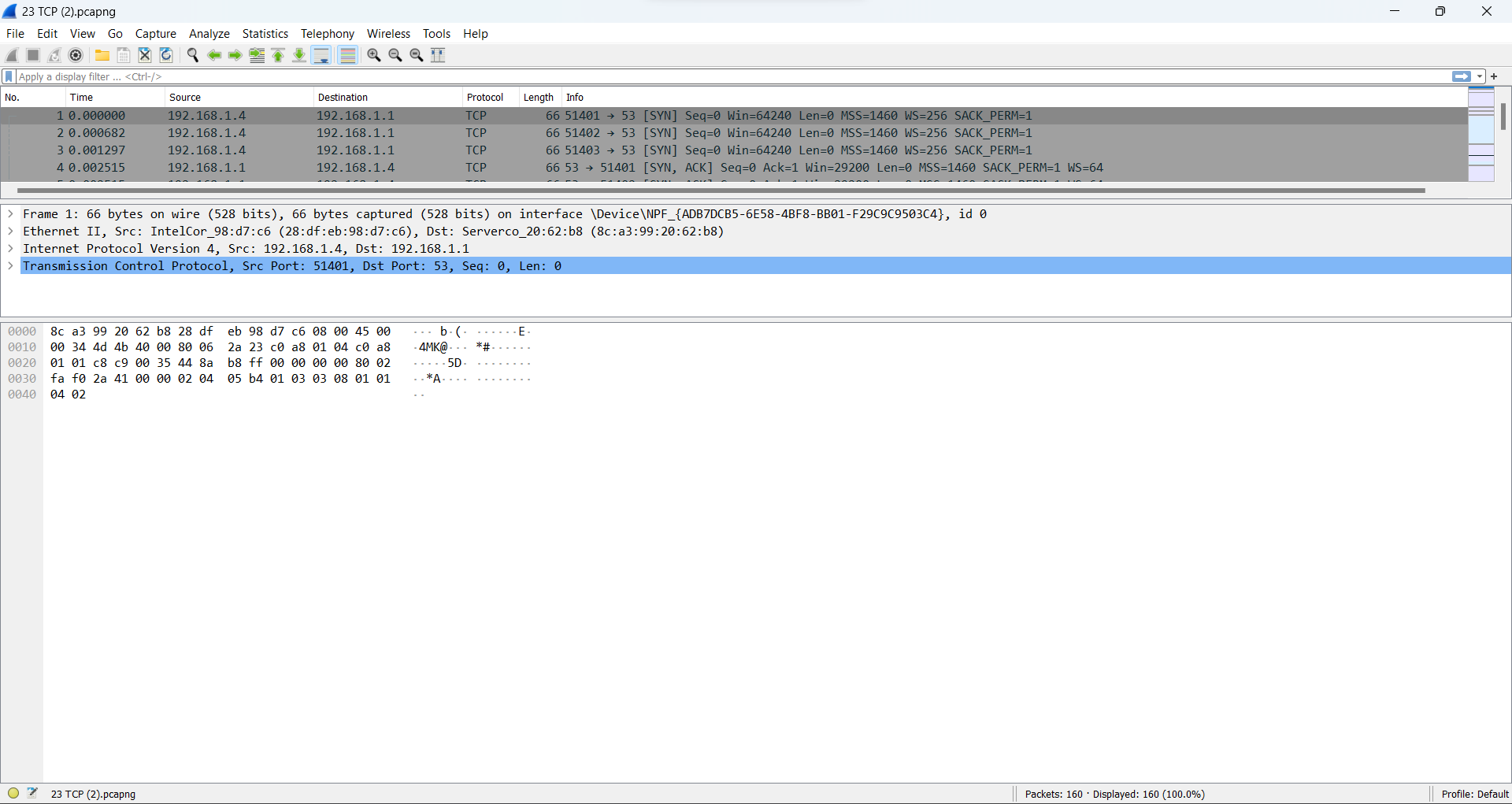
21 firewall



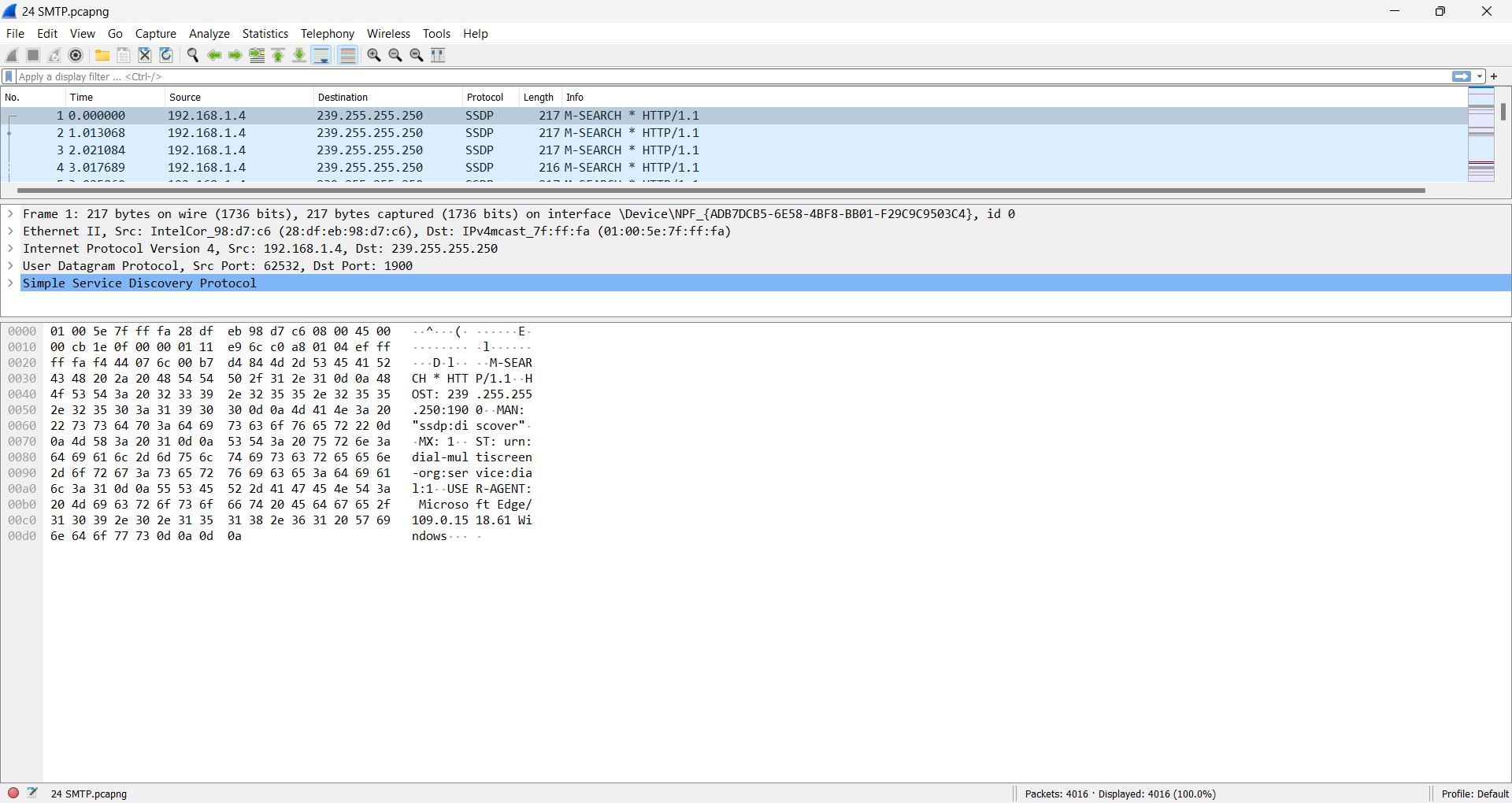
22c lab



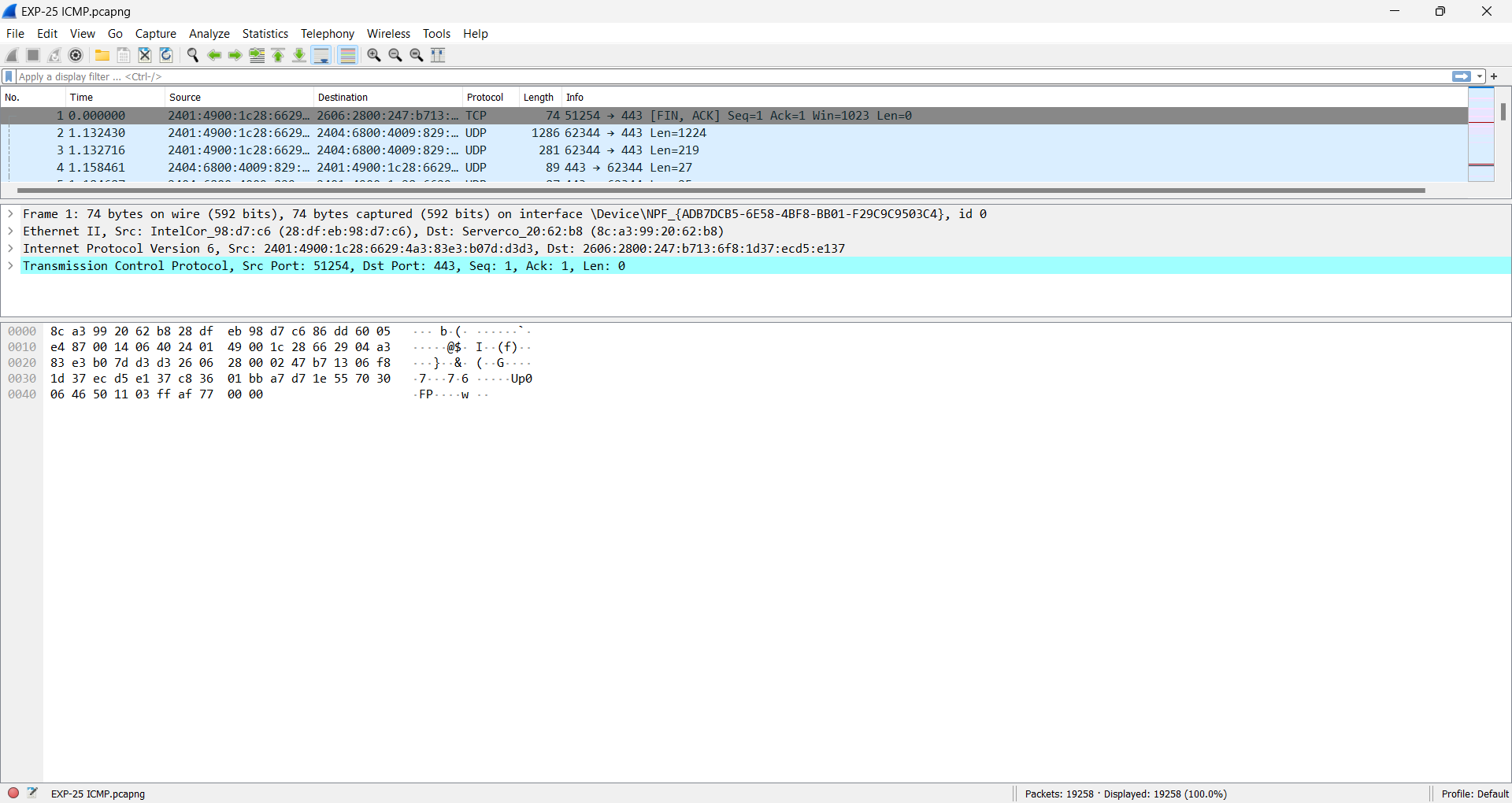
23



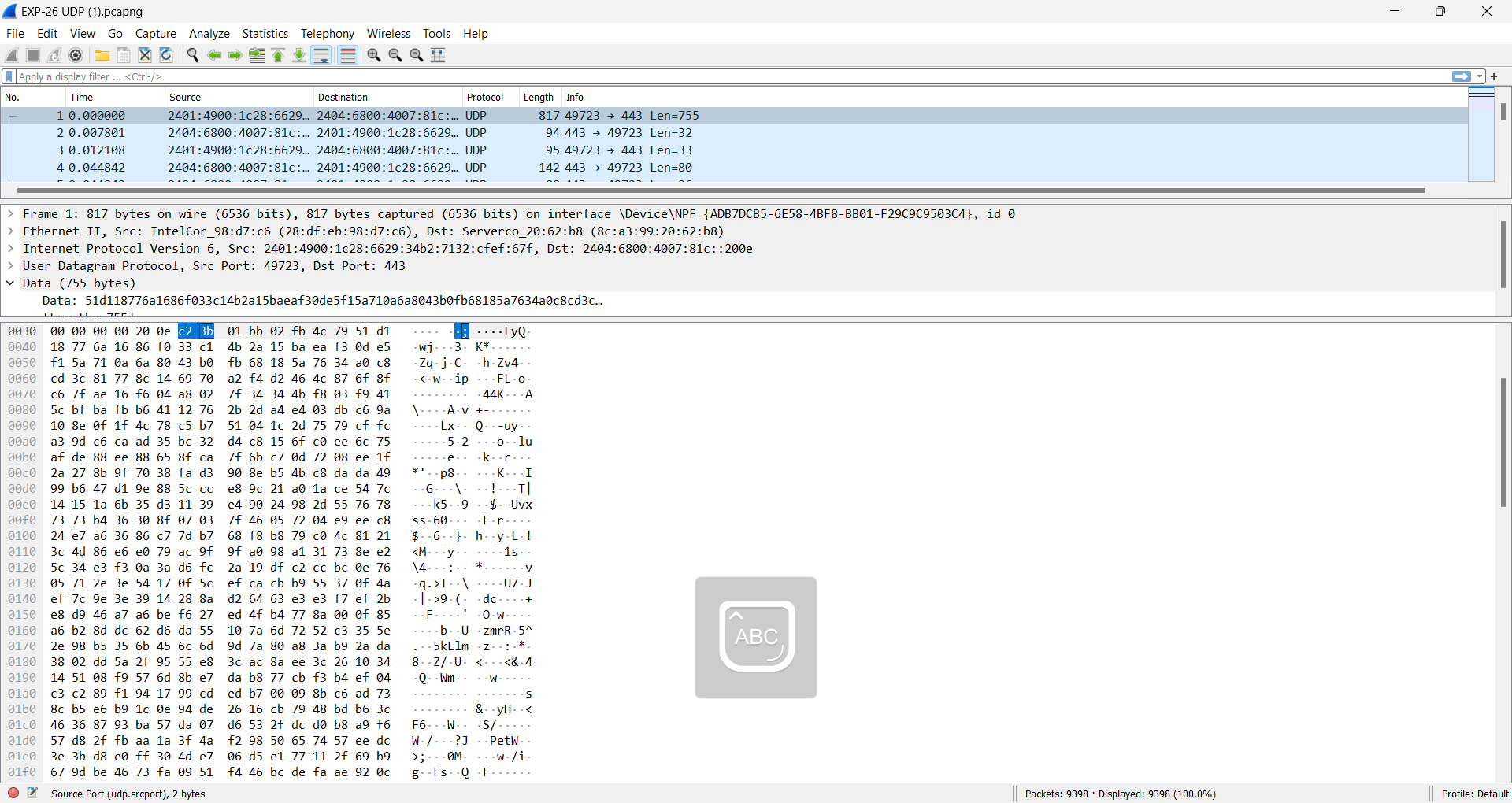
24



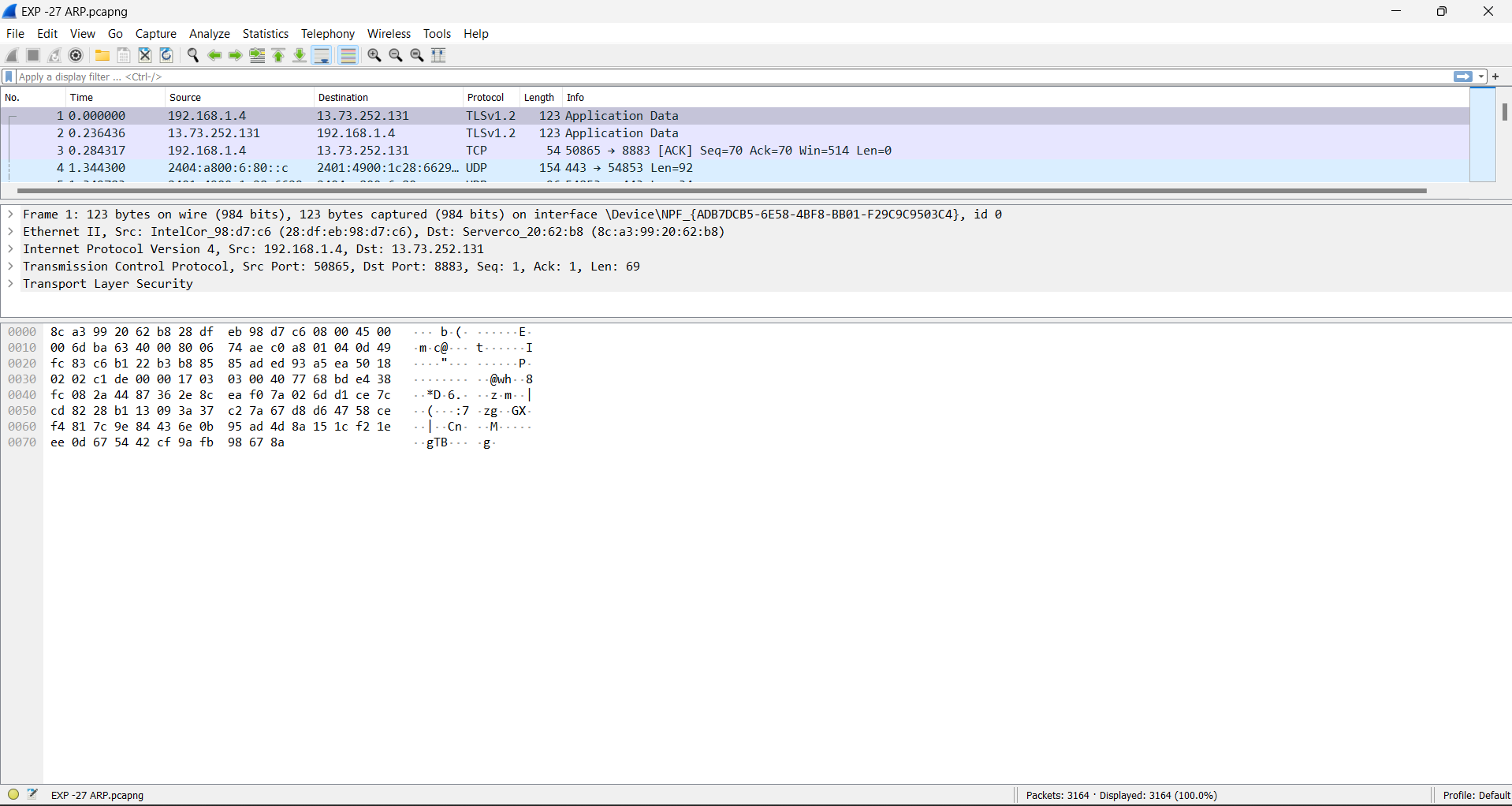
25



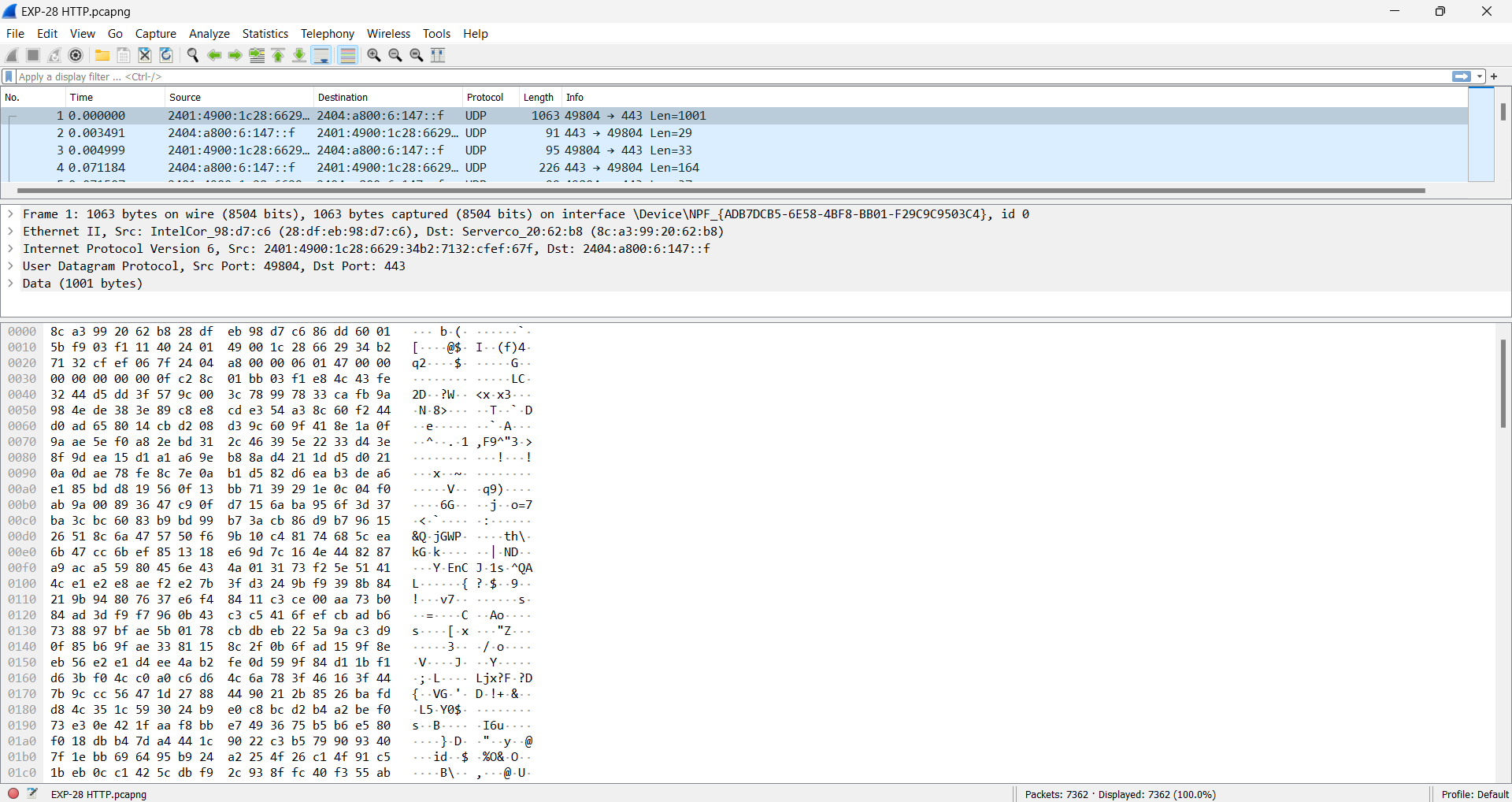
26



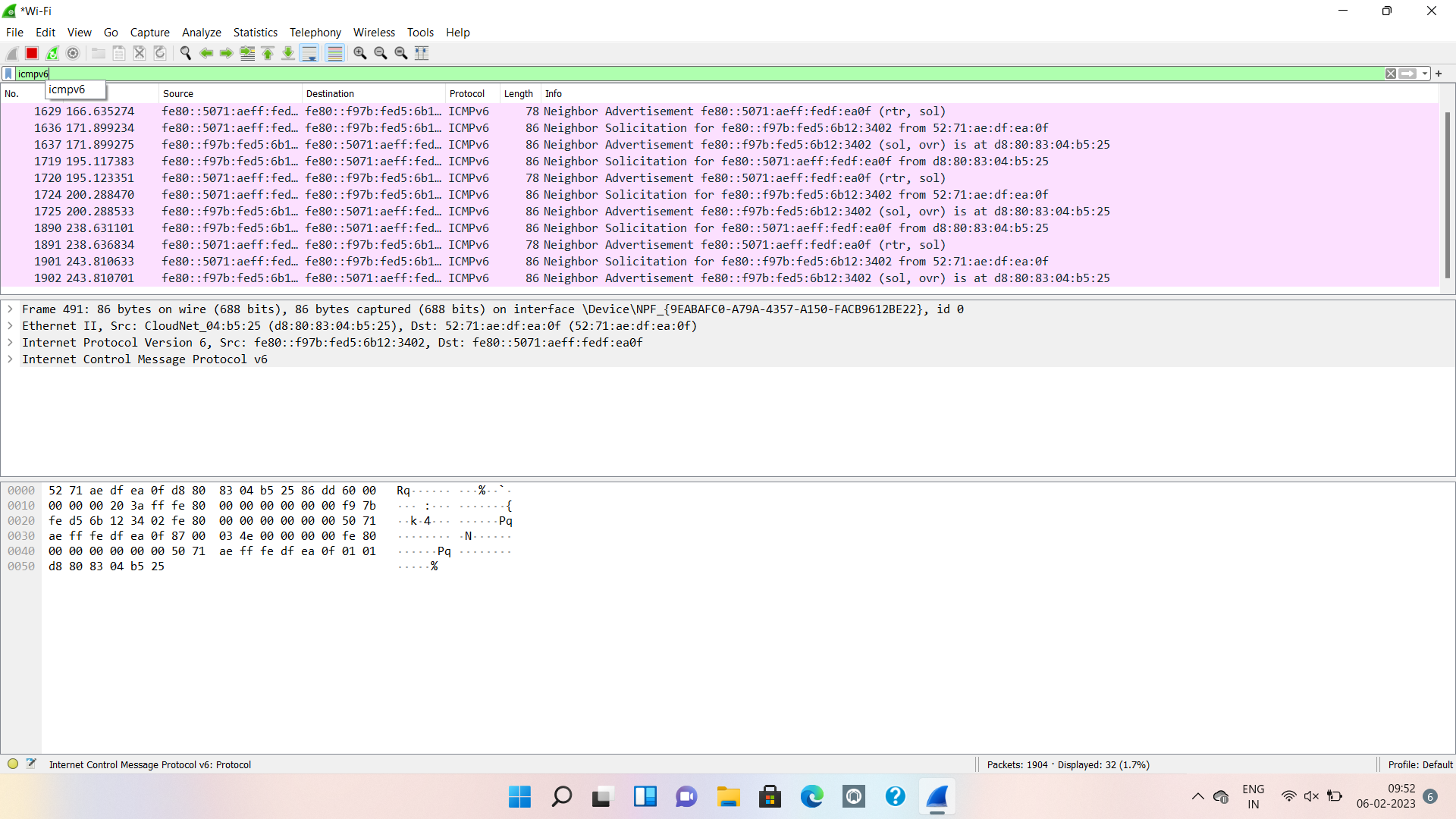
27



28



29 icmpv6



30 ping operation

