

Networking Questions

1. What is Availability?

Ans. It ensures that the system works promptly and service is not denied to authorized users.

2. PAN stands for _____

- a) Personal area network
- b) Prompt area network
- c) Private area network
- d) Pear area network

Ans. A

3. LAN stands for _____

- a) Local Area network
- b) Line area network
- c) live area network
- d) Long area network

Ans. A

4. CAN stands for _____

- a) Campus area network
- b) College area network
- c) Center area network
- d) Close area network

Ans. A

5. WAN stands for _____

- a) wide area network
- b) wireless area network
- c) wast area network
- d) work area network

Ans. A

6. GAN stands for _____

- a) Global area network
- b) Ground area network
- c) Gold area network
- d) Globe access network

Ans. A

7. ISP stands for _____.

- a) Internet service provider
- b) Indian special police
- c) International service provider
- d) Inspiration

Ans. A

8. IPS stands for _____.

- a) IN plane switching
- b) Instructions Per second
- c) Indian police service
- d) Both a and b

Ans. D

9. NTP stands for _____.

- a) Network time protocol
- b) New terminal Point
- c) Network time policy
- d) Network term policy

Ans. A

10. SMS stands for _____.

- a) Short message service
- b) Small message service
- c) special message service
- d) short module set

Ans. A

11. SMTP stands for _____.

- a) Simple mail transfer protocol
- c) Small message test protocol

Ans. A

b) Short message transfer protocol

d) super message test protocol

12. TCP stands for _____.

- a) transmission control protocol
- c) total control protocol

Ans. A

b) time control protocol

d) transmission circuit protocol

13. TN stands for _____.

- a) twisted nematic b) total number
- c) trial network d) traffic network

Ans. A

14. URL stands for _____.

- a) Union resource locator
- c) Union relay light

Ans. B

b) Uniform resource locator

d) Under relay light

15. NTP stands for _____.

- a) Network time protocol b) New time protocol
- c) network threat protocol d) network term policy

Ans. A

16. www stands for _____.

- a) world wide web b) whole world web
- c) world wide wire d) weird world web

Ans. A

17. The protocol used to automatically assign IP address to a newly connected host in a network is called _____.

- (a) Dynamic Host Configuration Protocol (DHCP)
- (c) User Datagram Protocol (UDP)

(b) Transmission Control Protocol (TCP)

(d) File Transfer Protocol (FTP)

Ans. a

18. Third generation of firewall offers _____ to prevent web fingerprint attacks.

- (a) web application firewall b) packet filter
- (c) stateful filter d) none of them

Ans. a

19. Who invent www ?

- a) bob kahn b) Tim berners lee
- c) vint cerf d) lady ada lovelace

Ans. B

20. WWW invent in the year _____.

- a) 1989 b) 1984 c) 1999 d) 1985

Ans. A

21. TLD stands for _____.

- a) time limit domain b) top level domain
- c) try low level domain d) tata limited department

Ans. B

22. URL stands for _____.

- a) user relation line
- b) uniform resource locator
- c) union relay line
- d) user roll line

Ans. B

23. ".com" domain definition is _____.

- a) government
- b) education
- c) commercial
- d) international

Ans. C

24. DNS stands for _____.

- a) digital name system
- b) domain name system
- c) direct name system
- d) digital name subscribe

Ans. B

25. communication means _____.

- a) sending or receiving information
- b) sending information
- c) receiving information
- d) none of these

Ans. A

26. The identity management system binds logical addresses to _____ for reputed servers.

- (a) MAC address
- (b) specific programs
- (c) other computers
- (d) none of them

Ans. a

27. Exchange of data between two devices using some form of transmission media is called _____.

- a) technology
- b) data communication
- c) recording
- d) tracking

Ans. B

28. IPS in firewall stands for _____.

- (a) Intrusion Protection System
- (b) Intrusion Prevention Software
- (c) Internet Prevention System
- (d) Intrusion Prevention System

Ans. d

29. when data can transfer both side but at a time only one direction can send information is called _____.

- a) Half duplex
- b) simplex
- c) full duplex
- d) communication

Ans. A

30. when data can transfer both side same time data transmission is called _____.

- a) Half duplex
- b) simplex
- c) full duplex
- d) communication

Ans. C

31. Telnet stands for _____.

- a) Telecommunication network
- b) telephone net
- c) tele net
- d) tele network

Ans. A

32. NFS stands for _____.

- a) new file system
- b) network file system
- c) new file storage
- d) need file storage

Ans. B

33. NAS stands for _____.

- a) network attached storage
- b) network access storage
- c) network activity sport
- d) new active system

Ans. A

34. Third generation firewalls were otherwise called_____.

- (a) packet filters
- (b) stateful filters
- (c) application filters
- (d) none of them

Ans. c

35. SSH stands for_____.

- a) secure socket shell
- b) secure shell
- c) both A and B
- d) secure session hall

Ans. C

36. NETBIOS stands for_____.

- a) network basic input output system
- b) network bill open
- c) network basic inter os
- d) network bulls

Ans. A

37. RPC stands for_____.

- a) relay point company
- b) remote procedure call
- c) right police company
- d) ray privacy

Ans. B

38. UDP stands for_____.

- a) user datagram protocol
- b) uniq data protocol
- c) user diagram protocol
- d) user data policy

Ans. A

39. IPSEC stands for_____.

- a) input second
- b) IP security
- c) input secondry
- d) inline point section

Ans. B

40. IETF stands for_____.

- a) internet engineering task force
- b) internet force
- c) intel telephone
- d) intex phone

Ans. A

41. IGMP stands for_____.

- a) internet group management protocol
- b) instagram mp
- c) instagram photo
- d) ig map

Ans. A

42. PPP stands for_____.

- a) personal private place
- b) public private partnership
- c) pear private policy
- d) pure policy protocol

Ans. B

43. Fiber optic cable are made by_____.

- a) copper
- b) plastic
- c) glass
- d) Both B and C

Ans. D

44. _____ is a physical arrangement of all computers.

- a) setting
- b) topology
- c) network
- d) satellite

Ans. B

45. Topology is also called _____.
- a) network
 - b) bus
 - c) network architecture
 - d) wire setting

Ans. C

46. Second generation firewalls were otherwise called _____ .
- (a) packet filters
 - (b) stateful filters
 - (c) application filters
 - (d) none of them

Ans. b

47. In _____ topology , all computers are connected in a loop or circle via cable.
- a) tree
 - b) hybrid
 - c) ring
 - d) bus

Ans. C

48. First generation firewalls were otherwise called _____.
- (a) packet filters
 - (b) stateful filters
 - (c) application filters
 - (d) none of them

Ans. a

49. _____ topology is a mixture of two or more than 2 topology.
- a) tree
 - b) hybrid
 - c) ring
 - d) bus

Ans. B

50. How many layers in OSI model ?
- a) 5
 - b) 4
 - c) 9
 - d) 7

Ans. D

51. OSI stands for_____.
- a) open system interconnection
 - b) operation information
 - c) open system
 - d) only system

Ans. a

52. Third general firewalls operated at layer _____ of the OSI model.
- (a) 3
 - (b) 4
 - (c) 5
 - (d) 7

Ans. d

53. ISO stands for_____.
- a) international organization of standardization
 - b) inter service organization
 - c) intel service organization
 - d) inner service option

Ans. a

54. Network communication protocols are based on the standards of _____.
- a) app model
 - b) OSI model
 - c) ISO model
 - d) Heetson model

Ans. b

55. FTP stands for_____.
- a) file transfer protocol
 - b) file total protect
 - c) file tip policy
 - d) fully tight policy

Ans. a

56. HTTP stands for_____.
- a) high text transfer protocol
 - b) hyper text transfer protocol
 - c) higher text transfer policy
 - d) none of these

Ans. b

57. DHCP stands for_____.

- a) dynamic host configuration protocol
- b) dynamic host cup policy
- c) double host copy policy
- d) double host configuration protocol

Ans. a

58. ASCII stands for_____.

- a) american social company information
- b) American standard code for information interchange
- c) apple socity code interchange policy
- d) American state code for information interchange

Ans. b

59. CORE of the OSI model is known as_____.

- a) network layer
- b) transport layer
- c) datalink layer
- d) application layer

Ans. b

60. ICMP stands for_____.

- a) internet control message protocol
- b) inter company money policy
- c) interconnection money policy
- d) international color management protocol

Ans. a

61. MAC stands for_____.

- a) money access control
- b) media access control
- c) media access company
- d) more archery corp.

Ans. b

62. Transmission of data rate decided by_____.

- a) network layer
- b) transport layer
- c) physical layer

Ans. c

d) application layer

63. POP-3 stands for_____.

- a) post office protocol
- b) private office protocol
- c) post office policy
- d) private office policy

Ans. a

64. BGP stands for_____.

- a) boarder gateway policy
- b) boarder gateway protocol
- c) broadway gateway protocol
- d) both B and C

Ans. d

65. SNMP stands for_____.

- a) simple network management protocol
- b) simple network model protocol
- c) simple network module policy
- d) simple network model policy

Ans. a

66. RIP stands for_____.

- a) relay info. Policy
- b) routing information protocol
- c) routing inter protocol
- d) route in policy

Ans. b

67. OSPF stands for_____.

- a) open system path first
- b) OS protocol firm
- c) OS policy first
- d) open policy file

Ans. a

68. NOS stands for_____.

- a) Network open system
- b) network operating system
- c) national open system
- d) new oriented policy

Ans. b

69. UUCP stands for_____.

- a) Unix to Unix copy protocol
- b) Union corporation
- c) union corporation policy
- d) unix to unix protocol

Ans. a

70. NNTP stands for_____.

- a) Network news transfer protocol
- b) network news transfer policy
- c) network news term policy
- d) network news terminal policy

Ans. a

71. C-DOT stands for_____.

- a) center of dot
- b) center for development of telematics
- c) center digital technology
- d) none of these

Ans. b

72. ISH stands for_____.

- a) Information super highway
- b) indian super highway
- c) international highway
- d) Italy highway

Ans. a

73. NICNET stands for_____.

- a) national information network
- b) national information center network
- c) news network
- d) nice network

Ans. b

74. At the _____ layer the data unit is transformed into the corresponding electromagnetic signal.

- a) application
- b) network
- c) physical
- d) data link

Ans. c

75. The _____ layer oversees the delivery of a data unit between two systems on different networks.

- a) application
- b) network
- c) physical
- d) data link

Ans. b

76. _____ layer provide a mechanism to route packets from network to network.

- a) application
- b) network
- c) physical
- d) data link

Ans. b

77. _____ layer is responsible for removing the network layer header as the data unit moves to the transport layer.

- a) application
- b) network
- c) physical
- d) data link

Ans. b

78. _____ layer may create a connection (a single logical path between the source and destination that is associated with all the packets of a message) between two end ports.

- a) transport
- b) network
- c) physical
- d) data link

Ans. a

79. Network virtual terminal is a service of _____ layer.

- a) application
- b) network
- c) physical
- d) data link

Ans. a

80. Modem is required for the _____.

- a) data communication
- b) internet connection
- c) phone calls
- d) routing

Ans. b

81. The process of Transferring files from a computer on the internet to your computer is called _____.

- a) Uploading
- b) Sending
- c) Downloading
- d) Sharing

Ans. c

82. VOIP stands for _____.

- a) voice over IP
- b) Voice I pad
- c) Voice Pad
- d) Voice input Processing

Ans. a

83. _____ is an error reporting protocol.

- a) IGMP
- b) ICMP
- c) Mail slot
- d) TCP

Ans. b

84. Group of electrical wires used to send data between two or more components. Provide transportation of data.

- a) Data bus
- b) Topology
- c) Wired board
- d) PCB

Ans. a

85. _____ is used to specify a physical address.

- a) Address Bus
- b) Physical layer
- c) PCB
- d) Address pointer

Ans. a

86. Second general firewalls operated at layer _____ of the OSI model.

- (a) 3
- (b) 4
- (c) 5
- (d) 7

Ans. b

87. _____ are computers that provide resources to other computers to a : Mainframe computer

Ans. Servers

88. First general firewalls operated at layer _____ of the OSI model.

- (a) 3
- (b) 4
- (c) 5
- (d) 7

Ans. a

89. The set of layer's and Protocols is known as _____.

Ans. Network Architecture

90. The WAN's are also referred to as _____ Network.

Ans. Long Haul

91. Data rate high in _____ then WAN.

Ans. LAN

92. Protocol is a set of Forma Operating _____.

Ans. Rules

93. Video conferencing is also called _____.

Ans. Teleconferencing

94. One way broadcast are called _____

Ans. Cybercast

95. When the baud/bit rate is higher the character are transmitted _____.

Ans. Faster

96. Baud is a Measure of Speed of _____.

Ans. Modem

97. Keyboard work on _____ communication mode.

Ans. simplex

98. Bluetooth work on _____ communication mode.

Ans. Half Duplex

99. What is Broadcasting?

Ans. Broadcasting is the Process of sending data Packets to multiple recipient all at once. Ex: Radio, Live TV show

100. Filtering connections and disallowing prohibited connections is carried out using _____.

- (a) MODEM
- (b) router
- (c) firewall
- (d) bridge

Ans. c

101. What is the delay that occur during the Playback of a stream known as _____.

Ans. Jitter

102. To create the last end of fiber optical cable _____ is mostly used.

Ans. Glass

103. The Transmission used in network is called _____.

Ans. Channel

104. To create network of networks _____ Developed

Ans. IP

105. _____ topology of network is a Passive topology.

Ans. Bus

106. In twisted pair cable one wire interfering with another wire is called _____.

Ans. Cross talk

107. Server operates on _____

Ans. Client/Server Architecture

108. _____ Protocol supports both online and offline retrieval of email.

Ans. IMAP

109. A list of Protocols used by a system, one protocol per layer is called:

Ans. Protocol suit

110. Coaxial cables have conducted with _____.

Ans. Common Axis

111. Bridge works in _____ layer.

Ans. Transport

112. _____ helps in remote login.

Ans. FTP

113. Connection to the Internet requires enforcement of _____ security.

(a) low (b) high (c) zero (d) no

Ans. b

114. IPV6 is an _____ address whose binary bits are separated by a colon.

Ans. Alphanumeric

115. _____ is a text based computer Protocol

Ans. Telnet

116. Topology where every node is connected to two other nodes is _____ topology.

Ans. Ring

117. An HTTP request contains _____ Parts.

Ans. 3

118. Which layer in OSI model performs network routing, flow control and error control function?

- A** Network layer
- B** Session layer
- C** Physical layer
- D** Data link layer

Ans. a

119. What is the full form of IP?

- A** internet protect
- B** intranet protocol
- C** internet protocol
- D** international protocol

Ans. c

120. What is the full form of TCP?

- A** Test Control Protocol
- B** Transfer Control Protocol
- C** Transport Control Protocol
- D** Transmission Control Protocol

Ans. d

121. Which layer is the layer 2 in OSI network model?

- A** Session layer
- B** Physical layer
- C** Data link layer
- D** Transport layer

Ans. c

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122. Which layer is the layer 4 in OSI model?

- A** Session layer
- B** Network layer
- C** Data link layer
- D** Transport layer

Ans. d

123. Which is the 6th layer in OSI communication model?

- A** Session layer
- B** Network layer
- C** Application layer
- D** Presentation layer

Ans. d

124. What is the abbreviation of OSI?

- A** Open Source Internet
- B** Open System Interaction
- C** Open Source Interconnection
- D** Open System Interconnection

Ans. d

125. What is the full form of EFT?

- A** Electronic Form Transfer
- B** Electronic Fund Transfer
- C** Electronic Field Transfer
- D** Electronic Format Transfer

Ans. b

126. Which is an example for WAN?

- A** Ethernet
- B** Home network
- C** Campus network
- D** Bluetooth network

Ans. a

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127. What is the full form of ADSL?

- A** Asymmetrical Digital System Line
- B** Automatic Digital Subscriber Line
- C** Asymmetrical Digital Subscriber Line
- D** Asynchronous Digital Subscriber Line

Ans. c

128. Which is the layer 3 in OSI model?

- A** Network layer
- B** Session layer
- C** Physical layer
- D** Data link layer

Ans. a

129. Which is a reference tool for understanding data communication between any two network system?

- A** LAN
- B** WAN
- C** ISO model
- D** OSI model

Ans. d

130. What is called the interconnected computer systems located at different places?

- A** internet
- B** computer layout
- C** computer network
- D** connectivity of computer

Ans. c

131. Which topology combines characteristics of linear bus and star topologies?

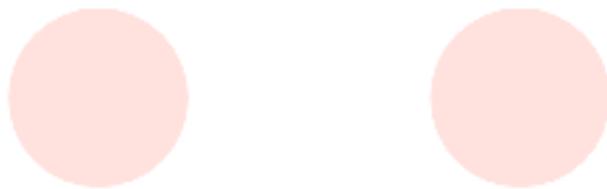
- A** Bus
- B** Star
- C** Tree
- D** Mesh

Ans. c

132. How many pairs of wires contains in category 5 UTP cable?

- A** 3
- B** 4
- C** 5
- D** 6

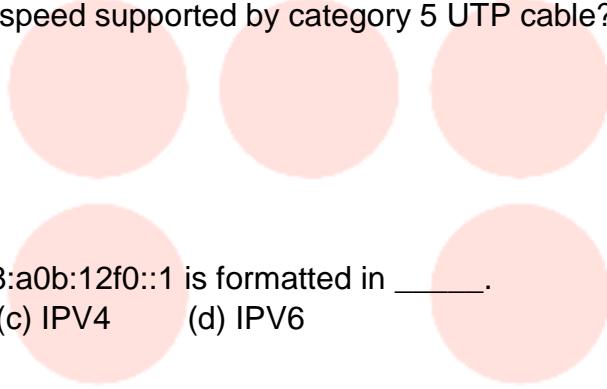
Ans. b



133. What is the maximum speed supported by category 5 UTP cable?

- A** 1mbps
- B** 10mbps
- C** 100mbps
- D** 1000mbps

Ans. c



134. The address 2001:db8:a0b:12f0::1 is formatted in ____.

- (a) IPV0
- (b) IPV2
- (c) IPV4
- (d) IPV6

Ans. d

135. Which device is installed in a subscriber's telephone line to allow both ADSL and regular voice (telephone) services to be used at the same time?

- A** Hub
- B** Switch
- C** MODEM
- D** Micro filter

Ans. d

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136. Which layer of OSI Model, transfer data between network entities?

- A** Layer 1
- B** Layer 2
- C** Layer 3
- D** Layer 4

Ans. d

137. Which device connects multiple network segments along with the data link layer?

- A** Hub
- B** Bridge
- C** Router
- D** Switch

Ans. b

138. Which device is used to amplify or regenerate digital signals received while sending them from one port of a network into another?

- A** Hub
- B** Bridge
- C** Switch
- D** Repeater

Ans. d

139. Which device modulates analog signal to encode digital information and demodulates carrier signal to decode the transmitted information over the telephone network?

- A** Hub
- B** Bridge
- C** Switch
- D** MODEM

Ans. d

140. Which device is used to connect one network with another network that uses different protocols?

- A** Hub
- B** Router
- C** Switch
- D** Gateway

Ans. d

141. Which device forwards data packet between computer network?

- A** Hub
- B** Router
- C** Switch
- D** Gateway

Ans. b

142. What is the speed of standard 10 base T cable?

- A** 1 mbps
- B** 10 mbps
- C** 100 kbps
- D** 100 mbps

Ans. b

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143. Which type of cable is used in 10 base-FL cable standard?

- A** UTP
- B** STP
- C** Co-axial
- D** Fibre optic

Ans. d

144. What is the speed of 100BASE-TX cable?

- A** 1 mbps
- B** 10 mbps
- C** 100 kbps
- D** 100 mbps

Ans. c

145. Which is the standard connector for category-5, unshielded twisted pair cabling?

- A** RJ11
- B** RJ14
- C** RJ25
- D** RJ45

Ans. d

146. How many pairs of wires are there in category 1 UTP cables?

- A** 1
- B** 2
- C** 3
- D** 4

Ans. a

147. Which is an application layer of internet standard protocol used by local e-mail clients to retrieve e-mail from a remote server over a TCP/IP connection?

- A** IP
- B** FTP
- C** UDP
- D** POP

Ans. d

148. Which layer in OSI model provides transfer the data between end users?

- A** Session layer
- B** Network layer
- C** Data link layer
- D** Transport layer

Ans. d

149. What is the purpose of the last three layers in OSI model?

- A** common application services
- B** data presentation within the end-user system
- C** passing traffic through the network to an end system
- D** manage the dialogue between end user application process

Ans. c

150. Which layers of OSI model is the router operate?

- A** Layer 2
- B** Layer 3
- C** Layer 6
- D** Layer 7

Ans. b

151. Which layer of OSI network model does repeater works?

- A** Layer 1
- B** Layer 2
- C** Layer 3
- D** Layer 4

Ans. a

152. Which is a standard network protocol used to transfer files from one host or to another host over a TCP based network, such as the internet?

- A** FTP
- B** TCP
- C** UDP
- D** SMTP

Ans. a

153. Which is a network protocol used on the internet or LAN to provide a bi-directional interactive text oriented communication facility using a virtual terminal connection?

- A** FTP
- B** TCP
- C** UDP
- D** Telnet

Ans. d

154. Connecting several computers and devices using wired or wireless technology is called _____.

- (a) hard disk
- (b) RAM
- (c) pen drive
- (d) networking

Ans. d

155. Internet is constituted of _____ .

- (a) network of networks
- (b) hard disk
- (c) DVD
- (d) pen drive

Ans. a

156. Computers and devices can be connected using _____ technology to create a network.
(a) wired (b) wireless (c) both a & b (d) neither a nor b
Ans. c

157. The procedure used by computers connected in a network for data exchange is called network .
(a) topology (b) protocol (c) firewall (d) antivirus
Ans. b

158. The computer which separates a local network from external Internet is called network _____.
(a) topology (b) protocol (c) firewall (d) antivirus
Ans. c

159. The piece of software which prevents malicious software from entering a computer is called network _____.
(a) topology (b) protocol (c) firewall (d) antivirus
Ans. d

160. Most of the wired network connections use _____.
(a) Optical Fibre Cable (OFC) (b) USB cable (c) pen drive (d) hard drive
Ans. a

161. The port for connecting broadband cable to a computer is called _____.
(a) ethernet port (b) Registered Jack 45 (RJ-45)
(c) both a & b (d) none of them
Ans. c

162. Wireless network connections use _____ technologies.
(a) Wireless Fidelity (WiFi) (b) Bluetooth (c) both a & b (d) neither a nor b
Ans. c

163. _____ are the hardware devices that help the computer to connect to a network.
(a) Routers (b) MODEMs (c) Wireless MODEMs (d) all of them
Ans. d

164. MODEM stands for _____.
(a) MODulation DEMocracy
(b) MODulation DEModulation
(c) MODern DEModulation
(d) MODerate DEModulation
Ans. b

165. Routers help in _____.
(a) transmission of data between networks
(b) connecting different devices using appropriate protocol
(c) both a & b
(d) neither a nor b
Ans. c

166. A network connection requires _____ important components to connect to each other.
(a) IP address (b) Port number (c) both a & b (d) none of them
Ans. c

167. IP address helps to _____ a computer connected to a network.

- (a) uniquely identify (b) format (c) reset (d) reject

Ans. a

168. Port number on a computer host connected to a network denotes a _____.

- (a) background server program (b) client program (c) both a & b (d) none of them

Ans. c

169. A program which runs in the background and sends results requested by a client is called a .

- (a) server (b) client (c) port (d) IP address

Ans. a

170. A program which runs in the foreground, communicates with server and displays results sent by the server is called a _____.

- (a) server (b) client (c) port (d) IP address

Ans. b

171. Computers connected to a network without any client or server system (all hosts are equally equally important) are in _____ network.

- (a) client server (b) peer to peer (c) firewall (d) proxy server

Ans. b

172. The intermediary host which communicates with the clients on behalf of a another server is called _____.

- (a) proxy server (b) firewall (c) ethernet (d) WiFi

Ans. a

173. The intermediary host which protects a network from any communication with prohibited hosts outside the protected network is called _____.

- (a) proxy server (b) firewall (c) ethernet (d) WiFi

Ans. b

174. Firewall can_____ .

- (a) deny access to specific sites (b) allow access to only white listed sites

- (c) both a & b (d) none of them

Ans. c

175. A proxy server which simply forwards messages from one network to another network is called _____ proxy.

- (a) gateway/ tunneling (b) forward proxy (c) reverse proxy (d) all of them

Ans. a

176. A proxy server which communicates with the Internet and retrieves data from the Internet is called _____ proxy.

- (a) gateway/ tunneling (b) forward proxy

- (c) reverse proxy (d) all of them

Ans. b

177. A proxy server which communicates with the servers in a local network (for services like decryption, authentication, etc.) is called _____ proxy.

- (a) gateway/ tunneling (b) forward proxy

- (c) reverse proxy (d) all of them

Ans. c

178. Firewall can be implemented through _____.

- (a) hardware (b) software (c) both a & b (d) none of them

Ans. c

179. The design adopted for connecting several hosts on a network is called _____.

- (a) telephony (b) wiring (c) connection (d) topology

Ans. d

180. When 2 devices are connected through a dedicated line, it is _____ topology.

- (a) point to point (b) bus (c) star (d) ring

Ans. a

181. When all nodes are connected to a central hub, it is _____ topology.

- (a) point to point (b) bus (c) star (d) ring

Ans. c

182. When all nodes are connected in a circular form (the first node becomes the last node), it is _____ topology.

- (a) point to point (b) bus (c) star (d) ring

Ans. d

183. When each host has a dedicated line connected to any other host on the network, it is _____ topology.

- (a) fully connected (b) Daisy chain (c) tree (d) partly connected

Ans. a

184. When each host has a dedicated line connected to any other host on the network, it is _____ topology.

- (a) fully connected (b) daisy chain (c) tree (d) partly connected

Ans. a

185. When computers are connected in chain (from one host to another) and data hops between hosts till it reaches the intended host, it is _____ topology.

- (a) fully connected (b) daisy chain (c) tree (d) partly connected

Ans. b

186. When data travels in branching connections to reach intended host, the network topology is called _____.

- (a) fully connected (b) daisy chain
(c) tree (d) partly connected

Ans. c

187. When hosts are connected in a part fully connected manner (with many missing connections), it is _____ topology.

- (a) fully connected (b) daisy chain (c) tree (d) partly connected

Ans. d

188. Usually, the network connecting hosts inside a single building is called _____.

- (a) LAN (b) WAN (c) MAN (d) none of them

Ans. a

189. Usually, the network connecting hosts inside a city/ metropolitton limit is called _____.

- (a) LAN (b) WAN (c) MAN (d) none of them

Ans. c

190. Usually, the network connecting hosts located in several cities or nations is called _____.

- (a) LAN (b) WAN (c) MAN (d) none of them

Ans. b

191. When network hosts are connected without wires, _____ protocol is used.

- (a) LAN (b) WAN (c) MAN (d) WLAN

Ans. d

192. MODEM is a device used for converting _____.

- (a) digital signal to analog (b) analog signal to digital
(c) both a & b (d) neither a nor b

Ans. c

193. MODEM is used to convey data over _____.

- (a) air (b) telephone line (c) train track (d) bus route

Ans. b

194. Hub is _____ to switch/ bridge since it repeats data even to the unwanted connections.

- (a) inferior (b) superior (c) equivalent (d) none of them

Ans. a

195. The networking device which receives a packet and repeats it to just the intended recipient lines is called a _____.

- (a) hub (b) switch (c) MODEM (d) none of them

Ans. b

196. Switch is _____ to a hub since unwanted repetitions are curtailed.

- (a) inferior (b) superior (c) equivalent (d) none of them

Ans. b

197. The device used to transfer data from one network to another network on the Internet is called

- (a) hub (b) switch (c) MODEM (d) router

Ans. d

198. The device which connects one Local Area Network to another Local Area Network is called

- (a) hub (b) switch
(c) MODEM (d) bridge

Ans. d

199 . The node which connects one large network (a WAN, MAN, etc.) to another large network is called _____ .

- (a) hub (b) switch
(c) gateway (d) MODEM

Ans. c

200. The cable containing 4 pairs of twisted wires without any shielding foil for data transmission is called _____ .

- (a) unshielded twisted cable (b) shielded twisted cable
(c) coaxial cable (d) fibre optic cable

Ans. a

201. The cable containing 4 pairs of twisted wires with shielding foil to control interference with other electrical signals and used for data transmission is called_____.

- (a) unshielded twisted cable
- (b) shielded twisted cable
- (c) coaxial cable
- (d) fibre optic cable

Ans. b

202. A cable with single copper core and braided metal shield is called_____.

- (a) unshielded twisted cable
- (b) shielded twisted cable
- (c) coaxial cable
- (d) fibre optic cable

Ans. c

203. A cable with single fibre optic core line surrounded by several layers of protective materials is called_____.

- (a) unshielded twisted cable
- (b) shielded twisted cable
- (c) coaxial cable
- (d) fibre optic cable

Ans. d

204. Fibre optic cables are _____ interferences from electric cables and electromagnetic waves.

- (a) prone to
- (b) unaffected by
- (c) susceptible to
- (d) affected by

Ans. b

205. Out of the several cable options, _____ cable provides high speed over long distances without being affected by local interferences.

- (a) fibre optic
- (b) unshielded twisted pair
- (c) shielded twisted pair
- (d) none of them

Ans. a

206. Wireless networks communicate using _____ signal instead of cables.

- (a) infrared
- (b) low frequency radio wave
- (c) Wireless Fidelity (WiFi - IEEE 802.11 standard)
- (d) all of them

Ans. d

207. In the modern days, _____ is the best choice for wireless networking.

- (a) WiFi
- (b) infrared
- (c) radio waves
- (d) micro-wave

Ans. a

208. The WiFi standard which permits transmission distance of 50m with data rate of 54MBPS is_____

- (a) IEEE 802.11a
- (b) IEEE 802.11b
- (c) IEEE 802.11g
- (d) IEEE 802.11n

Ans. a

209. The WiFi standard which permits transmission distance of 100m with data rate of 11MBPS is_____

- (a) IEEE 802.11a
- (b) IEEE 802.11b
- (c) IEEE 802.11g
- (d) IEEE 802.11n

Ans. b

210. The WiFi standard which permits transmission distance of 100m with data rate of 54MBPS is_____

- (a) IEEE 802.11a
- (b) IEEE 802.11b
- (c) IEEE 802.11g
- (d) IEEE 802.11n

Ans. c

211. The WiFi standard which permits transmission distance of more than 100m with data rate of 100MBPS is _____

- (a) IEEE 802.11a (b) IEEE 802.11b (c) IEEE 802.11g (d) IEEE 802.11n

Ans. d

212. Wireless networks are _____ wired networks.

- (a) slower than (b) faster than (c) as fast as (d) none of them

Ans. a

213. In terms of data safety, wireless networks are _____ wired networks.

- (a) more secure than (b) less secure than (c) as safe as (d) none of them

Ans. b

214. Normally, WiFi signal reach _____ m distance.

- (a) 50 to 100m (b) 1 to 2m (c) 0.5 to 1.0m (d) 2 to 3m

Ans. a

215. WiFi networks have _____ for connecting.

- (a) name (b) password (c) both a & b (d) none of them

Ans. c

216. Name of a WiFi network may be _____.

- (a) visible (b) invisible (c) both a & b (d) none of them

Ans. c

217. Open WiFi networks have _____.

- (a) a visible name
(b) no password
(c) visible name without any password
(d) none of them

Ans. d

218. The technology which permits data transmission between devices like computers, mobile phones, tablets, headsets, etc. is called _____

- (a) Bluetooth (b) coaxial cable
(c) fibre optic cable (d) twisted pair cable

Ans. a

219. The network established using Bluetooth technology is called a _____.

- (a) Local Area Network (LAN) (b) Wide Area Network (WAN)
(c) Metropolitan Area Network (MAN) (d) Personal Area Network (PAN)

Ans. d

220. Bluetooth permits _____.

- (a) pairing by acceptance (b) pairing by password authentication
(c) pairing by verification (d) all of them

Ans. d

221. The fifth layer of the OSI model is _____ layer and it controls connection between 2 hosts (like client and server) during data communication.

- (a) session (b) presentation (c) application (d) transport

Ans. a

222. The sixth layer of the OSI model is _____ layer and it takes care of encryption, decryption, compression, decompression and data encoding.

- (a) session (b) presentation (c) application (d) transport

Ans. b

223. The seventh layer of the OSI model is _____ layer and it deals with file sharing, video sharing, audio sharing, browsing, etc. using specific programs.

- (a) session (b) presentation (c) application (d) transport

Ans. c

224. UDP stands for _____.

- (a) Unified Datagram Protocol (b) User Datagram Protocol
(c) User Datagram Procedure (d) User Digital Protocol

Ans. b

225. _____ allows for mapping IP address to an ethernet or hardware address.

- (a) Address Resolution Protocol (ARP) (b) Reverse Address Resolution Protocol (RARP)
(c) Open System Interconnection (OSI) (d) none of them

Ans. a

226. _____ is the version of Internet Protocol now being phased out.

- (a) IP version 1 (IPV1) (b) IP version 2 (IPV2)
(c) IP version 4 (IPV4) (d) IP version 6 (IPV6)

Ans. c

227. _____ is the version of Internet Protocol now being introduced to handle increased size of the Internet.

- (a) IP version 1 (IPV1) (b) IP version 2 (IPV2)
(c) IP version 4 (IPV4) (d) IP version 6 (IPV6)

Ans. d

228. IPV4 addresses have a _____ by numeric address.

- (a) 4 (b) 6 (c) 8 (d) 16

Ans. a

229. The addresses 216.58.213.36 (www.google.com), 209.191.88.254 (www.yahoo.com) belong to IP version _____.

- (a) 1 (b) 2 (c) 3 (d) 4

Ans. d

230. In a client server network, the ports in the range of 0 to 1023 are called _____ ports.

- (a) relational ports (b) general ports (c) well known ports (d) user ports

Ans. c

231. Network protocols are standardized through _____ .

- (a) Request For Comment (RFC) (b) email
(c) web server (d) telnet

Ans. a

232. RFC in networking stands for _____ .

- (a) Rejection For Comment (b) Request For Comment
(c) Request For Contest (d) Request Freight Comment

Ans. b

233. TCP/IP port number 7 is assigned for _____ protocol.

- (a) daytime (b) echo (c) quote of the day (d) message send

Ans. b

234. TCP/IP port number 13 is assigned for _____ protocol.

- (a) daytime (b) echo (c) quote of the day (d) message send

Ans. a

235. TCP/IP port number 17 is assigned for protocol.

- (a) daytime (b) echo (c) quote of the day (d) message send

Ans. c

236. TCP/IP port number 18 is assigned for protocol.

- (a) daytime (b) echo (c) quote of the day (d) message send

Ans. d

237. TCP/IP port number 20 is assigned for _____.

- (a) Telnet
(b) Simple Mail Transfer Protocol (SMTP)
(c) File Transfer Protocol Protocol (FTP)
(d) Trivial File Transfer Protocol (TFTP)

Ans. c

238. TCP/IP port number 23 is assigned for _____.

- (a) Telnet
(b) Simple Mail Transfer Protocol (SMTP)
(c) File Transfer Protocol Protocol (FTP)
(d) Trivial File Transfer Protocol (TFTP)

Ans. a

239. TCP/IP port number 25 is assigned for _____.

- (a) Telnet
(b) Simple Mail Transfer Protocol (SMTP)
(c) File Transfer Protocol Protocol (FTP)
(d) Trivial File Transfer Protocol (TFTP)

Ans. b

240. TCP/IP port number 69 is assigned for _____.

- (a) Telnet
(b) Simple Mail Transfer Protocol (SMTP)
(c) File Transfer Protocol Protocol (FTP)
(d) Trivial File Transfer Protocol (TFTP)

Ans. d

241. TCP/IP port number 80 is assigned for _____.

- (a) Hyper Text Transfer Protocol (HTTP) (b) Post Office Protocol (POP)
(c) Structured Query Language (SQL) (d) Network News Transfer Protocol (NNTP)

Ans. a

242. TCP/IP port number 109 is assigned for _____.

- (a) Hyper Text Transfer Protocol (HTTP) (b) Post Office Protocol (POP)
(c) Structured Query Language (SQL) (d) Network News Transfer Protocol (NNTP)

Ans. b

243. TCP/IP port number 118/ 156 is assigned for _____.

- (a) Hyper Text Transfer Protocol (HTTP)
- (b) Post Office Protocol (POP)
- (c) Structured Query Language (SQL)
- (d) Network News Transfer Protocol (NNTP)

Ans. c

244. TCP/IP port number 119/ 443 is assigned for _____.

- (a) Hyper Text Transfer Protocol (HTTP)
- (b) Post Office Protocol (POP)
- (c) Structured Query Language (SQL)
- (d) Network News Transfer Protocol (NNTP)

Ans. d

245. TCP/IP port number 143/ 220 is assigned for _____.

- (a) Internet Message Access Protocol (IMAP)
- (b) Simple Network Management Protocol (SNMP)
- (c) Internet Relay Chat (IRC)
- (d) Precision Time Protocol (PTP)

Ans. a

246. TCP/IP port number 161 is assigned for _____.

- (a) Internet Message Access Protocol (IMAP)
- (b) Simple Network Management Protocol (SNMP)
- (c) Internet Relay Chat (IRC)
- (d) Precision Time Protocol (PTP)

Ans. b

247. TCP/IP port number 443 is assigned for _____.

- (a) HTTP over Secure Socket Layer HTTPS
- (b) Remote Procedure Call (RPC)
- (c) Dynamic Host Configuration Protocol (DHCP)
- (d) Internet Message Access Protocol over Secure Socket Layer (IMAPS)

Ans. a

248. TCP/IP port number 530 is assigned for _____.

- (a) HTTP over Secure Socket Layer HTTPS
- (b) Remote Procedure Call (RPC)
- (c) Dynamic Host Configuration Protocol (DHCP)
- (d) Internet Message Access Protocol over Secure Socket Layer (IMAPS)

Ans. b

249. TCP/IP port number 546/ 547 is assigned for _____.

- (a) HTTP over Secure Socket Layer HTTPS
- (b) Remote Procedure Call (RPC)
- (c) Dynamic Host Configuration Protocol (DHCP)
- (d) Internet Message Access Protocol over Secure Socket Layer (IMAPS)

Ans. c

250. TCP/IP port number 993 is assigned for _____.

- (a) HTTP over Secure Socket Layer HTTPS
- (b) Remote Procedure Call (RPC)
- (c) Dynamic Host Configuration Protocol (DHCP)
- (d) Internet Message Access Protocol over Secure Socket Layer (IMAPS)

Ans. d

251. FTP runs on port number _____.

- (a) 7
- (b) 13
- (c) 20
- (d) 23

Ans. c

252. The FTP server which does not require login process is called_____.

- (a) Hyper Text Transmission Protocol
- (b) Simple Mail Transfer Protocol
- (c) Network Time Protocol
- (d) Anonymous File Transfer Protocol

Ans. d

253. Using FTP, a file can be copied from remote system to the local system using the command .

- (a) get
- (b) put
- (c) cd
- (d) lcd

Ans. a

254. Using FTP, a file can be copied from local host to remote host using the command _____.

- (a) get
- (b) put
- (c) cd
- (d) lcd

Ans. b

255. Using FTP, working directory on the remote host can be changed using the command_____.

- (a) pwd
- (b) put
- (c) cd
- (d) lcd

Ans. c

256. Using FTP, working directory on the local host can be changed using the command_____.

- (a) pwd
- (b) bye
- (c) cd
- (d) lcd

Ans. d

257. Using FTP, list of files on the remote host can be viewed using the command_____.

- (a) pwd
- (b) bye
- (c) cd
- (d) lcd

Ans. a

258. Using FTP, a file on the remote host may be deleted using the command_____.

- (a) delete
- (b) bye
- (c) cd
- (d) lcd

Ans. a

259. Using FTP, connection to remote FTP server may be terminated using the command_____.

- (a) delete
- (b) bye/ quit
- (c) cd
- (d) lcd

Ans. b

260. Popular FTP clients are .

- (a) CoreFTP
- (b) FireFTP
- (c) FileZilla
- (d) all of them

Ans. d

261. The network protocol which permits a person to login to a remote computer, access files, execute commands on the remote computer, etc. is called _____

- (a) FTP
- (b) HTTP
- (c) Telnet
- (d) SMTP

Ans. c

262. Port No._____ is reserved for telnet protocol.

- (a) 7
- (b) 13
- (c) 20
- (d) 23

Ans. d

263. Usually, telnet connection is established using _____ command followed by name of host.

- (a) ftp
- (b) telnet
- (c) ping
- (d) ls

Ans. b

264. The address of the physical networking component (like ethernet, WiFi, etc.) is called _____ address.

- (a) virtual
- (b) logical
- (c) physical
- (d) imaginary

Ans. c

265. The address assigned to a host on getting connected to a network (like the Internet) is called _____ address.

- (a) virtual (b) logical (c) physical (d) imaginary

Ans. b

266. In networking, MAC stands for _____.

- (a) Media Address Control (b) Machine Access Control
(c) Media Access Contact (d) Media Access Control

Ans. d

267. Logical address of a host connected to a network is otherwise called _____ address.

- (a) IP address (b) IP version 4 address
(c) IP version 6 address (d) all of them

Ans. d

268. The addresses of class A network has subnet mask of _____.

- (a) 255.0.0.0 (b) 255.255.0.0 (c) 255.255.255.0 (d) none of them

Ans. a

269. The addresses of class B network has subnet mask of _____.

- (a) 255.0.0.0 (b) 255.255.0.0 (c) 255.255.255.0 (d) none of them

Ans. b

270. The addresses of class C network has subnet mask of _____.

- (a) 255.0.0.0 (b) 255.255.0.0 (c) 255.255.255.0 (d) none of them

Ans. c

271. First byte of class A network is in the range of _____.

- (a) 1 - 126 (b) 128 – 191 (c) 192 - 223 (d) none of them

Ans. a

272. First byte of class B network is in the range of _____.

- (a) 1 - 126 (b) 128 – 191 (c) 192 - 223 (d) none of them

Ans. b

273. First byte of class C network is in the range of _____.

- (a) 1 - 126 (b) 128 – 191
(c) 192 - 223 (d) none of them

Ans. c

274. Each class A network supports _____ hosts.

- (a) 1,67,77,214 (b) 65,534 (c) 254 (d) none of them

Ans. a

275. Each class B network supports _____ hosts.

- (a) 1,67,77,214 (b) 65,534 (c) 254 (d) none of them

Ans. b

276. Each class C network supports _____ hosts.

- (a) 1,67,77,214 (b) 65,534
(c) 254 (d) none of them

Ans. c

277. IPV4 has got _____ bits for addressing of hosts.

- (a) 128 (b) 64 (c) 32 (d) 16

Ans. c

279. IPV6 has got _____ bits for addressing of hosts.

- (a) 128 (b) 64 (c) 32 (d) 16

Ans. a

280. IPV4 has got _____ bytes for addressing of hosts.

- (a) 16 (b) 8 (c) 4 (d) 2

Ans. c

281. IPV6 has got _____ bytes for addressing of hosts.

- (a) 16 (b) 8 (c) 4 (d) 2

Ans. a

282. What are Protocols?

Ans. Agreements on how communication components and DTE

283. You have 10 users plugged into a hub running 10Mbps half-duplex. There is a server connected to the switch running 10 Mbps half-duplex as well. How much bandwidth does each host have to the server?

Ans. 10Mbps

1. NFC stands for _____

- a) Near field communication
c) Near firm communication

- b) New field communication
d) Near Field Camera

2. VPN stands for _____.

- a) vita power nation b) virtual private network
c) very powerful network d) very powerful nation

3. Father of networking _____

- a) ray noorda b) jef bejos c) stan lee d) tim berners lee

4. when data transfer only one direction is called _____.

- a) Half duplex b) simplex c) full duplex d) communication

5. Bus topology is also called _____.

- a) line topology b) linear topology c) star topology d) Both A and B

6. _____ topology is also called hierarchical topology.

- a) tree b) hybrid c) ring d) bus

7. Heart of OSI model _____

- a) application layer b) session layer
c) transport layer d) network layer

8. Which topology use in LAN ?

- a) BUS/Horizontal Topology b) Hybrid

9. In computer network the central computer is called _____.

- a) server b) router

10. Each IP Packet must contain _____

- a) Source and Destination address
- b) Destination Address only

11. Which of the following cable transmits messages in the form of light waves?

- A STP cable
- B UTP cable
- C Co-axial cable
- D Optical fibre cable

12. The systematic design (like radial, ring, etc.) of connecting computers in a network is called network _____.

- (a) topology
- (b) protocol
- (c) firewall
- (d) antivirus

13. Each computer or device connected to a network is generally called _____.

- (a) node
- (b) host
- (c) both a & b
- (d) neither a nor b

14. When all nodes are connected a common transmission line (backbone line with 2 or more end points), it is _____ topology.

- (a) point to point
- (b) bus
- (c) star
- (d) ring

15. WLAN stands for _____.

- (a) Wireless Local Area Network
- (b) Wired Local Area Network
- (c) Wireless Local Area Number
- (d) Wireless Local Arithmetic Network

16. The device which repeats a signal on all lines except incoming one is called _____.

- (a) hub
- (b) switch
- (c) MODEM
- (d) router

17. Bluetooth signals have a range of _____.

- (a) 1m
- (b) 5m
- (c) 10m
- (d) 100m

18. W3C in networking stands for _____.

- (a) World Wide Winter Consortium
- (b) World Wide Web Contest
- (c) World White Web Consortium
- (d) World Wide Web Consortium

19. The TCP/IP protocol which permits sharing of large files over the Internet is called _____.

- (a) File Transfer Protocol (FTP)
- (b) Hyper Text Transmission Protocol (HTTP)
- (c) Simple Mail Transfer Protocol (SMTP)
- (d) Network Time Protocol (NTP)

20. IEEE stands for _____.

- a) Institute of Electrical and Electronics Engineers
- b) International Electrical and Electronics Engineers

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Computer Networks Questions & Answers – Basics – 1

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Basics – 1”.

1. The IETF standards documents are called _____

- a) RFC
- b) RCF
- c) ID
- d) DFC

[View Answer](#)

Answer: a

Explanation: RFC stands for Request For Comments and they are documents that describe methods, behaviors, research, or innovations applicable to the working of the Internet.

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2. In the layer hierarchy as the data packet moves from the upper to the lower layers, headers are _____

- a) Added
- b) Removed
- c) Rearranged
- d) Modified

[View Answer](#)

Answer: a

Explanation: Each layer adds its own header to the packet from the previous layer. For example, in the Internet layer, the IP header is added over the TCP header on the data packet that came from the transport layer.

3. The structure or format of data is called _____

- a) Syntax
- b) Semantics
- c) Struct
- d) Formatting

[View Answer](#)

Answer: a

Explanation: The structure and format of data are defined using syntax. Semantics defines how a particular pattern to be interpreted, and what action is to be taken based on that interpretation. In programming languages, syntax of the instructions plays a vital role in designing of the program.

4. Communication between a computer and a keyboard involves _____ transmission.

- a) Automatic
- b) Half-duplex
- c) Full-duplex
- d) Simplex

[View Answer](#)

Answer: d

Explanation: In simplex transmission, data flows in single direction which in this case refers to the data flowing from the keyboard to the computer. Another example would be of the mouse where the data flows from the mouse to the computer only.

5. The first Network was called _____

- a) CNNET
- b) NSFNET
- c) ASAPNET
- d) ARPANET

[View Answer](#)

Answer: d

Explanation: ARPANET stands for Advanced Research Projects Agency Networks. It was the first network to be implemented which used the TCP/IP protocol in the year 1969.

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6. A _____ is the physical path over which a message travels.

- a) Path
- b) Medium
- c) Protocol
- d) Route

[View Answer](#)

Answer: b

Explanation: Messages travel from sender to receiver via a physical path called the medium using a set of methods/rules called protocol. Mediums can be guided (wired) or unguided (wireless).

7. Which organization has authority over interstate and international commerce in the communications field?

- a) ITU-T
- b) IEEE
- c) FCC
- d) ISOC

[View Answer](#)

Answer: c

Explanation: FCC is the abbreviation for Federal Communications Commission. FCC is responsible for regulating all interstate communications originating or terminating in USA. It was founded in the year 1934.

8. Which of this is not a network edge device?

- a) PC
- b) Smartphones
- c) Servers
- d) Switch

[View Answer](#)

Answer: d

Explanation: Network edge devices refer to host systems, which can host applications like web browser. A switch can't operate as a host, but as a central device which can be used to manage network communication.

9. A _____ set of rules that governs data communication.

- a) Protocols
- b) Standards
- c) RFCs
- d) Servers

[View Answer](#)

Answer: a

Explanation: In communications, a protocol refers to a set of rules and regulations that allow a network of nodes to transmit and receive information. Each layer in the network model has a protocol set, for example, the transport layer has TCP and UDP protocols.

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10. Three or more devices share a link in _____ connection.

- a) Unipoint
- b) Multipoint
- c) Point to point
- d) Simplex

[View Answer](#)

Answer: b

Explanation: A multipoint communication is established when three or many network nodes are connected to each other. Frame relay, Ethernet and ATM are some examples of multipoint connections.

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Computer Networks Questions & Answers – Basics – 2

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Basics – 2”.

1. When collection of various computers seems a single coherent system to its client, then it is called

- a) computer network
- b) distributed system
- c) networking system
- d) mail system

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Answer: b

Explanation: A Computer network is defined as a collection of interconnected computers which uses a single technology for connection.

A distributed system is also the same as computer network but the main difference is that the whole collection of computers appears to its users as a single coherent system.

Example:- World wide web

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2. Two devices are in network if _____

- a) a process in one device is able to exchange information with a process in another device
- b) a process is running on both devices
- c) PIDs of the processes running of different devices are same
- d) a process is active and another is inactive

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Answer: a

Explanation: A computer network, or data network, is a digital telecommunications network which allows nodes to share resources. In computer networks, computing devices exchange data with each other using connections between nodes. The nodes have certain processes which enable them to share a specific type of data using a distinct protocol.

3. Which of the following computer networks is built on the top of another network?

- a) prior network
- b) chief network
- c) prime network
- d) overlay network

[View Answer](#)

Answer: d

Explanation: An overlay network is a computer network that is built on top of another network. Some examples of an overlay network are Virtual Private Networks (VPN) and Peer-to-Peer Networks (P2P).

4. In computer network nodes are _____

- a) the computer that originates the data
- b) the computer that routes the data
- c) the computer that terminates the data
- d) all of the mentioned

[View Answer](#)

Answer: d

Explanation: In a computer network, a node can be anything that is capable of sending data or receiving data or even routing the data to its destination. Routers, Computers and Smartphones are some examples of network nodes.

5. Communication channel is shared by all the machines on the network in _____

- a) broadcast network
- b) unicast network
- c) multicast network
- d) anycast network

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Answer: a

Explanation: In a broadcast network, information is sent to all stations in a network whereas in a multicast network the data or information is sent to a group of stations in the network. In unicast network, information is sent to only one specific station. The broadcast address of the network is the last assigned address of the network.

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6. Bluetooth is an example of _____

- a) personal area network
- b) local area network
- c) virtual private network
- d) wide area network

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Answer: a

Explanation: Bluetooth is a wireless technology used to create a wireless personal area network for data transfer up to a distance of 10 meters. It operates on 2.45 GHz frequency band for transmission.

7. A _____ is a device that forwards packets between networks by processing the routing information included in the packet.

- a) bridge
- b) firewall
- c) router
- d) hub

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Answer: c

Explanation: A router is a networking device that forwards data packets between computer networks. Routers perform the traffic directing functions on the Internet. They make use of routing protocols like RIP to find the cheapest path to the destination.

8. A list of protocols used by a system, one protocol per layer, is called _____

- a) protocol architecture
- b) protocol stack
- c) protocol suite
- d) protocol system

[View Answer](#)

Answer: b

Explanation: A protocol stack refers to a group of protocols that are running concurrently that are employed

for the implementation of network protocol suite. Each layer in the network model has to use one specific protocol from the protocol stack.

9. Network congestion occurs _____

- a) in case of traffic overloading
- b) when a system terminates
- c) when connection between two nodes terminates
- d) in case of transfer failure

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Answer: a

Explanation: Network congestion occurs when traffic in the network is more than the network could handle. To avoid network congestion, the network management uses various open-loop and closed-loop congestion control techniques.

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10. Which of the following networks extends a private network across public networks?

- a) local area network
- b) virtual private network
- c) enterprise private network
- d) storage area network

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Answer: b

Explanation: A virtual private network extends a private network across a public network, and enables users to send and receive data across shared or public networks as if their computing devices were directly connected to the private network. VPN provides enhanced security and online anonymity to users on the internet. It is also used to unblock websites which are unavailable in certain regions.

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Computer Networks Questions & Answers – Access Networks

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Access Networks”.

1. Which of this is not a constituent of residential telephone line?
a) A high-speed downstream channel
b) A medium-speed downstream channel
c) A low-speed downstream channel
d) An ultra-high speed downstream channel

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Answer: c

Explanation: A low-speed downstream channel is not a constituent of a residential telephone line. But it might be just a two-way telephone channel. Internet can be provided through a high-speed downstream channel in a residential telephone line.

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2. DSL telcos provide which of the following services?
a) Wired phone access
b) ISP
c) Wired phone access and ISP
d) Network routing and ISP

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Answer: c

Explanation: DSL stands for Digital Subscriber Line and ISP stands for Internet Service Provider. In a Digital Subscriber Line system, the same company which provides phone connection is also an ISP. The internet is provided through the pre-installed telephone lines.

3. The function of DSLAM is to _____
a) Convert analog signals into digital signals
b) Convert digital signals into analog signals
c) Amplify digital signals
d) De-amplify digital signals

[View Answer](#)

Answer: a

Explanation: DSLAM stands for Digital Subscriber Line Access Multiplexer and it's used by Telcos to convert the analog signals to digital signals for the purpose of providing internet. The DSLAM located in a telco's Central Office does this function.

4. Which of the following terms is not associated with DSL?

- a) DSLAM
- b) CO
- c) Splitter
- d) CMTS

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Answer: d

Explanation: CMTS stands for Cable modem termination system. It is used in cable internet access. In cable internet access, internet is not provided through telephone lines and the companies that provide such connections don't necessarily provide telephone access.

5. HFC contains _____

- a) Fibre cable
- b) Coaxial cable
- c) A combination of Fibre cable and Coaxial cable
- d) Twisted Pair Cable

[View Answer](#)

Answer: c

Explanation: Hybrid fiber-coaxial (HFC) is a telecommunications industry term for a broadband network that combines optical fiber and coaxial cable. It has been popularly used since the early 1990s. It is stronger than the optical fiber cables and faster than the co-axial cables.

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6. Which of the following statements is not applicable for cable internet access?

- a) It is a shared broadcast medium
- b) It includes HFCs
- c) Cable modem connects home PC to Ethernet port
- d) Analog signal is converted to digital signal in DSLAM

[View Answer](#)

Answer: d

Explanation: CMTS stands for Cable modem termination system. In cable access analog signal is converted to digital signal by CMTS. In cable internet access, internet is not provided through telephone lines. DSLAM is used by Telecom companies.

7. Among the optical-distribution architectures that are essentially switched ethernet is _____

- a) AON
- b) PON
- c) NON
- d) MON

[View Answer](#)

Answer:a

Explanation: AON stands for Active optical networks which are essentially switched Ethernets. Each user has his/her own dedicated optical fiber line connecting to the ISP in an AON.

8. StarBand provides _____

- a) FTTH internet access
- b) Cable access
- c) Telephone access
- d) Satellite access

[View Answer](#)

Answer: d

Explanation: StarBand was a two-way satellite broadband Internet service available in the U.S. from 2000–2015. It was discontinued from September 30 2015 due to increasing competition from other ISPs.

9. Home Access is provided by _____

- a) DSL
- b) FTP
- c) Cable
- d) All of the mentioned

[View Answer](#)

Answer: d

Explanation: Home Internet Access is provided by DSL, FTP, and Cable. FTP provides the fastest speeds followed by the cable connections and then the DSLs. FTP is popularly used in modern connections.

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10. ONT is connected to splitter using _____

- a) High speed fibre cable
- b) HFC
- c) Optical cable
- d) Twisted pair cable

[View Answer](#)

Answer: c

Explanation: ONT stands for Optical Network Terminal. The ONT connects to the Termination Point (TP) with an optical fibre cable. It translates light signals from the fibre optic line to electric signals that the router can read.

11. Which of the following factors affect transmission rate in DSL?

- a) The gauge of the twisted-pair line
- b) Degree of electrical interference
- c) Shadow fading
- d) The gauge of the twisted-pair line and degree of electrical interference

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Answer: d

Explanation: Because DSL is made of twisted wire copper pair, the gauge of twisted pair line i.e. the protection and electrical interference would affect the transmission rate in DSL. Unlike DSL, FTP is not really affected by these factors.

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Computer Networks Questions & Answers – Reference Models – 1

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Reference Models – 1”.

1. How many layers are present in the Internet protocol stack (TCP/IP model)?

- a) 5
- b) 7
- c) 6
- d) 10

[View Answer](#)

Answer: a

Explanation: There are five layers in the Internet Protocol stack. The five layers in Internet Protocol stack is Application, Transport, Network, Data link and Physical layer. The internet protocol stack model is also called the TCP/IP model and it's used in modern Internet Communication.

2. The number of layers in ISO OSI reference model is _____

- a) 5
- b) 7
- c) 6
- d) 10

[View Answer](#)

Answer: b

Explanation: The seven layers in ISO OSI reference model is Application, Presentation, Session, Transport, Network, Data link and Physical layer. OSI stands for Open System Interconnect and it is a generalized model.

3. Which of the following layers is an addition to OSI model when compared with TCP IP model?

- a) Application layer
- b) Presentation layer
- c) Session layer
- d) Session and Presentation layer

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Answer: d

Explanation: The only difference between OSI model and TCP/IP model is that the functions of Presentation and Session layer in the OSI model are handled by the transport layer itself in TCP/IP. OSI is a generalized model and TCP/IP is an application specific model.

4. Application layer is implemented in _____

- a) End system
- b) NIC
- c) Ethernet
- d) Packet transport

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Answer: a

Explanation: Not only application layer, but presentation layer, session layer and transport layer are also implemented in the end system. The layers below are implemented outside the end system, for example, the network layer is implemented on the routers and the physical layer is implemented for the medium.

5. Transport layer is implemented in _____

- a) End system
- b) NIC
- c) Ethernet
- d) Signal transmission

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Answer: a

Explanation: Application, Presentation, Session and Transport layer are implemented in the end system. The transport layer handles the process to process delivery of the packet through ports.

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6. The functionalities of the presentation layer include _____

- a) Data compression
- b) Data encryption
- c) Data description
- d) All of the mentioned

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Answer: d

Explanation: Some functions of the presentation layer include character-code translation, data conversion, data encryption and decryption, and data translation. It connects the application layer with the layers below converting the human readable text and media to machine readable format and vice-versa.

7. Delimiting and synchronization of data exchange is provided by _____

- a) Application layer
- b) Session layer
- c) Transport layer
- d) Link layer

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Answer: b

Explanation: The session layer provides the mechanism for opening, closing and managing a session between end-user application processes. The session layer 5 is responsible for establishing managing synchronizing and terminating sessions. In TCP/IP protocol stack, the functions of the session layer are handled by the transport layer itself and thus the session layer is missing from the TCP/IP model.

8. In OSI model, when data is sent from device A to device B, the 5th layer to receive data at B is _____

- a) Application layer
- b) Transport layer
- c) Link layer
- d) Session layer

[View Answer](#)

Answer: d

Explanation: In OSI reference model, the fifth layer is Session layer. Session layer provides the mechanism for opening, closing and managing a session between end-user application processes. In TCP/IP protocol stack, the functions of the session layer are handled by the transport layer itself and thus the session layer is missing from the TCP/IP model.

9. In TCP IP Model, when data is sent from device A to device B, the 5th layer to receive data at B is _____

- a) Application layer
- b) Transport layer
- c) Link layer
- d) Session layer

[View Answer](#)

Answer: a

Explanation: In TCP/IP model, the fifth layer is application layer. When data is sent from device A to device B, the 5th layer to receive data at B is application layer. Application layer provides the interface between applications and the network. The user interacts with only this layer.

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10. In the OSI model, as a data packet moves from the lower to the upper layers, headers are _____

- a) Added
- b) Removed
- c) Rearranged
- d) Randomized

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Answer: b

Explanation: In OSI reference model, when data packet moves from lower layers to higher layer, headers get removed. Whereas when the data packet moves from higher layer to lower layers, headers are added. These headers contain the essential control information for the protocols used on the specific layer.

11. Which of the following statements can be associated with OSI model?

- a) A structured way to discuss and easier update system components
- b) One layer may duplicate lower layer functionality
- c) Functionality at one layer no way requires information from another layer
- d) It is an application specific network model

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Answer: c

Explanation: One layer may use the information from another layer, for example timestamp value. The information is contained in the header inserted by the previous layer. The headers are added as the packet moves from higher layers to the lower layers.

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Computer Networks Questions & Answers – Reference Models – 2

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Reference Models – 2”.

1. OSI stands for _____
- a) open system interconnection
- b) operating system interface
- c) optical service implementation

d) open service Internet

[View Answer](#)

Answer: a

Explanation: OSI is the abbreviation for Open System Interconnection. OSI model provides a structured plan on how applications communicate over a network, which also helps us to have a structured plan for troubleshooting. It is recognized by the ISO as the generalized model for computer network i.e. it can be modified to design any kind of computer network.

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2. The number of layers in ISO OSI reference model is _____

- a) 4
- b) 5
- c) 6
- d) 7

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Answer: d

Explanation: In OSI reference model, there are 7 layers namely Application, Presentation, Session, Transport, Network, Data Link and Physical layer. Each layer uses a protocol to perform its designated function, for example, the data link layer uses error detection protocols for error control functions.

3. TCP/IP model does not have _____ layer but OSI model have this layer.

- a) session layer
- b) transport layer
- c) application layer
- d) network layer

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Answer: a

Explanation: In OSI reference model, there are two layers which are not present in TCP/IP model. They are Presentation and Session layer. The functions of Presentation and Session layer in the OSI model are handled by the transport layer itself in TCP/IP.

4. Which layer is used to link the network support layers and user support layers?

- a) session layer
- b) data link layer
- c) transport layer
- d) network layer

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Answer: c

Explanation: Physical, data link and network layers are network support layers and session, presentation and application layers are user support layers. The transport layer links these layers by segmenting and rearranging the data. It uses protocols like TCP and UDP.

5. Which address is used on the internet for employing the TCP/IP protocols?

- a) physical address and logical address
- b) port address
- c) specific address
- d) all of the mentioned

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Answer: d

Explanation: The physical, logical, port and specific addresses are used in TCP/IP protocol. All the addressing schemes, that is physical (MAC) and logical address, port address and specific address are employed in both TCP/IP model and OSI model. In TCP/IP, the addresses are more focused on the internet implementation of these addresses.

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6. TCP/IP model was developed _____ the OSI model.

- a) prior to
- b) after
- c) simultaneous to
- d) with no link to

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Answer: a

Explanation: Several TCP/IP prototypes were developed at multiple research centers between 1978 and 1983, whereas OSI reference model was developed in the year 1984. TCP/IP was developed with the intention to create a model for the Internet while OSI was intended to be a general network model.

7. Which layer is responsible for process to process delivery in a general network model?

- a) network layer
- b) transport layer
- c) session layer
- d) data link layer

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Answer: b

Explanation: The role of Transport layer (Layer 4) is to establish a logical end to end connection between two systems in a network. The protocols used in Transport layer is TCP and UDP. The transport layer is responsible for segmentation of the data. It uses ports for the implementation of process-to-process delivery.

8. Which address is used to identify a process on a host by the transport layer?

- a) physical address
- b) logical address
- c) port address
- d) specific address

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Answer: c

Explanation: A port number is a way to identify a specific process to which an Internet or other network message is to be forwarded when it arrives at a server. Some examples of port numbers are port 20 which is used for FTP data, port 22 which is used for SSH remote login ,and port 23 which is used for TELNET.

9. Which layer provides the services to user?

- a) application layer
- b) session layer
- c) presentation layer
- d) physical layer

[View Answer](#)

Answer: a

Explanation: In networking, a user mainly interacts with application layer to create and send information to other computer or network. Application layer provides the interface between applications and the network. It is the top-most layer in both the TCP/IP and the OSI model.

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10. Transmission data rate is decided by _____

- a) network layer
- b) physical layer
- c) data link layer
- d) transport layer

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Answer: b

Explanation: Physical layer is a layer 1 device which deals with network cables or the standards in use like connectors, pins, electric current used etc. Basically the transmission speed is determined by the cables and

connectors used. Hence it is physical layer that determines the transmission speed in network. Some of the cables used for high speed data transmission are optical fiber cables and twisted pair cables.

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Computer Networks Questions & Answers – Physical Layer

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Physical Layer”.

1. The physical layer is concerned with _____

- a) bit-by-bit delivery
- b) process to process delivery
- c) application to application delivery
- d) port to port delivery

[View Answer](#)

Answer: a

Explanation: Physical layer deals with bit to bit delivery in networking. The data unit in the physical layer is bits. Process to process delivery or the port to port delivery is dealt in the transport layer. The various transmission mediums aid the physical layer in performing its functions.

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2. Which transmission media provides the highest transmission speed in a network?

- a) coaxial cable
- b) twisted pair cable
- c) optical fiber
- d) electrical cable

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Answer: c

Explanation: Fiber optics is considered to have the highest transmission speed among the all mentioned above. The fiber optics transmission runs at 1000Mb/s. It is called as 1000Base-Lx whereas IEEE standard for it is 802.3z. It is popularly used for modern day network connections due to its high transmission rate.

3. Bits can be sent over guided and unguided media as analog signal by _____

- a) digital modulation
- b) amplitude modulation
- c) frequency modulation
- d) phase modulation

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Answer: a

Explanation: In analog modulation, digital low frequency baseband signal (digital bit stream) is transmitted over a higher frequency. Whereas in digital modulation the only difference is that the base band signal is of discrete amplitude level. The bits are represented by only two frequency levels, one for high and one for low.

4. The portion of physical layer that interfaces with the media access control sublayer is called _____

- a) physical signalling sublayer
- b) physical data sublayer
- c) physical address sublayer
- d) physical transport sublayer

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Answer: a

Explanation: The portion of physical layer that interfaces with the medium access control sublayer is Physical Signaling Sublayer. The main function of this layer is character encoding, reception, decoding and performs optional isolation functions. It handles which media connection the signal should be forwarded to physically.

5. The physical layer provides _____

- a) mechanical specifications of electrical connectors and cables
- b) electrical specification of transmission line signal level
- c) specification for IR over optical fiber
- d) all of the mentioned

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Answer: d

Explanation: Anything dealing with a network cable or the standards in use – including pins, connectors and

the electric current used is dealt in the physical layer (Layer 1). Physical layer deals with bit to bit delivery of the data aided by the various transmission mediums.

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6. In asynchronous serial communication the physical layer provides _____

- a) start and stop signalling
- b) flow control
- c) both start & stop signalling and flow control
- d) only start signalling

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Answer: c

Explanation: In asynchronous serial communication, the communication is not synchronized by clock signal. Instead of a start and stop signaling and flow control method is followed. Unlike asynchronous serial communication, in synchronous serial communication a clock signal is used for communication, so the start and stop method is not really required.

7. The physical layer is responsible for _____

- a) line coding
- b) channel coding
- c) modulation
- d) all of the mentioned

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Answer: d

Explanation: The physical layer is responsible for line coding, channel coding and modulation that is needed for the transmission of the information. The physical configuration including pins, connectors and the electric current used is dealt in the physical layer based on the requirement of the network application.

8. The physical layer translates logical communication requests from the _____ into hardware specific operations.

- a) data link layer
- b) network layer
- c) trasnport layer
- d) application layer

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Answer: a

Explanation: Physical layer accepts data or information from the data link layer and converts it into hardware specific operations so as to transfer the message through physical cables. Some examples of the cables used are optical fiber cables, twisted pair cables and co-axial cables.

9. A single channel is shared by multiple signals by _____

- a) analog modulation
- b) digital modulation
- c) multiplexing
- d) phase modulation

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Answer: c

Explanation: In communication and computer networks, the main goal is to share a scarce resource. This is done by multiplexing, where multiple analog or digital signals are combined into one signal over a shared medium. The multiple kinds of signals are designated by the transport layer which is the layer present on a higher level than the physical layer.

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10. Wireless transmission of signals can be done via _____

- a) radio waves
- b) microwaves

- c) infrared
 - d) all of the mentioned
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Answer: d

Explanation: Wireless transmission is carried out by radio waves, microwaves and IR waves. These waves range from 3 KHz to above 300 GHz and are more suitable for wireless transmission. Radio waves can penetrate through walls and are used in radio communications, microwaves and infrared (IR) waves cannot penetrate through walls and are used for satellite communications and device communications respectively.

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Computer Networks Questions & Answers – Data Link Layer

This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Data Link Layer”.

1. The data link layer takes the packets from _____ and encapsulates them into frames for transmission.

- a) network layer
- b) physical layer
- c) transport layer
- d) application layer

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Answer: a

Explanation: In computer networks, the data from application layer is sent to transport layer and is converted to segments. These segments are then transferred to the network layer and these are called packets. These packets are then sent to data link layer where they are encapsulated into frames. These frames are then transferred to physical layer where the frames are converted to bits. Error control and flow control data is inserted in the frames at the data link layer.

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2. Which of the following tasks is not done by data link layer?

- a) framing
- b) error control
- c) flow control
- d) channel coding

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Answer: d

Explanation: Channel coding is the function of physical layer. Data link layer mainly deals with framing, error control and flow control. Data link layer is the layer where the packets are encapsulated into frames.

3. Which sublayer of the data link layer performs data link functions that depend upon the type of medium?

- a) logical link control sublayer
- b) media access control sublayer
- c) network interface control sublayer
- d) error control sublayer

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Answer: b

Explanation: Media access control (MAC) deals with transmission of data packets to and from the network-interface card, and also to and from another remotely shared channel. The MAC sublayer also prevents collision using protocols like CSMA/CD.

4. Header of a frame generally contains _____

- a) synchronization bytes
- b) addresses
- c) frame identifier
- d) all of the mentioned

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Answer: d

Explanation: In a frame, the header is a part of the data that contains all the required information about the transmission of the file. It contains information like synchronization bytes, addresses, frame identifier etc. It also contains error control information for reducing the errors in the transmitted frames.

5. Automatic repeat request error management mechanism is provided by _____

- a) logical link control sublayer
- b) media access control sublayer
- c) network interface control sublayer

d) application access control sublayer

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Answer: a

Explanation: The logical link control is a sublayer of data link layer whose main function is to manage traffic, flow and error control. The automatic repeat request error management mechanism is provided by the LLC when an error is found in the received frame at the receiver's end to inform the sender to re-send the frame.

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6. When 2 or more bits in a data unit has been changed during the transmission, the error is called

- a) random error
- b) burst error
- c) inverted error
- d) double error

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Answer: b

Explanation: When a single bit error occurs in a data, it is called single bit error. When more than a single bit of data is corrupted or has error, it is called burst error. If a single bit error occurs, the bit can be simply repaired by inverting it, but in case of a burst error, the sender has to send the frame again.

7. CRC stands for _____

- a) cyclic redundancy check
- b) code repeat check
- c) code redundancy check
- d) cyclic repeat check

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Answer: a

Explanation: Cyclic redundancy check is a code that is added to a data which helps us to identify any error that occurred during the transmission of the data. CRC is only able to detect errors, not correct them. CRC is inserted in the frame trailer.

8. Which of the following is a data link protocol?

- a) ethernet
- b) point to point protocol
- c) hdlc
- d) all of the mentioned

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Answer: d

Explanation: There are many data link layer protocols. Some of them are SDLC (synchronous data link protocol), HDLC (High level data link control), SLIP (serial line interface protocol), PPP (Point to point protocol) etc. These protocols are used to provide the logical link control function of the Data Link Layer.

9. Which of the following is the multiple access protocol for channel access control?

- a) CSMA/CD
- b) CSMA/CA
- c) Both CSMA/CD & CSMA/CA
- d) HDLC

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Answer: c

Explanation: In CSMA/CD, it deals with detection of collision after collision has occurred, whereas CSMA/CA deals with preventing collision. CSMA/CD is abbreviation for Carrier Sensing Multiple Access/Collision detection. CSMA/CA is abbreviation for Carrier Sensing Multiple Access/Collision Avoidance. These protocols are used for efficient multiple channel access.

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10. The technique of temporarily delaying outgoing acknowledgements so that they can be hooked onto the next outgoing data frame is called _____
- piggybacking
 - cyclic redundancy check
 - fletcher's checksum
 - parity check

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Answer: a

Explanation: Piggybacking is a technique in which the acknowledgment is temporarily delayed so as to be hooked with the next outgoing data frame. It saves a lot of channel bandwidth as in non-piggybacking system, some bandwidth is reserved for acknowledgement.

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Computer Networks Questions & Answers – Network Layer

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Network Layer”.

1. The network layer is concerned with _____ of data.

- a) bits
- b) frames
- c) packets
- d) bytes

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Answer: c

Explanation: In computer networks, the data from the application layer is sent to the transport layer and is converted to segments. These segments are then transferred to the network layer and these are called packets. These packets are then sent to data link layer where they are encapsulated into frames. These frames are then transferred to physical layer where the frames are converted to bits.

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2. Which one of the following is not a function of network layer?

- a) routing
- b) inter-networking
- c) congestion control
- d) error control

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Answer: d

Explanation: In the OSI model, network layer is the third layer and it provides data routing paths for network communications. Error control is a function of the data link layer and the transport layer.

3. A 4 byte IP address consists of _____

- a) only network address
- b) only host address
- c) network address & host address
- d) network address & MAC address

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Answer: c

Explanation: An ip address which is 32 bits long, that means it is of 4 bytes and is composed of a network and host portion and it depends on address class. The size of the host address and network address depends upon the class of the address in classful IP addressing.

4. In virtual circuit network each packet contains _____

- a) full source and destination address
- b) a short VC number
- c) only source address
- d) only destination address

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Answer: b

Explanation: A short VC number also called as VCID (virtual circuit identifier) is a type of identifier which is used to distinguish between several virtual circuits in a connection oriented circuit switched network. Each virtual circuit is used to transfer data over a larger packet switched network.

5. Which of the following routing algorithms can be used for network layer design?

- a) shortest path algorithm
- b) distance vector routing
- c) link state routing
- d) all of the mentioned

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Answer: d

Explanation: The routing algorithm is what decides where a packet should go next. There are several routing techniques like shortest path algorithm, static and dynamic routing, decentralized routing, distance vector routing, link state routing, Hierarchical routing etc. The routing algorithms go hand in hand with the operations of all the routers in the networks. The routers are the main participants in these algorithms.

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6. Which of the following is not correct in relation to multi-destination routing?

- a) is same as broadcast routing
- b) contains the list of all destinations
- c) data is not sent by packets
- d) there are multiple receivers

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Answer: c

Explanation: In multi-destination routing, there is more than one receiver and the route for each destination which is contained in a list of destinations is to be found by the routing algorithm. Multi-destination routing is also used in broadcasting.

7. A subset of a network that includes all the routers but contains no loops is called _____

- a) spanning tree
- b) spider structure
- c) spider tree
- d) special tree

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Answer: a

Explanation: Spanning tree protocol (STP) is a network protocol that creates a loop free logical topology for ethernet networks. It is a layer 2 protocol that runs on bridges and switches. The main purpose of STP is to ensure that you do not create loops when you have redundant paths in your network.

8. Which one of the following algorithm is not used for congestion control?

- a) traffic aware routing
- b) admission control
- c) load shedding
- d) routing information protocol

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Answer: d

Explanation: The Routing Information Protocol (RIP) is used by the network layer for the function of dynamic routing. Congestion control focuses on the flow of the traffic in the network and uses algorithms like traffic aware routing, admission control and load shedding to deal with congestion.

9. The network layer protocol for internet is _____

- a) ethernet
- b) internet protocol
- c) hypertext transfer protocol
- d) file transfer protocol

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Answer: b

Explanation: There are several protocols used in Network layer. Some of them are IP, ICMP, CLNP, ARP,

IPX, HRSP etc. Hypertext transfer protocol is for application layer and ethernet protocol is for data link layer.

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10. ICMP is primarily used for _____

- a) error and diagnostic functions
- b) addressing
- c) forwarding
- d) routing

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Answer: a

Explanation: ICMP abbreviation for Internet Control Message Protocol is used by networking devices to send error messages and operational information indicating a host or router cannot be reached. ICMP operates over the IP packet to provide error reporting functionality as IP by itself cannot report errors.

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Computer Networks Questions & Answers – Transport Layer

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Transport Layer”.

1. Transport layer aggregates data from different applications into a single stream before passing it to

- a) network layer
- b) data link layer
- c) application layer
- d) physical layer

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Answer: a

Explanation: The flow of data in the OSI model flows in following manner Application -> Presentation -> Session -> Transport -> Network -> Data Link -> Physical. Each and every layer has its own set of functions and protocols to ensure efficient network performance.

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2. Which of the following are transport layer protocols used in networking?

- a) TCP and FTP
- b) UDP and HTTP
- c) TCP and UDP
- d) HTTP and FTP

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Answer: c

Explanation: Both TCP and UDP are transport layer protocol in networking. TCP is an abbreviation for Transmission Control Protocol and UDP is an abbreviation for User Datagram Protocol. TCP is connection oriented whereas UDP is connectionless.

3. User datagram protocol is called connectionless because _____

- a) all UDP packets are treated independently by transport layer
- b) it sends data as a stream of related packets
- c) it is received in the same order as sent order
- d) it sends data very quickly

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Answer: a

Explanation: UDP is an alternative for TCP and it is used for those purposes where speed matters most whereas loss of data is not a problem. UDP is connectionless whereas TCP is connection oriented.

4. Transmission control protocol _____

- a) is a connection-oriented protocol
- b) uses a three way handshake to establish a connection
- c) receives data from application as a single stream
- d) all of the mentioned

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Answer: d

Explanation: TCP provides reliable and ordered delivery of a stream of bytes between hosts communicating via an IP network. Major internet applications like www, email, file transfer etc rely on TCP. TCP is connection oriented and it is optimized for accurate delivery rather than timely delivery.

5. An endpoint of an inter-process communication flow across a computer network is called _____

- a) socket
- b) pipe
- c) port
- d) machine

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Answer: a

Explanation: Socket is one end point in a two way communication link in the network. TCP layer can identify the application that data is destined to be sent by using the port number that is bound to socket.

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6. Socket-style API for windows is called _____

- a) wsck
- b) winsock
- c) wins
- d) sockwi

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Answer: b

Explanation: Winsock is a programming interface which deals with input output requests for internet applications in windows OS. It defines how windows network software should access network services.

7. Which one of the following is a version of UDP with congestion control?

- a) datagram congestion control protocol
- b) stream control transmission protocol
- c) structured stream transport
- d) user congestion control protocol

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Answer: a

Explanation: The datagram congestion control is a transport layer protocol which deals with reliable connection setup, teardown, congestion control, explicit congestion notification, and feature negotiation. It is used in modern day systems where there are really high chances of congestion. The protocol was last updated in the year 2008.

8. A _____ is a TCP name for a transport service access point.

- a) port
- b) pipe
- c) node
- d) protocol

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Answer: a

Explanation: Just as the IP address identifies the computer, the network port identifies the application or service running on the computer. A port number is 16 bits. The combination of IP address preceded with the port number is called the socket address.

9. Transport layer protocols deals with _____

- a) application to application communication
- b) process to process communication
- c) node to node communication
- d) man to man communication

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Answer: b

Explanation: Transport layer is 4th layer in TCP/IP model and OSI reference model. It deals with logical communication between process. It is responsible for delivering a message between network host.

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10. Which of the following is a transport layer protocol?

- a) stream control transmission protocol
- b) internet control message protocol
- c) neighbor discovery protocol
- d) dynamic host configuration protocol

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Answer: a

Explanation: The Stream Control Transmission Protocol (SCTP) is a transport layer protocol used in networking system where streams of data are to be continuously transmitted between two connected network nodes. Some of the other transport layer protocols are RDP, RUDP, TCP, DCCP, UDP etc.

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Computer Networks Questions & Answers – Topology

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Topology”.

1. Physical or logical arrangement of network is _____

- a) Topology
- b) Routing
- c) Networking
- d) Control

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Answer: a

Explanation: Topology in networks is the structure or pattern in which each and every node in the network is connected. There are many topologies in networking like bus, tree, ring, star, mesh, and hybrid topology. There is no particular best topology and a suitable topology can be chosen based on the kind of application of the network .

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2. Which network topology requires a central controller or hub?

- a) Star
- b) Mesh
- c) Ring
- d) Bus

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Answer: a

Explanation: In star topology, no computer is connected to another computer directly but all the computers are connected to a central hub. Every message sent from a source computer goes through the hub and the hub then forwards the message only to the intended destination computer.

3. _____ topology requires a multipoint connection.

- a) Star
- b) Mesh
- c) Ring
- d) Bus

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Answer: d

Explanation: In bus topology, there is a single cable to which all the network nodes are connected. So whenever a node tries to send a message or data to other nodes, this data passes through all other nodes in the network through the cable. It is really simple to install but it's not secure enough to be used in most of the computer network applications.

4. Data communication system spanning states, countries, or the whole world is _____

- a) LAN
- b) WAN
- c) MAN
- d) PAN

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Answer: b

Explanation: WAN is the abbreviation for Wide Area Network. This network extends over a large geographical area. WANs are used to connect cities, states or even countries. A wireless connection is required to build a WAN. The best example of WAN is the Internet.

5. Data communication system within a building or campus is _____

- a) LAN
- b) WAN
- c) MAN
- d) PAN

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Answer: a

Explanation: LAN is an abbreviation for Local Area Network. This network interconnects computers in a small area such as schools, offices, residence etc. It is the most versatile kind of data communication system where most of the computer network concepts can be visibly used.

6. WAN stands for _____

- a) World area network
- b) Wide area network
- c) Web area network
- d) Web access network

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Answer: b

Explanation: WAN is the abbreviation for Wide Area Network. This network extends over a large geographical area. These are used to connect cities, states or even countries. They can be connected through leased lines or satellites.

7. In TDM, slots are further divided into _____

- a) Seconds
- b) Frames
- c) Packets
- d) Bits

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Answer: b

Explanation: TDM is the abbreviation for Time division multiplexing. It is technique for combining several low rate channels to a single high rate channel. For a certain time slot, the several channels could use the maximum bandwidth. Each channel is inactive for a period of time too. Some other multiplexing techniques are Frequency division multiplexing and Phase division multiplexing.

8. _____ is the multiplexing technique that shifts each signal to a different carrier frequency.

- a) FDM
- b) TDM
- c) Both FDM & TDM
- d) PDM

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Answer: a

Explanation: FDM is an abbreviation for Frequency Division Multiplexing. This technique is used when the bandwidth of the channel is greater than the combined bandwidth of all the signals which are to be transmitted. The channel is active at all times unless a collision occurs with another channel trying to use the same frequency. Some other multiplexing techniques are Time division multiplexing and Phase division multiplexing.

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Computer Networks Questions & Answers – Multiplexing

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Multiplexing”.

1. The sharing of a medium and its link by two or more devices is called _____
 - a) Fully duplexing
 - b) Multiplexing
 - c) Microplexing
 - d) Duplexing
- [View Answer](#)

Answer: b

Explanation: Multiplexing is a method using which one can send multiple signals through a shared medium at the same time. This helps in using less resources and thus saving the cost of sending messages.

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2. Multiplexing is used in _____

- a) Packet switching
- b) Circuit switching
- c) Data switching
- d) Packet & Circuit switching

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Answer: b

Explanation: Circuit switching is a switching method by which one can obtain a physical path between end points. Circuit switching method is also called a connection oriented network. Two nodes must be physically and logically connected to each other to create a circuit switching network.

3. Which multiplexing technique used to transmit digital signals?

- a) FDM
- b) TDM
- c) WDM
- d) FDM & WDM

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Answer: b

Explanation: TDM abbreviation for Time Division Multiplexing is a method used for digital signals. Whereas FDM and WDM abbreviation for Frequency Division Multiplexing, and Wavelength Division Multiplexing, are used for analog signals. TDM is used in applications like ISDN (Integrated Services Digital Network) and PSTN (Public Switched Telephone Network).

4. If there are n signal sources of same data rate, then the TDM link has _____ slots.

- a) n
- b) n/2
- c) n*2
- d) 2^n

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Answer: a

Explanation: In TDM, the total unit of time is divided equally among all the signal sources and each and every source has access to the complete channel bandwidth during its allotted time slot. When the time slot of the source is not active, it remains idle and waits for its slot to begin.

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5. If link transmits 4000 frames per second, and each slot has 8 bits, the transmission rate of circuit this TDM is _____

- a) 32kbps
- b) 500bps
- c) 500kbps
- d) 32bps

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Answer: a

Explanation: Transmission rate = frame rate * number of bits in a slot.

Given: Frame rate = 4000/sec and number of bits in slot = 8

Thus, Transmission rate = $(4000 * 8)$ bps

= 32000bps

= 32kbps

6. The state when dedicated signals are idle are called _____

- a) Death period
- b) Poison period
- c) Silent period
- d) Stop period

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Answer: c

Explanation: There are instances when connection between two endpoints has been established, but no communication or transfer of messages occurs. This period of time is called silent period. The silent period ends when either of the two endpoints starts the communication.

7. Multiplexing provides _____

- a) Efficiency
- b) Privacy
- c) Anti jamming
- d) Both Efficiency & Privacy

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Answer: d

Explanation: Multiplexing helps us to transfer our messages over a shared channel. This brings up the issue of privacy and efficiency. Fortunately, Multiplexing has high efficiency and high privacy when implemented because in the implementation, the transport layer of the OSI network model handles the function of multiplexing through interfaces called ports which provide the required efficiency and privacy.

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8. In TDM, the transmission rate of a multiplexed path is always _____ the sum of the transmission rates of the signal sources.

- a) Greater than
- b) Lesser than
- c) Equal to
- d) Equal to or greater than

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Answer: a

Explanation: In TDM the transmission rate provided by the path that is multiplexed will always be greater than the sum of transmission rates of the single sources. This happens because the transmission rate is provided to each source only for a small period of time.

9. In TDM, slots are further divided into _____

- a) Seconds
- b) Frames
- c) Packets
- d) Bits

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Answer: b

Explanation: TDM is the abbreviation for Time division multiplexing. It is technique for combining several low rate channels to a single high rate channel. For a certain time slot, the several channels could use the maximum bandwidth. Each channel is inactive for a period of time too. Some other multiplexing techniques are Frequency division multiplexing and Phase division multiplexing.

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Computer Networks Questions & Answers – Delays and Loss

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Delays and Loss”.

1. Which of the following delay is faced by the packet in travelling from one end system to another?

- a) Propagation delay
- b) Queuing delay
- c) Transmission delay
- d) All of the mentioned

[View Answer](#)

Answer: d

Explanation: When a packet has to travel from one end system to another, it first faces the queuing delay

when there are multiple packets which are to be sent, then it faces the transmission delay to convert the packet into bits to be transmitted, and then it faces the propagation delay to propagate the bits through the physical medium.

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2. For a 10Mbps Ethernet link, if the length of the packet is 32bits, the transmission delay is _____ (in microseconds)

- a) 3.2
- b) 32
- c) 0.32
- d) 320

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Answer: a

Explanation: Transmission rate = length / transmission rate = $32/10 = 3.2$ microseconds.

3. The time required to examine the packet's header and determine where to direct the packet is part of _____

- a) Processing delay
- b) Queuing delay
- c) Transmission delay
- d) Propagation delay

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Answer: a

Explanation: Processing delay is induced at a router's or other network processor's end in the path of the packet and is caused by the time taken by the processor to examine the packet's header to decide the further path of the packet.

4. Given L = number of bits in the packet, a = average rate and R = transmission rate. The Traffic intensity in the network is given by _____

- a) La/R
- b) LR/a
- c) R/La
- d) Ra/L

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Answer: a

Explanation: Traffic Intensity = (Number of bits in packet * Average Transmission rate)/Current Transmission rate.

5. In the transfer of file between server and client, if the transmission rates along the path is 10Mbps, 20Mbps, 30Mbps, 40Mbps. The throughput is usually _____

- a) 20Mbps
- b) 10Mbps
- c) 40Mbps
- d) 50Mbps

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Answer: b

Explanation: The throughput is generally the transmission rate of bottleneck link.

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6. If end to end delay is given by $\text{dend-end} = N(\text{dproc} + \text{dtrans} + \text{dprop})$ is a non congested network. The number of routers between source and destination is?

- a) $N/2$
- b) N
- c) $N-1$

d) 2N

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Answer: c

Explanation: In the equation $N (d_{proc} + d_{trans} + d_{prop})$, N is the number of checkpoints/stops that the packet makes as it reaches the destination. The stops are made at each router and the final destination node. Now, since $N = \text{number of routers} + \text{final node}$, then $\text{number of routers} = N - \text{final node}$. As we know, there is only 1 final node in a path, thus, $\text{number of routers} = N - 1$. Suppose, There is a path $A \rightarrow R_1 \rightarrow R_2 \rightarrow B$ for a packet where A is the source node, B is the final node and R_1 and R_2 are routers. The total delay would be given by $N (d_{proc} + d_{trans} + d_{prop})$ where $N = 3$, since the packet would stop at R_1 , R_2 and B. The number of routers here are 2, and $(N - 1)$ is also 2.

7. The total nodal delay is given by _____

- a) $d_{nodal} = d_{proc} - d_{queue} + d_{trans} + d_{prop}$
- b) $d_{nodal} = d_{proc} + d_{trans} - d_{queue}$
- c) $d_{nodal} = d_{proc} + d_{queue} + d_{trans} + d_{prop}$
- d) $d_{nodal} = d_{proc} + d_{queue} - d_{trans} - d_{prop}$

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Answer: c

Explanation: The total node-to-node delay, that is, nodal delay is the sum of all, the processing delay, queuing delay, transmission delay and propagation delay. Ideally, the nodal delay must be low as possible for a better Quality of Service of the network.

8. In a network, If P is the only packet being transmitted and there was no earlier transmission, which of the following delays could be zero?

- a) Propagation delay
- b) Queuing delay
- c) Transmission delay
- d) Processing delay

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Answer: b

Explanation: Since there is no other packet to be transmitted, there is no need for a queue. Therefore, the delay caused due to the queuing would be none i.e. 0.

9. Transmission delay does not depend on _____

- a) Packet length
- b) Distance between the routers
- c) Transmission rate
- d) Bandwidth of medium

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Answer: b

Explanation: Transmission delay = packet length / transmission rate. The transmission rate depends upon the bandwidth of the medium.

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10. Propagation delay depends on _____

- a) Packet length
- b) Transmission rate
- c) Distance between the routers
- d) Speed of the CPU

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Answer: c

Explanation: Propagation delay is caused when the packet is in its electric signal form and is travelling through a medium (a wire or a electromagnetic wave). Propagation delay is the time it takes a bit to

propagate from one router to the next. If the distance between the routers is increased, it will take longer time to propagate, that is, there would be more propagation delay.

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Computer Networks Questions & Answers – Network Attacks

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Network Attacks”.

1. The attacker using a network of compromised devices is known as _____

- a) Internet
- b) Botnet
- c) Telnet
- d) D-net

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Answer: b

Explanation: Botnet is a network of compromised devices used by the attacker without the owner's knowledge to perform unethical activities such as spamming. The attacker usually uses the least secure devices to create the botnet.

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2. Which of the following is a form of DoS attack?

- a) Vulnerability attack
- b) Bandwidth flooding
- c) Connection flooding
- d) All of the mentioned

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Answer: d

Explanation: In a DoS attack, the attacker won't let the victims access the network by using a certain method that ensures that an essential network resource is unavailable to the victim. In vulnerability attack, the attacker exploits any obvious vulnerable entity in the network to deny the victim access into the network. In bandwidth flooding, the attacker floods the victim with a huge flow of packets and uses up all the bandwidth. In connection flooding, the attacker floods the victim network with a huge number of connections, so that, no other machine can connect to it.

3. The DoS attack, in which the attacker establishes a large number of half-open or fully open TCP connections at the target host is _____

- a) Vulnerability attack
- b) Bandwidth flooding
- c) Connection flooding
- d) UDP flooding

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Answer: c

Explanation: In Vulnerability attack, the attacker exploits the vulnerable control points of the network to deny access to the victims. In Bandwidth flooding, the attacker intentionally uses up all the bandwidth by flooding the victim with a deluge of packets and makes sure that the victim can't use any bandwidth. In UDP flooding, too many UDP packets are sent by the attacker to the victim at random ports.

4. The DoS attack, in which the attacker sends deluge of packets to the targeted host is _____

- a) Vulnerability attack
- b) Bandwidth flooding
- c) Connection flooding
- d) UDP flooding

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Answer: b

Explanation: In Bandwidth flooding, the attacker floods the victim machine with a deluge of packets to make sure that no bandwidth is available. The victim then cannot utilize the complete bandwidth to perform its operation.

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5. Packet sniffers involve _____

- a) Active receiver
- b) Passive receiver
- c) Legal receiver

d) Partially-active receiver

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Answer: b

Explanation: The function of packet sniffers is to just silently receive the packets flowing in the channel. If they inject any packets into the channel, they might alert the other users about the intrusion.

6. Sniffers can be prevented by using _____

- a) Wired environment
- b) WiFi
- c) Ethernet LAN
- d) Switched network

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Answer: d

Explanation: Switches make sure that the packet is sent to the intended receiver and no one else, thus preventing Sniffers to perform their function. Intelligent switches are hence used preferably for the network.

7. Firewalls are often configured to block _____

- a) UDP traffic
- b) TCP traffic
- c) Sensitive traffic
- d) Best-effort traffic

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Answer: a

Explanation: UDP is more vulnerable to attacks, so firewalls are often configured to block suspicious UDP traffic.

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8. In a network, If P is the only packet being transmitted and there was no earlier transmission, which of the following delays could be zero?

- a) Propagation delay
- b) Queuing delay
- c) Transmission delay
- d) Processing delay

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Answer: b

Explanation: Since there is no other packet to be transmitted, there is no need for a queue. Therefore, the delay caused due to the queuing would be none i.e. 0.

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Computer Networks Questions & Answers – Physical Media

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Physical Media”.

1. Which of this is not a guided media?

- a) Fiber optical cable
- b) Coaxial cable
- c) Wireless LAN
- d) Copper wire

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Answer: c

Explanation: Wireless LAN is unguided media.

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2. UTP is commonly used in _____

- a) DSL
- b) FTP
- c) HTTP
- d) None of the mentioned

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Answer: a

Explanation: Unshielded twisted pair(UTP) is commonly used in home access.

3. Coaxial cable consists of _____ concentric copper conductors.

- a) 1
- b) 2
- c) 3
- d) 4

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Answer: b

Explanation: Coaxial cable has an inner conductor surrounded by a insulating layer, which is surrounded by a conducting shield. Coaxial cable is used to carry high frequency signals with low losses.

4. Fiber optics posses following properties _____

- a) Immune electromagnetic interference
- b) Very less signal attenuation
- c) Very hard to tap
- d) All of the mentioned

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Answer: d

Explanation: In fibre optics the transmission of information is in the form of light or photons. Due to all above properties mentioned in options fibre optics can be submerged in water and are used at more risk environments.

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5. If an Optical Carrier is represented as OC-n, generally the link speed equals(in Mbps) _____

- a) $n*39.8$
- b) $n*51.8$
- c) $2n*51.8$
- d) None of the mentioned

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Answer: b

Explanation: The base unit of transmission rates in optical fibre is 51.8 Mbits/s. So an optical carrier represented as OC-n has $n*51.8$ Mbits/s transmission speed. For eg. OC-3 has $3*51.8$ Mbits/s speed.

6. Terrestrial radio channels are broadly classified into _____ groups.

- a) 2
- b) 3
- c) 4
- d) 1

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Answer: b

Explanation: The three types are those that operate over very short distance, those that operate in local areas, those that operate in the wide area.

7. Radio channels are attractive medium because _____

- a) Can penetrate walls
- b) Connectivity can be given to mobile user
- c) Can carry signals for long distance
- d) All of the mentioned

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Answer: d

Explanation: Radio channels can penetrate walls, can be used to provide connectivity to mobile users and can also carry signals for long distances.

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8. Geostationary satellites _____

- a) Are placed at a fixed point above the earth
- b) Rotate the earth about a fixed axis
- c) Rotate the earth about a varying axis
- d) All of the mentioned

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Answer: a

Explanation: They are placed in orbit at 36,000km above Earth's surface.

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Computer Networks Questions & Answers – Packet Switching & Circuit Switching

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Packet Switching & Circuit Switching”.

1. A local telephone network is an example of a _____ network.

- a) Packet switched
- b) Circuit switched
- c) Bit switched
- d) Line switched

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Answer: b

Explanation: Circuit switching is connection oriented switching technique, whereas in the case of packet switching, it is connectionless. Circuit switching is implemented in the Physical layer, whereas packet switching is implemented in the Network layer. Internet too is based on the concept of circuit switching.
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2. Most packet switches use this principle _____

- a) Stop and wait
- b) Store and forward
- c) Store and wait
- d) Stop and forward

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Answer: b

Explanation: The packet switch will not transmit the first bit to outbound link until it receives the entire packet. If the entire packet is not received and the time-out period expires, the packet switch will inform the sender to resend the part of packet or the entire packet based on the algorithm being used.

3. If there are N routers from source to destination, the total end to end delay in sending packet $P(L \rightarrow \text{number of bits in the packet } R \rightarrow \text{transmission rate})$ is equal to _____

- a) N
- b) $(N*L)/R$
- c) $(2N*L)/R$
- d) L/R

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Answer: b

Explanation: The equation to find the end to end delay when no. of bits, transmission rate and no. of routers is given by $(N*L)/R$. The total end to end delay, that is, nodal delay is the sum of all, the processing delay, queuing delay, transmission delay and propagation delay.

4. What are the Methods to move data through a network of links and switches?

- a) Packet switching and Line switching
- b) Circuit switching and Line switching
- c) Line switching and bit switching
- d) Packet switching and Circuit switching

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Answer: d

Explanation: Packet switching and Circuit switching are two different types of switching methods used to connect the multiple communicating devices with one another. Packet switching is used in conventional LAN systems and circuit switching is used in telephonic systems.

5. The required resources for communication between end systems are reserved for the duration of the session between end systems in _____ method.

- a) Packet switching
- b) Circuit switching
- c) Line switching
- d) Frequency switching

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Answer: b

Explanation: In circuit switching, a physical path between the sender and receiver is established. This path is maintained until the connection is needed. Circuit switching is implemented in the Physical layer and is used in telephonic systems.

6. As the resources are reserved between two communicating end systems in circuit switching, _____ is achieved.

- a) authentication
- b) guaranteed constant rate
- c) reliability
- d) store and forward

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Answer: b

Explanation: Circuit switching is connection oriented and is always implemented in the physical layer. Once a path is set, all transmission occurs through the same path. It is used since the early times in telephonic systems.

7. In _____ systems, resources are allocated on demand.

- a) packet switching
- b) circuit switching
- c) line switching
- d) frequency switching

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Answer: a

Explanation: In packet switching, the bits are received in out of order and need to be assembled at the receiver end, whereas in the case of Circuit switching, all the bits are received in order. All transmissions may not occur through the same path in case of packet switching.

8. Which of the following is not an application layer service?

- a) Network virtual terminal
- b) File transfer, access, and management
- c) Mail service
- d) Error control

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Answer: d

Explanation: Application layer is the topmost layer in the OSI model. Network virtual terminal, mail service, file transfer, access and management are all services of the application layer. It uses protocols like HTTP, FTP, and DNS etc. to provide these services.

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Computer Networks Questions & Answers – Application Layer – 1

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Application Layer – 1”.

1. Which is not a application layer protocol?

- a) HTTP
- b) SMTP
- c) FTP
- d) TCP

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Answer: d

Explanation: TCP is transport layer protocol.

2. The packet of information at the application layer is called _____

- a) Packet
- b) Message
- c) Segment
- d) Frame

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Answer: b

Explanation: For Application, Presentation and Session layers there is no data format for message. Message is message as such in these three layers. But when it comes to Transport, Network, Data and Physical layer they have data in format of segments, packets, frames and bits respectively.

3. Which one of the following is an architecture paradigms?

- a) Peer to peer
- b) Client-server
- c) HTTP
- d) Both Peer-to-Peer & Client-Server

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Answer: d

Explanation: HTTP is a protocol.

4. Application developer has permission to decide the following on transport layer side

- a) Transport layer protocol
- b) Maximum buffer size
- c) Both Transport layer protocol and Maximum buffer size
- d) None of the mentioned

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Answer: c

Explanation: Application layer provides the interface between applications and the network. So application developer can decide what transport layer to use and what should be its maximum buffer size.

5. Application layer offers _____ service.

- a) End to end
- b) Process to process
- c) Both End to end and Process to process
- d) None of the mentioned

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Answer: a

Explanation: End to End service is provided in the application layer. Whereas process to process service is provided at the transport layer.

6. E-mail is _____

- a) Loss-tolerant application
- b) Bandwidth-sensitive application
- c) Elastic application
- d) None of the mentioned

[View Answer](#)

Answer: c

Explanation: Because it can work with available throughput.

7. Pick the odd one out.

- a) File transfer

- b) File download
- c) E-mail
- d) Interactive games

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Answer: d

Explanation: File transfer, File download and Email are services provided by the application layer and there are message and data oriented.

8. Which of the following is an application layer service?

- a) Network virtual terminal
- b) File transfer, access, and management
- c) Mail service
- d) All of the mentioned

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Answer: d

Explanation: The services provided by the application layer are network virtual terminal, file transfer, access and management, mail services, directory services, various file and data operations.

9. To deliver a message to the correct application program running on a host, the _____ address must be consulted.

- a) IP
- b) MAC
- c) Port
- d) None of the mentioned

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Answer: c

Explanation: IP address lets you know where the network is located. Whereas MAC address is a unique address for every device. Port address identifies a process or service you want to carry on.

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10. Which is a time-sensitive service?

- a) File transfer
- b) File download
- c) E-mail
- d) Internet telephony

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Answer: d

Explanation: Internet telephony is Loss-tolerant other applications are not.

11. Transport services available to applications in one or another form _____

- a) Reliable data transfer
- b) Timing
- c) Security
- d) All of the mentioned

[View Answer](#)

Answer: d

Explanation: The transport services that are provided to application are reliable data transfer, security and timing. These are very important for proper end to end services.

12. Electronic mail uses which Application layer protocol?

- a) SMTP
- b) HTTP
- c) FTP

d) SIP

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Answer: a

Explanation: Email uses various protocols like SMTP, IMAP and POP. The most prominent one used in application layer is SMTP.

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Computer Networks Questions & Answers – Application Layer – 2

This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Application Layer – 2”.

1. The _____ translates internet domain and host names to IP address.

- a) domain name system
- b) routing information protocol
- c) network time protocol
- d) internet relay chat

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Answer: a

Explanation: Domain name system is the way the internet domain names are stored and translated to IP addresses. The domain names systems matches the name of website to ip addresses of the website.

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2. Which one of the following allows a user at one site to establish a connection to another site and then pass keystrokes from local host to remote host?

- a) HTTP
- b) FTP
- c) Telnet
- d) TCP

[View Answer](#)

Answer: c

Explanation: Telnet is used for accessing remote computers. Using telnet a user can access computer remotely. With Telnet, you can log on as a regular user with whatever privileges you may have been granted to the specific application and data on the computer.

3. Application layer protocol defines _____

- a) types of messages exchanged
- b) message format, syntax and semantics
- c) rules for when and how processes send and respond to messages
- d) all of the mentioned

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Answer: d

Explanation: Application layer deals with the user interface, what message is to be sent or the message format, syntax and semantics. A user has access to application layer for sending and receiving messages.

4. Which one of the following protocol delivers/stores mail to receiver server?

- a) simple mail transfer protocol
- b) post office protocol
- c) internet mail access protocol
- d) hypertext transfer protocol

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Answer: a

Explanation: SMTP, abbreviation for Simple Mail Transfer Protocol is an application layer protocol. A client who wishes to send a mail creates a TCP connection to the SMTP server and then sends the mail across the connection.

5. The ASCII encoding of binary data is called

- a) base 64 encoding
- b) base 32 encoding
- c) base 16 encoding
- d) base 8 encoding

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Answer: a

Explanation: Base64 is used commonly in a number of applications including email via MIME, and storing complex data in XML. Problem with sending normal binary data to a network is that bits can be misinterpreted by underlying protocols, produce incorrect data at receiving node and that is why we use this code.

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6. Which one of the following is an internet standard protocol for managing devices on IP network?

- a) dynamic host configuration protocol
- b) simple network management protocol
- c) internet message access protocol
- d) media gateway protocol

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Answer: b

Explanation: SNMP is a set of protocols for network management and monitoring. This protocol is included in the application layer. SNMP uses 7 protocol data units.

7. Which one of the following is not an application layer protocol?

- a) media gateway protocol
- b) dynamic host configuration protocol
- c) resource reservation protocol
- d) session initiation protocol

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Answer: c

Explanation: Resource reservation protocol is used in transport layer. It is designed to reserve resources across a network for quality of service using the integrated services model.

8. Which protocol is a signaling communication protocol used for controlling multimedia communication sessions?

- a) session initiation protocol
- b) session modelling protocol
- c) session maintenance protocol
- d) resource reservation protocol

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Answer: a

Explanation: SIP is a signaling protocol in which its function includes initiating, maintaining and terminating real time sessions. SIP is used for signaling and controlling multimedia sessions.

9. Which one of the following is not correct?

- a) Application layer protocols are used by both source and destination devices during a communication session
- b) HTTP is a session layer protocol
- c) TCP is an application layer protocol
- d) All of the mentioned

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Answer: d

Explanation: HTTP is an application layer protocol. Whereas TCP is a transport layer protocol.

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10. When displaying a web page, the application layer uses the _____

- a) HTTP protocol
- b) FTP protocol
- c) SMTP protocol
- d) TCP protocol

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Answer: a

Explanation: HTTP is abbreviation for hypertext transfer protocol. It is the foundation of data communication for world wide web. This protocol decides how the message is formatted and transmitted etc.

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “HTTP”.

1. The number of objects in a Web page which consists of 4 jpeg images and HTML text is _____

- a) 4
- b) 1
- c) 5
- d) 7

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Answer: c

Explanation: 4 jpeg images + 1 base HTML file.

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2. The default connection type used by HTTP is _____

- a) Persistent
- b) Non-persistent
- c) Can be either persistent or non-persistent depending on connection request
- d) None of the mentioned

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Answer: a

Explanation: By default the http connection is issued with persistent connection. In persistent connection server leaves connection open after sending response. As little as one RTT (Time for a small packet to travel from client to server and back) is required for all referenced objects.

3. The time taken by a packet to travel from client to server and then back to the client is called _____

- a) STT
- b) RTT
- c) PTT
- d) JTT

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Answer: b

Explanation: RTT stands for round-trip time.

4. The HTTP request message is sent in _____ part of three-way handshake.

- a) First
- b) Second
- c) Third
- d) Fourth

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Answer: c

Explanation: In first step client sends a segment to establish a connection with the server. In the second the step the client waits for the acknowledgement to be received from the server. After receiving the acknowledgement, the client sends actual data in the third step.

5. In the process of fetching a web page from a server the HTTP request/response takes _____ RTTs.

- a) 2
- b) 1
- c) 4
- d) 3

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Answer: b

Explanation: By default the http connection will be persistent connection. Hence it will take only 1 RTT to fetch a webpage from a server.

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6. The first line of HTTP request message is called _____

- a) Request line

- b) Header line
 - c) Status line
 - d) Entity line
- [View Answer](#)

Answer: a

Explanation: The line followed by request line are called header lines and status line is the initial part of response message.

7. The values GET, POST, HEAD etc are specified in _____ of HTTP message
- a) Request line
 - b) Header line
 - c) Status line
 - d) Entity body
- [View Answer](#)

Answer: a

Explanation: It is specified in the method field of request line in the HTTP request message.

8. The _____ method when used in the method field, leaves entity body empty.
- a) POST
 - b) SEND
 - c) GET
 - d) PUT
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Answer: c

Explanation: There are two methods which help to request a response from a server. Those are GET and POST. In GET method, the client requests data from server. In POST method the client submits data to be processed to the server.

9. The HTTP response message leaves out the requested object when _____ method is used
- a) GET
 - b) POST
 - c) HEAD
 - d) PUT
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Answer: c

Explanation: HEAD method is much faster than GET method. In HEAD method much smaller amount of data is transferred. The HEAD method asks only for information about a document and not for the document itself.

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10. Find the oddly matched HTTP status codes
- a) 200 OK
 - b) 400 Bad Request
 - c) 301 Moved permanently
 - d) 304 Not Found
- [View Answer](#)

Answer: d

Explanation: 404 Not Found.

11. Which of the following is not correct?
- a) Web cache doesn't have its own disk space
 - b) Web cache can act both like server and client
 - c) Web cache might reduce the response time

- d) Web cache contains copies of recently requested objects

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Answer: a

Explanation: Web cache or also known as HTTP cache is a temporary storage where HTML pages and images are stored temporarily so that server lag could be reduced.

12. The conditional GET mechanism

- a) Imposes conditions on the objects to be requested
- b) Limits the number of response from a server
- c) Helps to keep a cache upto date
- d) None of the mentioned

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Answer: c

Explanation: The HTTP protocol requests the server of the website its trying to access so that it can store its files, images etc. in cache memory. This request of asking the server for a document considering a specific parameter is called conditional GET Request.

13. Which of the following is present in both an HTTP request line and a status line?

- a) HTTP version number
- b) URL
- c) Method
- d) None of the mentioned

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Answer: a

Explanation: Status line is the the start line of an HTTP response. It contains the information such as the protocol version, a status text, status code.

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Computer Networks Questions & Answers – HTTP & FTP

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “HTTP & FTP”.

1. Multiple objects can be sent over a TCP connection between client and server in a persistent HTTP connection.

a) True

b) False

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Answer: a

Explanation: Persistent connections are kept active after completing transaction so that multiple objects can be sent over the same TCP connection.

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2. HTTP is _____ protocol.

a) application layer

b) transport layer

c) network layer

d) data link layer

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Answer: a

Explanation: HTTP is an Application layer protocol used to define how messages are formatted and transmitted through the World Wide Web.

3. In the network HTTP resources are located by

a) uniform resource identifier

b) unique resource locator

c) unique resource identifier

d) union resource locator

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Answer: a

Explanation: The Uniform Resource Identifier is a name and locator for the resource to be located by the HTTP. The URLs and URNs are derived through the identifier.

4. HTTP client requests by establishing a _____ connection to a particular port on the server.

- a) user datagram protocol
- b) transmission control protocol
- c) border gateway protocol
- d) domain host control protocol

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Answer: b

Explanation: HTTP clients perform requests using a TCP connection, because the TCP connection provides a more reliable service. UDP is not a reliable protocol, border gateway protocol is used on top of TCP, while domain host control protocol is a network layer protocol.

5. In HTTP pipelining _____

- a) multiple HTTP requests are sent on a single TCP connection without waiting for the corresponding responses
- b) multiple HTTP requests can not be sent on a single TCP connection
- c) multiple HTTP requests are sent in a queue on a single TCP connection
- d) multiple HTTP requests are sent at random on a single TCP connection

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Answer: a

Explanation: HTTP pipelining helps the client make multiple requests without having to wait for each response, thus saving a lot of time and bandwidth for the client.

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6. FTP server listens for connection on port number _____

- a) 20
- b) 21
- c) 22
- d) 23

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Answer: b

Explanation: Port 20 is used for FTP data. Port 22 is used for SSH remote login. Port 23 is used for TELNET.

7. In FTP protocol, client contacts server using _____ as the transport protocol.

- a) transmission control protocol
- b) user datagram protocol
- c) datagram congestion control protocol
- d) stream control transmission protocol

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Answer: a

Explanation: The clients use the Transmission Control Protocol for FTP as it's more reliable than UDP, DCCP, and SCTP, and reliability of file transfer is required to be as high as possible for FTP.

8. In Active mode FTP, the client initiates both the control and data connections.

- a) True
- b) False

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Answer: b

Explanation: In Passive mode of FTP, the client initiates both data and control connections, while in Active mode, the client initiates the control connection and then the server initiates the data connection.

9. The File Transfer Protocol is built on _____

- a) data centric architecture
- b) service oriented architecture

- c) client server architecture
- d) connection oriented architecture

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Answer: c

Explanation: The FTP connection includes a Server and a Client which wish to share files. The server can have multiple clients at the same time while the client communicates with only one server at a time.

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10. In File Transfer Protocol, data transfer cannot be done in _____

- a) stream mode
- b) block mode
- c) compressed mode
- d) message mode

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Answer: d

Explanation: In Stream mode, the data is transferred in a continuous stream. In Block mode, data is transferred after being divided into smaller blocks. In Compressed mode, data is transferred after being compressed using some compression algorithm.

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Computer Networks Questions & Answers – FTP

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “FTP”.

1. Expansion of FTP is _____

- a) Fine Transfer Protocol
- b) File Transfer Protocol
- c) First Transfer Protocol
- d) Fast Transfer Protocol

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Answer: b

Explanation: File Transfer Protocol is an application layer protocol used to share “files” between a server and a client. The protocol uses two separate ports for data and control connections: port 20 for data and port 21 for control.

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2. FTP is built on _____ architecture.

- a) Client-server
- b) P2P
- c) Data centric
- d) Service oriented

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Answer: a

Explanation: An FTP connection includes a Server and a Client which wish to share a number of data files. The server can transfer files with multiple clients at the same time while the client communicates with only one server at a time.

3. FTP uses _____ parallel TCP connections to transfer a file.

- a) 1
- b) 2
- c) 3
- d) 4

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Answer: b

Explanation: Control connection using FTP port: 21, and data connection using FTP port: 20. The FTP session is started or ended using port 21 and the actual data i.e. files are sent through port 20.

4. Identify the incorrect statement regarding FTP.

- a) FTP stands for File Transfer Protocol
- b) FTP uses two parallel TCP connections
- c) FTP sends its control information in-band
- d) FTP sends exactly one file over the data connection

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Answer: c

Explanation: FTP is out-of-band because the data connection is done separately through port 20 and control

connection is done separately through port 21.

5. If 5 files are transferred from server A to client B in the same session. The number of TCP connections between A and B is _____

- a) 5
- b) 10
- c) 2
- d) 6

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Answer: d

Explanation: The client would first initiate the TCP control connection through port 21. Then for every file transfer, a separate connection would be made through port 20. Now, since we have five files to be transferred, 1 control connection + 5 data connections = 6 total TCP connections.

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6. FTP server _____

- a) Maintains state information
- b) Is stateless
- c) Has single TCP connection for a file transfer
- d) Has UDP connection for file transfer

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Answer: a

Explanation: FTP server maintains state information of every control connection to keep track of the active and inactive connections in the session. This helps the server decide which connection to terminate, in case the connection is inactive for too long.

7. The commands, from client to server, and replies, from server to client, are sent across the control connection in _____ bit ASCII format.

- a) 8
- b) 7
- c) 3
- d) 5

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Answer: b

Explanation: FTP was designed to transmit commands only in English characters that are possible with just 7 bits in ASCII. Even the media has to be converted to ASCII before transmission.

8. Find the FTP reply whose message is wrongly matched.

- a) 331 – Username OK, password required
- b) 425 – Can't open data connection
- c) 452 – Error writing file
- d) 452 – Can't open data connection

[View Answer](#)

Answer: d

Explanation: The correct response code for the message "Can't open data connection" is 425. Response code 452 is sent usually when the connection is suddenly closed.

9. The data transfer mode of FTP, in which all the fragmenting has to be done by TCP is _____

- a) Stream mode
- b) Block mode
- c) Compressed mode
- d) Message mode

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Answer: a

Explanation: Stream mode is the default mode of FTP, in which the TCP transforms/fragments the data into segments, and then after the transmission is completed, converts it back to stream of bytes.

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10. The password is sent to the server using _____ command

- a) PASSWD
- b) PASS
- c) PASSWORD
- d) PWORD

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Answer: b

Explanation: The PASS command, preceded by the username, completes the user's identification for access control in an FTP session. Without the valid password, the user won't be able to initiate the FTP connection.

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Computer Networks Questions & Answers – SMTP – 1

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “SMTP – 1”.

1. When the mail server sends mail to other mail servers it becomes _____

- a) SMTP server
- b) SMTP client
- c) Peer
- d) Master

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Answer: b

Explanation: SMTP clients are the entities that send mails to other mail servers. The SMTP servers cannot send independent mails to other SMTP servers as an SMTP server. There are no masters or peers in SMTP as it is based on the client-server architecture.

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2. If you have to send multimedia data over SMTP it has to be encoded into _____

- a) Binary
- b) Signal
- c) ASCII
- d) Hash

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Answer: c

Explanation: Since only 7-bit ASCII codes are transmitted through SMTP, it is mandatory to convert binary multimedia data to 7-bit ASCII before it is sent using SMTP.

3. Expansion of SMTP is _____

- b) Simple Message Transfer Protocol
- c) Simple Mail Transmission Protocol
- d) Simple Message Transmission Protocol

[View Answer](#)

Answer: a

Explanation: SMTP or Simple Mail Transfer Protocol is an application layer protocol used to transport e-mails over the Internet. Only 7-bit ASCII codes can be sent using SMTP.

4. In SMTP, the command to write receiver's mail address is written with the command _____

- a) SEND TO
- b) RCPT TO
- c) MAIL TO
- d) RCVR TO

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Answer: b

Explanation: RCPT TO command is followed by the recipient's mail address to specify where or to whom the mail is going to through the internet. If there is more than one receiver, the command is repeated for each address continually.

5. The underlying Transport layer protocol used by SMTP is _____

- a) TCP
- b) UDP
- c) Either TCP or UDP

d) IMAP

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Answer: a

Explanation: TCP is a reliable protocol, and Reliability is a mandatory requirement in e-mail transmission using SMTP.

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6. Choose the statement which is wrong incase of SMTP?

- a) It requires message to be in 7bit ASCII format
- b) It is a pull protocol
- c) It transfers files from one mail server to another mail server
- d) SMTP is responsible for the transmission of the mail through the internet

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Answer: b

Explanation: In SMTP, the sending mail server pushes the mail to receiving mail server hence it is push protocol. In a pull protocol such as HTTP, the receiver pulls the resource from the sending server.

7. Internet mail places each object in _____

- a) Separate messages for each object
- b) One message
- c) Varies with number of objects
- d) Multiple messages for each object

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Answer: b

Explanation: It places all objects into one message as it wouldn't be efficient enough if there are different messages for each object. The objects include the text and all the multimedia to be sent.

8. Typically the TCP port used by SMTP is _____

- a) 25
- b) 35
- c) 50
- d) 15

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Answer: a

Explanation: The ports 15, 35 and 50 are all UDP ports and SMTP only uses TCP port 25 for reliability.

9. A session may include _____

- a) Zero or more SMTP transactions
- b) Exactly one SMTP transactions
- c) Always more than one SMTP transactions
- d) Number of SMTP transactions cant be determined

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Answer: a

Explanation: An SMTP session consists of SMTP transactions only even if no transactions have been performed. But no transactions in the session might mean that the session is inactive or is just initiated.

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10. Which of the following is an example of user agents for e-mail?

- a) Microsoft Outlook
- b) Facebook
- c) Google
- d) Tumblr

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Answer: a

Explanation: Among the options, only Microsoft Outlook is an e-mail agent. Google is a search engine and Facebook, and Tumblr are social networking platforms. Gmail and Alpine are some other examples of e-mail agent.

11. When the sender and the receiver of an email are on different systems, we need only _____

- a) One MTA
- b) Two UAs
- c) Two UAs and one MTA
- d) Two UAs and two MTAs

[View Answer](#)

Answer: d

Explanation: The sender's User Agent (UA) submits the message to a Message Transfer Agent (MTA). Then the MTA sends the message to another MTA i.e. a mail relay. Then the receiver receives the message from the mail relay whenever it is available.

12. User agent does not support this _____

- a) Composing messages
- b) Reading messages
- c) Replying messages
- d) Routing messages

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Answer: d

Explanation: The user agent is basically a software program that allows the user to send, and receive e-mail messages. Routing of the message is done by the Message Transfer Agent.

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Computer Networks Questions & Answers – SMTP – 2

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “SMTP – 2”.

1. Simple mail transfer protocol (SMTP) utilizes _____ as the transport layer protocol for electronic mail transfer.

- a) TCP
- b) UDP
- c) DCCP
- d) SCTP

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Answer: a

Explanation: Since TCP is a reliable protocol, it's more efficient to use TCP protocol for e-mail transfer. TCP also provides more security than other transport layer protocols.

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2. SMTP connections secured by SSL are known as _____

- a) SMTPS
- b) SSMTP
- c) SNMP
- d) STARTTLS

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Answer: a

Explanation: SSMTP is a simple mail transfer program to send mail from a local PC to a mail host. SNMP is a network management protocol. STARTTLS connections are secured by TLS.

3. SMTP uses which of the following TCP port?

- a) 22
- b) 23
- c) 21
- d) 25

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Answer: d

Explanation: Port 21 is used for FTP control connection, port 22 is used by SSH, and port 23 is used by TELNET.

4. Which one of the following protocol is used to receive mail messages?

- a) SMTP
- b) Post Office Protocol (POP)
- c) Internet Message Access Protocol (IMAP)
- d) FTP

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Answer: d

Explanation: FTP is used to share files. SMTP, POP and IMAP are the protocols used to send and receive mails on the internet.

5. What is on-demand mail relay (ODMR)?

- a) protocol for SMTP security
- b) an SMTP extension
- c) protocol for web pages
- d) protocol for faster mail transfer

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Answer: b

Explanation: ODMR is an extension to SMTP, in which mails are relayed to the receivers after they are authenticated. It allows only the authorized receivers to receive the mail.

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6. An email client needs to know the _____ of its initial SMTP server.

- a) IP address
- b) MAC address
- c) URL
- d) Name

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Answer: a

Explanation: The client needs to know the IP of its initial SMTP server as it has to send the mail first to that server and then the server forwards the mail ahead on behalf of the user.

7. An SMTP session may not include _____

- a) zero SMTP transaction
- b) one SMTP transaction
- c) more than one SMTP transaction
- d) one HTTP transaction

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Answer: d

Explanation: An SMTP session can only include SMTP transactions regardless the number. Any other protocol's transaction is not included in an SMTP session.

8. SMTP defines _____

- a) message transport
- b) message encryption
- c) message content
- d) message password

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Answer: a

Explanation: As the name suggests, Simple Mail Transfer Protocol is only responsible for "how" the message is transferred i.e. Transport of the message. Other protocols such as TCP are used to provide other services like encryption for the messages.

9. Which one of the following is an SMTP server configured in such a way that anyone on the internet can send e-mail through it?

- a) open mail relay
- b) wide mail reception
- c) open mail reception
- d) short mail reception

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Answer: a

Explanation: Anyone can send an e-mail through an Open Mail Relay server so it acted like a free relay for email agents to forward their mails through. Open Mail Relays are now unpopular because they can be used by attackers to perform man-in-the-middle attacks.

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10. SMTP is not used to deliver messages to _____

- a) user's terminal
- b) user's mailbox
- c) user's word processor
- d) user's email client

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Answer: c

Explanation: SMTP can only be used to send messages to user's terminal, email client or mailbox. A stand-alone word processor cannot be connected to a network, so it won't be possible to deliver messages to it.

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Computer Networks Questions & Answers – DNS

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “DNS”.

1. The entire hostname has a maximum of _____
a) 255 characters
b) 127 characters
c) 63 characters
d) 31 characters

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Answer: a

Explanation: An entire hostname can have a maximum of 255 characters. Although each label must be from 1 to 63 characters long. Host name is actually a label that is given to a device in a network.

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2. A DNS client is called _____
a) DNS updater
b) DNS resolver
c) DNS handler
d) none of the mentioned

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Answer: b

Explanation: DNS client also known as DNS resolver also known as DNS lookup helps to resolve DNS requests using an external DNS server.

3. Servers handle requests for other domains _____
a) directly
b) by contacting remote DNS server
c) it is not possible
d) none of the mentioned

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Answer: b

Explanation: Whenever a request is received at server from other domains, it handles this situation by contacting remote DNS server.

4. DNS database contains _____
a) name server records
b) hostname-to-address records
c) hostname aliases
d) all of the mentioned

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Answer: d

Explanation: Domain Name system not only deals with mapping IP addresses with the hostname but also

deals with exchange of information in the server.

5. If a server has no clue about where to find the address for a hostname then _____

- a) server asks to the root server
- b) server asks to its adjacent server
- c) request is not processed
- d) none of the mentioned

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Answer: a

Explanation: Root name servers are actually very important and critical as they are the first step in translating human readable hostnames into IP addresses for carrying out communication.

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6. Which one of the following allows client to update their DNS entry as their IP address change?

- a) dynamic DNS
- b) mail transfer agent
- c) authoritative name server
- d) none of the mentioned

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Answer: a

Explanation: Dynamic DNS or in short DDNS or DynDNS helps in automatically updating a name server in the DNS. This does not require manual editing.

7. Wildcard domain names start with label _____

- a) @
- b) *
- c) &
- d) #

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Answer: b

Explanation: A wildcard DNS record matches requests to a non-existent domain name. This wildcard DNS record is specified by using asterisk “*” as the starting of a domain name.

8. The right to use a domain name is delegated by domain name registers which are accredited by _____

- a) internet architecture board
- b) internet society
- c) internet research task force
- d) internet corporation for assigned names and numbers

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Answer: d

Explanation: The ICANN (Internet Corporation for Assigned Names and Numbers) deals with IP address space allocation, protocol identifier assignment, generic and country code Top Level domain name system management (gTLD and ccTLD).

9. The domain name system is maintained by _____

- a) distributed database system
- b) a single server
- c) a single computer
- d) none of the mentioned

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Answer: a

Explanation: A domain name system is maintained by a distributed database system. It is a collection of multiple, logically interrelated databases distributed over a computer network.

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10. Which one of the following is not true?
- multiple hostnames may correspond to a single IP address
 - a single hostname may correspond to many IP addresses
 - a single hostname may correspond to a single IP address
 - none of the mentioned

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Answer: c

Explanation: It need not be that a single hostname will correspond to a ip address. For example facebook.com and fb.com both correspond to same ip address. So there can be multiple hostnames for a single ip address.

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Computer Networks Questions & Answers – SSH

This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “SSH”.

1. Secure shell (SSH) network protocol is used for _____

- a) secure data communication
- b) remote command-line login
- c) remote command execution
- d) all of the mentioned

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Answer: d

Explanation: SSH provides high encryption and security features while communicating through a network. It is a cryptographic network protocol.

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2. SSH can be used in only _____

- a) unix-like operating systems
- b) windows
- c) both unix-like and windows systems
- d) none of the mentioned

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Answer: c

Explanation: SSH isn't confined to a certain network or operating system. It can be implemented over different networks and on different operating systems.

3. SSH uses _____ to authenticate the remote computer.

- a) public-key cryptography
- b) private-key cryptography
- c) any of public-key or private-key
- d) both public-key & private-key

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Answer: a

Explanation: Public encryption key is slower but more flexible. Every cryptographic security system requires a private key for private access and a public key for location.

4. Which standard TCP port is assigned for contacting SSH servers?

- a) port 21
- b) port 22
- c) port 23
- d) port 24

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Answer: b

Explanation: Port 22 is used for contacting ssh servers, used for file transfers (scp, sftp) and also port forwarding.

5. Which one of the following protocol can be used for login to a shell on a remote host except SSH?

- a) telnet
- b) rlogin
- c) both telnet and rlogin
- d) none of the mentioned

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Answer: c

Explanation: SSH is more secured than telnet and rlogin.

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6. Which one of the following is a file transfer protocol using SSH?

- a) SCP
- b) SFTP
- c) Rsync
- d) All of the mentioned

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Answer: d

Explanation: SCP (Secure copy protocol), SFTP (SSH File Transfer Protocol) and Rsync all are file transfer protocols which are used by SSH.

7. SSH-2 does not contain _____

- a) transport layer
- b) user authentication layer
- c) physical layer
- d) connection layer

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Answer: c

Explanation: SSH2 is a more secure, portable and efficient version of SSH that includes SFTP, which is functionally similar to FTP, but is SSH2 encrypted.

8. Which one of the following feature was present in SSH protocol, version 1?

- a) password changing
- b) periodic replacement of session keys
- c) support for public-key certificates
- d) none of the mentioned

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Answer: d

Explanation: All of the mentioned features are provided by SSH-2 and that SSH-1 only provide strong authentication and guarantee confidentiality.

9. SCP protocol is evolved from _____ over SSH.

- a) RCP protocol
- b) DHCP protocol
- c) MGCP protocol
- d) GCP protocol

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Answer: a

Explanation: RCP is the abbreviation for Rate Control Protocol is a congestion control algorithm for fast user response times.

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10. Which one of the following authentication method is used by SSH?

- a) public-key
- b) host based
- c) password
- d) all of the mentioned

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Answer: d

Explanation: SSH used public key authentication, Password authentication, Host based authentication, keyboard authentication and authentication of servers.

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Computer Networks Questions & Answers – DHCP

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “DHCP”.

1. DHCP (dynamic host configuration protocol) provides _____ to the client.
 - a) IP address
 - b) MAC address
 - c) Url
 - d) None of the mentioned
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Answer: a

Explanation: We use DHCP to allow the hosts to acquire their ip addresses dynamically which is better than visiting each and every host on the network and configure all of this information manually.

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2. DHCP is used for _____

- a) IPv6
- b) IPv4
- c) Both IPv6 and IPv4
- d) None of the mentioned

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Answer: c

Explanation: DHCP is used for both IPv4 and IPv6 addressing. With DHCP you get to let the hosts know about the change dynamically, and hosts update their info themselves.

3. The DHCP server _____

- a) maintains a database of available IP addresses
- b) maintains the information about client configuration parameters
- c) grants a IP address when receives a request from a client
- d) all of the mentioned

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Answer: d

Explanation: Whenever a DHCP server gets a request from a client it responds with a DHCP offer containing IP address being offered, network mask offered, the amount of time that the client can use and keep it, the ip address of the DHCP server making this offer.

4. IP assigned for a client by DHCP server is

- a) for a limited period
- b) for an unlimited period
- c) not time dependent
- d) none of the mentioned

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Answer: a

Explanation: The IP address offered to a client is only for a limited period of time. There is actually a certain amount of time that the client can use and keep this IP address.

5. DHCP uses UDP port _____ for sending data to the server.

- a) 66
- b) 67
- c) 68
- d) 69

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Answer: b

Explanation: 67 is the UDP port number that is used as the destination port of a server. Whereas UDP port number 68 is used by the client.

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6. The DHCP server can provide the _____ of the IP addresses.

- a) dynamic allocation
- b) automatic allocation
- c) static allocation
- d) all of the mentioned

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Answer: d

Explanation: When a host acquires multiple offers of IP addresses from different DHCP servers, the host will broadcast a dhcp request identifying the server whose offer has been accepted.

7. DHCP client and servers on the same subnet communicate via _____

- a) UDP broadcast
- b) UDP unicast
- c) TCP broadcast
- d) TCP unicast

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Answer: a

Explanation: DHCP actually employs a connectionless service, which is provided by UDP, since TCP is connection oriented. It is implemented with two UDP port numbers 67 and 68 for its operations.

8. After obtaining the IP address, to prevent the IP conflict the client may use _____

- a) internet relay chat
- b) broader gateway protocol
- c) address resolution protocol
- d) none of the mentioned

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Answer: c

Explanation: ARP abbreviation for address resolution protocol is used for mapping IP addresses to MAC addresses that are present in the local network.

9. What is DHCP snooping?

- a) techniques applied to ensure the security of an existing DHCP infrastructure
- b) encryption of the DHCP server requests
- c) algorithm for DHCP
- d) none of the mentioned

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Answer: a

Explanation: DHCP snooping is a security feature that is used in OS of a network in the layer 2. This technology prevents unauthorized DHCP servers offering IP addresses to DHCP clients.

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10. If DHCP snooping is configured on a LAN switch, then clients having specific _____ can access the network.

- a) MAC address
- b) IP address
- c) Both MAC address and IP address
- d) None of the mentioned

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Answer: c

Explanation: The DHCP snooping is done to prevent unauthorized IP addresses being offered by unauthorized servers. This features allows only specific mac addresses and IP addresses to access the network.

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Computer Networks Questions & Answers – IPSecurity

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “IPSecurity”.

1. IPSec is designed to provide security at the _____
 - a) Transport layer
 - b) Network layer
 - c) Application layer
 - d) Session layer
- [View Answer](#)

Answer: b

Explanation: IPSec is a set of protocols used to provide authentication, data integrity and confidentiality between two machines in an IP network. In the TCP/IP model, it provides security at the IP layer i.e. the network layer.

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2. In tunnel mode, IPSec protects the _____

- a) Entire IP packet
- b) IP header
- c) IP payload
- d) IP trailer

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Answer: a

Explanation: In the tunnel mode, IPSec adds control bits into the packets to encrypt the entire packet between the IPSec endpoints. Using encryption, it provides secure communication between the two endpoints.

3. Which component is included in IP security?

- a) Authentication Header (AH)
- b) Encapsulating Security Payload (ESP)
- c) Internet key Exchange (IKE)
- d) All of the mentioned

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Answer: d

Explanation: AH ensures that there is no retransmission of data from an unauthorized source, and protects against data tampering. ESP provides content protection and ensures that there is integrity and confidentiality for the message. IKE is used to make sure that only the intended sender and receiver can access the message.

4. WPA2 is used for security in _____

- a) Ethernet
- b) Bluetooth
- c) Wi-Fi
- d) Email

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Answer: c

Explanation: WPA2 or WiFi Protected Access 2 is a security protocol used to provide users and firms with strong data security and protection for their wireless networks (WiFi) to give them confidence that only authorized users can access their network.

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5. An attempt to make a computer resource unavailable to its intended users is called _____

- a) Denial-of-service attack
- b) Virus attack
- c) Worms attack
- d) Botnet process

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Answer: a

Explanation: In a Denial of Service attack, the attacker won't let the victims access the network by using a certain method that ensures that an essential network resource is unavailable to the victim. The methods that the attacker can use are vulnerability attack, bandwidth flooding and connection flooding.

6. Extensible authentication protocol is authentication framework frequently used in _____

- a) Wired personal area network
- b) Wireless networks
- c) Wired local area network
- d) Wired metropolitan area network

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Answer: b

Explanation: The Extensible Authentication Protocol (EAP) is an authentication protocol used to connect a

network node to the Internet. It designed through extending the methods used by the Point-to-Point Protocol for authentication.

7. Pretty good privacy (PGP) is used in _____

- a) Browser security
- b) Email security
- c) FTP security
- d) WiFi security

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Answer: b

Explanation: PGP is an encryption method used in e-mail security to encrypt and decrypt the content of an e-mail transmitted over the internet. It makes sure that the message cannot be stolen by other unauthorized users.

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8. PGP encrypts data by using a block cipher called _____

- a) International data encryption algorithm
- b) Private data encryption algorithm
- c) Internet data encryption algorithm
- d) Local data encryption algorithm

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Answer: a

Explanation: The IDEA was designed in 1991 by Xuejia Lai and James Massey. Before IDEA, PGP used the cipher method BassOmatic.

9. When a DNS server accepts and uses incorrect information from a host that has no authority giving that information, then it is called _____

- a) DNS lookup
- b) DNS hijacking
- c) DNS spoofing
- d) DNS authorizing

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Answer: c

Explanation: In DNS spoofing, also known as DNS cache poisoning, an attacker gets the valid credentials from a victim by spoofing the intended resource, and tricking the victim to give his/her valid authorization credentials.

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Computer Networks Questions & Answers – Virtual Private Networks

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This set of Computer Networks Interview Questions and Answers focuses on “Virtual Private Networks”.

1. A _____ is an extension of an enterprise’s private intranet across a public network such as the internet, creating a secure private connection.

- a) VNP
- b) VPN
- c) VSN
- d) VSPN

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Answer: b

Explanation: VPN provides enhanced security and online anonymity to users on the internet. It is also used to unblock websites that are unavailable in certain regions.

2. When were VPNs introduced into the commercial world?

- a) Early 80’s
- b) Late 80’s
- c) Early 90’s
- d) Late 90’s

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Answer: d

Explanation: VPNs were first introduced in the year 1996. Then as the internet started to get popularized, the

need for connection security increased. VPN was a great solution to this, and that's when VPNs were implemented in the commercial world.

3. What protocol is NOT used in the operation of a VPN?

- a) PPTP
- b) IPsec
- c) YMUM
- d) L2TP

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Answer: c

Explanation: PPTP is a tunneling protocol which was initially used for the creation of VPNs. IPsec is used in encrypting the traffic flowing in the VPN. L2TP is used to tunnel all the L2 traffic on the VPN.

4. Which of the following statements is NOT true concerning VPNs?

- a) Financially rewarding compared to leased lines
- b) Allows remote workers to access corporate data
- c) Allows LAN-to-LAN connectivity over public networks
- d) Is the backbone of the Internet

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Answer: d

Explanation: VPNs are not the backbone of the Internet as they are just a method to create private intranets on the internet. They are used for enhancing the connection security for the users.

5. Traffic in a VPN is NOT _____

- a) Invisible from public networks
- b) Logically separated from other traffic
- c) Accessible from unauthorized public networks
- d) Restricted to a single protocol in IPsec

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Answer: c

Explanation: Traffic in a VPN is not accessible from any unauthorized public networks because it is secured with the masking IP address. This provides the benefit of access to blocked resources to the users.

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6. VPNs are financially speaking _____

- a) Always more expensive than leased lines
- b) Always cheaper than leased lines
- c) Usually cheaper than leased lines
- d) Usually more expensive than leased lines

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Answer: c

Explanation: The services of a VPN are cheaper for moderate to large scale institutional networks than the services of leased lines. Though for a small scale network, it does not prove to be as beneficial as the costs are not reduced to a great degree as compared to leased lines.

7. Which layer 3 protocols can be transmitted over an L2TP VPN?

- a) Only IP
- b) Only IPX
- c) Only ICMP
- d) IP and IPX

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Answer: d

Explanation: L2TP stands for Layer 2 Tunneling Protocol. It is used to tunnel all the L2 traffic on an IP network and is able to transmit network layer's IP and IPX protocol data.

8. ESP (Encapsulating Security Protocol) is defined in which of the following standards?

- a) IPsec
- b) PPTP
- c) PPP
- d) L2TP

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Answer: a

Explanation: ESP is a security component of IPSec. ESP provides content protection and ensures that there is integrity and confidentiality of the message. The other security components of IPSec are Authentication Header and Internet Key Exchange.

9. L2F was developed by which company?

- a) Microsoft
- b) Cisco
- c) Blizzard Entertainment
- d) IETF

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Answer: b

Explanation: L2F stands for Layer 2 Forwarding protocol. It was designed by Cisco to tunnel PPP traffic, helping create VPNs over the internet.

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10. Which layer of the OSI reference model does PPTP work at?

- a) Layer 1
- b) Layer 2
- c) Layer 3
- d) Layer 4

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Answer: b

Explanation: PPTP stands for Point-to-Point Tunneling Protocol. PPTP is a tunneling protocol that was primitively used to create VPNs. It is no longer used for VPNs due to the lack of security it provides.

11. Which layer of the OSI reference model does IPsec work at?

- a) Layer 1
- b) Layer 2
- c) Layer 3
- d) Layer 4

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Answer: c

Explanation: IPSec is a set of protocols used to provide authentication, data integrity and confidentiality between two machines in an IP network. It operates in the network layer.

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Computer Networks Questions & Answers – SMI

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This set of Computer Networks Questions and Answers for Freshers focuses on “SMI”.

1. Storage management comprises of _____
 a) SAN Management
 b) Data protection
 c) Disk operation
 d) All of the mentioned

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Answer: d

Explanation: SAN management, data protection and disk operation are the main components of the Storage Management Initiative Specification. SMI-S was developed by the Storage Networking Industry Association.

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2. Which of the following is not a storage device?

- a) Switch
- b) RAID Arrays
- c) Tape drives
- d) Hub

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Answer: d

Explanation: Switches, RAID arrays and tape drives are the main storage devices in SMI-S, while a Hub is a simple networking device that cannot be used as storage.

3. Which protocols are used for Storage management?

- a) SNMP
- b) LDAP
- c) POP3
- d) MIB

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Answer: a

Explanation: Simple Network Management Protocol is used for storage management. Lightweight Directory Access Protocol is used to access or locate information about directories and other resources on a network. Post Office Protocol 3 is used for e-mailing on the internet. Management Information Base is a part of SNMP and contains hierarchically organized information.

4. Identify the difficulty a SAN administrator does not incur while dealing with diverse vendors.

- a) Proprietary management interfaces
- b) Multiple applications to manage storage in the data center
- c) No single view
- d) Single view

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Answer: d

Explanation: A single view is not possible with diverse vendors present. Proprietary management interfaces, multiple applications management and no single view are the main difficulties incurred by a SAN administrator in such a situation.

5. How do Storage administrators ensure secure access to storage devices?

- a) By using Zoning
- b) By putting a physical lock on the storage device
- c) By keeping devices shutdown when not in use
- d) By keeping devices when used

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Answer: a

Explanation: Zoning is a method in SAN that can be used by a storage administrator to specify who can see what in the SAN. Zoning might complicate the scaling process if the size of the SAN increases.

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6. Effective Storage management does not include _____

- a) security
- b) backups
- c) reporting
- d) connection

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Answer: d

Explanation: Connection is the responsibility of the connection manager. Storage management includes management of all necessities such as security, backups and reporting facilities.

7. Among the following, identify which task is not involved in Storage Capacity management?

- a) Identifying storage systems are approaching full capacity
- b) Monitoring trends for each resource
- c) Tracking Total capacity, total used, total available
- d) Preventing unauthorized access to the storage

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Answer: d

Explanation: Prevention of unauthorized access to storage is the task of Security management. Identifying when the storage is approaching full capacity, monitoring trends, reporting and tracking capacity are the tasks of Storage Capacity management.

8. Effect of open standards like SMI(s) is _____

- a) standardization drives software interoperability and interchange ability
- b) breaks the old-style dependence on proprietary methods, trade secrets, and single providers
- c) builds a strong foundation on which others can quickly build and innovate
- d) all of the mentioned

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Answer: d

Explanation: Open standards like SMI-S inculcate a general ideal through which the normal designers are able to easily implement the standard into their software and its scalability. Since it is open-source, nothing is hidden from its users and they can implement it as they like or require to. As a whole lot of time is spent to build it as strong and scalable, it provides an efficient foundation to the designers to build and innovate on.

9. Task of Distributed Management Task Force is not _____

- a) to promote interoperability among the management solution providers
- b to act as an interface between the various budding technologies and provide solution to manage various environments
- c) to track the operation of the different management solution providers
- d) to manage the facility by itself if one of the management solution providers fail

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Answer: d

Explanation: The Distributed Management Task Force is used just to simplify the overall management of the network. It cannot manage a network facility by itself in case one of the management solution providers fails. It provides an interface for promoting interoperability among management solution providers.

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10. SMI-S Standard uses which of the following?

- a) Java RMI
- b) CIM-XML/HTTP
- c) CORBA
- d) .NET

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Answer: b

Explanation: The Distributed Management Task Force maintains a Common Information Model (CIM) to represent a common set of network objects and their relationships. CIM-XML/HTTP refers to the operations of CIM being performed over HTTP or XML. SMI-S uses CIM-XML/HTTP.

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Computer Networks Questions & Answers – SNMP

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “SNMP”.

1. The application-level protocol in which a few manager stations control a set of agents is called _____
- a) HTML
 - b) TCP
 - c) SNMP
 - d) SNMP/IP
- [View Answer](#)

Answer: c

Explanation: SNMP stands for Simple Network Management Protocol. It is an application-level protocol in which a few manager stations control a set of agents. It is used under the TCP/IP protocol suite and is used for managing devices on the internet.

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2. Full duplex mode increases the capacity of each domain by _____
- a) 10 to 20 mbps
 - b) 20 to 30 mbps
 - c) 30 to 40 mbps
 - d) 40 to 50 mbps
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Answer: a

Explanation: In full duplex mode, both endpoints share a single channel bandwidth to achieve two-way transmission. This results in complete utilization of the band capacity increasing the capacity by 10 to 20 mbps than half-duplex mode.

3. Configuration management can be divided into which two subsystems?

- a) Reconfiguration and documentation
- b) Management and configuration
- c) Documentation and dialing up
- d) Configuration and dialing up

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Answer: a

Explanation: The best current practices report is created by a management group to ensure the most effective configuration management. The group also makes a MIB (Management Information Base) module to help with the configuration management.

4. To use a Simple Network Management System, we need _____

- a) Servers
- b) IP
- c) Protocols
- d) Rules

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Answer: d

Explanation: Rules are a collection of expression containing parameters to observe the attributes of the user's device, and then execute some actions. It specifies the parameters for the managed objects inside the application and performs operations that would support the expression. The input of a rule may be many expressions or even a single expression that end in an output of single object invoking some action.

5. The main difference between SNMPv3 and SNMPv2 is _____

- a) Management
- b) Integration
- c) Classification
- d) Enhanced security

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Answer: d

Explanation: SNMPv3 has introduced new cryptographic security, through which confidentiality is provided by encrypting packets and blocking intruders. It also ensures that the message is coming from a reliable source.

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6. In Network Management System, the division that is responsible for controlling access to network based on a predefined policy is called _____

- a) Fault Management
- b) Secured Management
- c) Active Management
- d) Security Management

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Answer: d

Explanation: Security management is also responsible to provide confidentiality, authentication and encryption in addition to controlling access to network. Without security management, the network and its traffic would be vulnerable to be exploited by attackers.

7. BER stands for _____

- a) Basic Encoding Rules
- b) Basic Encoding Resolver

- c) Basic Encoding Rotator
- d) Basic Encoding Router

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Answer: a

Explanation: The Basic Encoding Rules are a set of rules that specify the guidelines to encode the SNMP messages in binary form. Each SNMP message is encoded into 3 parts namely data, length and type of message.

8. Control of the users' access to network resources through charges is the main responsibility of _____

- a) Reactive Fault Management
- b) Reconfigured Fault Management
- c) Accounting Management
- d) Security Management

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Answer: c

Explanation: The accounting management keeps track of the users and their access rights to the network and controls the user's access by communicating with the security management. The accounting management takes support of the Management Information Block to perform its operations.

9. SNMP is the framework for managing devices in an internet using the _____

- a) TCP/IP protocol
- b) UDP
- c) SMTP
- d) None

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Answer: a

Explanation: SNMP is a management protocol in which a few manager stations control a set of agents using the TCP/IP protocol suite. SNMP stands for Simple Network Management Protocol.

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10. Structure of Management Information (SMI), is the guideline of _____

- a) HTTP
- b) SNMP
- c) URL
- d) MIB

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Answer: b

Explanation: SMI was developed by the Storage Networking Industry Association (SNIA) and it defines a standard that can be manipulated by SNMP. Basically, it defines the standard format and hierarchy of management data which is used by the SNMP. It does not describe how the objects are to be managed.

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Computer Networks Questions & Answers – Telnet – 1

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Telnet – 1”.

1. The application layer protocol used by a Telnet application is _____
 - a) Telnet
 - b) FTP
 - c) HTTP
 - d) SMTP

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Answer: a

Explanation: Telnet is an application layer protocol that provides access to the command-line interface on a remote host. Telnet stands for teletype network.

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2. Which amongst the following statements is correct for “character at a time” mode?
 - a) Character processing is done on the local system under the control of the remote system
 - b) Most text typed is immediately sent to the remote host for processing
 - c) All text is echoed locally, only completed lines are sent to the remote host
 - d) All text is processed locally, and only confirmed lines are sent to the remote host

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Answer: b

Explanation: In character at a time mode, the typed text is sent immediately to the remote host while the user is typing. Another mode used in Telnet is “Old line by line” mode in which only completed lines are sent to the remote host.

3. _____ allows you to connect and login to a remote computer

- a) Telnet
- b) FTP
- c) HTTP
- d) SMTP

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Answer: a

Explanation: Telnet provides access to the command-line interface on a remote computer. One can login to the computer from the command-line interface.

4. What is the correct syntax to be written in the web browser to initiate a Telnet connection to www.sanfoundry.com?

- a) telnet//www.sanfoundry.com
- b) telnet:www.sanfoundry.com
- c) telnet://www.sanfoundry.com
- d) telnet www.sanfoundry.com

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Answer: c

Explanation: telnet://” is the header to be used to initiate a Telnet connection to a web server. One can browse the website using telnet if they are authorized to.

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5. Telnet is used for _____

- a) Television on net
- b) Network of Telephones
- c) Remote Login
- d) Teleshopping site

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Answer: c

Explanation: Telnet is an application layer protocol that provides access to the command line interface of a remote computer that can be used to perform remote login.

6. Which one of the following is not correct?

- a) telnet is a general purpose client-server program
- b) telnet lets user access an application on a remote computer
- c) telnet can also be used for file transfer
- d) telnet can be used for remote login

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Answer: c

Explanation: File Transfer Protocol is used for file transfer. Telnet provides access to the command-line interface on a remote host.

7. Which operating mode of telnet is full duplex?

- a) default mode
- b) server mode
- c) line mode
- d) character mode

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Answer: c

Explanation: In line mode, terminal character processing is done on the client side but editing is enabled on the server side. Line mode reduces the number of packets and is useful for long delay networks.

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8. If we want that a character be interpreted by the client instead of server _____

- a) interpret as command (IAC) escape character has to be used
- b) control functions has to be disabled
- c) it is not possible
- d) cli character has to be used

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Answer: a

Explanation: The client must look at each byte that arrives and look for IAC escape character. If IAC is found, the client moves on to look for any other code or IAC. If the next byte is IAC – a single byte is presented by the client to the terminal. If IAC is followed by any other code than IAC, the client interprets this as a command.

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Computer Networks Questions & Answers – Telnet – 2

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Telnet – 2”.

1. Telnet protocol is used to establish a connection to _____

- a) TCP port number 21
- b) TCP port number 22
- c) TCP port number 23
- d) TCP port number 25

[View Answer](#)

Answer: c

Explanation: TCP port 21 is used for FTP, TCP port 22 is used for SSH and TCP port 25 is used for SMTP. Telnet provides access to a command line interface on a remote computer using the TCP port number 23.

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2. Which one of the following is not true?

- a) telnet defines a network virtual terminal (NVT) standard
- b) client programs interact with NVT
- c) server translates NVT operations
- d) client can transfer files using to remote server using NVT

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Answer: d

Explanation: The client can use the NVT only to interact with the programs already present on the remote server, not to transfer files to it. To transfer files, an FTP connection has to be used.

3. All telnet operations are sent as _____

- a) 4 bits
- b) 8 bits
- c) 16 bits
- d) 32 bits

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Answer: b

Explanation: Telnet provides a bi-directional, 8-bit byte oriented communications facility through which operations are sent as 8-bit bytes for the server to interpret.

4. AbsoluteTelnet is a telnet client for _____ Operating system.

- a) windows
- b) linux
- c) mac
- d) ubuntu

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Answer: a

Explanation: AbsoluteTelnet was originally released in 1999. It was developed by Brian Pence of Celestial Software.

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5. The decimal code of Interpret as Command (IAC) character is _____

- a) 252
- b) 253
- c) 254
- d) 255

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Answer: d

Explanation: If we want that a character be interpreted by the client instead of server, we use the IAC character. If IAC is followed by any other code than IAC, the client interprets it as a character.

6. Which of the following is true for character mode operation of telnet implementation?

- a) each character typed is sent by the client to the server
- b) each character typed is discarded by the server
- c) each character typed is aggregated into a word and then sent to the server
- d) each character type is aggregated into a line and then sent to the server

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Answer: a

Explanation: In character mode, each character that the user is typing is immediately sent to the server which then interprets it only after the complete operation command is received.

7. In which mode of telnet, the client echoes the character on the screen but does not send it until a whole line is completed?

- a) default mode
- c) character mode
- c) server mode
- d) command mode

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Answer: a

Explanation: In the default mode, the client does not send each character typed by the user to the server, thus saving the amount of packet transmissions required for executing each operation. But the server has to remain idle until the client sends the completed line wasting a lot of time.

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8. Which one of the following is not correct?

- a) telnet is a general purpose client-server program
- b) telnet lets user access an application on a remote computer
- c) telnet can also be used for file transfer
- d) telnet can be used for remote login

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Answer: c

Explanation: File Transfer Protocol is used for file transfer. Telnet provides access to the command-line interface on a remote host.

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Computer Networks Questions & Answers – TCP-1

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “TCP-1”.

1. Which of the following is false with respect to TCP?

- a) Connection-oriented
- b) Process-to-process
- c) Transport layer protocol
- d) Unreliable

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Answer: d

Explanation: TCP is a transport layer protocol that provides reliable and ordered delivery of a stream of bytes between hosts communicating via an IP network.

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2. In TCP, sending and receiving data is done as _____

- a) Stream of bytes
- b) Sequence of characters

- c) Lines of data
 - d) Packets
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Answer: a

Explanation: TCP provides stream oriented delivery between hosts communicating via an IP network and there are no message boundaries. TCP can concatenate data from a number of send () commands into one stream of data and still transmit it reliably.

3. TCP process may not write and read data at the same speed. So we need _____ for storage.

- a) Packets
- b) Buffers
- c) Segments
- d) Stacks

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Answer: b

Explanation: A TCP receiver has a receive buffer that is used to store the unprocessed incoming packets in case the sender is sending packets faster than the processing rate of the received packets.

4. TCP groups a number of bytes together into a packet called _____

- a) Packet
- b) Buffer
- c) Segment
- d) Stack

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Answer: c

Explanation: A segment may be collection of data from many send () statements. TCP transmits each segment as a stream of bytes.

5. Communication offered by TCP is _____

- a) Full-duplex
- b) Half-duplex
- c) Semi-duplex
- d) Byte by byte

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Answer: a

Explanation: Data can flow both the directions at the same time during a TCP communication hence, it is full-duplex. This is the reason why TCP is used in systems that require full-duplex operation such as e-mail systems.

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6. To achieve reliable transport in TCP, _____ is used to check the safe and sound arrival of data.

- a) Packet
- b) Buffer
- c) Segment
- d) Acknowledgment

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Answer: d

Explanation: Acknowledgment mechanism is used to check the safe and sound arrival of data. The sender actively checks for acknowledgement from the receiver and once a specific time period has passed, it retransmits the data.

7. In segment header, sequence number and acknowledgement number fields refer to _____

- a) Byte number
- b) Buffer number

- c) Segment number
- d) Acknowledgment

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Answer: a

Explanation: As TCP has to ensure ordered delivery of packets, sequence number and acknowledgement number are used to identify the byte number of the packet in the stream of bytes being transmitted.

8. Suppose a TCP connection is transferring a file of 1000 bytes. The first byte is numbered 10001. What is the sequence number of the segment if all data is sent in only one segment?

- a) 10000
- b) 10001
- c) 12001
- d) 11001

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Answer: b

Explanation: The sequence number given to first byte of a segment, with respect to its order among the previous segments, is the sequence number of that segment.

9. Bytes of data being transferred in each connection are numbered by TCP. These numbers start with a

- a) Fixed number
- b) Random sequence of 0's and 1's
- c) One
- d) Sequence of zero's and one's

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Answer: d

Explanation: One might expect the sequence number of the first byte in the stream to be 0, or 1. But that does not happen in TCP. Instead, the sender has to choose an Initial Sequence Number (ISN), which is basically a random 32 bit sequence of 0's and 1's, during the connection handshake.

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10. The value of acknowledgement field in a segment defines _____

- a) sequence number of the byte received previously
- b) total number of bytes to receive
- c) sequence number of the next byte to be received
- d) sequence of zeros and ones

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Answer: c

Explanation: The acknowledgement field in a segment defines the sequence number of the byte which is to be received next i.e. sequence number of byte that the sender should transmit next.

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Computer Networks Questions & Answers – TCP-2

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This set of Computer Networks Interview Questions and Answers focuses on “TCP – 2”.

1. The receiver of the data controls the amount of data that are to be sent by the sender is referred to as

- a) Flow control
- b) Error control
- c) Congestion control
- d) Error detection

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Answer: a

Explanation: Flow control is done to prevent the receiver from being overflowed with data. It is done using various open-loop (prevention) methods and closed-loop (recovery) methods.

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2. Size of TCP segment header ranges between _____

- a) 16 and 32 bytes
- b) 16 and 32 bits
- c) 20 and 60 bytes
- d) 20 and 60 bits

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Answer: c

Explanation: The size of the header can be 20 bytes at a minimum if there are no options and can go up to 60 bytes at maximum with 40 bytes in the options field. The header contains all the control information required to ensure ordered, error-free and reliable delivery of the segment.

3. Connection establishment in TCP is done by which mechanism?

- a) Flow control
- b) Three-Way Handshaking
- c) Forwarding
- d) Synchronization

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Answer: b

Explanation: A three-way handshake allows both, the server and the client to choose their Initial Sequence Number and inform about it to the other party. This won't be possible using the two-way handshake mechanism.

4. The server program tells its TCP that it is ready to accept a connection. This process is called _____

- a) Active open
- b) Active close
- c) Passive close
- d) Passive open

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Answer: d

Explanation: This is the first step in the Three-Way Handshaking process and is started by the server. Then the Client picks an ISN (Initial Sequence Number) and synchronizes (shares) it with the Server requesting a connection. The Server acknowledges the clients ISN, and then picks an ISN and synchronizes it with the Client. At last, the Client acknowledges the servers ISN.

5. A client that wishes to connect to an open server tells its TCP that it needs to be connected to that particular server. The process is called _____

- a) Active open
- b) Active close
- c) Passive close
- d) Passive open

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Answer: a

Explanation: This is the second step in the Three-Way Handshaking process and is done by the client once it finds the open server and picks an ISN. The Server acknowledges the clients request, and then picks an ISN and synchronizes it with the Client. At last, the Client acknowledges the servers ISN.

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6. In Three-Way Handshaking process, the situation where both the TCP's issue an active open is _____

- a) Mutual open
- b) Mutual Close
- c) Simultaneous open
- d) Simultaneous close

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Answer: c

Explanation: In simultaneous open situation, two nodes send an SYN signal to each other and start a TCP connection. Here, both TCP nodes transmit a SYNC+ACK segment to each other and a connection is established between them. This doesn't happen usually, because both sides have to know which port on the other side to send to.

7. A malicious attacker sends a large number of SYNC segments to a server, pretending that each of them is coming from a different client by faking the source IP address in the datagram. Which type of attack is being performed in this situation?

- a) SYNC flooding attack
- b) Active attack
- c) Passive attack
- d) Denial-of-service attack

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Answer: a

Explanation: SYNC flooding attack is a form of Denial of Service attack. Due to the overflow of SYNC segments sent to the server, the victims are not able to request for a connection to the server, thus resulting in Denial of Service.

8. SYNC flooding attack belongs to a type of security attack known as _____

- a) SYNC flooding attack
- b) Active attack
- c) Passive attack
- d) Denial-of-service attack

[View Answer](#)

Answer: d

Explanation: During SYNC flooding the system collapses and denies service to every request, making it a DoS attack. Some other DoS attacks are bandwidth flooding, connection flooding and UDP flooding.

9. The sizes of source and destination port address in TCP header are _____ respectively.

- a) 16-bits and 32-bits
- b) 16-bits and 16-bits
- c) 32-bits and 16-bits
- d) 32-bits and 32-bits

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Answer: b

Explanation: All port addresses are of 16 bits and they specify the type of service being used by the network entity. For example, port 21 is used for FTP connections and port 25 is used for ICMP connections.

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10. What allows TCP to detect lost segments and in turn recover from that loss?

- a) Sequence number
- b) Acknowledgment number
- c) Checksum
- d) Both Sequence & Acknowledgment number

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Answer: b

Explanation: TCP header contains separate fields for sequence number and acknowledgment number.

Comparing these values is what allows TCP to detect lost segments and in turn recover from that loss. After detecting the lost segments, the recovery may require retransmission of the lost segments of data.

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Computer Networks Questions & Answers – UDP

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “UDP”.

1. Which of the following is false with respect to UDP?
 - a) Connection-oriented
 - b) Unreliable
 - c) Transport layer protocol
 - d) Low overhead

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Answer: a

Explanation: UDP is an unreliable, connectionless transport layer protocol that provides message-based data transmission. TCP is an example of connection-oriented protocols.

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2. Return value of the UDP port “Chargen” is _____
 - a) String of characters
 - b) String of integers
 - c) Array of characters with integers

d) Array of zero's and one's

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Answer: a

Explanation: Using Chargen with UDP on port 19, the server sends a UDP datagram containing a random number of characters every time it receives a datagram from the connecting host. The number of characters is between 0 and 512.

3. Beyond IP, UDP provides additional services such as _____

- a) Routing and switching
- b) Sending and receiving of packets
- c) Multiplexing and demultiplexing
- d) Demultiplexing and error checking

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Answer: d

Explanation: De-multiplexing is the delivering of received segments to the correct application layer processes at the recipients end using UDP. Error checking is done through checksum in UDP.

4. What is the main advantage of UDP?

- a) More overload
- b) Reliable
- c) Low overhead
- d) Fast

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Answer: c

Explanation: As UDP does not provide assurance of delivery of packet, reliability and other services, the overhead taken to provide these services is reduced in UDP's operation. Thus, UDP provides low overhead, and higher speed.

5. Port number used by Network Time Protocol (NTP) with UDP is _____

- a) 161
- b) 123
- c) 162
- d) 124

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Answer: b

Explanation: The Network Time Protocol is a clock synchronization network protocol implemented by using UDP port number 123 to send and receive time stamps.

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6. What is the header size of a UDP packet?

- a) 8 bytes
- b) 8 bits
- c) 16 bytes
- d) 124 bytes

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Answer: a

Explanation: The fixed size of the UDP packet header is 8 bytes. It contains four two-byte fields: Source port address, Destination port address, Length of packet, and checksum.

7. The port number is “ephemeral port number”, if the source host is _____

- a) NTP
- b) Echo
- c) Server

d) Client

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Answer: d

Explanation: Port numbers from 1025 to 5000 are used as ephemeral port numbers in Windows Operating System. Ephemeral port numbers are short-lived port numbers which can be used for clients in a UDP system where there are temporary clients all the time.

8. “Total length” field in UDP packet header is the length of _____

- a) Only UDP header
- b) Only data
- c) Only checksum
- d) UDP header plus data

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Answer: d

Explanation: Total length is the 16 bit field which contains the length of UDP header and the data. The maximum value of the Total length field and the maximum size of a UDP datagram is 65,535 bytes (8 byte header + 65,527 bytes of data).

9. Which is the correct expression for the length of UDP datagram?

- a) UDP length = IP length – IP header’s length
- b) UDP length = UDP length – UDP header’s length
- c) UDP length = IP length + IP header’s length
- d) UDP length = UDP length + UDP header’s length

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Answer: a

Explanation: A user datagram is encapsulated in an IP datagram. There is a field in the IP header that defines the total length of the IP packet. There is another field in the IP header that defines the length of the header. So if we subtract the length of the IP header that is encapsulated in the IP packet, we get the length of UDP datagram.

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10. The _____ field is used to detect errors over the entire user datagram.

- a) udp header
- b) checksum
- c) source port
- d) destination port

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Answer: b

Explanation: Checksum field is used to detect errors over the entire user datagram. Though it is not as efficient as CRC which is used in TCP, it gets the job done for the UDP datagram as UDP doesn’t have to ensure the delivery of the packet.

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Computer Networks Questions & Answers – AH and ESP Protocols

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This set of Computer Networks Questions and Answers for Experienced people focuses on “AH and ESP Protocols”.

1. Which mode of IPsec should you use to assure the security and confidentiality of data within the same LAN?

- a) AH transport mode
- b) ESP transport mode
- c) ESP tunnel mode
- d) AH tunnel mode

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Answer: b

Explanation: ESP transport mode should be used to ensure the integrity and confidentiality of data that is exchanged within the same LAN. ESP tunnel mode is comparatively more secure and should be used to assure the security of the data within different LANs.

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2. Which two types of encryption protocols can be used to secure the authentication of computers using IPsec?

- a) Kerberos V5

- b) SHA
- c) MD5
- d) Both SHA and MD5

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Answer: d

Explanation: SHA or MD5 can be used. Kerberos V5 is an authentication protocol, not an encryption protocol; therefore, answer A is incorrect. Certificates are a type of authentication that can be used with IPsec, not an encryption protocol; therefore, answer B is incorrect.

3. Which two types of IPsec can be used to secure communications between two LANs?

- a) AH tunnel mode
- b) ESP tunnel mode
- c) Both AH tunnel mode and ESP tunnel mode
- d) ESP transport mode

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Answer: c

Explanation: The AH and ESP tunnel mode IPsec should be used for data transfer purpose, option d is for integrity & confidentiality purpose. Tunnel mode provides security for the entire original IP packet unlike transport mode which is not as secure as it only encrypts the data portion and not the whole packet.

4. _____ provides authentication at the IP level.

- a) AH
- b) ESP
- c) PGP
- d) SSL

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Answer: a

Explanation: The Authentication Header (AH) authenticates the origin of data, and guarantees the integrity of the information that's being sent using IPsec. It also provides anti-reply security.

5. IPsec defines two protocols: _____ and _____

- a) AH; SSL
- b) PGP; ESP
- c) AH; ESP
- d) PGP; SSL

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Answer: c

Explanation: AH ensures that there is no retransmission of data from an unauthorized source, and protects against data tampering. ESP provides content protection and ensures that there is integrity and confidentiality for the message.

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6. IP Security operates in which layer of the OSI model?

- a) Network
- b) Transport
- c) Application
- d) Physical

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Answer: a

Explanation: IPsec is a set of protocols used to provide authentication, data integrity and confidentiality between two machines in an IP network. In the TCP/IP model, it provides security at the IP layer i.e. the network layer.

7. ESP does not provide _____

- a) source authentication
- b) data integrity
- c) privacy
- d) error control

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Answer: d

Explanation: The ESP provides data confidentiality, integrity and authentication. It provides confidentiality through encryption. ESP can operate in two modes, transport mode and tunnel mode.

8. In computer security _____ means that computer system assets can be modified only by authorized parities.

- a) confidentiality
- b) integrity
- c) availability
- d) authenticity

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Answer: b

Explanation: Integrity means that computer system assets can be modified only by authorized parities. Confidentiality means that the assets can only be accessed by authorized parties. Availability refers to the accessibility of the resource to the authorized parties. Authenticity means that the asset is not unethically changed.

9. In computer security _____ means that the information in a computer system only be accessible for reading by authorized parities.

- a) confidentiality
- b) integrity
- c) availability
- d) authenticity

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Answer: a

Explanation: Confidentiality means that the assets can only be accessed by authorized parties. Integrity means that computer system assets can be modified only by authorized parities. Availability refers to the accessibility of the resource to the authorized parties. Authenticity means that the asset is not unethically changed.

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10. Which of the following organizations is primarily concerned with military encryption systems?

- a) NSA
- b) NIST
- c) IEEE
- d) ITU

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Answer: a

Explanation: The NSA is primarily responsible for military encryption systems. The NSA designs evaluates, and implements encryption systems for the military and government agencies with high security needs.

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Computer Networks Questions & Answers – Congestion Control

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Congestion Control”.

1. Two broad categories of congestion control are
 - a) Open-loop and Closed-loop
 - b) Open-control and Closed-control
 - c) Active control and Passive control
 - d) Active loop and Passive loop

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Answer: a

Explanation: Open loop congestion control techniques are used to prevent congestion before it even happens by enforcing certain policies. Closed loop congestion control techniques are used to treat congestion after it has happened.

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2. In open-loop control, policies are applied to _____

- a) Remove after congestion occurs
- b) Remove after sometime
- c) Prevent before congestion occurs
- d) Prevent before sending packets

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Answer: c

Explanation: Open loop congestion control techniques are used to prevent congestion before it even happens by enforcing certain policies. Retransmission policy, window policy and acknowledgement policy are some policies that might be enforced.

3. Retransmission of packets must not be done when _____

- a) Packet is lost
- b) Packet is corrupted
- c) Packet is needed
- d) Packet is error-free

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Answer: d

Explanation: Retransmission refers to the sender having to resend the packet to the receiver. It needs to be done only when some anomaly occurs with the packet like when the packet is lost or corrupted.

4. In Go-Back-N window, when the timer of the packet times out, several packets have to be resent even some may have arrived safe. Whereas in Selective Repeat window, the sender resends _____

- a) Packet which are not lost
- b) Only those packets which are lost or corrupted
- c) Packet from starting
- d) All the packets

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Answer: b

Explanation: In Selective Repeat, the sender side uses a searching algorithm to find the packets which need to be retransmitted based on the negative acknowledgements received and then resends only those packets thus saving bandwidth.

5. Discarding policy is mainly done by _____

- a) Sender
- b) Receiver
- c) Router
- d) Switch

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Answer: c

Explanation: The discarding policy adopted by the routers mainly states that the routers discard sensitive or corrupted packets that it receives, thus controlling the integrity of the packet flow. The discarding policy is adopted as an open loop congestion control technique.

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6. Closed-Loop control mechanisms try to _____

- a) Remove after congestion occurs
- b) Remove after sometime
- c) Prevent before congestion occurs
- d) Prevent before sending packets

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Answer: a

Explanation: In closed loop congestion control, methods are implemented to remove congestion after it occurs. Some of the methods used are backpressure and choke packet.

7. The technique in which a congested node stops receiving data from the immediate upstream node or nodes is called as _____

- a) Admission policy
- b) Backpressure
- c) Forward signaling
- d) Backward signaling

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Answer: b

Explanation: In this closed loop congestion control technique, the congested node propagates in the opposite direction of the data flow to inform the predecessor node to reduce the flow of packets. This is why this technique is called a node-to-node congestion control technique.

8. Backpressure technique can be applied only to _____

- a) Congestion networks
- b) Closed circuit networks
- c) Open circuit networks
- d) Virtual circuit networks

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Answer: d

Explanation: In Virtual circuit networks, each node knows the upstream node from which a flow data is coming. So, it makes possible for the congested node to track the source of the congestion and then inform that node to reduce the flow to remove congestion.

9. The packet sent by a node to the source to inform it of congestion is called _____

- a) Explicit
- b) Discard
- c) Choke
- d) Backpressure

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Answer: c

Explanation: Choke packet is sent by a node to the source to inform it of congestion. Two choke packet techniques can be used for the operation called hop-by-hop choke packet and source choke packet.

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10. In the slow-start algorithm, the size of the congestion window increases _____ until it reaches a threshold.

- a) exponentially
- b) additively
- c) multiplicatively
- d) suddenly

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Answer: a

Explanation: In slow-start algorithm, the size of the congestion window increases exponentially until it reaches a threshold. When it reaches the threshold, it stops increasing and continues sending packets through the threshold window thus preventing congestion.

11. In the congestion avoidance algorithm, the size of the congestion window increases _____ until congestion is detected.

- a) exponentially
- b) additively
- c) multiplicatively
- d) suddenly

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Answer: b

Explanation: In the congestion avoidance algorithm, the size of the congestion window increases additively until congestion is detected. Once congestion is detected, the size of congestion window is decreased once and then the packets are transmitted to achieve congestion avoidance.

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Computer Networks Questions & Answers – Virtual Circuit

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Virtual Circuit”.

1. Which of the following is not a characteristic of Virtual Circuit Network?
 - a) There are setup and teardown phases in addition to the data transfer phase
 - b) Resources can be allocated during setup phase or on demand
 - c) All packets follow the same path established during the connection
 - d) Virtual circuit network is implemented in application layer

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Answer: d

Explanation: Virtual circuit network is normally implemented in data link layer. It is a combination of circuit-switched network and datagram network which are implemented in the physical layer and network layer respectively.

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2. The address that is unique in the scope of the network or internationally if the network is part of an international network is called as _____

- a) Global address
- b) Network address
- c) Physical address
- d) IP address

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Answer: a

Explanation: Global address is a network address that is unique internationally and is used as a common address by all the users of the network. It is used to create a virtual circuit identifier.

3. The Identifier that is used for data transfer in virtual circuit network is called _____

- a) Global address
- b) Virtual circuit identifier
- c) Network identifier
- d) IP identifier

[View Answer](#)

Answer: b

Explanation: A virtual circuit identifier is a type of numeric identifying address that is used to distinguish between different virtual circuits in a circuit-switched network. It is used for data transfer and has a switch scope.

4. Which of the following is not a phase of virtual circuit network?

- a) Setup phase
- b) Data transfer phase
- c) Termination phase
- d) Teardown phase

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Answer: c

Explanation: There are three phases in a virtual circuit network: setup, data transfer and teardown phase. There is no termination phase in it.

5. Steps required in setup process are _____

- a) Setup request and acknowledgement
- b) Setup request and setup response
- c) Setup request and setup termination
- d) Setup and termination steps

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Answer: a

Explanation: Setup request (sent by a source) and acknowledgement (sent by the destination) are the steps in

the setup process. Both the ends' switches make table entries during the setup process.
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6. During teardown phase, the source, after sending all the frames to destination, sends a _____ to notify termination.

- a) teardown response
- b) teardown request
- c) termination request
- d) termination response

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Answer: b

Explanation: The source, after sending all the frames to destination sends teardown request to which, destination sends teardown response. The switches then delete the corresponding table entries.

7. Delay of the resource allocated during setup phase during data transfer is _____

- a) constant
- b) increases for each packet
- c) same for each packet
- d) different for each packet

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Answer: c

Explanation: If a resource is allocated during setup phase, delay is same for each packet as there is only one-time delay during the setup phase and no delay during the data transfer phase.

8. Delay of the resource allocated on demand during data transfer is _____

- a) constant
- b) increases for each packet
- c) same for each packet
- d) different for each packet

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Answer: d

Explanation: If a resource is to be allocated on demand during the data transfer phase, the delay for each packet would be different depending upon the resource requirement of the packets.

9. In virtual circuit network, the number of delay times for setup and teardown respectively are _____

- a) 1 and 1
- b) 1 and 2
- c) 2 and 1
- d) 2 and 2

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Answer: a

Explanation: There is one-time delay for both setup and teardown phase. The one-time delay in setup phase is for resource allocation and the one-time delay in teardown phase is for the de-allocation of the resources.
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10. In data transfer phase, how many columns does the table contain?

- a) 1
- b) 2
- c) 3
- d) 4

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Answer: d

Explanation: The switch maintains a table for each Virtual Circuit Network. In the data transfer phase, it

maintains 2 columns each for incoming data and outgoing data. The columns are in the following order: Source port, Source VCI, Destination port, Destination VCI.

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Computer Networks Questions & Answers – ATM & Frame Relay

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “ATM & Frame Relay”.

1. ATM and frame relay are _____

- a) virtual circuit networks
- b) datagram networks
- c) virtual private networks
- d) virtual public networks

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Answer: a

Explanation: ATM and frame relay are transmission modes in which information is transferred through electric circuit layer as packets. ATM has fixed packet size and frame relay has variable packet size.

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2. ATM uses _____

- a) asynchronous frequency division multiplexing
- b) asynchronous time division multiplexing
- c) asynchronous space division multiplexing
- d) asynchronous amplitude division multiplexing

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Answer: b

Explanation: ATM uses a constant data stream consisting of transmission cells to transmit information in a fixed division of time. The packet size remains fixed.

3. ATM standard defines _____ layers.

- a) 2
- b) 3
- c) 4
- d) 5

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Answer: b

Explanation: The three layers are physical layer, ATM layer and application adoption layer. The physical layer corresponds to the physical layer, ATM layer corresponds to the data link layer and the AAL layer corresponds to the network layer of the OSI model.

4. ATM can be used for _____

- a) local area network
- b) wide area network
- c) campus area network
- d) networks covering any range

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Answer: d

Explanation: ATM is a connection oriented network for cell relay which can be implemented for networks covering any area. It uses Time Division Multiplexing and supports voice, video and data communications.

5. An ATM cell has the payload field of _____

- a) 32 bytes
- b) 48 bytes
- c) 64 bytes
- d) 128 bytes

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Answer: b

Explanation: An ATM cell contains a header and a payload. The header is of 5 bytes and the payload is of 48 bytes. The size of the header remains fixed.

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6. Frame relay has error detection at the _____

- a) physical layer
- b) data link layer
- c) network layer
- d) transport layer

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Answer: b

Explanation: The Frame Relay header contains an 8-bit Header Error Control field (HEC). The HEC field contains an 8-bit CRC which is used for error control.

7. Virtual circuit identifier in frame relay is called _____

- a) data link connection identifier
- b) frame relay identifier
- c) cell relay identifier
- d) circuit connection identifier

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Answer: a

Explanation: The Data Link Connection Identifier is 10-bit virtual circuit identifier. It is used to assign frames to the specified Permanent Virtual Circuits or Switched Virtual Circuits.

8. Frame relay has _____

- a) only physical layer
- b) only data link layer
- c) only network layer
- d) both physical and data link layer

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Answer: d

Explanation: The physical layer is guided by the protocols recognized by the ANSI. The data link layer supports the simplified core functions specified by the OSI model.

9. In frame relay networks, extended address is used _____

- a) to increase the range of data link connection identifiers
- b) for error detection
- c) for encryption
- d) for error recovery

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Answer: a

Explanation: Extended address is indicated by the last bit of every address byte in the DLCI. It specifies whether the byte is the last in the addressing field. It is used to increase the range of data link connection identifiers.

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10. What is FRAD in frame relay network?

- a) FRAD assembles and disassembles the frames coming from other protocols
- b) FRAD is used for modulation and demodulation
- c) FRAD is used for error detection
- d) FRAD is used for error recovery

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Answer: a

Explanation: FRAD stands for Frame Relay Assembler/Disassembler. It converts packets into frames that can be transmitted over Frame Relay Networks. It operates at the physical layer.

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Computer Networks Questions & Answers – Frame Relay

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Frame Relay”.

1. Frame Relay is cheaper than other _____
 - a) LANs
 - b) WANs
 - c) MANs
 - d) Multipoint Networks
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Answer: b

Explanation: Frame relay is a standardized wide area network technology and is popularly used because it is cheaper than leased line WANs. It is also very simple to configure user equipment in a Frame Relay network.

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2. Frame Relay networks offer an option called _____

- a) Voice Over For Relay
- b) Voice Over Fine Relay
- c) Voice On Frame Relay
- d) Voice Over Frame Relay

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Answer: d

Explanation: Frame Relay networks offer an option called Voice over Frame Relay, which transmits voice and voice-band data over a Frame Relay network. It has two sub-protocols FRF11 and FRF12.

3. There are _____ total features of Frame Relay.

- a) Five
- b) Seven
- c) Nine
- d) Ten

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Answer: c

Explanation: Frame relay is a wide area network technology used to transmit information over a network in the form of frames using relays. The frames are of variable size. It is cheaper than other WANs and it's simple to configure user equipment in the network.

4. Frame Relay does not provide flow or error control, they must be provided by the _____

- a) Lower Level Protocol
- b) Highest Level Protocol
- c) Upper Level Protocol
- d) Lowest Level Protocol

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Answer: c

Explanation: Frame relay only provides error detection using CRC. If errors are detected, the upper-layer protocols, such as TCP are expected to provide error correction features. Network layer provides flow control.

5. Frame Relay deploys physical layer carriers such as _____

- a) ADMs
- b) UPSR
- c) BLSR
- d) SONET

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Answer: d

Explanation: Frame Relays uses carriers such as SONET (for fiber-optic connections) to physically transmit data frames over a Frame Relay network. SONET is cheaper and provides better network reliability than other carriers.

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6. Frame relay provides error detection at the _____

- a) physical layer
- b) data link layer
- c) network layer
- d) transport layer

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Answer: b

Explanation: Frame relay provides error detection using CRC in the data link layer. The transport layer then provides the error correction features if an error is detected.

7. Virtual circuit identifier in frame relay is called _____

- a) data link connection identifier
- b) frame relay identifier
- c) cell relay identifier
- d) circuit connection identifier

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Answer: a

Explanation: The Data Link Connection Identifier is 10-bit virtual circuit identifier. It is used to assign frames to the specified Permanent Virtual Circuits or Switched Virtual Circuits.

8. Frame relay has only _____

- a) physical layer
- b) data link layer
- c) physical layer and data link layer
- d) network layer and data link layer

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Answer: c

Explanation: The physical layer is guided by the protocols recognized by the ANSI and provides conversion to frames. The data link layer supports the simplified core functions specified by the OSI model like error detection.

9. In frame relay networks, extended address is used _____

- a) to increase the range of data link connection identifiers
- b) for error detection
- c) for encryption
- d) for error recovery

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Answer: a

Explanation: Extended address is indicated by the last bit of every address byte in the DLCI. It specifies whether the byte is the last in the addressing field. It is used to increase the range of data link connection identifiers.

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Computer Networks Questions & Answers – World Wide Web

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “World Wide Web”.

1. A piece of icon or image on a web page associated with another webpage is called _____
- a) url
 b) hyperlink
 c) plugin
 d) extension
[View Answer](#)

Answer: b

Explanation: URLs are locators for resources present on the World Wide Web. A plugin provides extra functionality to the webpage. An extension provides modification allowance for the core functionality of a webpage. Hyperlink is piece of icon or image on a web page associated with another webpage.

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2. Dynamic web page _____

- a) is same every time whenever it displays
- b) generates on demand by a program or a request from browser
- c) both is same every time whenever it displays and generates on demand by a program or a request from browser
- d) is different always in a predefined order

[View Answer](#)**Answer: b**

Explanation: A dynamic web page provides different content every time the user opens it based on some events like new additions or time of the day. Languages such as JavaScript are used to respond to client-side events while languages such as PHP as used to respond to server-side events.

3. What is a web browser?

- a) a program that can display a web page
- b) a program used to view html documents
- c) it enables user to access the resources of internet
- d) all of the mentioned

[View Answer](#)**Answer: d**

Explanation: A web browser is an application program that is used to access the World Wide Web resources, applications and websites. Some examples of web browsers are Google Chrome, Internet Explorer and Safari.

4. Common gateway interface is used to _____

- a) generate executable files from web content by web server
- b) generate web pages
- c) stream videos
- d) download media files

[View Answer](#)**Answer: a**

Explanation: CGI is an interface through servers can run execute console-based executable files on a web server that generates dynamic web pages. A CGI script executes only when a request is made. The script then generates HTML.

5. URL stands for _____

- a) unique reference label
- b) uniform reference label
- c) uniform resource locator
- d) unique resource locator

[View Answer](#)**Answer: c**

Explanation: The Uniform Resource Locator is a locator for the resource to be located by HTTP on the World Wide Web. The URL is derived from the Uniform Resource Identifier.

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6. A web cookie is a small piece of data that is _____

- a) sent from a website and stored in user's web browser while a user is browsing a website
- b) sent from user and stored in the server while a user is browsing a website
- c) sent from root server to all servers
- d) sent from the root server to other root servers

[View Answer](#)**Answer: a**

Explanation: A web cookie is a small piece of data sent from a website and stored in user's web browser

while a user is browsing the website and is used to remember stateful information about the user's operations on the website. This can help the website provide a better browsing experience to the user.

7. Which one of the following is not used to generate dynamic web pages?

- a) PHP
- b) ASP.NET
- c) JSP
- d) CSS

[View Answer](#)

Answer: d

Explanation: CSS alone cannot be used to generate dynamic web pages as it does not provide many event handling functions. It can be used along with JavaScript to generate dynamic web pages which are visually compelling.

8. An alternative to JavaScript on windows platform is _____

- a) VBScript
- b) ASP.NET
- c) JSP
- d) PHP

[View Answer](#)

Answer: a

Explanation: VBScript is a general-purpose, lightweight and active scripting language which can be used on Microsoft Visual Basic. It was first released in 1996.

9. What is document object model (DOM)?

- a) convention for representing and interacting with objects in html documents
- b) application programming interface
- c) hierarchy of objects in ASP.NET
- d) scripting language

[View Answer](#)

Answer: a

Explanation: DOM is a hierarchical model i.e. a tree used to represent an HTML or XML document. Every node of the tree an object that represents a part of the document.

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10. AJAX stands for _____

- a) asynchronous javascript and xml
- b) advanced JSP and xml
- c) asynchronous JSP and xml
- d) advanced javascript and xml

[View Answer](#)

Answer: a

Explanation: AJAX is a group of technologies that works on the client-side to create asynchronous web applications. It is used to modify only a part of a webpage and not the whole webpage whenever some event occurs.

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Computer Networks Questions & Answers – IPv4

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “IPv4”.

1. Which of the following is not applicable for IP?

- a) Error reporting
- b) Handle addressing conventions
- c) Datagram format
- d) Packet handling conventions

[View Answer](#)

Answer: a

Explanation: The Internet Protocol is the networking protocol which establishes the internet by relaying datagrams across network boundaries. ICMP is a supporting protocol for IP which handles the Error Reporting functionality.

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2. Which of the following field in IPv4 datagram is not related to fragmentation?

- a) Flags
- b) Offset

- c) TOS
 - d) Identifier
- [View Answer](#)

Answer: c

Explanation: TOS-type of service identifies the type of packets. It is not related to fragmentation but is used to request specific treatment such as high throughput, high reliability or low latency for the IP packet depending upon the type of service it belongs to.

3. The TTL field has value 10. How many routers (max) can process this datagram?

- a) 11
- b) 5
- c) 10
- d) 1

[View Answer](#)

Answer: c

Explanation: TTL stands for Time to Live. This field specifies the life of the IP packet based on the number of hops it makes (Number of routers it goes through). TTL field is decremented by one each time the datagram is processed by a router. When the value is 0, the packet is automatically destroyed.

4. If the value in protocol field is 17, the transport layer protocol used is _____

- a) TCP
- b) UDP
- c) ICMP
- d) IGMP

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Answer: b

Explanation: The protocol field enables the demultiplexing feature so that the IP protocol can be used to carry payloads of more than one protocol type. Its most used values are 17 and 6 for UDP and TCP respectively. ICMP and IGMP are network layer protocols.

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5. The data field cannot carry which of the following?

- a) TCP segment
- b) UDP segment
- c) ICMP messages
- d) SMTP messages

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Answer: c

Explanation: Data field usually has transport layer segments, but it can also carry ICMP messages. SMTP is an application layer protocol. First it must go through the transport layer to be converted into TCP segments and then it can be inserted into IP packets.

6. What should be the flag value to indicate the last fragment?

- a) 0
- b) 1
- c) TTL value
- d) Protocol field value

[View Answer](#)

Answer: a

Explanation: The Flag field in the IP header is used to control and identify the fragments. It contains three bits: reserved, don't fragment and more fragments. If the more fragments bit is 0, it means that the fragment is the last fragment.

7. Which of these is not applicable for IP protocol?

- a) is connectionless
- b) offer reliable service
- c) offer unreliable service
- d) does not offer error reporting

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Answer: b

Explanation: IP does not provide reliable delivery service for the data. It's dependent upon the transport layer protocols like TCP to offer reliability.

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8. Which of the following demerits does Fragmentation have?

- a) complicates routers
- b) open to DOS attack
- c) overlapping of fragments.
- d) all of the mentioned

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Answer: d

Explanation: Fragmentation makes the implementation of the IP protocol complex and can also be exploited by attackers to create a DOS attack such as a teardrop attack. Fragmentation won't be required if the transport layer protocols perform wise segmentation.

9. Which field helps to check rearrangement of the fragments?

- a) offset
- b) flag
- c) ttl
- d) identifier

[View Answer](#)

Answer: a

Explanation: The Fragment Offset field specifies where the fragment fits in the original datagram. The offset of the first fragment will always be 0. The size of the field (13 bits) is 3-bits shorter than the size of the total length field (16 bits).

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Computer Networks Questions & Answers – IPv4 Addressing

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This set of Computer Networks Interview Questions and Answers for Experienced people focuses on “IPv4 Addressing”.

1. Which of these is not applicable for IP protocol?
 - a) Connectionless
 - b) Offer reliable service
 - c) Offer unreliable service
 - d) Does not offer error reporting

[View Answer](#)

Answer: b

Explanation: IP does not provide reliable delivery service for the data. It's dependent upon the transport layer protocols like TCP to offer reliability.

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2. Which of the following demerits does Fragmentation have?
 - a) Complicates routers
 - b) Open to DOS attack
 - c) Overlapping of fragments
 - d) All of the mentioned

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Answer: d

Explanation: Fragmentation makes the implementation of the IP protocol complex and can also be exploited by attackers to create a DOS attack such as a teardrop attack. Fragmentation won't be required if the transport layer protocols perform wise segmentation.

3. Which field helps to check rearrangement of the fragments?

- a) Offset
- b) Flag
- c) TTL
- d) Identifier

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Answer: a

Explanation: The Fragment Offset field specifies where the fragment fits in the original datagram. The offset of the first fragment will always be 0. The size of the field (13 bits) is 3-bits shorter than the size of the total length field (16 bits).

4. In classless addressing, there are no classes but addresses are still granted in _____

- a) IPs
- b) Blocks
- c) Codes
- d) Sizes

[View Answer](#)

Answer: b

Explanation: In classless addressing, there are no classes but addresses are still granted in blocks. The total number of addresses in a block of classless IP addresses = $2^{(32 - \text{CIDR_value})}$.

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5. In IPv4 Addresses, classful addressing is replaced with _____

- a) Classless Addressing
- b) Classful Addressing
- c) Classful Advertising
- d) Classless Advertising

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Answer: a

Explanation: Classful addressing is replaced with classless addressing as a large ratio of the available addresses in a class in classful addressing is wasted. In classless addressing, one can reserve the number of IP addresses required by modifying the CIDR value and make sure that not many addresses are wasted.

6. First address in a block is used as network address that represents the _____

- a) Class Network
- b) Entity
- c) Organization
- d) Codes

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Answer: c

Explanation: First address in a block is used as network address that represents the organization. The network address can be found by AND'ing any address in the block by the default mask. The last address in a block represents the broadcast address.

7. In classful addressing, a large part of available addresses are _____

- a) Organized
- b) Blocked
- c) Wasted
- d) Communicated

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Answer: c

Explanation: In classful addressing, a large part of available addresses are wasted. Thus to solve this classful addressing is replaced with classless addressing where one can reserve the number of IP addresses required by modifying the CIDR value and make sure that not many addresses are wasted.

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8. Network addresses are a very important concept of _____

- a) Routing
- b) Mask
- c) IP Addressing
- d) Classless Addressing

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Answer: c

Explanation: Network addresses are a very important concept of IP addressing. The first address in a block is used as network address that represents the organization. The network address can be found by AND'ing any address in the block or class by the default mask.

9. Which of this is not a class of IP address?

- a) Class E
- b) Class C
- c) Class D
- d) Class F

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Answer: d

Explanation: Class F is not a class of IP addressing. There are only five classes of IP addresses: Class A (0.0.0.0 to 127.255.255.255), Class B (128.0.0.0 to 191.255.255.255), Class C (192.0.0.0 to 223.255.255.255), Class D (224.0.0.0 to 239.255.255.255), and Class E (240.0.0.0 to 255.255.255.255).

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Computer Networks Questions & Answers – IPv6

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “IPv6”.

1. The size of an IP address in IPv6 is _____

- a) 4 bytes
- b) 128 bits
- c) 8 bytes
- d) 100 bits

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Answer: b

Explanation: An IPv6 address is 128 bits long. Therefore, 2^{128} i.e. 340 undecillion addresses are possible in IPv6. IPv4 has only 4 billion possible addresses and IPv6 would be a brilliant alternative in case IPv4 runs out of possible new addresses.

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2. The header length of an IPv6 datagram is _____

- a) 10bytes
- b) 25bytes
- c) 30bytes
- d) 40bytes

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Answer: d

Explanation: IPv6 datagram has fixed header length of 40bytes, which results in faster processing of the datagram. There is one fixed header and optional headers which may or may not exist. The fixed header contains the mandatory essential information about the packet while the optional headers contain the optional “not that necessary” information.

3. In the IPv6 header, the traffic class field is similar to which field in the IPv4 header?

- a) Fragmentation field
- b) Fast-switching
- c) ToS field
- d) Option field

[View Answer](#)

Answer: c

Explanation: The traffic class field is used to specify the priority of the IP packet which is a similar functionality to the Type of Service field in the IPv4 header. It's an 8-bit field and its values are not defined in the RFC 2460.

4. IPv6 does not use _____ type of address.

- a) broadcast
- b) multicast
- c) anycast
- d) unicast

[View Answer](#)

Answer: a

Explanation: There is no concept of broadcast address in IPv6. Instead, there is an anycast address in IPv6 which allows sending messages to a group of devices but not all devices in a network. Anycast address is not standardized in IPv4.

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5. Which among the following features is present in IPv6 but not in IPv4?

- a) Fragmentation
- b) Header checksum
- c) Options
- d) Anycast address

[View Answer](#)

Answer: d

Explanation: There is an anycast address in IPv6 which allows sending messages to a group of devices but not all devices in a network. Anycast address is not standardized in IPv4.

6. The _____ field determines the lifetime of IPv6 datagram

- a) Hop limit
- b) TTL
- c) Next header
- d) Type of traffic

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Answer: a

Explanation: The Hop limit value is decremented by one by a router when the datagram is forwarded by the router. When the value becomes zero the datagram is discarded. The field is 8-bits wide, so an IPv6 packet can live up to 255 router hops only.

7. Dual-stack approach refers to _____

- a) implementing Ipv4 with 2 stacks
- b) implementing Ipv6 with 2 stacks
- c) node has both IPv4 and IPv6 support
- d) implementing a MAC address with 2 stacks

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Answer: c

Explanation: Dual-stack is one of the approaches used to support IPv6 in already existing systems. ISPs are using it as a method to transfer from IPv4 to IPv6 completely eventually due to the lower number of possible available addresses in IPv4.

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8. Suppose two IPv6 nodes want to interoperate using IPv6 datagrams, but they are connected to each other by intervening IPv4 routers. The best solution here is _____

- a) Use dual-stack approach
- b) Tunneling
- c) No solution
- d) Replace the system

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Answer: b

Explanation: The IPv4 routers can form a tunnel in which at the sender's side, the IPv6 datagram is

encapsulated in to IPv4, and at the receiver's side of the tunnel, the IPv4 packet is stripped and the IPv6 packet is sent to the receiver.

9. Teredo is an automatic tunneling technique. In each client the obfuscated IPv4 address is represented by bits _____

- a) 96 to 127
- b) 0 to 63
- c) 80 to 95
- d) 64 to 79

[View Answer](#)

Answer: a

Explanation: Teredo is a technique through which gives the possibility for full IPv6 network connectivity to IPv6 capable hosts which are currently on an IPv4 network. Bits 96 to 127 in the datagram represents obfuscated IPv4 address of the IPv4 network.

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Computer Networks Questions & Answers – IPv6 Addressing

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This set of Computer Networks test focuses on “IPv6 Addressing”.

1. Dual-stack approach refers to _____

- a) Implementing Ipv4 with 2 stacks
- b) Implementing Ipv6 with 2 stacks
- c) Node has both IPv4 and IPv6 support
- d) Implementing a MAC address with 2 stacks

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Answer: c

Explanation: Dual-stack is one of the approaches used to support IPv6 in already existing systems. ISPs are using it as a method to transfer from IPv4 to IPv6 completely eventually due to the lower number of possible available addresses in IPv4.

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2. Suppose two IPv6 nodes want to interoperate using IPv6 datagrams, but they are connected to each other by intervening IPv4 routers. The best solution here is _____

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- b) Tunneling
- c) No solution
- d) Replace the system

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Answer: b

Explanation: The IPv4 routers can form a tunnel in which at the sender’s side, the IPv6 datagram is encapsulated in to IPv4, and at the receiver’s side of the tunnel, the IPv4 packet is stripped and the IPv6 packet is sent to the receiver.

3. Teredo is an automatic tunneling technique. In each client the obfuscated IPv4 address is represented by bits _____

- a) 96 to 127
- b) 0 to 63
- c) 80 to 95
- d) 64 to 79

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Answer: a

Explanation: Teredo is a technique through which gives the possibility for full IPv6 network connectivity to IPv6 capable hosts which are currently on an IPv4 network. Bits 96 to 127 in the datagram represents obfuscated IPv4 address of the IPv4 network.

4. A link local address of local addresses is used in an _____

- a) Isolated router
- b) Isolated mask
- c) Isolated subnet
- d) Isolated net

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Answer: c

Explanation: Isolated subnet is very huge sharing network area in this link local address of local addresses is used. A link local address can be configured on any subnet with the prefix “FE80::”.

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5. In subcategories of reserved address in IPv6, address that is used by a host to test itself without going into network is called _____

- a) Unspecified address
- b) Loopback address
- c) Compatible address
- d) Mapped address

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Answer: b

Explanation: In subcategories of reserved address in IPv6, address that is used by a host to test itself without going into network is called loop back address. IPv6 loopback address is

0000:0000:0000:0000:0000:0000:0001. IPv4 loopback address is 127.0.0.1. It's a reserved address.

6. A few leftmost bits in each address of IPv6 address define its category is called _____

- a) Prefix type
- b) Postfix type
- c) Reserved type
- d) Local type

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Answer: a

Explanation: Prefix is the bits in the IP address which are placed in leftmost position. A network prefix in IPv6 is given by a CIDR format-liked number at the end of the address.

7. In IPv6 addresses, addresses that start with eight 0s are called _____

- a) Unicast addresses
- b) Multicast addresses
- c) Any cast addresses
- d) Reserved addresses

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Answer: d

Explanation: In IPv6 address format, the starting bits are specified with eight 0s to represent reserved addresses. These reserved addresses have a certain function pre-defined like the loop-back address is used to test a network card. Reserved addresses cannot be allotted to a machine.

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8. Which statement(s) about IPv6 addresses are true?

- a) Leading zeros are required
- b) Two colons (::) are used to represent successive hexadecimal fields of zeros
- c) Two colons (::) are used to separate fields
- d) A single interface cannot have multiple IPv6 addresses of different types

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Answer: b

Explanation: In order to shorten the written length of an IPv6 address, successive fields of zeros may be replaced by double colons. In trying to shorten the address further, leading zeros may also be removed. Just as with IPv4, a single device's interface can have more than one address; with IPv6 there are more types of addresses and the same rule applies. There can be link-local, global unicast, and multicast addresses all assigned to the same interface.

9. When was IPv6 launched?

- a) June 2, 2012
- b) June 4, 2012

c) June 5, 2012

d) June 6, 2012

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Answer: d

Explanation: IPv6 is the latest version of the Internet Protocol released on 6th June 2012. An IPv6 address is 128 bits long. Therefore, 2^{128} i.e. 340 undecillion addresses are possible in IPv6.

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Computer Networks Questions & Answers – P2P Applications

This set of Computer Networks Problems focuses on “P2P Applications”.

1. Which layer is responsible for process-to-process delivery?

- a) Physical layer
- b) Network layer
- c) Transport layer
- d) Application layer

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Answer: c

Explanation: The transport layer is responsible for process-to-process delivery, error control and flow control. It provides an interface for the implementation of process to process delivery through ports. There are 65,535 port numbers.

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2. In process-to-process delivery, two processes communicate in which of the following methods?

- a) Client/Server
- b) Source/Destination
- c) Message Transfer
- d) Peer to Peer

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Answer: a

Explanation: The most common method used for this communication is Client/Server. The client requests a service through a particular port number to the port of the server using its socket address. Then the server responds by giving the requested service to the client port.

3. Multiple processes on destinations at transport layer are identified by _____

- a) Mac address
- b) Port number
- c) Host number
- d) Host address

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Answer: b

Explanation: Multiple processes on destinations are identified by a transport layer address also called as port number. The IP address along with the port number is called the socket address.

4. Range of port numbers in Internet model is _____

- a) 0 and 32,765(8-bit)
- b) 0 and 32,765(16-bit)
- c) 0 and 65,535(32-bit)
- d) 0 and 65,535(16-bit)

[View Answer](#)

Answer: d

Explanation: Port numbers are 16-bit integers between 0 and 65,535. They are an interface for the implementation of process to process delivery for the transport layer.

5. According to Internet Assigned Numbers Authority (IANA), which of the following ranges is not a part of port number ranges?

- a) Well-known ports
- b) Registered ports
- c) Dynamic ports
- d) Static ports

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Answer: d

Explanation: IANA divided port numbers into three ranges i.e., Well-known, Registered and Dynamic ports. Well-known port numbers range from 0 to 1023, registered port numbers are from 1024 to 49151 and dynamic port numbers are from 49152 to 65535.

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6. The combination of an IP address and port number is called as _____

- a) Socket address
- b) Port address
- c) MAC address
- d) Host address

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Answer: a

Explanation: Socket address is the combination of an IP address and a port number and it is used to define the client-end and server-end processes uniquely.

7. Which of the following is false with respect to Connectionless service of transport layer protocol?

- a) Packets are not numbered
- b) Packets are not delayed
- c) No acknowledgement
- d) Packet may arrive out of sequence

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Answer: b

Explanation: There is a high probability in connectionless services like UDP that the packet gets delayed or lost because there is no connection made between the two end nodes. No connection means that there is no unique pathway for the packets to travel.

8. Correct order in the process of Connection-Oriented services is _____

- i. Data transfer
 - ii. Connection release
 - iii. Connection establishment
- a) i-ii-iii
 - b) iii-ii-i
 - c) ii-i-iii
 - d) iii-i-ii

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Answer: d

Explanation: First the client has to request a connection and the server has to accept the connection to establish a connection. Then data transfer can start between the two ends. Then both client and server need to terminate their ends to terminate the connection.

9. In transport layer, Multiplexing is done at _____

- a) Channel
- b) Receiver site
- c) Sender site
- d) Packet

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Answer: c

Explanation: At the sender's side, there are multiple processes which may want to send packets. But there is only one transport layer protocol like TCP or UDP working at a time. So the transport layer protocol gets the messages from these processes and separates them with different port numbers. This process is called multiplexing and it is done before sending packets to the receivers side.

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10. The process of error checking and dropping of the header, delivering messages to appropriate process based on port number is called as _____
- Delivery of packets
 - Error correction
 - Multiplexing
 - Demultiplexing
- [View Answer](#)

Answer: d

Explanation: Demultiplexing is the process of error checking and dropping of the header, delivering messages to appropriate process based on port number. The transport layer does this on the receiver's end after the packet is received and takes help of the header attached by the sender's side transport layer during multiplexing.

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Computer Networks Questions & Answers – ICMP

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “ICMP”.

1. Internet Control Message Protocol (ICMP) has been designed to compensate _____

- a) Error-reporting
- b) Error-correction
- c) Host and management queries
- d) All of the mentioned

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Answer: d

Explanation: IP by itself does not provide the features of error reporting or error correction. So, to address these issues a network layer protocol called Internet Control Message Protocol is used. ICMP operates over the IP packet to provide error reporting functionality.

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2. Header size of the ICMP message is _____

- a) 8-bytes
- b) 8-bits
- c) 16-bytes
- d) 16-bits

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Answer: a

Explanation: An ICMP message has an 8-byte header and a variable size data section. Out of the 8 bytes, the first 4 bytes are of a fixed format having the type, code and checksum fields and the next 4 bytes depend upon the type of the message.

3. During error reporting, ICMP always reports error messages to _____

- a) Destination
- b) Source
- c) Next router
- d) Previous router

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Answer: b

Explanation: ICMP notifies the source about the error when an error is detected because the datagram knows information about source and destination IP address. The source can then retransmit the data again or try to correct those errors.

4. Which of these is not a type of error-reporting message?

- a) Destination unreachable
- b) Source quench
- c) Router error
- d) Time exceeded

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Answer: c

Explanation: Router error is not a type of error-reporting message in ICMP. The type of error reporting message is specified in the ICMP header. Destination unreachable is type 3 error message, source quench is type 4, and time exceeded is type 11 error message.

5. ICMP error message will not be generated for a datagram having a special address such as _____

- a) 127.0.0.0
- b) 12.1.2

c) 11.1

d) 127

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Answer: a

Explanation: 127.0.0.0 is a special address known as the loopback address which is used for testing purpose of a machine without actually communicating with a network. Thus no error reporting message will be generated for such special addresses.

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6. When a router cannot route a datagram or host cannot deliver a datagram, the datagram is discarded and the router or the host sends a _____ message back to the source host that initiated the datagram.

a) Destination unreachable

b) Source quench

c) Router error

d) Time exceeded

[View Answer](#)

Answer: a

Explanation: Router sends destination unreachable message if the destination is not found. Destination unreachable is type 3 error reporting message. It is invoked when the router can't find a path to the intended destination to forward the packet through.

7. The source-quench message in ICMP was designed to add a kind of _____ to the IP.

a) error control

b) flow control

c) router control

d) switch control

[View Answer](#)

Answer: b

Explanation: Firstly, it informs the source that the datagram has been discarded. Secondly, it warns the source that there is congestion in the network. It's type 4 error reporting message after which the source is expected to reduce the flow of packets.

8. In case of time exceeded error, when the datagram visits a router, the value of time to live field is

a) Remains constant

b) Decrement by 2

c) Incremented by 1

d) Decrement by 1

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Answer: d

Explanation: This field will be decremented by 1 at every router, and will be zero by the time it reaches source. This error reporting message is type 11 and is used to prevent the router from travelling forever in case some unknown path anomaly occurs.

9. Two machines can use the timestamp request and timestamp replay messages to determine the _____ needed for an IP datagram to travel between them.

a) Half-trip time

b) Round-trip time

c) Travel time for the next router

d) Time to reach the destination/source

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Answer: b

Explanation: The round-trip time refers to the total time taken combining the time taken for a packet sent

from a source to reach a destination and the time taken the acknowledgement sent by the destination to reach the source. The Router sends destination unreachable message if the destination is not found.

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10. During debugging, we can use the _____ program to find if a host is alive and responding.

- a) traceroute
- b) shell
- c) ping
- d) java

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Answer: c

Explanation: Ping program is used to find if a host is alive and responding. It is to be entered into a command line with the syntax “ping (IP address)” to be executed. Traceroute is a program used to find the shortest route to the destination IP.

11. In windows _____ can be used to trace the route of the packet from the source to the destination.

- a) traceroute
- b) tracert
- c) ping
- d) locator

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Answer: b

Explanation: Tracert is used in case of windows, whereas Traceroute in UNIX. Tracert is a program used to find the shortest route to the destination IP. The Router sends destination unreachable message if a path to the destination IP is not found.

12. In a simple echo-request message, the value of the sum is 01010000 01011100. Then, value of checksum is _____

- a) 10101111 10100011
- b) 01010000 01011100
- c) 10101111 01011100
- d) 01010000 10100011

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Answer: a

Explanation: The sender side adds the bits of the fragmented packet to find a sum. Checksum is the compliment of the sum (exchange 0's and 1's). The receiver then has to verify the checksum by adding the bits of the received packet to ensure that the packet is error-free.

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Computer Networks Questions & Answers – Transition from IPV4 to IPV6

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This set of Computer Networks Quiz focuses on “Transition from IPV4 to IPV6”.

1. The main reason for transition from IPv4 to IPv6 is _____
 - a) Huge number of systems on the internet
 - b) Very low number of system on the internet
 - c) Providing standard address
 - d) To provide faster internet

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Answer: a

Explanation: Due to huge number of systems on the internet and the lower number of available addresses on IPv4, transition from IPv4 to IPv6 needs to happen. IPv4 provides around 4 billion unique IP addresses whereas IPv6 provides over 340 undecillion unique IP addresses.

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2. Which of the following is not a transition strategy?

- a) Dual stack
- b) Tunneling
- c) Conversion
- d) Header translation

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Answer: c

Explanation: As IPv4 addresses are of 32 bits and IPv6 addresses are of 128 bits, it is not possible to convert IPv4 address to IPv6 address. So, Dual stack, tunneling and header translation are the three strategies which might help in the transition from IPv4 to IPv6.

3. To determine which version to use when sending a packet to a destination, the source host queries which of the following?

- a) Dual stack
- b) Domain Name Server
- c) Header information
- d) Transport layer

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Answer: b

Explanation: Source host queries DNS to determine which version to use when sending a packet to a destination. The DNS contains both, the IPv4 and IPv6 addresses of the modern dual stack host servers.

4. The strategy used when two computers using IPv6 want to communicate with each other and the packet must pass through a region that uses IPv4 is _____

- a) Dual stack
- b) Header translation
- c) Conversion
- d) Tunneling

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Answer: d

Explanation: In tunneling, The IPv4 routers can form a tunnel in which at the sender's side, the IPv6 datagram is encapsulated in to IPv4, and at the receiver's side of the tunnel, the IPv4 packet is stripped and the IPv6 packet is sent to the receiver.

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5. The correct format of packet in tunnel that uses IPv4 region is _____

- i. IPv6 header
 - ii. Payload
 - iii. IPv4 header
- a) iii-i-ii
 - b) iii-ii-i
 - c) i-ii-iii
 - d) i-iii-ii

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Answer: a

Explanation: At the sender's side, the IPv6 datagram is encapsulated in to IPv4 i.e. An IPv4 header is inserted on top of the IPv6 header, and then the packet is sent through the tunnel.

6. _____ is necessary when the sender wants to use IPv6, but the receiver does not understand IPv6.

- a) Dual stack
- b) Header translation
- c) Conversion
- d) Tunneling

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Answer: b

Explanation: Header translation is used when the sender wants to use IPv6, but the receiver does not understand IPv6. It is made possible through a Network Address Translation – Protocol Translation enabled device such as a gateway.

7. Header translation uses _____ to translate an IPv6 address to an IPv4 address.

- a) IP address

- b) Physical address
- c) Mapped address
- d) MAC address

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Answer: c

Explanation: A mapped IPv6 address contains the IPv4 address in its last 32-bits and is preceded by 16 1s and 80 0s. It can be used to translate an IPv6 address to an IPv4 address.

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8. Which of the following is not a step in the Header translation procedure?

- a) The IPv6 mapped address is changed to an IPv4 address by extracting the rightmost 32bits
- b) The value of the IPv6 priority field is discarded
- c) The type of service field in IPv4 is set to zero
- d) The IPv6 flow label is considered

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Answer: d

Explanation: In the header translation procedure, first the IPv6 mapped address is changed to an IPv4 address by extracting the rightmost 32bits, then the value of the IPv6 priority field is discarded, and finally the ToS field in the IPv4 header is set to zero. IPv6 flow label is ignored in the procedure.

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Computer Networks Questions & Answers – IPV4 and IPV6 Comparision

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “IPV4 and IPV6 Comparision”.

1. Which of the following is not applicable for IP?

- a) Error reporting
- b) Handle addressing conventions
- c) Datagram format
- d) Packet handling

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Answer: a

Explanation: The Internet Protocol is the networking protocol that establishes the internet by relaying datagram across network boundaries. ICMP is a supporting protocol for IP which handles the Error Reporting functionality.

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2. Which of the following field in IPv4 datagram is not related to fragmentation?

- a) Flags
- b) Offset
- c) TOS
- d) Identifier

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Answer: c

Explanation: TOS-type of service identifies the type of packets. It is not related to fragmentation but is used to request specific treatment such as high throughput, high reliability or low latency for the IP packet depending upon the type of service it belongs to.

3. The TTL field has value 10. How many routers (max) can process this datagram?

- a) 11
- b) 5
- c) 10
- d) 1

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Answer: c

Explanation: TTL stands for Time to Live. This field specifies the life of the IP packet based on the number of hops it makes (Number of routers it goes through). TTL field is decremented by one each time the datagram is processed by a router. When the value is 0, the packet is automatically destroyed.

4. If the value in protocol field is 17, the transport layer protocol used is _____
 a) TCP

b) UDP

c) ICMP

d) IGMP

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Answer: b

Explanation: The protocol field enables the demultiplexing feature so that the IP protocol can be used to carry payloads of more than one protocol type. Its most used values are 17 and 6 for UDP and TCP respectively. ICMP and IGMP are network layer protocols.

5. Which field helps to check rearrangement of the fragments?

a) offset

b) flag

c) ttl

d) identifier

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Answer: a

Explanation: The Fragment Offset field specifies where the fragment fits in the original datagram. The offset of the first fragment will always be 0. The size of the field (13 bits) is 3-bits shorter than the size of the total length field (16 bits).

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6. The size of an IP address in IPv6 is _____

a) 4bytes

b) 128bits

c) 8bytes

d) 100bits

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Answer: b

Explanation: An IPv6 address is 128 bits long. Therefore, 2^{128} i.e. 340 undecillion unique addresses are available in IPv6. IPv4 has only 4 billion possible addresses and IPv6 would be a brilliant alternative in case IPv4 runs out of possible new addresses.

7. The header length of an IPv6 datagram is _____

a) 10bytes

b) 25bytes

c) 30bytes

d) 40bytes

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Answer: d

Explanation: IPv6 datagram has fixed header length of 40bytes, which results in faster processing of the datagram. There is one fixed header and optional headers which may or may not exist. The fixed header contains the mandatory essential information about the packet while the optional headers contain the optional “not that necessary” information.

8. In an IPv6 header, the traffic class field is similar to which field in the IPv4 header?

a) Fragmentation field

b) Fast switching

c) TOS field

d) Option field

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Answer: c

Explanation: The traffic class field is used to specify the priority of the IP packet which is a similar functionality to the Type of Service field in the IPv4 header. It's an 8-bit field and its values are not defined in the RFC 2460.

9. IPv6 does not use _____ type of address.

- a) Broadcast
- b) Multicast
- c) Any cast
- d) Unicast

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Answer: a

Explanation: There is no concept of broadcast address in IPv6. Instead, there is an anycast address in IPv6 which allows sending messages to a group of devices but not all devices in a network. Anycast address is not standardized in IPv4.

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10. Which are the features present in IPv4 but not in IPv6?

- a) Fragmentation
- b) Header checksum
- c) Options
- d) Anycast address

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Answer: d

Explanation: There is an anycast address in IPv6 which allows sending messages to a group of devices but not all devices in a network. Anycast address is not standardized in IPv4.

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Computer Networks Questions & Answers – Analyzing Subnet Masks

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Analyzing Subnet Masks”.

1. Which of the following is the broadcast address for a Class B network ID using the default subnetmask?
 - a) 172.16.10.255
 - b) 255.255.255.255
 - c) 172.16.255.255
 - d) 172.255.255.255

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Answer: c

Explanation: In this case, the class B network ID is 172.16.0.0. We know that the default mask of a class B network is 255.255.0.0. If we OR any address in a network with the complement of the default mask (0.0.255.255), we get the broadcast address of the network. In this case, the result of OR would be 172.16.255.255.

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2. You have an IP address of 172.16.13.5 with a 255.255.255.128 subnet mask. What is your class of address, subnet address, and broadcast address?

- a) Class A, Subnet 172.16.13.0, Broadcast address 172.16.13.127
- b) Class B, Subnet 172.16.13.0, Broadcast address 172.16.13.127
- c) Class B, Subnet 172.16.13.0, Broadcast address 172.16.13.255
- d) Class B, Subnet 172.16.0.0, Broadcast address 172.16.255.255

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Answer: b

Explanation: We know that the prefix 172 lies in class B (128 to 191) of IPv4 addresses. From the subnet mask, we get that the class is divided into 2 subnets: 172.16.13.0 to 172.16.13.127 and 172.16.13.128 to 172.16.13.255. The IP 172.16.13.5 lies in the first subnet. So the starting address 172.16.13.0 is the subnet address and last address 172.16.13.127 is the broadcast address.

3. If you wanted to have 12 subnets with a Class C network ID, which subnet mask would you use?

- a) 255.255.255.252
- b) 255.255.255.255
- c) 255.255.255.240
- d) 255.255.255.248

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Answer: c

Explanation: If you have eight networks and each requires 10 hosts, you would use the Class C mask of

255.255.255.240. Why? Because 240 in binary is 11110000, which means you have four subnet bits and four host bits. Using our math, we'd get the following:

24-2=14 subnets

24-2=14 hosts.

4. The combination of _____ and _____ is often termed the local address of the local portion of the IP address.

- a) Network number and host number
- b) Network number and subnet number
- c) Subnet number and host number
- d) Host number

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Answer: c

Explanation: It is termed as the local address because the address won't be applicable outside the subnet. Sub networking is implemented for remote sensing in transparent way from that host which is contained in the sub network which called a local operation.

5. _____ implies that all subnets obtained from the same subnet mask.

- a) Static subnetting
- b) Dynamic subnetting
- c) Variable length subnetting
- d) Dynamic length subnetting

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Answer: a

Explanation: Static subnetting is used when the requirement is of same number of hosts in each subnet for the institution. The same subnet mask can be used to find the subnet id of each subnet. It is usually used to divide large networks into smaller parts.

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6. State whether true or false.

- i) A connection oriented protocol can only use unicast addresses.
- ii) The any cast service is included in IPV6.

- a) True, True
- b) True, False
- c) False, True
- d) False, False

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Answer: a

Explanation: In a connection oriented protocol, the host can only establish connection with another host on one unique channel, that's why it can only use unicast addresses. In IPv6, there is an anycast address in IPv6 which allows sending messages to a group of devices but not all devices in a network.

7. _____ is a high performance fiber optic token ring LAN running at 100 Mbps over distances upto 1000 stations connected.

- a) FDDI
- b) FDDT
- c) FDDR
- d) FOTR

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Answer: a

Explanation: FDDI stands for Fiber Distributed Data Interface. It is a set of standards for fiber optic token ring LANs running at 100 Mbps over distances up to 200 km in diameter and 1000 stations connected.

8. Which of the following are Gigabit Ethernets?

- a) 1000 BASE-SX

- b) 1000 BASE-LX
- c) 1000 BASE-CX
- d) All of the mentioned

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Answer: d

Explanation: In computer networking, Gigabit Ethernet (GbE or 1 GigE) is a term describing various technologies for transmitting Ethernet frames at a rate of a gigabit per second (1,000,000,000 bits per second), as defined by the IEEE 802.3-2008 standard. It came into use beginning in 1999, gradually supplanting Fast Ethernet in wired local networks, as a result of being considerably faster.

9. _____ is a collective term for a number of Ethernet Standards that carry traffic at the nominal rate of 1000 Mbit/s against the original Ethernet speed of 10 Mbit/s.

- a) Ethernet
- b) Fast Ethernet
- c) Gigabit Ethernet
- d) Gigabyte Ethernet

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Answer: b

Explanation: Fast Ethernet is a set of Ethernet Standards which were introduced in 1995, that carry traffic at the nominal rate of 1000 Mbit/s. 100BASE-TX is the most commonly used Fast Ethernet standard.

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10. _____ is another kind of fiber optic network with an active star for switching.

- a) S/NET
- b) SW/NET
- c) NET/SW
- d) FS/NET

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Answer: a

Explanation: A 50-MBd active star fiber optical Local area network (LAN) and its optical combiner and mixing rod splitter are presented. The limited power budget and relatively large tapping losses of light wave technology, which limit the use of fiber optics in tapped bus LAN topologies, are examined and proven tolerable in optical star topologies.

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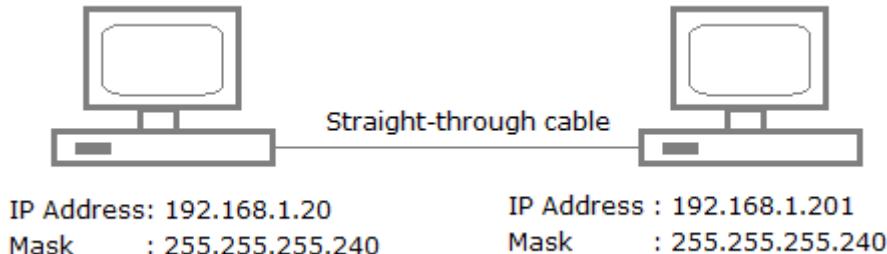
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Computer Networks Questions & Answers – Designing Subnet Masks

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This set of Computer Networks MCQs focuses on “Designing Subnet Masks”.

1. A network administrator is connecting hosts A and B directly through their Ethernet interfaces, as shown in the illustration. Ping attempts between the hosts are unsuccessful. What can be done to provide connectivity between the hosts?



- i. A crossover cable should be used in place of the straight-through cable.
- ii. A rollover cable should be used in place of the straight-through cable.
- iii. The subnet masks should be set to 255.255.255.192.
- iv. A default gateway needs to be set on each host.
- v. The subnet masks should be set to 255.255.255.0.

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- a) i only
 - b) ii only
 - c) iii and iv only
 - d) i and v only
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Answer: d

Explanation: First, if you have two hosts directly connected, as shown in the graphic, then you need a

crossover cable. A straight-through cable won't work. Second, the hosts have different masks, which puts them in different subnets. The easy solution is just to set both masks to 255.255.255.0 (/24).

2. Your router has the following IP address on Ethernet0: 172.16.2.1/23. Which of the following can be valid host IDs on the LAN interface attached to the router?

- i. 172.16.1.100
- ii. 172.16.1.198
- iii. 172.16.2.255
- iv. 172.16.3.0

- a) i only
- b) ii and iii only
- c) iii and iv only
- d) ii only

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Answer: c

Explanation: The router's IP address on the E0 interface is 172.16.2.1/23, which is 255.255.254.0. This makes the third octet a block size of 2. The router's interface is in the 172.16.2.0 subnet, and the broadcast address is 172.16.3.255 because the next subnet is 172.16.4.0. The valid host range is 172.16.2.1 to 172.16.3.254. The router is using the first valid host address in the range.

3. Which two statements describe the IP address 10.16.3.65/23?

- i. The subnet address is 10.16.3.0 255.255.254.0.
- ii. The lowest host address in the subnet is 10.16.2.1 255.255.254.0.
- iii. The last valid host address in the subnet is 10.16.2.254 255.255.254.0.
- iv. The broadcast address of the subnet is 10.16.3.255 255.255.254.0.

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- a) i and iii
- b) ii and iv
- c) i, ii and iv
- d) ii, iii and iv

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Answer: b

Explanation: The mask 255.255.254.0 (/23) used with a Class A address means that there are 15 subnet bits and 9 host bits. The block size in the third octet is 2 (256 – 254). So this makes the subnets in the interesting octet 0, 2, 4, 6, etc., all the way to 254. The host 10.16.3.65 is in the 10.16.2.0 subnet. The next subnet is 10.16.4.0, so the broadcast address for the 10.16.2.0 subnet is 10.16.3.255. The valid host addresses are 10.16.2.1 to 10.16.3.254.

4. What is the maximum number of IP addresses that can be assigned to hosts on a local subnet that uses the 255.255.255.224 subnet mask?

- a) 14
- b) 15
- c) 16
- d) 30

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Answer: d

Explanation: A /27 (255.255.255.224) is 3 bits on and 5 bits off. This provides 8 subnets, each with 30 hosts. Does it matter if this mask is used with a Class A, B, or C network address? Not at all. The number of host bits would never change.

5. You need to subnet a network into 5 subnets, each with at least 16 hosts. Which classful subnet mask would you use?

- a) 255.255.255.192

- b) 255.255.255.224
- c) 255.255.255.240
- d) 255.255.255.248

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Answer: b

Explanation: You need 5 subnets, each with at least 16 hosts. The mask 255.255.255.240 provides 16 subnets with 14 hosts which is less than 15, so this will not work. The mask 255.255.255.224 provides 8 subnets, each with 30 hosts so this may work. The mask 255.255.255.192 provides 4 subnets, each with 60 hosts so this may work. Comparing both the possible masks, 255.255.255.224 provides the best answer.

6. You have a network that needs 29 subnets while maximizing the number of host addresses available on each subnet. How many bits must you borrow from the host field to provide the correct subnet mask?

- a) 2
- b) 3
- c) 4
- d) 5

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Answer: d

Explanation: A 240 mask is 4 subnet bits and provides 16 subnets, each with 14 hosts. We need more subnets, so let's add subnet bits. One more subnet bit would be a 248 mask. This provides 5 subnet bits (32 subnets) with 3 host bits (6 hosts per subnet). This is the best answer.

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7. If an Ethernet port on a router were assigned an IP address of 172.16.112.1/25, what would be the valid subnet address of this host?

- a) 172.16.112.0
- b) 172.16.0.0
- c) 172.16.96.0
- d) 172.16.255.0

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Answer: a

Explanation: A /25 mask is 255.255.255.128. Used with a Class B network, the third and fourth octets are used for subnetting with a total of 9 subnet bits, 8 bits in the third octet and 1 bit in the fourth octet. Since there is only 1 bit in the fourth octet, the bit is either off or on-which is a value of 0 or 128. The host in the question is in the 0 subnet, which has a broadcast address of 127 since 128 is the next subnet

8. You have an interface on a router with the IP address of 192.168.192.10/29. Including the router interface, how many hosts can have IP addresses on the LAN attached to the router interface?

- a) 6
- b) 8
- c) 30
- d) 32

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Answer: a

Explanation: A /29 (255.255.255.248), regardless of the class of address, has only 3 host bits. Six hosts are the maximum number of hosts on this LAN, including the router interface. Out of the 8 addresses possible with the host bits, the first and the last address are for the subnet id and broadcast address respectively.

9. What is the subnet id of a host with an IP address 172.16.66.0/21?

- a) 172.16.36.0
- b) 172.16.48.0
- c) 172.16.64.0
- d) 172.16.0.0

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Answer: c

Explanation: A /21 is 255.255.248.0, which means we have a block size of 8 in the third octet, so we just count by 8 until we reach 66. The subnet in this question is 64.0. The next subnet is 72.0, so the broadcast address of the 64 subnet is 71.255.

10. The network address of 172.16.0.0/19 provides how many subnets and hosts?

- a) 7 subnets, 30 hosts each
- b) 8 subnets, 8,190 hosts each
- c) 8 subnets, 2,046 hosts each
- d) 7 subnets, 2,046 hosts each

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Answer: b

Explanation: A CIDR address of /19 is 255.255.224.0. This is a Class B address, so that is only 3 subnet bits, but it provides 13 host bits, or 8 subnets, each with 8,190 hosts.

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Computer Networks Questions & Answers – IP Routing

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “IP Routing”.

1. Which type of Ethernet framing is used for TCP/IP and DEC net?

- a) Ethernet 802.3
- b) Ethernet 802.2
- c) Ethernet II
- d) Ethernet SNAP

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Answer: c

Explanation: The Ethernet 802.3 framing is used for NetWare versions 2 to 3.11, and the Ethernet 802.2 framing is used for NetWare versions 3.12 and later plus OSI routing, Ethernet II is used with TCP/IP and DEC net, and Ethernet SNAP is used with TCP/IP and AppleTalk. The type field in Ethernet 802.2 frame is replaced by a length field in Ethernet 802.3.

2. Consider a situation in which you are a system administrator on a NetWare network, you are running NetWare 4.11 and you cannot communicate with your router. What is the likely problem?

- a) NetWare 4.11 defaults to 802.2 encapsulation
- b) NetWare 4.11 defaults to 802.3 encapsulation
- c) Cisco routers only work with NetWare 3.11
- d) NetWare 3.11 defaults to 802.2 encapsulation

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Answer: a

Explanation: The default encapsulation on Cisco routers is Novell Ethernet_802.3 and NetWare 3.12 and later defaults to 802.2 encapsulation, 3.11 and earlier defaults to 802.3.

3. NetWare IPX addressing uses a network number and a node number. Which statement is not true?

- a) The network address is administratively assigned and can be up to 16 hexadecimal digits long
- b) The node address is always administratively assigned
- c) The node address is usually the MAC address
- d) If the MAC address is used as the node address, then IPX eliminates the use of ARP

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Answer: b

Explanation: The network address can be up to 16 hexadecimal digits in length. The node number is 12 hexadecimal digits. The node address is usually the MAC address. An example IPX address is 4a1d.0000.0c56.de33. The network part is 4a1d. The node part is 0000.0c56.de33. The network number is assigned by the system administrator of the Novell network and the MAC address/node address is not assigned by the administrator.

4. Which NetWare protocol works on layer 3—network layer—of the OSI model?

- a) IPX
- b) NCP
- c) SPX
- d) NetBIOS

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Answer: a

Explanation: IPX (Internetwork Packet Exchange) is the NetWare network layer 3 protocol used for transferring information on LANs that use Novell's NetWare.

5. Which NetWare protocol provides link-state routing?

- a) NLSP
- b) RIP
- c) SAP
- d) NCP

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Answer: a

Explanation: NetWare Link Services Protocol (NLSP) provides link-state routing. SAP (Service Advertisement Protocol) advertises network services. NCP (NetWare Core Protocol) provides client-to-server connections and applications. RIP is a distance vector routing protocol. NLSP was developed by Novell to replace RIP routing protocols.

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6. As a system administrator, you want to debug IGRP but are worried that the “debug IP IGRP transaction” command will flood the console. What is the command that you should use?

- a) Debug IP IGRP event
- b) Debug IP IGRP-events
- c) Debug IP IGRP summary
- d) Debug IP IGRP events

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Answer: d

Explanation: The “debug IP IGRP events” is used to display a short summary of IGRP routing information. You can append an IP address onto either console's command-line to see only the IGRP updates from a neighbor. The command will only give a short summary and hence won't flood the command line.

7. What does the following series of commands “Router IGRP 71 network” accomplish?

- 10.0.0.0 router IGRP 109 network 172.68.7.0
- a) It isolates networks 10.0.0.0 and 172.68.7.0
 - b) It loads IGRP for networks 109 and 71
 - c) It disables RIP
 - d) It disables all routing protocols

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Answer: a

Explanation: It isolates network 10.0.0.0 and 172.68.7.0 and associates autonomous systems 109 and 71 with IGRP. IGRP does not disable RIP, both can be used at the same time.

8. The “IPX delay number” command will allow an administrator to change the default settings. What are the default settings?

- a) For LAN interfaces, one tick; for WAN interfaces, six ticks
- b) For LAN interfaces, six ticks; for WAN interfaces, one tick
- c) For LAN interfaces, zero ticks; for WAN interfaces, five ticks
- d) For LAN interfaces, five ticks; for WAN interfaces, zero Ticks

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Answer: a

Explanation: Tick is basically the update rate of clients in the network. The IPX delay number will give the ticks at a certain time. The default ticks are—for LAN interfaces, one tick, and for WAN interfaces, six ticks.

9. As a system administrator, you need to set up one Ethernet interface on the Cisco router to allow for both sap and Novell-ether encapsulations. Which set of commands will accomplish this?

- a) Interface Ethernet 0.1 IPX encapsulation Novell-ether IPX network 9e interface

Ethernet 0.2 IPX network 6c

b) Interface Ethernet 0 IPX encapsulation Novell-ether IPX network 9e interface

Ethernet 0 IPX encapsulation sap IPX network 6c

c) Interface Ethernet 0.1 IPX encapsulation Novell-ether interface Ethernet 0.2 IPX encapsulation sap

d) Interface Ethernet 0.1ipx encapsulation Novell-ether IPX network 9e interface

Ethernet 0.2 IPX encapsulation sap IPX network 6c

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Answer: d

Explanation: The following commands setup the sub interfaces to allow for two types of encapsulation:
 interface Ethernet 0.1 IPX encapsulation Novell-ether IPX network 9e interface
 Ethernet0.2 IPX encapsulation sap IPX network 6c.

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10. What does the “IPX maximum-paths 2” command accomplish?

a) It enables load sharing on 2 paths if the paths are equal metric paths

b) It sets up routing to go to network 2

c) It is the default for Cisco IPX load sharing

d) It enables load sharing on 2 paths if the paths are unequal metric paths

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Answer: a

Explanation: It enables load sharing on 2 paths if the paths are equal metric paths. The default is 1 path and the maximum is 512 paths. The value must always be greater than 1 and must be a natural number.

11. You want to enable both arpa and snap encapsulation on one router interface. How do you do this?

a) The interface can handle multiple encapsulation types with no extra configuration

b) Assign two network numbers, one for each encapsulation type

c) Enable Novell-ether to run multiple encapsulation types

d) Both arpa and snap are enabled by default so you don't have to configure anything

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Answer: b

Explanation: To assign multiple network numbers, you usually use sub interfaces. A sample configuration follows:
 IPXEthernet 0.1 IPX encapsulation novell-ether ipx network 9e interface ethernet 0.2 ipx encapsulation sap ipx network 6c

12. By default, Cisco routers forward GNS SAPs to remote networks.

a) False

b) True

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Answer: a

Explanation: GNS is Novell's protocol to Get Nearest Server. If there is a server on the local network, that server will respond. If there isn't, the Cisco router has to be configured to forward the GNS SAP.

13. To prevent Service Advertisements (SAPs) from flooding a network, Cisco routers do not forward them.

How are services advertised to other networks?

a) Each router builds its own SAP table and forwards that every 60 seconds

b) Each router assigns a service number and broadcasts that

c) SAPs aren't necessary with Cisco routers

d) Cisco routers filter out all SAPs

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Answer: a

Explanation: Cisco routers build SAP tables and forward the table every 60 seconds. All SAPs can't be filtered even with 4.x since NDS and time synchronization uses SAPs.

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14. Novell's implementation of RIP updates routing tables every _____ seconds.

- a) 60
- b) 90
- c) 10
- d) 30

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Answer: a

Explanation: Novell's RIP updates routing tables every 60 seconds, Apple's RTMP is every 10 seconds, routers ARP every 60 seconds, IGRP signal every 90 seconds, and Banyan VINES signals every 90 seconds.

15. In Novell's use of RIP, there are two metrics used to make routing decisions. Select the correct metrics.

- a) Ticks & Hops
- b) Hops & Loops
- c) Loops & Counts
- d) Counts & Ticks

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Answer: a

Explanation: It first uses ticks (which is about 1/18 sec.); if there is a tie, it uses hops; if hops are equal, then it uses an administratively assigned tiebreaker.

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Computer Networks Questions & Answers – RIP v1

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “RIP v1”.

1. Which protocol should you select if the network diameter is more than 17 hops?
 - a) RIPv1
 - b) RIPv2
 - c) EIGRP
 - d) Both RIPv1 and RIPv2

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Answer: a

Explanation: RIP v1 has network diameter is more than 17 hops. It uses classful routing and the routing updates are broadcasted over the network. It notifies routers about the update so that they update their own routing tables.

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2. 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

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Answer: a

Explanation: RIPv1 router broadcasts its routing table every 30 seconds by default. The broadcasted routing table can be used by other routers to find the shortest path among the network devices.

3. Which command displays RIP routing updates?
 - a) Show IP route
 - b) Debug IP rip
 - c) Show protocols
 - d) Debug IP route

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Answer: b

Explanation: The debug IP rip command is used to show the Internet Protocol (IP) Routing Information Protocol (RIP) updates being sent and received on the router. It verifies that the updates are being broadcasted and not multicasted.

4. Two connected routers are configured with RIP routing. What will be the result when a router receives a routing update that contains a higher-cost path to a network already in its routing table?
 - a) The updated information will be added to the existing routing table Debug IP rip
 - b) The update will be ignored and no further action will occur Debug IP route
 - c) The updated information will replace the existing routing table entry

d) The existing routing table entry will be deleted from the routing table and all routers will exchange routing updates to reach convergence

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Answer: b

Explanation: When a routing update is received by a router, the router first checks the administrative distance (AD) and always chooses the route with the lowest AD. However, if two routes are received and they both have the same AD, then the router will choose the one route with the lowest metrics, or in RIP's case, hop count.

5. You type debug IP rip on your router console and see that 172.16.10.0 is being advertised to you with a metric of 16. What does this mean?

- a) The route is 16 hops away Debug IP rip
- b) The route has a delay of 16 microseconds Debug IP route
- c) The route is inaccessible
- d) The route is queued at 16 messages a second

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Answer: c

Explanation: You cannot have 16 hops on a RIP network by default, because the max default hops possible is 15. If you receive a route advertised with a metric of 16, this means it is inaccessible.

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6. Default administrative distance of a static route is _____

- a) 0
- b) 90
- c) 100
- d) 1

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Answer: d

Explanation: 1 is the default administrative distance of Static Route. It is used by routers to select the best path when there are different routes to the same destination. It's used only two different routing protocols are being used.

7. Which protocol gives a full route table update every 30 seconds?

- a) IEGRP
- b) RIP
- c) ICMP
- d) IP

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Answer: b

Explanation: RIP gives a full route table update every 30 seconds. The broadcasted routing table can be used by other routers to find the shortest path among the network devices.

8. _____ is the default administrative distance of RIP.

- a) 0
- b) 90
- c) 120
- d) 130

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Answer: c

Explanation: The default administrative distance is the default count of numbers assigned to arbitrary routes to a destination. The default administrative distance of RIP is 120. It is used to find the shortest route amongst the number of paths available.

9. Which statement is true regarding classless routing protocol?
- The use of discontinuous networks is not allowed
 - Use of variable length subnet masks is permitted
 - RIPv1 is a classless routing protocol
 - IGRP supports classes routing within the same autonomous system

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Answer: b

Explanation: Use of variable length subnet masks is permitted in classless routing protocols. Also use of discontinuous networks is allowed in such routing protocols. RIPv1 is a classful routing protocol but RIPv2 is classless routing protocol.

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10. Where should we use default routing?
- On stub networks- which have only one exit path out of the network
 - Which have more than one exit path out of the network
 - Minimum five exit paths out of the network
 - Maximum five exit paths out of the network

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Answer: a

Explanation: We must use default routing on stub networks. They have only one exit path out of the network, so there can be no specific path decided for such networks.

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Computer Networks Questions & Answers – RIP v2

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This set of Computer Networks Multiple Choice Questions & Answers focuses on “RIP v2”.

1. Which statement is true regarding classless routing protocols?
 - a) The use of discontinuous networks is not allowed
 - b) The use of variable length subnet masks is permitted
 - c) RIPv1 is a classless routing protocol
 - d) RIPv2 supports classless routing

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Answer: b

Explanation: Classful routing means that all hosts in the internetwork use the same mask. Classless routing means that you can use Variable Length Subnet Masks (VLSMs) and can also support discontinuous networking.

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2. What is route poisoning?

- a) It sends back the protocol received from a router as a poison pill, which stops the regular updates. The use of variable length subnet masks is permitted
- b) It is information received from a router that can't be sent back to the originating router. RIPv2 supports classless routing
- c) It prevents regular update messages from reinstating a route that has just come up
- d) It describes when a router sets the metric for a downed link to infinity

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Answer: d

Explanation: When a network goes down, the distance-vector routing protocol initiates route poisoning by advertising the network with a metric of 16, or unreachable.

3. Which of the following is true regarding RIPv2?

- a) It has a lower administrative distance than RIPv1
- b) It converges faster than RIPv1
- c) It has the same timers as RIPv1
- d) It is harder to configure than RIPv1

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Answer: c

Explanation: RIPv2 is pretty much just like RIPv1. It has the same administrative distance and timers and is configured just like RIPv1.

4. Which of the situations might not require multiple routing protocols in a network?

- a) When a new Layer 2-only switch is added to the network

- b) When you are migrating from one routing protocol to another
- c) When you are using routers from multiple vendors
- d) When there are host-based routers from multiple vendors

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Answer: a

Explanation: Multiple routing protocols are required only when we need to migrate from one routing protocol to another, or when we are using routers from multiple vendors, or when there are host-based routers from multiple vendors. Routing is not a layer-2 function so we don't require multiple routing protocols when new layer-2 switch is added.

5. Which two routing protocols can be redistributed into OSPF by a Cisco router?

- a) IP EIGRP and AppleTalk EIGRP
- b) AppleTalk EIGRP and RIPv2
- c) RIPv2 and IP EIGRP
- d) IPX RIP & AppleTalk EIGRP

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Answer: c

Explanation: OSPF stands for Open Shortest Path First. It is a Link state routing protocol. IP EIGRP and RIPv2 can be redistributed into OSPF by a Cisco router.

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6. Which is a reason for avoiding doing route redistribution on two routers between the same two routing domains?

- a) Higher cost of two routers
- b) Routing feedback
- c) Cisco IOS incompatibility
- d) Not possible to use two routers

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Answer: b

Explanation: Routing feedback is an anomaly in which the routing protocols go back and forth between one route and another. Routing feedback is a reason for avoiding doing route redistribution on two routers between the same two routing domains.

7. What does administrative distance rank?

- a) Metrics
- b) Sources of routing information
- c) Router reliability
- d) Best paths

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Answer: b

Explanation: Sources of routing information is the administrative distance rank. It is used by routers to select the best path when there are different routes to the same destination. It's used only two different routing protocols are being used.

8. Which protocol maintains neighbor adjacencies?

- a) RIPv2 and EIGRP
- b) IGRP and EIGRP
- c) RIPv2
- d) EIGRP

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Answer: c

Explanation: Neighbor adjacency refers to the formal handshake performed by neighboring routers. It is to be done before the router share any routing information. RIP V2 maintains neighbor adjacencies.

9. Which routing protocol implements the diffusing update algorithm?

- a) IS-IS
- b) IGRP
- c) EIGRP
- d) OSPF

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Answer: c

Explanation: The diffusing update algorithm (DUAL) is used to maintain backup routes to a destination for when the primary route fails. EIGRP routing protocol implements the diffusing update algorithm.

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10. Which protocol should you select if the network diameter is more than 17 hops?

- a) RIPv1
- b) RIPv2
- c) EIGRP
- d) OSPF

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Answer: b

Explanation: RIPv2 protocol should you select if the network diameter is more than 17 hops. It uses classless routing and the routing updates are broadcasted over the network. It notifies routers about the update so that they update their own routing tables.

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Computer Networks Questions & Answers – Cryptography

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Cryptography”.

1. In cryptography, what is cipher?
 a) algorithm for performing encryption and decryption
 b) encrypted message
 c) both algorithm for performing encryption and decryption and encrypted message
 d) decrypted message

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Answer: a

Explanation: Cipher is a method to implement encryption and decryption of messages travelling in a network. It's used to increase the confidentiality of the messages.

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2. In asymmetric key cryptography, the private key is kept by _____
 a) sender
 b) receiver
 c) sender and receiver
 d) all the connected devices to the network

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Answer: b

Explanation: The private key is kept only by the receiver of the message. Its aim is to make sure that only the intended receiver can decipher the message.

3. Which one of the following algorithm is not used in asymmetric-key cryptography?
 a) rsa algorithm
 b) diffie-hellman algorithm
 c) electronic code book algorithm
 d) dsa algorithm

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Answer: c

Explanation: Electronic code book algorithm is a block cipher method in which each block of text in an encrypted message corresponds to a block of data. It is not feasible for block sizes smaller than 40 bits.

4. In cryptography, the order of the letters in a message is rearranged by _____
 a) transpositional ciphers
 b) substitution ciphers
 c) both transpositional ciphers and substitution ciphers

d) quadratic ciphers

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Answer: a

Explanation: In transposition ciphers, the order of letters in a plaintext message is shuffled using a pre-defined method. Some of such ciphers are Rail fence cipher and Columnar transposition.

5. What is data encryption standard (DES)?

a) block cipher

b) stream cipher

c) bit cipher

d) byte cipher

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Answer: a

Explanation: DES is a symmetric key block cipher in which the block size is 64 bits and the key size is 64 bits. It is vulnerable to some attacks and is hence not that popularly used.

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6. Cryptanalysis is used _____

a) to find some insecurity in a cryptographic scheme

b) to increase the speed

c) to encrypt the data

d) to make new ciphers

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Answer: a

Explanation: Cryptanalysis is a field of study in which a cryptographic scheme is intentionally tried to breach in order to find flaws and insecurities. It is used to make sure that the scheme is least vulnerable to attacks.

7. Which one of the following is a cryptographic protocol used to secure HTTP connection?

a) stream control transmission protocol (SCTP)

b) transport layer security (TLS)

c) explicit congestion notification (ECN)

d) resource reservation protocol

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Answer: b

Explanation: TLS has strong message authentication and key-material generation to prevent eavesdropping, tampering and message forgery. It has been used since the year 1996.

8. Voice privacy in GSM cellular telephone protocol is provided by _____

a) A5/2 cipher

b) b5/4 cipher

c) b5/6 cipher

d) b5/8 cipher

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Answer: a

Explanation: The A5/2 cipher was published in the year 1996 and was cryptanalysed in the same year within a month. Its use was discontinued from the year 2006 as it was really weak.

9. ElGamal encryption system is _____

a) symmetric key encryption algorithm

b) asymmetric key encryption algorithm

c) not an encryption algorithm

d) block cipher method

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Answer: b

Explanation: The ELGamal encryption system was made by Taher Elgamal in the year 1985 and is an asymmetric key algorithm. It is popularly used in PGP and other systems.

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10. Cryptographic hash function takes an arbitrary block of data and returns _____

- a) fixed size bit string
- b) variable size bit string
- c) both fixed size bit string and variable size bit string
- d) variable sized byte string

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Answer: a

Explanation: Cryptographic hash functions are used in digital signatures and message authentication codes. The only issue with it is that it returns the same hash value every time for a message making it vulnerable to attackers to evaluate and break the cipher.

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Computer Networks Questions & Answers – Ports

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Ports”.

1. Multiple objects can be sent over a TCP connection between client and server in a persistent HTTP connection.

a) True

b) False

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Answer: a

Explanation: Persistent connections are kept active after completing transaction so that multiple objects can be sent over the same TCP connection.

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2. HTTP is _____ protocol.

a) application layer

b) transport layer

c) network layer

d) data link layer

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Answer: a

Explanation: HTTP is an Application layer protocol used to define how messages are formatted and transmitted through the World Wide Web.

3. In the network HTTP resources are located by _____

a) Uniform resource identifier

b) Unique resource locator

c) Unique resource identifier

d) Union resource locator

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Answer: a

Explanation: The Uniform Resource Identifier is a name and locator for the resource to be located by the HTTP. The URLs and URNs are derived through the identifier.

4. HTTP client requests by establishing a _____ connection to a particular port on the server.

a) User datagram protocol

b) Transmission control protocol

c) Border gateway protocol

d) Domain host control protocol

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Answer: b

Explanation: HTTP clients perform requests using a TCP connection, because the TCP connection provides a more reliable service. UDP is not a reliable protocol, border gateway protocol is used on top of TCP, while domain host control protocol is a network layer protocol.

5. In HTTP pipelining _____

a) multiple HTTP requests are sent on a single TCP connection without waiting for the corresponding responses

b) multiple HTTP requests cannot be sent on a single TCP connection

c) multiple HTTP requests are sent in a queue on a single TCP connection

- d) multiple HTTP requests are sent at random on a single TCP connection

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Answer: a

Explanation: HTTP pipelining helps the client make multiple requests without having to wait for each response, thus saving a lot of time and bandwidth for the client.

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6. FTP server listens for connection on which port number?

- a) 20
- b) 21
- c) 22
- d) 23

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Answer: b

Explanation: Port 20 is used for FTP data. Port 22 is used for SSH remote login. Port 23 is used for TELNET.

7. In FTP protocol, a client contacts a server using _____ as the transport protocol.

- a) Transmission control protocol
- b) User datagram protocol
- c) Datagram congestion control protocol
- d) Stream control transmission protocol

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Answer: a

Explanation: The clients use the Transmission Control Protocol for FTP as it's more reliable than UDP, DCCP, and SCTP, and reliability of file transfer is required to be as high as possible for FTP.

8. In Active mode FTP, the client initiates both the control and data connections.

- a) True
- b) False

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Answer: b

Explanation: In Passive mode of FTP, the client initiates both data and control connections, while in Active mode, the client initiates the control connection and then the server initiates the data connection.

9. The File Transfer Protocol is built on _____

- a) data centric architecture
- b) service oriented architecture
- c) client server architecture
- d) connection oriented architecture

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Answer: c

Explanation: The FTP connection includes a Server and a Client which wish to share files. The server can have multiple clients at the same time while the client communicates with only one server at a time.

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10. In File Transfer Protocol, data transfer cannot be done in _____

- a) stream mode
- b) block mode
- c) compressed mode
- d) message mode

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Answer: d

Explanation: In Stream mode, the data is transferred in a continuous stream. In Block mode, data is transferred after being divided into smaller blocks. In Compressed mode, data is transferred after being compressed using some compression algorithm.

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Computer Networks Questions & Answers – Socket Programming

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This set of Computer Networks Assessment Questions and Answers focuses on “Socket Programming”.

1. Which methods are commonly used in Server Socket class?

- a) Public Output Stream get Output Stream ()
- b) Public Socket accept ()
- c) Public synchronized void close ()
- d) Public void connect ()

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Answer: b

Explanation: The Public socket accept () method is used by the ServerSocket class to accept the connection request of exactly one client at a time. The client requests by initializing the socket object with the servers IP address.

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2. Which constructor of Datagram Socket class is used to create a datagram socket and binds it with the given Port Number?

- a) Datagram Socket(int port)
- b) Datagram Socket(int port, Int Address address)
- c) Datagram Socket()
- d) Datagram Socket(int address)

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Answer: b

Explanation: Datagram Socket (int port, Int Address address) is used to create a datagram socket. A datagram socket is created for connection-less communication between the server and the client. There is no accept() method in this class.

3. The client in socket programming must know which information?

- a) IP address of Server
- b) Port number
- c) Both IP address of Server & Port number
- d) Only its own IP address

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Answer: c

Explanation: The client in socket programming must know IP address of Server as it has to use that IP address in order to initialize the socket class constructor. That is how the client requests a connection to the server.

4. The URL Connection class can be used to read and write data to the specified resource that is referred by the URL.

- a) True
- b) False

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Answer: a

Explanation: The URL Connection class can be used to read and write data to the specified resource referred by the URL. A connection to the URL is initialized by the OpenConnection() method of the class.

5. Datagram is basically just a piece of information but there is no guarantee of its content, arrival or arrival time.

- a) True
- b) False

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Answer: a

Explanation: Datagram is basically some information travelling between the sender and the receiver, but there is no guarantee of its content, arrival or arrival time. A Datagram socket class object is created to make a datagram connection between the server and the client.

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6. TCP, FTP, Telnet, SMTP, POP etc. are examples of _____

- a) Socket
- b) IP Address
- c) Protocol
- d) MAC Address

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Answer: c

Explanation: TCP, FTP, Telnet, SMTP, POP etc. are examples of Protocol. Out of them, TCP is a transport layer protocol and FTP, TELNET, SMTP and POP are application layer protocols.

7. What does the java.net.InetAddress class represent?

- a) Socket
- b) IP Address
- c) Protocol
- d) MAC Address

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Answer: b

Explanation: The java.net.InetAddress class represents IP Address of a particular specified host. It can be used to resolve the host name from the IP address or the IP address from the host name.

8. The flush () method of Print Stream class flushes any un-cleared buffers in the memory.

- a) True
- b) False

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Answer: a

Explanation: The flush () method of Print Stream class flushes any un cleared buffers in memory.

9. Which classes are used for connection-less socket programming?

- a) Datagram Socket
- b) Datagram Packet
- c) Both Datagram Socket & Datagram Packet
- d) Server Socket

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Answer: c

Explanation: Datagram is basically some information travelling between the sender and the receiver, but there is no guarantee of its content, arrival or arrival time. Datagram Socket, Datagram Packet are used for connection-less socket programming, while Server Socket is used for connection-oriented socket programming.

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10. In Inet Address class, which method returns the host name of the IP Address?

- a) Public String get Hostname()
- b) Public String getHostAddress()
- c) Public static InetAddress get Localhost()
- d) Public getByName()

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Answer: a

Explanation: In Inet Address class public String getHostname() method returns the host name of the IP Address. The getHostAddress() method returns the IP address of the given host name.

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Cookies”.

1. Cookies were originally designed for _____
 - a) Client side programming
 - b) Server side programming
 - c) Both Client side programming and Server side programming
 - d) Socket programming

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Answer: b

Explanation: Cookies were originally designed for server side programming, and at the lowest level, they are

implemented as an extension to the HTTP protocol. They were introduced with the intention of providing a better user experience for the websites.

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2. The Cookie manipulation is done using which property?

- a) cookie
- b) cookies
- c) manipulate
- d) manipulate cookie

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Answer: a

Explanation: The cookie property sets or returns all name/value pairs of cookies in the current document. There are no methods involved: cookies are queried, set, and deleted by reading and writing the cookie property of the Document object using specially formatted strings.

3. Which of the following explains Cookies nature?

- a) Non Volatile
- b) Volatile
- c) Intransient
- d) Transient

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Answer: d

Explanation: Cookies are transient by default; the values they store last for the duration of the web browser session but are lost when the user exits the browser. While the browsing session is active the cookie stores the user values in the user's storage itself and accesses them.

4. Which attribute is used to extend the lifetime of a cookie?

- a) Higher-age
- b) Increase-age
- c) Max-age
- d) Lifetime

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Answer: c

Explanation: If you want a cookie to last beyond a single browsing session, you must tell the browser how long (in seconds) you would like it to retain the cookie by specifying a max-age attribute. A number of seconds until the cookie expires. A zero or negative number will kill the cookie immediately.

5. Which of the following defines the Cookie visibility?

- a) Document Path
- b) LocalStorage
- c) SessionStorage
- d) All of the mentioned

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Answer: d

Explanation: sessionStorage, localStorage and Document path all are used to store data on the client-side. Each one has its own storage and expiration limit. Cookie visibility is scoped by the document origin as Local Storage and Session Storage are, and also by document path.

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6. Which of the following can be used to configure the scope of the Cookie visibility?

- a) Path
- b) Domain
- c) Both Path and Domain

d) Server

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Answer: d

Explanation: The Cookie visibility scope is configurable through cookie attributes path and domain. Domain attribute in the cookie is used to specify the domain for which the cookie is sent. Path includes the Path attribute in the cookie to specify the path for which this cookie is sent.

7. How can you set a Cookie visibility scope to local Storage?

- a) /
- b) %
- c) *
- d) #

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Answer: a

Explanation: Setting the path of a cookie to “/” gives scoping like that of localStorage and also specifies that the browser must transmit the cookie name and value to the server whenever it requests any web page on the site.

8. Which of the following is a Boolean cookie attribute?

- a) Bool
- b) Secure
- c) Lookup
- d) Domain

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Answer: b

Explanation: The final cookie attribute is a boolean attribute named secure that specifies how cookie values are transmitted over the network. By default, cookies are insecure, which means that they are transmitted over a normal, insecure HTTP connection. If a cookie is marked secure, however, it is transmitted only when the browser and server are connected via HTTPS or another secure protocol.

9. Which of the following function is used as a consequence of not including semicolons, Commas or whitespace in the Cookie value?

- a) encodeURIComponent()
- b) encodeURI()
- c) encodeComponent()
- d) encode()

[View Answer](#)

Answer: a

Explanation: Cookie values cannot include semicolons, commas, or whitespace. For this reason, you may want to use the core JavaScript global function encodeURIComponent() to encode the value before storing it in the cookie.

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10. What is the constraint on the data per cookie?

- a) 2 KB
- b) 1 KB
- c) 4 KB
- d) 3 KB

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Answer: c

Explanation: Each cookie can hold up to only 4 KB. In practice, browsers allow many more than 300 cookies total, but the 4 KB size limit may still be enforced by some. Storage of a session has to be a minimum of 5MB.

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1. What does REST stand for?
 - a) Represent State Transfer
 - b) Representational State Transfer
 - c) Representing State Transfer

d) Representation State Transfer

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Answer: b

Explanation: REST stands for Representational State Transfer and is a software architecture style in which the server sends a representation of the state of the resource that it requests. It provides interoperability between the systems.

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2. Which of the following protocol is used by Restful web services as a medium of communication between client and server?

- a) HTTP
- b) FTP
- c) Gopher
- d) TELNET

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Answer: a

Explanation: Restful web services make use of HTTP protocol as a medium of communication between client and server. The REST architecture was known as the HTTP object model back in the year 1994.

3. Which of the following is not a good practice to create a standard URI for a web service?

- a) Maintain Backward Compatibility
- b) Use HTTP Verb
- c) Using spaces for long resource names
- d) Use lowercase letters

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Answer: c

Explanation: We must use hyphens (-) or underscores (_) instead of spaces to represent long resource names. It may lead to the resource to be less recognizable for the system if we use spaces instead.

4. Which of the following HTTP methods should be idempotent in nature?

- a) OPTIONS
- b) DELETE
- c) POST
- d) HEAD

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Answer: b

Explanation: DELETE operation should be idempotent, means their result will always same no matter how many times these operations are invoked. Also, the PUT operation is supposed to be idempotent.

5. Which of the following directive of Cache Control Header of HTTP response indicates that resource is cachable by only client and server?

- a) Public
- b) Private
- c) Nocache/nostore
- d) Maxage

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Answer: b

Explanation: Private directive indicates that resource is cachable by only client and server; no intermediary can cache the resource. But if we use the public directive, it indicates that the resource may be cachable by any intermediary component.

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6. Which of the following HTTP Status code means CREATED, when a resource is successful created using POST or PUT request?

- a) 200
- b) 201
- c) 204
- d) 304

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Answer: b

Explanation: HTTP Status Code 201 means CREATED, when a resource is successful created using POST or PUT request. The code 200 means success i.e. OK, code 204 means NO CONTENT, and the code 304 means NOT MODIFIED.

7. Which of the following annotation of JAX RS API is used to annotate a method used to create resource?

- a) `@Path`
- b) `@GET`
- c) `@PUT`
- d) `@POST`

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Answer: C

Explanation: `@PUT` is the HTTP request that is used to create resource and also define a complete resource path. `@POST` may also be used to create a resource but it won't define a resource path i.e. an accessing medium.

8. Which of the following annotation of JAX RS API binds the parameter passed to method to a HTTP matrix parameter in path?

- a) `@PathParam`
- b) `@QueryParam`
- c) `@MatrixParam`
- d) `@HeaderParam`

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Answer: c

Explanation: `@MatrixParam` is the annotation that binds the parameter passed to method to a HTTP matrix parameter in path, while `@QueryParam` binds to a query parameter, `@PathParam` binds to a value and `@HeaderParam` binds to the HTTP header in the path.

9. In REST architecture, a REST Server simply provides access to resources and REST client accesses and presents the resources.

- a) False
- b) True

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Answer: b

Explanation: In REST architecture, a REST Server simply provides access to resources and REST client accesses and presents the resources. It is popularly used because it makes efficient use of the bandwidth and can be cached for better performance and scalability.

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10. POST operation should be idempotent.

- a) True
- b) False

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Answer: b

Explanation: POST operation can cause different result so they are not idempotent. The DELETE and PUT operations are idempotent as they invoke the same result every time they are called.

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Computer Networks Questions & Answers – Packet Forwarding and Routing

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This set of Computer Networks online test focuses on “Packet Forwarding and Routing”.

1. The term that is used to place packet in its route to its destination is called _____
 a) Delayed
 b) Urgent
 c) Forwarding
 d) Delivering
 View Answer

Answer: c

Explanation: Forwarding is done by the nodes in the path from source to destination, that are not the intended destination for the packet in order to pass the packet to the next node in the path. The destination machine does not forward the packet to any other node.

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2. A second technique to reduce routing table and simplify searching process is called _____

- a) Network-Specific Method
- b) Network-Specific Motion
- c) Network-Specific Maintaining
- d) Network-Specific Membership

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Answer: a

Explanation: In the network specific forwarding method, there is only one record, the destination of the packet, in the routing table and not the other hosts of the network. The other two forwarding methods are the default method and the next-hop method.

3. Next-Hop Method is used to reduce contents of a _____

- a) Revolving table
- b) Rotating Table
- c) Routing Table
- d) Re-allocate table

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Answer: c

Explanation: In the next-hop forwarding method, the routing table of each router in the path contains the address of only the next hop in the path of packet. This method is suitable for short distances only.

4. Several techniques can make size of routing table manageable and also handle issues such as _____

- a) Maturity
- b) Error reporting
- c) Tunneling
- d) Security

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Answer: d

Explanation: The size of the routing table in the technique must be manageable for the network nodes i.e. it must not be too big. Security of the forwarding packet is the highest priority for a technique and must be high enough so that only authorized senders and receivers can access the packet's content.

5. Host-specific routing is used for purposes such as checking route or providing _____

- a) Network Measures
- b) Security Measures
- c) Routing Measures
- d) Delivery Measures

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Answer: b

Explanation: In host-specific routing, the route of the packet is defined based on the exact match of the packet's IP with the routing table entry of the host. It provides the best security for the packet as the packet is forwarded only to routers in the pre-defined path.

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6. In Unicast routing, if instability is between three nodes, stability cannot be _____

- a) Stable
- b) Reversed
- c) Guaranteed

- d) Forward
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Answer: c

Explanation: In Unicast routing, there is only sender and one receiver. So, if there is instability between three nodes, in which one is sender, one is receiver and one is the router in the path, there is no other path available for the packet and the stability of the network is not guaranteed.

7. In Unicast Routing, Dijkstra algorithm creates a shortest path tree from a _____

- a) Graph
- b) Tree
- c) Network
- d) Link

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Answer: a

Explanation: The Djikstra's shortest path algorithm is the fastest among the algorithms for finding the shortest path in a graph. But it is a greedy method based algorithm so it does not guarantee the shortest path every time.

8. In Multicast Routing Protocol, flooding is used to broadcast packets but it creates _____

- a) Gaps
- b) Loops
- c) Holes
- d) Links

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Answer: b

Explanation: In multicast routing, there is one sender and many receivers. So flooding is the most basic method to forward packets to many receivers. The one issue with flooding is that it creates routing loops. One loop prevention method is that the routers will not send the packet to a node where the packet has been received before.

9. RPF stands for _____

- a) Reverse Path Forwarding
- b) Reverse Path Failure
- c) Reverse Packet Forwarding
- d) Reverse Protocol Failure

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Answer: a

Explanation: Reverse Path Forwarding is a loop-free forwarding method for multi-cast routing in modern systems. The method focuses on forwarding the packet away from the source IP in each iteration to make sure there is no loops.

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10. LSP stands for _____

- a) Link Stable Packet
- b) Link State Packet
- c) Link State Protocol
- d) Link State Path

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Answer: b

Explanation: A Link State Packet is a packet created by a router that lists its neighboring nodes and routers in link state routing protocol. It is shared with other routers to find the shortest path from a source to the destination.

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Computer Networks Questions & Answers – Security In The Internet

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Security In The Internet”.

1. IPSec is designed to provide security at the _____
 - a) transport layer
 - b) network layer
 - c) application layer
 - d) session layer
- [View Answer](#)

Answer: b

Explanation: IPSec is a set of protocols used to provide authentication, data integrity and confidentiality between two machines in an IP network. In the TCP/IP model, it provides security at the IP layer i.e. the network layer.

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2. In tunnel mode, IPSec protects the _____

- a) Entire IP packet
- b) IP header
- c) IP payload
- d) IP trailer

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Answer: a

Explanation: In the tunnel mode, IPSec adds control bits into the packets to encrypt the entire packet between the IPSec endpoints. Using encryption, it provides secure communication between the two endpoints.

3. Network layer firewall works as a _____

- a) frame filter
- b) packet filter
- c) signal filter
- d) content filter

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Answer: b

Explanation: As you know, firewalls are available as hardware appliances, as software-only, or a combination of the two. In every case, the purpose of a firewall is to isolate your trusted internal network (or your personal PC) from the dangers of unknown resources on the Internet and other network connections that may be harmful. The firewall prevents unauthorized access to your internal, trusted network from outside threats.

4. Network layer firewall has two sub-categories called _____

- a) stateful firewall and stateless firewall
- b) bit oriented firewall and byte oriented firewall
- c) frame firewall and packet firewall
- d) network firewall and data firewall

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Answer: a

Explanation: Most network layer firewalls can operate as stateful or stateless firewalls, creating two subcategories of the standard network layer firewall. Stateful firewalls have the advantage of being able to track packets over a period of time for greater analysis and accuracy — but they require more memory and operate more slowly. Stateless firewalls do not analyze past traffic and can be useful for systems where speed is more important than security, or for systems that have very specific and limited needs. For example, a computer that only needs to connect to a particular backup server does not need the extra security of a stateful firewall.

5. WPA2 is used for security in _____

- a) ethernet
- b) bluetooth
- c) wi-fi
- d) e-mail

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Answer: c

Explanation: WPA2 or WiFi Protected Access 2 is a security protocol used to provide users and firms with strong data security and protection for their wireless networks (WiFi) to give them confidence that only authorized users can access their network.

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6. An attempt to make a computer resource unavailable to its intended users is called _____

- a) denial-of-service attack
- b) virus attack
- c) worms attack
- d) botnet process

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Answer: a

Explanation: In a Denial of Service attack, the attacker won't let the victims access the network by using a certain method that ensures that an essential network resource is unavailable to the victim. The methods that the attacker can use are vulnerability attack, bandwidth flooding and connection flooding.

7. Extensible authentication protocol is authentication framework frequently used in _____

- a) wired personal area network
- b) wireless networks
- c) wired local area network
- d) wired metropolitan area network

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Answer: b

Explanation: The Extensible Authentication Protocol (EAP) is an authentication protocol used to connect a network node to the Internet. It designed through extending the methods used by the Point-to-Point Protocol for authentication.

8. Pretty good privacy (PGP) is used in _____

- a) browser security
- b) email security
- c) FTP security
- d) wifi security

[View Answer](#)

Answer: b

Explanation: PGP is an encryption method used in e-mail security to encrypt and decrypt the content of an e-mail transmitted over the internet. It makes sure that the message cannot be stolen by other unauthorized users.

9. PGP encrypts data by using a block cipher called _____

- a) international data encryption algorithm
- b) private data encryption algorithm
- c) internet data encryption algorithm
- d) local data encryption algorithm

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Answer: a

Explanation: The IDEA was designed in 1991 by Xuejia Lai and James Massey. Before IDEA, PGP used the cipher method BassOmatic.

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10. When a DNS server accepts and uses incorrect information from a host that has no authority giving that information, then it is called _____

- a) DNS lookup
- b) DNS hijacking
- c) DNS spoofing
- d) DNS authorizing

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Answer: c

Explanation: In DNS spoofing, also known as DNS cache poisoning, an attacker gets the valid credentials from a victim by spoofing the intended resource, and tricking the victim to give his/her valid authorization credentials.

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Computer Networks Questions & Answers – OSPF

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “OSPF”.

1. Open Shortest Path First (OSPF) is also called as _____
a) Link state protocol

- b) Error-correction protocol
- c) Routing information protocol
- d) Border gateway protocol

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Answer: a

Explanation: In OSPF, the link state of each path is checked, and then the shortest path is chosen among only the open state links. Each OSPF router monitors the cost of the link to each of its neighbors and then floods the link state information to other routers in the network.

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2. The computation of the shortest path in OSPF is usually done by _____

- a) Bellman-ford algorithm
- b) Routing information protocol
- c) Dijkstra's algorithm
- d) Distance vector routing

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Answer: c

Explanation: Shortest path in OSPF is usually computed by Dijkstra's algorithm. It was proposed by Edsger W. Dijkstra in the year 1956. It is a greedy method algorithm and hence may not guarantee the shortest path every time, but is really fast.

3. Which of the following is false with respect to the features of OSPF?

- a) Support for fixed-length subnetting by including the subnet mask in the routing message
- b) More flexible link cost than can range from 1 to 65535
- c) Use of designated router
- d) Distribution of traffic over multiple paths that have equal cost to the destination

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Answer: a

Explanation: OSPF provides support for variable-length subnetting by including the subnet mask in the routing message. For fixed length subnets, there is no requirement for including the subnet mask in the routing message as there is just one subnet mask for all the subnets.

4. 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

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Answer: d

Explanation: Hello protocol is used to discover neighboring routers automatically. It makes sure that the communication between neighbors is bidirectional. It's similar to the real world moral construct of saying "Hello" to initialize the communication.

5. Which of the following is not a type of OSPF packet?

- a) Hello
- b) Link-state request
- c) Link-state response
- d) Link-state ACK

[View Answer](#)

Answer: c

Explanation: The five types of OSPF packets are: Hello, Database description, Link-state request, Link-state update, and Link-state ACK. There is no Link-state response packet; the neighbor router sends a Link-state update packet as a response to the Link-state request packet if there is an update in the routing table.

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6. What is the correct order of the operations of OSPF?

- i – Hello packets
 - ii – Propagation of link-state information and building of routing tables
 - iii – Establishing adjacencies and synchronization of database
- a) i-ii-iii
 - b) i-iii-ii
 - c) iii-ii-i
 - d) ii-i-iii

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Answer: b

Explanation: OSPF first implements a hello protocol. Then it later on tries to establish synchronization with database. Later on building of routing tables is done.

7. In OSPF header, which field is used to detect errors in the packet?

- a) Type
- b) Area ID
- c) Authentication type
- d) Checksum

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Answer: d

Explanation: Checksum field is used to detect errors. It makes sure that the data portions that are being sent are all in integrity. It can detect duplicated bits. Once an error is detected, the sender has to re-transmit the data as it won't receive an acknowledgement.

8. In OSPF database descriptor packet, if there are more database descriptor packets in the flow, 'M' field is set to _____

- a) 1
- b) 0
- c) more
- d) -1

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Answer: a

Explanation: The "M" bit is the more bit, which indicates that there are more packets to be received in the descriptor packet flow whenever it is set to 1. There is also an "I" bit which indicates if the packet is first in the flow.

9. In OSPF database descriptor packet, which field is used to indicate that the router is master?

- a) M
- b) MS
- c) I
- d) Options

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Answer: b

Explanation: The MS bit is used to indicate if the origin of the packet is a master or a slave. If it is set to 1, the source of the packet is a master, and if it is set to 0, the source of the packet is a slave.

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10. In OSPF database descriptor packet, which field is used to detect a missing packet?

- a) LSA header
- b) MS
- c) Database descriptor sequence number
- d) Options

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Answer: c

Explanation: Sequence number field is used to detect a missing packet. The packets are to be received in order of the sequence number, so if the receiver detects that there is a sequence number skipped or missing in the order, it stops processing the further received packets and informs the sender to retransmit the packets in sequence.

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Computer Networks Questions & Answers – OSPF Configuration

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This set of Computer Networks online quiz focuses on “OSPF Configuration”.

1. An OSPF router receives an LSA, the router checks its sequence number, and this number matches the sequence number of the LSA that the receiving router already has. What does the receiving router do with the LSA?

- a) Ignores the LSA
- b) Adds it to the database
- c) Sends newer LSU update to source router
- d) Floods the LSA to the other routers

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Answer: a

Explanation: When the OSPF router receives an LSA, the router checks its sequence number. If this number matches the sequence number of the LSA that the receiving router already has, the router ignores the LSA.

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2. An OSPF router receives an LSA. The router checks its sequence number and finds that this number is higher than the sequence number it already has. Which two tasks does the router perform with the LSA?

- a) Ignores the LSA
- b) Adds it to the database
- c) Sends newer LSU update to source router
- d) Floods the LSA to the other routers

[View Answer](#)

Answer: b

Explanation: An OSPF router receives an LSA. If the router checks its sequence number and finds that the number is higher than the sequence number of the LSA that it already has, the router adds it to the database, and then floods the LSA to the other routers.

3. An OSPF router receives an LSA. The router checks its sequence number and finds that this number is lower than the sequence number it already has. What does the router do with the LSA?

- a) ignores the LSA
- b) adds it to the database
- c) sends newer LSU update to source router
- d) floods the LSA to the other routers

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Answer: c

Explanation: An OSPF router receives an LSA. If the router checks its sequence number and finds that this number is lower than the sequence number that it already has, the router sends newer LSU update to source router. The router then adds it to the database and floods it to the other routers.

4. Each LSA has its own age timer. By default, how long does an LSA wait before requiring an update?

- a) 30 seconds
- b) 1 minute
- c) 30 minutes
- d) 1 hour

[View Answer](#)

Answer: c

Explanation: Each LSA has its own age timer. By default, an LSA waits for 30 minutes before requiring an update. The router then has to send a LSR (Link State Request) to its neighbors to get an update.

5. Distance vector protocols use the concept of split horizon, but link-state routing protocols, such as OSPF, do not.

- a) True
- b) False

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Answer: b

Explanation: In Distance vector routing protocols, there is a problem called count-to-infinity which occurs

regularly. So, to make sure that it does not occur, the split horizon algorithm is used. There is no requirement for it in OSPF.

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6. The outcome of Dijkstra's calculation is used to populate the _____

- a) Topology table
- b) Routing table
- c) Neighbor table
- d) Adjacency table

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Answer: b

Explanation: The outcome of Djikstra's calculation is the main source of entries in the routing table as it is the algorithm that is used to find the shortest path in OSPF. The calculations are done after receiving every new LSU.

7. What is the IP protocol number for OSPF packets?

- a) 89
- b) 86
- c) 20
- d) 76

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Answer: a

Explanation: 89 is the IP protocol number for OSPF packets. 86 is the protocol number for DGP, 76 is the protocol number for Backroom-SATNET-Monitoring and 20 is the protocol number for Host Monitoring Protocol.

8. Which packet is NOT an OSPF packet type?

- a) LSU
- b) LSR
- c) DBD
- d) Query

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Answer: d

Explanation: LSU is the Link State Update packet, LSR is the Link State Request packet and DBD is the Database Descriptor packet in OSPF. Query packet is NOT an OSPF packet type.

9. Which multicast address does the OSPF Hello protocol use?

- a) 224.0.0.5
- b) 224.0.0.6
- c) 224.0.0.7
- d) 224.0.0.8

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Answer: a

Explanation: Hello protocol is used to discover neighboring routers automatically. It makes sure that the communication between neighbors is bidirectional. The multicast address that the OSPF Hello protocol uses is 224.0.0.5.

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10. The Hello protocol sends periodic updates to ensure that a neighbor relationship is maintained between adjacent routers.

- a) True
- b) False

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Answer: a

Explanation: The Hello protocol sends periodic updates to ensure that a neighbor relationship is maintained between adjacent routers. It's similar to the real world moral construct of saying "Hello" to initialize the communication.

11. DBD packets are involved during which two states?

- a) Exstart and exchange
- b) Loading and Two-way
- c) Init and Full
- d) Down and Loading

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Answer: a

Explanation: DBD stands for Database Descriptor. DBD packets are involved during the two states Exstart and Exchange. In exstart, the master and the slaves are decided and in the exchange state, the DBD is exchanged among the neighbors.

12. At which interval does OSPF refresh LSAs?

- a) 10 seconds
- b) 30 seconds
- c) 30 minutes
- d) 1 hour

[View Answer](#)

Answer: d

Explanation: Each LSA has its own age timer. By default, an LSA waits for 30 minutes before requiring an update. So to make sure that each router first has an up-to-date LSA, OSPF refreshes LSAs after every 1 hour.

13. Which field is NOT a field within an OSPF packet header?

- a) Packet length
- b) Router ID
- c) Authentication type
- d) Maxage time

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Answer: d

Explanation: The packet length field gives the length of the packet in bits. The Authentication type field gives the type of authentication used. The router ID field gives the ID of the source router of the packet. In an OSPF packet header, there is no field called Maxage time.

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14. Which two commands are required for basic OSPF configuration?

- a) "[Network mask] area [area-id]" and "Router ospf [process-id]"
- b) "[Wildcard-mask] area [area-id]" and "[Network mask] area [area-id]"
- c) Only "Router ospf [process-id]"
- d) "[Wildcard-mask] area [area-id]" and "Router ospf [process-id]"

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Answer: d

Explanation: The "Router ospf [process-id]" command enables OSPF routing protocol in the router and the "[Wildcard-mask] area [area-id]" command is used to select the interfaces that we want to include in the OSPF process. That is enough for the basic configuration of OSPF in a router.

15. Which OSPF show command describes a list of OSPF adjacencies?

- a) Show ip ospf interface
- b) Show ip ospf
- c) Show ip route

d) Show ip ospf neighbor

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Answer: d

Explanation: The “Show ip ospf neighbor” command is the OSPF show command that can describe a list of OSPF adjacencies i.e. the list of adjacent nodes or neighbors. The router will only communicate with its neighbors directly.

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Computer Networks Questions & Answers – Datagram Networks

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This set of Computer Networks Questions and Answers for Aptitude test focuses on “Datagram Networks”.

1. Datagram switching is done at which layer of OSI model?

- a) Network layer
- b) Physical layer
- c) Application layer
- d) Transport layer

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Answer: a

Explanation: Datagram switching is normally done at network layer. In datagram switching, the datagram stream need not be in order as each datagram can take different routes to the destination.

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2. Packets in datagram switching are referred to as _____

- a) Switches
- b) Segments
- c) Datagrams
- d) Data-packets

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Answer: c

Explanation: As the name suggests, in datagram switching packets are called as datagram. Each datagram/packet is treated as an individual entity and routed independently through the network.

3. Datagram networks mainly refers to _____

- a) Connection oriented networks
- b) Connection less networks
- c) Telephone networks
- d) Internetwork

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Answer: b

Explanation: The switch does not keep the information about the connection state, hence it is connection less. There is no need for establishing a handshake to begin the transmission in such networks.

4. Datagrams are routed to their destinations with the help of _____

- a) Switch table
- b) Segments table
- c) Datagram table
- d) Routing table

[View Answer](#)

Answer: c

Explanation: Routing table is used to route the packets to their destinations. The packet/datagram header contains the destination header for the whole journey to source to the destination through the routers.

5. The main contents of the routing table in datagram networks are _____

- a) Source and Destination address
- b) Destination address and Output port
- c) Source address and Output port
- d) Input port and Output port

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Answer: b

Explanation: Routing table contains destination address and output port to route the packets to their destinations. The port address specifies the particular application that the packet has to be forwarded to after it has reached the destination.

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6. Which of the following remains same in the header of the packet in a datagram network during the entire journey of the packet?

- a) Destination address
- b) Source address
- c) Checksum
- d) Padding

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Answer: a

Explanation: Destination address remains same in the header during the entire journey of the packet. There is no pre-decided route for the packets so each datagram/packet is treated as an individual entity and routed independently through the network.

7. Which of the following is true with respect to the delay in datagram networks?

- a) Delay is greater than in a virtual circuit network
- b) Each packet may experience a wait at a switch
- c) Delay is not uniform for the packets of a message
- d) All of the mentioned

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Answer: d

Explanation: The delay of each packet in a datagram network is different as each packet might take a different route to the destination. The delay includes the propagation delay and the processing delay that is induced at each stop/switch that the packet encounters in its journey.

8. During datagram switching, the packets are placed in _____ to wait until the given transmission line becomes available.

- a) Stack
- b) Queue
- c) Hash
- d) Routing table

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Answer: b

Explanation: When there are too many packets to be transmitted and the transmission line gets blocked while transmitting some packets, the remaining packets are stored in queue during delay and are served as first in first out. The delay is called as queuing delay.

9. The probability of the error in a transmitted block _____ with the length of the block

- a) Remains same
- b) Decreases
- c) Increases
- d) Is not proportional

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Answer: c

Explanation: Probability of the error in a transmitted block increases with the length of the block. Hence, the blocks should be as short as possible for ideal transmission with low possibility of an error.

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10. Which of the following is false with respect to the datagram networks?

- a) Number of flows of packets are not limited
- b) Packets may not be in order at the destination
- c) Path is not reserved
- d) Delay is the same for all packets in a flow

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Answer: d

Explanation: The delay of each packet in a datagram network is different as each packet might take a

different route to the destination. This happens because there is no pre-decided route for the packets.

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Computer Networks Questions & Answers – Firewalls

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Firewalls”.

1. Network layer firewall works as a _____
- a) Frame filter
- b) Packet filter

- c) Content filter
- d) Virus filter

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Answer: b

Explanation: As you know, firewalls are available as hardware appliances, as software-only, or a combination of the two. In every case, the purpose of a firewall is to isolate your trusted internal network (or your personal PC) from the dangers of unknown resources on the Internet and other network connections that may be harmful. The firewall prevents unauthorized access to your internal, trusted network from outside threats.

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2. Network layer firewall has two sub-categories as _____

- a) State full firewall and stateless firewall
- b) Bit oriented firewall and byte oriented firewall
- c) Frame firewall and packet firewall
- d) Network layer firewall and session layer firewall

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Answer: a

Explanation: Most network layer firewalls can operate as stateful or stateless firewalls, creating two subcategories of the standard network layer firewall. Stateful firewalls have the advantage of being able to track packets over a period of time for greater analysis and accuracy — but they require more memory and operate more slowly. Stateless firewalls do not analyze past traffic and can be useful for systems where speed is more important than security, or for systems that have very specific and limited needs. For example, a computer that only needs to connect to a particular backup server does not need the extra security of a stateful firewall.

3. A firewall is installed at the point where the secure internal network and untrusted external network meet which is also known as _____

- a) Chock point
- b) Meeting point
- c) Firewall point
- d) Secure point

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Answer: a

Explanation: A firewall can be a PC, a router, a midrange, a mainframe, a UNIX workstation, or a combination of these that determines which information or services can be accessed from the outside and who is permitted to use the information and services from outside. Generally, a firewall is installed at the point where the secure internal network and untrusted external network meet, which is also known as a chokepoint.

4. Which of the following is / are the types of firewall?

- a) Packet Filtering Firewall
- b) Dual Homed Gateway Firewall
- c) Screen Host Firewall
- d) Dual Host Firewall

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Answer: a

Explanation: A firewall can be a PC, a midrange, a mainframe, a UNIX workstation, a router, or combination of these. Depending on the requirements, a firewall can consist of one or more of the following functional components: Packet-filtering router

5. A proxy firewall filters at _____

- a) Physical layer
- b) Data link layer
- c) Network layer

d) Application layer

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Answer: d

Explanation: The application firewall is typically built to control all network traffic on any layer up to the application layer. It is able to control applications or services specifically, unlike a stateful network firewall, which is – without additional software – unable to control network traffic regarding a specific application. There are two primary categories of application firewalls, network-based application firewalls and host-based application firewalls.

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6. A packet filter firewall filters at _____

- a) Physical layer
- b) Data link layer
- c) Network layer or Transport layer
- d) Application layer

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Answer: c

Explanation: In computing, a firewall is a network security system that monitors and controls the incoming and outgoing network traffic based on predetermined security rules.[1] A firewall typically establishes a barrier between a trusted, secure internal network and another outside network, such as the Internet, that is assumed not to be secure or trusted.[2] Firewalls are often categorized as either network firewalls or host-based firewalls.

7. What is one advantage of setting up a DMZ with two firewalls?

- a) You can control where traffic goes in three networks
- b) You can do stateful packet filtering
- c) You can do load balancing
- d) Improved network performance

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Answer: c

Explanation: DMZ stands for De-Militarized Zone. In a topology with a single firewall serving both internal and external users (LAN and WAN), it acts as a shared resource for these two zones. So load balancing can be done by adding another firewall.

8. What tells a firewall how to reassemble a data stream that has been divided into packets?

- a) The source routing feature
- b) The number in the header's identification field
- c) The destination IP address
- d) The header checksum field in the packet header

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Answer: a

Explanation: The source routing feature provides a path address for the packet to help the firewall to reassemble the data stream that was divided into packets. After reassembling, the firewall can then filter the stream.

9. A stateful firewall maintains a _____ which is a list of active connections.

- a) Routing table
- b) Bridging table
- c) State table
- d) Connection table

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Answer: a

Explanation: The routing table basically gives the state of each connection i.e. whether the connection is active or not. A routing table ensures the best performance for the stateful firewall.

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10. A firewall needs to be _____ so that it can grow proportionally with the network that it protects.

- a) Robust
- b) Expansive
- c) Fast
- d) Scalable

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Answer: b

Explanation: The firewall has to be expansive because a network is expected to grow with time and if the firewall is unable to grow with it, the firewall won't be able to handle the growing network traffic flow and will hence fail.

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Computer Networks Questions & Answers – Network Management

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This set of Computer Networks Question Bank focuses on “Network Management”.

1. Complex networks today are made up of hundreds and sometimes thousands of _____

- a) Documents
- b) Components
- c) Servers
- d) Entities

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Answer: b

Explanation: Complex networks today are made up of hundreds and sometimes thousands of components. For effective functioning of these thousands of components, good network management is essential.

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2. Performance management is closely related to _____

- a) Proactive Fault Management
- b) Fault management
- c) Reactive Fault Management
- d) Preventive Fault Management

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Answer: b

Explanation: Fault management is really closely related to performance management. It is important to ensure that the network handles faults as effectively as it handles its normal functioning to achieve better performance management.

3. Configuration management can be divided into two subsystems: reconfiguration and _____

- a) Documentation
- b) Information
- c) Servers
- d) Entity

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Answer: a

Explanation: The documentation subsystem of configuration management handles the log making and reporting functions of the configuration management. It also reports the errors in the network caused by the configuration's failure.

4. In Network Management System, the term that is responsible for controlling access to network based on predefined policy is called _____

- a) Fault Management
- b) Secured Management
- c) Active Management
- d) Security Management

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Answer: d

Explanation: In Network Management System, the term that is responsible for controlling access to the network based on predefined policy is called security management. The security management ensures authentication, confidentiality and integrity in the network.

5. Control of users' access to network resources through charges is the main responsibility of _____

- a) Reactive Fault Management
- b) Reconfigured Fault Management
- c) Accounting Management
- d) Security Management

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Answer: c

Explanation: Control of users' access to network resources through charges is the main responsibility of accounting management. The accounting management creates a log of the users activity on the network too and goes hand-in-hand with the configurations management.

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6. The physical connection between an end point and a switch or between two switches is _____

- a) Transmission path
- b) Virtual path
- c) Virtual circuit
- d) Transmission circuit

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Answer: a

Explanation: The physical connection between an end point and a switch or between two switches is transmission path. The transmission path is the physical roadway that the packet needs to propagate in order to travel through the network.

7. Which of the following networks supports pipelining effect?

- a) Circuit-switched networks
- b) Message-switched networks
- c) Packet-switched networks
- d) Stream-switched networks

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Answer: c

Explanation: Packet switched network is most preferred for pipelining process. Pipelining exponentially reduces the time taken to transmit a large number of packets in the network.

8. In Network Management System, maps track each piece of hardware and its connection to the _____

- a) IP Server
- b) Domain
- c) Network
- d) Data

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Answer: c

Explanation: Network is the main entity connecting different components in a place. A network map is made to track each component and its connection to the network to ensure better network management.

9. MIB is a collection of groups of objects that can be managed by _____

- a) SMTP
- b) UDP
- c) SNMP
- d) TCP/IP

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Answer: c

Explanation: MIB stands for Management Information Base. Simple network management controls the group of objects in management information base. It is usually used with SNMP (Simple Network Management Protocol).

10. A network management system can be divided into _____
- three categories
 - five broad categories
 - seven broad categories
 - ten broad categories

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Answer: b

Explanation: The five broad categories of network management are

- Fault Management
- Configuration Management
- Accounting (Administration)
- Performance Management
- Security Management.

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Computer Networks Questions & Answers – Network Utilities

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Network Utilities”.

1. Ping can _____
- Measure round-trip time
 - Report packet loss
 - Report latency
 - All of the mentioned

[View Answer](#)

Answer: d

Explanation: PING (Packet Internet Groper) command is the best way to test connectivity between two nodes, whether it is Local Area Network (LAN) or Wide Area Network (WAN). Ping uses ICMP (Internet Control Message Protocol) to communicate to other devices.

2. Ping sweep is a part of _____
- Traceroute
 - Nmap
 - Route
 - Ipconfig

[View Answer](#)

Answer: b

Explanation: A ping sweep is a method that can establish a range of IP addresses which map to live hosts and are mostly used by network scanning tools like nmap. A ping sweep is basically a collective ping command execution on a range of IP addresses.

3. ICMP is used in _____
- Ping
 - Traceroute
 - Ifconfig
 - Both Ping & Traceroute

[View Answer](#)

Answer: d

Explanation: ICMP stands for Internet Control Message Protocol. ICMP operates over the IP packet to provide error reporting functionality, so in case the node is not active or there is no route, ICMP will be used to report the specific errors for Ping and Traceroute.

4. _____ command is used to manipulate TCP/IP routing table.
- route
 - Ipconfig
 - Ifconfig
 - Traceroute

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Answer: a

Explanation: The route command is used to view and manipulate the TCP/IP routing table in Windows OS.

The manipulations done in the routing table with the help of this command will count as static routes.
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5. If you want to find the number of routers between a source and destination, the utility to be used is

-
- a) route
 - b) Ipconfig
 - c) Ifconfig
 - d) Traceroute

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Answer: d

Explanation: Traceroute command is available on Linux OS to find the path i.e. the number of the routers that the packet has to go through to reach the destination. In Windows, Tracert command is used to perform the function.

6. Which of the following is not related to ipconfig in Microsoft Windows?

- a) Display all current TCP/IP network configuration values
- b) Modify DHCP settings
- c) Modify DNS settings
- d) Trace the routers in the path to destination

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Answer: d

Explanation: The Tracert command is available on Microsoft Windows to find the path i.e. the number of the routers that the packet has to go through to reach its destination.

7. _____ allows checking if a domain is available for registration.

- a) Domain Check
- b) Domain Dossier
- c) Domain Lookup
- d) Domain registers

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Answer: a

Explanation: There are billions of domains available for registration on the World Wide Web, and many of them are already registered. So when one wants to register a domain, they need to check whether the domain is available through a domain check.

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8. Choose the wrong statement from the following.

- a) Nslookup is used to query a DNS server for DNS data
- b) Ping is used to check connectivity
- c) Pathping combines the functionality of ping with that of route
- d) Ifconfig can configure TCP/IP network interface parameters

[View Answer](#)

Answer: c

Explanation: Pathping combines the functionality of ping with that of traceroute (tracert). The Ping command is used to test connectivity between two nodes and the Tracert/Traceroute command is used to find the path i.e. the number of the routers that the packet has to go through to reach its destination.

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Ethernet”.

1. Ethernet frame consists of _____
 a) MAC address
 b) IP address
 c) Default mask
 d) Network address

[View Answer](#)

Answer: a

Explanation: The Ethernet frame has a header that contains the source and destination MAC address. Each MAC address is of 48 bits.

2. What is start frame delimiter (SFD) in ethernet frame?

- a) 10101010
- b) 10101011
- c) 00000000
- d) 11111111

[View Answer](#)

Answer: b

Explanation: The start frame delimiter is a 1 byte field in the Ethernet frame that indicates that the preceding bits are the start of the frame. It is always set to 10101011.

3. MAC address is of _____

- a) 24 bits
- b) 36 bits
- c) 42 bits
- d) 48 bits

[View Answer](#)

Answer: d

Explanation: MAC address is like a local address for the NIC that is used to make a local Ethernet (or wifi) network function. It is of 48 bits.

4. What is autonegotiation?

- a) a procedure by which two connected devices choose common transmission parameters
- b) a security algorithm
- c) a routing algorithm
- d) encryption algorithm

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Answer: a

Explanation: autonegotiation is a procedure by which two connected devices choose common transmission parameters. It is a signaling mechanism used in Ethernet over Twisted pair cables.

5. Ethernet in metropolitan area network (MAN) can be used as _____

- a) pure ethernet
- b) ethernet over SDH
- c) ethernet over MPLS
- d) all of the mentioned

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Answer: d

Explanation: A metropolitan area network (MAN) that is based on Ethernet standards is called an Ethernet MAN. It is commonly used to connect nodes to the Internet. Businesses also use Ethernet MANs to connect their own offices to each other.

6. A point-to-point protocol over ethernet is a network protocol for _____

- a) encapsulating PPP frames inside ethernet frames
- b) encapsulating ethernet frames inside PPP frames
- c) for security of ethernet frames
- d) for security of PPP frames

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Answer: a

Explanation: PPoE or Point-to-Point protocol over Ethernet was first introduced in 1999. It is popularly used by modern day Internet Service Providers for Dial-up connectivity.

7. High speed ethernet works on _____

- a) coaxial cable
- b) twisted pair cable
- c) optical fiber
- d) unshielded twisted pair cable

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Answer: c

Explanation: Fast Ethernet is mostly used in networks along with Category 5 (Cat-5) copper twisted-pair cable, but it also works with fiber-optic cable. Based on the cable being used, There can be three types of Fast Ethernet.

8. The maximum size of payload field in ethernet frame is _____

- a) 1000 bytes
- b) 1200 bytes
- c) 1300 bytes
- d) 1500 bytes

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Answer: d

Explanation: The minimum size of the payload field is 40 bytes and the maximum size is 1500 bytes. If the payload size exceeds 1500 bytes, the frame is called a jumbo frame.

9. What is interframe gap?

- a) idle time between frames
- b) idle time between frame bits
- c) idle time between packets
- d) idle time between networks

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Answer: a

Explanation: The inter-frame gap is the idle time for the receiver between the incoming frame flow. The inter-frame gap must be as low as possible for idle connections.

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10. An ethernet frame that is less than the IEEE 802.3 minimum length of 64 octets is called _____

- a) short frame
- b) runt frame
- c) mini frame
- d) man frame

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Answer: b

Explanation: An ethernet frame that is less than the IEEE 802.3 minimum length of 64 octets is called a runt frame. Such frames are a result of collisions or software malfunctions.

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Computer Networks Questions & Answers – Wireless LAN

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Wireless LAN”.

1. What is the access point (AP) in a wireless LAN?
 a) device that allows wireless devices to connect to a wired network
 b) wireless devices itself
 c) both device that allows wireless devices to connect to a wired network and wireless devices itself
 d) all the nodes in the network

[View Answer](#)**Answer: a**

Explanation: Access point in a wireless network is any device that will allow the wireless devices to a wired network. A router is the best example of an Access Point.

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2. In wireless ad-hoc network _____
 a) access point is not required
 b) access point is must
 c) nodes are not required
 d) all nodes are access points

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Answer: a

Explanation: An ad-hoc wireless network is a decentralized kind of a wireless network. An access point is usually a central device and it would go against the rules of the ad-hoc network to use one. Hence it is not required.

3. Which multiple access technique is used by IEEE 802.11 standard for wireless LAN?

- a) CDMA
- b) CSMA/CA
- c) ALOHA
- d) CSMA/CD

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Answer: b

Explanation: CSMA/CA stands for Carrier-sense multiple access/collision avoidance. It is a multiple access protocol used by IEEE 802.11 standard for wireless LAN. It's based on the principle of collision avoidance by using different algorithms to avoid collisions between channels.

4. In wireless distribution system _____

- a) multiple access point are inter-connected with each other
- b) there is no access point
- c) only one access point exists
- d) access points are not required

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Answer: a

Explanation: A Wireless Distribution System allows the connection of multiple access points together. It is used to expand a wireless network to a larger network.

5. A wireless network interface controller can work in _____

- a) infrastructure mode
- b) ad-hoc mode
- c) both infrastructure mode and ad-hoc mode
- d) WDS mode

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Answer: c

Explanation: A wireless network interface controller works on the physical layer and the data link layer of the OSI model. Infrastructure mode WNIC needs access point but in ad-hoc mode access point is not required.

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6. In wireless network an extended service set is a set of _____

- a) connected basic service sets
- b) all stations
- c) all access points
- d) connected access points

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Answer: a

Explanation: The extended service set is a part of the IEEE 802.11 WLAN architecture and is used to expand the range of the basic service set by allowing connection of multiple basic service sets.

7. Mostly _____ is used in wireless LAN.

- a) time division multiplexing
- b) orthogonal frequency division multiplexing
- c) space division multiplexing
- d) channel division multiplexing

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Answer: b

Explanation: In orthogonal frequency division multiplexing, digital data is encoded on multiple carrier frequencies. It is also used in digital television and audio broadcasting in addition to Wireless LANs.

8. Which one of the following event is not possible in wireless LAN?

- a) collision detection
- b) acknowledgement of data frames
- c) multi-mode data transmission
- d) connection to wired networks

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Answer: a

Explanation: Collision detection is not possible in wireless LAN with no extensions. Collision detection techniques for multiple access like CSMA/CD are used to detect collisions in Wireless LANs.

9. What is Wired Equivalent Privacy (WEP)?

- a) security algorithm for ethernet
- b) security algorithm for wireless networks
- c) security algorithm for usb communication
- d) security algorithm for emails

[View Answer](#)

Answer: b

Explanation: WEP is a security algorithm for wireless network which intended to provide data confidentiality comparable to that of traditional wired networks. It was introduced in 1997.

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10. What is WPA?

- a) wi-fi protected access
- b) wired protected access
- c) wired process access
- d) wi-fi process access

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Answer: a

Explanation: WPA or WiFi Protected Access is a security protocol used to provide users and firms with strong data security and protection for their wireless networks (WiFi) to give them confidence that only authorized users can access their network.

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Internet”.

1. What is internet?
 - a) a single network
 - b) a vast collection of different networks
 - c) interconnection of local area networks
 - d) interconnection of wide area networks

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Answer: b

Explanation: Internet is nothing but an interconnected computer network providing a variety of communication facilities, consisting of a huge amount of small networks using standardized communication protocols.

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2. To join the internet, the computer has to be connected to a _____
 - a) internet architecture board
 - b) internet society
 - c) internet service provider
 - d) different computer

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Answer: c

Explanation: The ISPs (Internet Service Providers) are the main agents through which every computer is connected to the internet. They are licensed to allot public IP addresses to its customers in order to connect them to the internet.

3. Internet access by transmitting digital data over the wires of a local telephone network is provided by _____

- a) leased line
- b) digital subscriber line
- c) digital signal line
- d) digital leased line

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Answer: b

Explanation: DSL (Digital Subscriber Line) is the technology designed to use the existing telephone lines to transport high-bandwidth data to service subscribers. DSL was used to allow the early users access to the internet and it provides dedicated, point-to-point, public network access.

4. ISP exchanges internet traffic between their networks by _____

- a) internet exchange point
- b) subscriber end point
- c) isp end point
- d) internet end point

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Answer: a

Explanation: ISPs exchange internet traffic between their networks by using Internet Exchange Points. ISPs and CDNs are connected to each other at these physical locations are they help them provide better service to their customers.

5. Which of the following protocols is used in the internet?

- a) HTTP
- b) DHCP
- c) DNS
- d) DNS, HTTP and DNS

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Answer: d

Explanation: HTTP is used to browse all the websites on the World Wide Web, DHCP is used to allot IPs automatically to the users on the internet, and DNS is used to connect the users to the host servers on the internet based on the Domain Name.

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6. The size of an IP address in IPv6 is _____

- a) 32 bits
- b) 64 bits
- c) 128 bits
- d) 265 bits

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Answer: c

Explanation: An IPv6 address is 128 bits long. Therefore, 2¹²⁸ i.e. 340 undecillion addresses are possible in IPv6. IPv4 has only 4 billion possible addresses and IPv6 would be a brilliant alternative in case IPv4 runs out of possible new addresses.

7. Internet works on _____

- a) packet switching
- b) circuit switching
- c) both packet switching and circuit switching
- d) data switching

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Answer: a

Explanation: Packet switching is the method based on which the internet works. Packet switching features

delivery of packets of data between devices over a shared network.

8. Which one of the following is not an application layer protocol used in internet?

- a) remote procedure call
- b) internet relay chat
- c) resource reservation protocol
- d) local procedure call

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Answer: c

Explanation: Resource reservation protocol is a transport layer protocol used on the internet. It operates over IPv4 and IPv6 and is designed to reserve resources required by the network layer protocols.

9. Which protocol assigns IP address to the client connected in the internet?

- a) DHCP
- b) IP
- c) RPC
- d) RSVP

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Answer: a

Explanation: DHCP stands for Domain Host Control Protocol. It is responsible to remotely assign IP address to the clients connected to the internet. The server that performs this function is called the DHCP server.

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10. Which one of the following is not used in media access control?

- a) ethernet
- b) digital subscriber line
- c) fiber distributed data interface
- d) packet switching

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Answer: d

Explanation: Packet switching is not really related to media access control as it just features delivery of packets of data between devices over a shared network. Internet is actually based on packet switching.

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Computer Networks Questions & Answers – Bluetooth

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “Bluetooth”.

1. An interconnected collection of piconet is called _____
 a) scatternet
 b) micronet
 c) mininet
 d) multinet
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Answer: a

Explanation: Piconet is the basic unit of a bluetooth system having a master node and upto seven active slave nodes. A collection of piconets is called scatternet and a slave node of a piconet may act as a master in a piconet that is part of the scatternet.

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2. In a piconet, there can be up to _____ parked nodes in the network.
 a) 63
 b) 127
 c) 255
 d) 511
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Answer: c

Explanation: A slave node in a piconet can be instructed by the master node to go into parked mode. Then the slave node enters the parked mode in which the node is not disconnected from the network but is inactive unless the master wakes it up.

3. Bluetooth is the wireless technology for _____
 a) local area network
 b) personal area network

- c) metropolitan area network
- d) wide area network

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Answer: b

Explanation: Bluetooth is a wireless technology used to create a wireless personal area network for data transfer up to a distance of 10 meters. It operates on 2.45 GHz frequency band for transmission.

4. Bluetooth uses _____

- a) frequency hopping spread spectrum
- b) orthogonal frequency division multiplexing
- c) time division multiplexing
- d) channel division multiplexing

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Answer: a

Explanation: Frequency hopping spread spectrum is a method of transmitting radio signals by rapidly changing the carrier frequency and is controlled by the codes known to the sender and receiver only.

5. Unauthorised access of information from a wireless device through a bluetooth connection is called

- a) bluemaking
- b) bluesnarfing
- c) bluestring
- d) bluescoping

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Answer: b

Explanation: Unauthorised access of information from a wireless device through a bluetooth connection is called Bluesnarfing. It is done through exploiting the vulnerabilities of the Bluetooth device to steal the transmitted information.

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6. What is A2DP (advanced audio distribution profile)?

- a) a bluetooth profile for streaming audio
- b) a bluetooth profile for streaming video
- c) a bluetooth profile for security
- d) a bluetooth profile for file management

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Answer: a

Explanation: A2DP stands for Advanced Audio Distribution Profile is a transfer standard use to transmit high definition audio through Bluetooth. It is mainly used in Bluetooth speakers and wireless headphones.

7. In a piconet, one master device _____

- a) can not be slave
- b) can be slave in another piconet
- c) can be slave in the same piconet
- d) can be master in another piconet

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Answer: b

Explanation: In a scatternet, a slave node of one piconet may act as a master in a piconet that is part of the scatternet. The scatternet uses this property to connect many piconets together to create a larger network.

8. Bluetooth transceiver devices operate in _____ band.

- a) 2.4 GHz ISM
- b) 2.5 GHz ISM
- c) 2.6 GHz ISM

d) 2.7 GHz ISM

[View Answer](#)

Answer: a

Explanation: Bluetooth operates on 2.45 GHz frequency ISM band for transmission. It is used to create a wireless personal area network for data transfer up to a distance of 10 meters.

9. Bluetooth supports _____

- a) point-to-point connections
- b) point-to-multipoint connection
- c) both point-to-point connections and point-to-multipoint connection
- d) multipoint to point connection

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Answer: c

Explanation: In Bluetooth, each slave node communicates with the master of the piconet independently i.e. each master-slave connection is independent. The slave is not allowed to communicate with other slaves directly.

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10. A scatternet can have maximum _____

- a) 10 piconets
- b) 20 piconets
- c) 30 piconets
- d) 40 piconets

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Answer: a

Explanation: A scatternet can have maximum of 10 piconets and minimum of 2 piconets. To connect these piconets, a slave node of one piconet may act as a master in a piconet that is part of the scatternet.

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Computer Networks Questions & Answers – WiMAX

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “WiMAX”.

1. WiMAX stands for _____
 - a) wireless maximum communication
 - b) worldwide interoperability for microwave access
 - c) worldwide international standard for microwave access
 - d) wireless internet maximum communication

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Answer: b

Explanation: WiMAX or worldwide interoperability for microwave access is a set of wireless communication standards. It provides support for multiple physical layer (PHY) and Media Access Control (MAC) options. It is based on IEEE 802.16 standards.

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2. WiMAX provides _____
 - a) simplex communication
 - b) half duplex communication
 - c) full duplex communication
 - d) no communication

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Answer: c

Explanation: WiMax was developed to provide wireless broadband access to buildings. It can also be used to connect WLAN hotspots to the Internet. It is based on IEEE 802.16 standards.

3. WiMAX uses the _____
 - a) orthogonal frequency division multiplexing
 - b) time division multiplexing
 - c) space division multiplexing
 - d) channel division multiplexing

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Answer: a

Explanation: WiMAX physical layer uses orthogonal frequency division multiplexing as it provides

simplified reception in multipath and allows WiMAX to operate in NLOS conditions.

4. Which of the following modulation schemes is supported by WiMAX?

- a) binary phase shift keying modulation
- b) quadrature phase shift keying modulation
- c) quadrature amplitude modulation
- d) all of the mentioned

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Answer: d

Explanation: WiMAX supports a variety of modulation schemes such as binary phase shift keying modulation, quadrature phase shift keying modulation, and quadrature amplitude modulation and allows for the scheme to change on a burst-by-burst basis per link, depending on channel conditions.

5. WiMAX MAC layer provides an interface between _____

- a) higher transport layers and physical layer
- b) application layer and network layer
- c) data link layer and network layer
- d) session layer and application layer

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Answer: a

Explanation: WiMAX provides support for multiple physical layer (PHY) on the physical layer and Media Access Control (MAC) options for higher layers to provide wireless broadband access to buildings.

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6. For encryption, WiMAX supports _____

- a) advanced encryption standard
- b) triple data encryption standard
- c) advanced encryption standard and triple data encryption standard
- d) double data encryption standard

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Answer: c

Explanation: Both advanced encryption standard and triple data encryption standard are block cipher techniques and are popularly used in WiMAX and other applications for secure encryption.

7. WiMAX provides _____

- a) VoIP services
- b) IPTV services
- c) Both VoIP and IPTV services
- d) no IPTV services

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Answer: c

Explanation: IPTV can be transmitted over WiMAX, and relies on packet-switching to offer reliable delivery. VoIP can be operated over a WiMax network with no special hardware or software.

8. Devices that provide the connectivity to a WiMAX network are known as _____

- a) subscriber stations
- b) base stations
- c) gateway
- d) switch stations

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Answer: a

Explanation: Subscriber stations in WiMAX are transceivers (transmitter and receivers). They are used to convert radio signals into digital signals that can be routed to and from communication devices. There is a

variety of types of WiMAX subscriber stations like portable PCMCIA cards and fixed stations that provide service to multiple users.

9. WiMAX is mostly used for _____

- a) local area network
- b) metropolitan area network
- c) personal area network
- d) wide area network

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Answer: b

Explanation: WiMAX provides Wi-Fi connectivity within the home or business for computers and smartphones. WiMAX network operators typically provide a WiMAX Subscriber Unit to do so. The subscriber unit is used to connect to the metropolitan WiMAX network.

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10. Which of the following frequencies is not used in WiMAX for communication?

- a) 2.3 GHz
- b) 2.4 GHz
- c) 2.5 GHz
- d) 3.5 GHz

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Answer: b

Explanation: The 2.4GHz ISM frequency band is used for personal area network technologies such as Bluetooth and hence is not suitable for WiMAX which is mostly used for Metropolitan Area Networks.

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Computer Networks Questions & Answers – SONET

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “SONET”.

1. SONET stands for _____
 - a) synchronous optical network
 - b) synchronous operational network
 - c) stream optical network
 - d) shell operational network

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Answer: a

Explanation: SONET stands for synchronous optical network. Frame relay uses SONET to physically transmit data frames over a Frame Relay network as SONET is cheaper and provides better network reliability than other carriers.

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2. In SONET, STS-1 level of electrical signalling has the data rate of _____
 - a) 51.84 Mbps
 - b) 155.52 Mbps
 - c) 2488.320 Mbps
 - d) 622.080 Mbps

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Answer: a

Explanation: STS-1 level provides the data rate of 51.84 Mbps, STS-3 provides a data rate of 155.52 Mbps, STS-12 provides a data rate of 622.080 Mbps and STS-48 provides a data rate of 2488.320 Mbps.

3. The path layer of SONET is responsible for the movement of a signal _____
 - a) from its optical source to its optical destination
 - b) across a physical line
 - c) across a physical section
 - d) back to its optical source

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Answer: b

Explanation: The path layer in SONET is responsible for finding the path of the signal across the physical line to reach the optical destination. It is ideally expected to find the shortest and the most reliable path to the destination.

4. The photonic layer of the SONET is similar to the _____ of OSI model.

- a) network layer
- b) data link layer
- c) physical layer
- d) transport layer

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Answer: c

Explanation: The photonic layer in SONET is like the physical layer of the OSI model. It is the lowest layer among the four layers of SONET namely the photonic, the section, the line, and the path layers.

5. In SONET, each synchronous transfer signal STS-n is composed of _____

- a) 2000 frames
- b) 4000 frames
- c) 8000 frames
- d) 16000 frames

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Answer: c

Explanation: SONET defines the electrical signal as STS-N (Synchronous Transport Signal Level-N) and the optical signal as OC-N (Optical Carrier Level-N). The building block of SONET is the STS-1/OC-1 signal, which is based on an 8-kHz frame rate and operates at 51.84 Mbps.

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6. Which one of the following is not true about SONET?

- a) frames of lower rate can be synchronously time-division multiplexed into a higher-rate frame
- b) multiplexing is synchronous TDM
- c) all clocks in the network are locked to a master clock
- d) STS-1 provides the data rate of 622.080Mbps

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Answer: d

Explanation: In SONET, STS-N stands for Synchronous Transport Signal Level-N. STS-1 level provides the data rate of 51.84 Mbps, and STS-12 provides a data rate of 622.080 Mbps.

7. A linear SONET network can be _____

- a) point-to-point
- b) multi-point
- c) both point-to-point and multi-point
- d) single point

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Answer: c

Explanation: Synchronous Optical Network (SONET) is basically an optical fiber point-to-point or ring network backbone that provides a way to accommodate additional capacity as the needs of the organization increase to multipoint networks.

8. Automatic protection switching in linear network is defined at the _____

- a) line layer
- b) section layer
- c) photonic layer
- d) path layer

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Answer: a

Explanation: The Line layer in SONET operates like the data link layer in the OSI model and it is responsible for the movement of signal across a physical line. The Synchronous Transport Signal Mux/Demux and Add/Drop Mux provide the Line layer functions.

9. A unidirectional path switching ring is a network with _____

- a) one ring
- b) two rings
- c) three rings
- d) four rings

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Answer: b

Explanation: One ring is used as the working ring and other as the protection ring in which each node is connected to its respective adjacent nodes by two fibers, one to transmit, and one to receive.

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10. What is SDH?

- a) sdh is similar standard to SONET developed by ITU-T
- b) synchronous digital hierarchy
- c) sdh stands for synchronous digital hierarchy and is a similar standard to SONET developed by ITU-T
- d) none of the mentioned

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Answer: c

Explanation: SDH is a standard that allows low bit rates to be combined into high-rate data streams and as it is synchronous, each individual bit stream can be embedded into and extracted from high-rate data streams easily.

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Computer Networks Questions & Answers – RTP

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “RTP”.

1. Real-time transport protocol (RTP) is mostly used in _____
 - a) streaming media
 - b) video teleconference
 - c) television services
 - d) all of the mentioned

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Answer: d

Explanation: RTP stands for Real-time transport protocol and is for delivering audio and video over IP networks. Its applications include streaming media, video teleconference, and television services.

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2. RTP is used to _____
 - a) carry the media stream
 - b) monitor transmission statistics of streams
 - c) monitor quality of service of streams
 - d) secure the stream

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Answer: a

Explanation: RTP is used to carry the media stream for delivering audio and video over IP networks. Its applications include streaming media, video teleconference, and television services.

3. RTP provides the facility of jitter _____
 - a) media stream
 - b) expansion
 - c) media modification
 - d) security

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Answer: a

Explanation: RTP provides the facility of jitter media stream through a jitter buffer which works by reconstructing the sequence of packets on the receiving side. Then an even audio / video stream is generated.

4. Which protocol provides the synchronization between media streams?
 - a) RTP
 - b) RTCP
 - c) RPC
 - d) RTCT

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Answer: b

Explanation: RTCP stands for Real-time Transport Control Protocol and it works with RTP to send control packets to the users of the networks while RTP handles the actual data delivery.

5. An RTP session is established for _____

- a) each media stream
- b) all media streams
- c) some predefined number of media streams
- d) no media stream

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Answer: a

Explanation: An RTP session is required to be established for each media stream for delivering audio and video over the IP network. Each session has independent data transmission.

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6. RTP can use _____

- a) unprivileged UDP ports
- b) stream control transmission protocol
- c) datagram congestion control protocol
- d) all of the mentioned

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Answer: d

Explanation: RTP uses unprivileged UDP ports, stream control transmission protocol, and datagram congestion control protocol for data delivery over IP networks.

7. Which one of the following multimedia formats can not be supported by RTP?

- a) MPEG-4
- b) MJPEG
- c) MPEG
- d) TXT

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Answer: d

Explanation: RTP is suitable only for multimedia and not for simple text files as the operation would result into wastage of resources. Other protocols like FTP are suitable for such transmissions.

8. An RTP header has a minimum size of _____

- a) 12 bytes
- b) 16 bytes
- c) 24 bytes
- d) 32 bytes

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Answer: a

Explanation: Each RTP packet has a fixed header of size 12 bytes that contains essential control information like timestamp, payload type etc. for the receiving system processing.

9. Which one of the following is not correct?

- a) RTCP provides canonical end-point identifiers to all session participants
- b) RTCP reports are expected to be sent by all participants
- c) RTCP itself does not provide any flow encryption or authentication methods
- d) RTCP handles the actual data delivery

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Answer: d

Explanation: RTCP works with RTP to send control packets to the users of the networks and provide canonical end-point identifiers to all session participants while RTP handles the actual data delivery.

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10. Which protocol defines a profile of RTP that provides cryptographic services for the transfer of payload data?

- a) SRTP
- b) RTCP
- c) RCP
- d) RTCT

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Answer: a

Explanation: SRTP stands for Secure Real-time Transport Protocol. It is like an extension to RTP which provides stream security through encryption, message authentication and integrity, and replay attack protection.

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Computer Networks Questions & Answers – RPC

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “RPC”.

1. An RPC (remote procedure call) is initiated by the _____

- a) server
- b) client
- c) client after the sever
- d) a third party

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Answer: b

Explanation: Remote Procedure Call is a method used for constructing distributed, client-server applications based on extending the conventional local procedure calling where the client initiates an RPC to start a connection process.

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2. In RPC, while a server is processing the call, the client is blocked _____

- a) unless the client sends an asynchronous request to the server
- b) unless the call processing is complete
- c) for the complete duration of the connection
- d) unless the server is disconnected

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Answer: a

Explanation: While the server is processing the call i.e. looking through the specifications, the client is blocked, unless the client sends an asynchronous request to the server for another operation.

3. A remote procedure call is _____

- a) inter-process communication
- b) a single process
- c) a single thread
- d) a single stream

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Answer: a

Explanation: Remote procedure calls is a form of inter-process communication where the client initiates an RPC to start a connection process. It is used to construct distributed, client-server applications.

4. RPC allows a computer program to cause a subroutine to execute in _____

- a) its own address space
- b) another address space
- c) both its own address space and another address space
- d) applications address space

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Answer: b

Explanation: RPC allows a computer program to cause a subroutine to execute in another address space which is usually the servers address space in a conventional client-server network.

5. RPC works between two processes. These processes must be _____

- a) on the same computer
- b) on different computers connected with a network
- c) on the same computer and also on different computers connected with a network
- d) on none of the computers

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Answer: c

Explanation: For the operation of RPC between two processes, it is mandatory that the processes are present on the same computer and also on different computers connected with its network.

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6. A remote procedure is uniquely identified by _____

- a) program number
- b) version number
- c) procedure number
- d) all of the mentioned

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Answer: d

Explanation: Each remote procedure can be uniquely identified by the program number, version number and the procedure number in the networks scope. The identifiers can be used to control the remote procedure by parties involved in the process.

7. An RPC application requires _____

- a) specific protocol for client server communication
- b) a client program
- c) a server program
- d) all of the mentioned

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Answer: d

Explanation: The RPC technique for constructing distributed, client-server applications based on extending the conventional local procedure calling. It requires a client program, a server program and specific protocol for client server communication to build the system.

8. RPC is used to _____

- a) establish a server on remote machine that can respond to queries
- b) retrieve information by calling a query
- c) establish a server on remote machine that can respond to queries and retrieve information by calling a query
- d) to secure the client

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Answer: c

Explanation: RPC or Remote Procedure Call is used to establish a server on remote machine that can respond to queries and to retrieve information by calling a query by other computers.

9. RPC is a _____

- a) synchronous operation
- b) asynchronous operation
- c) time independent operation
- d) channel specific operation

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Answer: a

Explanation: RPC is a synchronous operation where the remote machine works in sync with the other machines to act as a server that can respond to queries called by the other machines.

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10. The local operating system on the server machine passes the incoming packets to the _____

- a) server stub
- b) client stub
- c) client operating system
- d) client process

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Answer: a

Explanation: The local operating system on the server machine passes the incoming packets to the server stub which then processes the packets which contain the queries from the client machines for retrieving information.

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Computer Networks Questions & Answers – Intrusion Detection Systems

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This set of Computer Networks Questions and Answers for Entrance exams focuses on “Intrusion Detection Systems”.

1. Which of the following is an advantage of anomaly detection?

- a) Rules are easy to define
- b) Custom protocols can be easily analyzed
- c) The engine can scale as the rule set grows
- d) Malicious activity that falls within normal usage patterns is detected

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Answer: c

Explanation: Once a protocol has been built and a behavior defined, the engine can scale more quickly and easily than the signature-based model because a new signature does not have to be created for every attack and potential variant.

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2. A false positive can be defined as _____

- a) An alert that indicates nefarious activity on a system that, upon further inspection, turns out to represent legitimate network traffic or behavior
- b) An alert that indicates nefarious activity on a system that is not running on the network
- c) The lack of an alert for nefarious activity
- d) Both An alert that indicates nefarious activity on a system that, upon further inspection, turns out to represent legitimate network traffic or behavior and An alert that indicates nefarious activity on a system that is not running on the network

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Answer: d

Explanation: A false positive is any alert that indicates nefarious activity on a system that, upon further inspection, turns out to represent legitimate network traffic or behavior.

3. One of the most obvious places to put an IDS sensor is near the firewall. Where exactly in relation to the firewall is the most productive placement?

- a) Inside the firewall
- b) Outside the firewall
- c) Both inside and outside the firewall
- d) Neither inside the firewall nor outside the firewall.

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Answer: a

Explanation: There are legitimate political, budgetary and research reasons to want to see all the “attacks” against your connection, but given the care and feeding any IDS requires, do yourself a favor and keep your NIDS sensors on the inside of the firewall.

4. What is the purpose of a shadow honeypot?

- a) To flag attacks against known vulnerabilities
- b) To help reduce false positives in a signature-based IDS
- c) To randomly check suspicious traffic identified by an anomaly detection system
- d) To enhance the accuracy of a traditional honeypot

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Answer: c

Explanation: “Shadow honeypots,” as researchers call them, share all the same characteristics of protected applications running on both the server and client side of a network and operate in conjunction with an ADS.

5. At which two traffic layers do most commercial IDSSes generate signatures?

- a) Application layer and Network layer
- b) Network layer and Session Layer
- c) Transport layer and Application layer
- d) Transport layer and Network layer

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Answer: d

Explanation: Most commercial IDSEs generate signatures at the network and transport layers. These signatures are used to ensure that no malicious operation is contained in the traffic. Nemean generates signature at application and session layer.

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6. IDS follows a two-step process consisting of a passive component and an active component. Which of the following is part of the active component?

- a) Inspection of password files to detect inadvisable passwords
- b) Mechanisms put in place to reenact known methods of attack and record system responses
- c) Inspection of system to detect policy violations
- d) Inspection of configuration files to detect inadvisable settings

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Answer: b

Explanation: Secondary components of mechanism are set in place to reenact known methods of attack and to record system responses. In passive components, the system I designed just to record the system's responses in case of an intrusion.

7. When discussing IDS/IPS, what is a signature?

- a) An electronic signature used to authenticate the identity of a user on the network
- b) Attack-definition file
- c) It refers to "normal," baseline network behavior
- d) It is used to authorize the users on a network

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Answer: b

Explanation: IDSEs work in a manner similar to modern antivirus technology. They are constantly updated with attack-definition files (signatures) that describe each type of known malicious activity. Nemean is a popular signature generation method for conventional computer networks.

8. "Semantics-aware" signatures automatically generated by Nemean are based on traffic at which two layers?

- a) Application layer and Transport layer
- b) Network layer and Application layer
- c) Session layer and Transport layer
- d) Application layer and Session layer

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Answer: d

Explanation: Nemean automatically generates "semantics-aware" signatures based on traffic at the session and application layers. These signatures are used to ensure that no malicious operation is contained in the traffic.

9. Which of the following is used to provide a baseline measure for comparison of IDSEs?

- a) Crossover error rate
- b) False negative rate
- c) False positive rate
- d) Bit error rate

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Answer: a

Explanation: As the sensitivity of systems may cause the false positive/negative rates to vary, it's critical to have some common measure that may be applied across the board.

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10. Which of the following is true of signature-based IDSEs?

- a) They alert administrators to deviations from "normal" traffic behavior
- b) They identify previously unknown attacks

- c) The technology is mature and reliable enough to use on production networks
- d) They scan network traffic or packets to identify matches with attack-definition files

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Answer: d

Explanation: They are constantly updated with attack-definition files (signatures) that describe each type of known malicious activity. They then scan network traffic for packets that match the signatures, and then raise alerts to security administrators.

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Computer Networks Questions & Answers – PPP

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This set of Basic Computer Networks Questions and Answers focuses on “PPP”.

1. Both HDLC and PPP are Data link layer protocols.

a) True

b) False

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Answer: a

Explanation: Both HDLC and PPP both are Data link layer protocol. HDLC stands for High level Data Link Control and PPP stands for Point to Point Protocol.

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2. Which protocol does the PPP protocol provide for handling the capabilities of the connection/link on the network?

a) LCP

b) NCP

c) Both LCP and NCP

d) TCP

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Answer: c

Explanation: LCP stands for Link Control Protocol and NCP stands for Network Control Protocol. LCP and NCP are the PPP protocols which provide interface for handling the capabilities of the connection/link on the network.

3. The PPP protocol _____

a) Is designed for simple links which transport packets between two peers

b) Is one of the protocols for making an Internet connection over a phone line

c) Is designed for simple links which transport packets between two peers and making an Internet connection over a phone line

d) Is used for sharing bandwidth

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Answer: c

Explanation: The PPP protocol is designed for handling simple links which transport packets between two peers. It is a standard protocol that is used to make an Internet connection over phone lines.

4. PPP provides the _____ layer in the TCP/IP suite.

a) Link

b) Network

c) Transport

d) Application

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Answer: a

Explanation: PPP provides function of the link layer in the TCP/IP suite. It focuses on the link between two nodes that is going to be used by the users to communicate. It can use pre-installed phone line for the purpose.

5. PPP consists of _____ components

a) Three (encapsulating, the Domain Name system)

b) Three (encapsulating, a link control protocol, NCP)

c) Two (a link control protocol, Simple Network Control protocol)

d) One (Simple Network Control protocol)

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Answer: b

Explanation: PPP consists of three components namely Link Control Protocol (LCP), Network Control Protocol (NCP), and Encapsulation. LCP and NCP are the PPP protocols which provide interface for

handling the capabilities of the connection/link on the network and encapsulation provides for multiplexing of different network-layer protocols.

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6. The PPP encapsulation _____

- a) Provides for multiplexing of different network-layer protocols
- b) Requires framing to indicate the beginning and end of the encapsulation
- c) Establishing, configuring and testing the data-link connection
- d) Provides interface for handling the capabilities of the connection/link on the network

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Answer: a

Explanation: Encapsulation is a part of PPP which provides means for multiplexing of different network-layer protocols. The other two parts of PPP are Link Control Protocol and Network Control Protocol.

7. A Link Control Protocol (LCP) is used for _____

- a) Establishing, configuring and testing the data-link connection
- b) Establishing and configuring different network-layer protocols
- c) Testing the different network-layer protocols
- d) Provides for multiplexing of different network-layer protocols

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Answer: a

Explanation: The Link Control Protocol (LCP) is the part of PPP that is used for establishing, configuring and testing the data-link connection. The other two components are Network Control Protocol and Encapsulation.

8. A family of network control protocols (NCPs) _____

- a) Are a series of independently defined protocols that provide a dynamic
- b) Are a series of independently-defined protocols that encapsulate
- c) Are a series of independently defined protocols that provide transparent
- d) The same as NFS

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Answer: b

Explanation: The family of network control protocols (NCPs) is a series of independently-defined protocols that encapsulate the data flowing between the two nodes. It provides means for the network nodes to control the link traffic.

9. Choose the correct statement from the following.

- a) PPP can terminate the link at any time
- b) PPP can terminate the link only during the link establishment phase
- c) PPP can terminate the link during the authentication phase
- d) PPP can terminate the link during the callback control phase

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Answer: a

Explanation: PPP allows termination of the link at any time in any phase because it works on the data link layer which is the layer in control of the link of the communication.

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10. The link necessarily begins and ends with this phase. During the _____ phase, the LCP automata will be in INITIAL or STARTING states.

- a) Link-termination phase
- b) Link establishment phase
- c) Authentication phase
- d) Link dead phase

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Answer: d

Explanation: The link necessarily begins and ends with the link dead phase. During this phase, the LCP automata will be in the initial or its final state. The link is non-functioning or inactive during the link dead phase.

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Computer Networks Questions & Answers – EIGRP

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This set of Computer Networks Multiple Choice Questions & Answers (MCQs) focuses on “EIGRP”.

1. EIGRP is a routing protocol design by Cisco.

- a) True

- b) False

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Answer: a

Explanation: EIGRP stands for Enhanced Interior Gateway Routing Protocol is a routing protocol designed by Cisco. It is available only on Cisco routers.

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2. EIGRP metric is _____

- a) K-values
- b) Bandwidth only
- c) Hop Count
- d) Delay only

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Answer: a

Explanation: EIGRP metric is K-values which are integers from 0 to 128. They are used to calculate the overall EIGRP cost with bandwidth and delay metrics.

3. EIGRP can support _____

- a) VLSM/subnetting
- b) Auto summary
- c) Unequal cast load balancing
- d) All of the mentioned

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Answer: d

Explanation: EIGRP supports variable and fixed length subnetting, Auto summary, and Unequal cast load balancing to provide efficient routing functionality on Cisco routers.

4. EIGRP sends a hello message after every _____ seconds.

- a) 5 seconds (LAN), 60 seconds (WAN)
- b) 5 seconds (LAN), 5 seconds (WAN)
- c) 15s
- d) 180s

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Answer: a

Explanation: EIGRP routers broadcast the hello packets frequently to familiarize with the neighbors. EIGRP routers send the hello message after every 5 seconds on LAN, and every 60 seconds on WAN.

5. Administrative distance for internal EIGRP is _____

- a) 90
- b) 170
- c) 110
- d) 91

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Answer: a

Explanation: Routers use the metric of administrative distance to select the best path when there are different routes to the same destination from two different routing protocols as it is a measure of reliability of routing protocols. Administrative distance for internal EIGRP is 90.

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6. The EIGRP metric values include:

- a) Delay
- b) Bandwidth

- c) MTU
- d) All of the mentioned

[View Answer](#)**Answer: d**

Explanation: The EIGRP metric values are Delay, Bandwidth, and MTU. MTU stands for Maximum Transmission Unit. They are combined together to give the overall EIGRP cost in K-values.

7. For default gateway, which of following commands will you use on a Cisco router?

- a) IP default network
- b) IP default gateway
- c) IP default route
- d) Default network

[View Answer](#)**Answer: a**

Explanation: IP default network command is used to find the default gateway in Cisco router. If the router finds routes to the node, it considers the routes to that node for installation as the gateway to it.

8. Administrative distance for external EIGRP route is _____

- a) 90
- b) 170
- c) 110
- d) 100

[View Answer](#)**Answer: b**

Explanation: Routers use the metric of administrative distance to select the best path when there are different routes to the same destination from two different routing protocols as it is a measure of reliability of routing protocols. Administrative distance for external EIGRP is 170.

9. EIGRP uses the _____ algorithm for finding shortest path.

- a) SPF
- b) DUAL
- c) Linkstat
- d) Djikstra's

[View Answer](#)**Answer: b**

Explanation: EIGRP uses the DUAL algorithm for finding shortest path. DUAL stands for diffusing update algorithm and it is used to prevent routing loops by recalculating routes globally.

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10. In EIGRP best path is known as the successor, whereas backup path is known as _____

- a) Feasible successor
- b) Back-up route
- c) Default route
- d) There is no backup route in EIGRP

[View Answer](#)**Answer: a**

Explanation: Feasible successor is the backup path. The backup path is used alternatively used whenever the best path fails. It is not used primarily because it is comparatively expensive than the best path.

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Computer Networks Questions & Answers – STP

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This set of Computer Networks Questions and Answers for Campus interviews focuses on “STP”.

1. _____ allows LAN users to share computer programs and data.
- a) Communication server
 b) Print server
 c) File server
 d) Network
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Answer: c

Explanation: A file server allows LAN users to share computer programs and data. It uses the File Transfer Protocol to provide this feature on the ports 20 and 21. The file server works as a medium for the transfer.

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2. STP stands for _____

- a) Shielded twisted pair cable
- b) Spanning tree protocol
- c) Static transport protocol
- d) Shielded two power cable

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Answer: a

Explanation: STP stands for Shielded twisted pair cable. 100 mbps is the max data capacity of STP and its default connector is RJ45. It is popularly used in LANs due to its ease of maintenance and installation.

3. A standalone program that has been modified to work on a LAN by including concurrency controls such as file and record locking is an example of _____

- a) LAN intrinsic software
- b) LAN aware software
- c) Groupware
- d) LAN ignorant software

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Answer: a

Explanation: A standalone program that has been modified to work on a LAN by including concurrency controls such as file and record locking is an example of LAN intrinsic software. They are used to give better functionality of the program and the applications working over it to the users of the LAN.

4. The _____ portion of LAN management software restricts access, records user activities and audit data etc.

- a) Configuration management
- b) Security management
- c) Performance management
- d) Recovery management

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Answer: b

Explanation: The Security management portion of LAN management software restricts access, records user activities and audit data. It is responsible for controlling access to the network based on predefined policy. The security management ensures authentication, confidentiality and integrity in the LAN.

5. What is the max cable length of STP?

- a) 100 ft
- b) 200 ft
- c) 100 m
- d) 200 m

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Answer: c

Explanation: The max cable length of STP is 100 meters. If the length exceeds 100 meters, the loss of signals flowing through the cable would be really high. Thus, STP is more suitable for smaller networks like LANs.

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6. What is the max data transfer rate of STP?

- a) 10 mbps
- b) 100 mbps
- c) 1000 mbps
- d) 10000 mbps

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Answer: b

Explanation: 100 mbps is the max data transfer rate which can be handled by STP. STP stands for Shielded

twisted pair cable and its default connector is RJ-45. 100 mbps is a feasible data transfer rate for small networks like LANs.

7. Which connector does STP use?

- a) BNC
- b) RJ-11
- c) RJ-45
- d) RJ-69

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Answer: c

Explanation: RJ-45 is used for STP cable. STP stands for Shielded twisted pair cable and 100 mbps is the max data transfer rate which can be handled by STP. RJ-45 is popularly used to connect to modern day routers, computer network cards and other network devices.

8. What is the central device in star topology?

- a) STP server
- b) Hub/switch
- c) PDC
- d) Router

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Answer: b

Explanation: In star topology, no computer is connected to another computer directly but all the computers are connected to a central switch or hub. Every message sent from a source computer goes through the switch or hub and the switch or hub then forwards the message only to the intended destination computer.

9. What is the max data transfer rate for optical fiber cable?

- a) 10 mbps
- b) 100 mbps
- c) 1000 mbps
- d) 10000 mbps

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Answer: c

Explanation: 1000 mbps is the max data transfer rate for optical fiber cables. It is said to be the fastest among the other kinds of cables like STP, and co-axial cables. People are now using optical fiber cables instead of STP for LANs due to its fast data transfer capability.

10. Which of the following architecture uses CSMA/CD access method?

- a) ARC net
- b) Ethernet
- c) Router
- d) STP server

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Answer: b

Explanation: Collision detection is not possible in Ethernet without extensions. Collision detection techniques for multiple access like CSMA/CD are used to detect collisions in the Ethernet architecture.

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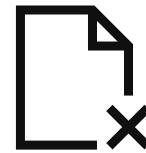
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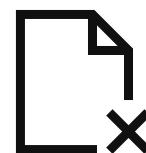
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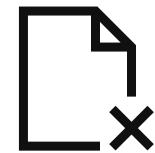
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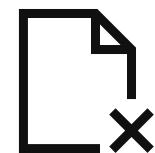
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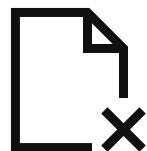
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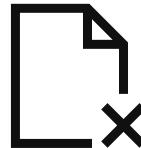
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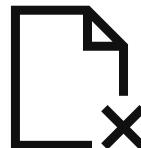
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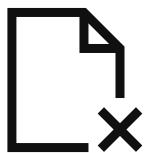
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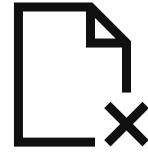
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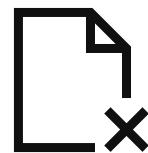
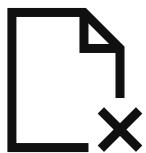
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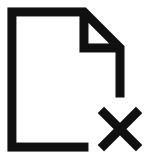
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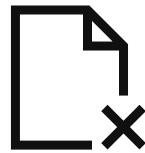
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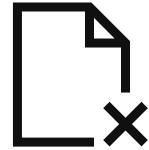
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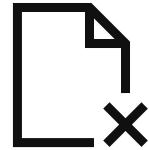
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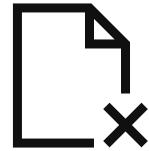
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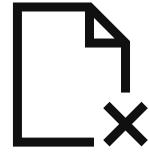
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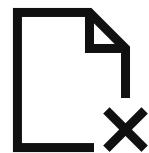
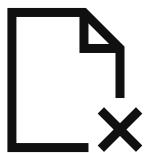
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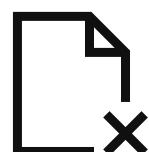
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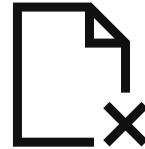
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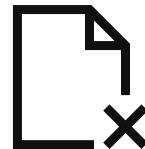
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9. “Chemoinformatics: Advanced Control and Computational Techniques” by Hossein G Gilani and Katia G Samper



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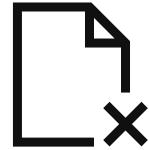
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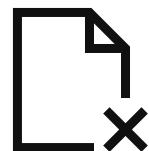
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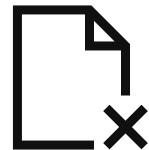
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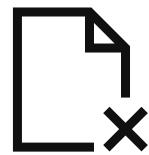
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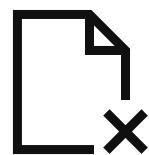
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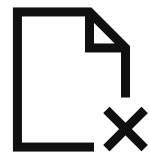
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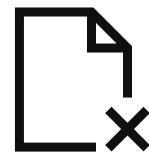
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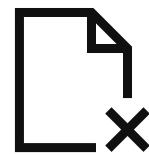
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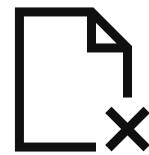
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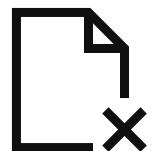
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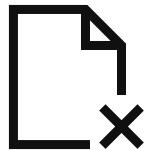
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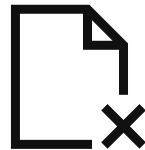
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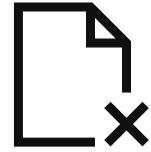
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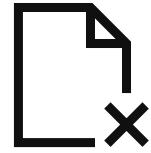
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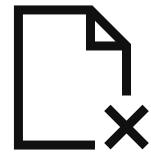
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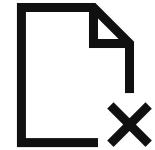
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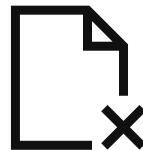
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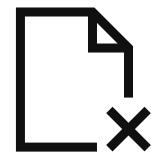
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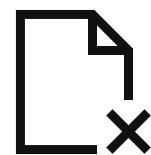
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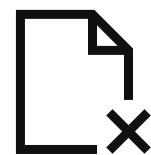
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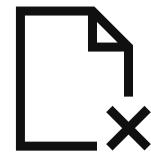
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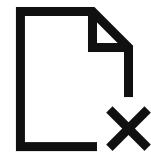
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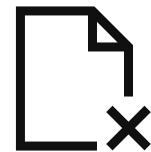
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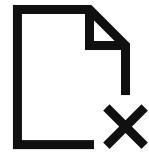
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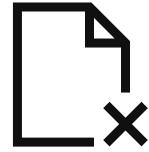
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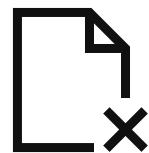
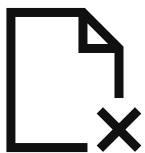
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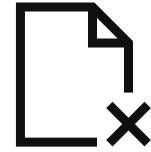
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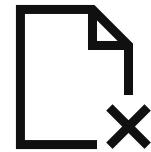
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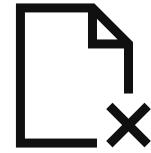
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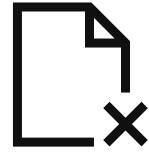
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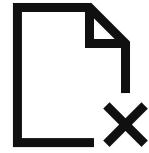
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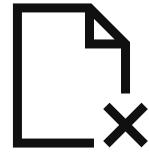
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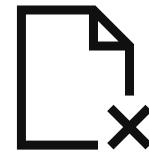
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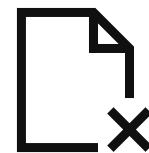
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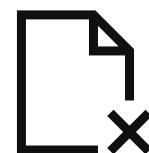
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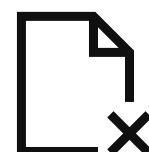
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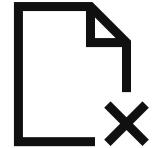
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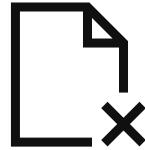
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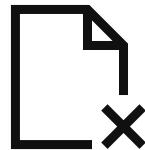
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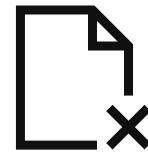
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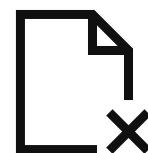
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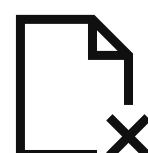
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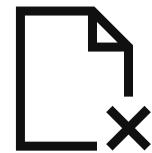
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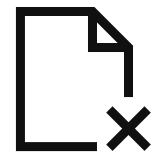
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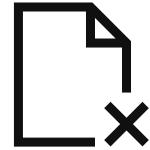
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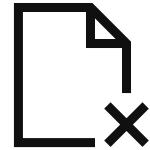
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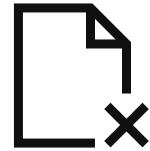
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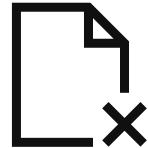
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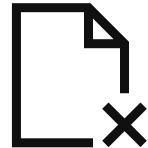
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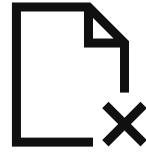
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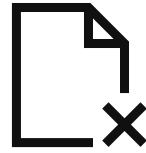
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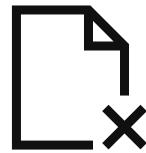
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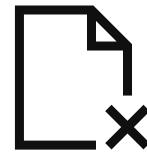
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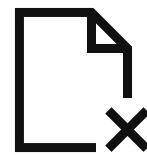
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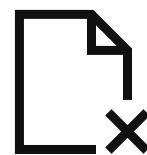
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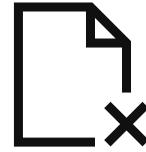
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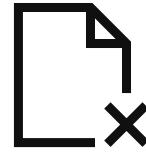
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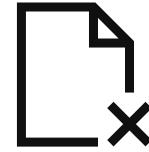
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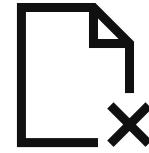
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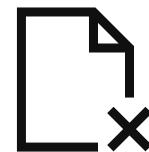
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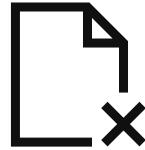
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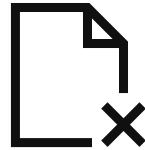
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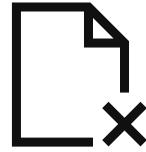
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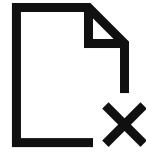
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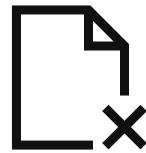
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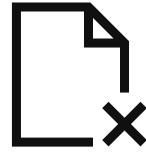
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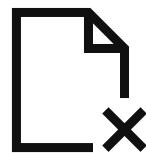
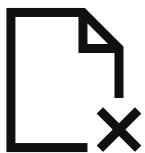
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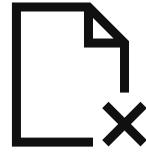
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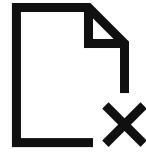
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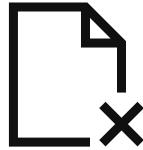
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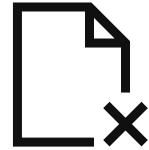
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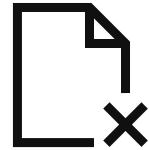
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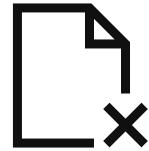
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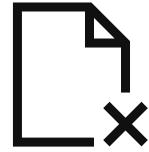
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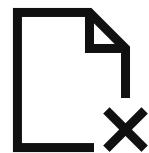
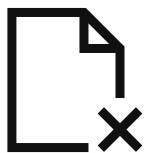
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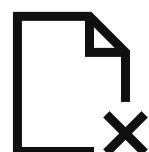
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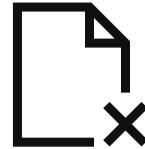
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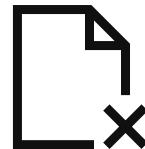
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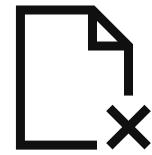
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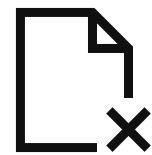
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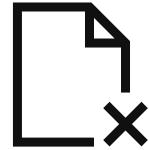
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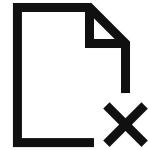
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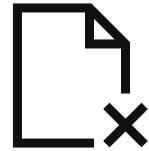
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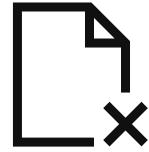
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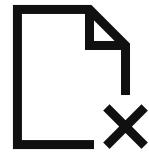
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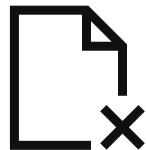
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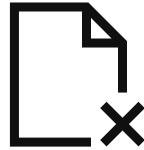
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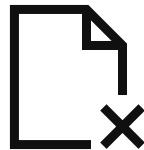
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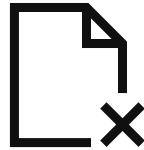
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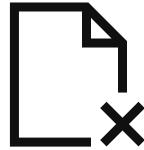
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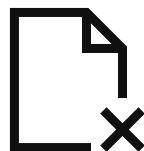
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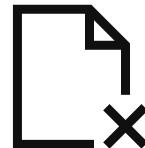
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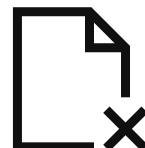
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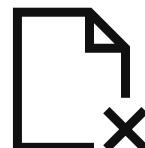
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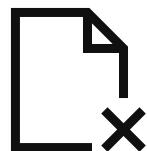
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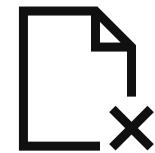
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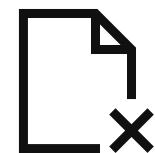
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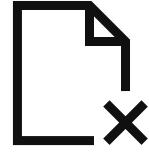
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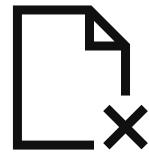
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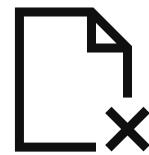
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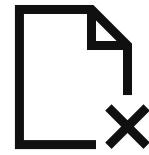
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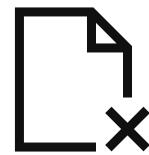
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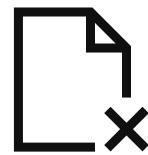
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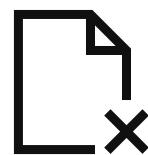
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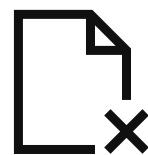
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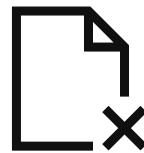
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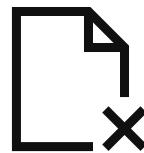
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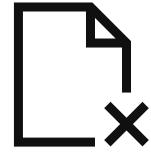
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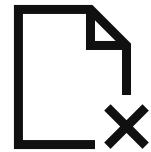
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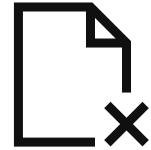
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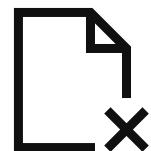
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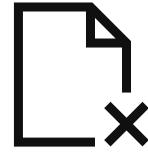
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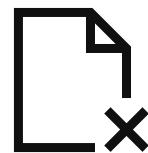
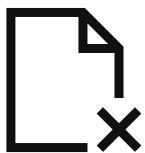
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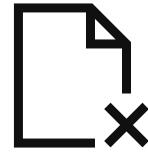
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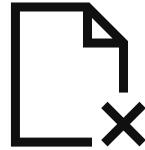
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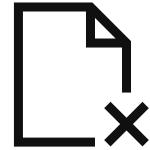
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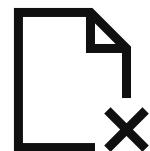
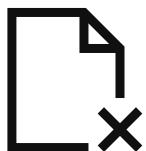
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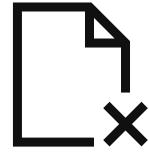
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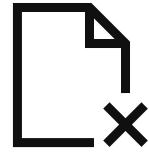
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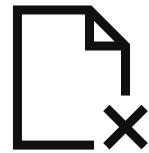
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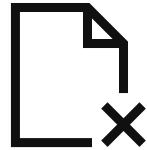
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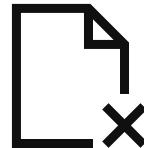
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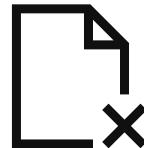
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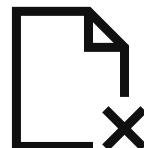
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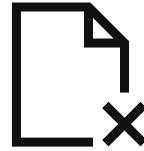
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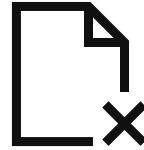
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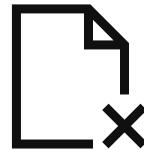
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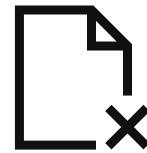
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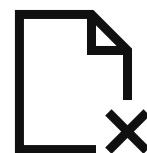
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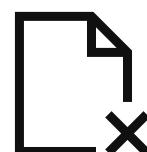
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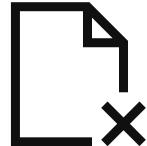
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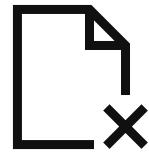
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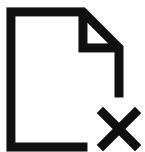
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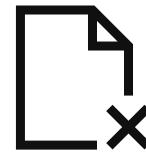
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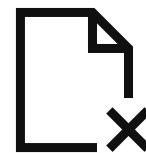
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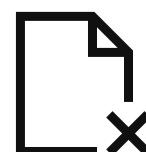
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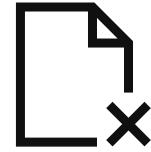
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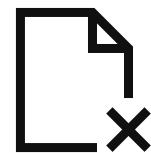
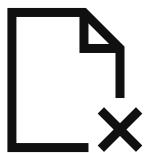
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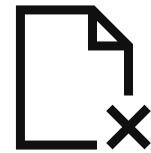
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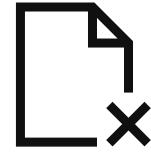
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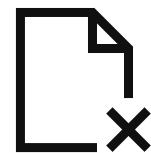
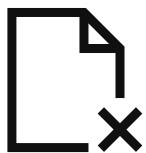
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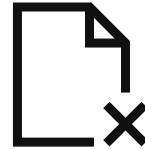
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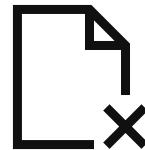
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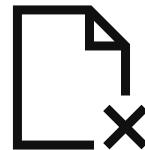
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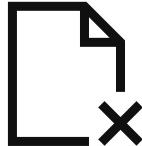
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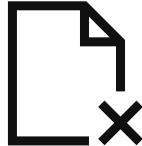
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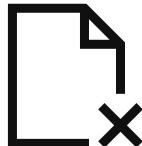
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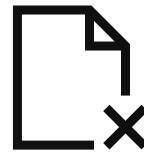
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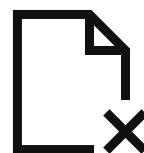
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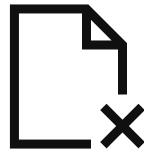
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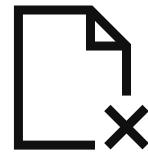
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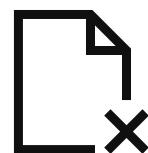
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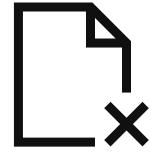
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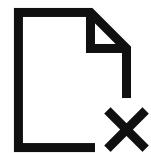
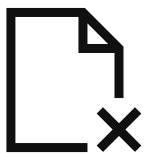
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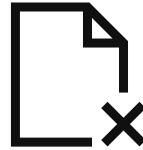
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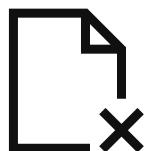
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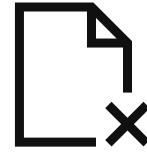
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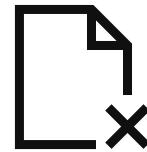
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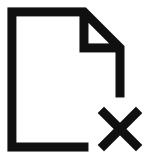
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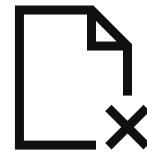
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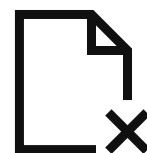
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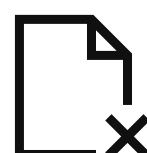
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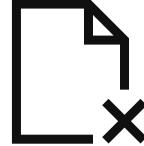
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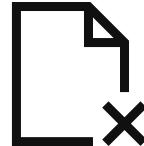
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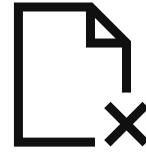
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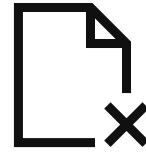
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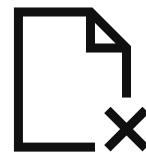
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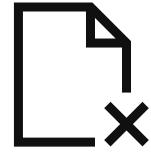
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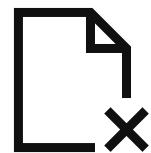
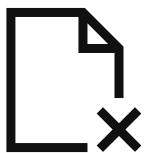
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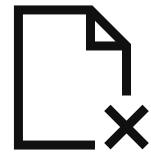
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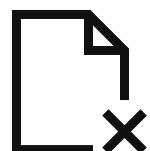
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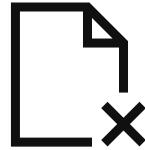
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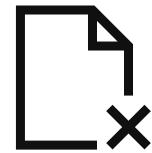
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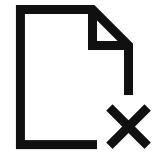
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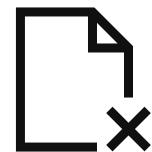
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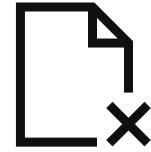
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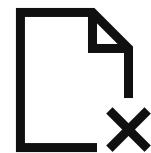
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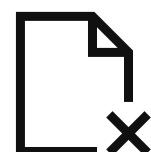
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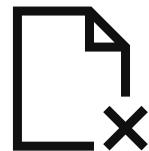
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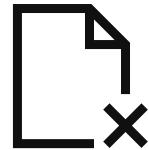
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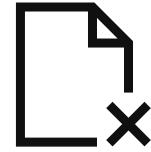
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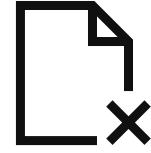
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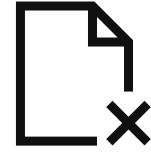
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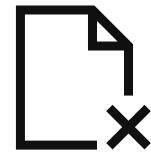
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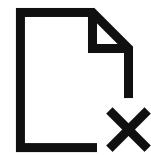
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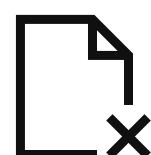
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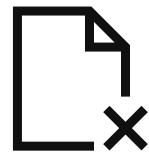
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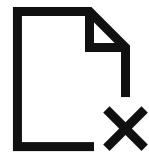
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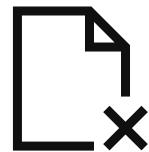
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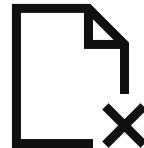
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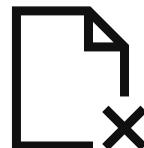
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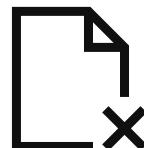
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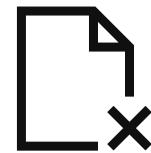


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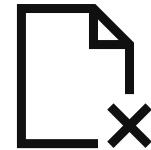


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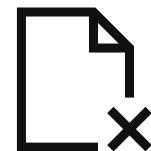
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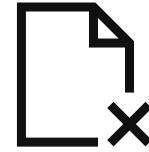
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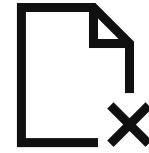
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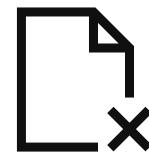
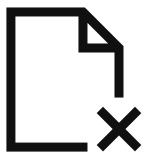
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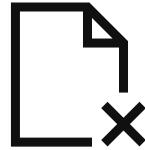
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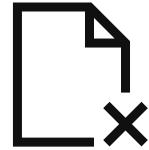
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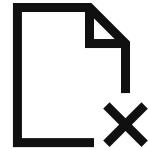
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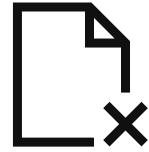
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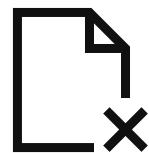
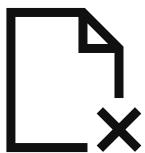
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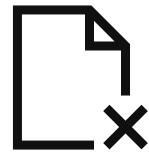
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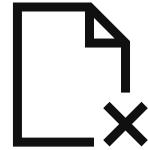
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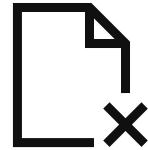
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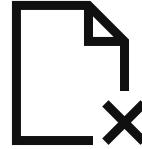
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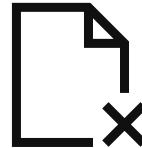
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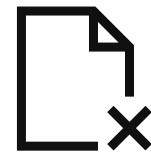


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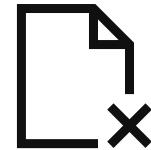


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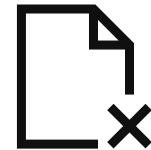
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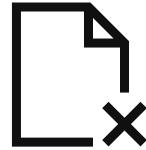
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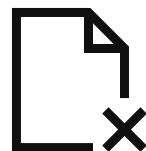
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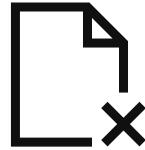
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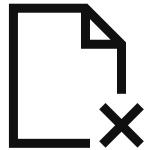
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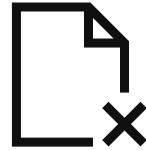
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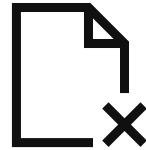
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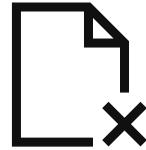
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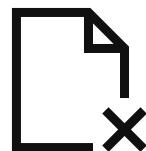
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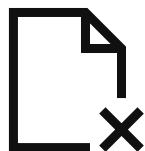
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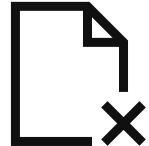
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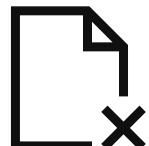
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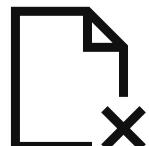
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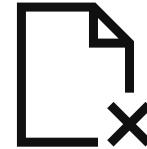


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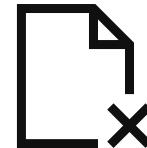


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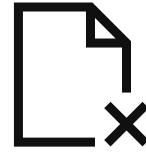
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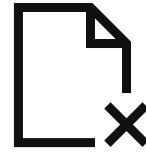
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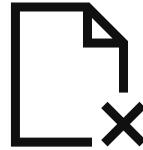
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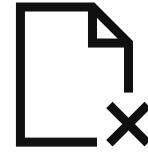
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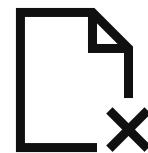
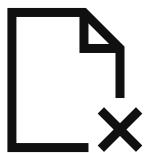
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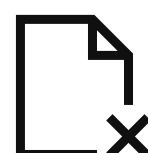
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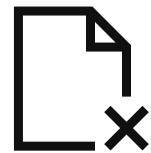
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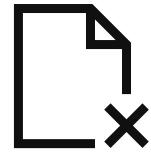
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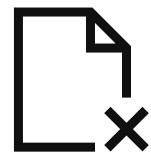
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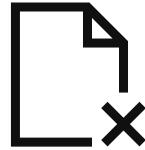
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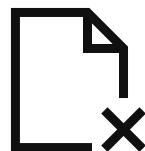
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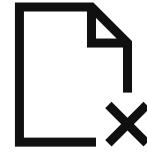
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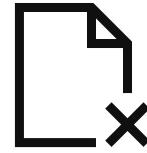
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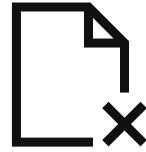
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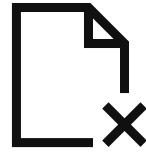
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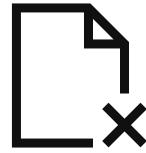
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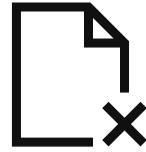
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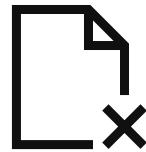
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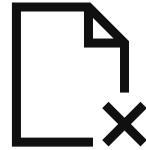
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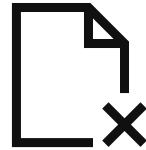
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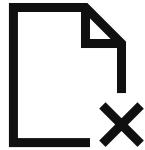
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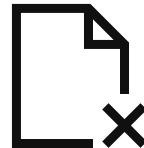
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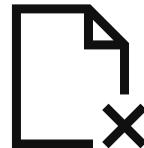
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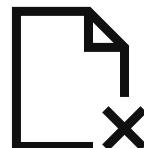
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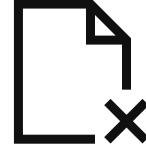
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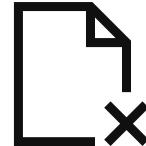
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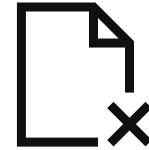
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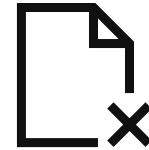
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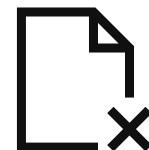
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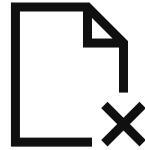
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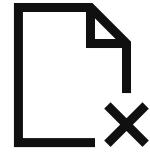
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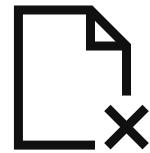
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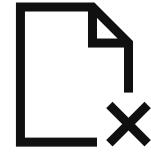
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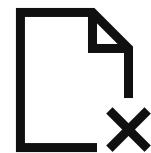
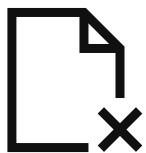
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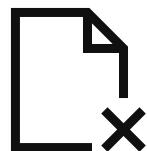
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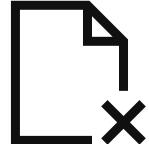
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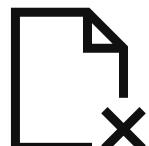
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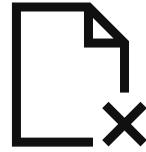
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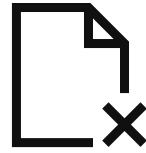
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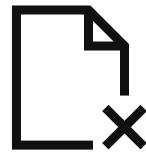
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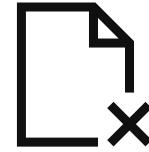
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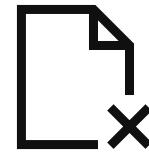
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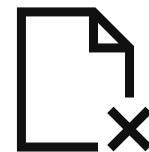
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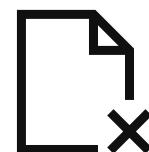
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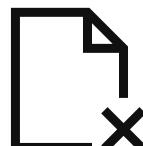
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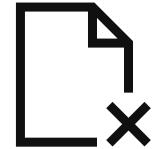
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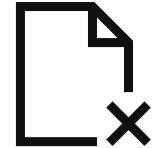
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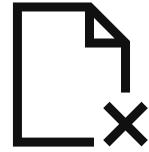
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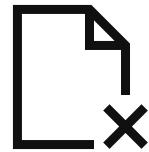
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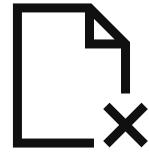
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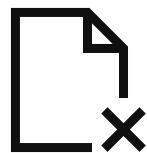
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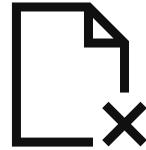
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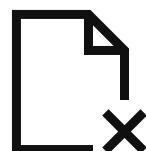
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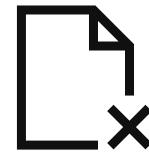
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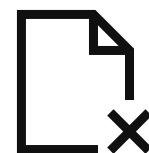
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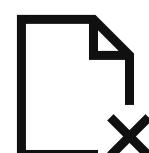
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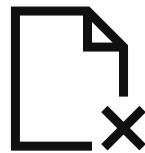
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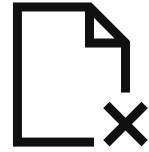
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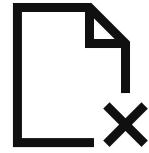
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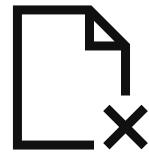
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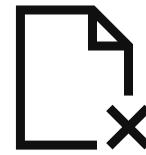
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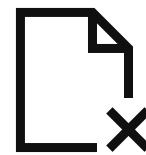
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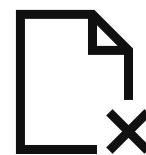
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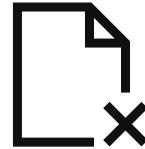
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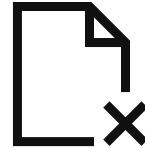
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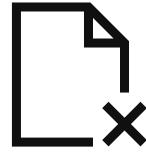
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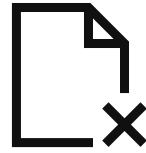
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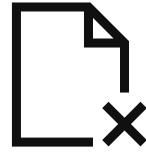
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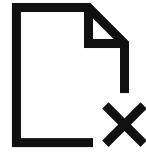
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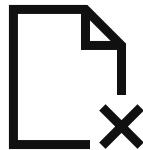
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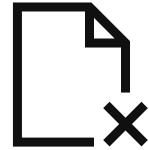
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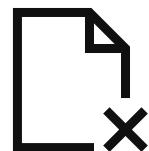
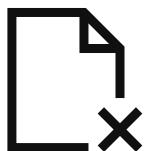
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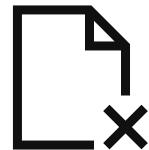
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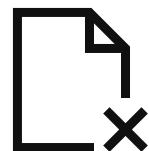
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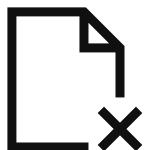
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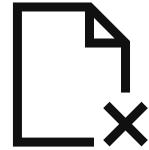
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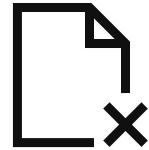
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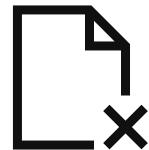
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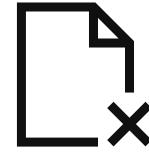
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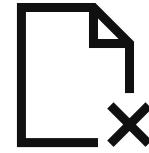
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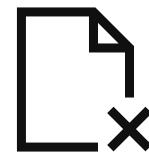
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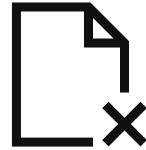
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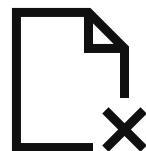
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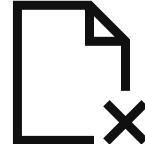
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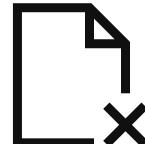
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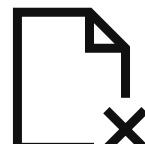
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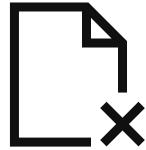
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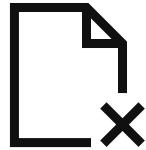
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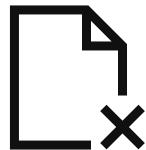
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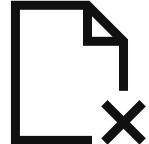
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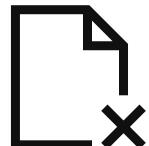
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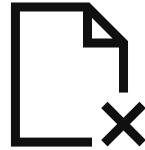
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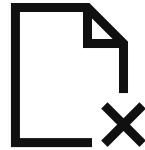
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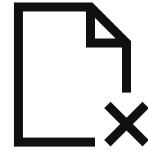
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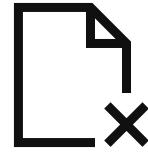
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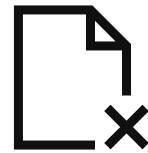
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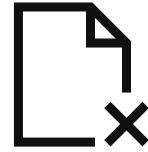
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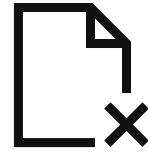
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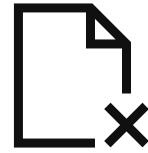
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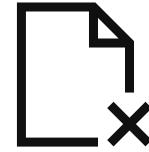
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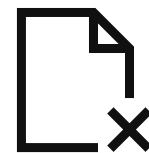
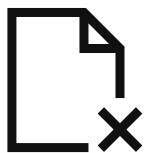
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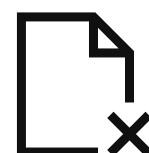
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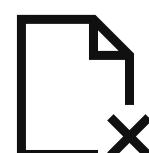
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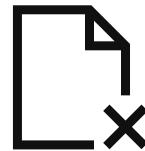
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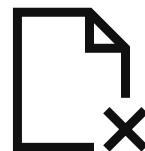
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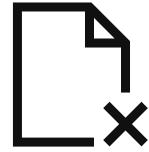
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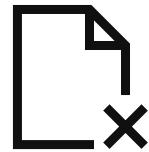
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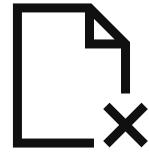
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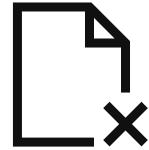
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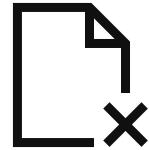
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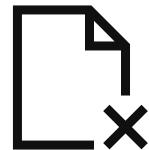
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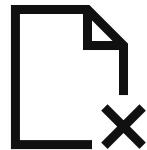
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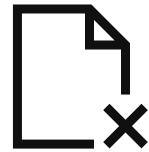
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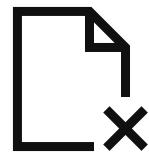
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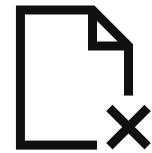
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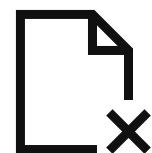
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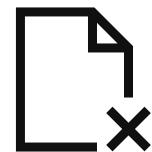
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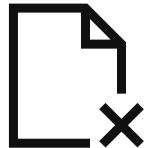
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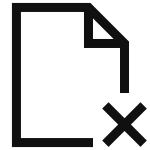
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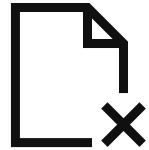
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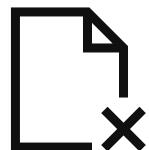
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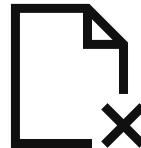
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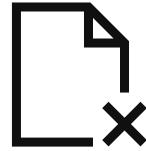
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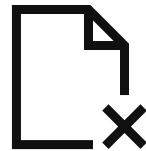
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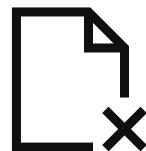
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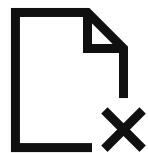
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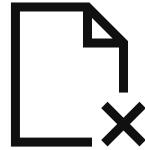
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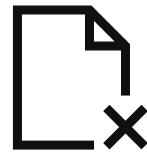
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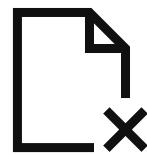
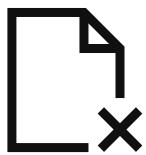
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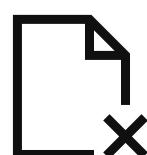
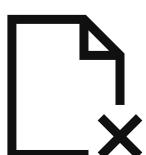
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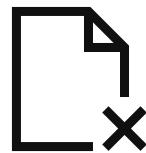
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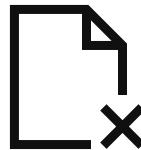
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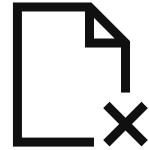
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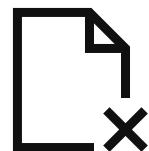
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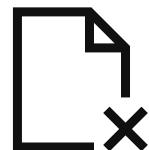
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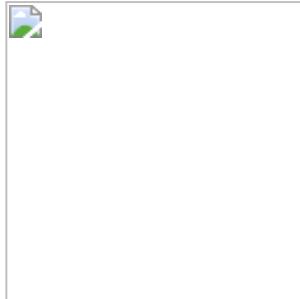
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- 8) No change will be allowed once the answer is marked on OMR Sheet.
- 9) Rough work shall not be done on OMR sheet or on question paper.
- 10) Darken ONLY ONE CIRCLE for each answer.

Q.no 1. HTTP is _____ protocol

A : transport layer

B : application layer

C : network layer

D : data link layer

Q.no 2. Data communication system spanning states, countries, or the whole world is _____

A : LAN

B : WAN

C : MAN

D : PAN

Q.no 3. In Active mode FTP, the client initiates both the control and data connections.

A : true

B : false

C : None

D : Can not predict

Q.no 4. In TCP, sending and receiving data is done as _____

A : Stream of bytes

B : Sequence of characters

C : Lines of data

D : Packets

Q.no 5. How many versions available of IP?

A : 6 version

B : 4 version

C : 2 version

D : 1 version

Q.no 6. In _____ framing, there is no need for defining the boundaries of frames.

A : standard

B : fixed-size

C : variable-size

D : character

Q.no 7. FTP server listens for connection on which port number?

A : 20

B : 21

C : 22

D : 23

Q.no 8. If DHCP snooping is configured on a LAN switch, then clients having specific _____ can access the network.

- A : MAC Address
- B : IP Address
- C : MAC and IP address
- D : MAC or IP address

Q.no 9. Which one of the following protocol delivers/stores mail to receiver server?

- A : simple mail transfer protocol
- B : post office protocol
- C : internet mail access protocol
- D : hypertext transfer protocol

Q.no 10. A _____ error means that 2 or more bits in the data unit have changed.

- A : unibit
- B : burst
- C : channel
- D : noisy

Q.no 11. Retransmission of packets must not be done when _____

- A : Packet is lost
- B : Packet is corrupted
- C : Packet is needed
- D : Packet is error-free

Q.no 12. The correction of errors is _____ the detection.

- A : more difficult than
- B : easier
- C : similar

D : None of the above

Q.no 13. Which topology used by CSMA with collision detection

A : MAC address

B : IP address

C : port address

D : specific address

Q.no 14. ___ protocol has neither flow control nor error control

A : stop and wait

B : simplest

C : easiest

D : ARQ

Q.no 15. Which type of network is used for small geographical area such as in a one building?

A : WLAN

B : MAN

C : LAN

D : WAN

Q.no 16. MAC Address is the example of

A : Transport Layer

B : Data Link Layer

C : Application Layer

D : Physical Layer

Q.no 17. In pure Aloha what is maximum number of retransmission attempts if frame get congested in the channel

A : Two half

B : One Half

C : Three half

D : Four half

Q.no 18. which Displays entries in DNS cache

A : ipconfig /displaydns

B : ipconfig /flushdns

C : Normal DHCP Scope

D : ipconfig /registerdns

Q.no 19. Which network topology requires a central controller or hub?

A : Mesh

B : Star

C : Ring

D : Bus

Q.no 20. The network layer protocol for internet is _____

A : ethernet

B : Internet protocol

C : hypertext transfer protocol

D : file transfer protocol

Q.no 21. In Stop-and-WaitARQ~the acknowledgment number always announces in _____ arithmetic the sequence number of the next frame expected

A : modulo-2

B : modulo-4

C : modulo-8

D : modulo-n

Q.no 22. Repeater operates in which layer of the OSI model?

A : Physical layer

B : Data link layer

C : Network layer

D : Transport layer

Q.no 23. DHCP (dynamic host configuration protocol) provides _____ to the client.

A : IP address

B : MAC Address

C : Port Address

D : Physical Address

Q.no 24. The _____ field is used to detect errors over the entire user datagram.

A : udp header

B : checksum

C : source port

D : destination port

Q.no 25. Connection establishment in TCP is done by which mechanism?

A : Flow control

B : Three-Way Handshaking

C : Forwarding

D : Synchronization

Q.no 26. In sliding window protocol, the send window can slide one or more slots when valid _____ arrives.

A : bit

B : request

C : flag

D : acknowledgement

Q.no 27. _____ Sets an alias for a host name

A : DNS Event Logging tab

B : DNS Debug Logging tab

C : DNS CNAME (canonical name)

D : DNS Event and Debug tab

Q.no 28. Both Go-Back-N and Selective-Repeat Protocols use a _____

A : sliding window

B : sliding frame

C : sliding packet

D : sliding door

Q.no 29. Which of the following layer of OSI model also called end-to-end layer?

A : Presentation layer

B : Network layer

C : Session layer

D : Transport layer

Q.no 30. A place where there is a field of signal through which you can access WiFi internet is called –

A : WiFi Hotspots

B : WiFi Internet

C : WiFi Zone

D : WiFi Range

Q.no 31. MANET stands for

A : Wireless ad hoc network

B : Mobile ad hoc network

C : Multiple ad hoc network

D : Multi advance network

Q.no 32. Which of following provides reliable communication?

A : TCP

B : IP

C : UDP

D : All of the above

Q.no 33. Which one of the following is not correct?

A : RTCP provides canonical end-point identifiers to all session participants

B : RTCP reports are expected to be sent by all participants

C : RTCP itself does not provide any flow encryption or authentication methods

D : RTCP handles the actual data delivery

Q.no 34. A connection in SCTP is called an _____

A : negotiation

B : association

C : transmission

D : reception

Q.no 35. In CSMA with collision detection the energy level of channel can have three values: Normal , Zero, and abnormal which of the following is correct sequence

A : Wired network

B : Wireless Network

C : Wired and Wireless Network

D : Client Server Network

Q.no 36. In HDLC Normal transfer mode is used for _____

A : only point to point links

B : only point to multipoint links

C : either point to point links or point to multipoint links

D : both point to point and multipoint links

Q.no 37. Which of the following address belongs class A?

A : 121.12.12.248

B : 130.12.12.248

C : 128.12.12.248

D : 129.12.12.248

Q.no 38. Which access method is used by Standard ethernet

A : Ethernet

B : FDDI or Fiber Channel

C : Token Ring

D : ATM

Q.no 39. In SCTP, a data chunk is numbered using _____

A : TSN

B : SI

C : SSN

D : GSN

Q.no 40. The maximum length (in bytes) of an IPv4 datagram is?

A : 32

B : 1024

C : 65535

D : 512

Q.no 41. Three types of HDLC frames are :

A : Data frames, Supervisory frames, Un-numbered frames

B : Information frames, Supervisory frames, Un-numbered frames

C : Information frames, Supervisory frames, Numbered frames

D : Information frames, Controlled frames, Numbered frames

Q.no 42. The port number is “ephemeral port number”, if the source host is _____

A : NTP

B : Echo

C : Server

D : Client

Q.no 43. In class C , if subnet mask is 255.255.255.224 then calculates number of subnet?

A : 6

B : 8

C : 4

D : 10

Q.no 44. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps What is the throughput if the system (all stations together) produces 250 frames per second

A : 92 frames

B : 368 frames

C : 49 frames

D : 151 frames

Q.no 45. The ASCII encoding of binary data is called

A : base 64 encoding

B : base 32 encoding

C : base 16 encoding

D : base 8 encoding

Q.no 46. Peer-to-peer processes are processes on two or more devices communicating at a

A : same layer

B : different layer

C : different layer on different device

D : none of above

Q.no 47. IPv6 does not support which of the following addressing modes?

- A : unicast addressing
- B : multicast addressing
- C : broadcast addressing
- D : anycast addressing

Q.no 48. When collection of various computers seems a single coherent system to its client, then it is called _____

- A : computer network
- B : distributed system
- C : networking system
- D : mail system

Q.no 49. _____ refers to a set of procedures used to restrict the amount of data that the sender can send before waiting for acknowledgment.

- A : Flow control
- B : Speed control
- C : Error control
- D : Data control

Q.no 50. The process of modifying IP address information in IP packet headers while in transit across a traffic routing device is called

- A : Port address translation (PAT)
- B : Network address translation (NAT)
- C : Address mapping
- D : Port mapping

Q.no 51. The right to use a domain name is delegated by domain name registers which are accredited by _____

- A : internet architecture board

B : internet society

C : internet research task force

D : internet corporation for assigned names and numbers

Q.no 52. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is source port number.

A : 000D

B : CB84

C : 001C

D : 001D

Q.no 53. The _____ Protocol, adds a simple error control mechanism to the _____ Protocol.

A : Selective Repeat ARQ; Go-Back-N ARQ

B : Go-Back-N ARQ; Stop-and-Wait

C : Stop-and-Wait ARQ; Go-Back-N ARQ

D : Stop-and-Wait ARQ; Stop-and-Wait

Q.no 54. Communication between a computer and a keyboard involves _____ transmission.

A : Automatic

B : Half-duplex

C : Full-duplex

D : Simplex

Q.no 55. What is on-demand mail relay (ODMR)?

A : protocol for SMTP security

B : an SMTP extension

C : protocol for faster mail transfer

D : protocol for web pages

Q.no 56. In the IPv4 addressing format, the number of networks allowed under Class C addresses is

A : 2 rest to 14

B : 2 rest to 7

C : 2 rest to 21

D : 2 rest to 24

Q.no 57. The values GET, POST, HEAD etc are specified in _____ of HTTP message

A : Request line

B : Header line

C : Status line

D : Entity body

Q.no 58. In OSI model, when data is sent from device A to device B, the 5th layer to receive data at B is _____

A : Application layer

B : Transport layer

C : Link layer

D : Session layer

Q.no 59. After obtaining the IP address, to prevent the IP conflict the client may use _____

A : internet relay chat

B : broader gateway protocol

C : address resolution protocol

D : Internet Address Chat

Q.no 60. Which layer is responsible for process to process delivery in a general network model?

A : network layer

B : transport layer

C : session layer

D : data link layer

Q.no 1. TCP process may not write and read data at the same speed. So we need _____ for

A : Packets

B : Buffers

C : Segments

D : Stacks

Q.no 2. TCP, FTP, Telnet, SMTP, POP etc. are examples of _____

A : Socket

B : IP Address

C : Protocol

D : MAC Address

Q.no 3. CIDR stands for

A : Classless Inter-Domain Routing

B : Classless Intra-Domain Routing

C : Classful Inter-Domain Routing

D : Classful Intra-Domain Routing

Q.no 4. In the congestion avoidance algorithm, the size of the congestion window increases _____ until congestion is detected.

A : exponentially

B : additively

C : multiplicatively

D : suddenly

Q.no 5. _____ allows the receiver to inform the sender of any frames lost or damaged in transmission and coordinates the retransmission of those frames by the sender.

A : Error control

B : data control

C : Transmission Control

D : Speed control

Q.no 6. A simple protocol used for fetching email from a mail box is

A : POP3

B : IMAP

C : SMTP

D : POP2

Q.no 7. Hardware address is known as _____

A : wireless maximum communication

B : worldwide interoperability for microwave access

C : worldwide international standard for microwave access

D : wireless internet maximum communication

Q.no 8. UTP Cable is used by____

A : 802.3 z

B : 802.3

C : 802.3 u

D : 802.11

Q.no 9. The location of a resource on the internet is given by its?

A : Protocol

B : URL

C : E-mail address

D : website

Q.no 10. RSVP is a _____ oriented protocol

A : receiver

B : bit

C : byte

D : both b & c

Q.no 11. Connection Oriented Protocol for end-to-end communication is called _____

A : Aging

B : IP

C : AIPAA

D : tcp

Q.no 12. BGP stands for

A : Bypass gateway protocol

B : Border gateway protocol

C : Bootstrap Protocol

D : Boundary gateway protocol

Q.no 13. RTP provides the facility of jitter _____

A : media stream

B : expansion

C : media modification

D : security

Q.no 14. Physical or logical arrangement of network is ?

A : Topology

B : Routing

C : Networking

D : Control

Q.no 15. An email client needs to know the _____ of its initial SMTP server.

A : IP address

B : MAC address

C : URL

D : Name

Q.no 16. Protocols are set of rules to govern _____

A : Communication

B : Standard

C : Metropolitan communication

D : Bandwidth

Q.no 17. DHCP is used for _____

A : IPv6

B : IPv4

C : Both IPv6 and IPv4

D : IPv6 or IPv4

Q.no 18. Which networking device connect one LAN to other LAN using same protocol?

A : Router

B : Switch

C : Bridge

D : Modem

Q.no 19. Which methods are commonly used in Server Socket class?

A : Public Output Stream get Output Stream ()

B : Public Socket accept ()

C : Public synchronized void close ()

D : Public void connect ()

Q.no 20. MPLS stands for

A : Multiprotocol Label Switching

B : Multiple links

C : Mobile protocol links

D : Multiple layer switching

Q.no 21. Which of this is not a guided media ?

A : Fiber optical cable

B : Coaxial cable

C : Wireless LAN

D : Copper wire

Q.no 22. Where should we use default routing?

A : On stub networks- which have only one exit path out of the network

B : Which have more than one exit path out of the network

C : Minimum five exit paths out of the network

D : Maximum five exit paths out of the network

Q.no 23. The Maximum length of 1000BaseSX is

A : Ring topology

B : Bus topology

C : Star topology

D : Mesh topology

Q.no 24. In CSMA the Vulnerable time is

A : 38 percent

B : 36 percent

C : 34 percent

D : 37 percent

Q.no 25. ARQ stands for _____

A : Automatic repeat request

B : Automatic repeat quantization

C : Acknowledgement repeat request

D : Automatic resend request

Q.no 26. What is DHCP snooping?

A : techniques applied to ensure the security of an existing DHCP infrastructure

B : algorithm for DHCP

C : encryption of the DHCP server requests

D : decryption of the DHCP server requests

Q.no 27. To detect or correct errors, we need to send _____ with data.

A : extra (redundant) bits

B : error bits

C : hamming distance

D : hash keys

Q.no 28. Which one of the following is not an application layer protocol?

A : media gateway protocol

B : dynamic host configuration protocol

C : resource reservation protocol

D : session initiation protocol

Q.no 29. Which access method is used for the half duplex approach in fast ethernet

A : 4B/5B

B : NRZ-I

C : MLT-3

D : 8B/6T

Q.no 30. In FTP protocol, client contacts server using ___ as the transport protocol.

- A : transmission control protocol
- B : user datagram protocol
- C : datagram congestion control protocol
- D : stream control transmission protocol

Q.no 31. In Stop-And-Wait ARQ, sequence numbers are based on ___ arithmetic.

- A : modulo-2
- B : modulo-4
- C : modulo-8
- D : modulo-n

Q.no 32. Which Strategies used by CSMA with collision avoidance

- A : 1500 bytes , 46 bytes
- B : 46 bytes, 1500 bytes
- C : 64 bytes, 1518 bytes
- D : 512 bits, 12144 bytes

Q.no 33. In version field of IPv4 header, when machine is using some other version of IPv4 then datagram is _____

- A : Discarded
- B : Accepted
- C : Interpreted
- D : Interpreted incorrectly

Q.no 34. There are ___ types of HDLC frames

- A : 2
- B : 4
- C : 5

D : 3

Q.no 35. Which of the following protocol is defined in Transport layer?

A : FTP

B : TCP

C : IP

D : Telnet

Q.no 36. In gigabit ethernet three or more stations are connected by

A : 2.4 GHz

B : 5 GHz

C : 2.4 Gbps

D : 5 Gbps

Q.no 37. Which one of the following fields of an IP header is NOT modified by a typical IP router?

A : Checksum

B : Source address

C : Time to Live (TTL)

D : Length

Q.no 38. In SMTP, the command to write receiver's mail address is written with the command _____

A : SEND TO

B : RCPT TO

C : MAIL TO

D : RCVR TO

Q.no 39. In Three-Way Handshaking process, the situation where both the TCP's issue an active open is _____

A : Mutual open

B : Mutual Close

C : Simultaneous open

D : Simultaneous close

Q.no 40. Which protocol is a signaling communication protocol used for controlling multimedia communication sessions?

A : session initiation protocol

B : session modelling protocol

C : session maintenance protocol

D : resource reservation protocol

Q.no 41. _____ is used in PPP payload field whenever the flag sequence appears in the message, so that the receiver does not consider it as the end of the frame.

A : extra stuffing

B : bit stuffing

C : character stuffing

D : Byte stuffing

Q.no 42. The Stop-And-Wait ARQ, Go-Back-N ARQ, and the Selective Repeat ARQ are for _____ channels.

A : signal

B : wireless

C : noisy

D : noiseless

Q.no 43. In wireless network most of the energy is lost during transmission. How many percentage of additional energy is added if there is collision

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 44. Which is the correct expression for the length of UDP datagram?

A : UDP length = IP length – IP header's length

B : UDP length = UDP length – UDP header's length

C : UDP length = IP length + IP header's length

D : UDP length = UDP length + UDP header's length

Q.no 45. A pure ALOHA network transmits 200-bit frames on a shared channel of 200 kbps What is the requirement to make this frame collision free

A : multicast address

B : Broadcast address

C : Unicast address

D : Anycast address

Q.no 46. _____ is a bit oriented protocol for communication over point to point and multipoint links.

A : High level Data link Control (HDLC)

B : Highest level Data link Control (HDLC)

C : Hyper Text Transfer Protocol (HTTP)

D : Domain Name Server (DNS) Protocol

Q.no 47. In _____, the station configuration is unbalanced. We have one primary station and multiple secondary stations.

A : ARM

B : NBM

C : NRM

D : ABM

Q.no 48. MIME uses the same _____ format

A : RFC822

B : RFC 800

C : Ethernet

D : RFC 1521

Q.no 49. In the layer hierarchy as the data packet moves from the upper to the lower layers, headers are _____

- A : Added
- B : Removed
- C : Rearranged
- D : Modified

Q.no 50. In HTTP pipelining _____

- A : multiple HTTP requests are sent on a single TCP connection without waiting for the corresponding responses
- B : multiple HTTP requests can not be sent on a single TCP connection
- C : multiple HTTP requests are sent in a queue on a single TCP connection
- D : multiple HTTP requests are sent at random on a single TCP connection

Q.no 51. a character-oriented approach and a bit-oriented approaches used in which type of framing?

- A : fixed size
- B : zero size
- C : variable-size
- D : cells

Q.no 52. Each frame in HDLC protocol may contain up __ fields

- A : 4
- B : 5
- C : 6
- D : 7

Q.no 53. 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 500 frames per second

- A : 2msec
- B : 4msec

C : 2sec

D : 4sec

Q.no 54. What does the java.net.InetAddress class represent?

A : Socket

B : IP Address

C : Protocol

D : MAC Address

Q.no 55. _____ is responsible for tunneling multicast packets to the Mobile Station's currently subscribed FA.

A : Multicast home agent

B : Mobile multicast

C : Mobile station

D : Base station

Q.no 56. Which one of the following algorithm is not used for congestion control?

A : traffic aware routing

B : admission control

C : load shedding

D : routing information protocol

Q.no 57. In PPP, the default maximum length of the information field is _____

A : 1500 bytes

B : 15000 bytes

C : 150 bytes

D : 15 bytes

Q.no 58. In _____, the configuration is balanced. The link is point-to-point, and each station can function as a primary and a secondary.

A : ARM

B : ABM

C : NBM

D : NRM

Q.no 59. Port number used by Network Time Protocol (NTP) with UDP is _____

A : 161

B : 123

C : 162

D : 124

Q.no 60. For Stop-and-Wait ARQ, for 20 data packets sent, _____ acknowledgments are needed.

A : less than 10

B : 19

C : 21

D : 20

Q.no 1. In point to point protocol _____ field of PPP Frame carries the user data.

A : flag

B : payload

C : Protocol

D : FCS

Q.no 2. MAC Address is the example of

A : Transport Layer

B : Data Link Layer

C : Application Layer

D : Physical Layer

Q.no 3. Application layer protocol defines _____

A : types of messages exchanged

B : message unformatted

C : Message Request and Response

D : Message Syntax and Semantics

Q.no 4. FTP server listens for connection on port number _____

A : 20

B : 21

C : 22

D : 23

Q.no 5. Layer-2 Switch is also called

A : Multiport Hub

B : Multiport Switch

C : Multiport Bridge

D : Multiport NIC

Q.no 6. Which of the following can be Software?

A : Routers

B : Firewalls

C : bridge

D : Modems

Q.no 7. _____ protocol has no flow or error control.

A : simplex

B : complex

C : duplex

D : half duplex

Q.no 8. The IEEE standard used for wimax technology is

A : 12.2

B : 18.4

C : 36.8

D : 13.5

Q.no 9. The address resolution protocol (ARP) is used for

A : Finding the IP address from the DNS

B : Finding the IP address of the default gateway

C : Finding the IP address that corresponds to a MAC address

D : Finding the MAC address that corresponds to an IP address

Q.no 10. ICMP stands for

A : Internet Control Message Protocol

B : Internet Control Management Protocol

C : Internal Control Manage Protocol

D : Internet Count Management Protocol

Q.no 11. The _____ layer of ethernet consist of LLC sublayer and MAC sublayer

A : Maximum Propagation time Tp

B : Transmission time

C : Back off Time

D : Wait time out time

Q.no 12. Which one of the following is TRUE about interior Gateway routing protocols - Routing Information Protocol (RIP) and Open Shortest Path First (OSPF)

A : RIP uses distance vector routing and OSPF uses link state routing

B : OSPF uses distance vector routing and RIP uses link state routing

C : Both RIP and OSPF use link state routing

D : Both RIP and OSPF use distance vector routing

Q.no 13. What is the purpose of the DHCP server?

A : to provide storage for email

B : to translate URLs to IP addresses

C : to translate IPv4 addresses to MAC addresses

D : to provide an IP configuration information to hosts

Q.no 14. The Maximum throughput for pure aloha is____ percent

A : CSMA with collision detection

B : CSMA with collision avoidance

C : Pure Aloha

D : Slotted Aloha

Q.no 15. The protocol which is used for defining the legal request and replies is called ____ .

A : FTP

B : SMTP

C : TCP

D : HTTP

Q.no 16. WAN stands for _____

A : World area network

B : Wide area network

C : Web area network

D : Web access network

Q.no 17. Which of the following is false with respect to UDP?

A : Connection-oriented

B : Unreliable

C : Transport layer protocol

D : Low overhead

Q.no 18. HDLC protocol resides in ____ layer

A : Data Link Layer

B : Application Layer

C : Transport Layer

D : Network Layer

Q.no 19. What is the default port of HTTP?

A : 20

B : 101

C : 80

D : 60

Q.no 20. A ___ error means that 2 or more bits in the data unit have changed.

A : unibit

B : burst

C : channel

D : noisy

Q.no 21. An internet is a _____

A : Collection of WANS

B : Network of networks

C : Collection of LANS

D : Collection of identical LANS and WANS

Q.no 22. ICMP is primarily used for _____

A : error and diagnostic functions

B : addressing

C : forwarding

D : routing

Q.no 23. framing, flow and error control are the functionalities of _____

A : Physical layer

B : data link layer

C : network layer

D : Transport layer

Q.no 24. The size of flag field in HDLC frame is _____

A : 8 bits

B : 4 bits

C : 2 bits

D : 9 bits

Q.no 25. Which protocol defines a profile of RTP that provides cryptographic services for the transfer of payload data?

A : SRTP

B : RTCP

C : RCP

D : RTCT

Q.no 26. _____ is the multiplexing technique that shifts each signal to a different carrier frequency.

A : FDM

B : TDM

C : Both FDM & TDM

D : PDM

Q.no 27. Which network is able to connect and send data to each computer via central hub or switch without looking where the data is sent?

A : Star

B : Router

C : Bus

D : LAN

Q.no 28. The _____ translates internet domain and host names to IP address.

- A : domain name system
- B : routing information protocol
- C : network time protocol
- D : internet relay chat

Q.no 29. Which of the following network device has the slowest type of connection?

- A : DSL
- B : Router
- C : Bridges
- D : Dial-up modems

Q.no 30. Suppose computers A and B have IP addresses 10.105.1.113 and 10.105.1.91 respectively and they both use the same netmask N. Which of the values of N given below should not be used if A and B should belong to the same network?

- A : 255.255.255.0
- B : 255.255.255.128
- C : 255.255.255.192
- D : 255.255.255.224

Q.no 31. Which protocol gives a full route table update every 30 seconds?

- A : IEGRP
- B : RIP
- C : ICMP
- D : IP

Q.no 32. Radio channels are attractive medium because

- A : Can penetrate walls
- B : Connectivity can be given to mobile user

C : Can carry signals for long distance

D : All of the mentioned

Q.no 33. What is the frequency range of IEEE 802.11a standard

A : 6Mbps

B : 11Mbps

C : 22Mbps

D : 54Mbps

Q.no 34. A wireless LAN defined by IEEE 802.11 has categories of frames which are those

A : 1000 bytes

B : 1200 bytes

C : 1300 bytes

D : 1500 bytes

Q.no 35. Size of TCP segment header ranges between _____

A : 16 and 32 bytes

B : 16 and 32 bits

C : 20 and 60 bytes

D : 20 and 60 bits

Q.no 36. The data link layer at the receiver site receives a frame from its _____ layer, extracts data from the frame, and delivers the data to its _____ layer.

A : physical, network

B : physical, Transport

C : Application, network

D : Transport, network

Q.no 37. In Inet Address class, which method returns the host name of the IP Address?

A : Public String get Hostname()

B : Public String getHostAddress()

C : Public static InetAddress get Localhost()

D : Public getByName()

Q.no 38. In FTP protocol, a client contacts a server using _____ as the transport protocol.

A : Transmission control protocol

B : User datagram protocol

C : Datagram congestion control protocol

D : Stream control transmission protocol

Q.no 39. Which of the following layers is an addition to OSI model when compared with TCP IP model?

A : Application layer

B : Presentation layer

C : Session layer

D : Session and Presentation layer

Q.no 40. Most dial-up access to Internet is accomplished by using _____

A : TCP

B : PPP

C : IP

D : IPX

Q.no 41. Transmission data rate is decided by _____

A : network layer

B : physical layer

C : data link layer

D : transport layer

Q.no 42. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps. What is the throughput if the system (all stations together) produces

1000 frames per second

A : 92 frames

B : 368 frames

C : 276 frames

D : 151 frames

Q.no 43. The ASCII encoding of binary data is called

A : base 64 encoding

B : base 32 encoding

C : base 16 encoding

D : base 8 encoding

Q.no 44. A malicious attacker sends a large number of SYNC segments to a server, pretending that each of them is coming from a different client by faking the source IP address in the datagram. Which type of attack is being performed in this situation?

A : SYNC flooding attack

B : Active attack

C : Passive attack

D : Denial-of-service attack

Q.no 45. _____ is a communication protocol of the data link layer that is used to transmit multiprotocol data between two directly connected computers.

A : Point - to - Point Protocol (PPP)

B : Internet Protocol

C : Transmission Control Protocol

D : Single Point - to - Multi Point Protocol (SPM)

Q.no 46. Which of the following routing protocol used for network layer design?

A : Static Routing Algorithm

B : Distance vector routing Protocol

C : Dynamic Routing Algorithm

D : Hybrid Routing Algorithm

Q.no 47. Suppose a TCP connection is transferring a file of 1000 bytes. The first byte is numbered 10001. What is the sequence number of the segment if all data is sent in only one segment?

A : 10000

B : 10001

C : 12001

D : 11001

Q.no 48. The process of modifying IP address information in IP packet headers while in transit across a traffic routing device is called

A : Port address translation (PAT)

B : Network address translation (NAT)

C : Address mapping

D : Port mapping

Q.no 49. Which of the following is correct IPv4 address?

A : 124.201.3.1.52

B : 300.142.210.64

C : 10110011.32.16.8

D : 128.64.0.0

Q.no 50. To achieve reliable transport in TCP, _____ is used to check the safe and sound arrival of data.

A : Packet

B : Buffer

C : Segment

D : Acknowledgment

Q.no 51. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is source port number.

A : 000D

B : CB84

C : 001C

D : 001D

Q.no 52. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is the total length of the user datagram?

A : 24Bytes

B : 64Bytes

C : 28Bytes

D : 32 Bytes

Q.no 53. Which one of the following is correct?

A : Application layer protocols are used by both source and destination devices during a communication session

B : HTTP is a session layer protocol

C : TCP is an application layer protocol

D : HTTP is a request and response protocol

**Q.no 54. Define the type of the following destination MAC address
4A:30:10:21:10:1A**

A : IEEE 802.11 wireless LAN runs CSMA with collision detection protocol

B : Ethernet is not based on CSMA with collision detection protocol

C : CSMA with collision detection is not suitable for a high propagation delay network like satellite network

D : There is no contention in a CSMA with collision detection network

Q.no 55. In TCP IP Model, when data is sent from device A to device B, the 5th layer to receive data at B is _____

A : Application layer

B : Transport layer

C : Link layer

D : Session layer

Q.no 56. The port number is “ephemeral port number”, if the source host is _____

A : NTP

B : Echo

C : Server

D : Client

Q.no 57. Simplex protocol of Data Link Layer works on ___ channels

A : noiseless

B : broadband

C : noisy

D : creative

Q.no 58. 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 1000 frames per second

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 59. A 4 byte IP address consists of _____

A : only network address

B : only host address

C : network address & host address

D : network address & MAC address

Q.no 60. When collection of various computers seems a single coherent system to its client, then it is called _____

A : computer network

B : distributed system

C : networking system

D : mail system

Q.no 1. AODV stands for

A : Ad hoc On-Demand Distance Vector

B : Advance ondemand distance vector

C : Advance on distance vector

D : All of these

Q.no 2. HTTP is _____ protocol

A : transport layer

B : application layer

C : network layer

D : data link layer

Q.no 3. __ codes are created to correct errors

A : bar

B : uni

C : cyclic

D : hash

Q.no 4. In pure Aloha, the vulnerable time is _____ the frame transmission time

A : 10

B : 15

C : 16

D : 17

Q.no 5. In Slotted Aloha, the vulnerable time is reduced to _____ equal to the frame transmission time

A : Pure Aloha

B : Slotted Aloha

C : CSMA

D : FDMA

Q.no 6. How many layers are in the TCP/IP model?

A : 4 layers

B : 5 layers

C : 6 layers

D : 7 layers

Q.no 7. CSMA is based on the principle of

A : p persistent

B : nonpersistent

C : 1 persistent

D : Persistent

Q.no 8. Bytes of data being transferred in each connection are numbered by TCP. These numbers start with a _____

A : Fixed number

B : Random sequence of 0's and 1's

C : One

D : Sequence of zero's and one's

Q.no 9. A local telephone network is an example of a _____ network.

A : Packet switched

B : Circuit switched

C : Bit switched

D : Line switched

Q.no 10. Stream Control Transmission Protocol (SCTP) is a new _____ protocol.

A : reliable, character-oriented

B : reliable, message-oriented

C : unreliable, message-oriented

D : unreliable, byte-oriented

Q.no 11. _____ allows the receiver to inform the sender of any frames lost or damaged in transmission and coordinates the retransmission of those frames by the sender.

A : Error control

B : data control

C : Transmission Control

D : Speed control

Q.no 12. Which of the following is false with respect to TCP?

A : Connection-oriented

B : Process-to-process

C : Transport layer protocol

D : Unreliable

Q.no 13. Which network topology requires a central controller or hub?

A : Mesh

B : Star

C : Ring

D : Bus

Q.no 14. OSPF stands for

A : Open short distance protocol

B : on demand sequence protocol

C : Open shortest path first

D : Open sequence protocol first

Q.no 15. The term IPv4 stands for?

A : Internet Protocol Version 4

B : Internet Programming Version 4

C : International Programming Version 4

D : International Protocol Version 4

Q.no 16. The technique in which a congested node stops receiving data from the immediate upstream node or nodes is called as _____

A : Admission policy

B : Backpressure

C : Forward signaling

D : Backward signaling

Q.no 17. In which method is used for large waiting time or backoff time

A : Bus

B : star

C : Ring

D : Mesh

Q.no 18. Which topology used by CSMA with collision detection

A : MAC address

B : IP address

C : port address

D : specific address

Q.no 19. The network layer protocol for internet is _____

A : ethernet

B : Internet protocol

C : hypertext transfer protocol

D : file transfer protocol

Q.no 20. The location of a resource on the internet is given by its?

A : Protocol

B : URL

C : E-mail address

D : website

Q.no 21. The maximum size of payload field in ethernet frame is _____

A : IEEE 802.3

B : IEEE 802.11

C : IEEE 802.2

D : IEEE 802.15

Q.no 22. Point to Point protocol is ___ oriented

A : bit

B : byte

C : gigabyte

D : megabyte

Q.no 23. In the slow-start algorithm, the size of the congestion window increases _____ until it reaches a threshold.

A : exponentially

B : additively

C : multiplicatively

D : suddenly

Q.no 24. What are the Methods to move data through a network of links and switches?

A : Packet switching and Line switching

B : Circuit switching and Line switching

C : Line switching and bit switching

D : Packet switching and Circuit switching

Q.no 25. Which of the following address belongs class A?

- A : 121.12.12.248
- B : 130.12.12.248
- C : 128.12.12.248
- D : 129.12.12.248

Q.no 26. What is the maximum data rate for the 802.11g standard

- A : 10 to 15 percent
- B : 5 to 10 percent
- C : 0 to 5 percent
- D : 15 to 20 percent

Q.no 27. Communication offered by TCP is _____

- A : Full-duplex
- B : Half-duplex
- C : Semi-duplex
- D : Byte by byte

Q.no 28. Bit stuffing means adding extra 0 to the data section of the frame when there is a sequence of bits with the same pattern as the _____

- A : header
- B : trailer
- C : payload
- D : flag

Q.no 29. In which protocol sender sends one frame, stops until it receives confirmation from the receiver?

- A : MQTT protocol
- B : Wait Protocol
- C : Stop-and-Wait Protocol

D : Stop Protocol

Q.no 30. What is minimum and maximum payload length of 802.3 frame is

A : p persistent CSMA with collision avoidance

B : Non persistent CSMA with collision detection

C : 1 persistent CSMA with collision detection

D : Aloha

Q.no 31. In Go-Back-N window, when the timer of the packet times out, several packets have to be resent even some may have arrived safe. Whereas in Selective Repeat window, the sender resends _____

A : Packet which are not lost

B : Only those packets which are lost or corrupted

C : Packet from starting

D : All the packets

Q.no 32. Coaxial cable consists of _____ concentric copper conductors.

A : 1

B : 2

C : 3

D : 4

Q.no 33. Router operates in which layer of OSI Reference Model?

A : Layer 1 (Physical Layer)

B : Layer 3 (Network Layer)

C : Layer 4 (Transport Layer)

D : Layer 7 (Application Layer)

Q.no 34. Standard ethernet use which topologies

A : CSMA with collision avoidance

B : Pure Aloha

C : Slotted Aloha

D : CSMA with collision detection

Q.no 35. What is the use of Bridge in Network?

A : to connect LANs

B : to separate LANs

C : to control Network Speed

D : to connect LAN to WAN

Q.no 36. The data link layer pack bits into ____.

A : segments

B : clusters

C : packets

D : frames

Q.no 37. In _____ systems, resources are allocated on demand.

A : packet switching

B : circuit switching

C : line switching

D : frequency switching

Q.no 38. Which Strategies used by CSMA with collision avoidance

A : 1500 bytes , 46 bytes

B : 46 bytes, 1500 bytes

C : 64 bytes, 1518 bytes

D : 512 bits, 12144 bytes

Q.no 39. Which of the following is not a congestion policy at network layer?

A : Flow Control Policy

B : Packet Discard Policy

C : Packet Lifetime Management Policy

D : Routing Algorithm

Q.no 40. Network layer at source is responsible for creating a packet from data coming from another _____

A : Station

B : Link

C : Node

D : Protocol

Q.no 41. Network congestion occurs _____

A : in case of traffic overloading

B : when a system terminates

C : when connection between two nodes terminates

D : in case of transfer failure

Q.no 42. Beyond IP, UDP provides additional services such as _____

A : Routing and switching

B : Sending and receiving of packets

C : Multiplexing and demultiplexing

D : Demultiplexing and error checking

Q.no 43. MIME uses the same _____ format

A : RFC822

B : RFC 800

C : Ethernet

D : RFC 1521

Q.no 44. HDLC supports two types of transfer modes _____ and _____

A : normal response mode and abnormal response mode.

B : normal response mode and asynchronous balanced mode.

C : command mode and respond mode

D : synchronous balanced mode and asynchronous balanced mode.

Q.no 45. After obtaining the IP address, to prevent the IP conflict the client may use _____

A : internet relay chat

B : broader gateway protocol

C : address resolution protocol

D : Internet Address Chat

Q.no 46. _____ is a bit oriented protocol for communication over point to point and multipoint links.

A : High level Data link Control (HDLC)

B : Highest level Data link Control (HDLC)

C : Hyper Text Transfer Protocol (HTTP)

D : Domain Name Server (DNS) Protocol

Q.no 47. _____ refers to a set of procedures used to restrict the amount of data that the sender can send before waiting for acknowledgment.

A : Flow control

B : Speed control

C : Error control

D : Data control

Q.no 48. What is on-demand mail relay (ODMR)?

A : protocol for SMTP security

B : an SMTP extension

C : protocol for faster mail transfer

D : protocol for web pages

Q.no 49. Byte stuffing means adding a special byte to the data section of the frame when there is a character with the same pattern as the _____.

A : trailer

B : header

C : payload

D : flag

Q.no 50. Three types of HDLC frames are :

A : Data frames, Supervisory frames, Un-numbered frames

B : Information frames, Supervisory frames, Un-numbered frames

C : Information frames, Supervisory frames, Numbered frames

D : Information frames, Controlled frames, Numbered frames

Q.no 51. In _____, the station configuration is unbalanced. We have one primary station and multiple secondary stations.

A : ARM

B : NBM

C : NRM

D : ABM

Q.no 52. In HDLC which frames are used only to transport control information?

A : S-Frames

B : I-Frames

C : V-frames

D : U-Frame

Q.no 53. The values GET, POST, HEAD etc are specified in _____ of HTTP message

A : Request line

B : Header line

C : Status line

D : Entity body

Q.no 54. IPv6 does not support which of the following addressing modes?

- A : unicast addressing
- B : multicast addressing
- C : broadcast addressing
- D : anycast addressing

Q.no 55. Which one of the following allows a user at one site to establish a connection to another site and then pass keystrokes from local host to remote host?

- A : HTTP
- B : FTP
- C : Telnet
- D : TCP

Q.no 56. A pure ALOHA network transmits 200-bit frames on a shared channel of 200 kbps What is the requirement to make this frame collision free

- A : multicast address
- B : Broadcast address
- C : Unicast address
- D : Anycast address

Q.no 57. In Asynchronous Balanced Mode (ABM) of HDLC protocol _____

- A : each station can send both commands and respond to commands
- B : each station can send commands but not respond to commands
- C : each station can send either command or respond to commands but not both
- D : Station does not send command and responses

Q.no 58. The right to use a domain name is delegated by domain name registers which are accredited by _____

- A : internet architecture board
- B : internet society

C : internet research task force

D : internet corporation for assigned names and numbers

Q.no 59. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps What is the throughput if the system (all stations together) produces 500 frames per second

A : 92 frames

B : 368 frames

C : 276 frames

D : 151 frames

Q.no 60. In class C , if subnet mask is 255.255.255.224 then calculates number of subnet?

A : 6

B : 8

C : 4

D : 10

Q.no 1. When the mail server sends mail to other mail servers it becomes

A : SMTP server

B : SMTP client

C : Peer

D : Master

Q.no 2. Which type of network is used for small geographical area such as in a one building?

A : WLAN

B : MAN

C : LAN

D : WAN

Q.no 3. _____. Is the process of placing timestamps on dynamically registered records

A : Aging

B : IP

C : AIPAA

D : tcp

Q.no 4. A _____ set of rules that governs data communication.

A : Protocols

B : Standards

C : RFCs

D : Servers

Q.no 5. Data communication system spanning states, countries, or the whole world is _____

A : LAN

B : WAN

C : MAN

D : PAN

Q.no 6. Which one of the following is an internet standard protocol for managing devices on IP network?

A : dynamic host configuration protocol

B : simple network management protocol

C : internet message access protocol

D : media gateway protocol

Q.no 7. Routing tables of a router keeps track of

A : MAC Address Assignments

B : Port Assignments to network devices

C : Distribute IP address to network devices

D : Routes to use for forwarding data to its destination

Q.no 8. Static Channel Allocation is used in which technologies

A : SAN

B : PAN

C : LAN and MAN

D : WAN

Q.no 9. In TCP, sending and receiving data is done as _____

A : Stream of bytes

B : Sequence of characters

C : Lines of data

D : Packets

Q.no 10. IEEE created Fast Ethernet under the name _____

A : 10Base 5

B : 10Base 2

C : 10Base T

D : 10Base F

Q.no 11. How many layers does OSI Reference Model has?

A : 4

B : 5

C : 6

D : 7

Q.no 12. Which software prevents the external access to a system?

A : Firewall

B : Gateway

C : Router

D : Virus checker

Q.no 13. A simple protocol used for fetching email from a mail box is

A : POP3

B : IMAP

C : SMTP

D : POP2

Q.no 14. Modulator and demodulator as combinely is known as –

A : Modulus

B : Modem

C : Mod switch

D : Mod access

Q.no 15. Hardware address is known as _____

A : wireless maximum communication

B : worldwide interoperability for microwave access

C : worldwide international standard for microwave access

D : wireless internet maximum communication

Q.no 16. _____ protocol has no flow or error control.

A : simplex

B : complex

C : duplex

D : half duplex

Q.no 17. WiMAX stands for _____

A : Data Link

B : Network

C : Physical

D : Transport

Q.no 18. Header of datagram in IPv4 has _____

A : 0 to 20 bytes

B : 20 to 40 bytes

C : 20 to 60 bytes

D : 20 to 80 bytes

Q.no 19. Which one of the following is TRUE about interior Gateway routing protocols - Routing Information Protocol (RIP) and Open Shortest Path First (OSPF)

A : RIP uses distance vector routing and OSPF uses link state routing

B : OSPF uses distance vector routing and RIP uses link state routing

C : Both RIP and OSPF use link state routing

D : Both RIP and OSPF use distance vector routing

Q.no 20. _____ is used in dealing with error detection and error correction

A : Samming distance

B : Hamming distance

C : Tamming distance

D : Spamming distance

Q.no 21. Which layer of the OSI model are host-to-host layer?

A : Physical layer

B : Network layer

C : Datalink layer

D : Physical, Datalink, Network, Transport

Q.no 22. Which of the following layers is an addition to OSI model when compared with TCP IP model?

A : Application layer

B : Presentation layer

C : Session layer

D : Session and Presentation layer

Q.no 23. The network layer is concerned with _____ of data.

A : Bits

B : Frames

C : Packets

D : Bytes

Q.no 24. What is the meaning of Bandwidth in Network?

A : Transmission capacity of a communication channels

B : Connected Computers in the Network

C : Class of IP used in Network

D : Bit per Seconds

Q.no 25. The default connection type used by HTTP is _____

A : Persistent

B : Non-persistent

C : Can be either persistent or non-persistent depending on connection request

D : P- Persistent

Q.no 26. Which one of the following is not a function of network layer?

A : routing

B : inter-networking

C : congestion control

D : error control

Q.no 27. In FTP protocol, a client contacts a server using _____ as the transport protocol.

A : Transmission control protocol

B : User datagram protocol

C : Datagram congestion control protocol

D : Stream control transmission protocol

Q.no 28. Error control in the data link layer is based on _____

A : hamming code

B : parity generator

C : retransmission of data

D : data duplication

Q.no 29. Which of the following protocol is defined in Transport layer?

A : FTP

B : TCP

C : IP

D : Telnet

Q.no 30. In the network HTTP resources are located by

A : uniform resource identifier

B : unique resource locator

C : unique resource identifier

D : union resource locator

Q.no 31. DHCP uses UDP port _____ for sending data to the server.

A : 66

B : 67

C : 68

D : 69

Q.no 32. In CSMA with collision detection the energy level of channel can have three values: Normal , Zero, and abnormal which of the following is correct sequence

A : Wired network

B : Wireless Network

C : Wired and Wireless Network

D : Client Server Network

Q.no 33. In Inet Address class, which method returns the host name of the IP Address?

A : Public String get Hostname()

B : Public String getHostAddress()

C : Public static InetAddress get Localhost()

D : Public getByName()

Q.no 34. ARQ stands for _____

A : Automatic repeat request

B : Automatic repeat quantization

C : Acknowledgement repeat request

D : Automatic resend request

Q.no 35. How many different type of server exist?

A : Only one

B : Two

C : Three

D : Four

Q.no 36. Bridge works in which layer of the OSI model?

A : Application layer

B : Transport layer

C : Network layer

D : Datalink layer

Q.no 37. IEEE has defined the specifications for a wireless LAN called, _____ which covers the physical and data link layers

A : 550 m

B : 25 m

C : 5000 m

D : 100 m

Q.no 38. In __ protocol, if no acknowledgement for the sent frame has arrived to the sender, it resends all the outstanding frames.

A : stop and wait

B : go-Back-N ARQ

C : simplest

D : selective repeat ARQ

Q.no 39. In IPv4 layer, datagram is of _____

A : Fixed length

B : Variable length

C : Global length

D : Zero length

Q.no 40. The frame transmission and collision detection is a continuous process which method is used for this condition

A : Idle,Captured the channel and sending its Frame, collision detection

B : Captured the channel and sending its Frame,Idle, collision detection

C : Idle, collision detection,Captured the channel and sending its Frame

D : Captured the channel and sending its Frame, collision detection,Idle

Q.no 41. Which of the following statements is TRUE about CSMA with collision detection

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 42. _____ is responsible for tunneling multicast packets to the Mobile Station's currently subscribed FA.

A : Multicast home agent

B : Mobile multicast

C : Mobile station

D : Base station

Q.no 43. Suppose a TCP connection is transferring a file of 1000 bytes. The first byte is numbered 10001. What is the sequence number of the segment if all data is sent in only one segment?

A : 10000

B : 10001

C : 12001

D : 11001

Q.no 44. Port number used by Network Time Protocol (NTP) with UDP is _____

A : 161

B : 123

C : 162

D : 124

Q.no 45. For which one of the following reasons does Internet Protocol (IP) use the timeto- live (TTL) field in the IP datagram header

A : Ensure packets reach destination within that time

B : Discard packets that reach later than that time

C : prevent packets from looping indefinitely

D : Limit the time for which the packet gets queued in intermediate routers

Q.no 46. For Stop-and-Wait ARQ, for 20 data packets sent, _____ acknowledgments are needed.

A : less than 10

B : 19

C : 21

D : 20

Q.no 47. A 4 byte IP address consists of _____

A : only network address

B : only host address

C : network address & host address

D : network address & MAC address

Q.no 48. _____ is a communication protocol of the data link layer that is used to transmit multiprotocol data between two directly connected computers.

A : Point - to - Point Protocol (PPP)

B : Internet Protocol

C : Transmission Control Protocol

D : Single Point - to - Multi Point Protocol (SPM)

Q.no 49. In the layer hierarchy as the data packet moves from the upper to the lower layers, headers are _____

A : Added

B : Removed

C : Rearranged

D : Modified

Q.no 50. In HTTP pipelining _____

A : multiple HTTP requests are sent on a single TCP connection without waiting for the corresponding responses

B : multiple HTTP requests can not be sent on a single TCP connection

C : multiple HTTP requests are sent in a queue on a single TCP connection

D : multiple HTTP requests are sent at random on a single TCP connection

Q.no 51. Transmission data rate is decided by _____

A : network layer

B : physical layer

C : data link layer

D : transport layer

Q.no 52. In the IPv4 addressing format, the number of networks allowed under Class C addresses is

A : 2 rest to 14

B : 2 rest to 7

C : 2 rest to 21

D : 2 rest to 24

Q.no 53. In wireless network most of the energy is lost during transmission. How many percentage of additional energy is added if there is collision

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 54. _____ is used in PPP payload field whenever the flag sequence appears in the message, so that the receiver does not consider it as the end of the frame.

A : extra stuffing

B : bit stuffing

C : character stuffing

D : Byte stuffing

Q.no 55. A malicious attacker sends a large number of SYNC segments to a server, pretending that each of them is coming from a different client by faking the source IP address in the datagram. Which type of attack is being performed in this situation?

A : SYNC flooding attack

B : Active attack

C : Passive attack

D : Denial-of-service attack

Q.no 56. Communication between a computer and a keyboard involves _____ transmission.

A : Automatic

B : Half-duplex

C : Full-duplex

D : Simplex

Q.no 57. Peer-to-peer processes are processes on two or more devices communicating at a

A : same layer

B : different layer

C : different layer on different device

D : none of above

Q.no 58. In _____, the configuration is balanced. The link is point-to-point, and each station can function as a primary and a secondary.

A : ARM

B : ABM

C : NBM

D : NRM

Q.no 59. What does the java.net.InetAddress class represent?

A : Socket

B : IP Address

C : Protocol

D : MAC Address

Q.no 60. To achieve reliable transport in TCP, _____ is used to check the safe and sound arrival of data.

A : Packet

B : Buffer

C : Segment

D : Acknowledgment

Q.no 1. In a bit-oriented protocol, the data section of a frame is a sequence of ____

A : bits

B : byes

C : megabytes

D : megabits

Q.no 2. IEEE created Gigabit Ethernet under the name ____

A : Four

B : Eight

C : Six

D : Seven

Q.no 3. What is the header size of a UDP packet?

A : 8 bytes

B : 8 bits

C : 16 bytes

D : 124 bytes

Q.no 4. Which of the following is false with respect to UDP?

A : Connection-oriented

B : Unreliable

C : Transport layer protocol

D : Low overhead

Q.no 5. CSMA is based on the principle of

A : p persistent

B : nonpersistent

C : 1 persistent

D : Persistent

Q.no 6. Which network is able to connect to each computer through a common central line?

A : Bus

B : Star

C : router

D : WAN

Q.no 7. In virtual circuit network each packet contains _____

A : full source and destination address

B : a short VCI number

C : only source address

D : only destination address

Q.no 8. In Active mode FTP, the client initiates both the control and data connections.

A : true

B : false

C : None

D : Can not predict

Q.no 9. MAC Address is the example of

A : Transport Layer

B : Data Link Layer

C : Application Layer

D : Physical Layer

Q.no 10. Name server designated as the recipient of forwarded queries is known as _____

A : Class B

B : Class c

C : Forwarder

D : Class D

Q.no 11. The _____ layer of ethernet consist of LLC sublayer and MAC sublayer

A : Maximum Propagation time Tp

B : Transmission time

C : Back off Time

D : Wait time out time

Q.no 12. DNS is the abbreviation of

A : Dynamic Name System

B : Dynamic Network System

C : Domain Name System

D : Domain Network Service

Q.no 13. Which protocol provides the synchronization between media streams?

A : RTP

B : RTCP

C : RPC

D : RTCT

Q.no 14. The client in socket programming must know which information?

A : IP address of Server

B : Port number

C : Both IP address of Server & Port number

D : Only its own IP address

Q.no 15. Which topology allow to connect computers including server in a ring?

A : Star

B : Tree

C : Ring

D : LAN

Q.no 16. In Bluetooth architecture of a piconet can have up to _____ stations

A : 802.3

B : 802.11

C : 802.15

D : 802.16

Q.no 17. The address resolution protocol (ARP) is used for

A : Finding the IP address from the DNS

B : Finding the IP address of the default gateway

C : Finding the IP address that corresponds to a MAC address

D : Finding the MAC address that corresponds to an IP address

Q.no 18. When displaying a web page, the application layer uses the _____

A : HTTP protocol

B : FTP protocol

C : SMTP protocol

D : TCP protocol

Q.no 19. Ethernet frame consists of _____

A : 1000Base LX

B : 1000Base T

C : 1000Base SX

D : 100Base Fx

Q.no 20. Connection Oriented Protocol for end-to-end communication is called

A : Aging

B : IP

C : AIPAA

D : tcp

Q.no 21. Standard ethernet use which topologies

A : CSMA with collision avoidance

B : Pure Aloha

C : Slotted Aloha

D : CSMA with collision detection

Q.no 22. In byte stuffing (or character stuffing), a special byte known as ____ is added to the data section of the frame when there is a character with the same pattern as the flag.

A : excuse character

B : entry character

C : exit character

D : escape character

Q.no 23. Which of the following network device has the slowest type of connection?

A : DSL

B : Router

C : Bridges

D : Dial-up modems

Q.no 24. Which one of the following multimedia formats can not be supported by RTP?

A : MPEG-4

B : MJPEG

C : MPEG

D : TXT

Q.no 25. Which access method is used for the half duplex approach in fast ethernet

A : 4B/5B

B : NRZ-I

C : MLT-3

D : 8B/6T

Q.no 26. In HDLC which frames are used to transport user data and control information relating to user data (piggybacking)?

A : S-Frames

B : I-Frames

C : V-frames

D : U-Frame

Q.no 27. POP3 and IMAP are e-mail accounts in which

A : One automatically gets one's mail everyday

B : One has to be connected to the server to read or write one's mail

C : One only has to be connected to the server to send and receive email

D : One does not need any telephone lines

Q.no 28. DHCP uses UDP port _____ for sending data to the server.

A : 66

B : 67

C : 68

D : 69

Q.no 29. In which protocol sender sends one frame, stops until it receives confirmation from the receiver?

A : MQTT protocol

B : Wait Protocol

C : Stop-and-Wait Protocol

D : Stop Protocol

Q.no 30. Which LAN Protocols are designed for Fast Ethernet to compete

A : Bus and Ring

B : Bus and Star

C : Ring and Tree

D : Ring and Mesh

Q.no 31. Which classes are used for connection-less socket programming?

A : Datagram Socket

B : Datagram Packet

C : Both Datagram Socket & Datagram Packet

D : Server Socket

Q.no 32. CSMA with collision avoidance method is used for

A : Contention window, negative Acknowledgment and Interframe space

B : Contention window, Acknowledgment and Interframe space

C : Negative Acknowledgment, Contention window, and Interframe space

D : Contention window, Positive Acknowledgment and IFR

Q.no 33. In gigabit ethernet three or more stations are connected by

A : 2.4 GHz

B : 5 GHz

C : 2.4 Gbps

D : 5 Gbps

Q.no 34. In HDLC Normal transfer mode is used for _____

A : only point to point links

B : only point to multipoint links

C : either point to point links or point to multipoint links

D : both point to point and multipoint links

Q.no 35. Which one of the following is not an application layer protocol?

A : media gateway protocol

B : dynamic host configuration protocol

C : resource reservation protocol

D : session initiation protocol

Q.no 36. Which one of the following is not correct?

A : RTCP provides canonical end-point identifiers to all session participants

B : RTCP reports are expected to be sent by all participants

C : RTCP itself does not provide any flow encryption or authentication methods

D : RTCP handles the actual data delivery

Q.no 37. Which protocol defines a profile of RTP that provides cryptographic services for the transfer of payload data?

A : SRTP

B : RTCP

C : RCP

D : RTCT

Q.no 38. In TDM, slots are further divided into _____

A : Seconds

B : Frames

C : Packets

D : Bits

Q.no 39. What does Router do in a network?

A : Forwards a packet to all outgoing links

B : Forwards a packet to the next free outgoing link

C : Determines on which outgoing link a packet is to be forwarded

D : Forwards a packet to all outgoing links except the originated link

Q.no 40. The Maximum length of 1000BaseSX is

A : Ring topology

B : Bus topology

C : Star topology

D : Mesh topology

Q.no 41. After obtaining the IP address, to prevent the IP conflict the client may use _____

A : internet relay chat

B : broader gateway protocol

C : address resolution protocol

D : Internet Address Chat

Q.no 42. In class C , if subnet mask is 255.255.255.224 then calculates number of subnet?

A : 6

B : 8

C : 4

D : 10

Q.no 43. HTTP client requests by establishing a _____ connection to a particular port on the server.

A : User datagram protocol

B : Transmission control protocol

C : Border gateway protocol

D : Domain host control protocol

Q.no 44. The right to use a domain name is delegated by domain name registers which are accredited by _____

A : internet architecture board

B : internet society

C : internet research task force

D : internet corporation for assigned names and numbers

Q.no 45. In PPP, the default maximum length of the information field is _____

A : 1500 bytes

B : 15000 bytes

C : 150 bytes

D : 15 bytes

Q.no 46. Network congestion occurs _____

A : in case of traffic overloading

B : when a system terminates

C : when connection between two nodes terminates

D : in case of transfer failure

Q.no 47. The ASCII encoding of binary data is called

A : base 64 encoding

B : base 32 encoding

C : base 16 encoding

D : base 8 encoding

Q.no 48. MIME uses the same _____ format

A : RFC822

B : RFC 800

C : Ethernet

D : RFC 1521

Q.no 49. A pure ALOHA network transmits 200-bit frames on a shared channel of 200 kbps What is the requirement to make this frame collision free

A : multicast address

B : Broadcast address

C : Unicast address

D : Anycast address

Q.no 50. HDLC supports two types of transfer modes _____ and _____

A : normal response mode and abnormal response mode.

B : normal response mode and asynchronous balanced mode.

C : command mode and respond mode

D : synchronous balanced mode and asynchronous balanced mode.

Q.no 51. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is source port number.

A : 000D

B : CB84

C : 001C

D : 001D

Q.no 52. Which one of the following algorithm is not used for congestion control?

A : traffic aware routing

B : admission control

C : load shedding

D : routing information protocol

Q.no 53. Which one of the following is correct?

A : Application layer protocols are used by both source and destination devices during a communication session

B : HTTP is a session layer protocol

C : TCP is an application layer protocol

D : HTTP is a request and response protocol

Q.no 54. When collection of various computers seems a single coherent system to its client, then it is called _____

A : computer network

B : distributed system

C : networking system

D : mail system

Q.no 55. 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 1000 frames per second

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 56. In _____, the station configuration is unbalanced. We have one primary station and multiple secondary stations.

A : ARM

B : NBM

C : NRM

D : ABM

Q.no 57. IPv6 does not support which of the following addressing modes?

A : unicast addressing

B : multicast addressing

C : broadcast addressing

D : anycast addressing

Q.no 58. Which of the following is correct IPv4 address?

A : 124.201.3.1.52

B : 300.142.210.64

C : 10110011.32.16.8

D : 128.64.0.0

Q.no 59. In PPP, the _____ is responsible for establishing, maintaining, configuring, and terminating links.

A : PAP

B : CHAP

C : SAP

D : LCP

Q.no 60. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is the total length of the user datagram?

A : 24Bytes

B : 64Bytes

C : 28Bytes

D : 32 Bytes

Q.no 1. Bytes of data being transferred in each connection are numbered by TCP. These numbers start with a _____

A : Fixed number

B : Random sequence of 0's and 1's

C : One

D : Sequence of zero's and one's

Q.no 2. Data communication system spanning states, countries, or the whole world is _____

A : LAN

B : WAN

C : MAN

D : PAN

Q.no 3. RSVP is a _____ oriented protocol

A : receiver

B : bit

C : byte

D : both b & c

Q.no 4. How many versions available of IP?

A : 6 version

B : 4 version

C : 2 version

D : 1 version

Q.no 5. The technique in which a congested node stops receiving data from the immediate upstream node or nodes is called as _____

A : Admission policy

B : Backpressure

C : Forward signaling

D : Backward signaling

Q.no 6. CIDR stands for

A : Classless Inter-Domain Routing

B : Classless Intra-Domain Routing

C : Classful Inter-Domain Routing

D : Classful Intra-Domain Routing

Q.no 7. Header of datagram in IPv4 has _____

A : 0 to 20 bytes

B : 20 to 40 bytes

C : 20 to 60 bytes

D : 20 to 80 bytes

Q.no 8. WiMAX stands for _____

A : Data Link

B : Network

C : Physical

D : Transport

Q.no 9. Four twisted pairs cable used by _____

A : 802.3 z

B : 802.3

C : 802.3 u

D : 802.11

Q.no 10. TCP, FTP, Telnet, SMTP, POP etc. are examples of _____

A : Socket

B : IP Address

C : Protocol

D : MAC Address

Q.no 11. How does a DHCP server dynamically assign IP address to host?

A : Addresses are allocated after a negotiation between the server and the host to determine the length of the agreement.

B : Addresses are assigned for a fixed period of time. At the end of period, a new quest for an address must be made, and another address is then assigned.

C : Addresses are leased to host. A host will usually keep the same address by periodically contacting the DHCP sever to renew the lease.

D : Addresses are permanently assigned so that the host uses the same address at all times.

Q.no 12. Which software prevents the external access to a system?

A : Firewall

B : Gateway

C : Router

D : Virus checker

Q.no 13. In which method is used for large waiting time or backoff time

A : Bus

B : star

C : Ring

D : Mesh

Q.no 14. TCP process may not write and read data at the same speed. So we need _____ for

A : Packets

B : Buffers

C : Segments

D : Stacks

Q.no 15. Retransmission of packets must not be done when _____

A : Packet is lost

B : Packet is corrupted

C : Packet is needed

D : Packet is error-free

Q.no 16. The receiver of the data controls the amount of data that are to be sent by the sender is referred to as _____

A : Flow control

B : Error control

C : Congestion control

D : Error detection

Q.no 17. _____ allows the receiver to inform the sender of any frames lost or damaged in transmission and coordinates the retransmission of those frames by the sender.

A : Error control

A : data control

C : Transmission Control

D : Speed control

Q.no 18. In Slotted Aloha, the vulnerable time is reduced to _____ equal to the frame transmission time

A : Pure Aloha

B : Slotted Aloha

C : CSMA

D : FDMA

Q.no 19. Which of the following is not the Networking Devices?

A : Gateways

B : Linux

C : Routers

D : Firewalls

Q.no 20. Which one of the following is TRUE about interior Gateway routing protocols - Routing Information Protocol (RIP) and Open Shortest Path First (OSPF)

A : RIP uses distance vector routing and OSPF uses link state routing

B : OSPF uses distance vector routing and RIP uses link state routing

C : Both RIP and OSPF use link state routing

D : Both RIP and OSPF use distance vector routing

Q.no 21. The meaning of Straight-through Cable is

A : Four wire pairs connect to the same pin on each end

B : The cable Which Directly connects Computer to Computer

C : Four wire pairs not twisted with each other

D : The cable which is not twisted

Q.no 22. In __ protocol, if no acknowledgement for the sent frame has arrived to the sender, it resends all the outstanding frames.

- A : stop and wait
- B : go-Back-N ARQ
- C : simplest
- D : selective repeat ARQ

Q.no 23. DHCP (dynamic host configuration protocol) provides _____ to the client.

- A : IP address
- B : MAC Address
- C : Port Address
- D : Physical Address

Q.no 24. To detect or correct errors, we need to send ____ with data.

- A : extra (redundant) bits
- B : error bits
- C : hamming distance
- D : hash keys

Q.no 25. A proxy server is used as the computer?

- A : with external access
- B : acting as a backup
- C : performing file handling
- D : accessing user permissions

Q.no 26. DHCP _____ occur every 60 minutes

- A : Multicast Scope
- B : Super Scope
- C : Subnet Mask

D : Automatic Backups

Q.no 27. How many different type of server exist?

A : Only one

B : Two

C : Three

D : Four

Q.no 28. In SMTP, the command to write receiver's mail address is written with the command _____

A : SEND TO

B : RCPT TO

C : MAIL TO

D : RCVR TO

Q.no 29. What is the size of MAC Address?

A : 16-bits

B : 32-bits

C : 48-bits

D : 64-bits

Q.no 30. What is routing algorithm used by OSPF routing protocol?

A : Distance vector

B : Flooding

C : Path vector

D : Link state

Q.no 31. Which of the following fields in IPV4 datagram is not related to fragmentation?

A : Type of service

B : Fragment offset

C : Flags

D : Identification

Q.no 32. What is Maximum channel utilization of Slotted Aloha

A : p persistent

B : nonpersistent

C : 1 persistent

D : Persistent

Q.no 33. Which layer of the OSI model are host-to-host layer?

A : Physical layer

B : Network layer

C : Datalink layer

D : Physical, Datalink, Network, Transport

Q.no 34. Which protocol gives a full route table update every 30 seconds?

A : IEGRP

B : RIP

C : ICMP

D : IP

Q.no 35. MANET stands for

A : Wireless ad hoc network

B : Mobile ad hoc network

C : Multiple ad hoc network

D : Multi advance network

Q.no 36. Bit stuffing means adding extra 0 to the data section of the frame when there is a sequence of bits with the same pattern as the _____

A : header

B : trailer

C : payload

D : flag

Q.no 37. The DHCP server _____

A : maintains a database of available IP addresses

B : maintains the information about client configuration parameters

C : grants a IP address when receives a request from a client

D : Maintains a database of IP address, information about client configuration and grants IP address

Q.no 38. Where should we use default routing?

A : On stub networks- which have only one exit path out of the network

B : Which have more than one exit path out of the network

C : Minimum five exit paths out of the network

D : Maximum five exit paths out of the network

Q.no 39. An internet is a _____

A : Collection of WANS

B : Network of networks

C : Collection of LANS

D : Collection of identical LANS and WANS

Q.no 40. What is minimum and maximum payload length of 802.3 frame is

A : p persistent CSMA with collision avoidance

B : Non persistent CSMA with collision detection

C : 1 persistent CSMA with collision detection

D : Aloha

Q.no 41. Define the type of the following destination MAC address

4A:30:10:21:10:1A

A : IEEE 802.11 wireless LAN runs CSMA with collision detection protocol

B : Ethernet is not based on CSMA with collision detection protocol

C : CSMA with collision detection is not suitable for a high propagation delay network like satellite network

D : There is no contention in a CSMA with collision detection network

Q.no 42. _____ is a communication protocol of the data link layer that is used to transmit multiprotocol data between two directly connected computers.

A : Point - to - Point Protocol (PPP)

B : Internet Protocol

C : Transmission Control Protocol

D : Single Point - to - Multi Point Protocol (SPM)

Q.no 43. Communication between a computer and a keyboard involves _____ transmission.

A : Automatic

B : Half-duplex

C : Full-duplex

D : Simplex

Q.no 44. _____ refers to a set of procedures used to restrict the amount of data that the sender can send before waiting for acknowledgment.

A : Flow control

B : Speed control

C : Error control

D : Data control

Q.no 45. The _____ Protocol, adds a simple error control mechanism to the _____ Protocol.

A : Selective Repeat ARQ; Go-Back-N ARQ

B : Go-Back-N ARQ; Stop-and-Wait

C : Stop-and-Wait ARQ; Go-Back-N ARQ

D : Stop-and-Wait ARQ; Stop-and-Wait

Q.no 46. _____ is a bit oriented protocol for communication over point to point and multipoint links.

- A : High level Data link Control (HDLC)
- B : Highest level Data link Control (HDLC)
- C : Hyper Text Transfer Protocol (HTTP)
- D : Domain Name Server (DNS) Protocol

Q.no 47. Which is the correct expression for the length of UDP datagram?

- A : UDP length = IP length – IP header's length
- B : UDP length = UDP length – UDP header's length
- C : UDP length = IP length + IP header's length
- D : UDP length = UDP length + UDP header's length

Q.no 48. a character-oriented approach and a bit-oriented approaches used in which type of framing?

- A : fixed size
- B : zero size
- C : variable-size
- D : cells

Q.no 49. Which of the following statements is TRUE about CSMA with collision detection

- A : 135 frames
- B : 92 frames
- C : 38 frames
- D : 156 frames

Q.no 50. Which of the following routing protocol used for network layer design?

- A : Static Routing Algorithm
- B : Distance vector routing Protocol
- C : Dynamic Routing Algorithm

D : Hybrid Routing Algorithm

Q.no 51. Which layer is responsible for process to process delivery in a general network model?

A : network layer

B : transport layer

C : session layer

D : data link layer

Q.no 52. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps What is the throughput if the system (all stations together) produces 250 frames per second

A : 92 frames

B : 368 frames

C : 49 frames

D : 151 frames

Q.no 53. In the layer hierarchy as the data packet moves from the upper to the lower layers, headers are _____

A : Added

B : Removed

C : Rearranged

D : Modified

Q.no 54. Simplex protocol of Data Link Layer works on ___ channels

A : noiseless

B : broadband

C : noisy

D : creative

Q.no 55. Which one of the following allows a user at one site to establish a connection to another site and then pass keystrokes from local host to remote host?

A : HTTP

B : FTP

C : Telnet

D : TCP

Q.no 56. The port number is “ephemeral port number”, if the source host is _____

A : NTP

B : Echo

C : Server

D : Client

Q.no 57. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps. What is the throughput if the system (all stations together) produces 1000 frames per second

A : 92 frames

B : 368 frames

C : 276 frames

D : 151 frames

Q.no 58. In TCP IP Model, when data is sent from device A to device B, the 5th layer to receive data at B is _____

A : Application layer

B : Transport layer

C : Link layer

D : Session layer

Q.no 59. In _____, the configuration is balanced. The link is point-to-point, and each station can function as a primary and a secondary.

A : ARM

B : ABM

C : NBM

D : NRM

Q.no 60. The Stop-And-Wait ARQ, Go-Back-N ARQ, and the Selective Repeat ARQ are for _____ channels.

A : signal

B : wireless

C : noisy

D : noiseless

Q.no 1. DHCP is the abbreviation of

A : Dynamic Host Control Protocol

B : Dynamic Host Configuration Protocol

C : Dynamic Hyper Control Protocol

D : Dynamic Hyper Configuration Protocol

Q.no 2. Which type of network is used for small geographical area such as in a one building?

A : WLAN

B : MAN

C : LAN

D : WAN

Q.no 3. The control information in SCTP is included in the _____

A : header control field

B : control chunks

C : data chunks

D : Trailer Control field

Q.no 4. An email client needs to know the _____ of its initial SMTP server.

A : IP address

B : MAC address

C : URL

D : Name

Q.no 5. Application layer protocol defines _____

A : types of messages exchanged

B : message unformatted

C : Message Request and Response

D : Message Syntax and Semantics

Q.no 6. OSPF stands for

A : Open short distance protocol

B : on demand sequence protocol

C : Open shortest path first

D : Open sequence protocol first

Q.no 7. FTP server listens for connection on which port number?

A : 20

B : 21

C : 22

D : 23

Q.no 8. Which of the following is false with respect to UDP?

A : Connection-oriented

B : Unreliable

C : Transport layer protocol

D : Low overhead

Q.no 9. ___ codes are created to correct errors

A : bar

B : uni

C : cyclic

D : hash

Q.no 10. Which of the following is an example of Personal Area Networking?

A : Bluetooth

B : WAN

C : WLAN

D : LAN

Q.no 11. The Maximum throughput for pure aloha is____ percent

A : CSMA with collision detection

B : CSMA with collision avoidance

C : Pure Aloha

D : Slotted Aloha

Q.no 12. Which network is able to connect to each computer through a common central line?

A : Bus

B : Star

C : router

D : WAN

Q.no 13. How many layers are in the TCP/IP model?

A : 4 layers

B : 5 layers

C : 6 layers

D : 7 layers

Q.no 14. WAN stands for _____

A : World area network

B : Wide area network

C : Web area network

D : Web access network

Q.no 15. Modulator and demodulator as combinely is known as –

A : Modulus

B : Modem

C : Mod switch

D : Mod access

Q.no 16. In Bluetooth architecture of a piconet can have up to _____ stations

A : 802.3

B : 802.11

C : 802.15

D : 802.16

Q.no 17. Hardware address is known as _____

A : wireless maximum communication

B : worldwide interoperability for microwave access

C : worldwide international standard for microwave access

D : wireless internet maximum communication

Q.no 18. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is Destination port number.

A : 000D

B : CB84

C : 001C

D : 001D

Q.no 19. DHCP is used for _____

A : IPv6

B : IPv4

C : Both IPv6 and IPv4

D : IPv6 or IPv4

Q.no 20. To avoid collisions on wireless networks, _____ was invented

A : MAC address

B : IP address

C : port address

D : specific address

Q.no 21. In sliding window protocol, the send window can slide one or more slots when valid _____ arrives.

A : bit

B : request

C : flag

D : acknowledgement

Q.no 22. The size of flag field in HDLC frame is _____

A : 8 bits

B : 4 bits

C : 2 bits

D : 9 bits

Q.no 23. In _____ systems, resources are allocated on demand.

A : packet switching

B : circuit switching

C : line switching

D : frequency switching

Q.no 24. In the _____ method, after the station finds the line idle, it sends its frame immediately. If the line is not idle, it continuously senses the line until it finds it idle

A : nonpersistent

B : Pure Aloha

C : CSMA with collision detection

D : CSMA with collision avoidance

Q.no 25. What is the use of Bridge in Network?

A : to connect LANs

B : to separate LANs

C : to control Network Speed

D : to connect LAN to WAN

Q.no 26. framing, flow and error control are the functionalities of _____

A : Physical layer

B : data link layer

C : network layer

D : Transport layer

Q.no 27. In the slow-start algorithm, the size of the congestion window increases _____ until it reaches a threshold.

A : exponentially

B : additively

C : multiplicatively

D : suddenly

Q.no 28. The data link layer pack bits into ____.

A : segments

B : clusters

C : packets

D : frames

Q.no 29. In Stop-and-WaitARQ~the acknowledgment number always announces in _____ arithmetic the sequence number of the next frame expected

A : modulo-2

B : modulo-4

C : modulo-8

D : modulo-n

Q.no 30. ARQ stands for _____

A : Automatic repeat request

B : Automatic repeat quantization

C : Acknowledgement repeat request

D : Automatic resend request

Q.no 31. DHCP uses UDP port _____ for sending data to the server.

A : 66

B : 67

C : 68

D : 69

Q.no 32. _____ Sets an alias for a host name

A : DNS Event Logging tab

B : DNS Debug Logging tab

C : DNS CNAME (canonical name)

D : DNS Event and Debug tab

Q.no 33. In Stop-And-Wait ARQ, sequence numbers are based on _____ arithmetic.

A : modulo-2

B : modulo-4

C : modulo-8

D : modulo-n

Q.no 34. Which of the following address belongs class A?

A : 121.12.12.248

B : 130.12.12.248

C : 128.12.12.248

D : 129.12.12.248

Q.no 35. In version field of IPv4 header, when machine is using some other version of IPv4 then datagram is _____

A : Discarded

B : Accepted

C : Interpreted

D : Interpreted incorrectly

Q.no 36. The _____ translates internet domain and host names to IP address.

A : domain name system

B : routing information protocol

C : network time protocol

D : internet relay chat

Q.no 37. There are ___ types of HDLC frames

A : 2

B : 4

C : 5

D : 3

Q.no 38. In SCTP, a data chunk is numbered using _____

A : TSN

B : SI

C : SSN

D : GSN

Q.no 39. In Three-Way Handshaking process, the situation where both the TCP's issue an active open is _____

- A : Mutual open
- B : Mutual Close
- C : Simultaneous open
- D : Simultaneous close

Q.no 40. Most dial-up access to Internet is accomplished by using _____

- A : TCP
- B : PPP
- C : IP
- D : IPX

Q.no 41. In Asynchronous Balanced Mode (ABM) of HDLC protocol _____

- A : each station can send both commands and respond to commands
- B : each station can send commands but not respond to commands
- C : each station can send either command or respond to commands but not both
- D : Station does not send command and responses

Q.no 42. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is the total length of the user datagram?

- A : 24Bytes
- B : 64Bytes
- C : 28Bytes
- D : 32 Bytes

Q.no 43. 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 500 frames per second

- A : 2msec
- B : 4msec

C : 2sec

D : 4sec

Q.no 44. In PPP, the _____ is responsible for establishing, maintaining, configuring, and terminating links.

A : PAP

B : CHAP

C : SAP

D : LCP

Q.no 45. Each frame in HDLC protocol may contain up ___ fields

A : 4

B : 5

C : 6

D : 7

Q.no 46. In OSI model, when data is sent from device A to device B, the 5th layer to receive data at B is _____

A : Application layer

B : Transport layer

C : Link layer

D : Session layer

Q.no 47. In the IPv4 addressing format, the number of networks allowed under Class C addresses is

A : 2 rest to 14

B : 2 rest to 7

C : 2 rest to 21

D : 2 rest to 24

Q.no 48. In class C , if subnet mask is 255.255.255.224 then calculates number of subnet?

A : 6

B : 8

C : 4

D : 10

Q.no 49. Beyond IP, UDP provides additional services such as _____

A : Routing and switching

B : Sending and receiving of packets

C : Multiplexing and demultiplexing

D : Demultiplexing and error checking

Q.no 50. The values GET, POST, HEAD etc are specified in _____ of HTTP message

A : Request line

B : Header line

C : Status line

D : Entity body

Q.no 51. Which of the following is correct IPv4 address?

A : 124.201.3.1.52

B : 300.142.210.64

C : 10110011.32.16.8

D : 128.64.0.0

Q.no 52. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps What is the throughput if the system (all stations together) produces 500 frames per second

A : 92 frames

B : 368 frames

C : 276 frames

D : 151 frames

Q.no 53. Suppose a TCP connection is transferring a file of 1000 bytes. The first byte is numbered 10001. What is the sequence number of the segment if all data is sent in only one segment?

A : 10000

B : 10001

C : 12001

D : 11001

Q.no 54. For Stop-and-Wait ARQ, for 20 data packets sent, _____ acknowledgments are needed.

A : less than 10

B : 19

C : 21

D : 20

Q.no 55. In _____, the station configuration is unbalanced. We have one primary station and multiple secondary stations.

A : ARM

B : NBM

C : NRM

D : ABM

Q.no 56. Transmission data rate is decided by _____

A : network layer

B : physical layer

C : data link layer

D : transport layer

Q.no 57. The right to use a domain name is delegated by domain name registers which are accredited by _____

A : internet architecture board

B : internet society

C : internet research task force

D : internet corporation for assigned names and numbers

Q.no 58. The ASCII encoding of binary data is called

A : base 64 encoding

B : base 32 encoding

C : base 16 encoding

D : base 8 encoding

Q.no 59. To achieve reliable transport in TCP, _____ is used to check the safe and sound arrival of data.

A : Packet

B : Buffer

C : Segment

D : Acknowledgment

Q.no 60. Byte stuffing means adding a special byte to the data section of the frame when there is a character with the same pattern as the _____.

A : trailer

B : header

C : payload

D : flag

Q.no 1. Which one of the following is TRUE about interior Gateway routing protocols - Routing Information Protocol (RIP) and Open Shortest Path First (OSPF)

A : RIP uses distance vector routing and OSPF uses link state routing

B : OSPF uses distance vector routing and RIP uses link state routing

C : Both RIP and OSPF use link state routing

D : Both RIP and OSPF use distance vector routing

Q.no 2. The receiver of the data controls the amount of data that are to be sent by the sender is referred to as _____

A : Flow control

B : Error control

C : Congestion control

D : Error detection

Q.no 3. Which Method can be used for to reduce the collision but canot eliminate it

A : Listen before talk

B : Listen after talk

C : Sense after transmit

D : Sense before talk

Q.no 4. Which protocol provides the synchronization between media streams?

A : RTP

B : RTCP

C : RPC

D : RTCT

Q.no 5. Which of the following is not the Networking Devices?

A : Gateways

B : Linux

C : Routers

D : Firewalls

Q.no 6. Which networking device connect one LAN to other LAN using same protocol?

A : Router

B : Switch

C : Bridge

D : Modem

Q.no 7. Bytes of data being transferred in each connection are numbered by TCP. These numbers start with a _____

- A : Fixed number
- B : Random sequence of 0's and 1's
- C : One
- D : Sequence of zero's and one's

Q.no 8. In the congestion avoidance algorithm, the size of the congestion window increases _____ until congestion is detected.

- A : exponentially
- B : additively
- C : multiplicatively
- D : suddenly

Q.no 9. If DHCP snooping is configured on a LAN switch, then clients having specific _____ can access the network.

- A : MAC Address
- B : IP Address
- C : MAC and IP address
- D : MAC or IP address

Q.no 10. In Active mode FTP, the client initiates both the control and data connections.

- A : true
- B : false
- C : None
- D : Can not predict

Q.no 11. In TCP, sending and receiving data is done as _____

- A : Stream of bytes
- B : Sequence of characters

C : Lines of data

D : Packets

Q.no 12. How many layers does OSI Reference Model has?

A : 4

B : 5

C : 6

D : 7

Q.no 13. DNS is the abbreviation of

A : Dynamic Name System

B : Dynamic Network System

C : Domain Name System

D : Domain Network Service

Q.no 14. Header of datagram in IPv4 has _____

A : 0 to 20 bytes

B : 20 to 40 bytes

C : 20 to 60 bytes

D : 20 to 80 bytes

Q.no 15. The client in socket programming must know which information?

A : IP address of Server

B : Port number

C : Both IP address of Server & Port number

D : Only its own IP address

Q.no 16. ICMP stands for

A : Internet Control Message Protocol

B : Internet Control Management Protocol

C : Internal Control Manage Protocol

D : Internet Count Management Protocol

Q.no 17. Which network topology requires a central controller or hub?

A : Mesh

B : Star

C : Ring

D : Bus

Q.no 18. BGP stands for

A : Bypass gateway protocol

B : Border gateway protocol

C : Bootstrap Protocol

D : Boundary gateway protocol

Q.no 19. AODV stands for

A : Ad hoc On-Demand Distance Vector

B : Advance ondemand distance vector

C : Advance on distance vector

D : All of these

Q.no 20. MAC Address is the example of

A : Transport Layer

B : Data Link Layer

C : Application Layer

D : Physical Layer

Q.no 21. In CSMA the Vulnerable time is

A : 38 percent

B : 36 percent

C : 34 percent

D : 37 percent

Q.no 22. DHCP uses UDP port _____ for sending data to the server.

A : 66

B : 67

C : 68

D : 69

Q.no 23. In Fast Ethernet 100Base TX use -----Line coding technique

A : Management frames, Control frames and Data frames.

B : Supervisory Frame, Information frame and data frame

C : Management frames,Supervisory frame and control frame

D : Supervisory Frame, Information frame and Control frame

Q.no 24. What is Maximum channel utilization of Slotted Aloha

A : p persistent

B : nonpersistent

C : 1 persistent

D : Persistent

Q.no 25. In FTP protocol, client contacts server using ___ as the transport protocol.

A : transmission control protocol

B : user datagram protocol

C : datagram congestion control protocol

D : stream control transmission protocol

Q.no 26. A place where there is a field of signal through which you can access WiFi internet is called –

A : WiFi Hotspots

B : WiFi Internet

C : WiFi Zone

D : WiFi Range

Q.no 27. Which of the following protocol is defined in Transport layer?

A : FTP

B : TCP

C : IP

D : Telnet

Q.no 28. In CSMA with collision detection the energy level of channel can have three values: Normal , Zero, and abnormal which of the following is correct sequence

A : Wired network

B : Wireless Network

C : Wired and Wireless Network

D : Client Server Network

Q.no 29. A proxy server is used as the computer?

A : with external access

B : acting as a backup

C : performing file handling

D : accessing user permissions

Q.no 30. How many different type of server exist?

A : Only one

B : Two

C : Three

D : Four

Q.no 31. Which protocol is a signaling communication protocol used for controlling multimedia communication sessions?

A : session initiation protocol

B : session modelling protocol

C : session maintenance protocol

D : resource reservation protocol

Q.no 32. SSH uses _____ to authenticate the remote computer.

A : public-key cryptography

B : private-key cryptography

C : any of public-key or private-key

D : both public-key & private-key

Q.no 33. In the network HTTP resources are located by _____

A : Uniform resource identifier

B : Unique resource locator

C : Unique resource identifier

D : Union resource locator

Q.no 34. Which of the following is not a congestion policy at network layer?

A : Flow Control Policy

B : Packet Discard Policy

C : Packet Lifetime Management Policy

D : Routing Algorithm

Q.no 35. The data link layer at the receiver site receives a frame from its _____ layer, extracts data from the frame, and delivers the data to its _____ layer.

A : physical, network

B : physical, Transport

C : Application, network

D : Transport, network

Q.no 36. In File Transfer Protocol, data transfer cannot be done in _____

A : stream mode

B : block mode

C : compressed mode

D : message mode

Q.no 37. POP3 and IMAP are e-mail accounts in which

A : One automatically gets one's mail everyday

B : One has to be connected to the server to read or write one's mail

C : One only has to be connected to the server to send and receive email

D : One does not need any telephone lines

Q.no 38. Which Strategies used by CSMA with collision avoidance

A : 1500 bytes , 46 bytes

B : 46 bytes, 1500 bytes

C : 64 bytes, 1518 bytes

D : 512 bits, 12144 bytes

Q.no 39. In HDLC which frames are used to transport user data and control information relating to user data (piggybacking)?

A : S-Frames

B : I-Frames

C : V-frames

D : U-Frame

Q.no 40. The _____ field is used to detect errors over the entire user datagram.

A : udp header

B : checksum

C : source port

D : destination port

Q.no 41. When collection of various computers seems a single coherent system to its client, then it is called _____

A : computer network

B : distributed system

C : networking system

D : mail system

Q.no 42. The process of modifying IP address information in IP packet headers while in transit across a traffic routing device is called

A : Port address translation (PAT)

B : Network address translation (NAT)

C : Address mapping

D : Port mapping

Q.no 43. Peer-to-peer processes are processes on two or more devices communicating at a

A : same layer

B : different layer

C : different layer on different device

D : none of above

Q.no 44. Port number used by Network Time Protocol (NTP) with UDP is _____

A : 161

B : 123

C : 162

D : 124

Q.no 45. HDLC supports two types of transfer modes _____ and _____

A : normal response mode and abnormal response mode.

B : normal response mode and asynchronous balanced mode.

C : command mode and respond mode

D : synchronous balanced mode and asynchronous balanced mode.

Q.no 46. What does the java.net.InetAddress class represent?

A : Socket

B : IP Address

C : Protocol

D : MAC Address

Q.no 47. Network congestion occurs _____

A : in case of traffic overloading

B : when a system terminates

C : when connection between two nodes terminates

D : in case of transfer failure

Q.no 48. In PPP, the default maximum length of the information field is _____

A : 1500 bytes

B : 15000 bytes

C : 150 bytes

D : 15 bytes

Q.no 49. Which one of the following algorithm is not used for congestion control?

A : traffic aware routing

B : admission control

C : load shedding

D : routing information protocol

Q.no 50. _____ is used in PPP payload field whenever the flag sequence appears in the message, so that the receiver does not consider it as the end of the frame.

A : extra stuffing

B : bit stuffing

C : character stuffing

D : Byte stuffing

Q.no 51. In wireless network most of the energy is lost during transmission. How many percentage of additional energy is added if there is collision

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 52. HTTP client requests by establishing a _____ connection to a particular port on the server.

A : User datagram protocol

B : Transmission control protocol

C : Border gateway protocol

D : Domain host control protocol

Q.no 53. A malicious attacker sends a large number of SYNC segments to a server, pretending that each of them is coming from a different client by faking the source IP address in the datagram. Which type of attack is being performed in this situation?

A : SYNC flooding attack

B : Active attack

C : Passive attack

D : Denial-of-service attack

Q.no 54. Define the type of the following destination MAC address

4A:30:10:21:10:1A

A : IEEE 802.11 wireless LAN runs CSMA with collision detection protocol

B : Ethernet is not based on CSMA with collision detection protocol

C : CSMA with collision detection is not suitable for a high propagation delay network like satellite network

D : There is no contention in a CSMA with collision detection network

Q.no 55. Which is the correct expression for the length of UDP datagram?

A : UDP length = IP length – IP header's length

B : UDP length = UDP length – UDP header's length

C : UDP length = IP length + IP header's length

D : UDP length = UDP length + UDP header's length

Q.no 56. The Stop-And-Wait ARQ, Go-Back-N ARQ, and the Selective Repeat ARQ are for _____ channels.

A : signal

B : wireless

C : noisy

D : noiseless

Q.no 57. A 4 byte IP address consists of _____

A : only network address

B : only host address

C : network address & host address

D : network address & MAC address

Q.no 58. After obtaining the IP address, to prevent the IP conflict the client may use _____

A : internet relay chat

B : broader gateway protocol

C : address resolution protocol

D : Internet Address Chat

Q.no 59. Simplex protocol of Data Link Layer works on _____ channels

A : noiseless

B : broadband

C : noisy

D : creative

Q.no 60. Which one of the following is correct?

A : Application layer protocols are used by both source and destination devices during a communication session

B : HTTP is a session layer protocol

C : TCP is an application layer protocol

D : HTTP is a request and response protocol

Q.no 1. Stream Control Transmission Protocol (SCTP) is a new _____ protocol.

A : reliable, character-oriented

B : reliable, message-oriented

C : unreliable, message-oriented

D : unreliable, byte-oriented

Q.no 2. A simple protocol used for fetching email from a mail box is

A : POP3

B : IMAP

C : SMTP

D : POP2

Q.no 3. Protocols are set of rules to govern _____

A : Communication

B : Standard

C : Metropolitan communication

D : Bandwidth

Q.no 4. Which one of the following is an internet standard protocol for managing devices on IP network?

A : dynamic host configuration protocol

B : simple network management protocol

C : internet message access protocol

D : media gateway protocol

Q.no 5. In which method is used for large waiting time or backoff time

A : Bus

B : star

C : Ring

D : Mesh

Q.no 6. _____ protocol has no flow or error control.

A : simplex

B : complex

C : duplex

D : half duplex

Q.no 7. What is the default port of HTTP?

A : 20

B : 101

C : 80

D : 60

Q.no 8. Layer-2 Switch is also called

A : Multiport Hub

B : Multiport Switch

C : Multiport Bridge

D : Multiport NIC

Q.no 9. _____ topology requires a multipoint connection.

A : Star

B : Mesh

C : Ring

D : Bus

Q.no 10. In point to point protocol ___ field of PPP Frame carries the user data.

A : flag

B : payload

C : Protocol

D : FCS

Q.no 11. WAN stands for _____

A : World area network

B : Wide area network

C : Web area network

D : Web access network

Q.no 12. Which methods are commonly used in Server Socket class?

A : Public Output Stream get Output Stream ()

B : Public Socket accept ()

C : Public synchronized void close ()

D : Public void connect ()

Q.no 13. Data communication system spanning states, countries, or the whole world is _____

A : LAN

B : WAN

C : MAN

D : PAN

Q.no 14. The protocol which is used for defining the legal request and replies is called ____ .

A : FTP

B : SMTP

C : TCP

D : HTTP

Q.no 15. HTTP is _____ protocol

A : transport layer

B : application layer

C : network layer

D : data link layer

Q.no 16. When displaying a web page, the application layer uses the _____

A : HTTP protocol

B : FTP protocol

C : SMTP protocol

D : TCP protocol

Q.no 17. which Displays entries in DNS cache

A : ipconfig /displaydns

B : ipconfig /flushdns

C : Normal DHCP Scope

D : ipconfig /registerdns

Q.no 18. When a host on network A sends a message to a host on network B, which address does the router look at?

A : Port

B : IP

C : Physical

D : Subnet Mask

Q.no 19. A local telephone network is an example of a _____ network.

A : Packet switched

B : Circuit switched

C : Bit switched

D : Line switched

Q.no 20. In pure Aloha what is maximum number of retransmission attempts if frame get congested in the channel

A : Two half

B : One Half

C : Three half

D : Four half

Q.no 21. Which network is able to connect and send data to each computer via central hub or switch without looking where the data is sent?

A : Star

B : Router

C : Bus

D : LAN

Q.no 22. Most dial-up access to Internet is accomplished by using _____

A : TCP

B : PPP

C : IP

D : IPX

Q.no 23. Suppose computers A and B have IP addresses 10.105.1.113 and 10.105.1.91 respectively and they both use the same netmask N. Which of the values of N given below should not be used if A and B should belong to the same network?

A : 255.255.255.0

B : 255.255.255.128

C : 255.255.255.192

D : 255.255.255.224

Q.no 24. The DHCP server _____

A : maintains a database of available IP addresses

B : maintains the information about client configuration parameters

C : grants a IP address when receives a request from a client

D : Maintains a database of IP address, information about client configuration and grants IP address

Q.no 25. The size of flag field in HDLC frame is _____

A : 8 bits

B : 4 bits

C : 2 bits

D : 9 bits

Q.no 26. Connection establishment in TCP is done by which mechanism?

A : Flow control

B : Three-Way Handshaking

C : Forwarding

D : Synchronization

Q.no 27. In SCTP, a data chunk is numbered using _____

A : TSN

B : SI

C : SSN

D : GSN

Q.no 28. In sliding window protocol, the send window can slide one or more slots when valid ____ arrives.

A : bit

B : request

C : flag

D : acknowledgement

Q.no 29. What is the frequency range of IEEE 802.11a standard

A : 6Mbps

B : 11Mbps

C : 22Mbps

D : 54Mbps

Q.no 30. MANET stands for

A : Wireless ad hoc network

B : Mobile ad hoc network

C : Multiple ad hoc network

D : Multi advance network

Q.no 31. In the _____ method, after the station finds the line idle, it sends its frame immediately. If the line is not idle, it continuously senses the line until it finds it idle

A : nonpersistent

B : Pure Aloha

C : CSMA with collision detection

D : CSMA with collision avoidance

Q.no 32. Which of the following network device has the slowest type of connection?

A : DSL

B : Router

C : Bridges

D : Dial-up modems

Q.no 33. The maximum length (in bytes) of an IPv4 datagram is?

A : 32

B : 1024

C : 65535

D : 512

Q.no 34. Error control in the data link layer is based on_____

- A : hamming code
- B : parity generator
- C : retransmission of data
- D : data duplication

Q.no 35. Coaxial cable consists of _____ concentric copper conductors.

- A : 1
- B : 2
- C : 3
- D : 4

Q.no 36. Repeater operates in which layer of the OSI model?

- A : Physical layer
- B : Data link layer
- C : Network layer
- D : Transport layer

Q.no 37. What is the use of Ping command?

- A : To test a device on the network is reachable
- B : To test a hard disk fault
- C : To test a bug in a Application
- D : To test a Pinter Quality

Q.no 38. Router operates in which layer of OSI Reference Model?

- A : Layer 1 (Physical Layer)
- B : Layer 3 (Network Layer)
- C : Layer 4 (Transport Layer)

D : Layer 7 (Application Layer)

Q.no 39. To detect or correct errors, we need to send _____ with data.

A : extra (redundant) bits

B : error bits

C : hamming distance

D : hash keys

Q.no 40. Which one of the following is not correct?

A : RTCP provides canonical end-point identifiers to all session participants

B : RTCP reports are expected to be sent by all participants

C : RTCP itself does not provide any flow encryption or authentication methods

D : RTCP handles the actual data delivery

Q.no 41. Byte stuffing means adding a special byte to the data section of the frame when there is a character with the same pattern as the _____.

A : trailer

B : header

C : payload

D : flag

Q.no 42. To achieve reliable transport in TCP, _____ is used to check the safe and sound arrival of data.

A : Packet

B : Buffer

C : Segment

D : Acknowledgment

Q.no 43. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is source port number.

A : 000D

B : CB84

C : 001C

D : 001D

Q.no 44. In class C , if subnet mask is 255.255.255.224 then calculates number of subnet?

A : 6

B : 8

C : 4

D : 10

Q.no 45. Which of the following is correct IPv4 address?

A : 124.201.3.1.52

B : 300.142.210.64

C : 10110011.32.16.8

D : 128.64.0.0

Q.no 46. In Asynchronous Balanced Mode (ABM) of HDLC protocol _____

A : each station can send both commands and respond to commands

B : each station can send commands but not respond to commands

C : each station can send either command or respond to commands but not both

D : Station does not send command and responses

Q.no 47. In TCP IP Model, when data is sent from device A to device B, the 5th layer to receive data at B is _____

A : Application layer

B : Transport layer

C : Link layer

D : Session layer

Q.no 48. Which layer is responsible for process to process delivery in a general network model?

A : network layer

B : transport layer

C : session layer

D : data link layer

Q.no 49. _____ is a bit oriented protocol for communication over point to point and multipoint links.

A : High level Data link Control (HDLC)

B : Highest level Data link Control (HDLC)

C : Hyper Text Transfer Protocol (HTTP)

D : Domain Name Server (DNS) Protocol

Q.no 50. The values GET, POST, HEAD etc are specified in _____ of HTTP message

A : Request line

B : Header line

C : Status line

D : Entity body

Q.no 51. MIME uses the same _____ format

A : RFC822

B : RFC 800

C : Ethernet

D : RFC 1521

Q.no 52. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is the total length of the user datagram?

A : 24Bytes

B : 64Bytes

C : 28Bytes

D : 32 Bytes

Q.no 53. In _____, the station configuration is unbalanced. We have one primary station and multiple secondary stations.

A : ARM

B : NBM

C : NRM

D : ABM

Q.no 54. What is on-demand mail relay (ODMR)?

A : protocol for SMTP security

B : an SMTP extension

C : protocol for faster mail transfer

D : protocol for web pages

Q.no 55. IPv6 does not support which of the following addressing modes?

A : unicast addressing

B : multicast addressing

C : broadcast addressing

D : anycast addressing

Q.no 56. A pure ALOHA network transmits 200-bit frames on a shared channel of 200 kbps. What is the requirement to make this frame collision free?

A : multicast address

B : Broadcast address

C : Unicast address

D : Anycast address

Q.no 57. In HDLC which frames are used only to transport control information?

A : S-Frames

B : I-Frames

C : V-frames

D : U-Frame

Q.no 58. ___ refers to a set of procedures used to restrict the amount of data that the sender can send before waiting for acknowledgment.

A : Flow control

B : Speed control

C : Error control

D : Data control

Q.no 59. Each frame in HDLC protocol may contain up ___ fields

A : 4

B : 5

C : 6

D : 7

Q.no 60. For Stop-and-Wait ARQ, for 20 data packets sent, _____ acknowledgments are needed.

A : less than 10

B : 19

C : 21

D : 20

Q.no 1. WiMAX stands for _____

A : Data Link

B : Network

C : Physical

D : Transport

Q.no 2. ___ allows the receiver to inform the sender of any frames lost or damaged in transmission and coordinates the retransmission of those frames by the sender.

A : Error control

B : data control

C : Transmission Control

D : Speed control

Q.no 3. Connection Oriented Protocol for end-to-end communication is called

A : Aging

B : IP

C : AIPAA

D : tcp

Q.no 4. The term IPv4 stands for?

A : Internet Protocol Version 4

B : Internet Programming Version 4

C : International Programming Version 4

D : International Protocol Version 4

Q.no 5. The IEEE standard used for wimax technology is

A : 12.2

B : 18.4

C : 36.8

D : 13.5

Q.no 6. If DHCP snooping is configured on a LAN switch, then clients having specific _____ can access the network.

A : MAC Address

B : IP Address

C : MAC and IP address

D : MAC or IP address

Q.no 7. MPLS stands for

A : Multiprotocol Label Switching

B : Multiple links

C : Mobile protocol links

D : Multiple layer switching

Q.no 8. How many layers does OSI Reference Model has?

A : 4

B : 5

C : 6

D : 7

Q.no 9. Name server designated as the recipient of forwarded queries is known as _____

A : Class B

B : Class c

C : Forwarder

D : Class D

Q.no 10. How does a DHCP server dynamically assign IP address to host?

A : Addresses are allocated after a negotiation between the server and the host to determine the length of the agreement.

B : Addresses are assigned for a fixed period of time. At the end of period, a new quest for an address must be made, and another address is then assigned.

C : Addresses are leased to host. A host will usually keep the same address by periodically contacting the DHCP sever to renew the lease.

D : Addresses are permanently assigned so that the host uses the same address at all times.

Q.no 11. Four twisted pairs cable used by _____

A : 802.3 z

B : 802.3

C : 802.3 u

D : 802.11

Q.no 12. The technique in which a congested node stops receiving data from the immediate upstream node or nodes is called as _____

A : Admission policy

B : Backpressure

C : Forward signaling

D : Backward signaling

Q.no 13. Retransmission of packets must not be done when _____

A : Packet is lost

B : Packet is corrupted

C : Packet is needed

D : Packet is error-free

Q.no 14. _____ is used in dealing with error detection and error correction

A : Samming distance

B : Hamming distance

C : Tamming distance

D : Spamming distance

Q.no 15. The location of a resource on the internet is given by its?

A : Protocol

B : URL

C : E-mail address

D : website

Q.no 16. An email client needs to know the _____ of its initial SMTP server.

A : IP address

B : MAC address

C : URL

D : Name

Q.no 17. The receiver of the data controls the amount of data that are to be sent by the sender is referred to as _____

A : Flow control

B : Error control

C : Congestion control

D : Error detection

Q.no 18. IEEE created Gigabit Ethernet under the name _____

A : Four

B : Eight

C : Six

D : Seven

Q.no 19. In _____ framing, there is no need for defining the boundaries of frames.

A : standard

B : fixed-size

C : variable-size

D : character

Q.no 20. CIDR stands for

A : Classless Inter-Domain Routing

B : Classless Intra-Domain Routing

C : Classful Inter-Domain Routing

D : Classful Intra-Domain Routing

Q.no 21. The default connection type used by HTTP is _____

A : Persistent

B : Non-persistent

C : Can be either persistent or non-persistent depending on connection request

D : P- Persistent

Q.no 22. The meaning of Straight-through Cable is

A : Four wire pairs connect to the same pin on each end

B : The cable Which Directly connects Computer to Computer

C : Four wire pairs not twisted with each other

D : The cable which is not twisted

Q.no 23. Which access method is used for the half duplex approach in fast ethernet

A : 4B/5B

B : NRZ-I

C : MLT-3

D : 8B/6T

Q.no 24. Both Go-Back-N and Selective-Repeat Protocols use a _____

A : sliding window

B : sliding frame

C : sliding packet

D : sliding door

Q.no 25. Which one of the following fields of an IP header is NOT modified by a typical IP router?

A : Checksum

B : Source address

C : Time to Live (TTL)

D : Length

Q.no 26. What does Router do in a network?

A : Forwards a packet to all outgoing links

B : Forwards a packet to the next free outgoing link

C : Determines on which outgoing link a packet is to be forwarded

D : Forwards a packet to all outgoing links except the originated link

Q.no 27. A connection in SCTP is called an _____

A : negotiation

B : association

C : transmission

D : reception

Q.no 28. In HDLC Normal transfer mode is used for _____

A : only point to point links

B : only point to multipoint links

C : either point to point links or point to multipoint links

D : both point to point and multipoint links

Q.no 29. Which protocol gives a full route table update every 30 seconds?

A : IEGRP

B : RIP

C : ICMP

D : IP

Q.no 30. ARQ stands for _____

A : Automatic repeat request

B : Automatic repeat quantization

C : Acknowledgement repeat request

D : Automatic resend request

Q.no 31. Which one of the following is not an application layer protocol?

A : media gateway protocol

B : dynamic host configuration protocol

C : resource reservation protocol

D : session initiation protocol

Q.no 32. CSMA with collision avoidance method is used for

A : Contention window, negative Acknowledgment and Interframe space

B : Contention window, Acknowledgment and Interframe space

C : Negative Acknowledgment, Contention window, and Interframe space

D : Contention window, Positive Acknowledgment and IFR

Q.no 33. What is the use of Bridge in Network?

A : to connect LANs

B : to separate LANs

C : to control Network Speed

D : to connect LAN to WAN

Q.no 34. Size of TCP segment header ranges between _____

A : 16 and 32 bytes

B : 16 and 32 bits

C : 20 and 60 bytes

D : 20 and 60 bits

Q.no 35. Discarding policy is mainly done by _____

A : Sender

B : Receiver

C : Router

D : Switch

Q.no 36. The data link layer at the receiver site receives a frame from its _____ layer, extracts data from the frame, and delivers the data to its _____ layer.

A : physical, network

B : physical, Transport

C : Application, network

D : Transport, network

Q.no 37. Point to Point protocol is ___ oriented

A : bit

B : byte

C : gigabyte

D : megabyte

Q.no 38. In HDLC which frames are used to transport user data and control information relating to user data (piggybacking)?

A : S-Frames

B : I-Frames

C : V-frames

D : U-Frame

Q.no 39. Which of the following protocol is defined in Transport layer?

A : FTP

B : TCP

C : IP

D : Telnet

Q.no 40. In TDM, slots are further divided into _____

A : Seconds

B : Frames

C : Packets

D : Bits

Q.no 41. Transmission data rate is decided by _____

A : network layer

B : physical layer

C : data link layer

D : transport layer

Q.no 42. In the layer hierarchy as the data packet moves from the upper to the lower layers, headers are _____

A : Added

B : Removed

C : Rearranged

D : Modified

Q.no 43. The process of modifying IP address information in IP packet headers while in transit across a traffic routing device is called

A : Port address translation (PAT)

B : Network address translation (NAT)

C : Address mapping

D : Port mapping

Q.no 44. For which one of the following reasons does Internet Protocol (IP) use the time-to-live (TTL) field in the IP datagram header

A : Ensure packets reach destination within that time

B : Discard packets that reach later than that time

C : prevent packets from looping indefinitely

D : Limit the time for which the packet gets queued in intermediate routers

Q.no 45. In wireless network most of the energy is lost during transmission. How many percentage of additional energy is added if there is collision

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 46. _____ is used in PPP payload field whenever the flag sequence appears in the message, so that the receiver does not consider it as the end of the frame.

A : extra stuffing

B : bit stuffing

C : character stuffing

D : Byte stuffing

Q.no 47. Suppose a TCP connection is transferring a file of 1000 bytes. The first byte is numbered 10001. What is the sequence number of the segment if all data is sent in only one segment?

A : 10000

B : 10001

C : 12001

D : 11001

Q.no 48. Port number used by Network Time Protocol (NTP) with UDP is _____

A : 161

B : 123

C : 162

D : 124

Q.no 49. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps. What is the throughput if the system (all stations together) produces 1000 frames per second

A : 92 frames

B : 368 frames

C : 276 frames

D : 151 frames

Q.no 50. Which one of the following allows a user at one site to establish a connection to another site and then pass keystrokes from local host to remote host?

A : HTTP

B : FTP

C : Telnet

D : TCP

Q.no 51. In the IPv4 addressing format, the number of networks allowed under Class C addresses is

A : 2 rest to 14

B : 2 rest to 7

C : 2 rest to 21

D : 2 rest to 24

Q.no 52. The right to use a domain name is delegated by domain name registers which are accredited by _____

A : internet architecture board

B : internet society

C : internet research task force

D : internet corporation for assigned names and numbers

Q.no 53. Which of the following routing protocol used for network layer design?

A : Static Routing Algorithm

B : Distance vector routing Protocol

C : Dynamic Routing Algorithm

D : Hybrid Routing Algorithm

Q.no 54. In HTTP pipelining _____

A : multiple HTTP requests are sent on a single TCP connection without waiting for the corresponding responses

B : multiple HTTP requests can not be sent on a single TCP connection

C : multiple HTTP requests are sent in a queue on a single TCP connection

D : multiple HTTP requests are sent at random on a single TCP connection

Q.no 55. The _____ Protocol, adds a simple error control mechanism to the _____ Protocol.

A : Selective Repeat ARQ; Go-Back-N ARQ

B : Go-Back-N ARQ; Stop-and-Wait

C : Stop-and-Wait ARQ; Go-Back-N ARQ

D : Stop-and-Wait ARQ; Stop-and-Wait

Q.no 56. Which of the following statements is TRUE about CSMA with collision detection

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 57. Network congestion occurs _____

A : in case of traffic overloading

B : when a system terminates

C : when connection between two nodes terminates

D : in case of transfer failure

Q.no 58. The Stop-And-Wait ARQ, Go-Back-N ARQ, and the Selective Repeat ARQ are for _____ channels.

A : signal

B : wireless

C : noisy

D : noiseless

Q.no 59. In PPP, the default maximum length of the information field is _____

A : 1500 bytes

B : 15000 bytes

C : 150 bytes

D : 15 bytes

Q.no 60. Which is the correct expression for the length of UDP datagram?

- A : UDP length = IP length – IP header's length
- B : UDP length = UDP length – UDP header's length
- C : UDP length = IP length + IP header's length
- D : UDP length = UDP length + UDP header's length

Q.no 1. The Maximum throughput for pure aloha is____ percent

- A : CSMA with collision detection
- B : CSMA with collision avoidance
- C : Pure Aloha
- D : Slotted Aloha

Q.no 2. BGP stands for

- A : Bypass gateway protocol
- B : Border gateway protocol
- C : Bootstrap Protocol
- D : Boundary gateway protocol

Q.no 3. The protocol which is used for defining the legal request and replies is called ____ .

- A : FTP
- B : SMTP
- C : TCP
- D : HTTP

Q.no 4. Ethernet frame consists of _____

- A : 1000Base LX
- B : 1000Base T
- C : 1000Base SX
- D : 100Base Fx

Q.no 5. Which software prevents the external access to a system?

- A : Firewall
- B : Gateway
- C : Router
- D : Virus checker

Q.no 6. What is the header size of a UDP packet?

- A : 8 bytes
- B : 8 bits
- C : 16 bytes
- D : 124 bytes

Q.no 7. How many layers are in the TCP/IP model?

- A : 4 layers
- B : 5 layers
- C : 6 layers
- D : 7 layers

Q.no 8. _____. Is the process of placing timestamps on dynamically registered records

- A : Aging
- B : IP
- C : AIPAA
- D : tcp

Q.no 9. In Bluetooth architecture of a piconet can have up to _____ stations

- A : 802.3
- B : 802.11
- C : 802.15
- D : 802.16

Q.no 10. Which topology used by CSMA with collision detection

- A : MAC address
- B : IP address
- C : port address
- D : specific address

Q.no 11. FTP server listens for connection on port number _____

- A : 20
- B : 21
- C : 22
- D : 23

Q.no 12. In Slotted Aloha, the vulnerable time is reduced to _____ equal to the frame transmission time

- A : Pure Aloha
- B : Slotted Aloha
- C : CSMA
- D : FDMA

Q.no 13. Which networking device connect one LAN to other LAN using same protocol?

- A : Router
- B : Switch
- C : Bridge
- D : Modem

Q.no 14. Physical or logical arrangement of network is ?

- A : Topology
- B : Routing
- C : Networking

D : Control

Q.no 15. TCP, FTP, Telnet, SMTP, POP etc. are examples of _____

A : Socket

B : IP Address

C : Protocol

D : MAC Address

Q.no 16. When the mail server sends mail to other mail servers it becomes _____

A : SMTP server

B : SMTP client

C : Peer

D : Master

Q.no 17. Data communication system within a building or campus is _____

A : LAN

B : WAN

C : MAN

D : PAN

Q.no 18. Static Channel Allocation is used in which technologies

A : SAN

B : PAN

C : LAN and MAN

D : WAN

Q.no 19. Which one of the following is TRUE about interior Gateway routing protocols - Routing Information Protocol (RIP) and Open Shortest Path First (OSPF)

A : RIP uses distance vector routing and OSPF uses link state routing

B : OSPF uses distance vector routing and RIP uses link state routing

C : Both RIP and OSPF use link state routing

D : Both RIP and OSPF use distance vector routing

Q.no 20. Application layer protocol defines _____

A : types of messages exchanged

B : message unformatted

C : Message Request and Response

D : Message Syntax and Semantics

Q.no 21. In byte stuffing (or character stuffing), a special byte known as ___ is added to the data section of the frame when there is a character with the same pattern as the flag.

A : excuse character

B : entry character

C : exit character

D : escape character

Q.no 22. Which LAN Protocols are designed for Fast Ethernet to compete

A : Bus and Ring

B : Bus and Star

C : Ring and Tree

D : Ring and Mesh

Q.no 23. In SCTP, a data chunk is numbered using _____

A : TSN

B : SI

C : SSN

D : GSN

Q.no 24. What is the maximum data rate for the 802.11g standard

A : 10 to 15 percent

B : 5 to 10 percent

C : 0 to 5 percent

D : 15 to 20 percent

Q.no 25. Which one of the following is not a function of network layer?

A : routing

B : inter-networking

C : congestion control

D : error control

Q.no 26. In _____ systems, resources are allocated on demand.

A : packet switching

B : circuit switching

C : line switching

D : frequency switching

Q.no 27. Which access method is used by Standard ethernet

A : Ethernet

B : FDDI or Fiber Channel

C : Token Ring

D : ATM

Q.no 28. ICMP is primarily used for _____

A : error and diagnostic functions

B : addressing

C : forwarding

D : routing

Q.no 29. Find the FTP reply whose message is wrongly matched.

A : 331 – Username OK, password required

B : 425 – Can't open data connection

C : 452 – Error writing file

D : 452 – Can't open data connection

Q.no 30. In Go-Back-N window, when the timer of the packet times out, several packets have to be resent even some may have arrived safe. Whereas in Selective Repeat window, the sender resends _____

A : Packet which are not lost

B : Only those packets which are lost or corrupted

C : Packet from starting

D : All the packets

Q.no 31. SSH uses _____ to authenticate the remote computer.

A : public-key cryptography

B : private-key cryptography

C : any of public-key or private-key

D : both public-key & private-key

Q.no 32. In which protocol sender sends one frame, stops until it receives confirmation from the receiver?

A : MQTT protocol

B : Wait Protocol

C : Stop-and-Wait Protocol

D : Stop Protocol

Q.no 33. What are the Methods to move data through a network of links and switches?

A : Packet switching and Line switching

B : Circuit switching and Line switching

C : Line switching and bit switching

D : Packet switching and Circuit switching

Q.no 34. Bit stuffing means adding extra 0 to the data section of the frame when there is a sequence of bits with the same pattern as the _____

A : header

B : trailer

C : payload

D : flag

Q.no 35. DHCP uses UDP port _____ for sending data to the server.

A : 66

B : 67

C : 68

D : 69

Q.no 36. Router operates in which layer of OSI Reference Model?

A : Layer 1 (Physical Layer)

B : Layer 3 (Network Layer)

C : Layer 4 (Transport Layer)

D : Layer 7 (Application Layer)

Q.no 37. Communication offered by TCP is _____

A : Full-duplex

B : Half-duplex

C : Semi-duplex

D : Byte by byte

Q.no 38. In IPv4 layer, datagram is of _____

A : Fixed length

B : Variable length

C : Global length

D : Zero length

Q.no 39. Which of the following fields in IPV4 datagram is not related to fragmentation?

A : Type of service

B : Fragment offset

C : Flags

D : Identification

Q.no 40. Where should we use default routing?

A : On stub networks- which have only one exit path out of the network

B : Which have more than one exit path out of the network

C : Minimum five exit paths out of the network

D : Maximum five exit paths out of the network

Q.no 41. Which layer is responsible for process to process delivery in a general network model?

A : network layer

B : transport layer

C : session layer

D : data link layer

Q.no 42. Beyond IP, UDP provides additional services such as _____

A : Routing and switching

B : Sending and receiving of packets

C : Multiplexing and demultiplexing

D : Demultiplexing and error checking

Q.no 43. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps What is the throughput if the system (all stations together) produces 500 frames per second

A : 92 frames

B : 368 frames

C : 276 frames

D : 151 frames

Q.no 44. Three types of HDLC frames are :

A : Data frames, Supervisory frames, Un-numbered frames

B : Information frames, Supervisory frames, Un-numbered frames

C : Information frames, Supervisory frames, Numbered frames

D : Information frames, Controlled frames, Numbered frames

Q.no 45. The port number is “ephemeral port number”, if the source host is _____

A : NTP

B : Echo

C : Server

D : Client

Q.no 46. a character-oriented approach and a bit-oriented approaches used in which type of framing?

A : fixed size

B : zero size

C : variable-size

D : cells

Q.no 47. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is the total length of the user datagram?

A : 24Bytes

B : 64Bytes

C : 28Bytes

D : 32 Bytes

Q.no 48. In HDLC which frames are used only to transport control information?

A : S-Frames

B : I-Frames

C : V-frames

D : U-Frame

Q.no 49. IPv6 does not support which of the following addressing modes?

A : unicast addressing

B : multicast addressing

C : broadcast addressing

D : anycast addressing

Q.no 50. ____ is a bit oriented protocol for communication over point to point and multipoint links.

A : High level Data link Control (HDLC)

B : Highest level Data link Control (HDLC)

C : Hyper Text Transfer Protocol (HTTP)

D : Domain Name Server (DNS) Protocol

Q.no 51. In OSI model, when data is sent from device A to device B, the 5th layer to receive data at B is _____

A : Application layer

B : Transport layer

C : Link layer

D : Session layer

Q.no 52. Byte stuffing means adding a special byte to the data section of the frame when there is a character with the same pattern as the ____.

A : trailer

B : header

C : payload

D : flag

Q.no 53. A malicious attacker sends a large number of SYNC segments to a server, pretending that each of them is coming from a different client by faking the source IP address in the datagram. Which type of attack is being performed in this situation?

- A : SYNC flooding attack
- B : Active attack
- C : Passive attack
- D : Denial-of-service attack

Q.no 54. A 4 byte IP address consists of _____

- A : only network address
- B : only host address
- C : network address & host address
- D : network address & MAC address

Q.no 55. In _____, the configuration is balanced. The link is point-to-point, and each station can function as a primary and a secondary.

- A : ARM
- B : ABM
- C : NBM
- D : NRM

Q.no 56. Define the type of the following destination MAC address

4A:30:10:21:10:1A

- A : IEEE 802.11 wireless LAN runs CSMA with collision detection protocol
- B : Ethernet is not based on CSMA with collision detection protocol
- C : CSMA with collision detection is not suitable for a high propagation delay network like satellite network
- D : There is no contention in a CSMA with collision detection network

Q.no 57. In PPP, the _____ is responsible for establishing, maintaining, configuring, and terminating links.

- A : PAP

B : CHAP

C : SAP

D : LCP

Q.no 58. Which one of the following is correct?

A : Application layer protocols are used by both source and destination devices during a communication session

B : HTTP is a session layer protocol

C : TCP is an application layer protocol

D : HTTP is a request and response protocol

Q.no 59. In Asynchronous Balanced Mode (ABM) of HDLC protocol ____

A : each station can send both commands and respond to commands

B : each station can send commands but not respond to commands

C : each station can send either command or respond to commands but not both

D : Station does not send command and responses

Q.no 60. ____ is responsible for tunneling multicast packets to the Mobile Station's currently subscribed FA.

A : Multicast home agent

B : Mobile multicast

C : Mobile station

D : Base station

Q.no 1. Routing tables of a router keeps track of

A : MAC Address Assignments

B : Port Assignments to network devices

C : Distribute IP address to network devices

D : Routes to use for forwarding data to its destination

Q.no 2. OSPF stands for

A : Open short distance protocol

B : on demand sequence protocol

C : Open shortest path first

D : Open sequence protocol first

Q.no 3. Layer-2 Switch is also called

A : Multiport Hub

B : Multiport Switch

C : Multiport Bridge

D : Multiport NIC

Q.no 4. CSMA is based on the principle of

A : p persistent

B : nonpersistent

C : 1 persistent

D : Persistent

Q.no 5. Name server designated as the recipient of forwarded queries is known as _____

A : Class B

B : Class c

C : Forwarder

D : Class D

Q.no 6. Retransmission of packets must not be done when _____

A : Packet is lost

B : Packet is corrupted

C : Packet is needed

D : Packet is error-free

Q.no 7. A simple protocol used for fetching email from a mail box is

A : POP3

B : IMAP

C : SMTP

D : POP2

Q.no 8. ____ allows the receiver to inform the sender of any frames lost or damaged in transmission and coordinates the retransmission of those frames by the sender.

A : Error control

B : data control

C : Transmission Control

D : Speed control

Q.no 9. Which of the following is false with respect to TCP?

A : Connection-oriented

B : Process-to-process

C : Transport layer protocol

D : Unreliable

Q.no 10. ____ protocol has no flow or error control.

A : simplex

B : complex

C : duplex

D : half duplex

Q.no 11. WiMAX stands for _____

A : Data Link

B : Network

C : Physical

D : Transport

Q.no 12. Ipv6 is how many bits long

A : 32

B : 48

C : 128

D : 16

Q.no 13. which Displays entries in DNS cache

A : ipconfig /displaydns

B : ipconfig /flushdns

C : Normal DHCP Scope

D : ipconfig /registerdns

Q.no 14. In the congestion avoidance algorithm, the size of the congestion window increases _____ until congestion is detected.

A : exponentially

B : additively

C : multiplicatively

D : suddenly

Q.no 15. __ codes are created to correct errors

A : bar

B : uni

C : cyclic

D : hash

Q.no 16. _____ is used in dealing with error detection and error correction

A : Samming distance

B : Hamming distance

C : Tamming distance

D : Spamming distance

Q.no 17. IEEE created Fast Ethernet under the name _____

- A : 10Base 5
- B : 10Base 2
- C : 10Base T
- D : 10Base F

Q.no 18. RSVP is a _____ oriented protocol

- A : receiver
- B : bit
- C : byte
- D : both b & c

Q.no 19. The _____ layer of ethernet consist of LLC sublayer and MAC sublayer

- A : Maximum Propagation time T_p
- B : Transmission time
- C : Back off Time
- D : Wait time out time

Q.no 20. How many layers does OSI Reference Model has?

- A : 4
- B : 5
- C : 6
- D : 7

Q.no 21. _____ provides a connection-oriented reliable service for sending messages

- A : TCP
- B : IP
- C : UDP
- D : DHCP

Q.no 22. DHCP _____ occur every 60 minutes

- A : Multicast Scope
- B : Super Scope
- C : Subnet Mask
- D : Automatic Backups

Q.no 23. CSMA with collision avoidance method is used for

- A : Contention window, negative Acknowledgment and Interframe space
- B : Contention window, Acknowledgment and Interframe space
- C : Negative Acknowledgment, Contention window, and Interframe space
- D : Contention window, Positive Acknowledgment and IFR

Q.no 24. The Maximum length of 1000BaseSX is

- A : Ring topology
- B : Bus topology
- C : Star topology
- D : Mesh topology

Q.no 25. DHCP uses UDP port _____ for sending data to the server.

- A : 66
- B : 67
- C : 68
- D : 69

Q.no 26. The _____ field is used to detect errors over the entire user datagram.

- A : udp header
- B : checksum
- C : source port
- D : destination port

Q.no 27. Standard ethernet use which topologies

A : CSMA with collision avoidance

B : Pure Aloha

C : Slotted Aloha

D : CSMA with collision detection

Q.no 28. Discarding policy is mainly done by _____

A : Sender

B : Receiver

C : Router

D : Switch

Q.no 29. In CSMA with collision detection the energy level of channel can have three values: Normal , Zero, and abnormal which of the following is correct sequence

A : Wired network

B : Wireless Network

C : Wired and Wireless Network

D : Client Server Network

Q.no 30. ARQ stands for _____

A : Automatic repeat request

B : Automatic repeat quantization

C : Acknowledgement repeat request

D : Automatic resend request

Q.no 31. Which one of the following fields of an IP header is NOT modified by a typical IP router?

A : Checksum

B : Source address

C : Time to Live (TTL)

D : Length

Q.no 32. In Fast Ethernet 100Base TX use -----Line coding technique

A : Management frames, Control frames and Data frames.

B : Supervisory Frame, Information frame and data frame

C : Management frames,Supervisory frame and control frame

D : Supervisory Frame, Information frame and Control frame

Q.no 33. What is the size of MAC Address?

A : 16-bits

B : 32-bits

C : 48-bits

D : 64-bits

Q.no 34. What is the meaning of Bandwidth in Network?

A : Transmission capacity of a communication channels

B : Connected Computers in the Network

C : Class of IP used in Network

D : Bit per Seconds

Q.no 35. In Stop-And-Wait ARQ, sequence numbers are based on ___ arithmatic.

A : modulo-2

B : modulo-4

C : modulo-8

D : modulo-n

Q.no 36. ___ is the multiplexing technique that shifts each signal to a different carrier frequency.

A : FDM

B : TDM

C : Both FDM & TDM

D : PDM

Q.no 37. In the network HTTP resources are located by _____

A : Uniform resource identifier

B : Unique resource locator

C : Unique resource identifier

D : Union resource locator

Q.no 38. What is minimum and maximum payload length of 802.3 frame is

A : p persistent CSMA with collision avoidance

B : Non persistent CSMA with collision detection

C : 1 persistent CSMA with collision detection

D : Aloha

Q.no 39. Coaxial cable consists of _____ concentric copper conductors.

A : 1

B : 2

C : 3

D : 4

Q.no 40. Which of the following protocol is defined in Transport layer?

A : FTP

B : TCP

C : IP

D : Telnet

Q.no 41. To achieve reliable transport in TCP, _____ is used to check the safe and sound arrival of data.

A : Packet

B : Buffer

C : Segment

D : Acknowledgment

Q.no 42. In class C , if subnet mask is 255.255.255.224 then calculates number of subnet?

A : 6

B : 8

C : 4

D : 10

Q.no 43. Which of the following is correct IPv4 address?

A : 124.201.3.1.52

B : 300.142.210.64

C : 10110011.32.16.8

D : 128.64.0.0

Q.no 44. In wireless network most of the energy is lost during transmission. How many percentage of additional energy is added if there is collision

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 45. For Stop-and-Wait ARQ, for 20 data packets sent, _____ acknowledgments are needed.

A : less than 10

B : 19

C : 21

D : 20

Q.no 46. What is on-demand mail relay (ODMR)?

A : protocol for SMTP security

B : an SMTP extension

C : protocol for faster mail transfer

D : protocol for web pages

Q.no 47. In TCP IP Model, when data is sent from device A to device B, the 5th layer to receive data at B is _____

A : Application layer

B : Transport layer

C : Link layer

D : Session layer

Q.no 48. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps What is the throughput if the system (all stations together) produces 250 frames per second

A : 92 frames

B : 368 frames

C : 49 frames

D : 151 frames

Q.no 49. The _____ Protocol, adds a simple error control mechanism to the _____ Protocol.

A : Selective Repeat ARQ; Go-Back-N ARQ

B : Go-Back-N ARQ; Stop-and-Wait

C : Stop-and-Wait ARQ; Go-Back-N ARQ

D : Stop-and-Wait ARQ; Stop-and-Wait

Q.no 50. HTTP client requests by establishing a _____ connection to a particular port on the server.

A : User datagram protocol

B : Transmission control protocol

C : Border gateway protocol

D : Domain host control protocol

Q.no 51. 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 500 frames per second

A : 2msec

B : 4msec

C : 2sec

D : 4sec

Q.no 52. ___ refers to a set of procedures used to restrict the amount of data that the sender can send before waiting for acknowledgment.

A : Flow control

B : Speed control

C : Error control

D : Data control

Q.no 53. In PPP, the default maximum length of the information field is _____

A : 1500 bytes

B : 15000 bytes

C : 150 bytes

D : 15 bytes

Q.no 54. Which is the correct expression for the length of UDP datagram?

A : UDP length = IP length – IP header's length

B : UDP length = UDP length – UDP header's length

C : UDP length = IP length + IP header's length

D : UDP length = UDP length + UDP header's length

Q.no 55. Communication between a computer and a keyboard involves _____ transmission.

A : Automatic

B : Half-duplex

C : Full-duplex

D : Simplex

Q.no 56. In _____, the station configuration is unbalanced. We have one primary station and multiple secondary stations.

A : ARM

B : NBM

C : NRM

D : ABM

Q.no 57. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps. What is the throughput if the system (all stations together) produces 1000 frames per second

A : 92 frames

B : 368 frames

C : 276 frames

D : 151 frames

Q.no 58. In the layer hierarchy as the data packet moves from the upper to the lower layers, headers are _____

A : Added

B : Removed

C : Rearranged

D : Modified

Q.no 59. HDLC supports two types of transfer modes _____ and _____

A : normal response mode and abnormal response mode.

B : normal response mode and asynchronous balanced mode.

C : command mode and respond mode

D : synchronous balanced mode and asynchronous balanced mode.

Q.no 60. Which of the following routing protocol used for network layer design?

A : Static Routing Algorithm

B : Distance vector routing Protocol

C : Dynamic Routing Algorithm

D : Hybrid Routing Algorithm

Q.no 1. Which of the following is false with respect to UDP?

A : Connection-oriented

B : Unreliable

C : Transport layer protocol

D : Low overhead

Q.no 2. Protocols are set of rules to govern _____

A : Communication

B : Standard

C : Metropolitan communication

D : Bandwidth

Q.no 3. Which type of network is used for small geographical area such as in a one building?

A : WLAN

B : MAN

C : LAN

D : WAN

Q.no 4. What is the default port of HTTP?

A : 20

B : 101

C : 80

D : 60

Q.no 5. Which of the following can be Software?

A : Routers

B : Firewalls

C : bridge

D : Modems

Q.no 6. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is Destination port number.

A : 000D

B : CB84

C : 001C

D : 001D

Q.no 7. Which network topology requires a central controller or hub?

A : Mesh

B : Star

C : Ring

D : Bus

Q.no 8. Which topology allow to connect computers including server in a ring?

A : Star

B : Tree

C : Ring

D : LAN

Q.no 9. How does a DHCP server dynamically assign IP address to host?

A : Addresses are allocated after a negotiation between the server and the host to determine the length of the agreement.

B : Addresses are assigned for a fixed period of time. At the end of period, a new quest for an address must be made, and another address is then assigned.

C : Addresses are leased to host. A host will usually keep the same address by periodically contacting the DHCP sever to renew the lease.

D : Addresses are permanently assigned so that the host uses the same address at all times.

Q.no 10. Which one of the following is an internet standard protocol for managing devices on IP network?

A : dynamic host configuration protocol

B : simple network management protocol

C : internet message access protocol

D : media gateway protocol

Q.no 11. Data communication system spanning states, countries, or the whole world is _____

A : LAN

B : WAN

C : MAN

D : PAN

Q.no 12. In Active mode FTP, the client initiates both the control and data connections.

A : true

B : false

C : None

D : Can not predict

Q.no 13. Physical or logical arrangement of network is ?

A : Topology

B : Routing

C : Networking

D : Control

Q.no 14. UTP Cable is used by____

A : 802.3 z

B : 802.3

C : 802.3 u

D : 802.11

Q.no 15. Which network is able to connect to each computer through a common central line?

A : Bus

B : Star

C : router

D : WAN

Q.no 16. DNS is the abbreviation of

A : Dynamic Name System

B : Dynamic Network System

C : Domain Name System

D : Domain Network Service

Q.no 17. A __ error means that 2 or more bits in the data unit have changed.

A : unibit

B : burst

C : channel

D : noisy

Q.no 18. The client in socket programming must know which information?

A : IP address of Server

B : Port number

C : Both IP address of Server & Port number

D : Only its own IP address

Q.no 19. The control information in SCTP is included in the _____

A : header control field

B : control chunks

C : data chunks

D : Trailer Control field

Q.no 20. RTP provides the facility of jitter _____

A : media stream

B : expansion

C : media modification

D : security

Q.no 21. ICMP is primarily used for _____

A : error and diagnostic functions

B : addressing

C : forwarding

D : routing

Q.no 22. In the slow-start algorithm, the size of the congestion window increases _____ until it reaches a threshold.

A : exponentially

B : additively

C : multiplicatively

D : suddenly

Q.no 23. The network layer is concerned with _____ of data.

A : Bits

B : Frames

C : Packets

D : Bytes

Q.no 24. In gigabit ethernet three or more stations are connected by

A : 2.4 GHz

B : 5 GHz

C : 2.4 Gbps

D : 5 Gbps

Q.no 25. Which of this is not a guided media ?

A : Fiber optical cable

B : Coaxial cable

C : Wireless LAN

D : Copper wire

Q.no 26. What is the frequency range of IEEE 802.11a standard

A : 6Mbps

B : 11Mbps

C : 22Mbps

D : 54Mbps

Q.no 27. Which one of the following is not an application layer protocol?

A : media gateway protocol

B : dynamic host configuration protocol

C : resource reservation protocol

D : session initiation protocol

Q.no 28. Most dial-up access to Internet is accomplished by using _____

A : TCP

B : PPP

C : IP

D : IPX

Q.no 29. The _____ translates internet domain and host names to IP address.

A : domain name system

A : routing information protocol

C : network time protocol

D : internet relay chat

Q.no 30. The size of flag field in HDLC frame is _____

A : 8 bits

B : 4 bits

C : 2 bits

D : 9 bits

Q.no 31. The data link layer pack bits into ____.

A : segments

B : clusters

C : packets

D : frames

Q.no 32. Find the FTP reply whose message is wrongly matched.

A : 331 – Username OK, password required

B : 425 – Can't open data connection

C : 452 – Error writing file

D : 452 – Can't open data connection

Q.no 33. In SCTP, a data chunk is numbered using _____

A : TSN

B : SI

C : SSN

D : GSN

Q.no 34. Which one of the following is not a function of network layer?

A : routing

B : inter-networking

C : congestion control

D : error control

Q.no 35. There are ___ types of HDLC frames

A : 2

B : 4

C : 5

D : 3

Q.no 36. In byte stuffing (or character stuffing), a special byte known as ___ is added to the data section of the frame when there is a character with the same pattern as the flag.

A : excuse character

B : entry character

C : exit character

D : escape character

Q.no 37. What is DHCP snooping?

A : techniques applied to ensure the security of an existing DHCP infrastructure

B : algorithm for DHCP

C : encryption of the DHCP server requests

D : decryption of the DHCP server requests

Q.no 38. The maximum size of payload field in ethernet frame is _____

A : IEEE 802.3

B : IEEE 802.11

C : IEEE 802.2

D : IEEE 802.15

Q.no 39. Which protocol defines a profile of RTP that provides cryptographic services for the transfer of payload data?

A : SRTP

B : RTCP

C : RCP

D : RTCT

Q.no 40. Which access method is used by Standard ethernet

A : Ethernet

B : FDDI or Fiber Channel

C : Token Ring

D : ATM

Q.no 41. _____ is a communication protocol of the data link layer that is used to transmit multiprotocol data between two directly connected computers.

A : Point - to - Point Protocol (PPP)

B : Internet Protocol

C : Transmission Control Protocol

D : Single Point - to - Multi Point Protocol (SPM)

Q.no 42. The process of modifying IP address information in IP packet headers while in transit across a traffic routing device is called

A : Port address translation (PAT)

B : Network address translation (NAT)

C : Address mapping

D : Port mapping

Q.no 43. The right to use a domain name is delegated by domain name registers which are accredited by _____

A : internet architecture board

B : internet society

C : internet research task force

D : internet corporation for assigned names and numbers

Q.no 44. MIME uses the same _____ format

A : RFC822

B : RFC 800

C : Ethernet

D : RFC 1521

Q.no 45. In PPP, the _____ is responsible for establishing, maintaining, configuring, and terminating links.

A : PAP

B : CHAP

C : SAP

D : LCP

Q.no 46. In Asynchronous Balanced Mode (ABM) of HDLC protocol _____

A : each station can send both commands and respond to commands

B : each station can send commands but not respond to commands

C : each station can send either command or respond to commands but not both

D : Station does not send command and responses

Q.no 47. Which one of the following algorithm is not used for congestion control?

A : traffic aware routing

B : admission control

C : load shedding

D : routing information protocol

Q.no 48. Suppose a TCP connection is transferring a file of 1000 bytes. The first byte is numbered 10001. What is the sequence number of the segment if all data is sent in only one segment?

A : 10000

B : 10001

C : 12001

D : 11001

Q.no 49. Simplex protocol of Data Link Layer works on ____ channels

A : noiseless

B : broadband

C : noisy

D : creative

Q.no 50. _____ is responsible for tunneling multicast packets to the Mobile Station's currently subscribed FA.

A : Multicast home agent

B : Mobile multicast

C : Mobile station

D : Base station

Q.no 51. What does the java.net.InetAddress class represent?

A : Socket

B : IP Address

C : Protocol

D : MAC Address

Q.no 52. In _____, the configuration is balanced. The link is point-to-point, and each station can function as a primary and a secondary.

A : ARM

B : ABM

C : NBM

D : NRM

Q.no 53. Port number used by Network Time Protocol (NTP) with UDP is _____

A : 161

B : 123

C : 162

D : 124

Q.no 54. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is source port number.

A : 000D

B : CB84

C : 001C

D : 001D

Q.no 55. IPv6 does not support which of the following addressing modes?

A : unicast addressing

B : multicast addressing

C : broadcast addressing

D : anycast addressing

Q.no 56. When collection of various computers seems a single coherent system to its client, then it is called _____

A : computer network

B : distributed system

C : networking system

D : mail system

Q.no 57. In HTTP pipelining _____

A : multiple HTTP requests are sent on a single TCP connection without waiting for the corresponding responses

B : multiple HTTP requests can not be sent on a single TCP connection

C : multiple HTTP requests are sent in a queue on a single TCP connection

D : multiple HTTP requests are sent at random on a single TCP connection

Q.no 58. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is the total length of the user datagram?

A : 24Bytes

B : 64Bytes

C : 28Bytes

D : 32 Bytes

Q.no 59. In the IPv4 addressing format, the number of networks allowed under Class C addresses is

A : 2 rest to 14

B : 2 rest to 7

C : 2 rest to 21

D : 2 rest to 24

Q.no 60. Which one of the following is correct?

A : Application layer protocols are used by both source and destination devices during a communication session

B : HTTP is a session layer protocol

C : TCP is an application layer protocol

D : HTTP is a request and response protocol

Q.no 1. FTP server listens for connection on port number _____

A : 20

B : 21

C : 22

D : 23

Q.no 2. In pure Aloha what is maximum number of retransmission attempts if frame get congested in the channel

A : Two half

B : One Half

C : Three half

D : Four half

Q.no 3. When displaying a web page, the application layer uses the _____

- A : HTTP protocol
- B : FTP protocol
- C : SMTP protocol
- D : TCP protocol

Q.no 4. _____. Is the process of placing timestamps on dynamically registered records

- A : Aging
- B : IP
- C : AIPAA
- D : tcp

Q.no 5. In which method is used for large waiting time or backoff time

- A : Bus
- B : star
- C : Ring
- D : Mesh

Q.no 6. Which Method can be used for to reduce the collision but canot eliminate it

- A : Listen before talk
- B : Listen after talk
- C : Sense after transmit
- D : Sense before talk

Q.no 7. which Displays entries in DNS cache

- A : ipconfig /displaydns
- B : ipconfig /flushdns
- C : Normal DHCP Scope

D : ipconfig /registerdns

Q.no 8. TCP, FTP, Telnet, SMTP, POP etc. are examples of _____

A : Socket

B : IP Address

C : Protocol

D : MAC Address

Q.no 9. In pure Aloha, the vulnerable time is _____ the frame transmission time

A : 10

B : 15

C : 16

D : 17

Q.no 10. DHCP is used for _____

A : IPv6

B : IPv4

C : Both IPv6 and IPv4

D : IPv6 or IPv4

Q.no 11. How many layers are in the TCP/IP model?

A : 4 layers

B : 5 layers

C : 6 layers

D : 7 layers

Q.no 12. WAN stands for _____

A : World area network

B : Wide area network

C : Web area network

D : Web access network

Q.no 13. If DHCP snooping is configured on a LAN switch, then clients having specific _____ can access the network.

A : MAC Address

B : IP Address

C : MAC and IP address

D : MAC or IP address

Q.no 14. OSPF stands for

A : Open short distance protocol

B : on demand sequence protocol

C : Open shortest path first

D : Open sequence protocol first

Q.no 15. What is the header size of a UDP packet?

A : 8 bytes

B : 8 bits

C : 16 bytes

D : 124 bytes

Q.no 16. Which protocol provides the synchronization between media streams?

A : RTP

B : RTCP

C : RPC

D : RTCT

Q.no 17. TCP process may not write and read data at the same speed. So we need _____ for

A : Packets

B : Buffers

C : Segments

D : Stacks

Q.no 18. WiMAX stands for _____

A : Data Link

B : Network

C : Physical

D : Transport

Q.no 19. In Bluetooth architecture of a piconet can have up to _____ stations

A : 802.3

B : 802.11

C : 802.15

D : 802.16

Q.no 20. The correction of errors is _____ the detection.

A : more difficult than

B : easier

C : similar

D : None of the above

Q.no 21. What is Maximum channel utilization of Slotted Aloha

A : p persistent

B : nonpersistent

C : 1 persistent

D : Persistent

Q.no 22. How many different type of server exist?

A : Only one

B : Two

C : Three

D : Four

Q.no 23. framing, flow and error control are the functionalities of _____

A : Physical layer

B : data link layer

C : network layer

D : Transport layer

Q.no 24. Network layer at source is responsible for creating a packet from data coming from another _____

A : Station

B : Link

C : Node

D : Protocol

Q.no 25. Which Strategies used by CSMA with collision avoidance

A : 1500 bytes , 46 bytes

B : 46 bytes, 1500 bytes

C : 64 bytes, 1518 bytes

D : 512 bits, 12144 bytes

Q.no 26. In Fast Ethernet 100Base TX use -----Line coding technique

A : Management frames, Control frames and Data frames.

B : Supervisory Frame, Information frame and data frame

C : Management frames,Supervisory frame and control frame

D : Supervisory Frame, Information frame and Control frame

Q.no 27. DHCP uses UDP port _____ for sending data to the server.

A : 66

B : 67

C : 68

D : 69

Q.no 28. Which of the following layer of OSI model also called end-to-end layer?

A : Presentation layer

B : Network layer

C : Session layer

D : Transport layer

Q.no 29. In sliding window protocol, the send window can slide one or more slots when valid ____ arrives.

A : bit

B : request

C : flag

D : acknowledgement

Q.no 30. An internet is a _____

A : Collection of WANS

B : Network of networks

C : Collection of LANS

D : Collection of identical LANS and WANS

Q.no 31. The maximum length (in bytes) of an IPv4 datagram is?

A : 32

B : 1024

C : 65535

D : 512

Q.no 32. Which of the following network device has the slowest type of connection?

A : DSL

B : Router

C : Bridges

D : Dial-up modems

Q.no 33. A wireless LAN defined by IEEE 802.11 has categories of frames which are those

A : 1000 bytes

B : 1200 bytes

C : 1300 bytes

D : 1500 bytes

Q.no 34. A place where there is a field of signal through which you can access WiFi internet is called –

A : WiFi Hotspots

B : WiFi Internet

C : WiFi Zone

D : WiFi Range

Q.no 35. In which protocol sender sends one frame, stops until it receives confirmation from the receiver?

A : MQTT protocol

B : Wait Protocol

C : Stop-and-Wait Protocol

D : Stop Protocol

Q.no 36. A connection in SCTP is called an _____

A : negotiation

B : association

C : transmission

D : reception

Q.no 37. Which classes are used for connection-less socket programming?

A : Datagram Socket

B : Datagram Packet

C : Both Datagram Socket & Datagram Packet

D : Server Socket

Q.no 38. The DHCP server _____

A : maintains a database of available IP addresses

B : maintains the information about client configuration parameters

C : grants a IP address when receives a request from a client

D : Maintains a database of IP address, information about client configuration and grants IP address

Q.no 39. In FTP protocol, client contacts server using ___ as the transport protocol.

A : transmission control protocol

B : user datagram protocol

C : datagram congestion control protocol

D : stream control transmission protocol

Q.no 40. In File Transfer Protocol, data transfer cannot be done in _____

A : stream mode

B : block mode

C : compressed mode

D : message mode

Q.no 41. In HDLC which frames are used only to transport control information?

A : S-Frames

B : I-Frames

C : V-frames

D : U-Frame

Q.no 42. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps. What is the throughput if the system (all stations together) produces 1000 frames per second

A : 92 frames

B : 368 frames

C : 276 frames

D : 151 frames

Q.no 43. Transmission data rate is decided by _____

A : network layer

B : physical layer

C : data link layer

D : transport layer

Q.no 44. In wireless network most of the energy is lost during transmission. How many percentage of additional energy is added if there is collision

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 45. Which is the correct expression for the length of UDP datagram?

A : UDP length = IP length – IP header's length

B : UDP length = UDP length – UDP header's length

C : UDP length = IP length + IP header's length

D : UDP length = UDP length + UDP header's length

Q.no 46. Three types of HDLC frames are :

A : Data frames, Supervisory frames, Un-numbered frames

B : Information frames, Supervisory frames, Un-numbered frames

C : Information frames, Supervisory frames, Numbered frames

D : Information frames, Controlled frames, Numbered frames

Q.no 47. After obtaining the IP address, to prevent the IP conflict the client may use _____

- A : internet relay chat
- B : broader gateway protocol
- C : address resolution protocol
- D : Internet Address Chat

Q.no 48. In the layer hierarchy as the data packet moves from the upper to the lower layers, headers are _____

- A : Added
- B : Removed
- C : Rearranged
- D : Modified

Q.no 49. 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 500 frames per second

- A : 2msec
- B : 4msec
- C : 2sec
- D : 4sec

Q.no 50. For which one of the following reasons does Internet Protocol (IP) use the time-to-live (TTL) field in the IP datagram header

- A : Ensure packets reach destination within that time
- B : Discard packets that reach later than that time
- C : prevent packets from looping indefinitely
- D : Limit the time for which the packet gets queued in intermediate routers

Q.no 51. Communication between a computer and a keyboard involves _____ transmission.

A : Automatic

B : Half-duplex

C : Full-duplex

D : Simplex

Q.no 52. The Stop-And-Wait ARQ, Go-Back-N ARQ, and the Selective Repeat ARQ are for _____ channels.

A : signal

B : wireless

C : noisy

D : noiseless

Q.no 53. In TCP IP Model, when data is sent from device A to device B, the 5th layer to receive data at B is _____

A : Application layer

B : Transport layer

C : Link layer

D : Session layer

Q.no 54. _____ is used in PPP payload field whenever the flag sequence appears in the message, so that the receiver does not consider it as the end of the frame.

A : extra stuffing

B : bit stuffing

C : character stuffing

D : Byte stuffing

Q.no 55. The _____ Protocol, adds a simple error control mechanism to the _____ Protocol.

A : Selective Repeat ARQ; Go-Back-N ARQ

B : Go-Back-N ARQ; Stop-and-Wait

C : Stop-and-Wait ARQ; Go-Back-N ARQ

D : Stop-and-Wait ARQ; Stop-and-Wait

Q.no 56. The ASCII encoding of binary data is called

A : base 64 encoding

B : base 32 encoding

C : base 16 encoding

D : base 8 encoding

Q.no 57. Which one of the following allows a user at one site to establish a connection to another site and then pass keystrokes from local host to remote host?

A : HTTP

B : FTP

C : Telnet

D : TCP

Q.no 58. A pure ALOHA network transmits 200-bit frames on a shared channel of 200 kbps What is the requirement to make this frame collision free

A : multicast address

B : Broadcast address

C : Unicast address

D : Anycast address

Q.no 59. Define the type of the following destination MAC address

4A:30:10:21:10:1A

A : IEEE 802.11 wireless LAN runs CSMA with collision detection protocol

B : Ethernet is not based on CSMA with collision detection protocol

C : CSMA with collision detection is not suitable for a high propagation delay network like satellite network

D : There is no contention in a CSMA with collision detection network

Q.no 60. The values GET, POST, HEAD etc are specified in _____ of HTTP message

A : Request line

B : Header line

C : Status line

D : Entity body

Q.no 1. Which of the following is an example of Personal Area Networking?

A : Bluetooth

B : WAN

C : WLAN

D : LAN

Q.no 2. In point to point protocol ____ field of PPP Frame carries the user data.

A : flag

B : payload

C : Protocol

D : FCS

Q.no 3. HTTP is _____ protocol

A : transport layer

B : application layer

C : network layer

D : data link layer

Q.no 4. FTP server listens for connection on which port number?

A : 20

B : 21

C : 22

D : 23

Q.no 5. Ethernet frame consists of _____

A : 1000Base LX

B : 1000Base T

C : 1000Base SX

D : 100Base Fx

Q.no 6. Physical or logical arrangement of network is ?

A : Topology

B : Routing

C : Networking

D : Control

Q.no 7. MAC Address is the example of

A : Transport Layer

B : Data Link Layer

C : Application Layer

D : Physical Layer

Q.no 8. An email client needs to know the _____ of its initial SMTP server.

A : IP address

B : MAC address

C : URL

D : Name

Q.no 9. _____ topology requires a multipoint connection.

A : Star

B : Mesh

C : Ring

D : Bus

Q.no 10. In TCP, sending and receiving data is done as _____

A : Stream of bytes

B : Sequence of characters

C : Lines of data

D : Packets

Q.no 11. Connection Oriented Protocol for end-to-end communication is called

A : Aging

B : IP

C : AIPAA

D : tcp

Q.no 12. How many versions available of IP?

A : 6 version

B : 4 version

C : 2 version

D : 1 version

Q.no 13. HDLC protocol resides in ____ layer

A : Data Link Layer

B : Application Layer

C : Transport Layer

D : Network Layer

Q.no 14. Which one of the following protocol delivers/stores mail to receiver server?

A : simple mail transfer protocol

B : post office protocol

C : internet mail access protocol

D : hypertext transfer protocol

Q.no 15. The address resolution protocol (ARP) is used for

- A : Finding the IP address from the DNS
- B : Finding the IP address of the default gateway
- C : Finding the IP address that corresponds to a MAC address
- D : Finding the MAC address that corresponds to an IP address

Q.no 16. The term IPv4 stands for?

- A : Internet Protocol Version 4
- B : Internet Programming Version 4
- C : International Programming Version 4
- D : International Protocol Version 4

Q.no 17. MPLS stands for

- A : Multiprotocol Label Switching
- B : Multiple links
- C : Mobile protocol links
- D : Multiple layer switching

Q.no 18. What is the purpose of the DHCP server?

- A : to provide storage for email
- B : to translate URLs to IP addresses
- C : to translate IPv4 addresses to MAC addresses
- D : to provide an IP configuration information to hosts

Q.no 19. ___ protocol has neither flow control nor error control

- A : stop and wait
- B : simplest
- C : easiest
- D : ARQ

Q.no 20. CIDR stands for

- A : Classless Inter-Domain Routing
- B : Classless Intra-Domain Routing
- C : Classful Inter-Domain Routing
- D : Classful Intra-Domain Routing

Q.no 21. Which one of the following multimedia formats can not be supported by RTP?

- A : MPEG-4
- B : MJPEG
- C : MPEG
- D : TXT

Q.no 22. The data link layer at the receiver site receives a frame from its _____ layer, extracts data from the frame, and delivers the data to its _____ layer.

- A : physical, network
- B : physical, Transport
- C : Application, network
- D : Transport, network

Q.no 23. Error control in the data link layer is based on _____

- A : hamming code
- B : parity generator
- C : retransmission of data
- D : data duplication

Q.no 24. Both Go-Back-N and Selective-Repeat Protocols use a _____

- A : sliding window
- B : sliding frame
- C : sliding packet

D : sliding door

Q.no 25. In version field of IPv4 header, when machine is using some other version of IPv4 then datagram is _____

A : Discarded

B : Accepted

C : Interpreted

D : Interpreted incorrectly

Q.no 26. To detect or correct errors, we need to send _____ with data.

A : extra (redundant) bits

B : error bits

C : hamming distance

D : hash keys

Q.no 27. In _____ systems, resources are allocated on demand.

A : packet switching

B : circuit switching

C : line switching

D : frequency switching

Q.no 28. In CSMA the Vulnerable time is

A : 38 percent

B : 36 percent

C : 34 percent

D : 37 percent

Q.no 29. SSH uses _____ to authenticate the remote computer.

A : public-key cryptography

B : private-key cryptography

C : any of public-key or private-key

D : both public-key & private-key

Q.no 30. DHCP (dynamic host configuration protocol) provides _____ to the client.

A : IP address

B : MAC Address

C : Port Address

D : Physical Address

Q.no 31. Find the FTP reply whose message is wrongly matched.

A : 331 – Username OK, password required

B : 425 – Can't open data connection

C : 452 – Error writing file

D : 452 – Can't open data connection

Q.no 32. The maximum size of payload field in ethernet frame is _____

A : IEEE 802.3

B : IEEE 802.11

C : IEEE 802.2

D : IEEE 802.15

Q.no 33. The default connection type used by HTTP is _____

A : Persistent

B : Non-persistent

C : Can be either persistent or non-persistent depending on connection request

D : P- Persistent

Q.no 34. There are __ types of HDLC frames

A : 2

B : 4

C : 5

D : 3

Q.no 35. In the network HTTP resources are located by

A : uniform resource identifier

B : unique resource locator

C : unique resource identifier

D : union resource locator

Q.no 36. What is the maximum data rate for the 802.11g standard

A : 10 to 15 percent

B : 5 to 10 percent

C : 0 to 5 percent

D : 15 to 20 percent

Q.no 37. Bridge works in which layer of the OSI model?

A : Application layer

B : Transport layer

C : Network layer

D : Datalink layer

Q.no 38. Connection establishment in TCP is done by which mechanism?

A : Flow control

B : Three-Way Handshaking

C : Forwarding

D : Synchronization

Q.no 39. Which protocol gives a full route table update every 30 seconds?

A : IEGRP

B : RIP

C : ICMP

D : IP

Q.no 40. IEEE has defined the specifications for a wireless LAN called, _____ which covers the physical and data link layers

A : 550 m

B : 25 m

C : 5000 m

D : 100 m

Q.no 41. For Stop-and-Wait ARQ, for 20 data packets sent, _____ acknowledgments are needed.

A : less than 10

B : 19

C : 21

D : 20

Q.no 42. _____ is a communication protocol of the data link layer that is used to transmit multiprotocol data between two directly connected computers.

A : Point - to - Point Protocol (PPP)

B : Internet Protocol

C : Transmission Control Protocol

D : Single Point - to - Multi Point Protocol (SPM)

Q.no 43. Peer-to-peer processes are processes on two or more devices communicating at a

A : same layer

B : different layer

C : different layer on different device

D : none of above

Q.no 44. What is on-demand mail relay (ODMR)?

A : protocol for SMTP security

B : an SMTP extension

C : protocol for faster mail transfer

D : protocol for web pages

Q.no 45. A malicious attacker sends a large number of SYNC segments to a server, pretending that each of them is coming from a different client by faking the source IP address in the datagram. Which type of attack is being performed in this situation?

A : SYNC flooding attack

B : Active attack

C : Passive attack

D : Denial-of-service attack

Q.no 46. Which layer is responsible for process to process delivery in a general network model?

A : network layer

B : transport layer

C : session layer

D : data link layer

Q.no 47. The process of modifying IP address information in IP packet headers while in transit across a traffic routing device is called

A : Port address translation (PAT)

B : Network address translation (NAT)

C : Address mapping

D : Port mapping

Q.no 48. When collection of various computers seems a single coherent system to its client, then it is called _____

A : computer network

B : distributed system

C : networking system

D : mail system

Q.no 49. MIME uses the same _____ format

A : RFC822

B : RFC 800

C : Ethernet

D : RFC 1521

Q.no 50. _____ is responsible for tunneling multicast packets to the Mobile Station's currently subscribed FA.

A : Multicast home agent

B : Mobile multicast

C : Mobile station

D : Base station

Q.no 51. Which of the following is correct IPv4 address?

A : 124.201.3.1.52

B : 300.142.210.64

C : 10110011.32.16.8

D : 128.64.0.0

Q.no 52. Which one of the following algorithm is not used for congestion control?

A : traffic aware routing

B : admission control

C : load shedding

D : routing information protocol

Q.no 53. Suppose a TCP connection is transferring a file of 1000 bytes. The first byte is numbered 10001. What is the sequence number of the segment if all data is sent in only one segment?

A : 10000

B : 10001

C : 12001

D : 11001

Q.no 54. In the IPv4 addressing format, the number of networks allowed under Class C addresses is

A : 2 rest to 14

B : 2 rest to 7

C : 2 rest to 21

D : 2 rest to 24

Q.no 55. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is source port number.

A : 000D

B : CB84

C : 001C

D : 001D

Q.no 56. Which of the following routing protocol used for network layer design?

A : Static Routing Algorithm

B : Distance vector routing Protocol

C : Dynamic Routing Algorithm

D : Hybrid Routing Algorithm

Q.no 57. _____ is a bit oriented protocol for communication over point to point and multipoint links.

A : High level Data link Control (HDLC)

B : Highest level Data link Control (HDLC)

C : Hyper Text Transfer Protocol (HTTP)

D : Domain Name Server (DNS) Protocol

Q.no 58. In OSI model, when data is sent from device A to device B, the 5th layer to receive data at B is _____

A : Application layer

B : Transport layer

C : Link layer

D : Session layer

Q.no 59. 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 1000 frames per second

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 60. The right to use a domain name is delegated by domain name registers which are accredited by _____

A : internet architecture board

B : internet society

C : internet research task force

D : internet corporation for assigned names and numbers

Q.no 1. Four twisted pairs cable used by _____

A : 802.3 z

B : 802.3

C : 802.3 u

D : 802.11

Q.no 2. A simple protocol used for fetching email from a mail box is

A : POP3

B : IMAP

C : SMTP

D : POP2

Q.no 3. Data communication system within a building or campus is _____

A : LAN

B : WAN

C : MAN

D : PAN

Q.no 4. Bytes of data being transferred in each connection are numbered by TCP. These numbers start with a _____

A : Fixed number

B : Random sequence of 0's and 1's

C : One

D : Sequence of zero's and one's

Q.no 5. In Slotted Aloha, the vulnerable time is reduced to _____ equal to the frame transmission time

A : Pure Aloha

B : Slotted Aloha

C : CSMA

D : FDMA

Q.no 6. ICMP stands for

A : Internet Control Message Protocol

B : Internet Control Management Protocol

C : Internal Control Manage Protocol

D : Internet Count Management Protocol

Q.no 7. In pure Aloha, the vulnerable time is _____ the frame transmission time

A : 10

B : 15

C : 16

D : 17

Q.no 8. In a bit-oriented protocol, the data section of a frame is a sequence of _____

A : bits

B : bytes

C : megabytes

D : megabits

Q.no 9. When the mail server sends mail to other mail servers it becomes _____

A : SMTP server

B : SMTP client

C : Peer

D : Master

Q.no 10. The receiver of the data controls the amount of data that are to be sent by the sender is referred to as _____

A : Flow control

B : Error control

C : Congestion control

D : Error detection

Q.no 11. In _____ framing, there is no need for defining the boundaries of frames.

A : standard

B : fixed-size

C : variable-size

D : character

Q.no 12. The network layer protocol for internet is _____

A : ethernet

B : Internet protocol

C : hypertext transfer protocol

D : file transfer protocol

Q.no 13. RTP provides the facility of jitter _____

A : media stream

B : expansion

C : media modification

D : security

Q.no 14. Routing tables of a router keeps track of

A : MAC Address Assignments

B : Port Assignments to network devices

C : Distribute IP address to network devices

D : Routes to use for forwarding data to its destination

Q.no 15. A ___ error means that 2 or more bits in the data unit have changed.

A : unibit

B : burst

C : channel

D : noisy

Q.no 16. BGP stands for

A : Bypass gateway protocol

B : Border gateway protocol

C : Bootstrap Protocol

D : Boundary gateway protocol

Q.no 17. Hardware address is known as _____

A : wireless maximum communication

B : worldwide interoperability for microwave access

C : worldwide international standard for microwave access

D : wireless internet maximum communication

Q.no 18. In the congestion avoidance algorithm, the size of the congestion window increases _____ until congestion is detected.

A : exponentially

B : additively

C : multiplicatively

D : suddenly

Q.no 19. DHCP is used for _____

A : IPv6

B : IPv4

C : Both IPv6 and IPv4

D : IPv6 or IPv4

Q.no 20. CSMA is based on the principle of

A : p persistent

B : nonpersistent

C : 1 persistent

D : Persistent

Q.no 21. Communication offered by TCP is _____

A : Full-duplex

B : Half-duplex

C : Semi-duplex

D : Byte by byte

Q.no 22. What is minimum and maximum payload length of 802.3 frame is

A : p persistent CSMA with collision avoidance

B : Non persistent CSMA with collision detection

C : 1 persistent CSMA with collision detection

D : Aloha

Q.no 23. In HDLC which frames are used to transport user data and control information relating to user data (piggybacking)?

A : S-Frames

B : I-Frames

C : V-frames

D : U-Frame

Q.no 24. The size of flag field in HDLC frame is _____

A : 8 bits

B : 4 bits

C : 2 bits

D : 9 bits

Q.no 25. What does Router do in a network?

A : Forwards a packet to all outgoing links

B : Forwards a packet to the next free outgoing link

C : Determines on which outgoing link a packet is to be forwarded

D : Forwards a packet to all outgoing links except the originated link

Q.no 26. Point to Point protocol is ___ oriented

A : bit

B : byte

C : gigabyte

D : megabyte

Q.no 27. The frame transmission and collision detection is a continuous process which method is used for this condition

A : Idle,Captured the channel and sending its Frame, collision detection

B : Captured the channel and sending its Frame,Idle, collision detection

C : Idle, collision detection,Captured the channel and sending its Frame

D : Captured the channel and sending its Frame, collision detection,Idle

Q.no 28. Which of following provides reliable communication?

A : TCP

B : IP

C : UDP

D : All of the above

Q.no 29. The data link layer pack bits into ____.

A : segments

B : clusters

C : packets

D : frames

Q.no 30. Coaxial cable consists of _____ concentric copper conductors.

A : 1

B : 2

C : 3

D : 4

Q.no 31. Network layer at source is responsible for creating a packet from data coming from another _____

A : Station

B : Link

C : Node

D : Protocol

Q.no 32. Which protocol is a signaling communication protocol used for controlling multimedia communication sessions?

A : session initiation protocol

B : session modelling protocol

C : session maintenance protocol

D : resource reservation protocol

Q.no 33. Repeater operates in which layer of the OSI model?

A : Physical layer

B : Data link layer

C : Network layer

D : Transport layer

Q.no 34. Where should we use default routing?

A : On stub networks- which have only one exit path out of the network

B : Which have more than one exit path out of the network

C : Minimum five exit paths out of the network

D : Maximum five exit paths out of the network

Q.no 35. Suppose computers A and B have IP addresses 10.105.1.113 and 10.105.1.91 respectively and they both use the same netmask N. Which of the values of N given below should not be used if A and B should belong to the same network?

A : 255.255.255.0

B : 255.255.255.128

C : 255.255.255.192

D : 255.255.255.224

Q.no 36. _____ Sets an alias for a host name

A : DNS Event Logging tab

B : DNS Debug Logging tab

C : DNS CNAME (canonical name)

D : DNS Event and Debug tab

Q.no 37. What is the meaning of Bandwidth in Network?

- A : Transmission capacity of a communication channels
- B : Connected Computers in the Network
- C : Class of IP used in Network
- D : Bit per Seconds

Q.no 38. What is DHCP snooping?

- A : techniques applied to ensure the security of an existing DHCP infrastructure
- B : algorithm for DHCP
- C : encryption of the DHCP server requests
- D : decryption of the DHCP server requests

Q.no 39. In Go-Back-N window, when the timer of the packet times out, several packets have to be resent even some may have arrived safe. Whereas in Selective Repeat window, the sender resends _____

- A : Packet which are not lost
- B : Only those packets which are lost or corrupted
- C : Packet from starting
- D : All the packets

Q.no 40. DHCP uses UDP port _____ for sending data to the server.

- A : 66
- B : 67
- C : 68
- D : 69

Q.no 41. IPv6 does not support which of the following addressing modes?

- A : unicast addressing
- B : multicast addressing
- C : broadcast addressing

D : anycast addressing

Q.no 42. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is the total length of the user datagram?

A : 24Bytes

B : 64Bytes

C : 28Bytes

D : 32 Bytes

Q.no 43. Port number used by Network Time Protocol (NTP) with UDP is _____

A : 161

B : 123

C : 162

D : 124

Q.no 44. a character-oriented approach and a bit-oriented approaches used in which type of framing?

A : fixed size

B : zero size

C : variable-size

D : cells

Q.no 45. In HDLC which frames are used only to transport control information?

A : S-Frames

B : I-Frames

C : V-frames

D : U-Frame

Q.no 46. In HTTP pipelining _____

A : multiple HTTP requests are sent on a single TCP connection without waiting for the corresponding responses

B : multiple HTTP requests can not be sent on a single TCP connection

C : multiple HTTP requests are sent in a queue on a single TCP connection

D : multiple HTTP requests are sent at random on a single TCP connection

Q.no 47. The port number is “ephemeral port number”, if the source host is _____

A : NTP

B : Echo

C : Server

D : Client

Q.no 48. Beyond IP, UDP provides additional services such as _____

A : Routing and switching

B : Sending and receiving of packets

C : Multiplexing and demultiplexing

D : Demultiplexing and error checking

Q.no 49. In PPP, the _____ is responsible for establishing, maintaining, configuring, and terminating links.

A : PAP

B : CHAP

C : SAP

D : LCP

Q.no 50. In _____, the station configuration is unbalanced. We have one primary station and multiple secondary stations.

A : ARM

B : NBM

C : NRM

D : ABM

Q.no 51. Network congestion occurs _____

A : in case of traffic overloading

B : when a system terminates

C : when connection between two nodes terminates

D : in case of transfer failure

Q.no 52. Each frame in HDLC protocol may contain up __ fields

A : 4

B : 5

C : 6

D : 7

Q.no 53. Byte stuffing means adding a special byte to the data section of the frame when there is a character with the same pattern as the ____.

A : trailer

B : header

C : payload

D : flag

Q.no 54. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps What is the throughput if the system (all stations together) produces 500 frames per second

A : 92 frames

B : 368 frames

C : 276 frames

D : 151 frames

Q.no 55. Define the type of the following destination MAC address

4A:30:10:21:10:1A

A : IEEE 802.11 wireless LAN runs CSMA with collision detection protocol

B : Ethernet is not based on CSMA with collision detection protocol

C : CSMA with collision detection is not suitable for a high propagation delay network like satellite network

D : There is no contention in a CSMA with collision detection network

Q.no 56. The ASCII encoding of binary data is called

A : base 64 encoding

B : base 32 encoding

C : base 16 encoding

D : base 8 encoding

Q.no 57. A 4 byte IP address consists of _____

A : only network address

B : only host address

C : network address & host address

D : network address & MAC address

Q.no 58. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps What is the throughput if the system (all stations together) produces 250 frames per second

A : 92 frames

B : 368 frames

C : 49 frames

D : 151 frames

Q.no 59. A pure ALOHA network transmits 200-bit frames on a shared channel of 200 kbps What is the requirement to make this frame collision free

A : multicast address

B : Broadcast address

C : Unicast address

D : Anycast address

Q.no 60. Which one of the following allows a user at one site to establish a connection to another site and then pass keystrokes from local host to remote host?

A : HTTP

B : FTP

C : Telnet

D : TCP

Q.no 1. Protocols are set of rules to govern _____

A : Communication

B : Standard

C : Metropolitan communication

D : Bandwidth

Q.no 2. WiMAX stands for _____

A : Data Link

B : Network

C : Physical

D : Transport

Q.no 3. In which method is used for large waiting time or backoff time

A : Bus

B : star

C : Ring

D : Mesh

Q.no 4. A _____ set of rules that governs data communication.

A : Protocols

B : Standards

C : RFCs

D : Servers

Q.no 5. Which of the following is false with respect to TCP?

A : Connection-oriented

B : Process-to-process

C : Transport layer protocol

D : Unreliable

Q.no 6. Static Channel Allocation is used in which technologies

A : SAN

B : PAN

C : LAN and MAN

D : WAN

Q.no 7. ____ protocol has neither flow control nor error control

A : stop and wait

B : simplest

C : easiest

D : ARQ

Q.no 8. A local telephone network is an example of a _____ network.

A : Packet switched

B : Circuit switched

C : Bit switched

D : Line switched

Q.no 9. Stream Control Transmission Protocol (SCTP) is a new _____ protocol.

A : reliable, character-oriented

B : reliable, message-oriented

C : unreliable, message-oriented

D : unreliable, byte-oriented

Q.no 10. Which of the following is not the Networking Devices?

A : Gateways

B : Linux

C : Routers

D : Firewalls

Q.no 11. Data communication system spanning states, countries, or the whole world is _____

A : LAN

B : WAN

C : MAN

D : PAN

Q.no 12. When displaying a web page, the application layer uses the _____

A : HTTP protocol

B : FTP protocol

C : SMTP protocol

D : TCP protocol

Q.no 13. The location of a resource on the internet is given by its?

A : Protocol

B : URL

C : E-mail address

D : website

Q.no 14. Which software prevents the external access to a system?

A : Firewall

B : Gateway

C : Router

D : Virus checker

Q.no 15. The _____ layer of ethernet consist of LLC sublayer and MAC sublayer

A : Maximum Propagation time Tp

B : Transmission time

C : Back off Time

D : Wait time out time

Q.no 16. Which one of the following is an internet standard protocol for managing devices on IP network?

A : dynamic host configuration protocol

B : simple network management protocol

C : internet message access protocol

D : media gateway protocol

Q.no 17. DHCP is the abbreviation of

A : Dynamic Host Control Protocol

B : Dynamic Host Configuration Protocol

C : Dynamic Hyper Control Protocol

D : Dynamic Hyper Configuration Protocol

Q.no 18. Ipv6 is how many bits long

A : 32

B : 48

C : 128

D : 16

Q.no 19. MPLS stands for

A : Multiprotocol Label Switching

B : Multiple links

C : Mobile protocol links

D : Multiple layer switching

Q.no 20. Which networking device connect one LAN to other LAN using same protocol?

A : Router

B : Switch

C : Bridge

D : Modem

Q.no 21. The DHCP server _____

A : maintains a database of available IP addresses

B : maintains the information about client configuration parameters

C : grants a IP address when receives a request from a client

D : Maintains a database of IP address, information about client configuration and grants IP address

Q.no 22. Which of this is not a guided media ?

A : Fiber optical cable

B : Coaxial cable

C : Wireless LAN

D : Copper wire

Q.no 23. In the slow-start algorithm, the size of the congestion window increases _____ until it reaches a threshold.

A : exponentially

B : additively

C : multiplicatively

D : suddenly

Q.no 24. Which of the following layers is an addition to OSI model when compared with TCP IP model?

A : Application layer

B : Presentation layer

C : Session layer

D : Session and Presentation layer

Q.no 25. In sliding window protocol, the send window can slide one or more slots when valid ____ arrives.

- A : bit
- B : request
- C : flag
- D : acknowledgement

Q.no 26. What is the use of Bridge in Network?

- A : to connect LANs
- B : to separate LANs
- C : to control Network Speed
- D : to connect LAN to WAN

Q.no 27. Which one of the following is not a function of network layer?

- A : routing
- B : inter-networking
- C : congestion control
- D : error control

Q.no 28. In the network HTTP resources are located by

- A : uniform resource identifier
- B : unique resource locator
- C : unique resource identifier
- D : union resource locator

Q.no 29. What is the maximum data rate for the 802.11g standard

- A : 10 to 15 percent
- B : 5 to 10 percent
- C : 0 to 5 percent
- D : 15 to 20 percent

Q.no 30. Which classes are used for connection-less socket programming?

A : Datagram Socket

B : Datagram Packet

C : Both Datagram Socket & Datagram Packet

D : Server Socket

Q.no 31. In __ protocol, if no acknowledgement for the sent frame has arrived to the sender, it resends all the outstanding frames.

A : stop and wait

B : go-Back-N ARQ

C : simplest

D : selective repeat ARQ

Q.no 32. In the _____ method, after the station finds the line idle, it sends its frame immediately. If the line is not idle, it continuously senses the line until it finds it idle

A : nonpersistent

B : Pure Aloha

C : CSMA with collision detection

D : CSMA with collision avoidance

Q.no 33. CSMA with collision avoidance method is used for

A : Contention window, negative Acknowledgment and Interframe space

B : Contention window, Acknowledgment and Interframe space

C : Negative Acknowledgment, Contention window, and Interframe space

D : Contention window, Positive Acknowledgment and IFR

Q.no 34. Which of the following address belongs class A?

A : 121.12.12.248

B : 130.12.12.248

C : 128.12.12.248

D : 129.12.12.248

Q.no 35. Both Go-Back-N and Selective-Repeat Protocols use a _____

A : sliding window

B : sliding frame

C : sliding packet

D : sliding door

Q.no 36. Bridge works in which layer of the OSI model?

A : Application layer

B : Transport layer

C : Network layer

D : Datalink layer

Q.no 37. Which of the following network device has the slowest type of connection?

A : DSL

B : Router

C : Bridges

D : Dial-up modems

Q.no 38. The Maximum length of 1000BaseSX is

A : Ring topology

B : Bus topology

C : Star topology

D : Mesh topology

Q.no 39. A wireless LAN defined by IEEE 802.11 has categories of frames which are those

A : 1000 bytes

B : 1200 bytes

C : 1300 bytes

D : 1500 bytes

Q.no 40. _____ is the multiplexing technique that shifts each signal to a different carrier frequency.

A : FDM

B : TDM

C : Both FDM & TDM

D : PDM

Q.no 41. _____ is used in PPP payload field whenever the flag sequence appears in the message, so that the receiver does not consider it as the end of the frame.

A : extra stuffing

B : bit stuffing

C : character stuffing

D : Byte stuffing

Q.no 42. HTTP client requests by establishing a _____ connection to a particular port on the server.

A : User datagram protocol

B : Transmission control protocol

C : Border gateway protocol

D : Domain host control protocol

Q.no 43. Which layer is responsible for process to process delivery in a general network model?

A : network layer

B : transport layer

C : session layer

D : data link layer

Q.no 44. To achieve reliable transport in TCP, _____ is used to check the safe and sound arrival of data.

A : Packet

B : Buffer

C : Segment

D : Acknowledgment

Q.no 45. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is source port number.

A : 000D

B : CB84

C : 001C

D : 001D

Q.no 46. Which one of the following is correct?

A : Application layer protocols are used by both source and destination devices during a communication session

B : HTTP is a session layer protocol

C : TCP is an application layer protocol

D : HTTP is a request and response protocol

Q.no 47. Which of the following statements is TRUE about CSMA with collision detection

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 48. Simplex protocol of Data Link Layer works on ____ channels

A : noiseless

B : broadband

C : noisy

D : creative

Q.no 49. HDLC supports two types of transfer modes _____ and _____

- A : normal response mode and abnormal response mode.
- B : normal response mode and asynchronous balanced mode.
- C : command mode and respond mode
- D : synchronous balanced mode and asynchronous balanced mode.

Q.no 50. Three types of HDLC frames are :

- A : Data frames, Supervisory frames, Un-numbered frames
- B : Information frames, Supervisory frames, Un-numbered frames
- C : Information frames, Supervisory frames, Numbered frames
- D : Information frames, Controlled frames, Numbered frames

Q.no 51. The _____ Protocol, adds a simple error control mechanism to the _____ Protocol.

- A : Selective Repeat ARQ; Go-Back-N ARQ
- B : Go-Back-N ARQ; Stop-and-Wait
- C : Stop-and-Wait ARQ; Go-Back-N ARQ
- D : Stop-and-Wait ARQ; Stop-and-Wait

Q.no 52. Communication between a computer and a keyboard involves _____ transmission.

- A : Automatic
- B : Half-duplex
- C : Full-duplex
- D : Simplex

Q.no 53. The process of modifying IP address information in IP packet headers while in transit across a traffic routing device is called

- A : Port address translation (PAT)
- B : Network address translation (NAT)
- C : Address mapping

D : Port mapping

Q.no 54. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps. What is the throughput if the system (all stations together) produces 1000 frames per second

A : 92 frames

B : 368 frames

C : 276 frames

D : 151 frames

Q.no 55. In TCP IP Model, when data is sent from device A to device B, the 5th layer to receive data at B is _____

A : Application layer

B : Transport layer

C : Link layer

D : Session layer

Q.no 56. ___ refers to a set of procedures used to restrict the amount of data that the sender can send before waiting for acknowledgment.

A : Flow control

B : Speed control

C : Error control

D : Data control

Q.no 57. Transmission data rate is decided by _____

A : network layer

B : physical layer

C : data link layer

D : transport layer

Q.no 58. 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 1000 frames per second

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 59. The Stop-And-Wait ARQ, Go-Back-N ARQ, and the Selective Repeat ARQ are for _____ channels.

A : signal

B : wireless

C : noisy

D : noiseless

Q.no 60. When collection of various computers seems a single coherent system to its client, then it is called _____

A : computer network

B : distributed system

C : networking system

D : mail system

Q.no 1. Modulator and demodulator as combinely is known as –

A : Modulus

B : Modem

C : Mod switch

D : Mod access

Q.no 2. Data communication system within a building or campus is_____

A : LAN

B : WAN

C : MAN

D : PAN

Q.no 3. Layer-2 Switch is also called

- A : Multiport Hub
- B : Multiport Switch
- C : Multiport Bridge
- D : Multiport NIC

Q.no 4. In Active mode FTP, the client initiates both the control and data connections.

- A : true
- B : false
- C : None
- D : Can not predict

Q.no 5. _____ protocol has no flow or error control.

- A : simplex
- B : complex
- C : duplex
- D : half duplex

Q.no 6. How many layers does OSI Reference Model has?

- A : 4
- B : 5
- C : 6
- D : 7

Q.no 7. The address resolution protocol (ARP) is used for

- A : Finding the IP address from the DNS
- B : Finding the IP address of the default gateway
- C : Finding the IP address that corresponds to a MAC address
- D : Finding the MAC address that corresponds to an IP address

Q.no 8. Which of the following can be Software?

A : Routers

B : Firewalls

C : bridge

D : Modems

Q.no 9. HTTP is _____ protocol

A : transport layer

B : application layer

C : network layer

D : data link layer

Q.no 10. Which topology used by CSMA with collision detection

A : MAC address

B : IP address

C : port address

D : specific address

Q.no 11. _____. Is the process of placing timestamps on dynamically registered records

A : Aging

B : IP

C : AIPAA

D : tcp

Q.no 12. In virtual circuit network each packet contains _____

A : full source and destination address

B : a short VCI number

C : only source address

D : only destination address

Q.no 13. Ethernet frame consists of _____

- A : 1000Base LX
- B : 1000Base T
- C : 1000Base SX
- D : 100Base Fx

Q.no 14. IEEE created Gigabit Ethernet under the name _____

- A : Four
- B : Eight
- C : Six
- D : Seven

Q.no 15. which Displays entries in DNS cache

- A : ipconfig /displaydns
- B : ipconfig /flushdns
- C : Normal DHCP Scope
- D : ipconfig /registerdns

Q.no 16. In Bluetooth architecture of a piconet can have up to _____ stations

- A : 802.3
- B : 802.11
- C : 802.15
- D : 802.16

Q.no 17. Which Method can be used for to reduce the collision but canot eliminate it

- A : Listen before talk
- B : Listen after talk
- C : Sense after transmit
- D : Sense before talk

Q.no 18. What is the header size of a UDP packet?

- A : 8 bytes
- B : 8 bits
- C : 16 bytes
- D : 124 bytes

Q.no 19. How many versions available of IP?

- A : 6 version
- B : 4 version
- C : 2 version
- D : 1 version

Q.no 20. Retransmission of packets must not be done when _____

- A : Packet is lost
- B : Packet is corrupted
- C : Packet is needed
- D : Packet is error-free

Q.no 21. Which one of the following is not correct?

- A : RTCP provides canonical end-point identifiers to all session participants
- B : RTCP reports are expected to be sent by all participants
- C : RTCP itself does not provide any flow encryption or authentication methods
- D : RTCP handles the actual data delivery

Q.no 22. In FTP protocol, client contacts server using ____ as the transport protocol.

- A : transmission control protocol
- B : user datagram protocol
- C : datagram congestion control protocol
- D : stream control transmission protocol

Q.no 23. What is the frequency range of IEEE 802.11a standard

A : 6Mbps

B : 11Mbps

C : 22Mbps

D : 54Mbps

Q.no 24. The data link layer pack bits into ____.

A : segments

B : clusters

C : packets

D : frames

Q.no 25. Radio channels are attractive medium because

A : Can penetrate walls

B : Connectivity can be given to mobile user

C : Can carry signals for long distance

D : All of the mentioned

Q.no 26. The network layer is concerned with _____ of data.

A : Bits

B : Frames

C : Packets

D : Bytes

Q.no 27. SSH uses _____ to authenticate the remote computer.

A : public-key cryptography

B : private-key cryptography

C : any of public-key or private-key

D : both public-key & private-key

Q.no 28. In which protocol sender sends one frame, stops until it receives confirmation from the receiver?

- A : MQTT protocol
- B : Wait Protocol
- C : Stop-and-Wait Protocol
- D : Stop Protocol

Q.no 29. The meaning of Straight-through Cable is

- A : Four wire pairs connect to the same pin on each end
- B : The cable Which Directly connects Computer to Computer
- C : Four wire pairs not twisted with each other
- D : The cable which is not twisted

Q.no 30. Which of the following layer of OSI model also called end-to-end layer?

- A : Presentation layer
- B : Network layer
- C : Session layer
- D : Transport layer

Q.no 31. Which LAN Protocols are designed for Fast Ethernet to compete

- A : Bus and Ring
- B : Bus and Star
- C : Ring and Tree
- D : Ring and Mesh

Q.no 32. What is DHCP snooping?

- A : techniques applied to ensure the security of an existing DHCP infrastructure
- B : algorithm for DHCP
- C : encryption of the DHCP server requests
- D : decryption of the DHCP server requests

Q.no 33. An internet is a _____

- A : Collection of WANS
- B : Network of networks
- C : Collection of LANS
- D : Collection of identical LANS and WANS

Q.no 34. DHCP _____ occur every 60 minutes

- A : Multicast Scope
- B : Super Scope
- C : Subnet Mask
- D : Automatic Backups

Q.no 35. In CSMA the Vulnerable time is

- A : 38 percent
- B : 36 percent
- C : 34 percent
- D : 37 percent

Q.no 36. The maximum length (in bytes) of an IPv4 datagram is?

- A : 32
- B : 1024
- C : 65535
- D : 512

Q.no 37. In CSMA with collision detection the energy level of channel can have three values: Normal , Zero, and abnormal which of the following is correct sequence

- A : Wired network
- B : Wireless Network
- C : Wired and Wireless Network

D : Client Server Network

Q.no 38. In IPv4 layer, datagram is of _____

A : Fixed length

B : Variable length

C : Global length

D : Zero length

Q.no 39. In HDLC Normal transfer mode is used for _____

A : only point to point links

B : only point to multipoint links

C : either point to point links or point to multipoint links

D : both point to point and multipoint links

Q.no 40. Standard ethernet use which topologies

A : CSMA with collision avoidance

B : Pure Aloha

C : Slotted Aloha

D : CSMA with collision detection

Q.no 41. Which one of the following allows a user at one site to establish a connection to another site and then pass keystrokes from local host to remote host?

A : HTTP

B : FTP

C : Telnet

D : TCP

Q.no 42. A malicious attacker sends a large number of SYNC segments to a server, pretending that each of them is coming from a different client by faking the source IP address in the datagram. Which type of attack is being performed in this situation?

A : SYNC flooding attack

B : Active attack

C : Passive attack

D : Denial-of-service attack

Q.no 43. Beyond IP, UDP provides additional services such as _____

A : Routing and switching

B : Sending and receiving of packets

C : Multiplexing and demultiplexing

D : Demultiplexing and error checking

Q.no 44. Byte stuffing means adding a special byte to the data section of the frame when there is a character with the same pattern as the _____.

A : trailer

B : header

C : payload

D : flag

Q.no 45. For which one of the following reasons does Internet Protocol (IP) use the time-to-live (TTL) field in the IP datagram header

A : Ensure packets reach destination within that time

B : Discard packets that reach later than that time

C : prevent packets from looping indefinitely

D : Limit the time for which the packet gets queued in intermediate routers

Q.no 46. For Stop-and-Wait ARQ, for 20 data packets sent, _____ acknowledgments are needed.

A : less than 10

B : 19

C : 21

D : 20

Q.no 47. In _____, the station configuration is unbalanced. We have one primary station and multiple secondary stations.

A : ARM

B : NBM

C : NRM

D : ABM

Q.no 48. The ASCII encoding of binary data is called

A : base 64 encoding

B : base 32 encoding

C : base 16 encoding

D : base 8 encoding

Q.no 49. Which is the correct expression for the length of UDP datagram?

A : UDP length = IP length – IP header's length

B : UDP length = UDP length – UDP header's length

C : UDP length = IP length + IP header's length

D : UDP length = UDP length + UDP header's length

Q.no 50. What does the java.net.InetAddress class represent?

A : Socket

B : IP Address

C : Protocol

D : MAC Address

Q.no 51. The right to use a domain name is delegated by domain name registers which are accredited by _____

A : internet architecture board

B : internet society

C : internet research task force

D : internet corporation for assigned names and numbers

Q.no 52. Peer-to-peer processes are processes on two or more devices communicating at a

A : same layer

B : different layer

C : different layer on different device

D : none of above

Q.no 53. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps What is the throughput if the system (all stations together) produces 250 frames per second

A : 92 frames

B : 368 frames

C : 49 frames

D : 151 frames

Q.no 54. Which of the following is correct IPv4 address?

A : 124.201.3.1.52

B : 300.142.210.64

C : 10110011.32.16.8

D : 128.64.0.0

Q.no 55. MIME uses the same _____ format

A : RFC822

B : RFC 800

C : Ethernet

D : RFC 1521

Q.no 56. Port number used by Network Time Protocol (NTP) with UDP is _____

A : 161

B : 123

C : 162

D : 124

Q.no 57. A pure ALOHA network transmits 200-bit frames on a shared channel of 200 kbps What is the requirement to make this frame collision free

A : multicast address

B : Broadcast address

C : Unicast address

D : Anycast address

Q.no 58. What is on-demand mail relay (ODMR)?

A : protocol for SMTP security

B : an SMTP extension

C : protocol for faster mail transfer

D : protocol for web pages

Q.no 59. Which of the following routing protocol used for network layer design?

A : Static Routing Algorithm

B : Distance vector routing Protocol

C : Dynamic Routing Algorithm

D : Hybrid Routing Algorithm

Q.no 60. In the layer hierarchy as the data packet moves from the upper to the lower layers, headers are _____

A : Added

B : Removed

C : Rearranged

D : Modified

Q.no 1. AODV stands for

A : Ad hoc On-Demand Distance Vector

B : Advance ondemand distance vector

C : Advance on distance vector

D : All of these

Q.no 2. The Maximum throughput for pure aloha is ___ percent

A : CSMA with collision detection

B : CSMA with collision avoidance

C : Pure Aloha

D : Slotted Aloha

Q.no 3. Protocols are set of rules to govern _____

A : Communication

B : Standard

C : Metropolitan communication

D : Bandwidth

Q.no 4. What is the default port of HTTP?

A : 20

B : 101

C : 80

D : 60

Q.no 5. The term IPv4 stands for?

A : Internet Protocol Version 4

B : Internet Programming Version 4

C : International Programming Version 4

D : International Protocol Version 4

Q.no 6. Connection Oriented Protocol for end-to-end communication is called

A : Aging

B : IP

C : AIPAA

D : tcp

Q.no 7. Which protocol provides the synchronization between media streams?

A : RTP

B : RTCP

C : RPC

D : RTCT

Q.no 8. The correction of errors is ____ the detection.

A : more difficult than

B : easier

C : similar

D : None of the above

Q.no 9. Which one of the following is TRUE about interior Gateway routing protocols - Routing Information Protocol (RIP) and Open Shortest Path First (OSPF)

A : RIP uses distance vector routing and OSPF uses link state routing

B : OSPF uses distance vector routing and RIP uses link state routing

C : Both RIP and OSPF use link state routing

D : Both RIP and OSPF use distance vector routing

Q.no 10. A ____ error means that 2 or more bits in the data unit have changed.

A : unibit

B : burst

C : channel

D : noisy

Q.no 11. WAN stands for _____

A : World area network

B : Wide area network

C : Web area network

D : Web access network

Q.no 12. A local telephone network is an example of a _____ network.

A : Packet switched

B : Circuit switched

C : Bit switched

D : Line switched

Q.no 13. The technique in which a congested node stops receiving data from the immediate upstream node or nodes is called as _____

A : Admission policy

B : Backpressure

C : Forward signaling

D : Backward signaling

Q.no 14. In pure Aloha, the vulnerable time is _____ the frame transmission time

A : 10

B : 15

C : 16

D : 17

Q.no 15. Name server designated as the recipient of forwarded queries is known as _____

A : Class B

B : Class c

C : Forwarder

D : Class D

Q.no 16. Hardware address is known as _____

- A : wireless maximum communication
- B : worldwide interoperability for microwave access
- C : worldwide international standard for microwave access
- D : wireless internet maximum communication

Q.no 17. The _____ layer of ethernet consist of LLC sublayer and MAC sublayer

- A : Maximum Propagation time T_p
- B : Transmission time
- C : Back off Time
- D : Wait time out time

Q.no 18. FTP server listens for connection on port number _____

- A : 20
- B : 21
- C : 22
- D : 23

Q.no 19. When displaying a web page, the application layer uses the _____

- A : HTTP protocol
- B : FTP protocol
- C : SMTP protocol
- D : TCP protocol

Q.no 20. In pure Aloha what is maximum number of retransmission attempts if frame get congested in the channel

- A : Two half
- B : One Half
- C : Three half
- D : Four half

Q.no 21. The DHCP server _____

- A : maintains a database of available IP addresses
- B : maintains the information about client configuration parameters
- C : grants a IP address when receives a request from a client
- D : Maintains a database of IP address, information about client configuration and grants IP address

Q.no 22. In version field of IPv4 header, when machine is using some other version of IPv4 then datagram is _____

- A : Discarded
- B : Accepted
- C : Interpreted
- D : Interpreted incorrectly

Q.no 23. In byte stuffing (or character stuffing), a special byte known as ___ is added to the data section of the frame when there is a character with the same pattern as the flag.

- A : excuse character
- B : entry character
- C : exit character
- D : escape character

Q.no 24. In Stop-And-Wait ARQ, sequence numbers are based on ___ arithmetic.

- A : modulo-2
- B : modulo-4
- C : modulo-8
- D : modulo-n

Q.no 25. Which one of the following is not an application layer protocol?

- A : media gateway protocol
- B : dynamic host configuration protocol

C : resource reservation protocol

D : session initiation protocol

Q.no 26. In SMTP, the command to write receiver's mail address is written with the command _____

A : SEND TO

B : RCPT TO

C : MAIL TO

D : RCVR TO

Q.no 27. In Three-Way Handshaking process, the situation where both the TCP's issue an active open is _____

A : Mutual open

B : Mutual Close

C : Simultaneous open

D : Simultaneous close

Q.no 28. In HDLC which frames are used to transport user data and control information relating to user data (piggybacking)?

A : S-Frames

B : I-Frames

C : V-frames

D : U-Frame

Q.no 29. In the _____ method, after the station finds the line idle, it sends its frame immediately. If the line is not idle, it continuously senses the line until it finds it idle

A : nonpersistent

B : Pure Aloha

C : CSMA with collision detection

D : CSMA with collision avoidance

Q.no 30. Network layer at source is responsible for creating a packet from data coming from another _____

A : Station

B : Link

C : Node

D : Protocol

Q.no 31. In TDM, slots are further divided into _____

A : Seconds

B : Frames

C : Packets

D : Bits

Q.no 32. How many different type of server exist?

A : Only one

B : Two

C : Three

D : Four

Q.no 33. The _____ field is used to detect errors over the entire user datagram.

A : udp header

B : checksum

C : source port

D : destination port

Q.no 34. Which of the following layers is an addition to OSI model when compared with TCP IP model?

A : Application layer

B : Presentation layer

C : Session layer

D : Session and Presentation layer

Q.no 35. Most dial-up access to Internet is accomplished by using ____

A : TCP

B : PPP

C : IP

D : IPX

Q.no 36. Point to Point protocol is ____ oriented

A : bit

B : byte

C : gigabyte

D : megabyte

Q.no 37. What is the maximum data rate for the 802.11g standard

A : 10 to 15 percent

B : 5 to 10 percent

C : 0 to 5 percent

D : 15 to 20 percent

Q.no 38. Which network is able to connect and send data to each computer via central hub or switch without looking where the data is sent?

A : Star

B : Router

C : Bus

D : LAN

Q.no 39. A proxy server is used as the computer?

A : with external access

B : acting as a backup

C : performing file handling

D : accessing user permissions

Q.no 40. What is Maximum channel utilization of Slotted Aloha

A : p persistent

B : nonpersistent

C : 1 persistent

D : Persistent

Q.no 41. a character-oriented approach and a bit-oriented approaches used in which type of framing?

A : fixed size

B : zero size

C : variable-size

D : cells

Q.no 42. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps What is the throughput if the system (all stations together) produces 500 frames per second

A : 92 frames

B : 368 frames

C : 276 frames

D : 151 frames

Q.no 43. In OSI model, when data is sent from device A to device B, the 5th layer to receive data at B is _____

A : Application layer

B : Transport layer

C : Link layer

D : Session layer

Q.no 44. Transmission data rate is decided by _____

A : network layer

B : physical layer

C : data link layer

D : transport layer

Q.no 45. Define the type of the following destination MAC address

4A:30:10:21:10:1A

A : IEEE 802.11 wireless LAN runs CSMA with collision detection protocol

B : Ethernet is not based on CSMA with collision detection protocol

C : CSMA with collision detection is not suitable for a high propagation delay network like satellite network

D : There is no contention in a CSMA with collision detection network

Q.no 46. In class C , if subnet mask is 255.255.255.224 then calculates number of subnet?

A : 6

B : 8

C : 4

D : 10

Q.no 47. IPv6 does not support which of the following addressing modes?

A : unicast addressing

B : multicast addressing

C : broadcast addressing

D : anycast addressing

Q.no 48. Three types of HDLC frames are :

A : Data frames, Supervisory frames, Un-numbered frames

B : Information frames, Supervisory frames, Un-numbered frames

C : Information frames, Supervisory frames, Numbered frames

D : Information frames, Controlled frames, Numbered frames

Q.no 49. In the IPv4 addressing format, the number of networks allowed under Class C addresses is

A : 2 rest to 14

B : 2 rest to 7

C : 2 rest to 21

D : 2 rest to 24

Q.no 50. Network congestion occurs _____

A : in case of traffic overloading

B : when a system terminates

C : when connection between two nodes terminates

D : in case of transfer failure

Q.no 51. A 4 byte IP address consists of _____

A : only network address

B : only host address

C : network address & host address

D : network address & MAC address

Q.no 52. Which one of the following algorithm is not used for congestion control?

A : traffic aware routing

B : admission control

C : load shedding

D : routing information protocol

Q.no 53. In Asynchronous Balanced Mode (ABM) of HDLC protocol _____

A : each station can send both commands and respond to commands

B : each station can send commands but not respond to commands

C : each station can send either command or respond to commands but not both

D : Station does not send command and responses

Q.no 54. In wireless network most of the energy is lost during transmission. How many percentage of additional energy is added if there is collision

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 55. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is the total length of the user datagram?

A : 24Bytes

B : 64Bytes

C : 28Bytes

D : 32 Bytes

Q.no 56. In HTTP pipelining _____

A : multiple HTTP requests are sent on a single TCP connection without waiting for the corresponding responses

B : multiple HTTP requests can not be sent on a single TCP connection

C : multiple HTTP requests are sent in a queue on a single TCP connection

D : multiple HTTP requests are sent at random on a single TCP connection

Q.no 57. After obtaining the IP address, to prevent the IP conflict the client may use _____

A : internet relay chat

B : broader gateway protocol

C : address resolution protocol

D : Internet Address Chat

Q.no 58. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps. What is the throughput if the system (all stations together) produces 1000 frames per second

A : 92 frames

B : 368 frames

C : 276 frames

D : 151 frames

Q.no 59. Suppose a TCP connection is transferring a file of 1000 bytes. The first byte is numbered 10001. What is the sequence number of the segment if all data is sent in only one segment?

A : 10000

B : 10001

C : 12001

D : 11001

Q.no 60. In HDLC which frames are used only to transport control information?

A : S-Frames

B : I-Frames

C : V-frames

D : U-Frame

Q.no 1. Application layer protocol defines _____

A : types of messages exchanged

B : message unformatted

C : Message Request and Response

D : Message Syntax and Semantics

Q.no 2. RSVP is a _____ oriented protocol

A : receiver

B : bit

C : byte

D : both b & c

Q.no 3. When a host on network A sends a message to a host on network B, which address does the router look at?

A : Port

B : IP

C : Physical

D : Subnet Mask

Q.no 4. When the mail server sends mail to other mail servers it becomes _____

A : SMTP server

B : SMTP client

C : Peer

D : Master

Q.no 5. IEEE created Fast Ethernet under the name _____

A : 10Base 5

B : 10Base 2

C : 10Base T

D : 10Base F

Q.no 6. Which network is able to connect to each computer through a common central line?

A : Bus

B : Star

C : router

D : WAN

Q.no 7. Routing tables of a router keeps track of

A : MAC Address Assignments

B : Port Assignments to network devices

C : Distribute IP address to network devices

D : Routes to use for forwarding data to its destination

Q.no 8. _____ topology requires a multipoint connection.

A : Star

B : Mesh

C : Ring

D : Bus

Q.no 9. Header of datagram in IPv4 has _____

A : 0 to 20 bytes

B : 20 to 40 bytes

C : 20 to 60 bytes

D : 20 to 80 bytes

Q.no 10. How many layers are in the TCP/IP model?

A : 4 layers

B : 5 layers

C : 6 layers

D : 7 layers

Q.no 11. _____. Is the process of placing timestamps on dynamically registered records

A : Aging

B : IP

C : AIPAA

D : tcp

Q.no 12. which Displays entries in DNS cache

A : ipconfig /displaydns

B : ipconfig /flushdns

C : Normal DHCP Scope

D : ipconfig /registerdns

Q.no 13. Which software prevents the external access to a system?

- A : Firewall
- B : Gateway
- C : Router
- D : Virus checker

Q.no 14. Bytes of data being transferred in each connection are numbered by TCP. These numbers start with a _____

- A : Fixed number
- B : Random sequence of 0's and 1's
- C : One
- D : Sequence of zero's and one's

Q.no 15. Physical or logical arrangement of network is ?

- A : Topology
- B : Routing
- C : Networking
- D : Control

Q.no 16. Modulator and demodulator as combinely is known as –

- A : Modulus
- B : Modem
- C : Mod switch
- D : Mod access

Q.no 17. UTP Cable is used by____

- A : 802.3 z
- B : 802.3
- C : 802.3 u
- D : 802.11

Q.no 18. The protocol which is used for defining the legal request and replies is called _____.

A : FTP

B : SMTP

C : TCP

D : HTTP

Q.no 19. To avoid collisions on wireless networks, _____ was invented

A : MAC address

B : IP address

C : port address

D : specific address

Q.no 20. Ipv6 is how many bits long

A : 32

B : 48

C : 128

D : 16

Q.no 21. Both Go-Back-N and Selective-Repeat Protocols use a _____

A : sliding window

B : sliding frame

C : sliding packet

D : sliding door

Q.no 22. In FTP protocol, a client contacts a server using _____ as the transport protocol.

A : Transmission control protocol

B : User datagram protocol

C : Datagram congestion control protocol

D : Stream control transmission protocol

Q.no 23. What are the Methods to move data through a network of links and switches?

A : Packet switching and Line switching

B : Circuit switching and Line switching

C : Line switching and bit switching

D : Packet switching and Circuit switching

Q.no 24. Find the FTP reply whose message is wrongly matched.

A : 331 – Username OK, password required

B : 425 – Can't open data connection

C : 452 – Error writing file

D : 452 – Can't open data connection

Q.no 25. To detect or correct errors, we need to send _____ with data.

A : extra (redundant) bits

B : error bits

C : hamming distance

D : hash keys

Q.no 26. Suppose computers A and B have IP addresses 10.105.1.113 and 10.105.1.91 respectively and they both use the same netmask N. Which of the values of N given below should not be used if A and B should belong to the same network?

A : 255.255.255.0

B : 255.255.255.128

C : 255.255.255.192

D : 255.255.255.224

Q.no 27. DHCP (dynamic host configuration protocol) provides _____ to the client.

A : IP address

B : MAC Address

C : Port Address

D : Physical Address

Q.no 28. The Maximum length of 1000BaseSX is

A : Ring topology

B : Bus topology

C : Star topology

D : Mesh topology

Q.no 29. In SCTP, a data chunk is numbered using _____

A : TSN

B : SI

C : SSN

D : GSN

Q.no 30. Which layer of the OSI model are host-to-host layer?

A : Physical layer

B : Network layer

C : Datalink layer

D : Physical, Datalink, Network, Transport

Q.no 31. Which of the following address belongs class A?

A : 121.12.12.248

B : 130.12.12.248

C : 128.12.12.248

D : 129.12.12.248

Q.no 32. DHCP uses UDP port _____ for sending data to the server.

A : 66

B : 67

C : 68

D : 69

Q.no 33. A place where there is a field of signal through which you can access WiFi internet is called –

A : WiFi Hotspots

B : WiFi Internet

C : WiFi Zone

D : WiFi Range

Q.no 34. In IPv4 layer, datagram is of _____

A : Fixed length

B : Variable length

C : Global length

D : Zero length

Q.no 35. There are __ types of HDLC frames

A : 2

B : 4

C : 5

D : 3

Q.no 36. Which of following provides reliable communication?

A : TCP

B : IP

C : UDP

D : All of the above

Q.no 37. Which of the following protocol is defined in Transport layer?

A : FTP

B : TCP

C : IP

D : Telnet

Q.no 38. Repeater operates in which layer of the OSI model?

A : Physical layer

B : Data link layer

C : Network layer

D : Transport layer

Q.no 39. What is the size of MAC Address?

A : 16-bits

B : 32-bits

C : 48-bits

D : 64-bits

Q.no 40. _____ is the multiplexing technique that shifts each signal to a different carrier frequency.

A : FDM

B : TDM

C : Both FDM & TDM

D : PDM

Q.no 41. Port number used by Network Time Protocol (NTP) with UDP is _____

A : 161

B : 123

C : 162

D : 124

Q.no 42. MIME uses the same _____ format

A : RFC822

B : RFC 800

C : Ethernet

D : RFC 1521

Q.no 43. _____ is used in PPP payload field whenever the flag sequence appears in the message, so that the receiver does not consider it as the end of the frame.

A : extra stuffing

B : bit stuffing

C : character stuffing

D : Byte stuffing

Q.no 44. The values GET, POST, HEAD etc are specified in _____ of HTTP message

A : Request line

B : Header line

C : Status line

D : Entity body

Q.no 45. HTTP client requests by establishing a _____ connection to a particular port on the server.

A : User datagram protocol

B : Transmission control protocol

C : Border gateway protocol

D : Domain host control protocol

Q.no 46. When collection of various computers seems a single coherent system to its client, then it is called _____

A : computer network

B : distributed system

C : networking system

D : mail system

Q.no 47. In PPP, the _____ is responsible for establishing, maintaining, configuring, and terminating links.

A : PAP

B : CHAP

C : SAP

D : LCP

Q.no 48. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps What is the throughput if the system (all stations together) produces 250 frames per second

A : 92 frames

B : 368 frames

C : 49 frames

D : 151 frames

Q.no 49. In _____, the configuration is balanced. The link is point-to-point, and each station can function as a primary and a secondary.

A : ARM

B : ABM

C : NBM

D : NRM

Q.no 50. For Stop-and-Wait ARQ, for 20 data packets sent, _____ acknowledgments are needed.

A : less than 10

B : 19

C : 21

D : 20

Q.no 51. Communication between a computer and a keyboard involves _____ transmission.

A : Automatic

B : Half-duplex

C : Full-duplex

D : Simplex

Q.no 52. 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 1000 frames per second

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 53. In the layer hierarchy as the data packet moves from the upper to the lower layers, headers are _____

A : Added

B : Removed

C : Rearranged

D : Modified

Q.no 54. Which of the following routing protocol used for network layer design?

A : Static Routing Algorithm

B : Distance vector routing Protocol

C : Dynamic Routing Algorithm

D : Hybrid Routing Algorithm

Q.no 55. The port number is “ephemeral port number”, if the source host is _____

A : NTP

B : Echo

C : Server

D : Client

Q.no 56. Which layer is responsible for process to process delivery in a general network model?

A : network layer

B : transport layer

C : session layer

D : data link layer

Q.no 57. _____ is a bit oriented protocol for communication over point to point and multipoint links.

A : High level Data link Control (HDLC)

B : Highest level Data link Control (HDLC)

C : Hyper Text Transfer Protocol (HTTP)

D : Domain Name Server (DNS) Protocol

Q.no 58. In PPP, the default maximum length of the information field is _____

A : 1500 bytes

B : 15000 bytes

C : 150 bytes

D : 15 bytes

Q.no 59. The Stop-And-Wait ARQ, Go-Back-N ARQ, and the Selective Repeat ARQ are for _____ channels.

A : signal

B : wireless

C : noisy

D : noiseless

Q.no 60. HDLC supports two types of transfer modes _____ and _____

A : normal response mode and abnormal response mode.

B : normal response mode and asynchronous balanced mode.

C : command mode and respond mode

D : synchronous balanced mode and asynchronous balanced mode.

Q.no 1. The control information in SCTP is included in the _____

A : header control field

B : control chunks

C : data chunks

D : Trailer Control field

Q.no 2. MPLS stands for

A : Multiprotocol Label Switching

B : Multiple links

C : Mobile protocol links

D : Multiple layer switching

Q.no 3. Which topology used by CSMA with collision detection

A : MAC address

B : IP address

C : port address

D : specific address

Q.no 4. Which of the following is not the Networking Devices?

A : Gateways

B : Linux

C : Routers

D : Firewalls

Q.no 5. Which of the following is an example of Personal Area Networking?

A : Bluetooth

B : WAN

C : WLAN

D : LAN

Q.no 6. Data communication system within a building or campus is_____

A : LAN

B : WAN

C : MAN

D : PAN

Q.no 7. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is Destination port number.

A : 000D

B : CB84

C : 001C

D : 001D

Q.no 8. FTP server listens for connection on which port number?

A : 20

B : 21

C : 22

D : 23

Q.no 9. TCP process may not write and read data at the same speed. So we need _____ for

A : Packets

B : Buffers

C : Segments

D : Stacks

Q.no 10. HDLC protocol resides in ____ layer

A : Data Link Layer

B : Application Layer

C : Transport Layer

D : Network Layer

Q.no 11. The IEEE standard used for wimax technology is

A : 12.2

B : 18.4

C : 36.8

D : 13.5

Q.no 12. Which one of the following protocol delivers/stores mail to receiver server?

A : simple mail transfer protocol

B : post office protocol

C : internet mail access protocol

D : hypertext transfer protocol

Q.no 13. DHCP is used for _____

A : IPv6

B : IPv4

C : Both IPv6 and IPv4

D : IPv6 or IPv4

Q.no 14. The client in socket programming must know which information?

A : IP address of Server

B : Port number

C : Both IP address of Server & Port number

D : Only its own IP address

Q.no 15. Which methods are commonly used in Server Socket class?

A : Public Output Stream get Output Stream ()

B : Public Socket accept ()

C : Public synchronized void close ()

D : Public void connect ()

Q.no 16. MAC Address is the example of

A : Transport Layer

B : Data Link Layer

C : Application Layer

D : Physical Layer

Q.no 17. Which network topology requires a central controller or hub?

A : Mesh

B : Star

C : Ring

D : Bus

Q.no 18. _____ allows the receiver to inform the sender of any frames lost or damaged in transmission and coordinates the retransmission of those frames by the sender.

A : Error control

B : data control

C : Transmission Control

D : Speed control

Q.no 19. The receiver of the data controls the amount of data that are to be sent by the sender is referred to as _____

A : Flow control

B : Error control

C : Congestion control

D : Error detection

Q.no 20. RTP provides the facility of jitter _____

A : media stream

B : expansion

C : media modification

D : security

Q.no 21. The maximum size of payload field in ethernet frame is _____

A : IEEE 802.3

B : IEEE 802.11

C : IEEE 802.2

D : IEEE 802.15

Q.no 22. Which protocol defines a profile of RTP that provides cryptographic services for the transfer of payload data?

A : SRTP

B : RTCP

C : RCP

D : RTCT

Q.no 23. In which protocol sender sends one frame, stops until it receives confirmation from the receiver?

A : MQTT protocol

B : Wait Protocol

C : Stop-and-Wait Protocol

D : Stop Protocol

Q.no 24. The DHCP server _____

A : maintains a database of available IP addresses

B : maintains the information about client configuration parameters

C : grants a IP address when receives a request from a client

D : Maintains a database of IP address, information about client configuration and grants IP address

Q.no 25. In File Transfer Protocol, data transfer cannot be done in _____

A : stream mode

B : block mode

C : compressed mode

D : message mode

Q.no 26. Router operates in which layer of OSI Reference Model?

A : Layer 1 (Physical Layer)

B : Layer 3 (Network Layer)

C : Layer 4 (Transport Layer)

D : Layer 7 (Application Layer)

Q.no 27. What is Maximum channel utilization of Slotted Aloha

A : p persistent

B : nonpersistent

C : 1 persistent

D : Persistent

Q.no 28. In the network HTTP resources are located by _____

A : Uniform resource identifier

B : Unique resource locator

C : Unique resource identifier

D : Union resource locator

Q.no 29. Coaxial cable consists of _____ concentric copper conductors.

A : 1

B : 2

C : 3

D : 4

Q.no 30. Radio channels are attractive medium because

A : Can penetrate walls

B : Connectivity can be given to mobile user

C : Can carry signals for long distance

D : All of the mentioned

Q.no 31. _____ provides a connection-oriented reliable service for sending messages

A : TCP

B : IP

C : UDP

D : DHCP

Q.no 32. IEEE has defined the specifications for a wireless LAN called, _____ which covers the physical and data link layers

A : 550 m

B : 25 m

C : 5000 m

D : 100 m

Q.no 33. Which LAN Protocols are designed for Fast Ethernet to compete

A : Bus and Ring

B : Bus and Star

C : Ring and Tree

D : Ring and Mesh

Q.no 34. Which access method is used for the half duplex approach in fast ethernet

A : 4B/5B

B : NRZ-I

C : MLT-3

D : 8B/6T

Q.no 35. In __ protocol, if no acknowledgement for the sent frame has arrived to the sender, it resends all the outstanding frames.

A : stop and wait

B : go-Back-N ARQ

C : simplest

D : selective repeat ARQ

Q.no 36. What is minimum and maximum payload length of 802.3 frame is

A : p persistent CSMA with collision avoidance

B : Non persistent CSMA with collision detection

C : 1 persistent CSMA with collision detection

D : Aloha

Q.no 37. Which one of the following is not an application layer protocol?

A : media gateway protocol

B : dynamic host configuration protocol

C : resource reservation protocol

D : session initiation protocol

Q.no 38. In the slow-start algorithm, the size of the congestion window increases _____ until it reaches a threshold.

A : exponentially

B : additively

C : multiplicatively

D : suddenly

Q.no 39. What is the frequency range of IEEE 802.11a standard

A : 6Mbps

B : 11Mbps

C : 22Mbps

D : 54Mbps

Q.no 40. In CSMA with collision detection the energy level of channel can have three values: Normal , Zero, and abnormal which of the following is correct sequence

A : Wired network

B : Wireless Network

C : Wired and Wireless Network

D : Client Server Network

Q.no 41. To achieve reliable transport in TCP, _____ is used to check the safe and sound arrival of data.

A : Packet

B : Buffer

C : Segment

D : Acknowledgment

Q.no 42. A pure ALOHA network transmits 200-bit frames on a shared channel of 200 kbps What is the requirement to make this frame collision free

A : multicast address

B : Broadcast address

C : Unicast address

D : Anycast address

Q.no 43. In HTTP pipelining _____

A : multiple HTTP requests are sent on a single TCP connection without waiting for the corresponding responses

B : multiple HTTP requests can not be sent on a single TCP connection

C : multiple HTTP requests are sent in a queue on a single TCP connection

D : multiple HTTP requests are sent at random on a single TCP connection

Q.no 44. A malicious attacker sends a large number of SYNC segments to a server, pretending that each of them is coming from a different client by faking the

source IP address in the datagram. Which type of attack is being performed in this situation?

A : SYNC flooding attack

B : Active attack

C : Passive attack

D : Denial-of-service attack

Q.no 45. Which one of the following is correct?

A : Application layer protocols are used by both source and destination devices during a communication session

B : HTTP is a session layer protocol

C : TCP is an application layer protocol

D : HTTP is a request and response protocol

Q.no 46. Transmission data rate is decided by _____

A : network layer

B : physical layer

C : data link layer

D : transport layer

Q.no 47. The _____ Protocol, adds a simple error control mechanism to the _____ Protocol.

A : Selective Repeat ARQ; Go-Back-N ARQ

B : Go-Back-N ARQ; Stop-and-Wait

C : Stop-and-Wait ARQ; Go-Back-N ARQ

D : Stop-and-Wait ARQ; Stop-and-Wait

Q.no 48. Peer-to-peer processes are processes on two or more devices communicating at a

A : same layer

B : different layer

C : different layer on different device

D : none of above

Q.no 49. Which of the following is correct IPv4 address?

A : 124.201.3.1.52

B : 300.142.210.64

C : 10110011.32.16.8

D : 128.64.0.0

Q.no 50. In HDLC which frames are used only to transport control information?

A : S-Frames

B : I-Frames

C : V-frames

D : U-Frame

Q.no 51. What does the java.net.InetAddress class represent?

A : Socket

B : IP Address

C : Protocol

D : MAC Address

Q.no 52. Beyond IP, UDP provides additional services such as _____

A : Routing and switching

B : Sending and receiving of packets

C : Multiplexing and demultiplexing

D : Demultiplexing and error checking

Q.no 53. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is source port number.

A : 000D

B : CB84

C : 001C

D : 001D

Q.no 54. In Asynchronous Balanced Mode (ABM) of HDLC protocol _____

A : each station can send both commands and respond to commands

B : each station can send commands but not respond to commands

C : each station can send either command or respond to commands but not both

D : Station does not send command and responses

Q.no 55. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is the total length of the user datagram?

A : 24Bytes

B : 64Bytes

C : 28Bytes

D : 32 Bytes

Q.no 56. In the IPv4 addressing format, the number of networks allowed under Class C addresses is

A : 2 rest to 14

B : 2 rest to 7

C : 2 rest to 21

D : 2 rest to 24

Q.no 57. The ASCII encoding of binary data is called

A : base 64 encoding

B : base 32 encoding

C : base 16 encoding

D : base 8 encoding

Q.no 58. In class C , if subnet mask is 255.255.255.224 then calculates number of subnet?

A : 6

B : 8

C : 4

D : 10

Q.no 59. The right to use a domain name is delegated by domain name registers which are accredited by _____

A : internet architecture board

B : internet society

C : internet research task force

D : internet corporation for assigned names and numbers

Q.no 60. Network congestion occurs _____

A : in case of traffic overloading

B : when a system terminates

C : when connection between two nodes terminates

D : in case of transfer failure

Q.no 1. DHCP is the abbreviation of

A : Dynamic Host Control Protocol

B : Dynamic Host Configuration Protocol

C : Dynamic Hyper Control Protocol

D : Dynamic Hyper Configuration Protocol

Q.no 2. CIDR stands for

A : Classless Inter-Domain Routing

B : Classless Intra-Domain Routing

C : Classful Inter-Domain Routing

D : Classful Intra-Domain Routing

Q.no 3. The network layer protocol for internet is _____

A : ethernet

A : Internet protocol

C : hypertext transfer protocol

D : file transfer protocol

Q.no 4. The term IPv4 stands for?

A : Internet Protocol Version 4

B : Internet Programming Version 4

C : International Programming Version 4

D : International Protocol Version 4

Q.no 5. In point to point protocol ____ field of PPP Frame carries the user data.

A : flag

B : payload

C : Protocol

D : FCS

Q.no 6. An email client needs to know the _____ of its initial SMTP server.

A : IP address

B : MAC address

C : URL

D : Name

Q.no 7. TCP, FTP, Telnet, SMTP, POP etc. are examples of _____

A : Socket

B : IP Address

C : Protocol

D : MAC Address

Q.no 8. Retransmission of packets must not be done when _____

A : Packet is lost

B : Packet is corrupted

C : Packet is needed

D : Packet is error-free

Q.no 9. Layer-2 Switch is also called

A : Multiport Hub

B : Multiport Switch

C : Multiport Bridge

D : Multiport NIC

Q.no 10. The address resolution protocol (ARP) is used for

A : Finding the IP address from the DNS

B : Finding the IP address of the default gateway

C : Finding the IP address that corresponds to a MAC address

D : Finding the MAC address that corresponds to an IP address

Q.no 11. Ipv6 is how many bits long

A : 32

B : 48

C : 128

D : 16

Q.no 12. UTP Cable is used by____

A : 802.3 z

B : 802.3

C : 802.3 u

D : 802.11

Q.no 13. OSPF stands for

A : Open short distance protocol

B : on demand sequence protocol

C : Open shortest path first

D : Open sequence protocol first

Q.no 14. Ethernet frame consists of _____

A : 1000Base LX

B : 1000Base T

C : 1000Base SX

D : 100Base Fx

Q.no 15. In TCP, sending and receiving data is done as _____

A : Stream of bytes

B : Sequence of characters

C : Lines of data

D : Packets

Q.no 16. CSMA is based on the principle of

A : p persistent

B : nonpersistent

C : 1 persistent

D : Persistent

Q.no 17. Which Method can be used for to reduce the collision but canot eliminate it

A : Listen before talk

B : Listen after talk

C : Sense after transmit

D : Sense before talk

Q.no 18. In virtual circuit network each packet contains _____

A : full source and destination address

B : a short VCI number

C : only source address

D : only destination address

Q.no 19. How many layers are in the TCP/IP model?

A : 4 layers

B : 5 layers

C : 6 layers

D : 7 layers

Q.no 20. _____ is used in dealing with error detection and error correction

A : Samming distance

B : Hamming distance

C : Tamming distance

D : Spamming distance

Q.no 21. In sliding window protocol, the send window can slide one or more slots when valid _____ arrives.

A : bit

B : request

C : flag

D : acknowledgement

Q.no 22. Which one of the following fields of an IP header is NOT modified by a typical IP router?

A : Checksum

B : Source address

C : Time to Live (TTL)

D : Length

Q.no 23. In Three-Way Handshaking process, the situation where both the TCP's issue an active open is _____

A : Mutual open

B : Mutual Close

C : Simultaneous open

D : Simultaneous close

Q.no 24. The network layer is concerned with _____ of data.

A : Bits

B : Frames

C : Packets

D : Bytes

Q.no 25. Which of the following network device has the slowest type of connection?

A : DSL

B : Router

C : Bridges

D : Dial-up modems

Q.no 26. Which of the following layer of OSI model also called end-to-end layer?

A : Presentation layer

B : Network layer

C : Session layer

D : Transport layer

Q.no 27. In the network HTTP resources are located by

A : uniform resource identifier

B : unique resource locator

C : unique resource identifier

D : union resource locator

Q.no 28. What is the use of Ping command?

A : To test a device on the network is reachable

B : To test a hard disk fault

C : To test a bug in a Application

D : To test a Pinter Quality

Q.no 29. The data link layer pack bits into ____.

A : segments

B : clusters

C : packets

D : frames

Q.no 30. The _____ field is used to detect errors over the entire user datagram.

A : udp header

B : checksum

C : source port

D : destination port

Q.no 31. SSH uses _____ to authenticate the remote computer.

A : public-key cryptography

B : private-key cryptography

C : any of public-key or private-key

D : both public-key & private-key

Q.no 32. The _____ translates internet domain and host names to IP address.

A : domain name system

B : routing information protocol

C : network time protocol

D : internet relay chat

Q.no 33. Which of the following is not a congestion policy at network layer?

A : Flow Control Policy

B : Packet Discard Policy

C : Packet Lifetime Management Policy

D : Routing Algorithm

Q.no 34. Where should we use default routing?

A : On stub networks- which have only one exit path out of the network

B : Which have more than one exit path out of the network

C : Minimum five exit paths out of the network

D : Maximum five exit paths out of the network

Q.no 35. Which of the following layers is an addition to OSI model when compared with TCP IP model?

A : Application layer

B : Presentation layer

C : Session layer

D : Session and Presentation layer

Q.no 36. Which one of the following is not a function of network layer?

A : routing

B : inter-networking

C : congestion control

D : error control

Q.no 37. The default connection type used by HTTP is _____

A : Persistent

B : Non-persistent

C : Can be either persistent or non-persistent depending on connection request

D : P- Persistent

Q.no 38. In gigabit ethernet three or more stations are connected by

A : 2.4 GHz

B : 5 GHz

C : 2.4 Gbps

D : 5 Gbps

Q.no 39. Bit stuffing means adding extra 0 to the data section of the frame when there is a sequence of bits with the same pattern as the _____

A : header

B : trailer

C : payload

D : flag

Q.no 40. What is the maximum data rate for the 802.11g standard

A : 10 to 15 percent

B : 5 to 10 percent

C : 0 to 5 percent

D : 15 to 20 percent

Q.no 41. Which of the following statements is TRUE about CSMA with collision detection

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 42. _____ is a communication protocol of the data link layer that is used to transmit multiprotocol data between two directly connected computers.

A : Point - to - Point Protocol (PPP)

B : Internet Protocol

C : Transmission Control Protocol

D : Single Point - to - Multi Point Protocol (SPM)

Q.no 43. After obtaining the IP address, to prevent the IP conflict the client may use _____

- A : internet relay chat
- B : broader gateway protocol
- C : address resolution protocol
- D : Internet Address Chat

Q.no 44. The Stop-And-Wait ARQ, Go-Back-N ARQ, and the Selective Repeat ARQ are for _____ channels.

- A : signal
- B : wireless
- C : noisy
- D : noiseless

Q.no 45. A 4 byte IP address consists of _____

- A : only network address
- B : only host address
- C : network address & host address
- D : network address & MAC address

Q.no 46. Byte stuffing means adding a special byte to the data section of the frame when there is a character with the same pattern as the _____.

- A : trailer
- B : header
- C : payload
- D : flag

Q.no 47. Simplex protocol of Data Link Layer works on ____ channels

- A : noiseless
- B : broadband
- C : noisy

D : creative

Q.no 48. 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 500 frames per second

A : 2msec

B : 4msec

C : 2sec

D : 4sec

Q.no 49. In wireless network most of the energy is lost during transmission. How many percentage of additional energy is added if there is collision

A : 135 frames

B : 92 frames

C : 38 frames

D : 156 frames

Q.no 50. What is on-demand mail relay (ODMR)?

A : protocol for SMTP security

B : an SMTP extension

C : protocol for faster mail transfer

D : protocol for web pages

Q.no 51. Define the type of the following destination MAC address

4A:30:10:21:10:1A

A : IEEE 802.11 wireless LAN runs CSMA with collision detection protocol

B : Ethernet is not based on CSMA with collision detection protocol

C : CSMA with collision detection is not suitable for a high propagation delay network like satellite network

D : There is no contention in a CSMA with collision detection network

Q.no 52. a character-oriented approach and a bit-oriented approaches used in which type of framing?

A : fixed size

B : zero size

C : variable-size

D : cells

Q.no 53. IPv6 does not support which of the following addressing modes?

A : unicast addressing

B : multicast addressing

C : broadcast addressing

D : anycast addressing

Q.no 54. For Stop-and-Wait ARQ, for 20 data packets sent, _____ acknowledgments are needed.

A : less than 10

B : 19

C : 21

D : 20

Q.no 55. In the layer hierarchy as the data packet moves from the upper to the lower layers, headers are _____

A : Added

B : Removed

C : Rearranged

D : Modified

Q.no 56. In _____, the configuration is balanced. The link is point-to-point, and each station can function as a primary and a secondary.

A : ARM

B : ABM

C : NBM

D : NRM

Q.no 57. Which of the following routing protocol used for network layer design?

- A : Static Routing Algorithm
- B : Distance vector routing Protocol
- C : Dynamic Routing Algorithm
- D : Hybrid Routing Algorithm

Q.no 58. In _____, the station configuration is unbalanced. We have one primary station and multiple secondary stations.

- A : ARM
- B : NBM
- C : NRM
- D : ABM

Q.no 59. Which one of the following algorithm is not used for congestion control?

- A : traffic aware routing
- B : admission control
- C : load shedding
- D : routing information protocol

Q.no 60. _____ is responsible for tunneling multicast packets to the Mobile Station's currently subscribed FA.

- A : Multicast home agent
- B : Mobile multicast
- C : Mobile station
- D : Base station

Q.no 1. _____. Is the process of placing timestamps on dynamically registered records

- A : Aging
- B : IP
- C : AIPAA

D : tcp

Q.no 2. How many layers does OSI Reference Model has?

A : 4

B : 5

C : 6

D : 7

Q.no 3. When a host on network A sends a message to a host on network B, which address does the router look at?

A : Port

B : IP

C : Physical

D : Subnet Mask

Q.no 4. DHCP is used for _____

A : IPv6

B : IPv4

C : Both IPv6 and IPv4

D : IPv6 or IPv4

Q.no 5. In pure Aloha what is maximum number of retransmission attempts if frame get congested in the channel

A : Two half

B : One Half

C : Three half

D : Four half

Q.no 6. Which one of the following is an internet standard protocol for managing devices on IP network?

A : dynamic host configuration protocol

B : simple network management protocol

C : internet message access protocol

D : media gateway protocol

Q.no 7. Which of the following is false with respect to UDP?

A : Connection-oriented

B : Unreliable

C : Transport layer protocol

D : Low overhead

Q.no 8. Data communication system spanning states, countries, or the whole world is _____

A : LAN

B : WAN

C : MAN

D : PAN

Q.no 9. WiMAX stands for _____

A : Data Link

B : Network

C : Physical

D : Transport

Q.no 10. Which network topology requires a central controller or hub?

A : Mesh

B : Star

C : Ring

D : Bus

Q.no 11. Which of the following is an example of Personal Area Networking?

A : Bluetooth

B : WAN

C : WLAN

D : LAN

Q.no 12. If DHCP snooping is configured on a LAN switch, then clients having specific _____ can access the network.

A : MAC Address

B : IP Address

C : MAC and IP address

D : MAC or IP address

Q.no 13. A simple protocol used for fetching email from a mail box is

A : POP3

B : IMAP

C : SMTP

D : POP2

Q.no 14. Hardware address is known as _____

A : wireless maximum communication

B : worldwide interoperability for microwave access

C : worldwide international standard for microwave access

D : wireless internet maximum communication

Q.no 15. In the congestion avoidance algorithm, the size of the congestion window increases _____ until congestion is detected.

A : exponentially

B : additively

C : multiplicatively

D : suddenly

Q.no 16. Which topology allow to connect computers including server in a ring?

A : Star

B : Tree

C : Ring

D : LAN

Q.no 17. Which of the following can be Software?

A : Routers

B : Firewalls

C : bridge

D : Modems

Q.no 18. Which of the following is false with respect to TCP?

A : Connection-oriented

B : Process-to-process

C : Transport layer protocol

D : Unreliable

Q.no 19. Protocols are set of rules to govern _____

A : Communication

B : Standard

C : Metropolitan communication

D : Bandwidth

Q.no 20. In a bit-oriented protocol, the data section of a frame is a sequence of __

A : bits

B : byes

C : megabytes

D : megabits

Q.no 21. In __ protocol, if no acknowledgement for the sent frame has arrived to the sender, it resends all the outstanding frames.

A : stop and wait

B : go-Back-N ARQ

C : simplest

D : selective repeat ARQ

Q.no 22. Router operates in which layer of OSI Reference Model?

A : Layer 1 (Physical Layer)

B : Layer 3 (Network Layer)

C : Layer 4 (Transport Layer)

D : Layer 7 (Application Layer)

Q.no 23. What is DHCP snooping?

A : techniques applied to ensure the security of an existing DHCP infrastructure

B : algorithm for DHCP

C : encryption of the DHCP server requests

D : decryption of the DHCP server requests

Q.no 24. Discarding policy is mainly done by _____

A : Sender

B : Receiver

C : Router

D : Switch

Q.no 25. Which Strategies used by CSMA with collision avoidance

A : 1500 bytes , 46 bytes

B : 46 bytes, 1500 bytes

C : 64 bytes, 1518 bytes

D : 512 bits, 12144 bytes

Q.no 26. The size of flag field in HDLC frame is _____

A : 8 bits

B : 4 bits

C : 2 bits

D : 9 bits

Q.no 27. A wireless LAN defined by IEEE 802.11 has categories of frames which are those

A : 1000 bytes

B : 1200 bytes

C : 1300 bytes

D : 1500 bytes

Q.no 28. Which protocol is a signaling communication protocol used for controlling multimedia communication sessions?

A : session initiation protocol

B : session modelling protocol

C : session maintenance protocol

D : resource reservation protocol

Q.no 29. DHCP uses UDP port _____ for sending data to the server.

A : 66

B : 67

C : 68

D : 69

Q.no 30. Which access method is used for the half duplex approach in fast ethernet

A : 4B/5B

B : NRZ-I

C : MLT-3

D : 8B/6T

Q.no 31. In FTP protocol, client contacts server using ____ as the transport protocol.

- A : transmission control protocol
- B : user datagram protocol
- C : datagram congestion control protocol
- D : stream control transmission protocol

Q.no 32. Bridge works in which layer of the OSI model?

- A : Application layer
- B : Transport layer
- C : Network layer
- D : Datalink layer

Q.no 33. In version field of IPv4 header, when machine is using some other version of IPv4 then datagram is _____

- A : Discarded
- B : Accepted
- C : Interpreted
- D : Interpreted incorrectly

Q.no 34. What is the meaning of Bandwidth in Network?

- A : Transmission capacity of a communication channels
- B : Connected Computers in the Network
- C : Class of IP used in Network
- D : Bit per Seconds

Q.no 35. In the network HTTP resources are located by _____

- A : Uniform resource identifier
- B : Unique resource locator
- C : Unique resource identifier

D : Union resource locator

Q.no 36. In the slow-start algorithm, the size of the congestion window increases _____ until it reaches a threshold.

A : exponentially

B : additively

C : multiplicatively

D : suddenly

Q.no 37. A connection in SCTP is called an _____

A : negotiation

B : association

C : transmission

D : reception

Q.no 38. DHCP uses UDP port _____ for sending data to the server.

A : 66

B : 67

C : 68

D : 69

Q.no 39. Repeater operates in which layer of the OSI model?

A : Physical layer

B : Data link layer

C : Network layer

D : Transport layer

Q.no 40. In IPv4 layer, datagram is of _____

A : Fixed length

B : Variable length

C : Global length

D : Zero length

Q.no 41. The values GET, POST, HEAD etc are specified in _____ of HTTP message

A : Request line

B : Header line

C : Status line

D : Entity body

Q.no 42. When collection of various computers seems a single coherent system to its client, then it is called _____

A : computer network

B : distributed system

C : networking system

D : mail system

Q.no 43. Network congestion occurs _____

A : in case of traffic overloading

B : when a system terminates

C : when connection between two nodes terminates

D : in case of transfer failure

Q.no 44. The right to use a domain name is delegated by domain name registers which are accredited by _____

A : internet architecture board

B : internet society

C : internet research task force

D : internet corporation for assigned names and numbers

Q.no 45. HTTP client requests by establishing a _____ connection to a particular port on the server.

A : User datagram protocol

B : Transmission control protocol

C : Border gateway protocol

D : Domain host control protocol

Q.no 46. HDLC supports two types of transfer modes _____ and _____

A : normal response mode and abnormal response mode.

B : normal response mode and asynchronous balanced mode.

C : command mode and respond mode

D : synchronous balanced mode and asynchronous balanced mode.

Q.no 47. The dump of a UDP header in hexadecimal is CB84000D001C001C. What is the total length of the user datagram?

A : 24Bytes

B : 64Bytes

C : 28Bytes

D : 32 Bytes

Q.no 48. Beyond IP, UDP provides additional services such as _____

A : Routing and switching

B : Sending and receiving of packets

C : Multiplexing and demultiplexing

D : Demultiplexing and error checking

Q.no 49. A pure ALOHA network transmits 200 bit frames on a shared channel of 200 kbps What is the throughput if the system (all stations together) produces 500 frames per second

A : 92 frames

B : 368 frames

C : 276 frames

D : 151 frames

Q.no 50. Three types of HDLC frames are :

A : Data frames, Supervisory frames, Un-numbered frames

B : Information frames, Supervisory frames, Un-numbered frames

C : Information frames, Supervisory frames, Numbered frames

D : Information frames, Controlled frames, Numbered frames

Q.no 51. The port number is “ephemeral port number”, if the source host is _____

A : NTP

B : Echo

C : Server

D : Client

Q.no 52. Which one of the following allows a user at one site to establish a connection to another site and then pass keystrokes from local host to remote host?

A : HTTP

B : FTP

C : Telnet

D : TCP

Q.no 53. For which one of the following reasons does Internet Protocol (IP) use the time-to-live (TTL) field in the IP datagram header

A : Ensure packets reach destination within that time

B : Discard packets that reach later than that time

C : prevent packets from looping indefinitely

D : Limit the time for which the packet gets queued in intermediate routers

Q.no 54. In TCP IP Model, when data is sent from device A to device B, the 5th layer to receive data at B is _____

A : Application layer

B : Transport layer

C : Link layer

D : Session layer

Q.no 55. Communication between a computer and a keyboard involves _____ transmission.

A : Automatic

B : Half-duplex

C : Full-duplex

D : Simplex

Q.no 56. Which is the correct expression for the length of UDP datagram?

A : UDP length = IP length – IP header's length

B : UDP length = UDP length – UDP header's length

C : UDP length = IP length + IP header's length

D : UDP length = UDP length + UDP header's length

Q.no 57. To achieve reliable transport in TCP, _____ is used to check the safe and sound arrival of data.

A : Packet

B : Buffer

C : Segment

D : Acknowledgment

Q.no 58. Each frame in HDLC protocol may contain up ___ fields

A : 4

B : 5

C : 6

D : 7

Q.no 59. In OSI model, when data is sent from device A to device B, the 5th layer to receive data at B is _____

A : Application layer

B : Transport layer

C : Link layer

D : Session layer

Q.no 60. MIME uses the same _____ format

A : RFC822

B : RFC 800

C : Ethernet

D : RFC 1521

Answer for Question No 1. is b

Answer for Question No 2. is b

Answer for Question No 3. is b

Answer for Question No 4. is a

Answer for Question No 5. is c

Answer for Question No 6. is b

Answer for Question No 7. is b

Answer for Question No 8. is c

Answer for Question No 9. is a

Answer for Question No 10. is b

Answer for Question No 11. is d

Answer for Question No 12. is a

Answer for Question No 13. is a

Answer for Question No 14. is b

Answer for Question No 15. is c

Answer for Question No 16. is b

Answer for Question No 17. is b

Answer for Question No 18. is a

Answer for Question No 19. is b

Answer for Question No 20. is b

Answer for Question No 21. is a

Answer for Question No 22. is a

Answer for Question No 23. is a

Answer for Question No 24. is b

Answer for Question No 25. is b

Answer for Question No 26. is d

Answer for Question No 27. is c

Answer for Question No 28. is a

Answer for Question No 29. is d

Answer for Question No 30. is a

Answer for Question No 31. is b

Answer for Question No 32. is a

Answer for Question No 33. is d

Answer for Question No 34. is b

Answer for Question No 35. is b

Answer for Question No 36. is d

Answer for Question No 37. is a

Answer for Question No 38. is b

Answer for Question No 39. is a

Answer for Question No 40. is c

Answer for Question No 41. is b

Answer for Question No 42. is d

Answer for Question No 43. is b

Answer for Question No 44. is c

Answer for Question No 45. is a

Answer for Question No 46. is a

Answer for Question No 47. is c

Answer for Question No 48. is b

Answer for Question No 49. is a

Answer for Question No 50. is b

Answer for Question No 51. is d

Answer for Question No 52. is b

Answer for Question No 53. is d

Answer for Question No 54. is d

Answer for Question No 55. is b

Answer for Question No 56. is c

Answer for Question No 57. is a

Answer for Question No 58. is d

Answer for Question No 59. is c

Answer for Question No 60. is b

Answer for Question No 1. is b

Answer for Question No 2. is c

Answer for Question No 3. is a

Answer for Question No 4. is b

Answer for Question No 5. is a

Answer for Question No 6. is a

Answer for Question No 7. is b

Answer for Question No 8. is a

Answer for Question No 9. is b

Answer for Question No 10. is a

Answer for Question No 11. is d

Answer for Question No 12. is b

Answer for Question No 13. is a

Answer for Question No 14. is a

Answer for Question No 15. is a

Answer for Question No 16. is a

Answer for Question No 17. is c

Answer for Question No 18. is b

Answer for Question No 19. is b

Answer for Question No 20. is a

Answer for Question No 21. is c

Answer for Question No 22. is a

Answer for Question No 23. is c

Answer for Question No 24. is d

Answer for Question No 25. is a

Answer for Question No 26. is a

Answer for Question No 27. is a

Answer for Question No 28. is c

Answer for Question No 29. is c

Answer for Question No 30. is a

Answer for Question No 31. is a

Answer for Question No 32. is b

Answer for Question No 33. is a

Answer for Question No 34. is d

Answer for Question No 35. is b

Answer for Question No 36. is b

Answer for Question No 37. is b

Answer for Question No 38. is b

Answer for Question No 39. is c

Answer for Question No 40. is a

Answer for Question No 41. is d

Answer for Question No 42. is c

Answer for Question No 43. is b

Answer for Question No 44. is a

Answer for Question No 45. is c

Answer for Question No 46. is a

Answer for Question No 47. is c

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Answer for Question No 50. is a

Answer for Question No 51. is c

Answer for Question No 52. is c

Answer for Question No 53. is a

Answer for Question No 54. is b

Answer for Question No 55. is a

Answer for Question No 56. is d

Answer for Question No 57. is a

Answer for Question No 58. is b

Answer for Question No 59. is b

Answer for Question No 60. is d

Answer for Question No 1. is b

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Answer for Question No 14. is b

Answer for Question No 15. is d

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Answer for Question No 21. is b

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Answer for Question No 29. is d

Answer for Question No 30. is d

Answer for Question No 31. is b

Answer for Question No 32. is d

Answer for Question No 33. is d

Answer for Question No 34. is d

Answer for Question No 35. is c

Answer for Question No 36. is a

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Answer for Question No 38. is a

Answer for Question No 39. is d

Answer for Question No 40. is b

Answer for Question No 41. is b

Answer for Question No 42. is b

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Answer for Question No 46. is b

Answer for Question No 47. is b

Answer for Question No 48. is b

Answer for Question No 49. is d

Answer for Question No 50. is d

Answer for Question No 51. is b

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Answer for Question No 59. is c

Answer for Question No 60. is b

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Answer for Question No 59. is d

Answer for Question No 60. is c

Answer for Question No 1. is d

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Answer for Question No 47. is c

Answer for Question No 48. is b

Answer for Question No 49. is d

Answer for Question No 50. is a

Answer for Question No 51. is d

Answer for Question No 52. is d

Answer for Question No 53. is b

Answer for Question No 54. is d

Answer for Question No 55. is c

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Answer for Question No 60. is d

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BASIC NETWORK THEORY

1. The computer network is

- A) Network computer with a cable
- B) Network computer without a cable
- C) Both of the above
- D) None of the above

2. FDDI used which type of physical topology?

- A) Bus
- B) Ring
- C) Star

3. FTP stands for

- A) File transfer protocol
- B) File transmission protocol
- C) Form transfer protocol
- D) Form transmission protocol

4. Ethernet system uses which of the following technology.

- A) Bus
- B) Ring
- C) Star
- D) Tree

5. Which of the following are the network services?

- A) File service
- B) Print service
- C) Database service
- D) All of the above

6. If all devices are connected to a central hub, then topology is called

- A) Bus Topology
- B) Ring Topology
- C) Star Topology
- D) Tree Topology

7. FDDI stands for

- A) Fiber Distributed Data Interface
- B) Fiber Data Distributed Interface
- C) Fiber Dual Distributed Interface
- D) Fiber Distributed Data Interface

8. Which of the following is an application layer service?

- A) Network virtual terminal

- B) File transfer, access and management
- C) Mail service
- D) All of the above

9. Which is the main function of the transport layer?

- A) Node to node delivery
- B) End to end delivery
- C) Synchronization
- D) Updating and maintaining routing tables

10. The layer change bits onto electromagnetic signals.

- A) Physical
- B) Transport
- C) Data Link
- D) Presentation

11. A group of computers and other devices connected together is called a network, and the concept of connected computers sharing resources is called

- A) Networking
- B) Inter-Network
- C) Inter-Connection
- D) Computer Group

12. A simple cabling method, known as the topology, allows about 30 computers on a maximum cable length of about 600 feet.

- A) Star
- B) Ring
- C) Bus
- D) Tree

13) is a set of connecting links between LANs.

- A) CAN
- B) WAN
- C) CLAN
- D) IAN

14) A line considered as a fast WAN link, transmits at 1.5 Mbps, or 1 million bits per second.

- A) L1
- B) F1
- C) W1
- D) T1

15) The elements are specialized computers to connect two or more transmission lines.

- A) Networking
- B) Broadcasting
- C) Switching
- D) Transfering

16) In the network contains numerous cables or leased telephone line, each one connecting a pair of IMPs.

- A) Point-to-Point channels
- B) Pair-to-Pair channels
- C) Broadcast channels
- D) Interface channels

17) The entities comprising the corresponding layers on different layers on different machines are called processes.

- A) entity
- B) peer
- C) peer-to-peer
- D) layered

18) entities are entities in the same layer on different machines.

- A) Software
- B) Service
- C) Peer
- D) Interface

19) To use a network service, the service user first establishes a connection, uses the connection, and terminates the connection.

- A) connection-oriented
- B) connection-less
- C) service-oriented
- D) service-less

20) In service, each message carries the full destination address, and each one is routed through the system independent of all others.

- A) connection-oriented
- B) connection-less
- C) service-oriented
- D) service-less

Answers:

- 1. C) Both of the above
- 2. B) Ring
- 3. A) File transfer protocol
- 4. A) Bus
- 5. D) All of the above

- 6. C) Star Topology
- 7. A) Fiber Distributed... Interface
- 8. C) Mail service
- 9. B) End to end delivery
- 10. A) Physical
- 11. A) Networking
- 12. C) Bus
- 13. B) WAN
- 14. D) T1
- 15. C) Switching
- 16. A) Point-to-Point channels
- 17. B) peer
- 18) C) Peer
- 19) A) connection-oriented
- 20) B) connection-less

1. A network that needs human beings to manually route signals is called....

- A) Fiber Optic Network
- B) Bus Network
- C) T-switched network
- D) Ring network

2. TCP/IP layer corresponds to the OSI models to three layers.

- A) Application
- B) Presentation
- C) Session
- D) Transport

3. Which of the transport layer protocols is connection-less?

- A) UDP
- B) TCP
- C) FTP
- D) Nvt

4. Which of the following applications allows a user to access and change remote files without actual transfer?

- A) DNS
- B) FTP
- C) NFS
- D) Telnet

5. The data unit in the TCP/IP data link layer called a

- A) Message
- B) Segment
- C) Datagram
- D) Frame

6. DNS can obtain the of host if its domain name is known and vice versa.

- A) Station address
- B) IP address
- C) Port address
- D) Checksum

7. Which of the following OSI layers correspond to TCP/IP's application layer?

- A) Application
- B) Presentation
- C) Session
- D) All of the above

8. Devices on one network can communicate with devices on another network via a

- A) File Server
- B) Utility Server
- C) Printer Server
- D) Gateway

9. A communication device that combines transmissions from several I/O devices into one line is a

- A) Concentration
- B) Modifier
- C) Multiplexer
- D) Full duplex file

10. Which layers of the OSI determines the interface often system with the user?

- A) Network
- B) Application
- C) Data link
- D) Session

11. Which of the following of the TCP/IP protocols is the used for transferring files from one machine to another?

- A) FTP
- C) SNMP
- B) SMTP
- D) Rpe

12. In which OSI layers does the FDDI protocol operate?

- A) Physical
- B) Data link
- C) Network
- D) A and B

13. In FDDI, data normally travel on

- A) The primary ring
- B) The Secondary ring
- C) Both rings
- D) Neither ring

14. Thelayer of OSI model can use the trailer of the frame for error detection.

- A) Physical
- B) Data link
- C) Transport
- D) Presentation

15. In atopology, if there are n devices in a network, each device has n-1 ports for cables.

- A) Mesh
- B) Star
- C) Bus
- D) Ring

16. Another name for Usenet is

- A) Gopher
- B) Newsgroups
- C) Browser
- D) CERN

17. The standard suit of protocols used by the Internet, Intranets, extra-nets and some other networks.

- A) TCP/IP
- B) Protocol
- C) Open system
- D) Internet work processor

18. State whether the following is True or False.

i) In bus topology, heavy Network traffic slows down the bus speed.

ii) It is multi-point configuration.

- A) True, True
- B) True, False
- C) False, True
- D) False, False

19. Which of the following is the logical topology?

- A) Bus
- B) Tree
- C) Star
- D) Both A and B

20. Which of the following is/ are the drawbacks of Ring Topology?

- A) Failure of one computer, can affect the whole network
- B) Adding or removing the computers disturbs the network activity.
- C) If the central hub fails, the whole network fails to operate.
- D) Both of A and B

ANSWERS:

- 1. C) T-switched network
- 2. A) Application
- 3. A) UDP

4. C) NFS
 5. D) Frame
 6. B) IP address
 7. D) All of the above
 8. D) Gateway
 9. C) Multiplexer
 10. B) Application
 11. A) FTP
 12. D) A and B
 13. A) The primary ring
 14. B) Data link
 15. A) Mesh
 16. B) Newsgroups
 17. A) TCP/IP
 18. A) True, True
 19. C) Bus
 20. D) Both of A and B
-

1. In mesh topology, relationship between one device and another is

A) Primary to peer
B) Peer to primary
C) Primary to secondary
D) Peer to Peer

2. The performance of data communications network depends on

- A) Number of users
B) The hardware and software
C) The transmission
D) All of the above

3. Find out the OSI layer, which performs token management.

- A) Network Layer
B) Transport Layer
C) Session Layer
D) Presentation Layer

4. The name of the protocol which provides virtual terminal in TCP/IP model is.

- A) Telnet
B) SMTP
C) HTTP

5. The layer one of the OSI model is

- A) Physical layer
B) Link layer
C) Router layer
D) Broadcast layer

6. What is the name of the network topology in which there are bi-directional links between each possible node?

- A) Ring
B) Star
C) Tree
D) Mesh

7. What is the commonly used unit for measuring the speed of data transmission?

- A) Bytes per second
B) Baud
C) Bits per second
D) Both B and C

8. Which of the communication modes support two way traffic but in only once direction of a time?

- A) Simplex
B) Half-duplex
C) Three – quarter’s duplex
D) Full duplex

9. The loss in signal power as light travels down the fiber is called

- A) Attenuation
B) Propagation
C) Scattering
D) Interruption

10. is an interconnection of networks that provide universal communication services over heterogeneous physical networks.

- A) Internet
B) Intranet
C) Network
D) LAN

11. Commercial networks providing access to the to subscribers, and networks owned by commercial organizations for internal use that also have connections to the internet.

- A) backbones
B) Network access points(NAPs)
C) Internet Exchange Points(IXPs)
D) All of the above

12. The layer is provided by the program that uses TCP/IP for communication.

- A) Transport
B) Application

- C) Internetwork
D) Network interface

13) The layer Provides the end-to-end data transfer by delivering data from an application to its remote peer.

- A) Transport
B) Application
C) Internetwork
D) Network interface

14) provides connection-oriented reliable data delivery, duplicate data suppression, congestion control, and flow control.

- A) TCP
B) IP
C) UDP
D) ICMP

15) is used by applications that need a fast transport mechanism and can tolerate the loss of some data.

- A) TCP
B) IP
C) UDP
D) ICMP

16) is a connection-less protocol that does not assume reliability from lower layers, which does not provide reliability, flow control, or error recovery.

- A) Transmission control protocol
B) Internet protocol
C) User Datagram Protocol
D) Simple Mail Transfer Protocol

ANSWERS:

1. D) Peer to Peer
2. D) All of the above
3. C) Session Layer
4. A) Telnet
5. A) Physical layer
6. D) Mesh
7. B) Baud
8. B) Half-duplex
9. A) Attenuation
10. A) Internet
11. D) All of the above
12. B) Application
13. A) Transport
14. A) TCP

15. C) UDP

16. B) Internet protocol

1. Which of the following is not the layer of TCP/IP protocol?

- A) Application Layer
B) Session Layer
C) Transport Layer
D) Internetwork layer

2. address use 7 bits for the <network> and 24 bits for the <host> portion of the IP address.

- A) Class A
B) Class B
C) Class C
D) Class D

3. addresses are reserved for multi-casting.

- A) Class B
B) Class C
C) Class D
D) Class E

4. State the following statement is true or false.

- i) In class B addresses a total of more than 1 billion addresses can be formed.
 - ii) Class E addresses are reserved for future or experimental use.
- A) True, False
B) True, True
C) False, True
D) False, False

5. Which of the following statement is true?

- i) An address with all bits 1 is interpreted as all networks or all hosts.
 - ii) The class A network 128.0.0.0 is defined as the loopback network.
- A) i only
B) ii only
C) Both A and B
D) None of the above

6. Which is not the Regional Internet Registers (RIR) of the following?

- A) American Registry for Internet Numbers (ARIN)
B) Europeans Registry for Internet Numbers (ERIN)
C) Reseaux IP Europeans (RIPE)

D) Asia Pacific Network Information Centre (APNIC)

7. Match the following IEEE No to their corresponding Name for IEEE 802 standards for LANs.

- | | |
|---------------|--------------|
| i) 802.3 | a) WiFi |
| ii) 802.11 | b) WiMa |
| iii) 802.15.1 | c) Ethernet |
| iv) 802.16 | d) Bluetooth |
- A) i-b, ii-c, iii-d, iv-a
B) i-c, ii-d, iii-a, iv-b
C) i-c, ii-a, iii-d, iv-b
D) i-b, ii-d, iii-c, iv-a

8. was the first step in the evolution of Ethernet from a coaxial cable bus to hub managed, twisted pair network.

- A) Star LAN
B) Ring LAN
C) Mesh LAN
D) All of the above

9. is the predominant form of Fast Ethernet, and runs over two pairs of category 5 or above cable.

- A) 100 BASE-T
B) 100 BASE-TX
C) 100 BASE-T4
D) 100 BASE-T2

10. IEEE 802.3ab defines Gigabit Ethernet transmission over unshielded twisted pair (UTP) category 5, 5e or 6 cabling known as

- A) 1000 BASE-T
B) 1000 BASE-SX
C) 1000 BASE-LX
D) 1000 BASE-CX

ANSWERS:

1. B) Session Layer
2. A) Class A
3. C) Class D
4. B) True, True
5. A) i only
6. B) Europeans (ERIN)
7. C) i-c, ii-a, iii-d, iv-b
8. A) Star LAN
9. B) 100 BASE-TX
10. A) 1000 BASE-T

1. is a high-performance fiber optic token ring LAN running at 100 Mbps over distances up to 1000 stations connected.

- A) FDDI
B) FDDT
C) FDDR
D) FOTR

2. Which of the following is Gigabit Ethernet?

- A) 1000 BASE-SX
B) 1000 BASE-LX
C) 1000 BASE-CX
D) All of the above

3. is a collective term for a number of Ethernet standards that carry traffic at the nominal rate of 1000 Mbit/s against the original Ethernet speed of 10 Mbit/s.

- A) Ethernet
B) Fast Ethernet
C) Gigabit Ethernet
D) All of the above

4. is another kind of fiber optic network with an active star for switching.

- A) S/NET
B) SW/NET
C) NET/SW
D) FS/NET

5. The combination of And is often termed the local address of the local portion of the IP address.

- A) Network number and host number
B) Network number and subnet number
C) Subnet number and host number
D) All of the above

6. implies that all subnets obtained from the same subnet mask.

- A) Static subnetting
B) Dynamic subnetting
C) Variable length subnetting
D) Both B and C

7. State whether true or false.

- i) A connection-oriented protocol can only use unicast addresses.
 - ii) The anycast service is included in IPV6.
- A) True, True

- B) True, False
- C) False, True
- D) False, False

- 8. The most important and common protocols associated TCP/IP internetwork layer are.**
- i) Internet protocol(IP)
 - ii) Internet Control Message Protocol(ICMP)
 - iii) Bootstrap Protocol (BooTP)
 - iv) Dynamic Host Configuration Protocol (DHCP)
 - v) Address Resolution Protocol (ARP)

- A) i, ii, iii and iv only
- B) i, iii, iv and v only
- C) ii, iii, iv and v only
- D) All i, ii, iii, iv and v

- 9. is responsible for converting the higher-level protocol addresses (IP addresses) to physical network addresses.**

- A) Address Resolution Protocol (ARP)
- B) Reverse Address Resolution Protocol (RARP)
- C) Bootstrap Protocol (BOOTP)
- D) Internet Control Message Protocol (ICMP)

- 10. Which of the following is not a mechanism that DHCP supports for IP address allocation?**

- A) Automatic allocation
- B) Static allocation
- C) Dynamic allocation
- D) Manual allocation

Answers:

- 1. A) FDDI
- 2. D) All of the above
- 3. B) Fast Ethernet
- 4. A) S/NET
- 5. C) Subnet number and host number
- 6. A) Static subnetting
- 7. A) True, True
- 8. D) All i, ii, iii, iv and v
- 9. A) Address Resolution Protocol (ARP)
- 10. B) Static allocation

- 1. The examples of Interior Gateway Protocols (IGP) are.**

- i) Open Short Path First (OSPF)
- ii) Routing Information Protocol (RIP)
- iii) Border Gateway Protocol (BGP)

- A) i only
- B) i, and ii only
- C) i and iii only
- D) All i, ii and iii

- 2. FTP server listens to connections on port**

- A) 19 and 20
- B) 20 and 21
- C) 21 and 22
- D) 20 and 22

- 3. Which of the following operations can be performed by using FTP.**

- i) Connect to a remote host
 - ii) Select directory
 - iii) Define the transfer mode
 - iv) List file available
- A) i, and ii only
 - B) i, ii and iii only
 - C) ii, iii and iv only
 - D) All i, ii, iii and iv

- 4. A is a set of information that is exchanged between a client and a web browser and a web server during an HTTP transaction.**

- A) infoset
- B) clientinfo
- C) cookie
- D) transkie

- 5. Match the following HTTP status code to their respective definitions.**

- i) 400 a) OK
 - ii) 500 b) Not found
 - iii) 200 c) Continue
 - iv) 100 d) Internal server error
- A) i-b, ii-d, iii-a, iv-c
 - B) i-a, ii-b, iii-c, iv-d
 - C) i-b, ii-c, iii-a, iv-d
 - D) i-b, ii-a, iii-c, iv-d

- 6. Loopback address of IPv6 address is equivalent to the IPV4 loopback address 127.0.0.1.**

- A) (: : 1)
- B) (: :)
- C) (: : 0)
- D) (1 : :)

- 7. Unspecified address of IPV6 address is equivalent to the IPV4**

unspecified address 0.0.0.0.

- A) (: : 1)
- B) (: :)
- C) (: : 0)
- D) (1 : :)

8. A simple cabling method, known as the topology allows about 30 computers on a maximum cable length of about 600 feet.

- A) Ring
- B) Bus
- C) Star
- D) Mesh

9. The layer is responsible for resolving access to shared media or resources.

- A) Physical
- B) Mac sub-layer
- C) Network
- D) Transport

10. A WAN typically spans a set of countries that have data rates less than Mbps.

- A) 2
- B) 1
- C) 4
- D) 100

ANSWERS:

1. B) i, and ii only
2. B) 20 and 21
3. D) All i, ii, iii and iv
4. C) cookie
5. A) i-b, ii-d, iii-a, iv-c
6. A) (: : 1)
7. B) (: :)
8. B) Bus
9. B) Mac sub layer
10. B) 1

1. In addresses for networks, the first 16 bits specify a particular network, and the last 16 bits specify a particular host.

- A) class A
- B) class B
- C) class C
- D) class D

2. The protocol is based on end to end delivery.

- A) SMTP
- B) TCP
- C) IP
- D) SCTP

3. A/An routing scheme is designed to enable switches to react to changing traffic patterns on the network.

- A) static routing
- B) fixed alternate routing
- C) adaptive routing
- D) dynamic routing

4. The IPV4 address is a address because it is assigned at the internet layer.

- A) logical
- B) physical
- C) common
- D) shared

5. The layer provides a well defined service interface to the network layer, determining how the bits of the physical layer are grouped into frames.

- A) Data Link
- B) Physical
- C) Network
- D) Session

6. A distributed data processing configuration in which all activities must pass through a centrally located computer is called.....

- A) ring network
- B) spider network
- C) hierarchical network
- D) data control network

7. The signals are used for the maintenance, troubleshooting, and overall operation of the network.

- A) address
- B) network management
- C) call Information
- D) supervisory

8. In a route is selected for each source-destination pair of in the network.

- A) flooding

- B) variable routing
- C) fixed routing
- D) random routing

9. In type of service, each frame sent over the connection is numbered and the data link layer guarantees that each frame sent is indeed received.

- A) connection less service
- B) indirect link service
- C) direct link service
- D) connection oriented service

10. In deliver, packets of a message are logically connected to one another.

- A) connection less
- B) indirect link
- C) direct link
- D) connection-oriented

ANSWERS:

- 1. B) class B
- 2. A) SMTP
- 3. C) adaptive routing
- 4. A) logical
- 5. A) Data Link
- 6. B) spider network
- 7. B) network management
- 8. C) fixed routing
- 9. D) connection-oriented service
- 10. D) connection-oriented

1. Which of the following is/are the main part(s) of the basic cellular system.

- A) A mobile Unit
- B) A cell Site
- C) A mobile Telephone Switching Office
- D) All of the above

2. Fading of the received radio signals in a mobile communication environment occurs because of

- A) Direct propagation
- B) Multipath Propagation
- C) Bi-path Propagation
- D) None of the above

3. State whether True or False.

- i) The cells or subdivisions of a geographical area are always hexagonal.
- ii) A land to Mobile call originates through the Telephone exchange.

- A) True, False
- B) False, True
- C) False, False
- D) True, True

4. In Frequency Spectrum is divided into smaller spectra and is allocated to each user.

- A) TDMA
- B) CDMA
- C) FDMA
- D) FGMA

5. In multiple access is achieved by allocating different time slots for the different users.

- A) TDMA
- B) CDMA
- C) FDMA
- D) FGMA

6. State whether True or False.

- i) In GSM-only TDMA is used.
- ii) There is zero inter-channel interference in CDMA.

- A) True, False
- B) False, True
- C) False, False
- D) True, True

7. The basic GSM is based on traffic channels.

- A) connection oriented.
- B) connection less.
- C) packet switching.
- D) circuit switching.

8. are typically characterized by very small cells, especially in densely populated areas.

- A) 2G system.
- B) 3G system.
- C) 2.5G system.
- D) 3.5G system.

9. A antenna which attempts to direct all its energy in a particular direction is called as a

- A) Directional Antenna
- B) One to One Antenna
- C) Propagation Antenna
- D) Single Direction Antenna

10. Which mode is used for installing networks in wireless communication device characteristics?

- A) Fixed and wired.
- B) Mobile and wired.
- C) Fixed and wired.
- D) Mobile and wireless.

ANSWERS:

- 1. D) All of the above
- 2. B) Multipath Propagation
- 3. B) False, True
- 4. C) FDMA
- 5. A) TDMA
- 6. C) False, False
- 7. A) connection-oriented.
- 8. C) 2.5G system.
- 9. A) Directional Antenna
- 10. C) Fixed and wired.

1. tier it's much easier to design the application to be DBMS agnostic.

- A) Middle application server
- B) Multithreaded application
- C) Application server
- D) Client-server application

2. Which of the following is not the correct benefit of distributed computing.

- A) Resource sharing
- B) Performance
- C) Availability
- D) Security

3. serve as the 'glue' between the client and server applications respectively, and that ORB.

- A) ORB and ORB Interface
- B) CORBA IDL stubs and skeletons
- C) Client and servant
- D) Client and server

4. In the client invokes the request and then blocks waiting for the response.

- A) Deferred Synchronous Invocation
- B) One way Invocation
- C) Synchronous Invocation
- D) Two-way Invocation

5. In the client invokes the request, continues processing while the request is dispatched, and later collects the response.

- A) Deferred Synchronous Invocation
- B) One way Invocation
- C) Synchronous Invocation
- D) Two-way Invocation

6. provides programmers a familiar programming model by extending the local procedure call to a distributed environment.

- A) Distributed environment
- B) Permanent procedure call
- C) Process and file
- D) Remote procedure call

7. The in the object's descriptor is passed as the second argument to the remote object's constructor for the object to use during activation.

- A) Activation Desc
- B) Marshalled Object
- C) Activation Exception
- D) Activation Object

8. allows clients to invoke requests without having access to static stubs and allows the server to be written without having skeletons for the objects being invoked compiled statically into the program.

- A) The Object Adapter
- B) Dynamic Skeleton Interface
- C) Server Process Activation
- D) Client Process Activation

9. serves as the glue between CORBA object implementations and the ORB itself.

- A) The Object Adapter
- B) Dynamic Skeleton Interface
- C) Server Process Activation
- D) Client Process Activation

10. refers to computing technologies in which the hardware and software components are distributed across a network.

- A) Client and Server
- B) User and System
- C) User and file server
- D) User and database server

ANSWERS:

1. A) Middle application server

2. D) Security

3. B) CORBA IDL stubs and skeletons

4. C) Synchronous Invocation

5. A) Deferred Synchronous Invocation

6. D) Remote procedure call

7. B) Marshalled Object

8. B) Dynamic Skeleton Interface

9. A) The Object Adapter

10. A) Client and Server

1. specifies a complete set of rules for the connections and interactions of its physical and logical components for providing and utilizing communication services.

- A) Computer Architecture
- B) Communication Architecture
- C) Network Architecture
- D) Internet Architecture

2. The two most important network architecture or reference model is.....

- i) Layered reference model
- ii) OSI reference model
- iii) DSL reference model
- iv) TCP/IP reference model

- A) i and ii
- B) ii and iii
- C) iii and iv
- D) ii and iv

3. The Open System Interconnection(OSI) reference model includes layers.

- A) five
- B) six
- C) seven
- D) eight

4. is used to manage and synchronize conversation between two systems.

- A) Physical Layer
- B) Data Link Layer
- C) Session Layer
- D) Transport Layer

5. Which of the following is not the function of the physical layer?

- A) Converting the digital bits into an electrical signal
- B) Detecting and correcting errors
- C) Defining voltages and data rates needed for transmission.
- D) Activating, maintaining and deactivating the physical connection

6. divides the outgoing messages into packets and assembles incoming packets into messages for the higher levels.

- A) Physical Layer
- B) Data Link Layer
- C) Network Layer
- D) Transport Layer

7. The TCP/IP reference model was used earlier by before being used on the Internet.

- A) ARPANET
- B) PARPANET
- C) USDNET
- D) DODNET

8. Which of the following are True for the TCP/IP reference model?

- i) The TCP protocol divides the large message into a sequence of packets into an IP packet.
- ii) The IP protocol is used to put a message into the packet.
- iii) It is necessary for all the packets in a single message to take the same route each time it is sent.
- iv) The packets are passed from one network to another until they reach their destination.

- A) i and iv only
- B) i, ii and iv only
- C) i, ii and iii only
- D) All i, ii, iii and iv

9. Which of the following is not the layer of the TCP/IP model?

- A) Internet Layer
- B) Application Layer
- C) Transport Layer
- D) Presentation Layer

10. State whether the following statements are True or False.

- i) In the TCP/IP model Transport layer guarantees delivery of packets.
 - ii) The network layer of the OSI model provides both connectionless and connection-oriented service.
 - iv) The TCP/IP model does not fit any other protocol stack.
- A) i-True, ii-False, iii-False
 - B) i-False, ii-True, iii-True
 - C) i-False, ii-False, iii-True
 - D) i-True, ii-True, iii-False

ANSWERS:

1. C) Network Architecture
2. D) ii and iv
3. C) seven
4. C) Session Layer
5. B) Detecting and correcting errors
6. C) Network Layer
7. A) ARPANET
8. B) i, ii and iv only
9. D) Presentation Layer
10. B) i-False, ii-True, iii-True

DATA COMMUNICATION SERVICES

1. Which of the following is/are the examples of data communication services.
i) SMDS ii) Frame relay iii) X.25 iv) ATM
- A) i, ii and iv only

- B) i, ii and iii only
- C) i, iii and iv only
- D) All i, ii, iii and iv only

2. was developed in 1970 by CCITT for providing an interface between the public packet-switched network and their customers.

- A) SMDS
- B) Frame relay
- C) X.25
- D) ATM

3. X.25 protocol is based on the protocols used in early networks such as ARPANET, DATAPAC, TRANSPAC etc.

- A) Packet Switching
- B) Circuit Switching
- C) Virtual Packet Circuit Switching
- D) Virtual Packet Switching

4. protocol is a physical layer protocol is used to specify the physical electrical and procedural interface between host and network.

- A) X.25
- B) X.21
- C) SMDS
- D) X.23

5. is a connection-oriented service which supports switched virtual circuits as well as the permanent circuits.

- A) X.25
- B) X.21
- C) SMDS
- D) ATM

6. In X.25, is established between a computer and network when the computer sends a packet to the network requesting to make a call a packet to the network requesting to make a call to another computer.

- A) Virtual circuit
- B) Switched circuit
- C) Switched virtual circuit
- D) Switched intelligent circuit

7. In order to allow the computers who do not use the X.25 to communicate with the, a packet assembler disassembler (PAD) is used.

- A) X.21
- B) SMDS
- C) Frame relay
- D) X.25

8. The layers defined by X.25 interface is/are

i) physical layer ii) data link layer iii) packet layer iv) application layer

- A) i, ii and iv only
- B) i, ii and iii only
- C) i, iii and iv only
- D) All i, ii, iii and iv only

9. The X.25 defines the interface for the exchange of packets between the user's machine (DTE) and the packet switching node to which this DTE is attached which is called as

- A) DCE
- B) DDE
- C) DLC
- D) HDL

10. At the physical level, physical interface is being used which is defined for the circuit-switched data network.

- A) X.25
- B) X.21
- C) Frame relay
- D) SMDS

11. The virtual circuit service of X.25 provides for two types of virtual circuits which are

i) virtual circuit ii) permanent virtual circuit iii) permanent virtual call iv) virtual call

- A) i and ii only
- B) ii and iii only
- C) iii and iv only
- D) ii and iv only

12. A is a dynamically established virtual circuit using a call setup and call clearing procedure.

- A) Permanent virtual circuit
- B) Virtual call
- C) Virtual circuit
- D) Permanent virtual call

13. A is a fixed network assigned virtual where data transfer takes place as with virtual calls, but no call setup or clearing required.

- A) Permanent virtual circuit
- B) Virtual call
- C) Virtual circuit
- D) Permanent virtual call

14. Which of the following is/are the advantages of X.25

i) Frame delivery is more reliable ii) X.25 is faster than Frame relay iii) Frames are delivered in order iv) Flow control is provided

- A) i, ii and iv only
- B) i, ii and iii only
- C) i, iii and iv only
- D) All i, ii, iii and iv only

15. is a connection-oriented service, which can be imagined to be equivalent to a virtual leased line.

- A) X.25
- B) Frame relay
- C) SMDS
- D) ATM

16. does not provide acknowledgments or normal flow control.

- A) Frame relay
- B) X.25
- C) SMDS
- D) ATM

17. was developed for taking advantage of the high data rates and low error rates in the modern communication system.

- A) X.25
- B) Frame relay
- C) SMDS
- D) ATM

18. In the cell control packets are used for setting up and clearing virtual circuits.

- A) ATM
- B) X.25
- C) SMDS
- D) Frame relay

19. Which of the following is/are the advantages of frame relay.

- i) streamlined communication process ii) lower delay iii) higher throughput
- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

20. In the number of functions of a protocol at the user network interface is reduced.

- A) X.25
- B) Frame relay
- C) SMDS
- D) ATM

Answers

1. D) All i, ii, iii and iv only
2. C) X.25
3. A) Packet Switching
4. B) X.21
5. A) X.25
6. C) Switched virtual circuit
7. D) X.25
8. B) i, ii and iii only
9. A) DCE
10. B) X.21
11. D) ii and iv only
12. B) Virtual call
13. A) Permanent virtual circuit
14. C) i, iii and iv only
15. B) Frame relay
16. A) Frame relay
17. B) Frame relay
18. D) Frame relay
19. D) All i, ii and iii
20. B) Frame relay

1. Which of the following is/are the drawbacks of frame relay.

- i) Frames are delivered unreliable ii) Packets having errors are simply discarded iii) Frame relay does not provide flow control iv) Frame relay is much slower than X.25
- A) i, ii and iv only
- B) ii, iii and iv only
- C) i, ii and iii only
- D) All i, ii, iii and iv

2. In packets may not be delivered in the same sequence like that at the sending end.

- A) X.25
- B) X.21
- C) Frame relay
- D) SMDS

3. addressing is performed using virtual circuit addresses known as data-link connection identifiers (DLCIs).

- A) X.25
- B) X.21
- C) ATM
- D) Frame relay

4. State whether the statements are True or False

- i) X.25 networks work at speed up to 64 kbps ii) X.25 does not provide flow control iii) X.25 provides acknowledgment signal
- A) i-True, ii-False, iii-True
- B) i-False, ii-False, iii-True
- C) i-True, ii-True, iii-False
- D) i-False, ii-True, iii-False

5. State whether the following statements are true.

- i) Frame relay supports virtual leased line ii) Bad frame is discarded by frame relay iii) Frames are delivered in proper order
- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

6. provides minimal services, primarily a way to determine the start and end of each frame and the detection of transmission error.

- A) X.25
- B) X.21
- C) Frame relay
- D) SMDS

7. In bad frames can be received back by sending an acknowledgment signal.

- A) X.25
- B) X.21

- C) ATM
- D) Frame relay

8. Asynchronous Transfer Mode (ATM) provides services under

- i) Compressed voice and video ii) Synchronous TDM streams such as T-1 iii) Services using the constant bit rates
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii

9. ATM has advantages of better reliability and fidelity which allows faster packet switching than

- A) X.21
- B) X.25
- C) Frame relay
- D) SMDS

10. is used in non-ISDN systems where the data rates are very high.

- A) X.21
- B) X.25
- C) ATM
- D) SMDS

11. The of the ATM protocol involves the specifications of a transmission medium and signal encoding scheme.

- A) Physical layer
- B) ATM layer
- C) High layer
- D) ATM adaption layer (AAL)

12. is a high-speed switching network architecture created in the late 1980s / early 1990s to apply circuit switching concepts to data networks.

- A) X.21
- B) ATM
- C) X.25
- D) SMDS

13. defines the transmission of data in fixed-size cells and it also defines the use of logical connections.

- A) Physical layer
- B) ATM layer
- C) High layer
- D) ATM adaption layer (AAL)

14. is a service dependent layer, which is used for supporting the information transfer protocol not based on ATM.

- A) Physical layer
- B) ATM layer
- C) High layer
- D) ATM adaption layer (AAL)

15. The ATM protocol architecture consists of the following separate planes

- i) user plane ii) control plane iii) server plane iv) plane management
- A) i, ii and iv only
 - B) ii, iii and iv only
 - C) i, ii and iii only
 - D) All i, ii, iii and iv

16. Functions of the management plane related to a system include

- i) provision of co-ordination between all planes ii) layer management iii) management functions relating to resources and parameters
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii

17. In ATM, the information is transmitted in the form of small packets of fixed size are called

- A) ATM path
- B) ATM cell
- C) ATM routing
- D) ATM follows

18. Which of the following is/are the advantages of virtual path

- i) complicated network structure ii) improved network performance and reliability iii) Enhancement in-network services

- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

19. includes real-time service of ATM service.

- A) Constant bit rate
- B) Available bit rate

- C) Unspecified bit rate
- D) Specified bit rate

20. State whether the following statements are True or False.

i) ATM is the next step of packet switching technique ii) ATM allows multiple virtual channels with the data rates iii) Frame relay not allows multiple virtual channels with the data rates

- A) i-True, ii-False, iii-True
- B) i-False, ii-False, iii-True
- C) i-True, ii-True, iii-False
- D) i-False, ii-True, iii-True

Answers

1. C) i, ii and iii only
2. C) Frame relay
3. D) Frame relay
4. A) i-True, ii-False, iii-True
5. A) i and ii only
6. C) Frame relay
7. A) X.25
8. D) All i, ii and iii
9. B) X.25
10. C) ATM
11. A) Physical layer
12. B) ATM
13. B) ATM layer
14. D) ATM adaption layer (AAL)
15. A) i, ii and iv only
16. D) All i, ii and iii
17. B) ATM cell
18. B) ii and iii only
19. A) Constant bit rate
20. D) i-False, ii-True, iii-True

1. The narrowband ISDN has a smaller bandwidth and it can support the data rates of up to

- A) 62Kbits/s
- B) 64Kbits/s
- C) 66Kbits/s
- D) 68Kbit/s

2. The first generation of ISDN is called as a narrowband ISDN which has a orientation.

- A) circuit switching
- B) datagram packet switching
- C) message switching
- D) virtual circuit packet switching

3. The main important technical contribution of B-ISDN is the

- A) SMDS
- B) Frame relay
- C) X.25
- D) ATM

4. The main important technical contribution of narrowband ISDN is

- A) SMDS
- B) Frame relay
- C) X.25
- D) ATM

5. Which of the following is/are the services provided by ISDN.

- i) Existing voice applications
- ii) Data applications
- iii) Fascimile(FAX)
- iv) Teletext services

- A) i, ii and iii only
- B) ii, iii and iv only
- C) i, iii and iv only
- D) All i, ii, iii and iv

6. The development of ISDN is governed by a set of recommendations issued by

- A) CCITT
- B) ITTCC
- C) TTICC
- D) ITTCC

7. The connects a large number of ISDN subscriber loop signals to the digital network.

- A) Digital Networking office
- B) Digital Central Office
- C) Integrated Network Office
- D) Digital Service Office

8. The ISDN is governed by recommendations from ITU-T which are called as of recommendations.

- A) T-series
- B) U-series
- C) I-series
- D) D-series

9. Which of the following is/are the operations performed by the digital central office.

- i) It provides access to the circuit-switched network
- ii) It provides subscriber access to the

dedicated lines

iii) It accommodates multiplexed access via digital PBX and LAN

- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

10. Digital central office providers subscriber access to the networks and timeshare transaction-oriented computer services.

- A) packet-switched
- B) circuit-switched
- C) message switched
- D) telegraph switched

11. The standard electronic mail source components have been defined and approved by the CCITT which are known as family of standards for message handling system.

- A) X.100
- B) X.200
- C) X.300
- D) X.400

12. message handling system model in ISDN is used for system model and services elements.

- A) X.400
- B) X.401
- C) X.408
- D) X.410

13. message handling system model in ISDN is used for remote operations and reliable transfer server.

- A) X.400
- B) X.401
- C) X.408
- D) X.410

14. The message format for ISDN can be classified into which of the following groups(s).

- A) Call establishment message
- B) Call control message
- C) Call disconnect message
- D) All of the above

15. In the group of call establishment messages contains which of the following

messages.

i) Call set up
ii) User to use messages
iii) Call connect and disconnect acknowledgment

iv) Call processing alert
A) i, ii and iii only
B) ii, iii and iv only
C) i, iii and iv only
D) All i, ii, iii and iv

16. Call control message group includes which of the following messages.

i) Suspend or resume messages
ii) User to user messages
iii) Call release messages
A) i and ii only
B) ii and iii only
C) i and iii only
D) All i, ii and iii

17. are used for negotiating the network facilities for supporting additional services such as direct inward dialing, call forwarding etc.

- A) Call establishment message
- B) Call control message
- C) Call disconnect message
- D) Other messages

18. field of a message format for ISDN gives reference to the channel information transfer activity to which a signaling packet pertains.

- A) Protocol discriminator
- B) Call reference
- C) Message reference
- D) Message type

19. State whether the following statements for the features of ISDN address structure are True or False.

- i) The ISDN numbering plan is based on the telephone numbering plan**
- ii) It depends on the nature of service being provided**
- iii) It independent of the performance characteristics of the connection.**
 - A) i-True, ii-True, iii-False
 - B) i-True, ii-False, iii-True
 - C) i-False, ii-True, iii-True
 - D) i-False, ii-False, iii-False

20. Which of the following is/are the types of ISDN channels.

- i) A channel ii) B channel iii) D channel iv)
H channel
A) i, ii and iii only
B) ii, iii and iv only
C) i, iii and iv only
D) All i, ii, iii and iv

Answers

1. B) 64Kbits/s
2. A) circuit switching
3. D) ATM
4. B) Frame relay
5. D) All i, ii, iii and iv
6. A) CCITT
7. B) Digital Central Office
8. C) I-series
9. D) All i, ii and iii
10. A) packet-switched
11. D) X.400
12. A) X.400
13. D) X.410
14. D) All of the above
15. C) i, iii and iv only
16. A) i and ii only
17. D) Other messages
18. B) Call reference
19. B) i-True, ii-False, iii-True
20. B) ii, iii and iv only

1. can be used for carrying digital data, PCM encoded voice signal, coded at 64 Kbps.

- A) A channel
B) B channel
C) D channel
D) H channel

2. Different types of connections which can be set up over a B channel of ISDN is/are ..

- i) Packet switched connections ii) Circuit switched connections iii) Frame mode connections iv) Semi permanent connections

- A) i, ii and iv only
B) i, iii and iv only
C) ii, iii and iv only
D) All i, ii, iii and iv

3. are used for user information at higher bit rates such as fast facsimile, video,

high speed data, high quality audio etc.

- A) A channels
B) B channels
C) D channels
D) H channels

4. The basic channel structure of H channels is a package offered to the user which consists of full-duplex 64Kbps B channel(s) and full-duplex 16Kbps D channel.

- A) one, two
B) two, one
C) two, three
D) three, two

5. of ISDN refers to certain finite arrangements of physical equipment or combination of equipment

- A) Reference grouping
B) Reference points
C) Functional grouping
D) Functional points

6. in ISDN correspond to the conceptual points used in order to separate groups of functions.

- A) Reference grouping
B) Reference points
C) Functional grouping
D) Functional points

7. includes the functions associated with the physical and electrical termination of the ISDN on the user's premises.

- A) Network Termination 1 (NT1)
B) Network Termination 2 (NT2)
C) Network Termination 1,2 (NT12)
D) Terminal Equipment Type 1 (TE1)

8. is a customer premises switching equipment and it is an intelligent device which performs switching and concentration functions.

- A) Network Termination 1 (NT1)
B) Network Termination 2 (NT2)
C) Network Termination 1,2 (NT12)
D) Terminal Equipment Type 1 (TE1)

9. Digital telephones integrated voice/data terminals and digital fax are the examples of in ISDN.

- A) Network Termination 1 (NT1)
- B) Network Termination 2 (NT2)
- C) Network Termination 1,2 (NT12)
- D) Terminal Equipment Type 1 (TE1)

10. The different reference points in ISDN is/are

- i) Terminal point (T) ii) System Reference Point (S) iii) Rate Reference Point (R) iv) United Reference Point (U)

- A) i, ii and iii only
- B) i, iii and iv only
- C) ii, iii and iv only
- D) All i, ii, iii and iv

11. is used to provide a non-ISDN interface between the user equipment with the adapter equipment.

- A) Terminal point (T)
- B) System Reference Point (S)
- C) Rate Reference Point (R)
- D) United Reference Point (U)

12. in ISDN corresponds to minimum ISDN Network termination at the customer premise.

- A) Terminal point (T)
- B) System Reference Point (S)
- C) Rate Reference Point (R)
- D) United Reference Point (U)

13. Control signaling, packet switching and telemetry are the applications of

- A) A channel
- B) B channel
- C) D channel
- D) H channel

14. in ISDN is used for establishing, maintaining and terminating the connectors on channel B.

- A) Control signaling
- B) Telemetry
- C) Packet switching
- D) Circuit switching

15. The B channel can be used for in which of the following applications.

- i) circuit switching ii) semi-permanent circuits iii) packet switching iv) control signaling

- A) i, ii and iv only
- B) i, ii and iii only

- C) ii, iii and iv only
- D) i, iii and iv only

16. ISDN provides which of the following types of end to end communication services.

- i) circuit-switched calls over a B channel
- ii) Semi-permanent connections over a B channel
- iii) Packet-switched calls over H channel
- iv) Packet-switched calls over D channel

- A) i, ii and iv only
- B) i, ii and iii only
- C) ii, iii and iv only
- D) i, iii and iv only

17. is used to distinguish between messages for the user-network call control and the other message types.

- A) Protocol discriminator
- B) Call reference
- C) Message type
- D) Comment

18. The Q.931 message in ISDN applies in which of the following applications.

- i) circuit mode control ii) packet mode access connection control iii) uses to user signaling associated with circuit-switched calls iv) Message used with a global call reference

- A) i, ii and iv only
- B) i, ii and iii only
- C) ii, iii and iv only
- D) i, iii and iv only

19. Which of the following is/are the additional function(s) performed by the Q.931 messages.

- i) call establishment ii) call information iii) call clearing

- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

20. The two different bit rates for which one primary channel structure or primary access is designed are and

- A) 1.444Mbps, 2.48Mbps
- B) 1.544Mbps, 2.048Mbps
- C) 1.644Mbps, 2.058Mbps
- D) 1.445Mbps, 2.084Mbps

Answers

1. B) B channel
2. D) All i, ii, iii and iv
3. D) H channels
4. B) two, one
5. C) Functional grouping
6. B) Reference points
7. A) Network Termination 1 (NT1)
8. B) Network Termination 2 (NT2)
9. D) Terminal Equipment Type 1 (TE1)
10. A) i, ii and iii only
11. C) Rate Reference Point (R)
12. A) Terminal point (T)
13. C) D channel
14. A) Control signaling
15. B) i, ii and iii only
16. A) i, ii and iv only
17. A) Protocol discriminator
18. A) i, ii and iv only
19. D) All i, ii and iii
20. B) 1.544Mbps, 2.048Mbps

NETWORK SECURITY

1. Which of the following are the solutions to network security?

- | | |
|--------------------|---------------------|
| i) Encryption | ii) Authentication |
| iii) Authorization | iv) Non-repudiation |
- A) i, ii and iii only
B) ii, iii and iv only
C) i, iii and iv only
D) All i, ii, iii and iv

2. is to protect data and passwords.

- A) Encryption
B) Authentication
C) Authorization
D) Non-repudiation

3. The following protocols and systems are commonly used to provide various degrees of security services in a computer network.

- | | |
|---------------------------------------|---------------------------------|
| i) IP filtering | ii) Reverse Address Translation |
| iii) IP Security Architecture (IPsec) | iv) Firewalls |
| v) Socks | |
- A) i, ii, iii and iv only
B) i, iii, iv and v only

- C) ii, iii, iv and v only
D) All i, ii, iii, iv and v

4. A firewall is installed at the point where the secure internal network and untrusted external network meet which is also known as

- A) Chock point
B) meeting point
C) firewall point
D) secure point

5. Which of the following is/are the types of firewalls?

- A) Packet Filtering Firewall
B) Dual Homed Gateway Firewall
C) Screen Host Firewall
D) All of the above

6. The components of IP security includes

- A) Authentication Header (AH)
B) Encapsulating Security Payload (ESP)
C) Internet Key Exchange (IKE)
D) All of the above

7. is used to carry traffic of one protocol over the network that does not support that protocol directly.

- A) Tunneling
B) Transferring
C) Trafficking
D) Switching

8. In Mode, the authentication header is inserted immediately after the IP header.

- A) Tunnel
B) Transport
C) Authentication
D) Both A and B

9. State true or false.

- i) Socks are a standard for circuit-level gateways.

- ii) NAT is used for the small number of hosts in a private network.

- A) True, False
B) False, True
C) True, True
D) False, False

10. A is an extension of an enterprise's private intranet across a public

Network such as the Internet, creating a secure private connection.

- A) VNP
- B) VPN
- C) VSN
- D) VSPN

Answers:

- 1. D) All i, ii, iii and iv
- 2. A) Encryption
- 3. B) i, iii, iv and v only
- 4. A) Chock point
- 5. D) All of the above
- 6. D) All of the above
- 7. A) Tunneling
- 8. A) Tunnel
- 9. C) True, True
- 10. B) VPN

1. The primary goal of the protocol is to provide a private channel between communicating application, which ensures privacy of data authentication of the partners, and integrity.

- A) SSL
- B) ESP
- C) TSL
- D) PSL

2. The is used to provide integrity check, authentication, and encryption to IP datagram.

- A) SSL
- B) ESP
- C) TSL
- D) PSL

3. In mode, a common technique in packet-switched networks consist of wrapping a packet in a new one.

- A) Tunneling
- B) Encapsulation
- C) Both A and B
- D) None of the above

4. The is a collection of protocols designed by Internet Engineering Task Force(IETF) to provide security for a packet at the Network level.

- A) IPsec
- B) Netsec
- C) Packetsec
- D) Protocolsec

5. At the lower layer of SSL, a protocol for transferring data using a variety of predefined cipher and authentication combinations called the

- A) SSL handshake protocol
- B) SSL authentication protocol
- C) SSL record protocol
- D) SSL cipher protocol

6. While initiating the SSL session, the client code recognizes the SSL request and establishes a connection through TCP Port to the SSL code on the server.

- A) 420
- B) 1032
- C) 443
- D) 322

7. On the upper layer of SSL, a protocol for initial authentication and transfer of encryption keys called the

- A) SSL handshake protocol
- B) SSL authentication protocol
- C) SSL record protocol
- D) SSL cipher protocol

8. State whether the following statement is true.

- i) An application-level gateway is often referred to as a proxy.
- ii) In proxy, a direct connection is established between the client and the destination server.
- A) True, False
- B) False, True
- C) True, True
- D) False, False

9. In the packet-filtering router, the following information can be external from the packet header.

- i) Source IP address
- ii) Destination IP address
- iii) TCP/UDP source port
- iv) ICMP message type
- v) TCP/UDP destination port
- A) i, ii, iii and iv only
- B) i, iii, iv and v only

- C) ii, iii, iv and v only
D) All i, ii, iii, iv and v

10. mode is used whenever either end of a security the association is the gateway.

- A) Tunnel
B) Encapsulating
C) Transport
D) Gateway

Answers:

1. A) SSL
2. B) ESP
3. C) Both A and B
4. A) IPsec
5. C) SSL record protocol
6. C) 443
7. A) SSL handshake protocol
8. A) True, False
9. D) All i, ii, iii, iv and v
10. A) Tunnel

ROUTING PROTOCOL AND ALGORITHM

1) Which of the following is not the requirement of routing function?

- A. Correctness
B. Robustness
C. Delay time
D. Stability

2) The protocol allows the administrator to assign a cost, called the metric, to each route.

- A. OSPF
B. RIP
C. BGP
D. BBGP

3) If there is only one routing sequence for each source destination pair, the scheme is known as

- A. static routing
B. fixed alternative routing
C. standard routing
D. dynamic routing

4) The Open Shortest Path First(OSPF) protocol is an intra domain routing protocol based on routing.

- A. distance vector
B. link state
C. path vector
D. non distance vector

5) An/Arouting scheme is designed to enable switches to react to changing traffic patterns on the network.

- A. static routing
B. fixed alternative routing
C. standard routing
D. dynamic routing

6) The Routing Information Protocol(RIP) is an intra domain routing based onrouting.

- A. distance vector
B. link state
C. path vector
D. distance code

7) The term refers to which node or nodes in the network are responsible for the routing decision.

- A. decision place
B. routing place
C. node place
D. switching place

8) In routing the least cost route between any two nodes is the minimum distance.

- A. path vector
B. distance vector
C. link state
D. switching

9) For centralized routing the decision is made by some designated node called

- A. designated center
B. control center
C. network center
D. network control center

10) For purposes of routing, the Internet is divided into

- A. wide area networks
B. autonomous networks
C. local area networks
D. autonomous system

11) In a route is selected for each destination pair of nodes in the network.

- A. flooding
- B. variable routing
- C. fixed routing
- D. random routing

12) To create a neighborhood relationship, a router running BGP sends an message.

- A. open
- B. update
- C. keep alive
- D. close

13) The technique which requires no network information required is

- A. flooding
- B. variable routing
- C. fixed routing
- D. random routing

14) An area is

- A. part of an AS
- B. composed of at least two AS
- C. another term for an AS
- D. composed more than two AS

15) Which of the following produces high traffic network?

- A. Variable routing
- B. Flooding
- C. Fixed routing
- D. Random routing

16) In routing, we assume that there is one node (or more) in each autonomous system that acts on behalf of the entire autonomous system.

- A. distant vector
- B. path vector
- C. link state
- D. multipoint

17) When a direct delivery is made, both the deliverer and receiver have the same

- A. routing table
- B. host id
- C. IP address
- D. Net id

18) In OSPF, a link is a network with several routers attached to it.

- A. point-to-point
- B. transient
- C. stub
- D. multipoint

19) In routing, the mask and the destination address are both 0.0.0.0 in routing table.

- A. next-hop
- B. host-specific
- C. network-specific
- D. default

20) In the router forwards the receive packet through only one of its interfaces.

- A. unicasting
- B. multicasting
- C. broadcasting
- D. point to point

ANSWERS:

- 1) C. Delay time
- 2) A. OSPF
- 3) B. fixed alternative routing
- 4) B. link state
- 5) C. standard routing
- 6) A. distance vector
- 7) A. decision place
- 8) B. distance vector
- 9) D. network control center
- 10) D. autonomous system
- 11) C. fixed routing
- 12) B. update
- 13) A. flooding
- 14) A. part of an AS
- 15) B. Flooding
- 16) B. path vector
- 17) D. Net id
- 18) B. transient
- 19) D. default
- 20) B. multicasting

1) Alternate and adaptive routing algorithm belongs to

- A. static routing
- B. permanent routing
- C. standard routing
- D. dynamic routing

2) protocol is a popular example of a link-state routing protocol.

- A. SPF
- B. BGP
- C. RIP
- D. OSPF

3) An example of the routing algorithm is ...

- A. TELNET
- B. TNET
- C. ARPANET
- D. ARNET

4) The Enhanced Interior Gateway Routing Protocol(EIGRP) is categorized as a

- A. Distance vector routing protocols
- B. Link state routing protocols
- C. Hybrid routing protocols
- D. Automatic state routing protocols

5) In routing, the routing table hold the address of just the next hop instead of complete route information.

- A. next-hop
- B. host-specific
- C. network-specific
- D. default

6) was originally developed to provide a loop-free method of exchanging routing information between autonomous systems.

- A. OSPF
- B. EIGRP
- C. BGP
- D. RIP

7) In routing, the destination address is a network address in the routing tables.

- A. next-hop
- B. host-specific
- C. network-specific
- D. default

8) Logical partitioning of the network, authentication and faster convergence rate are the advantages of

- A. OSPF
- B. EIGRP
- C. BGP
- D. RIP

9) The flag indicates the availability of a router.

- A. up
- B. host-specific
- C. gateway
- D. added by redirection

10) The types of autonomous system defined by BGP is/are ..

- A. Stub
- B. Multi-homed
- C. Transit
- D. All of the above

11) For a direct deliver, the flag is on.

- A. up
- B. host specific
- C. gateway
- D. added by redirection

12) A AS has connections to two or more autonomous systems and carries both local and transit traffic.

- A. Stub
- B. Multi-homed
- C. Transit
- D. All of the above

13) In unicast routing, each router in the domain has a table that defines a path tree to possible destinations.

- A. average
- B. longest
- C. shortest
- D. very longest

14) supports the simultaneous use of multiple unequal cost paths to a destination.

- A. OSPF
- B. EIGRP
- C. BGP
- D. RIP

15) In multicast routing, each involved router needs to construct a path tree for each group.

- A. average
- B. longest
- C. shortest
- D. very longest

16) Which of the following is/are the benefits provided by EIGRP?

- i) Faster convergence

ii) partial routing updates

iii) High bandwidth utilization

iv) Route summarization

A. i, iii and iv only

B. i, ii and iii only

C. ii, iii and iv only

D. i, ii and iv only

17) In OSPF, a link is a network is connected to only one router.

A. point-to-point

B. transient

C. stub

D. multipoint

18) is the process of consolidating multiple contiguous routing entries into a single advertisement.

A. Faster convergence

B. Partial routing updates

C. Route summarization

D. Multiple protocols

19) In OSPF, when the link between two routers is broken, the administration may create a link between them using a longer path that probably goes through several routers.

A. point-to-point

B. transient

C. stub

D. multipoint

20) is the process of introducing external routers into an OSPF network.

A. Route redistribution

B. Route summarization

C. Route reintroducing

D. Route recreation

Answers:

1) D. dynamic routing

2) D. OSPF

3) C. ARPANET

4) C. Hybrid routing protocols

5) A. next-hop

6) C. BGP

7) C. network-specific

8) A. OSPF

9) D. added by redirection

10) D. All of the above

11) C. gateway

12) C. Transit

13) C. shortest

14) B. EIGRP

15) C. shortest

16) D. i, ii and iv only

17) C. stub

18) C. Route summarization

19) D. multipoint

20) A. Route redistribution

1) The principle of states that the routing table is stored from the longest mask to the shortest mask.

A. first mask matching

B. shortest mask matching

C. longest mask matching

D. very shortest mask matching

2) are two popular examples of distance vector routing protocols.

A. OSPF and RIP

B. RIP and BGP

C. BGP and OSPF

D. BGP and SPF

3) deals with the issues of creating and maintaining routing tables.

A. Forwarding

B. Routing

C. Directing

D. None directing

4) During an adverse condition, the length of time for every device in the network to produce an accurate routing table is called the

A. accurate time

B. integrated time

C. convergence time

D. average time

5) A routing table contains information entered manually.

A. static

B. dynamic

C. hierarchical

D. non static

6) Which of the following is/are the uses of static routing methods.

A. To manually define a default route.

B. To provide more secure network environment.

C. To provide more efficient resource utilization.
D. All of the above

7) A routing table is updated periodically using one of the dynamic routing protocols.

- A. static
- B. dynamic
- C. hierarchical
- D. non static

8) Which of the following is not the category of dynamic routing algorithm.

- A. Distance vector protocols
- B. Link state protocols
- C. Hybrid protocols
- D. Automatic state protocols

9) 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

10) To build the routing table, algorithms allow routers to automatically discover and maintain awareness of the paths through the network.

- A. Static routing
- B. Dynamic routing
- C. Hybrid routing
- D. Automatic routing

11) In forwarding, the mask and destination addresses are both 0.0.0.0 in the routing table.

- A. next-hop
- B. network-specific
- C. host-specific
- D. default

12) To build the routing table, method use preprogrammed definitions representing paths through the network.

- A. Static routing
- B. Dynamic routing
- C. Hybrid routing
- D. Automatic routing

13) In forwarding, the destination addresses is a network address in the routing table.

- A. next-hop
- B. network-specific
- C. host-specific
- D. default

14) allow routers to exchange information within an AS.

- A. Interior Gateway Protocol(IGP)
- B. Exterior Gateway Protocol(EGP)
- C. Border Gateway Protocol(BGP)
- D. Static Gateway Protocol(SGP)

15) In forwarding, the routing table holds the address of just the next hop instead of complete route information.

- A. next-hop
- B. network-specific
- C. host-specific
- D. default

16) Which of the following is an example of Exterior Gateway Protocol.

- A. Open Short Path First(OSPF)
- B. Border Gateway Protocol(BGP)
- C. Routing Information Protocol(RIP)
- D. All of the above

17) A one-to-all communication between one source and all hosts on a network is classified as a

- A. unicast
- B. multicast
- C. broadcast
- D. point to point

18) allow the exchange of summary information between autonomous systems.

- A. Interior Gateway Protocol(IGP)
- B. Exterior Gateway Protocol(EGP)
- C. Border Gateway Protocol(BGP)
- D. Dynamic Gateway Protocol(DGP)

19) A robust routing protocol provides the ability to build and manage the information in the IP routing table.

- A. dynamically
- B. statically
- C. hierarchically
- D. All of the above

20) State True or False for the definition of an autonomous system(AS).

- i) An AS is defined as a physical portion of a larger IP network.

ii) An AS is normally comprised of an inter-network within an organization.

- A. i-True, ii-True
- B. i-True, ii-False
- C. i-False, ii-True
- D. i-False, ii-False

Answers:

- 1) C. longest mask matching
- 2) B. RIP and BGP
- 3) B. Routing
- 4) C. convergence time
- 5) A. static
- 6) D. All of the above
- 7) B. dynamic
- 8) D. Automatic state protocols
- 9) C. host-specific
- 10) B. Dynamic routing
- 11) D. default
- 12) A. Static routing
- 13) B. network-specific
- 14) A. Interior Gateway Protocol(IGP)
- 15) A. next-hop
- 16) B. Border Gateway Protocol(BGP)
- 17) C. broadcast
- 18) B. Exterior Gateway Protocol(EGP)
- 19) A. dynamically
- 20) C. i-False, ii-True

DATA TRANSMISSION AND PHYSICAL LAYER

1. refers to information that is **continuous**.

- A) Analog data
- B) Digital data
- C) Analog signal
- D) Digital signal

2. refers to information that has **discrete states**.

- A) Analog data
- B) Digital data
- C) Analog signal
- D) Digital signal

3. has **infinitely many levels of intensity over a period of time**.

- A) Analog data
- B) Digital data

- C) Analog signal
- D) Digital signal

4. can have only limited number of defined values which is often simple as **0 or 1**.

- A) Analog data
- B) Digital data
- C) Analog signal
- D) Digital signal

5. A signal completes a pattern with in a measurable time frame called a period and repeats that pattern over subsequent identical periods.

- A) periodic
- B) framed
- C) non periodic
- D) discrete

6. The of a signal is the absolute value of its highest intensity, proportional to the energy it carries.

- A) phase
- B) peak amplitude
- C) frequency period
- D) period

7. refers to the amount of time in seconds, a signal needs to complete one cycle.

- A) phase
- B) peak amplitude
- C) frequency
- D) period

8. is the position of the waveform relative to time 0.

- A) phase
- B) peak amplitude
- C) frequency
- D) period

9. is the rate of change with respect to time.

- A) phase
- B) peak amplitude
- C) frequency
- D) period

10. is a characteristic of a signal traveling through a transmission medium which binds the period or the frequency of a simple sine wave to the

propagation speed of the medium.

- A) Period
- B) Frequency
- C) Web-length
- D) Phase

11. is actually a combination of simple sine waves with different frequencies, amplitudes and phases.

- A) Composite signal
- B) Combined signal
- C) Hybrid signal
- D) All of the above

12. A can be transmitted only a limited distance before attenuation, noise and other impairments distorts the integrity of the data.

- A) Analog signal
- B) Digital signal
- C) Hybrid signal
- D) All of the above

13. To achieve longer distances, the analog transmission system includes that boost the energy of the signal.

- A) repeaters
- B) amplifiers
- C) routers
- D) boosters

14. A receives the digital signal, recovers the pattern of 1s and 0s and re-transmits a new signal.

- A) repeater
- B) amplifier
- C) router
- D) booster

15. State whether the following statements are True or False for digital signal.

- i) Analog data are encoded using a codec to produce digital bit stream
 - ii) Digital data are encoded to produce a digital signal with desired properties.
- A) i-True, ii-False
 - B) i-True, ii-True
 - C) i-False, ii-True
 - D) i-False, ii-False

16. In digital transmission, analog signal propagated through

- A) repeaters
- B) amplifiers
- C) routers
- D) boosters

17. We can compare the performance of analog transmission with that of digital transmission system based on the following factors.

- i) effect of noise ii) distance to be covered iii) services provided
- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

18. receive the signal and noise at their input separate out the signal from noise and regenerate the signal which is free from noise.

- A) repeaters
- B) amplifiers
- C) routers
- D) separators

19. Which of the following are the advantages of digital transmission.

- i) Digital transmission has better noise immunity
 - ii) It is possible to detect and correct the errors introduced during the data transmission.
 - iii) Digital transmission require a larger channel bandwidth as compared to analog system.
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii

20. State whether the following statements are True or False for digital data transmission.

- i) Digital modulation needs synchronization in case of synchronization in case of synchronous modulation.
 - ii) TDM(Time Division Multiplexing) technique can be used to transmit many voice channels over a single common transmission channel.
- A) i-True, ii-False
 - B) i-True, ii-True

- C) i-False, ii-True
D) i-False, ii-False

Answers

1. A) Analog data
2. B) Digital data
3. C) Analog signal
4. D) Digital signal
5. A) periodic
6. B) peak amplitude
7. D) period
8. A) phase
9. C) frequency
10. C) Web-length
11. A) Composite signal
12. B) Digital signal
13. B) amplifiers
14. A) repeater
15. B) i-True, ii-True
16. A) repeaters
17. D) All i, ii and iii
18. A) repeaters
19. A) i and ii only
20. B) i-True, ii-True

1. means sending a digital signal over a channel without changing the digital signal to an analog signal.

- A) Baseband transmission
- B) Broadband transmission
- C) Digital transmission
- D) Analog transmission

2. In transmission, we can send data by grouping n bits at a time instead of a single bit.

- A) parallel
- B) serial
- C) analog
- D) digital

3. In transmission, we require only one communication channel rather than channels n to transmit data between two communicating devices.

- A) parallel
- B) serial
- C) analog
- D) digital

4. is the loss of energy as the signal propagates outward, where the

amount of energy depends on the frequency.

- A) Noise
- B) Delay distortion
- C) Attenuation distortion
- D) Dispersion

5. If the is too much, the receiver may not be able to detect the signal at all or the signal may fall below the noise level.

- A) Noise
- B) Delay
- C) Dispersion
- D) Attenuation

6. Attenuation can be also expressed in decibel(dB) and commonly used because.

- i) Signal strengths often fall off logarithmically
- ii) Cascade losses and gains can be calculated with simple additions and subtractions

- A) i only
- B) ii only
- C) Both of the above
- D) None of the above

7. occurs due to velocity of propagation the frequency varies. Thus various frequency components of a signal arrive at the receiver at different times.

- A) Noise
- B) Delay distortion
- C) Attenuation distortion
- D) Dispersion

8. can be defined as unwanted energy from source other than the transmitter.

- A) Dispersion
- B) Attenuation Distortion
- C) Delay distortion
- D) Noise

9. noise is caused by the random motion of the electrons in a wire and is avoidable.

- A) Thermal
- B) Intermodulation
- C) Cross talk
- D) Impulse

10. Thermal noise is often referred to as noise, because it affects uniformly the different frequencies.

- A) Black
- B) White
- C) Gray
- D) Blue

11. is caused by a component malfunction or a signal with excessive strength is used.

- A) Thermal
- B) Intermodulation
- C) Cross talk
- D) Impulse

12. is a noise where foreign signal enters the path of the transmitted signal.

- A) Thermal
- B) Intermodulation
- C) Cross talk
- D) Impulse

13. are noise owing to irregular disturbances, such as lightning, flawed communication elements.

- A) Thermal
- B) Intermodulation
- C) Cross talk
- D) Impulse

14. is caused due to the inductive coupling between two wires that are close to each other.

- A) Thermal
- B) Intermodulation
- C) Cross talk
- D) Impulse

15. Sometime when talking over the telephone, you can hear another conversation in the background which is

- A) Thermal
- B) Intermodulation
- C) Cross talk
- D) Impulse

16. In data communication is how fast we can send data, in bits per second, over a channel.

- A) data rate
- B) data flow
- C) data speed
- D) baud rate

17. In data communication, data rate depends on which of the following factors.
i) The bandwidth available ii) The level of the signals iii) The level of noise

- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

18. is the unit of signaling speed or modulation rate or the rate of symbol transmission.

- A) Data rate
- B) Bit rate
- C) Signal to Noise Ratio
- D) Baud rate

19. A is a discrete time signal having finite number of amplitude.

- A) Analog signal
- B) Digital signal
- C) Hybrid signal
- D) Discrete signal

20. The range of frequencies that contain the information is called as the

- A) Bandwidth
- B) Bit rate
- C) Signal to Noise Ratio
- D) Baud rate

Answers

1. A) Baseband transmission
2. A) parallel
3. B) serial
4. C) Attenuation distortion
5. D) Attenuation
6. C) Both of the above
7. B) Delay distortion
8. D) Noise
9. A) Thermal
10. B) White
11. B) Intermodulation
12. C) Cross talk
13. D) Impulse
14. C) Cross talk
15. C) Cross talk

16. A) data rate
17. D) All i, ii and iii
18. D) Baud rate
19. B) Digital signal
20. A) Bandwidth
-

1. is the process of converting binary data, a sequence of bits to a digital signal.

- A) Liners coding
B) Line coding
C) Digital coding
D) Binary coding

2. Which of the following is/are the characteristics of line coding.

- i) signal level and data level ii) DC component iii) Pulse rate and bit rate iv) self-synchronization
- A) i, ii and iii only
B) ii, iii and iv only
C) i, iii and iv only
D) All i, ii, iii and iv

3. Which of the following is/are the categories of line codes

- i) Unipolar codes ii) Non polar codes iii) Bipolar codes iv) Polar codes
- A) i, ii and iii only
B) ii, iii and iv only
C) i, iii and iv only
D) All i, ii, iii and iv

4. have only one voltage level other than zero, so the encoded signal will have either $+A$ volts value or 0.

- A) Unipolar codes
B) Bipolar codes
C) Non polar codes
D) Polar codes

5. uses two voltage levels other than zero such as $+A/2$ and $-A/2$ volts.

- A) Unipolar codes
B) Bipolar codes
C) Non polar codes
D) Polar codes

6. In format, a logic 1 is represented by a pulse of full bit duration T_b and amplitude $+A$ while a logic 0 is represented by an off pulse or zero amplitude.

- A) Unipolar RZ
B) Unipolar NRZ
C) Polar RZ
D) Polar NRZ

7. format shows that opposite polarity pulses of amplitude $+A/2$ are used to represent logic 1 and 0. .

- A) Unipolar RZ
B) Unipolar NRZ
C) Polar RZ
D) Polar NRZ

8. In format, the successive 1s are represented by pulses with alternating polarity and no pulse is transmitted for a logic 0.

- A) Unipolar RZ
B) Unipolar NRZ
C) Bipolar NRZ
D) Polar NRZ

9. An attractive feature of the the absence of a dc component even through the input binary data may contain long string of 0s and 1s.

- A) Bipolar format
B) Unipolar format
C) Split Phase Manchester format
D) Polar format

10. In format, symbol 1 is represented by transmitting a positive pulse of $+A/2$ amplitude for one half of the symbol duration, followed by a negative pulse of amplitude $-A/2$ for remaining half of the symbol duration.

- A) Bipolar
B) Unipolar
C) Split Phase Manchester
D) Polar

11. Which of the following is/are the basic types of modulation techniques for transmission of digital signals.

- i) Amplitude Shift Keying(ASK) ii) Frequency Shift Keying(FSK) iii) Phase Shift Keying(PSK)
- A) i and ii only
B) ii and iii only
C) i and iii only
D) All i, ii and iii

12. is a multilevel modulation in which four phase shift are used for representing four different symbols.

- A) ASK
- B) FSK
- C) PSK
- D) QPSK

13. The disadvantage of is that it is very sensitive to noise, therefore it finds limited application in data transmission.

- A) ASK
- B) FSK
- C) PSK
- D) QPSK

14. is the simplest type of digital CW modulation where the carrier is sinewave of frequency f_c .

- A) ASK
- B) FSK
- C) PSK
- D) QPSK

15. State the following statements are True or False for the advantage of FSK.

- i) FSK is relatively easy to implement
 - ii) It has better noise immunity than ASK.
 - iii) It increases the channel bandwidth required to transmit the FSK signal.
- A) i-False, ii-True, iii-False
B) i-True, ii-True, iii-False
C) i-True, ii-False, iii-False
D) i-True, ii-True, iii-True

16. The is not preferred for the high speed modems since with increase in speed, the bit rate increases.

- A) ASK
- B) FSK
- C) PSK
- D) QPSK

17. is used for high bit rates, where the phase of the sinusoidal carrier is changed according to the data bit to be transmitted.

- A) ASK
- B) FSK

- C) PSK
- D) QPSK

18. has the best performance of all the systems in presence of noise, which gives the minimum possibility of error.

- A) QPSK
- B) BPSK
- C) QAM
- D) FSK

19. Which of the following is/are the advantages of BPSK.

- i) BPSK has a bandwidth which is lower than that of the BPSK signal.
 - ii) BPSK is relatively easy to implement
 - iii) BPSK has a very good noise immunity.
- A) i and ii only
B) ii and iii only
C) i and iii only
D) All i, ii and iii

20. As the telephone lines have a very low bandwidth, it is not possible to satisfy the bandwidth requirement of at higher speed.

- A) ASK
- B) PSK
- C) FSK
- D) QPSK

Answers

1. B) Line coding
2. D) All i, ii, iii and iv
3. C) i, iii and iv only
4. A) Unipolar codes
5. D) Polar codes
6. B) Unipolar NRZ
7. C) Polar RZ
8. C) Bipolar NRZ
9. A) bipolar format
10. C) Split Phase Manchester
11. D) All i, ii and iii
12. D) QPSK
13. A) ASK
14. A) ASK
15. B) i-True, ii-True, iii-False
16. B) FSK
17. C) PSK
18. B) BPSK

19. C) i and iii only

20. C) FSK

1. cables are very cheap and easy to install, but they are badly affected by noise interference.

- A) STP
- B) UTP
- C) Co-axial
- D) Optical Fiber

2. Twisting of wires in twisted pair cable helps to

- A) increase the data speed
- B) reduce the effect of noise or external interface
- C) make the cable stronger
- D) make the cable attractive

3. Applications of twisted pair cable is/are

- i) In telephone lines to carry voice and data channels
 - ii) In the DSL line (ADSL)
 - iii) In the ISDN (Integrated Services Digital Network)
 - iv) In thick and thin Ethernet
- A) i, ii and iii only
 - B) i, iii and iv only
 - C) ii, iii and iv only
 - D) All i, ii, iii and iv only

4. UTP cables were originally used for voice communication with low data rates.

- A) Category 1
- B) Category 2
- C) Category 1 and 2
- D) Category 1, 2 and 3

5. Category 4 UTP cable offers data rates up to

- A) 10 Mbps
- B) 15 Mbps
- C) 20 Mbps
- D) 25 Mbps

6. Category 6 UTP cable offers data rates up to

- A) 100 Mbps
- B) 200 Mbps
- C) 300 Mbps
- D) 400 Mbps

7. State whether the following statements are True for twisted pair cable.

- i) The attenuation of both STP and UTP
 - ii) The cost of UTP is higher than STP
 - iii) The installation of STP is fairly easy than UTP
- A) i and iii only
 - B) i and ii only
 - C) ii and iii only
 - D) All i, ii and iii

8. A modulator telephone connector is used to connect a four pair twisted pair cable.

- A) RJ35
- B) RJ45
- C) RJ11
- D) RJ21

9. cable also find application in cable television networks for computer communications.

- A) Co-axial
- B) UTP
- C) STP
- D) Optical Fiber

10. cable suffers more impairment than cable which in turn suffers more than

- A) Co-axial, Twisted, Optical Fiber
- B) Twisted, Co-axial, Optical Fiber
- C) Co-axial, Optical Fiber, Twisted
- D) Twisted, Optical Fiber, Co-axial

11. is the overlapping of frequency bands which can distort/wipe-out a signal.

- A) Noise
- B) Attenuation
- C) Interference
- D) Distortion

12. State the following statements are True or False for the characteristics of Co-axial cable.

- i) Due to the shield provided, this cable has excellent noise immunity
 - ii) It has large bandwidth and low losses
 - iii) The attenuation is high as compared to the twisted pair.
- A) True, True, False
 - B) False, True, True

- C) True, False, False
- D) False, False, True

13. cable is suitable for point to point or point to multi-point applications. In fact, this is the most widely used medium for local area networks.

- A) Optical Fiber
- B) UTP
- C) STP
- D) Co-axial

14. Co-axial cables which are categorized under RG(Radio Government) ratings used for thick ethernet.

- A) RG – 11
- B) RG – 12
- C) RG – 58
- D) RG – 59

15. Co-axial cables which are categorized under RG(Radio Government) ratings used for cable TV.

- A) RG – 11
- B) RG – 12
- C) RG – 58
- D) RG – 59

16. Which of the following is/are the applications of Co-axial cables.

- i) In the DSL line
 - ii) Analog telephone networks
 - iii) Thick and thin Ethernet
 - iv) Cable TV
- A) i, ii and iii only
 - B) ii, iii and iv only
 - C) i, iii and iv only
 - D) All i, ii, iii and iv

17. The different types of BNC (Bayonet-Neill-Concelman) connectors used for Co-axial cable is/are

- i) BNC connector
 - ii) BNC-L connector
 - iii) BNC-T connector
 - iv) BNC terminator
- A) i, ii and iii only
 - B) ii, iii and iv only
 - C) i, iii and iv only
 - D) All i, ii, iii and iv

18. The connector is used in Ethernet networks for branching out a cable for connection to a computer or other devices.

- A) BNC connector
- B) BNC-L connector
- C) BNC-T connector
- D) BNC terminator

19. The is used at the end of the cable to prevent the reflection of the signal.

- A) BNC connector
- B) BNC-L connector
- C) BNC-T connector
- D) BNC terminator

20. The cable was initially developed as the backbone of analog telephone networks where a single telephone cable would be used to carry more than 10,000 voice channels at a time.

- A) Optical Fiber
- B) UTP
- C) STP
- D) Co-axial

Answers

1. B) UTP
2. B) reduce the effect of noise or external interface
3. A) i, ii and iii only
4. C) Category 1 and 2
5. C) 20 Mbps
6. B) 200 Mbps
7. A) i and iii only
8. B) RJ45
9. A) Co-axial
10. B) Twisted, Co-axial, Optical Fiber
11. C) Interference
12. A) True, True, False
13. D) Co-axial
14. A) RG – 11
15. D) RG – 59
16. B) ii, iii and iv only
17. C) i, iii and iv only
18. C) BNC-T connector
19. D) BNC terminator
20. D) Co-axial

1. In transmission system are widely used in the backbone of the network.

- A) Fiber optic
- B) Co-axial
- C) UTP
- D) STP

2. State the following statements are True or False for the applications of optical fiber cables.

- i) Optical fiber is now used in telephone systems.
 - ii) The installation cost of optical fibers is higher than that for the Co-axial cables.
 - iii) They are used for analog telephone networks.
- A) i-True, ii-False, iii-True
B) i-True, ii-True, iii-True
C) i-False, ii-True, iii-False
D) i-True, ii-True, iii-False

3. The sources of light for optical fiber communication provides an unfocused light which hits the core boundaries and gets discussed.

- A) ILD
B) LED
C) LOD
D) ELD

4. In optical fiber communication, the can provide a very focused beam that can be used for long-distance communication.

- A) ILD
B) LED
C) LOD
D) ELD

5. Which of the following statements are True for step-index and graded-index fibers.

- i) The light rays travel in straight lines through the step-index fibers.
 - ii) The acceptance cone of graded-index fibers is smaller than that of the step-index fiber.
 - iii) In graded-index fiber, the light rays do not travel in a straight line due to continuous refraction.
- A) i and ii only
B) i and iii only
C) ii and iii only
D) All i, ii and iii

6. State True or False for the following statements about single-mode and multi-mode fibers.

- i) Multi-mode fiber can have either a step-

index or a graded-index profile.

- ii) Single-mode fiber is a high-quality fiber for wideband long haul transmission.
 - iii) The amount of dispersion introduced in single-mode fiber is greater than that introduced in the multi-mode fibers.
- A) i-True, ii-False, iii-True
B) i-True, ii-True, iii-True
C) i-False, ii-True, iii-False
D) i-True, ii-True, iii-False

7. cable has much lower attenuation and can carry the signal to longer distances without using amplifiers and repeaters in between.

- A) Optical fiber
B) Co-axial
C) UTP
D) STP

8. cable is not affected by EMI effects and can be used in areas where high voltage are passing by.

- A) Fiber optic
B) Co-axial
C) UTP
D) STP

9. State whether the following statements are True for the characteristics of optical fiber cables.

- i) The cost of fiber optic cable is more compared to twisted pair and Co-axial.
 - ii) The installation of fiber optic cables is easier.
 - iii) The number of modes that a fiber optic can support does not depend on its length.
- A) i and ii only
B) i and iii only
C) ii and iii only
D) All i, ii and iii

10. cable is not affected by potential shifts in the electrical ground, nor does it produce sparks.

- A) Fiber optic
B) Co-axial
C) UTP
D) STP

11. Which of the following are the advantages of fiber optic communication over the conventional means of

communication?

i) Small size and lightweight ii) Easy availability and low cost iii) No electrical or electromagnetic interference iv) Large bandwidth

- A) i, ii and iii only
- B) ii, iii and iv only
- C) i, iii and iv only
- D) All i, ii, iii and iv

12. Which of the following are the drawbacks of optical fiber?

i) Ground loops are absent ii) The initial cost incurred is high iii) Joining the optical fiber is a difficult job

- A) i and ii only
- B) i and iii only
- C) ii and iii only
- D) All i, ii and iii

13. Fiber optic cables use three types of connectors which are

i) SC connector ii) BC connector iii) ST connector iv) LT-RJ connector v) MT-RJ connector

- A) i, iii and v only
- B) iii, iv and v only
- C) i, iii and v only
- D) ii, iii and iv only

14. The is used for cable TV, which uses a push/pull locking system.

- A) SC connector
- B) BC connector
- C) ST connector
- D) MT-RJ connector

15. The connector is used for connecting a cable to networking devices, which uses a bayonet locking system.

- A) SC connector
- B) BC connector
- C) ST connector
- D) MT-RJ connector

16. In short circuit between the two conductors is not possible.

- A) Optical fiber
- B) Co-axial
- C) UTP
- D) STP

17. In power loss occurs due to absorption, scattering, dispersion and bending.

- A) Optical fiber
- B) Co-axial
- C) UTP
- D) STP

18. In EMI is reduced due to shielding.

- A) Optical fiber cable
- B) Co-axial cable
- C) UTP cable
- D) STP cable

19. In Co-axial cable, the node capacity per segment is

- A) 40 to 110
- B) 30 to 90
- C) 30 to 100
- D) 40 to 100

20. is less affected due to the external magnetic field.

- A) Optical fiber cable
- B) Co-axial cable
- C) UTP cable
- D) STP cable

Answers

- 1. A) Fiber optic
- 2. D) i-True, ii-True, iii-False
- 3. B) LED
- 4. A) ILD
- 5. B) i and iii only
- 6. D) i-True, ii-True, iii-False
- 7. A) Optical fiber
- 8. A) Fiber optic
- 9. B) i and iii only
- 10. A) Fiber optic
- 11. D) All i, ii, iii and iv
- 12. C) ii and iii only
- 13. C) i, iii and v only
- 14. A) SC connector
- 15. C) ST connector
- 16. A) Optical fiber
- 17. A) Optical fiber
- 18. B) Co-axial cable
- 19. C) 30 to 100
- 20. B) Co-axial cable

1. Different ways the unguided signal can travel from the transmitter to receiver is/are

i) Ground wave propagation ii) Sky propagation iii) Space propagation

- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

2. In the electromagnetic spectrum, the frequencies in the range 30 kHz to 300 kHz are known as

- A) Medium Frequencies (MF)
- B) Low Frequencies (LF)
- C) High Frequencies (HF)
- D) Very Low Frequencies (VLF)

3. In electromagnetic spectrum, the frequencies in the range 30MHz to 300MHz are known as

- A) High Frequencies (HF)
- B) Ultra High Frequencies (UHF)
- C) Very High Frequencies (VHF)
- D) Super High Frequencies (SHF)

4. In the radio frequency spectrum, the frequency range of very low frequencies will be

- A) 100Km to 10Km
- B) 10Km to 1Km
- C) 10^3 Km to 100Km
- D) 100M to 10M

5. In radio frequency spectrum, the frequency range of very high frequencies will be

- A) 10 Km to 1 Km
- B) 100 M to 10 M
- C) 10 M to 1 M
- D) 1 M to 10 Cm

6. For shortwave transmission, amateur and CB communication spectrum are used.

- A) High Frequencies (HF)
- B) Ultra-High Frequencies (UHF)
- C) Very High Frequencies (VHF)
- D) Super High Frequencies (SHF)

7. The application of super-high frequencies(SHF) 3GHz to 30GHz is ...

- A) Cellular phones

- B) TV broadcasting
- C) Satellite communication
- D) AM radio broadcast

8. The medium frequencies (MF) from 300KHz to 30MHz are used for

- A) Cellular phones
- B) TV broadcasting
- C) Satellite communication
- D) AM radio broadcast

9. The signal occupying the range between 0.1mm and 700nm(nanometer) are called

- A) electromagnetic signal
- B) infrared signal
- C) short signal
- D) visible light

10. The various special kinds of communications performed using infrared signals is/are

i) In astronomy to detect stars ii) For guidance in weapon system iii) FM broadcasting iv) TV remote control

- A) i, ii and iii only
- B) i, ii and iv only
- C) ii, iii and iv only
- D) i, iii and iv only

11. is a special type of electromagnetic radiation which has wavelength in the range of 0.4 to 0.8 micro meter.

- A) electromagnetic signal
- B) infrared signal
- C) short signal
- D) visible light

12. In wireless transmission have the frequencies between 10KHz to 1 GHz.

- A) EM waves
- B) Microwaves
- C) Radiowaves
- D) Infrared

13. Radio frequencies below are more suitable for omnidirectional applications.

- A) 30GHz
- B) 3GHz

- C) 1GHz
- D) 300MHz

14. Which of the following electromagnetic spectrum includes in radiowaves.

- i) High Frequencies (HF) or short waves
 - ii) Very High Frequency (VHF)
 - iii) Ultra High Frequency (UHF)
 - iv) Super High Frequency (SHF)
- A) i, ii and iii only
 - B) i, ii and iv only
 - C) ii, iii and iv only
 - D) i, iii and iv only

15. State whether the following statements are True or False for the characteristics of the types of radio waves.

- i) The cost of high power single frequency is higher than other
 - ii) The bandwidth capacity of the spread spectrum is 2-6 Mbps.
 - iii) The installation of low power single frequency is simple than other
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii

16. Different types of radio waves used for computer network applications are

- i) Low power, single frequency
 - ii) High power, single frequency
 - iii) High power, multiple frequency
 - iv) Spread spectrum
- A) i, ii and iii only
 - B) i, ii and iv only
 - C) ii, iii and iv only
 - D) i, iii and iv only

17. are basically electromagnetic waves having frequencies between 1 and 300 GHz.

- A) EM waves
- B) Microwaves
- C) Radiowaves
- D) Infrared

18. Which of the following statements are correct for the characteristics of terrestrial Microwave systems.

- i) It supports a bandwidth from 1 to 10 Mbps
- ii) The frequency range used form 4-6 GHz

and 21 to 23 GHz

iii) Line of sight requirements make installation easier

- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

19. State whether the following statements are True or False about the Microwave link.

- i) High maintenance as compared to cables
 - ii) No, adverse effects such as cable breakage etc.
 - iii) Repeaters can be used. Hence effect of noise is reduced.
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii

20. Which of the following is/are the applications of Microwave Transmission.

- i) Point -to-point and point-to-multipoint transmission
 - ii) In cellular phones
 - iii) In satellite networks
 - iv) In the wireless LANs
- A) i, ii and iii only
 - B) i, ii and iv only
 - C) ii, iii and iv only
 - D) i, iii and iv only

Answers

1. D) All i, ii, iii and iv
2. B) Low Frequencies (LF)
3. C) Very High Frequencies (VHF)
4. A) 100Km to 10Km
5. C) 10 M to 1 M
6. A) High Frequencies (HF)
7. C) Satellite communication
8. D) AM radio broadcast
9. B) infrared signal
10. B) i, ii and iv only
11. D) visible light
12. B) Microwaves
13. C) 1GHz
14. A) i, ii and iii only
15. D) All i, ii and iii
16. B) i, ii and iv only
17. B) Microwaves

18. A) i and ii only

19. B) ii and iii only

20. C) ii, iii and iv only

1. The electromagnetic waves having frequencies from 300GHz to 400GHz are known as

- A) Medium Waves
- B) Short Waves
- C) Micro Waves
- D) Infrared Waves

2. The electromagnetic waves having frequencies from 3GHz to 30MHz are known as

- A) Medium Waves
- B) Short Waves
- C) Micro Waves
- D) Infrared Waves

3. The wavelength of the ranges from 850nm and 900nm, where the receivers with good sensitivity are available.

- A) visible light
- B) infrared light
- C) microwaves
- D) radio waves

4. The standard developed for an infrared data link(IRDA) provides the standards for the bidirectional communications used in cordless devices such as mice, keyboards, joysticks and handheld computers.

- A) IRDA-A
- B) IRDA-B
- C) IRDA-C
- D) IRDA-D

5. The standard developed for an infrared data link (IRDA) provides the standards for the data rates from 115Kbps to 4Mbps with a distance up to 1 meter.

- A) IRDA-A
- B) IRDA-B
- C) IRDA-C
- D) IRDA-D

6. The standard developed for an infrared data link provides the standards for the data rates of 75Kbits/sec and the distance range is up to 8 meters.

- A) IRDA-A
- B) IRDA-B
- C) IRDA-C
- D) IRDA-D

7. The disadvantage of signals is that they cannot penetrate walls or other objects and they are diluted by strong light sources.

- A) infrared
- B) microwave
- C) radio wave
- D) long-wave

8. For point to point communication in infrared system depends on the quality of emitted light, its purity, atmospheric conditions and signal obstructions.

- A) Bandwidth capacity
- B) Node capacity
- C) Attenuation
- D) EMI

9. For communication in infrared system attenuation depends on the quality of emitted light its purity and atmospheric conditions.

- A) Point-to-point
- B) Point-to-multipoint
- C) Broadcast
- D) Multi point-to-Multi point

10. State whether the following statements are correct for the applications of infrared.

- i) very high data rates can be supported, due to very high bandwidth.
 - ii) for communication between keyboard, mouse PCs and printers
 - iii) For cellular communication
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii

11. Depending upon the type of application, which of the following is/are the categories of satellites.

- i) Communication satellites ii) Remote sensing satellites iii) Weather satellites iv) Astrological satellites

 - A) i, ii and iii only
 - B) ii, iii and iv only

- C) i, iii and iv only
D) All i, ii, iii and iv

12. Which of the following is/are the typical band of signal frequencies used for satellite communication.

- i) C band ii) Ku band iii) Ka-band
A) i and ii only
B) ii and iii only
C) i and iii only
D) All i, ii and iii

13. Which of the following is/are the different types of beams used to cover a specific area of the earth.

- i) Global beams ii) Spot beams iii) Point-to-Point Spot iv) Use of dual-polarization
A) i, ii and iii only
B) ii, iii and iv only
C) i, ii and iv only
D) All i, ii, iii and iv

14. State whether the following statements are True or False for the characteristics of satellite microwave systems.

- i) It uses a frequency range between 4 to 6 GHz
ii) It supports a bandwidth and data rate in the range of 1 to 10 Mbps.
iii) Attenuation depends on frequency, power, antenna size and atmospheric condition.
A) False, True, True
B) False, True, False
C) True, False, False
D) True, False, True

15. For frequencies, the download frequency is 4GHz and up-link frequency is 6GHz.

- A) C band
B) Ku band
C) Ka band
D) Ca band

16. The frequencies having downlink frequency 11GHz and up-link frequency 14GHz is known as frequency.

- A) C band
B) Ku band
C) Ka band
D) Ca band

17. For frequencies, the download frequency is 30GHz and up-link frequency 30GHz.

- A) C band
B) Ku band
C) Ka band
D) Ca band

18. The electromagnetic web having the wavelength from 1Km to 100M are known as

- A) Long Waves
B) Medium Waves
C) Short Waves
D) Micro Waves

19. The electromagnetic wave having the wavelength from 10Km to 1Km are known as

- A) Long Waves
B) Medium Waves
C) Short Waves
D) Micro Waves

20. In satellite communication, the bandwidth of each transponder is and it can handle at a time.

- A) 24 MHz, 8 Channels
B) 32 MHz, 10 Channels
C) 36 MHz, 12 Channels
D) 38 MHz, 16 Channels

Answers

1. D) Infrared Waves
2. B) Short Waves
3. B) infrared light
4. C) IRDA-C
5. D) IRDA-D
6. C) IRDA-C
7. A) infrared
8. C) Attenuation
9. C) Broadcast
10. A) i and ii only
11. A) i, ii and iii only
12. D) All i, ii and iii
13. C) i, ii and iv only
14. A) False, True, True
15. A) C band
16. B) Ku band
17. C) Ka-band

18. B) Medium Waves

19. A) Long Waves

20. C) 36 MHz, 12 Channels

1) Which of the following is/are the applications of twisted-pair cables

- A. In the local loop
- B. In the DSL line
- C. In the ISDN Network
- D. All of the above

2) transmission systems are widely used in the backbone of networks.

- A. Unshielded Twisted Pair(UTP)
- B. Shielded Twisted Pair(STP)
- C. Optical Fiber
- D. Wireless

3) has much lower attenuation and can carry the signal to longer distances without using amplifiers and repeaters in between.

- A. UTP cable
- B. STP cable
- C. Fiber Optic cable
- D. All of the above

4) The major problem(s) suffered for transmission lines on the physical layer is/are

- A. Attenuation distortion
- B. Delay distortion
- C. Noise
- D. All of the above

5) is the loss of energy as the signal propagates outward.

- A. Attenuation distortion
- B. Delay distortion
- C. Noise
- D. None of the above

6) is the unwanted energy from sources other than the transmitter.

- A. Attenuation distortion
- B. Delay distortion
- C. Noise
- D. Disturbance

7) Which of the following is not the source of the noise?

- A. Thermal
- B. Magnetic

C. Inter-modulation

D. Cross talk

8) Data rate in data communication depends on which of the following factors.

- A. The bandwidth available
- B. The level of the signals we use
- C. The quality of the channel
- D. All of the above

9) is the physical path between the transmitter and receiver.

- A. Transmission media
- B. Physical media
- C. Transmission path
- D. Receiving path

10) The key concern in the design of the data transmission system is Data Rate and

- A. Data Path
- B. Data flow
- C. Distance
- D. Frequencies

11) A network is none that establishes a dedicated circuit between nodes and terminals before the users may communicate.

- A. Message switching
- B. Physical switching
- C. circuit switching
- D. packet switching

12) Which of the following is not the phase involved in the circuit switching network?

- A. Connection start
- B. Connection establishment
- C. Data transfer
- D. Termination

13) is also known as store and forward switching since the messages are stored at intermediate nodes in route to their destinations.

- A. Message switching
- B. Physical switching
- C. circuit switching
- D. packet switching

14) State True or False for the following characteristics of optical fiber cables.

i) The cost of fiber optic cable is more compared to twisted pair and co-axial.

ii) The installation of fiber optic cable is much easier.

- A. i-True, ii-True
- B. i-False, ii-True
- C. i-True, ii-False
- D. i-False, ii-False

15) splits traffic data into chunks.

- A. Message switching
- B. Linear switching
- C. circuit switching
- D. packet switching

16) is used to optimize the use of the channel capacity available in a network, to minimize the transmission latency and to increase the robustness of communication.

- A. Message switching
- B. Linear switching
- C. circuit switching
- D. packet switching

17) The term describes the position of the waveform relative to time 0.

- A. Frequency
- B. Phase
- C. Phase Shift
- D. Time period

18) If the value of a signal changes over a very short span of time, it's frequency is

- A. short
- B. low
- C. high
- D. long

19) What is/are the services provided by ISDN?

- i. Data applications
 - ii. Teletext services
 - iii. Videotext services
 - iv. Fascimile(FAX)
- A. i, ii and iii only
 - B. ii, iii and iv only
 - C. i, iii and iv only
 - D. All i, ii, iii and iv

20) used in telephone network for bi-directional, real-time transfer between computers.

- A. Message switching
- B. Circuit switching

- C. Packet switching
- D. Circular switching

ANSWERS:

- 1) D. All of the above
- 2) C. Optical Fiber
- 3) C. Fiber Optic cable
- 4) D. All of the above
- 5) A. Attenuation distortion
- 6) C. Noise
- 7) B. Magnetic
- 8) D. All of the above
- 9) A. Transmission media
- 10) C. Distance
- 11) C. circuit switching
- 12) A. Connection start
- 13) A. Message switching
- 14) C. i-True, ii-False
- 15) D. packet switching
- 16) D. packet switching
- 17) B. Phase
- 18) C. high
- 19) D. All i, ii, iii and iv
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- 3) C. Fiber Optic cable
- 4) D. All of the above
- 5) A. Attenuation distortion
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- 8) D. All of the above
- 9) A. Transmission media
- 10) C. Distance
- 11) C. circuit switching
- 12) A. Connection start
- 13) A. Message switching
- 14) C. i-True, ii-False
- 15) D. packet switching
- 16) D. packet switching
- 17) B. Phase
- 18) C. high
- 19) D. All i, ii, iii and iv
- 20) B. Circuit switching

1. The transfer mode of a network that involves setting up a dedicated end to end connection is called

- A) Circuit switching
- B) Message switching

- C) Telegraph switching
- D) Packet switching

2. If is used in computer networks, the sending PC first establishes a link with the receiving link.

- A) Packet switching
- B) Message switching
- C) Telegraph switching
- D) Circuit switching

3. A telecommunication network is designed primarily for carrying voice signals which consist of

- i) access network that connects the subscribers to the telephone exchanges.
 - ii) hierarchy of telephone exchanges that switch the voice channels.
 - iii) trunk network that interconnects the telephone exchanges
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii

4. does not establish a dedicated path between two communicating devices, where each message is treated as an independent unit and includes its own destination and source address.

- A) Packet switching
- B) Message switching
- C) Telegraph switching
- D) Circuit switching

5. In, each intermediate device receives the message, stores it, until the next device is ready to receive it and then forwards it to the next device.

- A) Packet switching
- B) Message switching
- C) Telegraph switching
- D) Circuit switching

6. The major advantage of is that the dedicated transmission channel the computers establish provides a guaranteed data rate.

- A) Packet switching
- B) Message switching
- C) Telegraph switching
- D) Circuit switching

- 7. Which of the following is/are the disadvantage of circuit switching.**
- i) Dedicated channels require more bandwidth**
 - ii) It takes a long time to establish a connection**
 - iii) There is a delay in the data flow**
 - iv) It cannot be used to transmit any other data even if the channel is free.**
- A) i, ii and iv only
 - B) ii, iii and iv only
 - C) i, iii and iv only
 - D) i, ii and iii only
- 8. State whether the following statements are correct for the advantages of message switching.**
- i) Message switching provides synchronous communication across the time zones**
 - ii) In message switching, the network devices share the data channels.**
 - iii) It reduces network traffic congestion.**
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii
- 9. In , messages are broken up into packets, each of which includes a header with source, destination and intermediate node address information.**
- A) Packet switching
 - B) Message switching
 - C) Telegraph switching
 - D) Circuit switching
- 10. In if a certain link in the network goes down during the transmission, the remaining packets can be sent through another route.**
- A) Circuit switching
 - B) Message switching
 - C) Telegraph switching
 - D) Packet switching
- 11. In , all the packets travel through the logical connection established between the sending device and receiving device.**
- A) Circuit switching
 - B) Message switching

- C) Virtual circuit packet switching
 - D) Datagram packet switching
- 12. increases the bandwidth of the network by allowing many devices to communicate through the same network channel.**
- A) Circuit switching
 - B) Message switching
 - C) Virtual circuit packet switching
 - D) Datagram packet switching
- 13. Which of the following is/are the disadvantages of virtual circuit packet switching.**
- i) The switching node requires more processing power because the packet switching protocols are more complex.**
 - ii) A switching node unable to route the packet as and when required.**
 - iii) Packets are more easily lost on their route, hence sequence numbers are required to identify the missing packets.**
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii
- 14. Email and Hop-by-Hop Telex forwarding are examples of systems.**
- A) Circuit switching
 - B) Message switching
 - C) Virtual circuit packet switching
 - D) Datagram packet switching
- 15. is also known as store-and-forward switching since the messages are stored at intermediate nodes in route to their destinations.**
- A) Circuit switching
 - B) Message switching
 - C) Virtual circuit packet switching
 - D) Datagram packet switching
- 16. networks do not require a circuit to be established and allow many pairs of nodes to communicate almost simultaneously over the same channel.**
- A) Circuit switching
 - B) Message switching

- C) Telegraph switching
D) Packet switching

17. is used to optimize the use of the channel capacity available in a network, to minimize the transmission latency and to increase the robustness of communication.

- A) Circuit switching
B) Message switching
C) Telegraph switching
D) Packet switching

18. The most well-known use of packet switching is the

- A) PSTN
B) Email
C) Internet
D) Hop-by-Hop Telex

19. Which of the following is/are the advantages of datagram packet switching.
i) Here the call setup phase is avoided, thus if a station wishes to send only one or few packets datagram delivery will be quicker.
ii) It is more primitive and flexible
iii) It is inherently more reliable, if a node fails, subsequent packets may find an alternate route

- A) i and ii only
B) ii and iii only
C) i and iii only
D) All i, ii and iii

20. The telephone network of bi-directional real-time transfer between computer is the application of network.

- A) Circuit switching
B) Message switching
C) Telegraph switching
D) Packet switching

Answers

1. A) Circuit switching
2. D) Circuit switching
3. D) All i, ii and iii
4. B) Message switching
5. B) Message switching
6. D) Circuit switching
7. A) i, ii and iv only
8. C) i and iii only

9. A) Packet switching
10. D) Packet switching
11. C) Virtual circuit packet switching
12. C) Virtual circuit packet switching
13. C) i and iii only
14. B) Message switching
15. B) Message switching
16. D) Packet switching
17. D) Packet switching
18. C) Internet
19. D) All i, ii and iii
20. A) Circuit switching

NETWORK LAYERS OF TCP/IP AND OSI MODEL

1) TCP is a protocol.

- A. stream-oriented
B. message-oriented
C. block-oriented
D. packet-oriented

2) Which of the following is not the layer of TCP/IP protocol.

- A. Physical layer
B. link layer
C. network layer
D. transport layer.

3) TCP groups a number of bytes together into a packet called a

- A. user datagram
B. segment
C. datagram
D. packet

4) The of TCP/IP protocol is responsible for figuring out how to get data to its destination.

- A. application layer
B. link layer
C. network layer
D. transport layer.

5) TCP is a(n) transport protocol.

- A. protocol delivery
B. reliable
C. best-effort delivery
D. effortless delivery

6) is the protocol that hides the underlying physical network by creating a

virtual network view.

- A. Internet Protocol(IP)
- B. Internet Control Message Protocol(ICMP)
- C. Address Resolution Protocol(ARP)
- D. Bootstrap Protocol(BOOTP)

7) To use the services of UDP, we need socket addresses.

- A. four
- B. two
- C. three
- D. four

8) Which of the following is not the name of Regional Internet Registries(RIR) to administer the network number portion of IP address.

- A. American Registry for Internet Numbers(ARIN)
- B. Reseaux IP Europeans(RIPE)
- C. Europeans Registry for Internet Numbers(ERIN)
- D. Asia Pacific Network Information Center(APNIC)

9) UDP packets are called

- A. user datagrams
- B. segments
- C. frames
- D. packets

10) addresses use 21 bits for the and 8 bits for the portion of the IP address for TCP/IP network.

- A. Class A
- B. Class B
- C. Class C
- D. Class D

11) UDP packets have a fixed-size header of bytes.

- A. 16
- B. 8
- C. 32
- D. 64

12) messages are never sent in response to datagrams with a broadcast or a multicast destination address.

- A. ICMP
- B. ARP
- C. IP
- D. BOOTP

13) TCP assigns a sequence number to each segment that is being sent. The sequence number for each segment is the number of the byte carried in that segment.

- A. first
- B. last
- C. middle
- D. zero

14) is responsible for converting the higher-level protocol address (IP addresses) to physical network addresses.

- A. Internet Protocol(IP)
- B. Internet Control Message Protocol(ICMP)
- C. Address Resolution Protocol(ARP)
- D. Bootstrap Protocol(BOOTP)

15) UDP and TCP are both layer protocols.

- A. data link
- B. network
- C. transport
- D. interface

16) is a process-to-process protocol that adds only port addresses, checksum error control, and length information to the data from the upper layer.

- A. TCP
- B. UDP
- C. IP
- D. ARP

17) Which of the following functions does UDP perform?

- A. Process-to-process communication
- B. Host-to-host communication
- C. End-to-end reliable data delivery
- D. Interface-to-interface communication.

18) A port address in TCP/IP isbits long.

- A. 32
- B. 48
- C. 16
- D. 64

19) When the IP layer of a receiving host receives a datagram,

- A. delivery is complete
- B. a transport layer protocol takes over
- C. a header is added
- D. a session layer protocol takes over

20) TCP/IP is a hierarchical protocol suite developed before the OSI model.

- A. seven-layer
- B. five-layer
- C. six-layer
- D. four-layer

ANSWERS:

- 1) A. stream-oriented
- 2) A. Physical layer
- 3) B. segment
- 4) C. network layer
- 5) B. reliable
- 6) A. Internet Protocol(IP)
- 7) B. two
- 8) C. Europeans Registry for Internet Numbers(ERIN)
- 9) A. user datagrams
- 10) C. Class C
- 11) B. 8
- 12) A. ICMP
- 13) A. first
- 14) C. Address Resolution Protocol(ARP)
- 15) C. transport
- 16) B. UDP
- 17) A. Process-to-process communication
- 18) C. 16
- 19) B. a transport layer protocol takes over
- 20) B. five-layer

1) UDP needs the address to deliver the user datagram to the correct application process

- A. port
- B. application
- C. internet
- D. intranet

2) The was originally developed as a mechanism to enable disk-less hosts to be remotely booted over a network as workstations, routers, terminal concentrators and so on.

- A. ICMP
- B. BOOTP
- C. UDP
- D. ARP

3) Which of the following does UDP guarantee?

- A. Flow control

- B. Connection-oriented delivery
- C. Data control
- D. None of the above

4) provides a framework for passing configuration information to hosts on a TCP/IP network.

- A. Dynamic Host Configuration Protocol(DHCP)
- B. Address Resolution Protocol(ARP)
- C. Internet Protocol(IP)
- D. Internet Control Message Protocol(ICMP)

5) The source port address on the UDP user datagram header defines

- A. the sending computer
- B. the receiving computer
- C. the process running on the sending computer
- D. the process running on the receiving computer

6) The mechanisms supported by DHCP for IP address allocation on a TCP/IP network is/are ...

- A. Automatic allocation
- B. Dynamic allocation
- C. Manual allocation
- D. All of the above

7) UDP is called a transport protocol.

- A. connection-oriented, unreliable
- B. connectionless, reliable
- C. connectionless, unreliable
- D. connection, reliable

8) DHCP in TCP/IP network assigns an IP address for a limited period of time. Such a network address is called a

- A. lease
- B. limited network
- C. timed network
- D. assigned network

9) UDP does not add anything to the services of IP except for providing communication.

- A. node to node
- B. process to process
- C. host to host
- D. interface to interface

10) The use of allows centralized configuration of multiple clients.

- A. ICMP
- B. BOOTP
- C. UDP
- D. ARP

11) UDP is an acronym for

- A. User Delivery Protocol
- B. User Datagram Procedure
- C. User Datagram Protocol
- D. User Delivery Procedure

12) is where users typically interact with the TCP/IP network.

- A. Link layer
- B. Network layer
- C. Transport layer
- D. Application layer

**13) The local host and the remote host are defined using IP addresses. To define the processes, we need second identifiers called
.....**

- A. UDP addresses
- B. transport addresses
- C. port addresses
- D. TCP addresses

14) The is responsible for communicating with the actual network hardware.

- A. Link layer
- B. Network layer
- C. Transport layer
- D. Application layer

15) UDP packets are encapsulated in

- A. an Ethernet frame
- B. a TCP segment
- C. an IP datagram
- D. an Ethernet packets

16) is the protocol suite for the current Internet.

- A. TCP/IP
- B. NCP
- C. UDP
- D. ACM

17) UDP uses to handle outgoing user datagrams from multiple processes on one host.

- A. flow control

- B. multiplexing
- C. demultiplexing
- D. data control

18) provides full transport layer services to applications.

- A. TCP
- B. UDP
- C. IP
- D. ARP

19) UDP uses to handle incoming user datagrams that go to different processes on the same host.

- A. flow control
- B. multiplexing
- C. demultiplexing
- D. data control

20) In the sending computer, UDP receives a data unit from the layer.

- A. application
- B. transport
- C. IP
- D. interface

ANSWERS:

- 1) A. port
- 2) B. BOOTP
- 3) D. None of the above
- 4) A. Dynamic Host Configuration Protocol(DHCP)
- 5) C. the process running on the sending computer
- 6) D. All of the above
- 7) C. connectionless, unreliable
- 8) A. lease
- 9) B. process to process
- 10) B. BOOTP
- 11) C. User Datagram Protocol
- 12) D. Application layer
- 13) C. port addresses
- 14) A. Link layer
- 15) C. an IP datagram
- 16) A. TCP/IP
- 17) B. multiplexing
- 18) A. TCP
- 19) C. demultiplexing
- 20) A. application

1. The layer links the network support layers and the user support layers.

- A. transport
- B. network
- C. data link
- D. session

2) The layer changes bits into electromagnetic signals.

- A. physical
- B. data link
- C. transport
- D. network

3) The layer coordinates the functions required to transmit a bitstream over a physical medium.

- A. transport
- B. network
- C. data link
- D. physical

4) Which of the following is an application layer service?

- A. remote log-in.
- B. file transfer and access.
- C. mail service
- D. all of the above

5) The layer is responsible for the source-to-destination delivery of a packet across multiple network links.

- A. transport
- B. network
- C. data link
- D. session

6) The layer is the layer closest to the transmission medium.

- A. physical
- B. data link
- C. network
- D. transport

7) Thelayer is responsible for the process-to-process delivery of the entire message.

- A. transport
- B. network
- C. data link
- D. physical

8) Mail services are available to network users through the layer.

- A. data link
- B. physical

- C. transport
- D. application

9) The layer establishes, maintains, and synchronizes the interactions between communicating devices.

- A. transport
- B. network
- C. session
- D. physical

10) The layer lies between the network layer and the application layer.

- A. physical
- B. data link
- C. transport
- D. session

11) The layer ensures interoperability between communicating devices through the transformation of data into a mutually agreed-upon format.

- A. transport
- B. network
- C. data link
- D. presentation

12) Transmission media lies below thelayer.

- A. physical
- B. network
- C. transport
- D. application

13) The layer enables users to access the network.

- A. session
- B. application
- C. data link
- D. physical

14) Circuit switching takes place at the layer.

- A. data link
- B. physical
- C. network
- D. transport

15) The layer is responsible for moving frames from one node to the next.

- A. physical
- B. data link
- C. transport
- D. session

16) The routing processor of a router performs the layer functions of the router.

- A. physical and data link
- B. network
- C. transport
- D. session

17) The layer adds a header to the packet coming from the upper layer that includes the logical address of the sender and receiver.

- A. physical
- B. data link
- C. network
- D. transport

18) Network layer lies on layer.

- A. physical
- B. data link
- C. network
- D. transport

19) Thelayer is responsible for the delivery of a message from one process to another.

- A. physical
- B. transport
- C. network
- D. session

20) The data link layer takes the packet it gets from the network layer and encapsulates them into

- A. cells
- B. frames
- C. packet
- D. trailer

ANSWERS:

- 1) A. transport
- 2) A. physical
- 3) D. physical
- 4) D. All of the above
- 5) B. network
- 6) A. physical
- 7) A. transport
- 8) D. application
- 9) C. session
- 10) C. transport
- 11) D. presentation
- 12) A. physical

13) B. application

14) B. physical

15) B. data link

16) B. network

17) C. network

18) A. physical

19) B. transport

20) B. frames

1) In a/an of DNS resolver, instead of supplying a name and asking for an IP address, the DNS client provides the IP address and requests the corresponding hostname.

- A. Recursive queries
- B. Iterative queries
- C. Reverse queries
- D. Inverse queries

2) For each resolved query, the DNS resolver caches the returned information for a time that is specified in each resource record in the DNS response. This is known as

- A. Positive caching
- B. Time To Live
- C. Negative Caching
- D. Reverse Caching

3) As originally defined in RFC 1134, negative caching is the caching of failed name resolutions.

- A. Positive caching
- B. Time To Live
- C. Negative Caching
- D. Round Robin Load Balancing

4) can reduce response times for names that DNS cannot resolve for both the DNS client and DNS servers during an iterative query process.

- A. Positive caching
- B. Time To Live
- C. Negative Caching
- D. Round Robin Load Balancing

5) The amount of time in seconds to cache the record data is referred to as the

- A. Time To Cache
- B. Time To Live
- C. Time For Record

D. Time To Save

6) Which of the following issues arises, when multiple resource records for the same resource record type exist.

- A. For the DNS server, how to order the resource records in the DNS Name Query Response message.
- B. For the DNS client, how to choose a specific resource record in the DNS Name Query Response message.
- C. Both of the above
- D. None of the above.

7) To address the issues arises when multiple resource records for the same resource record type exist, RFC 1794 describes a mechanism named to share and distribute loads for network resources.

- A. Positive caching
- B. Time To Live
- C. Negative Caching
- D. Round Robin Load Balancing

8) A gets the data for its zones from locally stored and maintained files.

- A. primary name server
- B. secondary name server
- C. ternary name server
- D. primary name client

9) A gets the data for its zones across the network from another name server.

- A. primary name server
- B. secondary name server
- C. ternary name server
- D. primary name client

10) The process of obtaining zone information across the network is referred to as a

- A. zone obtaining
- B. zone transfer
- C. zone information
- D. zone extracting

11) Which of the following is/are the reasons to have secondary name servers within an enterprise network.

- A. Redundancy
- B. Remote locations
- C. Load distribution
- D. All of the above

12) The source of the zone information for a secondary name server is referred to as a

- A. Name server
- B. Primary Name Server
- C. Master Name Server
- D. Secondary Name Server

13) In, when a name server receives a DNS query that it cannot resolve through its own zone files, it sends a recursive query to its forwarder.

- A. exclusive mode
- B. non-exclusive mode
- C. caching mode
- D. zonal mode

14) Which of the following is not the work done by a name server using a forwarder in exclusive mode, when attempting to resolve a name.

- A. Checks its local cache
- B. Checks its zone files
- C. Sends a recursive query to a forwarder
- D. Attempts to resolve the name through iterative queries to other DNS servers.

15) In, name servers rely on the name-resolving ability of the forwarders.

- A. exclusive mode
- B. non-exclusive mode
- C. caching mode
- D. zonal mode

16) Name servers in make no attempt to resolve the query on their own if the forwarder is unable to satisfy the request.

- A. exclusive mode
- B. non-exclusive mode
- C. caching mode
- D. zonal mode

17) are DNS servers that only perform queries, cache the answers, and return the results.

- A. Querying the only server
- B. Results only server
- C. Caching the only server
- D. Information only server

18) In DNS resource records, indicate primary and secondary servers for the zone specified in the SOA resource record, and they indicate the servers for any delegated zones.

- A. SOA records
- B. A records
- C. MX records
- D. NS records

19) In DNS resource records,..... specifies a mail exchange server for a DNS domain name.

- A. SRV
- B. MX
- C. PTR
- D. NS

20) In DNS resource records, specifies the IP addresses of servers of a specific service, protocol, and DNS domain.

- A. SRV
- B. MX
- C. PTR
- D. NS

Answers:

- 1) C. Reverse queries
- 2) A. Positive caching
- 3) C. Negative Caching
- 4) C. Negative Caching
- 5) B. Time To Live
- 6) C. Both of the above
- 7) D. Round Robin Load Balancing
- 8) A. primary name server
- 9) B. secondary name server
- 10) B. zone transfer
- 11) D. All of the above
- 12) C. Master Name Server
- 13) B. non-exclusive mode
- 14) D. Attempts to resolve the name through iterative queries to other DNS servers.
- 15) A. exclusive mode
- 16) A. exclusive mode
- 17) C. Caching only server

- 18) D. NS records
- 19) B. MX
- 20) A. SRV

1) In the MIME header field, is a world unique value identifying the content of this part of this message.

- A. content-type
- B. content-transfer-encoding
- C. content-description
- D. content-id

2) The Post Office Protocol, version 3, is a standard protocol with STD number 53 and it is described in

- A. RFC 1939
- B. RFC 0937
- C. RFC 2821
- D. RFC 2822

3) is an electronic mail protocol with both client and server functions.

- A. SMTP
- B. MIME
- C. POP
- D. TCP

4) In the authentication state of the POP3 server, is used to specify a mechanism by which both authentication and data protection can be provided.

- A. USER
- B. PASS
- C. APOP
- D. AUTH

5) In the transaction state of POP3 commands, retrieve the number of messages and the total size of the messages.

- A. STAT
- B. LIST
- C. RETR
- D. DELE

6) A MIME compliant message must contain a header field with the verbatim text.

- A. MIME-version:1.0
- B. MIME-version:1.1
- C. MIME-version:2.0
- D. MIME-version:2.1

7) In name space, a name is assigned to an address. It is a sequence of characters without structure.

- A. hierarchical
- B. sequential
- C. flat
- D. addressed

8) The main disadvantage of a name space is that it cannot be used in a large system such as the internet because it may be centrally controlled to avoid ambiguity and duplication.

- A. hierarchical
- B. sequential
- C. flat
- D. addressed

9) The protocol defines a set of messages sent over either User Datagram Protocol(UDP) port53 or Transmission Control Protocol(TCP) port53.

- A. Name space
- B. DNS
- C. Domain space
- D. Zone transfer

10) Primary specifications for DNS are defined in which of the following Request for Comments(RFCs)?

- A. 974
- B. 1034
- C. 1035
- D. All of the above

11) Which of the following is/are the components of DNS defined by RFC 1034?

- A. The domain namespace and resource records
- B. Name servers
- C. Resolvers
- D. All of the above

12) are records in the DNS database that can be used to configure the DNS database server or to contain information about different types of process client queries.

- A. Domain namespace
- B. Resource records
- C. Name servers
- D. Resolvers

13) store resource records and information about the domain tree structure and attempt to resolve received client queries.

- A. Domain namespace
- B. DNS Names
- C. Name servers
- D. Resolvers

14) are programs that run on DNS clients and DNS servers and that create queries to extract information from name servers.

- A. Domain namespace
- B. Resource records
- C. Name servers
- D. Resolvers

15) have a very specific structure, which identifies the location of the name in the DNS namespace.

- A. Domain namespace
- B. DNS Names
- C. Name servers
- D. Resolvers

16) A is a DNS domain name that has been constructed from its location relative to the root of the namespace is known as the root domain.

- A. Fully Qualified Domain Name(FQDN)
- B. Fully Structured Domain Name(FSDN)
- C. Fully Constructed Domain Name(FCDN)
- D. Fully Rooted Domain Name(FRDN)

17) State whether the following statements are True or False for the attributes of Fully Qualified Domain Name(FQDN).

- i) FQDN is case-sensitive
- ii) A period character separates each name.
- iii) The entire FQDN can not be any more than 255 characters long.

- A. i-True, ii-True, iii-False
- B. i-True, ii-False, iii-True
- C. i-False, ii-True, iii-True
- D. i-False, ii-True, iii-False

18) A is a contiguous portion of a domain of the DNS namespace whose database records exist and managed in a particular DNS database file stored on one or multiple DNS servers.

- A. Subdomain

- B. Zone
- C. Sub DNS
- D. Sub zone

19) In a/an of DNS resolver, the queried name server is requested to respond with the requested data or with an error stating that data of the requested type or the specified domain name does not exist.

- A. Recursive queries
- B. Iterative queries
- c. Reverse queries
- D. Inverse queries

20) In the MIME header field, is a plain text description of the object within the body, which is useful when the object is not human-readable.

- A. content-type
- B. content-transfer-encoding
- C. content-description
- D. content-id

Answers:

- 1) D. content-id
- 2) A. RFC 1939
- 3) C. POP
- 4) D. AUTH
- 5) A. STAT
- 6) A. MIME-version:1.0
- 7) C. flat
- 8) C. flat
- 9) B. DNS
- 10) D. All of the above
- 11) D. All of the above
- 12) B. Resource records
- 13) C. Name servers
- 14) D. Resolvers
- 15) B. DNS Names
- 16) A. Fully Qualified Domain Name(FQDN)
- 17) C. i-False, ii-True, iii-True
- 18) B. Zone
- 19) A. Recursive queries
- 20) C. content-description

1) Which of the following is/are the important applications of the application layer?

- A. Electronic mail
- B. World Wide Web
- C. USENET
- D. All of the above

2) The TCP/IP corresponds to the combined session, presentation, and application layers of the OSI model.

- A. session layer
- B. the presentation layer
- C. application layer
- D. None of the above

3) The protocol is based on end-to-end delivery.

- A. SMTP
- B. TCP
- C. IP
- D. SCTP

4) The well-known port of the SMTP server is

- A. 110
- B. 25
- C. 50
- D. 20

5) In the SMTP header field, is a summary of the message being sent which is specified by the sender.

- A. Reply-to
- B. Return-path
- C. Subject
- D. From

6) In the SMTP header field, is added by the final transport system that delivers the mail.

- A. Reply-to
- B. Return-path
- C. Subject
- D. From

7) In SMTP mail transaction flow, the sender SMTP establishes a TCP connection with the destination SMTP and then waits for the server to send a

- A. 220 service ready message
- B. 421 service not available message
- C. Both of the above
- D. None of the above

8) In SMTP mail transaction flow, is sent, to which the receiver will identify itself by sending back its domain name.

- A. HELO
- B. MAIL FROM

C. RCPT TO
D. DATA

9) is a command-line tool designed for most UNIX-like operating systems, which does not define a method of transferring mail, but rather acts as a client/server that supports multiple mail protocols.

- A. Receive mail
- B. Sendmail
- C. MIME
- D. POP

10) Which of the following is/are the components of Sendmail?

- A. Mail user agent(MUA)
- B. Mail transfer agent(MTA)
- C. Mail delivery agent(MDA)
- D. All of the above

11) The is the interface through which a user can read and send mail.

- A. Mail user agent(MUA)
- B. Mail transfer agent(MTA)
- C. Mail delivery agent(MDA)
- D. Mail send agent(MSA)

12) The acts like a mail router, accepting messages from both MTAs and MUAs.

- A. Mail user agent(MUA)
- B. Mail transfer agent(MTA)
- C. Mail delivery agent(MDA)
- D. Mail send agent(MSA)

13) uses a queuing system to manage inbound and outbound mail.

- A. Receive mail
- B. Sendmail
- C. MIME
- D. POP

14) The sender SMTP establishes a TCP connection with the destination SMTP and then waits for the server to send a service ready message.

- A. 421
- B. 320
- C. 220
- D. 120

15) is limited to 7-bit ASCII text, with a maximum line length of 1000 characters.

- A. SMTP
- B. MIME
- C. POP
- D. MTA

16) A message is one which can be routed through any number of networks that are loosely compliant with RFC2821 or are capable of transmitting RFC2821 messages.

- A. SMTP
- B. MIME
- C. POP
- D. MTA

17) There are the number of standard content types in MIME.

- A. 5
- B. 7
- C. 9
- D. 4

18) In the MIME header field, describes how the object within the body is to be interpreted.

- A. content-type
- B. content-transfer-encoding
- C. content-description
- D. content-id

19) In the MIME header field, describes how the object within the body was encoded in order that it be included in the message using a mail-safe form.

- A. content-type
- B. content-transfer-encoding
- C. content-description
- D. content-id

20) In a/an of DNS resolver, the queried name server can return the best answer it currently has back to the DNS resolver.

- A. Recursive queries
- B. Iterative queries
- C. Reverse queries
- D. Inverse queries

Answers:

- 1) D. All of the above
 - 2) C. application layer
 - 3) A. SMTP
 - 4) B. 25
 - 5) C. Subject
 - 6) B. Return-path
 - 7) C. Both of the above
 - 8) A. HELO
 - 9) B. Sendmail
 - 10) D. All of the above
 - 11) A. Mail user agent(MUA)
 - 12) B. Mail transfer agent(MTA)
 - 13) B. Sendmail
 - 14) C. 220
 - 15) A. SMTP
 - 16) B. MIME
 - 17) B. 7
 - 18) A. content-type
 - 19) B. content-transfer-encoding
 - 20) B. Iterative queries
-

1) The is responsible for end to end delivery, segmentation, and concatenation.

- A. Physical layer
- B. Data Link layer
- C. Network layer
- D. Transport layer

2) needs ports or service access points.

- A. Physical layer
- B. Data Link layer
- C. Network layer
- D. Transport layer

3) The task of is to provide reliable, cost-effective transport of data from the source machine to the destination machine.

- A. Network Layer
- B. Transport Layer
- C. Presentation Layer
- D. Application Layer

4) The hardware and/or software within the transport layer which does the work of making use of the services provided by the network layer is called as

- A. transport media
- B. transport device
- C. transport entity
- D. network transporter

5) measures the number of bytes of user data transferred per second, measured over some time interval. It is measured separately for each direction.

- A. Throughput
- B. Transit delay
- C. Protection
- D. Resilience

6) is the time between a message being sent by the transport user on the source machine and its being received by the transport user on the destination machine.

- A. Throughput
- B. Transit delay
- C. Protection
- D. Resilience

7) The time difference between the instant at which a transport connection is requested and the instant at which it is confirmed is called.....

- A. Connection establishment delay
- B. Transit delay
- C. Protection delay
- D. Priority delay

8) The message sent from transport entity to transport entity is called as

- A. transport data unit
- B. transport display data unit
- C. transport protocol data unit
- D. transport protocol display unit

9) are designed for the protocols like ICMP or OSPF, because these protocols do not use either stream packets or datagram sockets.

- A. Berkeley sockets
- B. Stream sockets
- C. Datagram sockets
- D. Raw sockets

10) is designed for the connectionless protocol such as User Datagram Protocol(UDP).

- A. Berkeley socket
- B. Stream socket
- C. Datagram socket
- D. Raw socket

11) is designed for the connection oriented protocol such as Transmission Control Protocol(TCP).

- A. Berkeley socket
- B. Stream socket
- C. Datagram socket
- D. Raw socket

12) is used to implement the transport layer services between the two transport entities.

- A. Transport service
- B. Transport protocol
- C. Transport address
- D. Transport control

13) Which of the following is/are the tasks of transport protocols.

- A. Error control
- B. Sequencing
- C. Flow control
- D. All of the above

14) The internet uses universal port numbers for services and these numbers are called as

- A. Well known port numbers
- B. Fixed port numbers
- C. Standard port numbers
- D. Ephemeral port numbers

15) In the internet model, the client program defines itself with a port number that is chosen randomly. This number is called.....

- A. Well known port numbers
- B. Fixed port numbers
- C. Standard port numbers
- D. Ephemeral port numbers

16) The port numbers are known as well known ports and they are reserved for standard circuits.

- A. below 1024
- B. above 1024
- C. below 2048
- D. below 512

17) In the TCP segment header, is a 32-bit number identifying the current position of the first data byte in the segment within the entire byte stream for the TCP connection.

- A. serial number
- B. current number
- C. sequence number
- D. acknowledgement number

18) In the TCP segment header, is a 32-bit number identifying the next data byte the sender expects from the receiver.

- A. serial number
- B. current number
- C. sequence number
- D. acknowledgment number

19) A is a special type of file handle, which is used by a process to request network services from the operating system.

- A. socket
- B. handler
- C. requester
- D. protocol

20) is an optional 16-bit one's complement of the one's complement sum of a pseudo-IP header, the UDP header, and the UDP data.

- A. Congestion
- B. Checksum
- C. Pseudosum
- D. Headersum

ANSWERS:

- 1) D. Transport layer
- 2) D. Transport layer
- 3) B. Transport Layer
- 4) C. transport entity
- 5) A. Throughput
- 6) B. Transit delay
- 7) A. Connection establishment delay
- 8) C. transport protocol data unit
- 9) D. Raw sockets
- 10) C. Datagram socket
- 11) B. Stream socket
- 12) B. Transport protocol
- 13) D. All of the above
- 14) A. Well known port numbers
- 15) D. Ephemeral port numbers
- 16) A. below 1024
- 17) C. sequence number
- 18) D. acknowledgment number
- 19) A. socket
- 20) B. Checksum

1) The provides two well-defined classes of services, namely connectionless and connection-oriented services to the numerous nodes or hosts communicating through the subnet.

- A. physical layer
- B. data link layer
- C. network layer
- D. transport layer

2) In computer networking the term refers to selecting paths in a computer network along which to send data.

- A. routing
- B. inter-networking
- C. internal organization
- D. congestion control

3) Routing algorithms do not base their routing decisions on measurements or estimates of the current traffic and topology.

- A. Static or Non-adaptive
- B. Static or adaptive
- C. Dynamic or Non-adaptive
- D. Dynamic or adaptive

4) Routing algorithms, in contrast, change their routing decisions to reflect changes in topology and usually the traffic as well.

- A. Static or Non-adaptive
- B. Static or adaptive
- C. Dynamic or Non-adaptive
- D. Dynamic or adaptive

5) is also a static algorithm in which every incoming packet is sent out on every outgoing line except the one it arrives on.

- A. Shortest Path Algorithm
- B. Flooding
- C. Distance Vector Routing
- D. Hierarchical Routing

6) is basically a vector that keeps track of the best-known distance to each destination and which line to use to get there.

- A. Shortest Path Algorithm
- B. Flooding

- C. Distance Vector Routing
- D. Hierarchical Routing

7) In addresses for networks, the first 16 bits specify a particular network, and the last 16 bits specify a particular host.

- A. class A
- B. class C
- C. class B
- D. class D

8) In, the routers are divided into regions. Each router knows all details about how to route packets to destinations within its own region.

- A. Shortest Path Algorithm
- B. Link state Routing
- C. Distance Vector Routing
- D. Hierarchical Routing

9) In, each node uses as its fundamental data a map of the network in the form of a graph.

- A. Shortest Path Algorithm
- B. Link state Routing
- C. Distance Vector Routing
- D. Hierarchical Routing

10) protocols are simple and efficient in small networks and require little if any management.

- A. Shortest Path Algorithm
- B. Link state Routing
- C. Distance Vector Routing
- D. Hierarchical Routing

11) In routing algorithm, each router knows all details about how to route packets to destinations within its own region. But does not have any idea about the internal structure of other regions.

- A. Shortest Path Algorithm
- B. Link state Routing
- C. Distance Vector Routing
- D. Hierarchical Routing

12) The set of optimal routers from source to a given destination from a tree rooted at the destination called a tree.

- A. sink
- B. optimal
- C. rooted
- D. routing

13) is a simple mathematical computation used to check for bit-level errors in the IPV4 header.

- A. Identification
- B. Protocol
- C. Checksum
- D. Time-to-Live(TTL)

14) The number of network segments on which the datagram is allowed to travel before a router should discard it is called

- A. Identification
- B. Protocol
- C. Checksum
- D. Time-to-Live(TTL)

15) is an identifier of the upper-layer protocol to which the IPV4 payload must be passed.

- A. Identification
- B. Protocol
- C. Checksum
- D. Time-to-Live(TTL)

16) The IPV4 address of the intermediate or final destination of the IPV4 packet is called

- A. Source IP Address
- B. Destination IP Address
- C. Identification
- D. Checksum

17) type of IPV4 address is assigned to all network interfaces located on a subnet, used for one-to-everyone on a subnet communication.

- A. Unicast
- B. Multicast
- C. Broadcast
- D. Anycast

18) The header field of IPV6 indicates the number of likes on which the packet is allowed to travel before being discarded by a router.

- A. Source Address
- B. Destination Address
- C. Next Header
- D. Hop Limit

19) is an identifier for either the IPV6 extension header immediately

following the IPV6 header or an upper-layer protocol, such as ICMPv6, TCP or UDP.

- A. Source Address
- B. Destination Address
- C. Next Header
- D. Hop Limit

20) The internet addresses are bits in length in IPV4 addressing scheme.

- A. 16
- B. 64
- C. 32
- D. 48

ANSWERS:

- 1) C. network layer
- 2) A. routing
- 3) A. Static or Non-adaptive
- 4) D. Dynamic or adaptive
- 5) B. Flooding
- 6) C. Distance Vector Routing
- 7) C. class B
- 8) D. Hierarchical Routing
- 9) B. Link-state Routing
- 10) C. Distance Vector Routing
- 11) D. Hierarchical Routing
- 12) A. sink
- 13) C. Checksum
- 14) D. Time-to-Live(TTL)
- 15) B. Protocol
- 16) B. Destination IP Address
- 17) C. Broadcast
- 18) D. Hop Limit
- 19) C. Next Header
- 20) C. 32

1) The layer provides a well-defined service interface to the network layer, determining how the bits of the physical layer are grouped into frames.

- A. Data Link
- B. Physical
- C. Network
- D. Session

2) The service primitives provide a way for the data link layer on the requesting side to learn whether the request was successfully carried out.

- A. Request
- B. Indication

- C. Response
- D. Confirm

3) The different types of services provided by the data link layer is/are ...

- A. Unacknowledged connectionless service
- B. Acknowledged connectionless service
- C. Acknowledged connection-oriented service
- D. All of the above.

4) is used by the network layer to ask the data link layer to do something.

- A. Request
- B. Indication
- C. Response
- D. Confirm

5) In the source machine sends independent frames to the destination machine without having the destination machine acknowledge them.

- A. Unacknowledged connectionless service
- B. Acknowledged connectionless service
- C. Acknowledged connection oriented service
- D. Unacknowledged connection oriented service

6) is the most sophisticated service provided by the data link layer to the network layer. The source and destination machines establish a connection before any data transfer takes place.

- A. Unacknowledged connectionless service
- B. Acknowledged connectionless service
- C. Acknowledged connection oriented service
- D. Unacknowledged connection oriented service

7) In , there are still no connections used, but each frame sent is individually acknowledged.

- A. Unacknowledged connectionless service
- B. Acknowledged connectionless service
- C. Acknowledged connection-oriented service
- D. Unacknowledged connection-oriented service

8) is used to indicate to the network layer that an event has happened, for example, establishment or release of a connection.

- A. Request
- B. Indication

- C. Response
- D. Confirm

9) is used on the receiving side by the network layer to reply to a previous indication.

- A. Request
- B. Indication
- C. Response
- D. Confirm

10) In we are looking only to see if any error has occurred. The answer is a simple yes or no.

- A. error searching
- B. error detection
- C. error correction
- D. error transmission

11) In we need to know the exact number of bits that are corrected and more importantly, their location in the message.

- A. error searching
- B. error detection
- C. error correction
- D. error transmission

12) is the process in which the receiver tries to guess the message by using redundant bits.

- A. Forward error correction
- B. Backward error correction
- C. Transmission
- D. Retransmission

13) is the technique in which the receiver detects the occurrence of an error and asks the sender to resend the message.

- A. Forward error correction
- B. Backward error correction
- C. Transmission
- D. Retransmission

14) In block coding, we divide our message into blocks, each of k bits, called

- A. Dataword
- B. Generator
- C. Codeword
- D. Checker

15) in the data link layer separates a message from one source to a destination, or from other messages to other destinations, by adding a sender address

and a destination address.

- A. Transforming
- B. Framing
- C. Separating
- D. Messaging

16) In , there is no need for defining the boundaries of the frames; the size itself can be used a delimiter.

- A. Standard Size Framing
- B. Fixed Size Framing
- C. Variable Size Framing
- D. Constant Size Framing

17) is prevalent in LANs, we need a way to define the end of the frame and the beginning of the next.

- A. Standard Size Framing
- B. Fixed Size Framing
- C. Variable Size Framing
- D. Constant Size Framing

18) Which of the following is/are the methods used for carrying out framing.

- A. Character count
- B. Starting and ending characters, with character stuffing.
- C. Starting and ending flags with bit stuffing.
- D. All of the above

19) In , the sender sends one frame, stops until it receives confirmation from the receiver, and then sends the next frame.

- A. stop and wait protocol
- B. simplest protocol
- C. sliding window protocol
- D. High level Data Link Control Protocol(HDLC)

20) In , the sliding window is an abstract concept that defines the range of sequence numbers that is the concern of the sender and receiver.

- A. stop and wait protocol
- B. simplest protocol
- C. sliding window protocol
- D. High level Data Link Control Protocol(HDLC)

Answers:

- 1) A. Data Link
- 2) D. Confirm

- 3) D. All of the above
- 4) A. Request
- 5) A. Unacknowledged connectionless service
- 6) C. Acknowledged connection oriented service
- 7) B. Acknowledged connectionless service
- 8) B. Indication
- 9) B. Indication
- 10) B. error detection
- 11) C. error correction
- 12) A. Forward error correction
- 13) D. Retransmission
- 14) A. Dataword
- 15) B. Framing
- 16) B. Fixed Size Framing
- 17) C. Variable Size Framing
- 18) D. All of the above
- 19) A. stop and wait protocol
- 20) C. sliding window protocol

1. How many digits of the DNIC (Data Network Identification Code) identify the country?
 - A. first three
 - B. first four
 - C. first five
 - D. first six
 - E. None of the above

Answer: Option A

2. A station in a network forwards incoming packets by placing them on its shortest output queue. What routing algorithm is being used?
 - A. hot potato routing
 - B. flooding
 - C. static routing
 - D. delta routing
 - E. None of the above

Answer: Option A

3. The probability that a single bit will be in error on a typical public telephone line using 4800 bps modem is 10^{-3} . If no error detection mechanism is used, the residual error rate for a communication line using 9-bit frames is approximately equal to
 - A. 0.003
 - B. 0.009
 - C. 0.991
 - D. 0.999
 - E. None of the above

Answer: Option B

4. Frames from one LAN can be transmitted to another LAN via the device
 - A. Router
 - B. Bridge
 - C. Repeater
 - D. Modem
5. Which of the following condition is used to transmit two packets over a medium at the same time?

- A. Contention
- B. Collision
- C. Synchronous
- D. Asynchronous
- E. None of the above

Answer: Option **B**

6. You have a class A network address 10.0.0.0 with 40 subnets, but are required to add 60 new subnets very soon. You would like to still allow for the largest possible number of host IDs per subnet. Which subnet mask should you assign?
- A. 255.240.0.0
 - B. 255.248.0.0
 - C. 255.252.0.0
 - D. 255.254.0.0
 - E. 255.255.255.255

Answer: Option **D**

7. What are the most commonly used transmission speeds in BPS used in data communication?
- A. 300
 - B. 1200
 - C. 2400
 - D. 9600
 - E. None of the above

Answer: Option **D**

8. What is the default subnet mask for a class C network?
- A. 127.0.0.1
 - B. 255.0.0.0
 - C. 255.255.0.0
 - D. 255.255.255.0
 - E. None of the above

Answer: Option **D**

9. Which of the following is used for modulation and demodulation?
- A. modem

- B. protocols
- C. gateway
- D. multiplexer
- E. None of the above

Answer: Option A

10. Which of the following is not a disadvantage of wireless LAN?

- A. Slower data transmission
- B. higher error rate
- C. interference of transmissions from different computers
- D. All of the above

Answer: Option D

11. The Internet Control Message Protocol (ICMP)

- A. allows gateways to send error control messages to other gateways or hosts
- B. provides communication between the Internet Protocol Software on one machine and the Internet Protocol Software on another
- C. reports error conditions to the original source, the source must relate errors to individual application programs and take action to correct the problem
- D. All of the above
- E. None of the above

Answer: Option D

12. Your company has a LAN in its downtown office and has now set up a LAN in the manufacturing plant in the suburbs. To enable everyone to share data and resources between the two LANs, what type of device(s) are needed to connect them? Choose the most correct answer.

- A. Modem
- B. Cable
- C. Hub
- D. Router

Answer: Option D

13. The term 'duplex' refers to the ability of the data receiving stations to echo back a confirming message to the sender. In full duplex data transmission, both the sender and the receiver

- A. cannot talk at once
- B. can receive and send data simultaneously

- C. can send or receive data one at a time
- D. can do one way data transmission only
- E. None of the above

Answer: Option B

14. How many hosts are attached to each of the local area networks at your site?

- A. 128
- B. 254
- C. 256
- D. 64
- E. None of the above

Answer: Option B

15. Which of the following technique is used for fragment?

- A. a technique used in best-effort delivery systems to avoid endlessly looping packets
- B. a technique used by protocols in which a lower level protocol accepts a message from a higher level protocol and places it in the data portion of the low level frame
- C. one of the pieces that results when an IP gateway divides an IP datagram into smaller pieces for transmission across a network that cannot handle the original datagram size
- D. All of the above
- E. None of the above

Answer: Option C

1. Which of the following refers to the terms "residual error rate"?

- A. the number of bit errors per twenty four hours of continuous operation on an asynchronous line
- B. The probability that one or more errors will be undetected when an error detection scheme is used
- C. the probability that one or more errors will be detected when an error detection mechanism is used
- D. signal to noise ratio divided by the ratio of energy per bit to noise per hertz
- E. None of the above

Answer: Option B

2. Which of the following summation operations is performed on the bits to check an error-detecting code?

- A. Codec
- B. Coder-decoder
- C. Checksum
- D. Attenuation

Answer: Option C

3. The research and development department at your office has been experimenting with different technologies to help improve the performance of the network. One group has been examining the use of a broadband network versus a baseband network. Select the correct statement about broadband and baseband.
- A. Broadband networks carry several channels on a single cable, whereas in a baseband network several cables carry one channel
 - B. Baseband networks carry a single channel on a single cable, whereas broadband networks carry several channels on a single cable
 - C. Baseband refers to local area networks, and broadband refers to wide area networks.
 - D. Baseband operates at a standard bit rate, whereas broadband may operate at different rates as needed
 - E. Broadband and baseband refer to the different frequencies at which infrared operates then transmitting signals in certain conditions

Answer: Option B

4. An error-detecting code inserted as a field in a block of data to be transmitted is known as
- A. Frame check sequence
 - B. Error detecting code
 - C. Checksum
 - D. flow control
 - E. None of the above

Answer: Option A

5. The cheapest modems can transmit
- A. 300 bits per second
 - B. 1,200 bits per second
 - C. 2,400 bits per second
 - D. 4,800 bits per second
 - E. None of the above

Answer: Option A

7. What is the usual number of bits transmitted simultaneously in parallel data transmission used by microcomputers?

- A. 16
- B. 9
- C. 8
- D. 4
- E. None of the above

Answer: Option B

8. The receive equalizer reduces delay distortions using a

- A. tapped delay lines
- B. gearshift
- C. descrambler
- D. difference engine
- E. None of the above

Answer: Option A

9. Four routers have to be interconnected in a point-to-point Network. Each pair of routers may be connected by a high-speed line, a medium speed line or a low speed line. Find the total number of topologies.

- A. 12
- B. 81
- C. 48
- D. 729

Answer: Option D

10. A network consists of eight NT servers. You are planning to move servers to different segments of your network, what utility should be used at each server to determine which server generates the most traffic?

- A. NBTSTAT
- B. NETSTAT.EXE
- C. Performance Monitor
- D. Network Monitor
- E. ARP.EXE

Answer: Option D

11. Sending a file from your personal computer's primary memory or disk to another computer is called

- A. uploading
- B. downloading
- C. logging on
- D. hang on
- E. None of the above

Answer: Option A

12. What is the name of the software package that allows people to send electronic mail along a network of computers and workstations?

- A. Memory resident package
- B. Project management package
- C. Data communication package
- D. Electronic mail package
- E. None of the above

Answer: Option C

13. The communication mode that supports two-way traffic but only one direction at a time is

- A. simplex
- B. duplex
- C. half duplex
- D. multiplex
- E. None of the above

Answer: Option C

14. HMP (Host Monitoring Protocol) is:

- A. a TCP/IP protocol used to dynamically bind a high level IP Address to a low-level physical hardware address
- B. a TCP/IP high level protocol for transferring files from one machine to another.
- C. a protocol used to monitor computers
- D. a protocol that handles error and control messages
- E. None of the above

Answer: Option C

15. Which of the following is a voiceband channel?

- A. Telephone line
- B. Telegraph line
- C. Coaxial cable
- D. Microwave systems
- E. None of the above

Answer: Option A

1. Modem is used in data transmission. When was it invented and in which country?
 - A. 1963, USA
 - B. 1965, Germany
 - C. 1950, USA
 - D. 1950, Japan
 - E. None of the above
2. Which of the following technique is used for Time-To-Line (TTL)?
 - A. a technique used in best-effort delivery system to avoid endlessly looping packets.
 - B. a technique used by protocols in which a lower level protocol accepts a message from a higher level protocol and places it in the data portion of the low level frame
 - C. One of the pieces that results when an IP gateway divides an IP datagram into smaller pieces for transmission across a network that cannot handle the original datagram size.
 - D. All of the above
 - E. None of the above
3. Communication network is
 - A. one or more conductors that serve as a common connection for a related group of devices
 - B. a continuous frequency capable of being modulated or impressed with a second signal
 - C. the condition with two or more stations attempt to use the same channel at the same time
 - D. a collection of interconnected functional units that provides a data communications service among stations attached to the network
 - E. None of the above

Answer: Option D

4. Which of the following is an advantage to using fiber optics data transmission?

- A. resistance to data theft
- B. fast data transmission rate
- C. low noise level
- D. few transmission errors
- E. All of the above

Answer: Option E

5. Which of the following statement is incorrect?

- A. if a host moves from one network to another, its IP address must change
- B. routing uses the network portion of the IP address, the path taken by packets travelling to a host with multiple IP addresses depends on the address used.
- C. IP addresses encode both a network and a host on that network, they do not specify an individual machine, but a connection to a network.
- D. All of the above
- E. None of the above

Answer: Option D

6. Bandlimited signal is

- A. transmission of signals without modulation
- B. a signal all of whose energy is contained within a finite frequency range
- C. simultaneous transmission of data to a number of stations
- D. All of the above
- E. None of the above

Answer: Option B

7. Computers in a LAN can be interconnected by radio and infrared technologies.

- A. Wireless LANs
- B. Network Topologies
- C. Multiplexer
- D. Modem

Answer: Option A

8. You have a network ID of 134.57.0.0 and you need to divide it into multiple subnets in which at least 600 host IDs for each subnet are available. You desire to have the largest amount of subnets available. Which subnet mask should you assign?

- A. 255.255.224.0
- B. 255.255.240.0
- C. 255.255.248.0
- D. 255.255.255.0
- E. 255.255.255.255

Answer: Option D

9. How many digits of the Network User Address are known as the DNIC (Data Network Identification Code)?

- A. first three
- B. first four
- C. first five
- D. first seven
- E. None of the above

Answer: Option B

10. Which of the following is the address of the router?

- A. The IP address
- B. The TCP address
- C. The subnet mask
- D. The default gateway
- E. None of the above

Answer: Option D

11. Thorough planning must take place when setting up an 802.3 network. A maximum number of segments can separate any two nodes on the network. What is the maximum number of segments allowed between two nodes?

- A. Five
- B. Two
- C. Four
- D. Six
- E. Three

Answer: Option A

12. A devices that links two homogeneous packet-broadcast local networks, is

- A. hub

- B. bridge
- C. repeater
- D. gateway
- E. None of the above

Answer: Option **B**

13. Identify the odd term amongst the following group:

- A. Coaxial cable
- B. Optical fibre
- C. Twisted pair wire
- D. Microwaves
- E. None of the above

Answer: Option **D**

14. Which of the following divides the high speed signal into frequency bands?

- A. t-switch
- B. modem
- C. frequency-division multiplexer
- D. time-division multiplexer
- E. None of the above

Answer: Option **C**

15. What is the first octet range for a class C IP address?

- A. 192 - 255
- B. 192 - 223
- C. 192 - 226
- D. 128 - 191
- E. 1 - 126

Answer: Option **B**

1. What protocol is used between E-Mail servers?

- A. FTP
- B. SMTP
- C. SNMP

D. POP3

Answer: Option B

2. If you configure the TCP/IP address and other TCP/IP parameters manually, you can always verify the configuration through which of the following? Select the best answer.

- A. Network Properties dialog box
- B. Server Services dialog box
- C. DHCPINFO command-line utility
- D. Advanced Properties tab of TCP/ IP Info.
- E. None of the above

Answer: Option A

3. In a PC to telephone hookup for long distance communication, modem is connected between the telephone line and

- A. PC
- B. synchronous port
- C. crossover cable
- D. asynchronous port
- E. None of the above

Answer: Option D

4. Which of the following communications service provides message preparation and transmission facilities?

- A. Teletex
- B. Teletext
- C. x400
- D. Fax
- E. None of the above

Answer: Option A

5. Four bits are used for packet sequence numbering in a sliding window protocol used in a computer network. What is the maximum window size?

- A. 4
- B. 8
- C. 15
- D. 16

E. None of the above

Answer: Option C

6. A hard copy would be prepared on a

A. typewriter terminal

B. line printer

C. plotter

D. All of the above

E. None of the above

Answer: Option D

7. Which of the following device copies electrical signals from one Ethernet to another?

A. bridge

B. repeater

C. hub

D. passive hub

E. None of the above

Answer: Option B

8. Stephanie is in charge of a small network and wants to make it simple but secure. The users want to have full control over their data and still be able to share data with the rest of the office. The networking knowledge of the office staff is basic. Which network(s) would be the best for Stephanie to set up?

A. Peer-to-peer

B. Master domain

C. Server-based

D. WAN

E. Share-level

Answer: Option C

9. When UPC is used, the price of the item is located

A. on the item

B. on the item and on the shelf

C. in computer storage

D. on the shelf and in computer storage

E. None of the above

Answer: Option D

10. Error control is needed at the transport layer because of potential errors occurring _____.
A. from transmission line noise
B. in routers
C. from out-of-sequence delivery
D. from packet losses.

Answer: Option B

11. The transport layer protocol is connectionless.
A. NVT
B. FTP
C. TCP
D. UDP
E. None of the above

Answer: Option D

12. The fundamental requirements of private-to-public network interconnection methods which need to be provided in gateways is/are
A. universal accessibility for private network Data Terminal Equipment (DTE)
B. adequate cost control mechanisms for administration of the private networks
C. to assign address to private network DTEs
D. a and b both
E. None of the above

Answer: Option D

13. Communication between computers is almost always
A. serial
B. parallel
C. series parallel
D. direct
E. None of the above

Answer: Option A

14. Which of the following is considered a broadband communications channel?
A. coaxial cable

- B. fiber optic cable
- C. microwave circuits
- D. satellites systems
- E. All of the above

Answer: Option E

15. Data link layer retransmits the damaged frames in most networks. If the probability of a frame's being damaged is p , what is the mean number of transmissions required to send a frame if acknowledgements are never lost.

- A. $P I (K + 1)$
- B. $KIK (1 + F)$
- C. $1/ (1 - F)$
- D. $K I (K - P)$
- E. None of the above

Answer: Option C

1. In a synchronous modem, the receive equalizer is known as

- A. adaptive equalizer
- B. impairment equalizer
- C. statistical equalizer
- D. compromise equalizer
- E. None of the above

Answer: Option A

2. Alex is required to provide information on how many people are using the network at any one time. Which network will enable him to do so?

- A. Server-based
- B. Token-Ring
- C. Ethernet
- D. Star
- E. Peer-to-peer

Answer: Option A

3. Now-a-days computers all over the world can talk to each other. Which is one of the special accessories essential for this purpose?

- A. Keyboard

- B. Modem
- C. Scanner
- D. Fax
- E. None of the above

Answer: Option **B**

4. To make possible the efficient on-line servicing of many teleprocessing system users on large computer systems, designers are developing

- A. communication systems
- B. multiprogramming systems
- C. virtual storage systems
- D. All of the above
- E. None of the above

Answer: Option **D**

5. Which of the following best describes the scopes on each DHCP server, in the absence of configuration problems with DHCP addresses, if you use multiple DHCP servers in your environment?

- A. Unique to that subnet only
- B. For different subnets
- C. For no more than two subnets
- D. For no subnets
- E. None of the above

Answer: Option **B**

6. The main difference between TCP and UDP is

- A. UDP is connection oriented where as TCP is datagram service
- B. TCP is an Internet protocol where as UDP is an ATM protocol
- C. UDP is a datagram where as TCP is a connection oriented service
- D. All of the above

Answer: Option **C**

7. What operates in the Data Link and the Network layer?

- A. NIC
- B. Bridge
- C. Brouter

- D. Router
- E. None of the above

Answer: Option C

8. What is the name of the computer based EMMS that provides a common forum where users can check in at their convenience, post messages, actively exchange ideas and participate in ongoing discussions?

- A. E-mail
- B. Bulletin board system (BBS)
- C. Teleconferencing
- D. Videoconferencing
- E. None of the above

Answer: Option B

9. Which of the following statement is incorrect?

- A. The CCITT Recommendation X.25 specifies three layers of communication: physical, link and network.
- B. The second layer of communication is the data-link layer
- C. Errors in the physical layer can be detected by the data link layer
- D. The fourth layer, in reference to the OSI model, is the session layer
- E. None of the above

Answer: Option D

10. Devices on one network can communicate with devices on another network via a

- A. file server
- B. utility server
- C. printer server
- D. gateway
- E. None of the above

Answer: Option D

11. After coding a document into a digital signal, it can be sent by telephone, telex or satellite to the receiver where the signal is decoded and an exact copy of the original document is made. What is it called?

- A. Telex
- B. Word processor

- C. Facsimile
- D. Electronic mail
- E. None of the above

Answer: Option C

12. Which file transfer protocol uses UDP?

- A. NFS
- B. TELNET
- C. TFTP
- D. FTP
- E. None of the above

Answer: Option C

13. You are working with a class C network. You are required to configure it for five subnets, each of which will support 25 nodes. What subnet should you use?

- A. 255.255.255.0
- B. 255.255.255.224
- C. 255.255.255.240
- D. 255.255.255.248
- E. 255.255.255.252

Answer: Option B

14. A network designer wants to connect 5 routers as point-to-point simplex line. Then the total number of lines required would be

- A. 5
- B. 10
- C. 20
- D. 32
- E. None of the above

Answer: Option B

15. Which of the following medium access control technique is used for bus/tree?

- A. token ring
- B. token bus
- C. CSMA

D. MAC

E. None of the above

Answer: Option **B**



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UNIT-1

1)	Which type of topology is best suited for large businesses which must carefully control and coordinate the operation of distributed branch outlets? a) Ring b) Local area c) Hierarchical d) Star
Ans:	D
Explanation:	The star topology is the best network topology for large businesses because it is simple to control and coordinate from the central computer.
2)	Which of the following transmission directions listed is not a legitimate channel? a) Simplex b) Half Duplex c) Full Duplex d) Double Duplex
Ans:	D
Explanation:	Double duplex is not a legitimate channel for transmission in computer network.
3)	What kind of transmission medium is most appropriate to carry data in a computer network that is exposed to electrical interferences? e) Unshielded twisted pair



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	<p>f) Optical fiber g) Coaxial cable h) Microwave</p>
Ans:	B
Explanation:	The optical fiber is made of glass or plastic. In this cable, the transmission of data occurs in the form of light rather than the electric current, so this cable provides higher data transfer speed than other cables.
4)	The term FTP stands for?
	<p>i) File transfer program j) File transmission protocol k) File transfer protocol l) File transfer protection</p>
Ans:	C
Explanation:	The term FTP stands for File transfer protocol.
5)	Which one of the following is not a network topology?
	<p>m) Star n) Ring o) Bus p) Peer to Peer</p>
Ans:	D
Explanation:	Peer to Peer network is a network to which all computers are used the same resources and rights as other computers. Its network designed primarily for the small local area.
6)	<p>Consider the following:</p> <ol style="list-style-type: none">1. Twisted pair cables2. Microwaves and Satellite Signals3. Repeaters



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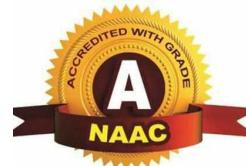
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	<p>4. Analog Transmissions 5. Fiber optics</p> <p>Which of the above is consider as (a) signal transmission medium is data communications?</p>
	<p>a) (1) and (5) b) (1) and (2) c) (1) (2) and (5) d) (1) (2) (3) and (5)</p>
Ans:	C
Explanation:	
7)	<p>The application layer of the OSI model is</p> <p>a) Four layer b) Five layer c) Six layer d) Seven layer</p>
Ans:	D
Explanation:	
8)	<p>The physical layer is concerned with _____</p> <p>e) bit-by-bit delivery f) process to process delivery g) application to application delivery h) port to port delivery</p>
Ans:	A
Explanation:	<p>Physical layer deals with bit to bit delivery in networking. The data unit in the physical layer is bits. Process to process delivery or the port to port delivery is dealt in the transport layer. The various transmission mediums aid the physical layer in performing its functions.</p>
9)	<p>Which transmission media provides the highest transmission speed in a network?</p>



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	<ul style="list-style-type: none">a) coaxial cableb) twisted pair cablec) optical fiberd) electrical cable <p>Output attributes to be categorical</p>
Ans:	C
Explanation:	Fiber optics is considered to have the highest transmission speed among the all mentioned above. The fiber optics transmission runs at 1000Mb/s. It is called as 1000Base-Lx whereas IEEE standard for it is 802.3z. It is popularly used for modern day network connections due to its high transmission rate.
10)	Bits can be sent over guided and unguided media as analog signal by _____ <ul style="list-style-type: none">e) digital modulationf) amplitude modulationg) frequency modulationh) phase modulation
Ans:	A
Explanation:	In analog modulation, digital low frequency baseband signal (digital bit stream) is transmitted over a higher frequency. Whereas in digital modulation the only difference is that the base band signal is of discrete amplitude level. The bits are represented by only two frequency levels, one for high and one for low.
11)	The physical layer is responsible for _____ <ul style="list-style-type: none">i) line codingj) channel codingk) modulationl) all of the mentioned
Ans:	D
Explanation:	The physical layer is responsible for line coding, channel coding and modulation that is needed for the transmission of the information. The physical configuration including pins, connectors and the electric current used is dealt in the physical layer based on the requirement



	of the network application.
12)	The physical layer translates logical communication requests from the _____ into hardware specific operations. m) data link layer n) network layer o) trasnport layer p) application layer
Ans:	A
Explanation:	Physical layer accepts data or information from the data link layer and converts it into hardware specific operations so as to transfer the message through physical cables. Some examples of the cables used are optical fiber cables, twisted pair cables and co-axial cables.
13)	Wireless transmission of signals can be done via _____ a) radio waves b) microwaves c) infrared d) all of the mentioned
Ans:	D
Explanation:	
2)	Which protocol of TCP/IP exhibits its usability in applications requiring instant and essentially reliable delivery operations? a) Transmission Control Protocol (TCP) b) User Datagram Protocol (UDP) c) Internet Protocol (IP) d) File Transfer Protocol (FTP)
Ans:	B
Explanation:	
16) Is defined by physical layer a) Logical address



	<ul style="list-style-type: none">b) Session Dialogc) Data rated) Port address
Ans:	C
Explanation:	
17)	Sender and receiver clock synchronization is a function performed by thelayer
	<ul style="list-style-type: none">a) physicalb) data linkc) networkd) application
Ans:	A
Explanation:	
18)	A Local Area network is defined by
	<ul style="list-style-type: none">a) The geometric size of the networkb) Maximum hosts in the networkc) The geometric size of the network and Maximum hosts in the networkd) Topology of the network
Ans:	A
Explanation:	
19)	The largest geographic area a wide area network can span in ...
	<ul style="list-style-type: none">a) A townb) A countryc) A stated) The world
Ans:	D
Explanation:	



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20)	A router is involved in layer of TCP/IP model
	<ul style="list-style-type: none">a) Twob) Threec) Fourd) five
Ans:	b
Explanation:	
21)	In Manchester and differential Manchester transition at the middle of the bit is used for
	<ul style="list-style-type: none">a) bit transferb) baud transferc) synchronisationd) none
	c
22)	In Encoding we use three levels: positive, negative and zero
	<ul style="list-style-type: none">a) bipolarb) polarc) non polard) none
	a
23)	Block coding can help in and at the receiver
	<ul style="list-style-type: none">a) synchronisation and error detectionb) synchronisation and attenuationc) error detection and attenuationd) error detection and distortion
	a



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24)	Full name of MAN is _____ <ul style="list-style-type: none">a) Metro Area Networkb) Master Area Networkc) Metropolitan Area Networkd) Mega Area Network
	c
25)	_____ is the rate of successful message delivery over a communication channel. <ul style="list-style-type: none">a) Processing Delayb) Queuing Delayc) Throughputd) Packet Loss
	c

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Subject: Computer Networks

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UNIT-2

1)	A Data Link Layer converts a packet of data into __ finally. a) Frames b) Bits c) Signals d) Waves
Ans:	a
Explanation:	
2)	The two sub-layers of a Data Link layer are __. a) LLC - Logical Link Control Layer b) MAC - Medium Access Control Layer c) Both A and B d) Data Layer
Ans:	c
Explanation:	
3)	The functions of a Logical Link Layer (LLC) are __. a) Error control b) Flow control c) Creating and managing the communication link between two devices with the help of the Transport layer. d) All the above
Ans:	d



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Explanation:	
4)	<p>The types of data services offered by an LLC (Logical Link Control) layer are ____.</p> <p>a) Connectionless which is fast and unreliable b) Connection-Oriented which is slow and reliable c) Both OptionA and optionB. d) None</p>
Ans:	C
Explanation:	
5)	<p>Every Computer or an Internet device has a unique MAC address. State TRUE/FALSE.</p> <p>a) TRUE b) FALSE</p>
Ans:	A
Explanation:	
6)	<p>Choose the Protocols working in the Data Link Control Layer of OSI model below.</p> <p>a) ATM (Asynchronous Transfer Mode), Frame Relay b) HDLC (High-Level Data Link Control), SDLC (Synchronous Data Link Control) c) ARP (Address Resolution Protocol), IEEE-802.3 d) All the above</p>
Ans:	d
Explanation:	
7)	<p>Which protocols adopted the standards of HDLC (High-Level Link Control) protocol?</p> <p>a) X.25 protocol as LAPB (Link Access Procedure Balanced), V.42 protocol as LAPM (Link Access Procedure for Modems) b) Frame Relay protocol as LAPF (Link Access Procedure for Frame Relay)</p>



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	<ul style="list-style-type: none">c) ISDN (Integrated Services Digital Network) protocol as LAPD (Link Access Procedure on D-channel)d) All the above
Ans:	d
Explanation:	
8)	The Dial-up connections to access the internet uses ___ protocol. <ul style="list-style-type: none">a) PPP (Point to Point protocol)b) X.25 protocolc) PLIP protocold) None
Ans:	A
Explanation:	
9)	Which among the following represents the objectives/requirements of Data Link Layer? <ul style="list-style-type: none">a) Frame Synchronizationb) Error & Flow Controlc) Both a & bd) None of the above
Ans:	c
Explanation:	
10)	When does the station B send a positive acknowledgement (ACK) to station A in Stop and Wait protocol? <ul style="list-style-type: none">a) only when no error occurs at the transmission levelb) when retransmission of old packet in a novel frame is necessaryc) only when station B receives frame with errorsd) all of the above
Ans:	a



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Explanation:	
11)	Which provision can resolve / overcome the shortcomings associated with duplication or failure condition of Stop and Wait Automatic Repeat Request protocol especially due to loss of data frames or non-reception of acknowledgement? a) Provision of sequence number in the header of message b) Provision of checksum computation c) Both a & b d) None of the above
Ans:	A
Explanation:	
12)	Which consequences are more likely to occur during the frame transmission in Stop-and-Wait ARQ mechanism? a) Loss of frame or an acknowledgement b) Delay in an acknowledgement c) Normal operation d) All of the above
Ans:	D
Explanation:	
13)	Which feature of Go-Back-N ARQ mechanism possesses an ability to assign the sliding window in the forward direction? a) Control Variables b) Sender Sliding Window c) Receiver Sliding Window d) Resending of frames
Ans:	B
Explanation:	
14)	Which ARQ mechanism deals with the transmission of only damaged



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	or lost frames despite the other multiple frames by increasing the efficiency & its utility in noisy channels?
	<ul style="list-style-type: none">a) Go-Back-N ARQb) Selective Repeat ARQc) Stop-and-Wait ARQd) All of the above
Ans:	B
Explanation:	
15)	What are the frames issued by the secondary station of HDLC ,known as?
	<ul style="list-style-type: none">a) Linkb) Commandc) Responsed) None of the above
Ans:	C
Explanation:	
16)	Which category of HDLC frames undergoes error and flow control mechanisms by comprising send and receive sequence numbers?
	<ul style="list-style-type: none">a) U-framesb) I-framesc) S-framesd) All of the above
Ans:	C
Explanation:	
17)	Which type of S-frame in HDLC exhibit the correspondence of last three bits [N(R)] by defining the negative acknowledgement (NAK) number with the code value of '01'?
	<ul style="list-style-type: none">a) Receive readyb) Receive not ready



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	<p>c) Reject d) Selective Reject</p>
Ans:	C
Explanation:	
18)	Which of the following best describes a single bit error a) A single bit is inverted b) A single bit per transmission is inverted c) A single bit per data unit is inverted d) All above
Ans:	a
Explanation:	
19)	Which error detection method uses one's complement arithmetic a) Simple parity check b) Checksum c) Two dimensional parity check d) CRC
Ans:	b
Explanation:	
20)	Which error detection method involves polynomial a) Simple parity check b) Checksum c) Two dimensional parity check d) CRC
Ans:	d
Explanation:	
21)	If the ASCII character G is sent and A is received type of error is a) Single



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	<ul style="list-style-type: none">b) Multiplec) Burstd) recoverable
Ans:	c
Explanation:	
22)	In CRC what forms the check bits
	<ul style="list-style-type: none">a) The remainderb) The divisorc) The quotientd) The dividend
Ans:	a
Explanation:	
23)control refers to a set of procedures used to restrict the amount of data that the sender can send before waiting for acknowledgment.
	<ul style="list-style-type: none">a) Flowb) Errorc) Transmissiond) none of the above
	a
24)	..._ control refers to methods of error detection and correction.
	<ul style="list-style-type: none">a) Flowb) Errorc) Transmissiond) none of the above
	b



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25)	ARQ stands for _____.
	<ul style="list-style-type: none">a) Automatic repeat quantizationb) Automatic repeat requestc) Automatic retransmission requestd) Acknowledge repeat request
b	

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Class: TE

Subject: Computer Networks

AY: 2020-21

SEM: I

UNIT-4

1)	Data in network layer is transferred in the form of _____ a) Layers b) b) Packets c) c) Bytes d) d) Bits
	b
	Data is transferred in the form of packets via logical network paths in an ordered format controlled by the network layer.
2)	The network layer is considered as the _____ of the network layer. a) Backbone b) Packets c) Bytes d) bits
	a
	The network layer is considered as the backbone of the network layer. It selects and manages the best logical path for data transfer between nodes.
3)	The network layer contains which hardware device? a) a) Routers, Bridges b) b) Bridges only c) c) Bridges and switches d) d) Routers, Bridges and Switches



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	d
	This layer contains hardware devices such as routers, bridges, firewalls, and switches, but it actually creates a logical image of the most efficient communication route and implements it with a physical medium.
4)	Network layer protocol exists in _____ a) a) Host b) b) Switches c) c) Packets d) d) Bridges
	a
	Network layer protocols exist in every host or router. The router examines the header fields of all the IP packets that pass through it.
5)	What are the common protocols associated with the network layer? a) a) Address Resolution Protocol b) b) Reverse Address Resolution Protocol c) c) Internet protocol d) d) Neighbour Discovery Protocol
	c
	Internet protocol and Netware IPX/SPX are the most common protocols associated with the network layer.
6)	The network layer responds to request from which layer? a) a) Transport layer b) b) Data layer c) c) Application layer d) d) Session layer
	a
	In OSI model, we are having 7 layers in which the network layer responds to request from the layer above it called Transport Layer.



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7)	The network layer issues request to which layer?
	a) a) Transport layer b) Data layer c) Application layer d) Session layer
	b
	In OSI model, we are having 7 layers in which the network layer issues request to the layer below it called Data Link Layer.
8)	IP is connectionless.
	a) True b) False
	a
	IP is connectionless, is that a data packet can travel from a sender to a receiver without the recipient having to send an acknowledgment connection-oriented protocols exists at other, higher layers of the OSI model.
9)	Does network layer in TCP/IP and OSI Model are same.
	a) a) True b) False
	b
	The TCP/IP Internet layer is in fact only a subset of functionality of the network layer. It describes only one type of network architecture, the Internet.
10)	What are called routers?
	b) a) The devices that operates at session layer b) The devices that operates at data layer c) The devices that operates at application layer d) The devices that operates at network
	d
	The network interconnection devices that operate at the network layer are usually called routes, which at this point should hopefully come as no surprise to you.
11)	ICMP stands for _____



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	<p>c) a) Internet Coordinate Message Protocol b) Internet Control Message Protocol c) Interconnect Control Message Protocol d) Interconnect Coordinate Message Protocol</p>
	B
	<p>The Internet Protocol is the key network layer protocol that implements the TCP/IP Protocol suites. Since IP is the protocol that provides the mechanism for delivering datagrams, between devices, it is designed to be relatively basic, and to function with few "bell and whistles".</p>
12)	<p>Packets will be transferred in how many types?</p>
	<p>d) a) 5 types b) 4 types c) 2 types d) 3 types</p>
	d
	<p>Routing deals with determining how packet will be routed (transferred) from source to destination. It can be of three types : 1. Static 2. Dynamic 3. Semi Dynamic.</p>
13)	<p>RIP stands for _____</p>
	<p>a) a) Reduced Information Protocol b) Routing Internet Protocol c) Routing Information Protocol d) Reduced Internet Protocol</p>
	C
	<p>The Routing Information Protocol is one of the oldest distance vector routing protocols which employ the hop count as a routing metric.</p>
14)	<p>In classless addressing the... is another name for the common part of the address range</p>
	<p>a) suffix b) prefix c) netid</p>



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	d) none
	b
15)	In classless addressing the... is the varying part (similar to host id)
	a) suffix b) prefix c) netid none
	a
16)	In classless addressing the prefix length defines the
	a) host id b) net id c) mask d) none
	c
17)	In a block the prefix length is /24 , what is the mask
	a) 255.255.255.0 b) 255.255.248.0 c) 255.255.255.255 d) 255.255.128.255
	a
18)	In a block the prefix length is /15 , what is the mask
	a) 255.255.255.0 b) 255.254.0.0



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	<p>c) 255.255.255.255 d) 255.255.128.255</p>
	<p>b</p>
19)	<p>In a block mask is 255.255.192.0 , what is the prefix length</p>
	<p>a) /20 b) /18 c) /28 d) /25</p>
	<p>b</p>
20)	<p>IPV6 isbit long</p>
	<p>a) 128 b) 32 c) 60 d) 36</p>
	<p>a</p>
21)	<p>IPV6 address is of Bytes</p>
	<p>a) 16 b) 4 c) 3 d) 2</p>
	<p>a</p>
22)	<p>IPV6 isbit long</p>
	<p>a) 32 b) 128</p>



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	c) 16 d) 25
	a
23)	In IPV4 classhas the greatest no of addresses in each block
	a) A b) B c) C d) D
	a
24)	Identify the class of IPV4 address: 4.5.6.7
	a) B b) C c) A d) D
	c
25)	Identify the class of IPV4 address: 229.1.2.3
	a) A b) B c) C d) D
	D
26)	What is the result of ANDing 255 and 15
	a) 255 b) 15



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	c) 200 d) 0
	d
27)	The no of addresses in class c block are... a) 15000 b) 65536 c) 16000 d) 1000
	b
28)	Which address could be the beginning address of a block of 16 classless addresses a) 2.4.5.15 b) 2.4.3.16 c) 2.4.15.62 d) None
	d
29)	Which address could be the beginning address of a block of 256 classless addresses a) 2.4.6.13 b) 2.4.6.0 c) 2.4.5.3 d) 2.4.2.0
	b
30)	The IP network 192.168.50.0 is to be divided into 10 equal sized subnets. Which of the following subnet masks can be used for the above requirement?



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	<ul style="list-style-type: none">a) 255.243.240b) 255.255.0.0c) 255.255.0d) 255.255.255
	c
	This address belongs to class C, so 8 bits are reserved for the host ID. 24 bits are reserved for network ID.
31)	Which of the following address belongs class A?
	<ul style="list-style-type: none">a. 121.12.12.248b. 130.12.12.248c. 128.12.12.248d. 129.12.12.248
	a
	121.12.12.248 address belongs the class A because the first octet value of this address lies between 0 and 127.

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Class: TE

Subject: Computer Networks

AY: 2020-21

SEM: I

UNIT-3

1)	Hardware address is known as _____ <ul style="list-style-type: none">a) MAC addressb) IP Addressc) Network Interface Cardd) Address Resolution Protocol
	A
	Along with an IP address there is also a hardware address. Typically it is tied to a key connection device in your computer called the network interface card. Every NIC has a hardware address that's known as MAC, for Media Access Control.
2)	MAC stands for _____ <ul style="list-style-type: none">a) Media Area Controlb) Memory Access Controlc) Memory Area Controld) Media Access Control
	D
	MAC, for Media Access Control. Where IP addresses are associated with TCP/IP, MAC address are linked to the hardware of the network adapters.
3)	What translates IP address into MAC address? <ul style="list-style-type: none">a) Organizationally Unique Identifierb) Address Resolution Protocolc) Network Interface Card



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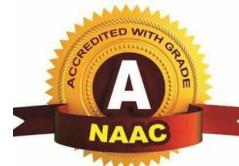
	d) d) Burned In Address
	C
	A MAC address is given to an adapter when it is manufactured. It is hardwired or hard-coded onto your computer's NIC and it is unique to it. Something called the ARP (Address Resolution Protocol) translates an IP address into MAC address.
4)	Networking Hardware Address is referred with _____
	a) P address b) b) MAC address c) c) NIC d) d) Organizationally Unique Identifier
	b
	Hardware and software working together, IP address and MAC address working together. For this reason, the MAC address is sometimes referred to as a networking hardware address, the burned in address or the physical address.
5)	Which of the following layers of the OSI reference model resolve problems of damaged or lost or duplicate frames ?
	a) Data link layer b) Network layer c) Session layer d) None of the above
	a
6)	How much channel throughout of slotted ALOHA will be in comparison to pure ALOHA.
	a) Same b) Double c) Three times



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	d) None of the above
	B
7)	Frame format of CSMA/CD and Ethernet protocol differ in the block.
	a) Error Control b) Control block c) PAD d) None of the above
	D
	Frame format of CSMA/CD and Ethernet protocol differ in the size of preamble and address blocks.
8)	multiple access protocol for channel access control
	a) CSMA/CA b) CSMA/CD c) Both a&b d) None of the mentioned
	C
9)	In..... methods no station is superior to another station and non is assigned the control over another
	a) random access b) control access c) channelization d) none
	a
10)	In.... the chance of collision can be reduced if a station senses the medium before trying to use it a
	a) MA





	b) CSMA c) FDMA d) CDMA
	B
11) Requires that each station first listen to the medium before sending a
	a) MA b) CSMA c) FDMA d) CDMA
	B
12)	...augment the CSMA algorithm to detect collision
	a) CSMA/CD b) CSMA/CA c) EITHER A AND B d) BOTH A AND B
	a
13)	In each station sends a frame whenever it has a frame to send
	a) Pure ALOHA b) Slotted ALOHA c) Either a and b d) Both a and b
	A
14)	In the available frequency is divided into frequency bands



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	<ul style="list-style-type: none">a) FDMAb) CDMAc) TDMAd) NONE
	a
15)	In pure aloha the vulnerable time is The frame transmission time
	<ul style="list-style-type: none">a) The same asb) Two timesc) Three timesd) None
	B
16)	The maximum throughput for pure aloha is ... per cent a
	<ul style="list-style-type: none">a) 12.2b) 18.4c) 36.8d) None
	B
17)	The maximum throughput for slotted aloha is ... per cent
	<ul style="list-style-type: none">a) 12.2b) 18.4c) 36.8d) None
	C
18)	In.... each station is forced to send only at the beginning of the time slot a



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	<ul style="list-style-type: none">a) Pure alohab) Slotted alohac) Both a and bd) None
	B
19)	In slotted aloha the vulnerable time is the frame transmission time a
	<ul style="list-style-type: none">a) The same asb) Two timesc) Three timesd) None
	A
20)	The vulnerable time for CSMA is the..... PROPOGATION time
	<ul style="list-style-type: none">a) The same asb) Two timesc) Three timesd) None
	a
21)	In the method after the station finds line idel , it sends its frames immediately . if the line is not idel it continuously senses the line until it finds it idel a
	<ul style="list-style-type: none">a) Non-persistentb) P-persistentc) 1-persistentd) None



	B
22)	<p>In the Method a station that has a frame to send sense the line . if the line is idel it sends immediately , if the line is not idel it waits random amount of time and then senses the line again</p> <ul style="list-style-type: none">a) Non-persistentb) P-persistentc) 1-persistentd) None
	A
23)	<p>Choose the correct IEEE standards used to manage various computer networks.</p> <ul style="list-style-type: none">a) IEEE 802.1 = Network Management standards, IEEE 802.2 = General Data Link Layer standardsb) IEEE 802.3 = MAC layer protocols for a BUS network with CSMA/CD, IEEE 802.4 = MAC layer protocols for a BUS network with Token passing featurec) IEEE 802.5 = MAC layer protocols for a Token RING network, IEEE 802.6 = Standards to operate a MAN (Metropolitan Area Network)d) All the above
	d
24)	<p>Choose the cables or media used to implement 802.3 ethernet network below.</p> <ul style="list-style-type: none">a) 10Base5 = Thick Coaxial cable, 10Base2 = Thin Coaxial cableb) 10BaseT = Twisted Pair cable, 10BaseF = Fiber Optic cablec) 10Broad36 = Broadband signalling over 75 Ohm



	cable d) All the above
	d
25)	What is the other name for an Ethernet network? a) WAN b) Mesh Network c) DIX d) DIG
	DIX is an acronym for DIGITAL, INTEL and XEROX who collaborated to develop a working ethernet standard for LAN networks.
26)	An Ethernet Jack is ____. a) RJ11 b) RJ14 c) RJ45 d) None
	c
	RJ in RJ-45 stands for Registered Jack.
27)	What is the speed of a 100BaseT cable? a) 10 mbps b) 100 mbps c) 1 gbps d) None
	B
	The number before the word BASE indicates its speed. So a 10BaseT can carry up to 10 mbps while a 100BaseT can



	carry up to 100 mbps.
28)	Choose the correct Base-T cables and their speeds.
	<ul style="list-style-type: none">a) 10Base-T = Ethernet with 10mbps, 100Base-T = Fast Ethernet with 100 mbps speedb) 10GBase-T = Gigabit Ethernet with 1000 mbps or 1 gbpsc) 10GBase = 10 Gigabit Ethernet with 10 gbps speedd) All the above
	d
29)	Choose the 10-GBase standard cables from the below options that can carry data of 10gbps without loss up to 10km distance.
	<ul style="list-style-type: none">a) 10GBase-LX4b) 10GBase-ERc) 10GBase-SRd) All the above
	d
	These 10GBase optical fiber cables use SFP (Small Form Factor Pluggable) modules that take two fibers one for transmit and one for receive from. SFPs allow point to point connections over long distances.
30)	What are the other collision detection and recovery methods used along with Ethernet?
	<ul style="list-style-type: none">a) ALOHAb) Slotted ALOHA, R-ALOHAc) AX.25d) All the above
	d



31)	Which are the collision free methods/technologies used to access the Medium Access Control (MAC)? a) Token Bus b) Token Ring c) Both Token Ring and Token Bus d) None
	c
32)	A pure ALOHA network transmits 200-bit frames on a shared channel of 200 kbps. What is the throughput if the system (all stations together) produces 1000 frames per second 500 frames per second 250 frames per second
	a)
33)	A slotted ALOHA network transmits 200-bit frames on a shared channel of 200 kbps. What is the throughput if the system (all stations together) produces 1000 frames per second 500 frames per second 250 frames per second
34)	The Frame Check Sequence (FCS) of an Ethernet Frame is a ___ code. a) Cyclic Error Check b) Cyclic Redundancy Check



	<p>c) End of Frame</p> <p>d) Beginning of Frame</p>
	b
	32-bit Cyclic Redundancy check code of an FCS is used to check the integrity of data (payload) received. It can detect corrupted data or tampered data.
35)	Each Frame in an Ethernet packet starts with a ____.
	<p>a) SFD (Start Frame Delimiter) with alternating 0 and 1 for 7 bytes</p> <p>b) SFD (Start Frame Delimiter) with alternating 0 and 1 for 4 bytes</p> <p>c) Start Frame Sequence</p> <p>d) Start Frame Indicator</p>
	A

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Oral Questions and Answers (DBMS LAB)

Questions & Answers- DBMS

<https://career.guru99.com/top-50-database-interview-questions/>

1) Define Database.

A prearranged collection of figures known as data is called database.

2) What is DBMS?

Database Management Systems (DBMS) are applications designed especially which enable user interaction with other applications.

3) What are the various kinds of interactions catered by DBMS?

The various kind of interactions catered by DBMS are:

- Data definition
- Update
- Retrieval
- Administration

4) Segregate database technology's development.

The development of database technology is divided into:

- Structure or data model
- Navigational model
- SQL/ relational model

5) Who proposed the relational model?

Edgar F. Codd proposed the relational model in 1970.

6) What are the features of Database language?

A database language may also incorporate features like:

DBMS-specific Configuration and management of storage engine

Computations to modification of query results by computations, like summing, counting, averaging, grouping, sorting and cross-referencing

Constraint enforcement Application

Programming Interface

7) What do database languages do?

As special-purpose languages, they have:

- Data definition language
- Data manipulation language
- Query language

8) Define database model.

A data model determining fundamentally how data can be stored, manipulated and organised and the structure of the database logically is called database model.

Oral Questions and Answers (DBMS LAB)

9) What is SQL?

Structured Query Language (SQL) being ANSI standard language updates database and commands for accessing.

10) Enlist the various relationships of database.

The various relationships of database are:

- One-to-one: Single table having drawn relationship with another table having similar kind of columns.
- One-to-many: Two tables having primary and foreign key relation.
- Many-to-many: Junction table having many tables related to many tables.

11) Define Normalization.

Organized data void of inconsistent dependency and redundancy within a database is called normalization.

12) Enlist the advantages of normalizing database.

Advantages of normalizing database are:

- No duplicate entries
- Saves storage space
- Boosts the query performances.

13) Define Denormalization.

Boosting up database performance, adding of redundant data which in turn helps rid of complex data is called denormalization.

14) Define DDL and DML.

Managing properties and attributes of database is called Data Definition Language(DDL).

Manipulating data in a database such as inserting, updating, deleting is defined as Data Manipulation Language. (DML)

15) Enlist some commands of DDL.

They are:

CREATE:

Create is used in the CREATE TABLE statement. Syntax is:

`CREATE TABLE [column name] ([column definitions]) [table parameters]`

ALTER:

It helps in modification of an existing object of database. Its syntax is:

Oral Questions and Answers (DBMS LAB)

ALTER objecttype objectname parameters.

DROP:

It destroys an existing database, index, table or view. Its syntax is:

DROP objecttype objectname.

16) Define Union All operator and Union.

Full recordings of two tables is Union All operator.

A distinct recording of two tables is Union.

17) Define cursor.

A database object which helps in manipulating data row by row representing a result set is called cursor.

18) Enlist the cursor types.

They are:

- Dynamic: it reflects changes while scrolling.
- Static: doesn't reflect changes while scrolling and works on recording of snapshot.
- Keyset: data modification without reflection of new data is seen.

19) Enlist the types of cursor.

They types of cursor are:

- Implicit cursor: Declared automatically as soon as the execution of SQL takes place without the awareness of the user.
- Explicit cursor: Defined by PL/SQL which handles query in more than one row.

20) Define sub-query.

A query contained by a query is called Sub-query.

21) Why is group-clause used?

Group-clause uses aggregate values to be derived by collecting similar data.

22) Compare Non-clustered and clustered index

Both having B-tree structure, non-clustered index has data pointers enabling one table many non-clustered indexes while clustered index is distinct for every table.

23) Define Aggregate functions.

Functions which operate against a collection of values and returning single value is called aggregate functions

Oral Questions and Answers (DBMS LAB)

24) Define Scalar functions.

Scalar function is depended on the argument given and returns sole value.

25) What restrictions can you apply when you are creating views?

Restrictions that are applied are:

- Only the current database can have views.
- You are not liable to change any computed value in any particular view.
- Integrity constants decide the functionality of INSERT and DELETE.
- Full-text index definitions cannot be applied.
- Temporary views cannot be created.
- Temporary tables cannot contain views.
- No association with DEFAULT definitions.
- Triggers such as INSTEAD OF is associated with views.

26) Define “correlated subqueries”.

A ‘correlated subquery’ is a sort of sub query but correlated subquery is reliant on another query for a value that is returned. In case of execution, the sub query is executed first and then the correlated query.

27) Define Data Warehousing.

Storage and access of data from the central location in order to take some strategic decision is called Data Warehousing. Enterprise management is used for managing the information whose framework is known as Data Warehousing.

28) Define Join and enlist its types.

Joins help in explaining the relation between different tables. They also enable you to select data with relation to data in another table.

The various types are:

- INNER JOINS: Blank rows are left in the middle while more than equal to two tables are joined.
- OUTER JOINS: Divided into Left Outer Join and Right Outer Join. Blank rows are left at the specified side by joining tables in other side.

Other joins are CROSS JOINS, NATURAL JOINS, EQUI JOIN and NON-EQUI JOIN.

29) What do you mean by Index hunting?

Indexes help in improving the speed as well as the query performance of database. The procedure of boosting the collection of indexes is named as Index hunting.

Oral Questions and Answers (DBMS LAB)

Questions & Answers- MySQL

<https://career.guru99.com/top-50-mysql-interview-questions-answers/>

<https://www.javatpoint.com/mysql-interview-questions>

1. What is MySQL?

MySQL is an open source DBMS which is built, supported and distributed by MySQL AB (now acquired by Oracle)

2. What are the technical features of MySQL?

MySQL database software is a client or server system which includes

- Multithreaded SQL server supporting various client programs and libraries
- Different backend
- Wide range of application programming interfaces and
- Administrative tools.

3. Why MySQL is used?

MySQL database server is reliable, fast and very easy to use. This software can be downloaded as freeware and can be downloaded from the internet.

4. What are Heap tables?

HEAP tables are present in memory and they are used for high speed storage on temporary basis.

- BLOB or TEXT fields are not allowed
- Only comparison operators can be used =, <,>, = >, = <
- AUTO_INCREMENT is not supported by HEAP tables
- Indexes should be NOT NULL

5. What is the default port for MySQL Server?

The default port for MySQL server is 3306.

6. What are the advantages of MySQL when compared with Oracle?

- MySQL is open source software which is available at any time and has no cost involved.
- MySQL is portable
- GUI with command prompt.
- Administration is supported using MySQL Query Browser

Oral Questions and Answers (DBMS LAB)

7. Difference between CHAR and VARCHAR?

Following are the differences between CHAR and VARCHAR:

- CHAR and VARCHAR types differ in storage and retrieval
- CHAR column length is fixed to the length that is declared while creating table. The length value ranges from 1 and 255
- When CHAR values are stored then they are right padded using spaces to specific length. Trailing spaces are removed when CHAR values are retrieved.

8. Give string types available for column?

The string types are:

- SET
- BLOB
- ENUM
- CHAR
- TEXT
- VARCHAR

9. How to get current MySQL version

```
SELECT VERSION();
```

10. What are the drivers in MySQL?

- PHP Driver
- JDBC Driver
- ODBC Driver
- C WRAPPER
- PYTHON Driver
- PERL Driver
- RUBY Driver
- CAP11PHP Driver
- Ado.net5.mxj

11. What does a TIMESTAMP do on UPDATE CURRENT_TIMESTAMP data type?

TIMESTAMP column is updated with Zero when the table is created. UPDATE CURRENT_TIMESTAMP modifier updates the timestamp field to current time whenever there is a change in other fields of the table.

12. What is the difference between primary key and candidate key?

Every row of a table is identified uniquely by primary key. There is only one primary key for a table.

Primary Key is also a candidate key. By common convention, candidate key can be designated as primary and which can be used for any foreign key references.

13. What, if a table has one column defined as TIMESTAMP?

Timestamp field gets the current timestamp whenever the row gets altered.

Oral Questions and Answers (DBMS LAB)

14. What happens when the column is set to AUTO INCREMENT and if you reach maximum value in the table?

It stops incrementing. Any further inserts are going to produce an error, since the key has been used already.

15. How can we find out which auto increment was assigned on Last insert?

LAST_INSERT_ID will return the last value assigned by Auto_increment and it is not required to specify the table name.

16. How can you see all indexes defined for a table?

Indexes are defined for the table by:

```
SHOW INDEX FROM <tablename>;
```

17. What do you mean by % and _ in the LIKE statement?

% corresponds to 0 or more characters, _ is exactly one character in the LIKE statement.

18. What is the difference between NOW() and CURRENT_DATE()?

NOW() command is used to show current year, month, date with hours, minutes and seconds while CURRENT_DATE() shows the current year with month and date only.

19. What is a trigger in MySQL?

A trigger is a set of codes that executes in response to some events.

20. How many Triggers are possible in MySQL?

There are six Triggers allowed to use in MySQL database.

1. Before Insert
2. After Insert
3. Before Update
4. After Update
5. Before Delete
6. After Delete

21. What is the difference between TRUNCATE and DELETE in MySQL?

The DELETE command is used to delete data from a table. It only deletes the rows of data from the table while, truncate is very dangerous command and should be used carefully because it deletes every row permanently from a table.

Oral Questions and Answers (DBMS LAB)

Questions & Answers- NoSQL

<https://intellipaat.com/interview-question/no-sql-interview-questions/>

1. Compare NoSQL & RDBMS

Criteria	NoSQL	RDBMS
Data format	Does not follow any order	Organized and structured
Scalability	Very Good	Average
Querying	Limited as no Join Clause	Using SQL
Storage mechanism	Key-Value Pair, document, column storage, etc.	Data & relationship stored in different tables

2. What is NoSQL?

NoSQL encompasses a wide variety of different database technologies that were developed in response to a rise in the volume of data stored about users, objects and products. The frequency in which this data is accessed, and performance and processing needs. Relational databases, on the other hand, were not designed to cope with the scale and agility challenges that face modern applications, nor were they built to take advantage of the cheap storage and processing power available today.

3. What are the features of NoSQL?

When compared to relational databases, NoSQL databases are more scalable and provide superior performance, and their data model addresses several issues that the relational model is not designed to address:

- Large volumes of structured, semi-structured, and unstructured data
- Agile sprints, quick iteration, and frequent code pushes
- Object-oriented programming that is easy to use and flexible
- Efficient, scale-out architecture instead of expensive, monolithic architecture

Questions & Answers- MongoDB

<http://www.guru99.com/mongodb-interview-questions.html>

1) Explain what is MongoDB?

Mongo-DB is a document database which provides high performance, high availability and easy scalability.

2) What is “Namespace” in MongoDB?

MongoDB stores BSON (Binary Interchange and Structure Object Notation) objects in the collection. The concatenation of the collection name and database name is called a namespace.

Oral Questions and Answers (DBMS LAB)

3) What is sharding in MongoDB?

The procedure of storing data records across multiple machines is referred as Sharding. It is a MongoDB approach to meet the demands of data growth. It is the horizontal partition of data in a database or search engine. Each partition is referred as shard or database shard.

4) How can you see the connection used by Mongos?

To see the connection used by Mongos use db_adminCommand ("connPoolStats");

5) Explain what is a replica set?

A replica set is a group of mongo instances that host the same data set. In replica set, one node is primary, and another is secondary. From primary to the secondary node all data replicates.

6) How replication works in MongoDB?

Across multiple servers, the process of synchronizing data is known as replication. It provides redundancy and increase data availability with multiple copies of data on different database server. Replication helps in protecting the database from the loss of a single server.

7) While creating Schema in MongoDB what are the points need to be taken in consideration?

Points need to be taken in consideration are

- Design your schema according to user requirements
- Combine objects into one document if you use them together. Otherwise, separate them
- Do joins while write, and not when it is on read
- For most frequent use cases optimize your schema
- Do complex aggregation in the schema

8) What is the syntax to create a collection and to drop a collection in MongoDB?

- Syntax to create collection in MongoDB is db.createCollection(name,options)
- Syntax to drop collection in MongoDB is db.collection.drop()

9) Explain what is the role of profiler in MongoDB?

MongoDB database profiler shows performance characteristics of each operation against the database. You can find queries using the profiler that are slower than they should be.

10) Explain can you move old files in the moveChunk directory?

Yes, it is possible to move old files in the moveChunk directory, during normal shard balancing operations these files are made as backups and can be deleted once the operations are done.

11) To do safe backups what is the feature in MongoDB that you can use?

Journaling is the feature in MongoDB that you can use to do safe backups.

Oral Questions and Answers (DBMS LAB)

12) Mention what is ObjectId composed of?

ObjectId is composed of

- Timestamp
- Client machine ID
- Client process ID
- 3 byte incremented counter

13) Mention what is the command syntax for inserting a document?

For inserting a document command syntax is database.collection.insert (document).

14) Mention how you can inspect the source code of a function?

To inspect a source code of a function, without any parentheses, the function must be invoked.

15) What is the command syntax that tells you whether you are on the master server or not? And how many master does MongoDB allow?

Command syntax Db.isMaster() will tell you whether you are on the master server or not. MongoDB allows only one master server, while couchDB allows multiple masters.

16) Mention the command syntax that is used to view Mongo is using the link?

The command syntax that is used to view mongo is using the link is
db._adminCommand("connPoolStats.")

17) Explain what are indexes in MongoDB?

Indexes are special structures in MongoDB, which stores a small portion of the data set in an easy to traverse form. Ordered by the value of the field specified in the index, the index stores the value of a specific field or set of fields.

18) Mention what is the basic syntax to use index in MongoDB?

The basic syntax to use in MongoDB is >db.COLLECTION_NAME.ensureIndex ({KEY:1}). In here the key is the the name of the COLUMN (or KEY:VALUE pair) which is present in the documents.

19) Explain what is GridFS in MongoDB?

For storing and retrieving large files such as images, video files and audio files GridFS is used. By default, it uses two files fs.files and fs.chunks to store the file's metadata and the chunks.

20) What are alternatives to MongoDB?

Cassandra, CouchDB, Redis, Riak, [Hbase](#) are a few good alternatives.

1) This is not a application layer protocol

- a) HTTP
- b) SMTP
- c) FTP
- d) TCP

ANSWER: d

2) The packet of information at the application layer is called

- a) Packet
- b) Message
- c) Segment
- d) Frame

ANSWER: B

3) This is one of the architecture paradigm

- a) Peer to peer
- b) Client-server
- c) HTTP
- d) Both a and b

Answer: d

4) Application developer has permission to decide the following on transport layer side

- a) Transport layer protocol
- b) Maximum buffer size
- c) Both of the mentioned
- d) None of the mentioned

Answer: c

5) Application layer offers _____ service

- a) End to end
- b) Process to process
- c) Both of the mentioned
- d) None of the mentioned

Answer: a

6) E-mail is

- a) Loss-tolerant application
- b) Bandwidth-sensitive application
- c) Elastic application
- d) None of the mentioned

Answer: c

7) Pick the odd one out

- a) File transfer

- b) File download
- c) E-mail
- d) Interactive games

Answer: d

8) Which of the following is an application layer service ?

- a) Network virtual terminal
- b) File transfer, access, and management
- c) Mail service
- d) All of the mentioned

Answer: d

9) To deliver a message to the correct application program running on a host, the _____ address must be consulted

- a) IP
- b) MAC
- c) Port
- d) None of the mentioned

Answer: c

10) This is a time-sensitive service

- a) File transfer
- b) File download
- c) E-mail
- d) Internet telephony

Answer: d

11) Transport services available to applications in one or another form

- a) Reliable data transfer
- b) Timing
- c) Security
- d) All of the mentioned

Answer: d

12) Electronic mail uses this Application layer protocol

- a) SMTP
- b) HTTP
- c) FTP
- d) SIP

Answer: a

13. The _____ translates internet domain and host names to IP address.

- a) domain name system
- b) routing information protocol
- c) network time protocol
- d) internet relay chat

Answer:a

13. Which one of the following allows a user at one site to establish a connection to another site and then pass keystrokes from local host to remote host?

- a) HTTP
- b) FTP
- c) telnet
- d) none of the mentioned

Answer:c

14. Application layer protocol defines

- a) types of messages exchanged
- b) message format, syntax and semantics
- c) rules for when and how processes send and respond to messages
- d) all of the mentioned

Answer:d

15. Which one of the following protocol delivers/stores mail to receiver server?

- a) simple mail transfer protocol
- b) post office protocol
- c) internet mail access protocol
- d) hypertext transfer protocol

Answer:a

16. The ASCII encoding of binary data is called

- a) base 64 encoding
- b) base 32 encoding
- c) base 16 encoding
- d) base 8 encoding

Answer:a

17. Which one of the following is an internet standard protocol for managing devices on IP network?

- a) dynamic host configuration protocol
- b) simple network management protocol
- c) internet message access protocol
- d) media gateway protocol

Answer:b

18. Which one of the following is not an application layer protocol?

- a) media gateway protocol
- b) dynamic host configuration protocol
- c) resource reservation protocol
- d) session initiation protocol

Answer:c

19. Which protocol is a signalling communication protocol used for controlling multimedia communication sessions?

- a) session initiation protocol
- b) session modelling protocol
- c) session maintenance protocol
- d) none of the mentioned

Answer:a

20. Which one of the following is not correct?

- a) application layer protocols are used by both source and destination devices during a communication session
- b) application layer protocols implemented on the source and destination host must match
- c) both (a) and (b)
- d) none of the mentioned

Answer:c

21. When displaying a web page, the application layer uses the

- a) HTTP protocol
- b) FTP protocol
- c) SMTP protocol
- d) none of the mentioned

Answer:a

22. Which DNS client maps an address to a name or a name to an address especially when required by a host?

- a. Resolver
- b. Mapper
- c. Primary Server
- d. Secondary Server

ANSWER: a

23. Which intermediaries are more likely to get involved during the transfer function of an e-mail system?

- a. Storage and forwarding of e-mail for certain addresses
- b. Act as gateways to other e-mail or messaging systems

- c. Both a & b
- d. None of the above

ANSWER: c

24. Which among the below specified illustrations belongs to the category of GUI based user agents?

- a. mail
- b. pine
- c. Outlook & Netscape
- d. All of the above

ANSWER: c

25. Which phase/s of POP3 allow/s an user agent to retrieve the messages as well as to mark the messages for deletion purpose?

- a. Authorization Phase
- b. Transaction Phase
- c. Update Phase
- d. All of the above

ANSWER: b

Application Layer - MCQs with Answer

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Application Layer - MCQs with Answer

1. Which DNS client maps an address to a name or a name to an address especially when required by a host?

- a. Resolver
- b. Mapper
- c. Primary Server
- d. Secondary Server

[View Answer / Hide Answer](#)

ANSWER: a. Resolver

2. Which application-level protocol plays a crucial role in carrying out the data definition and manipulation in addition to X-500 features?

- a. TCP
- b. LDAP
- c. FTP
- d. None of the above

[View Answer](#) / [Hide Answer](#)

3. Which intermediaries are more likely to get involved during the transfer function of an e-mail system?

- a. Storage and forwarding of e-mail for certain addresses
- b. Act as gateways to other e-mail or messaging systems
- c. Both a & b
- d. None of the above

[View Answer](#) / [Hide Answer](#)

ANSWER: c. Both a & b

4. Which among the below specified illustrations belongs to the category of GUI based user agents?

- a. mail
- b. pine
- c. Outlook & Netscape
- d. All of the above

[View Answer](#) / [Hide Answer](#)

ANSWER: c. Outlook & Netscape

5. Which phase/s of POP3 allow/s an user agent to retrieve the messages as well as to mark the messages for deletion purpose?

- a. Authorization Phase
- b. Transaction Phase
- c. Update Phase
- d. All of the above

[View Answer](#) / [Hide Answer](#)

ANSWER: b. Transaction Phase

26. Consider the assertions given below. Which among them prove to be beneficial for Persistent HTTP connections?

- A. Reduction in latency over the sub-sequent requests
 - B. Pipeline-oriented connection over the requests and responses
 - C. Increase in number of packets due to TCP opens
 - D. Prevention in opening and closing of some TCP connections
- a. A & B
 - b. C & D
 - c. A & C
 - d. B & B

ANSWER: a

27. Which URL method of HTTP performs similar function as that of PUT method only with an exception of request comprising a list of differences that exhibit the necessity to get implemented in the existing file?

- a. POST
- b. GET
- c. PATCH
- d. OPTION

ANSWER: c

28. Which language in WWW specifies a web's way by describing three-dimensional objects?

- a. HTML
- b. VRML

c. XML

d. UML

ANSWER: b

29. Which field of cookie in WWW represents the server's directory structure by identifying the utilization of part associated with server's file tree?

a. Domain

b. Path

c. Content

d. Secure

ANSWER: b

30. Which among the below mentioned protocols provides a mechanism of acquiring an IP address without manual intervention in addition to plug and play type of networking?

a. BOOTP

b. DHCP

c. Both a & b

d. None of the above

ANSWER: b

Computer Networks II (CS - 343)

Unit 1 Multiple Choice Quiz

1: What is the hexadecimal equivalent of the Ethernet address 01011010 00010001 01010101 00011000 10101010 00001111?

- a. 5A:88:AA:18:55:F0
- b. 5A:81:BA:81:AA:0F
- c. 5A:18:5A:18:55:0F
- d. 5A:11:55:18:AA:0F

The correct answer is d

2: If an Ethernet destination address is 07:01:02:03:04:05, then this is a _____ address.

- a. unicast
- b. multicast
- c. broadcast
- d. any of the above

The correct answer is b

3: If an Ethernet destination address is 08:07:06:05:44:33, then this is a _____ address.

- a. unicast
- b. multicast
- c. broadcast
- d. any of the above

The correct answer is a

4: Which of the following could not be an Ethernet unicast destination?

- a. 43:7B:6C:DE:10:00
- b. 44:AA:C1:23:45:32
- c. 46:56:21:1A:DE:F4
- d. 48:32:21:21:4D:34

The correct answer is a

5: Which of the following could not be an Ethernet multicast destination?

- a. B7:7B:6C:DE:10:00
- b. 7B:AA:C1:23:45:32
- c. 7C:56:21:1A:DE:F4
- d. 83:32:21:21:4D:34

The correct answer is c

6: _____ is the most widely used local area network protocol.

- a. Token Ring
- b. Token Bus
- c. Ethernet
- d. none of the above

The correct answer is c

7: The IEEE 802.3 Standard defines _____ CSMA/CD as the access method for first-generation 10-Mbps Ethernet.

- a. 1-persistent
- b. p-persistent
- c. non-persistent
- d. none of the above

The correct answer is a

8: The _____ layer of Ethernet consists of the LLC sublayer and the MAC sublayer.

- a. data link
- b. physical
- c. network
- d. none of the above

The correct answer is a

9: The _____ sublayer is responsible for the operation of the CSMA/CD access method and framing.

- a. LLC
- b. MII
- c. MAC
- d. none of the above

The correct answer is c

10: Each station on an Ethernet network has a unique _____ address imprinted on its network interface card (NIC).

- a. 5-byte
- b. 32-bit
- c. 48-bit
- d. none of the above

The correct answer is c

11: The minimum frame length for 10-Mbps Ethernet is _____ bytes.

- a. 32
- b. 80
- c. 128
- d. none of the above

The correct answer is d

12: The maximum frame length for 10-Mbps Ethernet is _____ bytes.

- a. 1518
- b. 1500
- c. 1200
- d. none of the above

The correct answer is a

13: _____ uses thick coaxial cable.

- a. 10Base5
- b. 10Base2
- c. 10Base-T
- d. 10Base-F

The correct answer is a

14: _____ uses thin coaxial cable.

- a. 10Base5
- b. 10Base2
- c. 10Base-T
- d. 10Base-F

The correct answer is b

15: _____ uses four twisted-pair cables that connect each station to a common hub.

- a. 10Base5
- b. 10Base2
- c. 10Base-T
- d. 10Base-F

The correct answer is c

16: _____ uses fiber-optic cable.

- a. 10Base5
- b. 10Base2
- c. 10Base-T
- d. 10Base-F

The correct answer is d

17: Fast Ethernet has a data rate of _____ Mbps.

- a. 10
- b. 100
- c. 1000
- d. 10,000

The correct answer is b

18: In _____, autonegotiation allows two devices to negotiate the mode or data rate of operation.

- a. Fast Ethernet
- b. Ten-Gigabit Ethernet
- c. Gigabit Ethernet
- d. All of the above

The correct answer is d

19: _____ uses two pairs of twisted-pair cable.

- a. 100Base-TX
- b. 100Base-FX
- c. 100Base-T4
- d. none of the above

The correct answer is a

20: _____ uses two fiber-optic cables.

- a. 100Base-TX
- b. 100Base-FX
- c. 100Base-T4
- d. none of the above

The correct answer is b

21: _____ uses four pairs of voice-grade, or higher, twisted-pair cable.

- a. 100Base-TX
- b. 100Base-FX
- c. 100Base-T4
- d. none of the above

The correct answer is c

22: Gigabit Ethernet has a data rate of _____ Mbps.

- a. 10
- b. 100
- c. 1000
- d. 10,000

The correct answer is c

23: Gigabit Ethernet access methods include _____ mode.

- a. half-duplex
- b. full-duplex
- c. both (a) and (b)
- d. neither (a) nor (b)

The correct answer is c

24: _____ uses two optical fibers and a short-wave laser source,

- a. 1000Base-SX
- b. 1000Base-LX
- c. 1000Base-T
- d. none of the above

The correct answer is a

25: _____ uses two optical fibers and a long-wave laser source.

- a. 1000Base-SX
- b. 1000Base-LX
- c. 1000Base-T
- d. none of the above

The correct answer is b

26: _____ uses four twisted pairs.

- a. 1000Base-SX
- b. 1000Base-LX
- c. 1000Base-T
- d. none of the above

The correct answer is c

27: _____ uses short-wave 850-nm multimode fiber.

- a. 10GBase-S
- b. 10GBase-L
- c. 10GBase-E
- d. none of the above

The correct answer is a

28: _____ uses long-wave 1310-nm single mode fiber.

- a. 10GBase-S
- b. 10GBase-L
- c. 10GBase-E
- d. none of the above

The correct answer is b

29: _____ uses 1550-nm single mode fiber.

- a. 10GBase-S
- b. 10GBase-L
- c. 10GBase-E
- d. none of the above

The correct answer is c

30: In Ethernet addressing, if the least significant bit of the first byte is 0, the address is _____.

- a. unicast
- b. multicast
- c. broadcast
- d. none of the above

The correct answer is a

31: In Ethernet addressing, if the least significant bit of the first byte is 1, the address is _____.

- a. unicast
- b. multicast
- c. broadcast
- d. none of the above

The correct answer is b

32: In Ethernet addressing, if all the bits are 1s, the address is _____.

- a. unicast
- b. multicast
- c. broadcast
- d. none of the above

The correct answer is c

33: _____ defines a protocol data unit (PDU) that is somewhat similar to that of HDLC.

- a. MAC
- b. LLC

c. LLU

d. none of the above

The correct answer is b

34: The purpose of the _____ is to provide flow and error control for the upper-layer protocols that actually demand these services

a. MAC

b. LLC

c. LLU

d. none of the above

The correct answer is b

35: In the Ethernet, the _____ field is actually added at the physical layer and is not (formally) part of the frame.

a. CRC

b. preamble

c. address

d. none of the above

The correct answer is b

36: In the Ethernet frame, the _____ field contains error detection information.

a. CRC

b. preamble

c. address

d. none of the above

The correct answer is a

37: Standard Ethernet (10-Mbps) uses _____ encoding

a. NRZ

b. AMI

c. Manchester

d. differential Manchester

The correct answer is c

38: 100Base-TX uses _____ block coding and _____ line coding.

a. 4B/5B; NRZ

b. 8B/10B; NRZ

c. 4B/5B; MLT-3

d. 8B/10B; NRZ

The correct answer is c

39: 100Base-FX uses _____ block coding and _____ line coding.

a. 4B/5B; NRZ-I

b. 8B/10B; NRZ

c. 4B/5B; MLT-3

d. 8B/10B; NRZ

The correct answer is a

40: 100Base-T4 uses _____ line coding.

a. NRZ

b. 8B6T

c. MLT-3

d. Manchester

The correct answer is b

41: 1000Base-SX, 1000Base-LX, and 1000Base-CX use _____ block coding and _____ line coding.

- a. 4B/5B; NRZ
- b. 8B/10B; NRZ
- c. 4B/5B; MLT-3
- d. 8B/10B; NRZ

The correct answer is b

42: 1000Base-T uses _____ line coding.

- a. 4D-PAM5
- b. 8B6T
- c. MLT-3
- d. Manchester

The correct answer is a

1: IEEE has defined the specifications for a wireless LAN, called _____, which covers the physical and data link layers.

- a. IEEE 802.3
- b. IEEE 802.5
- c. IEEE 802.11
- d. IEEE 802.2

The correct answer is c

2: In IEEE 802.11, a ___ is made of stationary or mobile wireless stations and an optional central base station, known as the access point (AP).

- a. ESS
- b. BSS
- c. CSS
- d. none of the above

The correct answer is b

3: In IEEE 802.11, a BSS without an AP is called an _____.

- a. an ad hoc architecture
- b. an infrastructure network
- c. either (a) or (b)
- d. neither (a) nor (b)

The correct answer is a

4: In IEEE 802.11, a BSS with an AP is sometimes referred to as _____.

- a. an ad hoc architecture
- b. an infrastructure network
- c. either (a) or (b)
- d. neither (a) nor (b)

The correct answer is b

5: In IEEE 802.11, communication between two stations in two different BSSs usually occurs via two _____.

- a. BSSs
- b. ESSs
- c. APs
- d. none of the above

The correct answer is c

6: In IEEE 802.11, a station with _____ mobility is either stationary (not moving) or moving only inside a BSS.

- a. no-transition
- b. BSS-transition
- c. ESS-transition
- d. none of the above

The correct answer is a

7: In IEEE 802.11, a station with _____ mobility can move from one BSS to another, but the movement is confined inside one ESS.

- a. no-transition
- b. BSS-transition
- c. ESS-transition
- d. none of the above

The correct answer is b

8: In IEEE 802.11, a station with _____ mobility can move from one ESS to another.

- a. no-transition
- b. BSS-transition
- c. ESS-transition
- d. none of the above

The correct answer is c

9: In IEEE 802.11, _____ is an optional access method that can be implemented in an infrastructure network (not in an ad hoc network).

- a. DCF
- b. PCF
- c. either (a) or (b)
- d. neither (a) nor (b)

The correct answer is b

10: In IEEE 802.11, when a frame is going from one station in a BSS to another without passing through the distribution system, the address flag is _____

- a. 00
- b. 01
- c. 10
- d. 11

The correct answer is a

11: In IEEE 802.11, when a frame is coming from an AP and going to a station, the address flag is _____.

- a. 00
- b. 01
- c. 10
- d. 11

The correct answer is b

12: In IEEE 802.11, when a frame is going from a station to an AP, the address flag is _____.

- a. 00
- b. 01
- c. 10
- d. 11

The correct answer is c

13: In IEEE 802.11, when a frame is going from one AP to another AP in a wireless distribution system, the address flag is _____

- a. 00
- b. 01
- c. 10
- d. 11

The correct answer is d

14: The IEEE 802.11 standard for wireless LANs defines two services: _____ and _____.

- a. BSS; ASS
- b. ESS; SSS
- c. BSS; ESS
- d. BSS; DCF

The correct answer is c

15: In IEEE 802.11, the access method used in the DCF sublayer is _____.

- a. ALOHA
- b. CSMA/CA
- c. CSMA/CD
- d. none of the above

The correct answer is b

16: In IEEE 802.11, the access method used in the PCF sublayer is _____.

- a. contention
- b. controlled
- c. polling
- d. none of the above

The correct answer is c

17: In IEEE 802.11, the _____ is a timer used for collision avoidance.

- a. NAV
- b. BSS
- c. ESS
- d. none of the above

The correct answer is a

18: In IEEE 802.11, the MAC layer frame has _____ fields.

- a. four
- b. five
- c. six
- d. none of the above

The correct answer is d

19: In IEEE 802.11, the addressing mechanism can include up to _____ addresses.

- a. four
- b. five
- c. six
- d. none of the above

The correct answer is a

20: The original IEEE 802.11, uses _____.

- a. FHSS
- b. DSSS
- c. OFDM
- d. either (a) or (b)

The correct answer is d

21: The IEEE 802.11a, uses _____.

- a. FHSS
- b. DSSS
- c. OFDM
- d. either (a) or (b)

The correct answer is c

22: The IEEE 802.11b, uses _____.

- a. FHSS
- b. DSSS
- c. OFDM
- d. either (a) or (b)

The correct answer is b

23: The IEEE 802.11g, uses _____.

- a. FHSS
- b. DSSS
- c. OFDM
- d. either (a) or (b)

The correct answer is c

24: The original IEEE 802.11, has a data rate of _____ Mbps.

- a. 1
- b. 6
- c. 11
- d. 22

The correct answer is a

25: IEEE 802.11a, has a data rate of _____ Mbps.

- a. 1
- b. 2
- c. 6
- d. none of the above

The correct answer is c

26: IEEE 802.11b, has a data rate of _____ Mbps.

- a. 1
- b. 2
- c. 5.5
- d. none of the above

The correct answer is c

27: IEEE 802.11g, has a data rate of _____ Mbps.

- a. 1
- b. 2
- c. 11
- d. 22

The correct answer is d

28: The IEEE 802.11 wireless LANs use _____ types of frames.

- a. four
- b. five
- c. six
- d. none of the above

The correct answer is d

29: Bluetooth is a _____ technology that connects devices (called gadgets) in a small area.

- a. wired LAN
- b. wireless LAN
- c. VLAN
- d. none of the above

The correct answer is b

30: A Bluetooth network is called a _____.

- a. piconet
- b. scatternet
- c. bluenet
- d. none of the above

The correct answer is a

31: In Bluetooth, multiple _____ form a network called a _____.

- a. scatternet; piconets
- b. piconets; scatternet
- c. piconets; bluenet
- d. bluenet; scatternet

The correct answer is b

32: A Bluetooth network consists of _____ primary device(s) and up to _____ secondary devices.

- a. one; five
- b. five; three
- c. two; six
- d. one; seven

The correct answer is d

33: The RTS and CTS frames in CSMA/CA _____ solve the hidden station problem. The RTS and CTS frames in CSMA/CA _____ solve the exposed station problem.

- a. can; cannot
- b. cannot; can
- c. can; can
- d. cannot; cannot

The correct answer is a

34: In Bluetooth, the current data rate is _____ Mbps

- a. 2
- b. 5
- c. 11
- d. none of the above

The correct answer is d

35: In Bluetooth, the _____ layer is roughly equivalent to the physical layer of the Internet model.

- a. radio
- b. baseband
- c. L2CAP
- d. none of the above

The correct answer is a

36: In Bluetooth, the _____ layer is roughly equivalent to the MAC sublayer in LANs.

- a. radio
- b. baseband
- c. L2CAP
- d. none of the above

The correct answer is b

37: In Bluetooth, the L2CAP sublayer, is roughly equivalent to the LLC sublayer in LANs.

- a. radio
- b. baseband
- c. L2CAP
- d. none of the above

The correct answer is c

38: The access method in Bluetooth is _____.

- a. FDMA
- b. TDD-TDMA
- c. CDMA
- d. none of the above

The correct answer is b

39: In Bluetooth, the _____ link is used when avoiding latency (delay in data delivery) is more important than integrity (error-free delivery).

- a. SCO
- b. ACL
- c. ACO
- d. SCL

The correct answer is a

40: In Bluetooth, the _____ link is used when data integrity is more important than avoiding latency.

- a. SCO
- b. ACL
- c. ACO
- d. SCL

The correct answer is b

41: Bluetooth uses _____ method in the physical layer to avoid interference from other devices or other networks.

- a. DSSS
- b. FHSS
- c. FDMA
- d. none of the above

The correct answer is b

Computer Networks (CS: 343)

Unit 3 MCQs

- 1: An IPv4 address consists of _____ bits.
- a. 4
 - b. 8
 - c. 32
 - d. 64

The correct answer is c

- 2: In IPv4, class _____ has the greatest number of addresses in each block.
- a. A
 - b. B
 - c. C
 - d. D

The correct answer is a

- 3: Identify the class of the following IPv4 address: 4.5.6.7.
- a. A
 - b. B
 - c. C
 - d. none of the above

The correct answer is a

Your answer is a

Feedback :

CORRECT

- 4: Identify the class of the following IPv4 address: 229.1.2.3.
- a. A
 - b. B
 - c. C
 - d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

- 5: Identify the class of the following IPv4 address: 191.1.2.3.
- a. A
 - b. B
 - c. C
 - d. none of the above

The correct answer is b

Your answer is b

Feedback :

CORRECT

6: What is the result of ANDing 255 and 15?

- a. 255
- b. 15
- c. 0
- d. none of the above

The correct answer is b

Your answer is b

Feedback :

CORRECT

7: What is the result of ANDing 0 and 15?

- a. 255
- b. 15
- c. 0
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

8: What is the result of ANDing 254 and 15?

- a. 254
- b. 14
- c. 0
- d. none of the above

The correct answer is b

Your answer is b

Feedback :

CORRECT

9: What is the result of ANDing 192 and 65?

- a. 192
- b. 65
- c. 64
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

10: Which one is not a contiguous mask?

- a. 255.255.255.254
- b. 255.255.224.0
- c. 255.148.0.0
- d. all are

The correct answer is c

Your answer is c

Feedback :

CORRECT

11: The number of addresses in a class C block is _____.

- a. 65,534
- b. 16,777,216
- c. 256
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

12: The number of addresses in a class B block is _____.

- a. 65,536
- b. 16,777,216
- c. 256
- d. none of the above

The correct answer is a

Your answer is a

Feedback :

CORRECT

13: The number of addresses in a class A block is _____.

- a. 65,534
- b. 16,777,216
- c. 256
- d. none of the above

The correct answer is b

Your answer is b

Feedback :

CORRECT

14: The number of addresses assigned to an organization in classless addressing _____.

- a. can be any number
- b. must be a multiple of 256
- c. must be a power of 2
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

15: The first address assigned to an organization in classless addressing _____.

- a. must be a power of 4
- b. must be evenly divisible by the number of addresses
- c. must belong to one of the A, B, or C classes
- d. none of the above

The correct answer is b

Your answer is b

Feedback :

CORRECT

16: Which address could be the beginning address of a block of 32 classless addresses?

- a. 2.4.6.5
- b. 2.4.6.16
- c. 2.4.6.64
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

17: Which address could be the beginning address of a block of 16 classless addresses?

- a. 2.4.6.5
- b. 2.4.6.15
- c. 2.4.6.62
- d. none of the above

The correct answer is d

Your answer is d

Feedback :

CORRECT

18: Which address could be the beginning address of a block of 256 classless addresses?

- a. 2.4.6.5
- b. 2.4.6.15
- c. 2.4.6.0

d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

19: What is the first address of a block of classless addresses if one of the addresses is [12.2.2.76/27](#)?

- a. 12.2.2.0
- b. 12.2.2.32
- c. 12.2.2.64
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

20: What is the first address of a block of classless addresses if one of the addresses is [12.2.2.76/10](#)?

- a. 12.0.0.0
- b. 12.2.0.0
- c. 12.2.2.2
- d. none of the above

The correct answer is a

Your answer is a

Feedback :

CORRECT

21: What is the first address of a block of classless addresses if one of the addresses is [12.2.2.127/28](#)?

- a. 12.2.2.0
- b. 12.2.2.96
- c. 12.2.2.112
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

22: Find the number of addresses in a block of classless addresses if one of the addresses is [12.2.2.7/24](#).

- a. 32
- b. 64

- c. 256
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

23: Find the number of addresses in a block of classless addresses if one of the addresses is [12.2.2.7/30](#).

- a. 2
- b. 4
- c. 8
- d. none of the above

The correct answer is b

Your answer is b

Feedback :

CORRECT

24: What is the last address of a block of classless addresses if one of the addresses is [12.2.2.127/28](#)?

- a. 12.2.2.16
- b. 12.2.2.112
- c. 12.2.2.127
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

25: What is the last address of a block of classless addresses if one of the addresses is [12.2.2.6/30](#)?

- a. 12.2.2.2
- b. 12.2.2.6
- c. 12.2.2.7
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

26: An organization is granted a block; one address is [2.2.2.64/20](#). The organization needs 10 subnets. What is the subnet prefix length?

- a. /20

- b. /24
- c. /25
- d. none of the above

The correct answer is b

Your answer is b

Feedback :

CORRECT

27: An organization is granted a block; one address is [2.2.2.64/25](#). If the subnet prefix length is /28, what is the maximum number of subnets?

- a. 2
- b. 4
- c. 8
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

28: An organization is granted a block of classless addresses with the starting address [199.34.76.64/28](#). How many addresses are granted?

- a. 8
- b. 16
- c. 32
- d. none of the above

The correct answer is b

Your answer is b

Feedback :

CORRECT

29: An organization is granted a block of classless addresses with the starting address [199.34.76.128/29](#). How many addresses are granted?

- a. 8
- b. 16
- c. 32
- d. none of the above

The correct answer is a

Your answer is a

Feedback :

CORRECT

30: An organization is granted a block of classless addresses with the starting address [199.34.32.0/27](#). How many addresses are granted?

- a. 8
- b. 16
- c. 32
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

31: What is the default mask for class A in CIDR notation?

- a. /9
- b. /8
- c. /16
- d. none of the above

The correct answer is b

Your answer is b

Feedback :

CORRECT

32: What is the default mask for class B in CIDR notation?

- a. /9
- b. /8
- c. /16
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

33: What is the default mask for class C in CIDR notation?

- a. /24
- b. /8
- c. /16
- d. none of the above

The correct answer is a

Your answer is a

Feedback :

CORRECT

34: In classless addressing, the _____ is another name for the common part of the address range.

- a. suffix
- b. prefix

- c. netid
- d. none of the above

The correct answer is b

Your answer is b

Feedback :

CORRECT

35: In classless addressing, the _____ is the varying part (similar to the hostid).

- a. suffix
- b. prefix
- c. hostid
- d. none of the above

The correct answer is a

Your answer is a

Feedback :

CORRECT

36: In classless addressing, the prefix length defines the _____.

- a. netid
- b. hostid
- c. mask
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

37: In a block, the prefix length is /24; what is the mask?

- a. 255.255.255.0
- b. 255.255.242.0
- c. 255.255.0.0
- d. none of the above

The correct answer is a

Your answer is a

Feedback :

CORRECT

38: In a block, the prefix length is /15; what is the mask?

- a. 255.254.0.0
- b. 255.255.255.0
- c. 255.255.255.128
- d. none of the above

The correct answer is a

Your answer is a

Feedback :

CORRECT

39: In a block, the mask is 255.255.192.0; what is the prefix length?

- a. /20
- b. /28
- c. /18
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

40: An IPv6 address is _____ bits long.

- a. 32
- b. 64
- c. 128
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

41: An IPv6 address consists of _____ bytes (octets);

- a. 4
- b. 8
- c. 16
- d. none of the above

The correct answer is c

Your answer is c

Feedback :

CORRECT

42: To make addresses more readable, IPv6 specifies _____ notation.

- a. dotted decimal
- b. hexadecimal colon
- c. both a and b
- d. none of the above

The correct answer is b

Your answer is b

Feedback :

INCORRECT

43: In hexadecimal colon notation, a 128-bit address is divided into _____ sections, each _____ hexadecimal digits in length.

- a. 8: 2
- b. 8: 3
- c. 8: 4
- d. none of the above

The correct answer is c

Your answer is a

Feedback :

CORRECT

44: An IPv6 address can have up to _____ colons.

- a. 8
- b. 7
- c. 4
- d. none of the above

The correct answer is b

Your answer is b

Feedback :

CORRECT

45: An IPv6 address can have up to _____ hexadecimal digits.

- a. 16
- b. 32
- c. 8
- d. none of the above

The correct answer is b

Your answer is b

Feedback :

CORRECT

46: In IPv6, _____ address defines a single computer.

- a. a unicast
- b. a multicast
- c. an anycast
- d. none of the above

The correct answer is a

47: In IPv6, _____ address defines a group of computers with addresses that have the same prefix.

- | | |
|---------------|----------------------|
| a. a unicast | b. a multicast |
| c. an anycast | d. none of the above |

The correct answer is c

48: In IPv6, _____ address defines a group of computers.

- a. a unicast
- b. a multicast
- c. an anycast
- d. none of the above

The correct answer is b

49: In IPv6, the _____ prefix defines the purpose of the address.

- a. type
- b. purpose
- c. both a and b
- d. none of the above

The correct answer is a

50: In IPv6, the _____ address is generally used by a normal host as a unicast address.

- a. provider-based unicast
- b. link local
- c. site local
- d. none of the above

The correct answer is a

Your answer is a

51: In IPv6, a _____ address comprises 80 bits of zero, followed by 16 bits of one, followed by the 32-bit IPv4 address.

- a. link local
- b. site local
- c. mapped
- d. none of the above

The correct answer is c

52: In IPv6, a _____ address is an address of 96 bits of zero followed by 32 bits of IPv4 address.

- a. link local
- b. site local
- c. mapped
- d. none of the above

The correct answer is d

53: In IPv6, a _____ address is used if a LAN uses the Internet protocols but is not connected to the Internet for security reasons.

- a. link local
- b. site local
- c. mapped
- d. none of the above

The correct answer is a

54: In IPv6, a _____ address is used if a site with several networks uses the Internet protocols but is not connected to the Internet for security reasons.

- a. link local
- b. site local
- c. mapped
- d. none of the above

The correct answer is b

MKSSS's Shri Siddhivinayak Mahila Mahavidyalaya , Karve Nagar, Pune-52**Department of Computer Science****TYBSc(CS) SEM II CS-343 Computer Networking II Question Bank**

Sr. No.	Question	Option 1	Option 2	Option 3	Option 4
1	Physical or logical arrangement of network is _____	Topology	Routing	Networking	Control
2	Which network topology requires a central controller or hub	Star	Mesh	Ring	Bus
3	_____ topology requires a multipoint connection.	Star	Mesh	Ring	Bus
4	Data communication system spanning states, countries, or the whole world is _____	LAN	WAN	MAN	PAN
5	Data communication system within a building or campus is _____	LAN	WAN	MAN	PAN
6	WAN stands for _____	World area network	Wide area network	Web area network	Web access network
7	In TDM, slots are further divided into _____	Seconds	Frames	Packets	Bits
8	WLANS use high power levels and generally require a license for spectrum use.	true	FALSE		
9	Which of the following specifies a set of media access control (MAC) and physical layer specifications for implementing WLANS?	IEEE 802.16	IEEE 802.3	IEEE 802.11	IEEE 802.15
10	The network layer is concerned with _____ of data.	bits	frames	packets	bytes
11	Which one of the following is not a function of network layer?	routing	inter-networking	congestion control	error control
12	A 4 byte IP address consists of _____	only network address	only host address	network address & host address	network address & MAC address
13	In virtual circuit network each packet contains _____	full source and destination address	a short VC number	only source address	only destination address
14	Which of the following is not correct in relation to multi-destination routing?	is same as broadcast routing	contains the list of all destinations	data is not sent by packets	there are multiple receivers
15	A subset of a network that includes all the routers but contains no loops is called _____	spanning tree	spider structure	spider tree	special tree
16	Which one of the following algorithm is not used for congestion control?	traffic aware routing	admission control	load shedding	routing information protocol
17	The network layer protocol for internet is _____	ethernet	internet protocol	hypertext transfer protocol	file transfer protocol
18	Which is a reason for avoiding doing route redistribution on two routers between the same two routing domains?	Higher cost of two routers	Routing feedback	Cisco IOS incompatibility	Not possible to use two routers
19	Which of the following is false with respect to TCP?	Connection-oriented	Process-to-process	Transport layer protocol	Unreliable
20	In TCP, sending and receiving data is done as _____	Stream of bytes	Sequence of characters	Lines of data	Packets
21	TCP process may not write and read data at the same speed. So we need _____ for storage.	Packets	Buffers	Segments	Stack
22	TCP groups a number of bytes together into a packet called _____	Packets	Buffers	Segments	Stack
23	Communication offered by TCP is _____	Full-duplex	Half-duplex	Semi-duplex	Byte by byte

24	To achieve reliable transport in TCP, _____ is used to check the safe and sound arrival of data.	Packet	Buffer	Segments	Acknowledgment
25	In segment header, sequence number and acknowledgement number fields refer to _____	Byte number	Buffer number	Segment number	Acknowledgment
26	Suppose a TCP connection is transferring a file of 1000 bytes. The first byte is numbered 10001. What is the sequence number of the segment if all data is sent in only one segment?	10000	10001	12001	11001
27	Bytes of data being transferred in each connection are numbered by TCP. These numbers start with a _____	Fixed number	Random sequence of 0's and 1's	One	Sequence of zero's and one's
28	The value of acknowledgement field in a segment defines _____	sequence number of the byte received previously	total number of bytes to receive	sequence number of the next byte to be received	sequence of zeros and ones
29	In the layer hierarchy as the data packet moves from the upper to the lower layers, headers are _____	Added	Removed	Rearranged	Modified
30	Communication between a computer and a keyboard involves _____ transmission	Automatic	Half-duplex	Full-duplex	Simplex
31	Which of this is not a network edge device?	PC	Smartphones	Servers	Switch
32	Protocols are set of rules to govern _____	Communication	Standard	Metropolitan communication	Bandwidth
33	An internet is a _____	Collection of WANS	Network of networks	Collection of LANS	Collection of identical LANS and WANS
34	Checksum is used in Internet by several protocols although not at the _____	Session layer	Transport layer	Network layer	Data link layer
35	In version field of IPv4 header, when machine is using some other version of IPv4 then datagram is _____	Discarded	Accepted	Interpreted	Interpreted incorrectly
36	Network layer at source is responsible for creating a packet from data coming from another _____	Station	Link	Node	Protocol
37	Header of datagram in IPv4 has _____	0 to 20 bytes	20 to 40 bytes	20 to 60 bytes	20 to 80 bytes
38	In IPv4 layer, datagram is of _____	Fixed length	Variable length	Global length	Zero length
39	In IPv4, service type of service in header field, first 3 bits are called _____	Type of service	Code bits	Sync bits	Precedence bits
40	Which is a link layer protocol?	ARP	TCP	UDP	HTTP
41	Which of the following is false with respect to UDP?	Connection-oriented	Unreliable	transport layer protocol	Low overhead
42	Beyond IP, UDP provides additional services such as _____	Routing and switching	Sending and receiving of packets	Multiplexing and demultiplexing	Demultiplexing and error checking
43	What is the main advantage of UDP?	More overload	Reliable	Low overhead	Fast
44	The _____ field is used to detect errors over the entire user datagram.	udp header	checksum	source port	destination port
45	Which of the following is not applicable for IP?	Error reporting	Handle addressing conventions	Datagram format	Packet handling conventions

46	Which of the following field in IPv4 datagram is not related to fragmentation	Flags	Offset	TOS	Identifier
47	Which of these is not applicable for IP protocol?	is connectionless	offer reliable service	offer unreliable service	does not offer error reporting
48	Which field helps to check rearrangement of the fragments?	offset	flag	ttl	identifier
49	IP Security operates in which layer of the OSI model?	Network	Transport	Application	Physical
50	Two broad categories of congestion control are	Open-loop and Closed-loop	Open-control and Closed-control	Active control and Passive control	Active loop and Passive loop
51	In open-loop control, policies are applied to _____	Remove after congestion occurs	Remove after sometime	Prevent before congestion occurs	Prevent before sending packets
52	Retransmission of packets must not be done when _____	Packet is lost	Packet is corrupted	Packet is needed	Packet is error-free
53	Closed-Loop control mechanisms try to _____	Remove after congestion occurs	Remove after sometime	Prevent before congestion occurs	Prevent before sending packets
54	The technique in which a congested node stops receiving data from the immediate upstream node or nodes is called as _____	Admission policy	Backpressure	Forward signaling	Backward signaling
55	Backpressure technique can be applied only to _____	Congestion networks	Closed circuit networks	Open circuit networks	Virtual circuit networks
56	The packet sent by a node to the source to inform it of congestion is called _____	Explicit	Discard	Choke	Backpressure
57	In the slow-start algorithm, the size of the congestion window increases _____ until it reaches a threshold	exponentially	additively	multiplicatively	suddenly
58	The address that is unique in the scope of the network or internationally if the network is part of an international network is called as _____	Global address	Network address	Physical address	IP address
59	The Identifier that is used for data transfer in virtual circuit network is called _____	Global address	Virtual circuit identifier	Network identifier	IP identifier
60	During teardown phase, the source, after sending all the frames to destination, sends a _____ to notify termination.	teardown response	teardown request	termination request	termination response
61	The data link layer takes the packets from _____ and encapsulates them into frames for transmission.	network layer	physical layer	transport layer	application layer
62	Which of the following tasks is not done by data link layer?	framing	error control	flow control	channel coding
63	CRC stands for _____	cyclic redundancy check	code repeat check	code redundancy check	cyclic repeat check
64	Which of the following is a data link protocol?	ethernet	point to point protocol	hdlc	all of the mentioned
65	The technique of temporarily delaying outgoing acknowledgements so that they can be hooked onto the next outgoing data frame is called _____	piggybacking	cyclic redundancy check	fletcher's checksum	parity check
66	Expansion of FTP is _____	Fine Transfer Protocol	File Transfer Protocol	First Transfer Protocol	Fast Transfer Protocol
67	FTP is built on _____ architecture.	Client-server	P2P	Data centric	Service oriented
68	FTP uses _____ parallel TCP connections to transfer a file.	1	2	3	5
69	Identify the incorrect statement regarding FTP.	FTP stands for File Transfer Protocol	FTP uses two parallel TCP connections	FTP sends its control information in-band	FTP sends exactly one file over the data connection

70	FTP server _____	Maintains state information	Is stateless	Has single TCP connection for a file transfer	Has UDP connection for file transfer
71	The password is sent to the server using _____ command	PASSWD	PASS	PASSWORD	PWORD
72	Simple mail transfer protocol (SMTP) utilizes _____ as the transport layer protocol for electronic mail transfer.	TCP	UDP	DCCP	SCTP
73	SMTP connections secured by SSL are known as _____	SMTPS	SSMTP	SNMP	STARTTLS
74	SMTP uses which of the following TCP port?	22	23	74	25
75	Which one of the following protocol is used to receive mail messages?	SMTP	POP	IMAP	FTP
76	What is on-demand mail relay (ODMR)?	protocol for SMTP security	an SMTP extension	protocol for web pages	protocol for faster mail transfer
78	An email client needs to know the _____ of its initial SMTP server.	IP address	MAC address	URL	Name
79	An SMTP session may not include _____	zero SMTP transaction	one SMTP transaction	more than one SMTP transaction	one HTTP transaction
80	SMTP defines _____	message transport	message encryption	message content	message password
81	Which one of the following is an SMTP server configured in such a way that anyone on the internet can send e-mail through it?	open mail relay	wide mail reception	open mail reception	short mail reception
82	SMTP is not used to deliver messages to _____	user's terminal	user's mailbox	user's word processor	user's email client
83	An asymmetric-key cipher uses _____	1 Key	2 Key	3 key	4 key
84	Which one of the following protocol is used to secure HTTP connection?	Resource reservation protocol	Transport layer security (TSL)	Explicit congestion notification (ECN)	Stream control transmission protocol (SCTP)
85	Cryptography term is used to transforming messages to make them secure and to prevent from _____	Change	Defend	Idle	Attacks
86	Shift cipher is also referred to as the _____	Caesar cipher	cipher text	Shift cipher	None of the above
87	Which one is the Heart of Data Encryption Standard (DES)?	DES function	Encryption	Rounds	Cipher
88	DES stands for.....	Data Encryption Slots	Data Encryption Subscription	Data Encryption Standard	Data Encryption Solutions
89	Encryption algorithm is used to transforms plaintext into.....	Simple Text	Cipher Text	Empty Text	None of the above
90	What is cipher in Cryptography ?	Algorithm for performing encryption	Algorithm for performing decryption	Encrpted Messages	Both algorithm for performing encryption and Decryption and encrypted message
91	The message before being transformed, is _____	Simple Text	Cipher Text	Empty Text	plain text
92	Which technique is used for data protection ?.	Data piracy	Authentication	Encryption	None of these
93	_____ are the types of firewalls.	Packet Filtering	Dual Homed Gateway	Both A and B	None of these
94	In networks protocol TCP/ IP stands for.	Transaction control protocol	Transmission control protocol	Transmission contribution protocol	None of these
95	Which of the following services use TCP?	DHCP	SMTP	HTTP	TFTP

96	What layer in the TCP/IP stack is equivalent to the Transport layer of the OSI model?	Application	Host-to-Host	Internet	Network Access
97	You want to implement a mechanism that automates the IP configuration, including IP address, subnet mask, default gateway, and DNS information. Which protocol will you use to accomplish this?	SMTP	SNMP	DHCP	ARP
98	The DoD model (also called the TCP/IP stack) has four layers. Which layer of the DoD model is equivalent to the Network layer of the OSI model?	Application	Host-to-Host	Internet	Network Access
99	Which of the following services use UDP?	DHCP	SMTP	SNMP	TFTP
100	Which statements are true regarding ICMP packets?	ICMP guarantees datagram delivery.	ICMP can provide hosts with information about network problems.	ICMP is encapsulated within IP datagrams.	ICMP is encapsulated within UDP datagrams.
101	Which layer 4 protocol is used for a Telnet connection?	IP	TCP	TCP/IP	UDP

T.Y. B. Sc. COMPUTER SCIENCE

Computer Networks -II

CH:1 Wired LANs

1) The technique of temporarily delaying outgoing acknowledgements so that they can be hooked onto the next outgoing data frame is known as

- a) Bit stuffing
- b) Piggy backing
- c) Pipelining
- d) Broadcasting

Answer: (b).

2) The data link layer takes the packets from _____ and encapsulates them into frames for transmission.

- a) network layer
- b) physical layer
- c) transport layer
- d) application layer

Answer: a

3) Which of the following tasks is not done by data link layer?

- a) framing
- b) error control
- c) flow control
- d) channel coding

Answer: d

Explanation: Channel coding is the function of physical layer. Data link layer mainly deals with framing, error control and flow control. Data link layer is the layer where the packets are encapsulated into frames.

4) Which sublayer of the data link layer performs data link functions that depend upon the type of medium?

- a) logical link control sublayer
- b) media access control sublayer

- c) network interface control sublayer
- d) error control sublayer

Answer:b

Explanation: Media access control (MAC) deals with transmission of data packets to and from the network-interface card, and also to and from another remotely shared channel. The MAC sublayer also prevents collision using protocols like CSMA/CD.

5) Header of a frame generally contains _____

- a) synchronization bytes
- b) addresses
- c) frame identifier
- d) all of the mentioned

Answer:d

Explanation: In a frame, the header is a part of the data that contains all the required information about the transmission of the file. It contains information like synchronization bytes, addresses, frame identifier etc. It also contains error control information for reducing the errors in the transmitted frames.

6) Ethernet frame consists of _____

- a) MAC address
- b) IP address
- c) Default mask
- d) Network address

Answer: a

Explanation: The Ethernet frame has a header that contains the source and destination MAC address. Each MAC address is of 48 bits.

7) MAC address is of _____

- a) 24 bits
- b) 36 bits
- c) 42 bits
- d) 48 bits

Answer: d

Explanation: MAC address is like a local address for the NIC that is used to make a local Ethernet (or wifi) network function. It is of 48 bits.

8) What is the hexadecimal address 01011010 00010001 01010101 00011000 10101010 00001111?

- a) 5A:88:AA:18:55:F0
- b) 5A:81:BA:81:AA:0F
- c) 5A:11:55:18:AA:0F
- d) C.5A:11:55:18:AA:0F

Answer: B

9) The field of the MAC frame that alerts the receiver and enables it to synchronize is known as

- a) SFD
- b) Preamble
- c) Source address
- d) Destination address

Answer : b Preamble

10) Preamble contains

- a) 6 Bytes
- b) 4 Bytes
- c) 2 Bytes
- d) 7 Bytes

Answer : d 7 Bytes

11) A destination address can be

- a) Unicast
- b) Multicast
- c) Broadcast
- d) All of above

Answer : d

12) In Ethernet frame both source and destination address are of length

- a) 1 Bytes
- b) 2 Bytes
- c) 4 Bytes
- d) 6 Bytes

Answer : 6 Bytes

13) The ethernet frame contains

- a) 3 Fields
- b) 5 Fields
- c) 7 Fields
- d) 9 Fields

Answer : c 7 Fields

14) NIC stand for

- a) Network Interface Card
- b) National Internet Code
- c) Network Isolated Card
- d) Network International Code

Answer : a Network Interface Card

15) A Source address is always as

- a) Unicast

- b) Multicast
- c) Broadcast
- d) All of above

Answer : a Unicast

16) In Ethernet frame the flag of the Start Frame Delimiter (SFD) is

- a) 11000011
- b) 10101011
- c) 10010011
- d) 11011011

Answer : b 10101011

17) The CRC Field is used to show the

- a) Error Correction
- b) Sender Address
- c) Receiver Address
- d) Error detection information

Answer : d Error detection information

18) The Minimum and Maximum length of data in ethernet frame is

- a) 64 Bytes and 1518 Bytes
- b) 46 Bytes and 1500 Bytes
- c) 48 Bytes and 1500 Bytes
- d) 46 Bytes and 1518 Bytes

Answer : b Minimum 46 Bytes and Maximum 1500 Bytes

19) The Minimum and Maximum length of Ethernet frame is

- a) 64 Bytes and 1518 Bytes
- b) 46 Bytes and 1500 Bytes
- c) 48 Bytes and 1500 Bytes
- d) 46 Bytes and 1518 Bytes

Answer : a Minimum 64Bytes and Maximum 1518 Bytes

20) In 10Base5, the cable is

- a) Thin
- b) Thick
- c) Twisted pair
- d) None of the above

Answer : b Thick

21) In 10Base2 , the cable is

- a) Thin
- b) Thick
- c) Twisted pair
- d) None of the above

Answer : a Thin

22) In 10Base-T , the cable is

- a) Thin
- b) Thick
- c) Twisted pair
- d) None of the above

Answer : c Twisted pair

23) In 10Base-FL, the cable is

- a) Thick
- b) Twisted pair
- c) Fiber Optic
- d) Thin

Answer : c Fiber Optic

24) 10Base T is used to connect the station by using

- a) Star Topology
- b) Bus Topology
- c) Ring Topology
- d) Mesh Topology

Answer : a Star Topology

25) Header plus trailer of Ethernet is

- a) 12 Bytes
- b) 14 Bytes
- c) 16 Bytes
- d) 18 Bytes

Answer : d 18 Bytes

26) This is a device that can be used to connect one Ethernet network to another nearby Ethernet network.

- a) gateway
- b) switch
- c) bridge
- d) forwarder

Answer c bridge

27) If an Ethernet destination address is 07:01:02:03:04:05, then this is a _____ address.

- a) unicast
- b) multicast
- c) broadcast
- d) any of the above

Answer b Multicast

LSB of 1st octate 0 in unicast

LSB of 1 Multicast

ALL 1 Broadcast for above example its 1 hence it is multicast

28) The _____ layer of Ethernet consists of the LLC sublayer and the MAC sublayer.

- a) data link
- b) physical
- c) network
- d) none of the above

Answer : a data link

29) The _____ sublayer is responsible for the operation of the CSMA/CD access method and framing.

- a) LLC
- b) MII
- c) MAC
- d) none of the above

Answer : c MAC

30) Fast Ethernet has a data rate of _____ Mbps.

- a) 10
- b) 100
- c) 1000
- d) 10,000

Answer : b 100Mbps

31) Gigabit Ethernet access methods include _____ mode.

- a) half-duplex
- b) full-duplex
- c) both (a) and (b)
- d) neither (a) nor (b)

Answer: (c).both (a) a(b)

32) In Ethernet addressing, if the least significant bit of the first byte is 0, the address is _____.

- a) Unicast
- b) multicast
- c) broadcast
- d) none of the above

Answer: (a).unicast

33) In Ethernet addressing, if the least significant bit of the first byte is 1, the address is _____.

- a) Unicast
- b) Multicast

- c) Broadcast
- d) None of the above

Answer: (b).multicast

34) In Ethernet addressing, if all the bits are 1s, the address is _____.

- a) Unicast
- b) Multicast
- c) Broadcast
- d) None of the above

Answer: (c).broadcast

35) A hub is used in Ethernet.

- a) 10Base 5
- b) 10Base 2
- c) 10Base – T
- d) 10Base – F

Answer: (c).10Base – T

36) A transceiver cable is used in Ethernet.

- a) 10Base 5
- b) 10Base 2
- c) 10Base – T
- d) 10Base – F

Answer: (a).10Base 5

37) VLANs provides

- a) time-efficiency and security
- b) reduce network traffic
- c) both a and b
- d) None of the Above

Answer : c Both a and c

38) Virtual LANs create

- a) broadcast domains
- b) limited domains
- c) metropolitan area domains
- d) All of the Above

Answer: (a).broadcast domains

39) In backbone network, the topology of the backbone is

- a) bus
- b) star

- c) mesh
- d) ring

Answer: a

40) By using fast Ethernet two stations are connected via

- a) point to point
- b) Switch
- c) Hub
- d) Bridge

Answer: (a).point to point

41) Gigabit Ethernet has a data rate of

- a) 100 Mbps
- b) 1000 Mbps
- c) 1500 Mbps
- d) 2000 Mbps

Answer : B 1000 Mbps

42) The latest Ethernet standard is Ten-Gigabit Ethernet operates at

- a) 2 Gbps
- b) 6 Gbps
- c) 8 Gbps
- d) 10 Gbps

Answer: (d).10 Gbps

43) 10 Gigabit Ethernet operates only in

- a) Duplex Mode
- b) Half Duplex Mode
- c) Quadratic Duplex Mode
- d) Full Duplex Mode

Answer: (d).Full Duplex Mode

44) Which station characteristics can be used to group stations into a VLAN

- a) Port Number
- b) MAC Address
- c) IP Address
- d) All of the above

Answer : d All of the above

45) In a VLAN, stations are separated into group by

- a) Physical methods
- b) Software methods
- c) Location
- d) Switches

Answer : b Software Methods

T.Y. B. Sc. COMPUTER SCIENCE

Computer Networks -II

CH:2 Wiredless LANs

1. What is the access point (AP) in a wireless LAN?

- a) device that allows wireless devices to connect to a wired network
- b) wireless devices itself
- c) both device that allows wireless devices to connect to a wired network and wireless devices itself
- d) all the nodes in the network

Answer: a

Explanation: Access point in a wireless network is any device that will allow the wireless devices to a wired network. A router is the best example of an Access Point.

2. In wireless ad-hoc network _____

- a) access point is not required
- b) access point is must
- c) nodes are not required
- d) all nodes are access points

Answer: a

Explanation: An ad-hoc wireless network is a decentralized kind of a wireless network. An access point is usually a central device and it would go against the rules of the ad-hoc network to use one. Hence it is not required.

3. Which multiple access technique is used by IEEE 802.11 standard for wireless LAN?

- a) CDMA
- b) CSMA/CA
- c) ALOHA
- d) CSMA/CD

Answer: b

Explanation: CSMA/CA stands for Carrier-sense multiple access/collision avoidance. It is a multiple access protocol used by IEEE 802.11 standard for wireless LAN. It's based on the principle of collision avoidance by using different algorithms to avoid collisions between channels.

4. In wireless distribution system _____

- a) multiple access point are inter-connected with each other
- b) there is no access point
- c) only one access point exists
- d) access points are not required

Answer: a

Explanation: A Wireless Distribution System allows the connection of multiple access points together. It is used to expand a wireless network to a larger network.

5. A wireless network interface controller can work in _____

- a) infrastructure mode
- b) ad-hoc mode
- c) both infrastructure mode and ad-hoc mode
- d) WDS mode

Answer: c

Explanation: A wireless network interface controller works on the physical layer and the data link layer of the OSI model. Infrastructure mode WNIC needs access point but in ad-hoc mode access point is not required.

6. In wireless network an extended service set is a set of _____

- a) connected basic service sets
- b) all stations
- c) all access points
- d) connected access points

Answer: a

Explanation: The extended service set is a part of the IEEE 802.11 WLAN architecture and is used to expand the range of the basic service set by allowing connection of multiple basic service sets.

7. Mostly _____ is used in wireless LAN.

- a) time division multiplexing
- b) orthogonal frequency division multiplexing
- c) space division multiplexing
- d) channel division multiplexing

Answer: b

Explanation: In orthogonal frequency division multiplexing, digital data is encoded on multiple carrier frequencies. It is also used in digital television and audio broadcasting in addition to Wireless LANs.

8. Which one of the following event is not possible in wireless LAN?

- a) collision detection
- b) acknowledgement of data frames
- c) multi-mode data transmission
- d) connection to wired networks

Answer: a

Explanation: Collision detection is not possible in wireless LAN with no extensions. Collision detection techniques for multiple access like CSMA/CD are used to detect collisions in Wireless LANs.

9. What is Wired Equivalent Privacy (WEP)?

- a) security algorithm for ethernet
- b) security algorithm for wireless networks
- c) security algorithm for usb communication
- d) security algorithm for emails

Answer: b

Explanation: WEP is a security algorithm for wireless network which intended to provide data confidentiality comparable to that of traditional wired networks. It was introduced in 1997.

10. What is WPA?

- a) wi-fi protected access
- b) wired protected access
- c) wired process access
- d) wi-fi process access

Answer: a

Explanation: WPA or WiFi Protected Access is a security protocol used to provide users and firms with strong data security and protection for their wireless networks (WiFi) to give them confidence that only authorized users can access their network.

11. IEEE has defined the specifications for a wireless LAN, called _____, which covers the physical and data link layers.

- a) IEEE 802.3
- b) IEEE 802.5
- c) IEEE 802.11
- d) IEEE 802.2

Answer : C

12. In IEEE 802.11, a is made of stationary or mobile wireless stations and an optional central base station, known as the access point (AP).

- a) ESS
- b) BSS
- c) CSS
- d) none of the above

Answer : B

13. In IEEE802.11, a ESS without an AP is called

- a) an ad hoc architecture
- b) an infrastructure network
- c) either (a) or (b)

- d) neither (a) nor (b)

Answer : A

14. In IEEE802.11, a ESS with an AP is sometime referred to as _____

- a) an ad hoc architecture
- b) an infrastructure network
- c) either (a) or (b)
- d) neither (a) nor (b)

Answer : B

15. In IEEE802.11, Communication between two stations in two different BSSs usually occurs via two_____.

- a) BSSs
- b) ESSs
- c) APs
- d) None of the above

Answer : C

16. In IEEE 802.11, a station with _____mobility is either stationary (not moving) or moving only inside a BSS.

- a) no-transition
- b) BSS-transition
- c) ESS-transition
- d) none of the above

Answer : A

17. In IEEE 802.11, a station with_____mobility can move from one BSS to another, but the movement is confined inside one ESS.

- a) no-transition
- b) BSS-transition
- c) ESS-transition
- d) none of the above

Answer : B

18. In IEEE 802.11, a station with _____ mobility can move from one ESS to another.

- a) no-transition
- b) BSS-transition
- c) ESS-transition
- d) none of the above

Answer :C

19. In IEEE 802.11, _____ is an optional access method that can be implemented in an infrastructure network (or it in an adhoc network).

- a) DCF
- b) PCF
- c) either (a) or (b)
- d) neither (a) nor (b)

Answer : PCF

20. The IEEE 802.11 standard for wireless LANs defines two services:

- a) BSS; ASS
- b) ESS; SSS
- c) BSS; ESS
- d) BSS; DCF

Answer : C

21. Bluetooth is a _____ technology that connect (called gadgets) in a small area

- a) wired LAN
- b) wireless LAN
- c) VLAN
- d) none of the above

Answer : B

22. A Bluetooth network is called a _____ .

- a) piconet

- b) scatternet
- c) bluenet
- d) none of the above

Answer : A

23. In Bluetooth, multiple_____form a network called a_____

- a) scatternet; piconets
- b) piconets: scatternet
- c) piconets: bluenet
- d) bluenet; scatternet

Answer : B

24. A Bluetooth network consists of_____ primary device(s) and up to_____secondary devices.

- a) one; five
- b) five; three
- c) two; six
- d) one; seven

Answer : D

25. In Bluetooth, the current data rate is _____Mbps

- a) 2
- b) 5
- c) 11
- d) none of the above

Answer : D

Correct Answer : 1mbps

Unit 1 – Wired LAN

1. What is the hexadecimal equivalent of the Ethernet address 01011010 00010001 01010101 00011000 10101010 00001111?
 - 5A:88:AA:18:55:F0
 - 5A:81:BA:81:AA:0F
 - 5A:11:55:18:AA:0F**
 - 5A:18:5A:18:55:0F
2. If an Ethernet destination address is 07:01:02:03:04:05, then this is a _____ address.
 - unicast
 - multicast**
 - broadcast
 - any of the above
3. If an Ethernet destination address is 08:07:06:05:44:33, then this is a _____ address.
 - unicast**
 - multicast
 - broadcast
 - any of the above
4. Which of the following could not be an Ethernet unicast destination?
 - 43:7B:6C:DE:10:00**
 - 44:AA:C1:23:45:32
 - 46:56:21:1A:DE:F4
 - 48:32:21:21:4D:34
5. Which of the following could not be an Ethernet multicast destination?
 - B7:7B:6C:DE:10:00
 - 7B:AA:C1:23:45:32
 - 7C:56:21:1A:DE:F4**
 - 83:32:21:21:4D:34
6. _____ is the most widely used local area network protocol.
 - Token Ring
 - Token Bus
 - Ethernet**
 - none of the above
7. The IEEE 802.3 Standard defines CSMA/CD as the access method for first-generation 10-Mbps Ethernet.
 - 1-persistent**
 - p-persistent
 - non-persistent
 - none of the above

8. The _____ layer of Ethernet consists of the LLC sublayer and the MAC sublayer.
- A. **data link**
 - B. physical
 - C. network
 - D. none of the above
9. The _____ sublayer is responsible for the operation of the CSMA/CD access method and framing.
- A. LLC
 - B. MII
 - C. MAC**
 - D. none of the above
10. Each station on an Ethernet network has a _____ unique address imprinted on its network interface card (NIC).
- A. 5-byte
 - B. 32-bit
 - C. 48-bit**
 - D. none of the above
11. The minimum frame length for 10-Mbps Ethernet is _____ bytes.
- A. 32
 - B. 80
 - C. 128
 - D. none of the above**
12. The maximum frame length for 10-Mbps Ethernet is _____ bytes.
- A. 1518**
 - B. 1500
 - C. 1200
 - D. none of the above
13. _____ uses thick coaxial cable
- A. 10Base5**
 - B. 10Base2
 - C. 10Base-T
 - D. 10Base-F

14. _____ uses thin coaxial cable

- A. 10Base5
- B. 10Base2**
- C. 10Base-T
- D. 10Base-F

15. _____ uses four twisted-pair cables that connect each station to a common hub.

- A. 10Base5
- B. 10Base2
- C. 10Base-T**
- D. 10Base-F

16. _____ uses fiber-optic cable

- A. 10Base5
- B. 10Base2
- C. 10Base-T
- D. 10Base-F**

17. Fast Ethernet has a data rate of _____ Mbps.

- A. 10
- B. 100**
- C. 1000
- D. 10000

18. In _____, auto negotiation allows two devices to negotiate the mode or data rate of operation.

- A. Standard
- B. Fast Ethernet**
- C. Gigabit Ethernet
- D. Ten-Gigabit Ethernet

19. _____ uses two pairs of twisted-pair cable.

- A. 100Base-TX**
- B. 100Base-FX
- C. 100Base-T4
- D. none of the above

20. _____ uses two fiber-optic cables.

- A. 100Base-TX
- B. 100Base-FX**
- C. 100Base-T4
- D. none of the above

UNIT 2 – Wireless LAN

1. What is the access point (AP) in a wireless LAN?

- a) device that allows wireless devices to connect to a wired network
- b) wireless devices itself
- c) both device that allows wireless devices to connect to a wired network and wireless devices itself
- d) all the nodes in the network

Answer: a

Explanation: Access point in a wireless network is any device that will allow the wireless devices to a wired network. A router is the best example of an Access Point.

2. In wireless ad-hoc network _____

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- b) access point is must
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- d) wi-fi process access

Answer: a

Explanation: WPA or WiFi Protected Access is a security protocol used to provide users and firms with strong data security and protection for their wireless networks (WiFi) to give them confidence that only authorized users can access their network.

11. An interconnected collection of piconet is called _____

- a) scatternet
- b) micronet
- c) mininet
- d) multinet

Answer: a

Explanation: Piconet is the basic unit of a bluetooth system having a master node and upto seven active slave nodes. A collection of piconets is called scatternet and a slave node of a piconet may act as a master in a piconet that is part of the scatternet.

12. In a piconet, there can be up to _____ parked nodes in the network.

- a) 63
- b) 127
- c) 255
- d) 511

Answer: c

Explanation: A slave node in a piconet can be instructed by the master node to go into parked mode. Then the slave node enters the parked mode in which the node is not disconnected from the network but is inactive unless the master wakes it up.

13. Bluetooth is the wireless technology for _____

- a) local area network
- b) personal area network
- c) metropolitan area network
- d) wide area network

Answer: b

Explanation: Bluetooth is a wireless technology used to create a wireless personal area network for data transfer up to a distance of 10 meters. It operates on 2.45 GHz frequency band for transmission.

14. Bluetooth uses _____

- a) frequency hopping spread spectrum
- b) orthogonal frequency division multiplexing
- c) time division multiplexing
- d) channel division multiplexing

Answer: a

Explanation: Frequency hopping spread spectrum is a method of transmitting radio signals by rapidly changing the carrier frequency and is controlled by the codes known to the sender and receiver only.

15. Unauthorised access of information from a wireless device through a bluetooth connection is called _____

- a) bluemaking
- b) bluesnarfing
- c) bluestring
- d) bluescoping

Answer: b

Explanation: Unauthorised access of information from a wireless device through a bluetooth connection is called Bluesnarfing. It is done through exploiting the vulnerabilities of the Bluetooth device to steal the transmitted information.

16. In a piconet, one master device _____

- a) can not be slave
- b) can be slave in another piconet
- c) can be slave in the same piconet
- d) can be master in another piconet

Answer: b

Explanation: In a scatternet, a slave node of one piconet may act as a master in a piconet that is part of the scatternet. The scatternet uses this property to connect many piconets together to create a larger network.

17. Bluetooth supports _____

- a) point-to-point connections
- b) point-to-multipoint connection

- c) both point-to-point connections and point-to-multipoint connection
- d) multipoint to point connection

Answer: c

Explanation: In Bluetooth, each slave node communicates with the master of the piconet independently i.e. each master-slave connection is independent. The slave is not allowed to communicate with other slaves directly.

18. A scatternet can have maximum _____

- a) 10 piconets
- b) 20 piconets
- c) 30 piconets
- d) 40 piconets

Answer: a

Explanation: A scatternet can have maximum of 10 piconets and minimum of 2 piconets. To connect these piconets, a slave node of one piconet may act as a master in a piconet that is part of the scatternet.

Unit 3 – Network Layer

1. The network layer is concerned with _____ of data.

- a) bits
- b) frames
- c) packets
- d) bytes

Answer: c

Explanation: In computer networks, the data from the application layer is sent to the transport layer and is converted to segments. These segments are then transferred to the network layer and these are called packets. These packets are then sent to data link layer where they are encapsulated into frames. These frames are then transferred to physical layer where the frames are converted to bits.

2. Which one of the following is not a function of network layer?

- a) routing
- b) inter-networking
- c) congestion control
- d) error control

Answer: d

Explanation: In the OSI model, network layer is the third layer and it provides data routing paths for network communications. Error control is a function of the data link layer and the transport layer.

3. A 4 byte IP address consists of _____

- a) only network address
- b) only host address

- c) network address & host address
- d) network address & MAC address

Answer: c

Explanation: An ip address which is 32 bits long, that means it is of 4 bytes and is composed of a network and host portion and it depends on address class. The size of the host address and network address depends upon the class of the address in classful IP addressing.

4. In virtual circuit network each packet contains _____
 - a) full source and destination address
 - b) a short VC number
 - c) only source address
 - d) only destination address

Answer: b

Explanation: A short VC number also called as VCID (virtual circuit identifier) is a type of identifier which is used to distinguish between several virtual circuits in a connection oriented circuit switched network. Each virtual circuit is used to transfer data over a larger packet switched network.

5. Which of the following routing algorithms can be used for network layer design?
 - a) shortest path algorithm
 - b) distance vector routing
 - c) link state routing
 - d) all of the mentioned

Answer: d

Explanation: The routing algorithm is what decides where a packet should go next. There are several routing techniques like shortest path algorithm, static and dynamic routing, decentralized routing, distance vector routing, link state routing, Hierarchical routing etc. The routing algorithms go hand in hand with the operations of all the routers in the networks. The routers are the main participants in these algorithms.

6. Which of the following is not correct in relation to multi-destination routing?
 - a) is same as broadcast routing
 - b) contains the list of all destinations
 - c) data is not sent by packets
 - d) there are multiple receivers

Answer: c

Explanation: In multi-destination routing, there is more than one receiver and the route for each destination which is contained in a list of destinations is to be found by the routing algorithm. Multi-destination routing is also used in broadcasting.

7. A subset of a network that includes all the routers but contains no loops is called _____
 - a) spanning tree
 - b) spider structure

c) spider tree

d) special tree

Answer: a

Explanation: Spanning tree protocol (STP) is a network protocol that creates a loop free logical topology for ethernet networks. It is a layer 2 protocol that runs on bridges and switches. The main purpose of STP is to ensure that you do not create loops when you have redundant paths in your network.

8. Which one of the following algorithm is not used for congestion control?

a) traffic aware routing

b) admission control

c) load shedding

d) routing information protocol

Answer: d

Explanation: The Routing Information Protocol (RIP) is used by the network layer for the function of dynamic routing. Congestion control focuses on the flow of the traffic in the network and uses algorithms like traffic aware routing, admission control and load shedding to deal with congestion.

9. The network layer protocol for internet is _____

a) ethernet

b) internet protocol

c) hypertext transfer protocol

d) file transfer protocol

Answer: b

Explanation: There are several protocols used in Network layer. Some of them are IP, ICMP, CLNP, ARP, IPX, HRSP etc. Hypertext transfer protocol is for application layer and ethernet protocol is for data link layer.

10. ICMP is primarily used for _____

a) error and diagnostic functions

b) addressing

c) forwarding

d) routing

Answer: a

Explanation: ICMP abbreviation for Internet Control Message Protocol is used by networking devices to send error messages and operational information indicating a host or router cannot be reached. ICMP operates over the IP packet to provide error reporting functionality as IP by itself cannot report errors.

11. Datagram switching is done at which layer of OSI model?

a) Network layer

b) Physical layer

- c) Application layer
- d) Transport layer

Answer: a

Explanation: Datagram switching is normally done at network layer. In datagram switching, the datagram stream need not be in order as each datagram can take different routes to the destination.

12. Packets in datagram switching are referred to as _____

- a) Switches
- b) Segments
- c) Datagrams
- d) Data-packets

Answer: c

Explanation: As the name suggests, in datagram switching packets are called as datagram. Each datagram/packet is treated as an individual entity and routed independently through the network.

13. Datagram networks mainly refers to _____

- a) Connection oriented networks
- b) Connection less networks
- c) Telephone networks
- d) Internetwork

Answer: b

Explanation: The switch does not keep the information about the connection state, hence it is connection less. There is no need for establishing a handshake to begin the transmission in such networks.

14. Datagrams are routed to their destinations with the help of _____

- a) Switch table
- b) Segments table
- c) Datagram table
- d) Routing table

Answer: c

Explanation: Routing table is used to route the packets to their destinations. The packet/datagram header contains the destination header for the whole journey to source to the destination through the routers.

15. The main contents of the routing table in datagram networks are _____

- a) Source and Destination address
- b) Destination address and Output port
- c) Source address and Output port
- d) Input port and Output port

Answer: b

Explanation: Routing table contains destination address and output port to route the packets to

their destinations. The port address specifies the particular application that the packet has to be forwarded to after it has reached the destination.

16. Which of the following remains same in the header of the packet in a datagram network during the entire journey of the packet?

- a) Destination address
- b) Source address
- c) Checksum
- d) Padding

Answer: a

Explanation: Destination address remains same in the header during the entire journey of the packet. There is no pre-decided route for the packets so each datagram/packet is treated as an individual entity and routed independently through the network.

17. Which of the following is true with respect to the delay in datagram networks?

- a) Delay is greater than in a virtual circuit network
- b) Each packet may experience a wait at a switch
- c) Delay is not uniform for the packets of a message
- d) All of the mentioned

Answer: d

Explanation: The delay of each packet in a datagram network is different as each packet might take a different route to the destination. The delay includes the propagation delay and the processing delay that is induced at each stop/switch that the packet encounters in its journey.

18. During datagram switching, the packets are placed in _____ to wait until the given transmission line becomes available.

- a) Stack
- b) Queue
- c) Hash
- d) Routing table

Answer: b

Explanation: When there are too many packets to be transmitted and the transmission line gets blocked while transmitting some packets, the remaining packets are stored in queue during delay and are served as first in first out. The delay is called as queuing delay.

19. The probability of the error in a transmitted block _____ with the length of the block

- a) Remains same
- b) Decreases
- c) Increases
- d) Is not proportional

Answer: c

Explanation: Probability of the error in a transmitted block increases with the length of the block. Hence, the blocks should be as short as possible for ideal transmission with low possibility of an error.

20. Which of the following is false with respect to the datagram networks?

- a) Number of flows of packets are not limited
- b) Packets may not be in order at the destination
- c) Path is not reserved
- d) Delay is the same for all packets in a flow

Answer: d

Explanation: The delay of each packet in a datagram network is different as each packet might take a different route to the destination. This happens because there is no pre-decided route for the packets.

UNIT 4- Address Mapping

1) An ARP reply is normally _____.

a) broadcast

b) multicast

c) unicast

d) none of the above

2) DHCP (dynamic host configuration protocol) provides _____ to the client.

a) IP address

b) MAC address

c) Url

d) None of the mentioned

3. The DHCP server _____

a) maintains a database of available IP addresses

b) maintains the information about client configuration parameters

c) grants a IP address when receives a request from a client

d) all of the mentioned

4) A _____ is an ARP that acts on behalf of a set of hosts

a) ARP

b) RARP

c) proxy ARP

d) none of the above

5) Which protocol is used to resolve an IP address to Ethernet address.

a) BootP

b) RARP

c) ARP

d) none of the above

6) Which protocol does DHCP uses at the transport layer.

a) IP

b) UDP

c) ARP

d) TCP

7) ARP is a---

a) 8

b) 10

c) 12

d) 16

8) Which of the following describes the function of ARP?

a) It is used to map a 32-bit IP address to a 48-bit ethernet address.

b) It is used to map a 48-bit ethernet address to a 32-bit IP address.

c) It is used to map a 32-bit ethernet address to a 48-bit IP address.

d)It is used to map a 48-bit IP address to a 32-bit ethernet address.

9) Which of the following describes the function of RARP?

- A. It is used to map a 32-bit IP address to a 48-bit ethernet address.
- B. **It is used to map a 48-bit ethernet address to a 32-bit IP address.**
- C. It is used to map a 32-bit ethernet address to a 48-bit IP address.
- D. It is used to map a 48-bit IP address to a 32-bit ethernet address.

10) In ARP, each user has been assigned a

- a) Trigger
- b)Integer
- c)Repeater
- d)Process Header

11) DHCP stands for

- a) **Dynamic Host Configuration Protocol**
- b) Digital Host Communication Provider
- c) Digital Host Communication Protocol
- d) Dynamic Host Configuration Provide

12) DHCP provides static and dynamic address allocation that can be

- a) Manual
- b) Automatic

c) Both a and b

d) None

13) DHCP is used for _____

a) IPv6

b) IPv4

c) Both IPv6 and IPv4

d) None of the mentioned

14) DHCP uses UDP port _____ for sending data to the server.

a) 66

b) 67

c) 68

d) 69

15) DHCP client and servers on the same subnet communicate via _____

a) UDP broadcast

b) UDP unicast

c) TCP broadcast

d) TCP unicast

16) What is DHCP snooping?

a) Techniques applied to ensure the security of an existing DHCP infrastructure

b) encryption of the DHCP server requests

c) algorithm for DHCP

d) none of the mentioned

17) If DHCP snooping is configured on a LAN switch, then clients having specific _____ can access the network.

- a) MAC address
- b) IP address
- c) Both MAC address and IP address**
- d) None of the mentioned

18) Which of the following is the ethernet broadcast address used in ARP and RARP requests?

- a) 255.255.255.255
- b) 08:00:20:11:aa:01
- c) ff:ff:ff:ff:ff:ff**
- d) 224.0.0.0

MCQ on TRANSPORT LAYER:

1. What are the functions of the transport layer?

- a) Multiplexing/ Demultiplexing**
- b) Connection less Services
- c) Connection oriented service
- d) Congestion control

2. Which services are provided by transport layer?

- a) Error control**
- b) Connection service

c) Connection less service

d) Congestion control

3. TCP and UDP are called _____

a) Application protocols

b) Session protocols

c) **Transport protocols**

d) Network protocols

4. Security based connection is provided by which layer?

a) Network layer

b) Session layer

c) Application layer

d) **Transport layer**

5. TCP is the standard protocol with std no?

a) 5

b) 4

c) **7**

d) 3

6. Using which method in transport layer data integrity can be ensured?

a) **Checksum**

b) Repetition codes

c) Cyclic redundancy checks

d) Error correcting codes

7. Buffer overrun can be reduced by using what?

a) Traffic control

b) **Flow control**

c) Byte orientation

d) Data integrity

8. Transport layer can identify the symptoms of overload nodes using _____

a) Flow control

b) **Traffic control**

c) Byte orientation

d) Data integrity

9. Transport layer receives data in the form of _____

a) Packets

b) **Byte streams**

c) Bits stream

d) Both packets and Byte stream

10. Transport layer is which layer in OSI model?

a) Fourth layer

b) Third layer

c) Second layer

d) Fifth layer

11. Congestion control can control traffic entry into a telecommunications network, so to avoid _____

a) Congestive connection

b) Connection collapse

c) Congestive collapse

d) Collapse congestive

12. FCP stands for _____

a) Fiber Channel Protocol

b) Field Channel Protocol

c) Fast Channel Protocol

d) Fiber Carrying Protocol

13. UDP packets are called as _____

a) Segments

b) Checksum

c) Frames

d) Datagrams

14. _____ does not provide reliable end to end communication.

- a) TCP
- b) UDP**
- c) Both TCP and UDP
- d) Neither TCP nor UDP

15. ARQ stands for _____

- a) Automatic Repeat Request**
- b) Automatic Request Repeat
- c) Application Repeat Request
- d) Application Request Repeat

16. Which among the following are delivered by the transport layer in process-to-process delivery mechanism?

- a) Frames
- b) Datagrams
- c) Packets**
- d) All of the above

17. Which among the following are uncontrolled and un-registered form of ephemeral ports in accordance to IANA?

a) Well known Ports

b) Registered Ports

c) **Dynamic Ports**

d) All of the above

18. What is the purpose of using source & destination port numbers respectively in the addressing method of transport layer?

a) For Delivery & Reply operations

b) **For Reply & Delivery operations**

c) Only for Delivery operations

d) Only for Reply operations

19. An endpoint of an inter-process communication flow across a computer network is called

a) **socket**

b) pipe

c) port

d) machine

20. A _____ is a TCP name for a transport service access point.

a) **port**

b) pipe

c) node

d) protocol

21. Which one of the following is a transport layer protocol?

- a) stream control transmission protocol**
- b) internet control message protocol
- c) neighbor discovery protocol
- d) dynamic host configuration protocol

22) Transport layer aggregates data from different applications into a single stream before passing it to:

- a) network layer**
- b) data link layer
- c) application layer
- d) physical layer

23) The ports ranging from 49,152 to 65,535 can be used as temporary or private port numbers. They are called the _____ ports.

- a) Well known ports
- b) Registered
- c) Dynamic**
- d) None

24) A port address in UDP is _____ bits long.

- a) 8
- b) 16**
- c) 32

d)64

25) The combination of an IP address and a port number is called a _____.

- a) transport address
- b) network address
- c) **socket address**
- d) none of the above

Questions On APPLICATION LAYER and NETWORK SECURITY

1. Which is not an application layer protocol?

- a) HTTP
- b) SMTP
- c) FTP
- d) TCP

Ans : d

2. The packet of information at the application layer is called _____

- a) Packet
- b) Message
- c) Segment
- d) Frame

Ans : b

3. Which one of the following is an architecture paradigms?

- a) Peer to peer
- b) Client-server
- c) HTTP
- d) Both Peer-to-Peer & Client-Server

Ans : c

4. Application developer has permission to decide the following on transport layer side

- a) Transport layer protocol
- b) Maximum buffer size
- c) Both Transport layer protocol and Maximum buffer size
- d) None of the mentioned

Ans : c

5. Application layer offers _____ service.

- a) End to end
- b) Process to process
- c) Both End to end and Process to process
- d) None of the mentioned

Ans : a

6. E-mail is _____

- a) Loss-tolerant application
- b) Bandwidth-sensitive application
- c) Elastic application
- d) None of the mentioned

Ans : c

7. Pick the odd one out.

- a) File transfer
- b) File download
- c) E-mail
- d) Interactive games

Ans : d

8. Which of the following is an application layer service?

- a) Network virtual terminal
- b) File transfer, access, and management
- c) Mail service
- d) All of the mentioned

Ans : d

9. To deliver a message to the correct application program running on a host, the _____ address must be consulted.

- a) IP
- b) MAC
- c) Port
- d) None of the mentioned

Ans : c

10. Which is a time-sensitive service?

- a) File transfer
- b) File download

- c) E-mail
- d) Internet telephony

Ans: d

11. Transport services available to applications in one or another form _____

- a) Reliable data transfer
- b) Timing
- c) Security
- d) All of the mentioned

Ans : d

12. Electronic mail uses which Application layer protocol?

- a) SMTP
- b) HTTP
- c) FTP
- d) SIP

Ans: a

13. The _____ translates internet domain and host names to IP address.

- a) domain name system
- b) routing information protocol
- c) network time protocol
- d) internet relay chat

Ans : a

14. Which one of the following allows a user at one site to establish a connection to another site and then pass keystrokes from local host to remote host?

- a) HTTP
- b) FTP
- c) Telnet
- d) none of the mentioned

Ans : c

15. Application layer protocol defines:

- a) types of messages exchanged
- b) message format, syntax and semantics
- c) rules for when and how processes send and respond to messages
- d) all of the mentioned

Ans : d

16 . Which one of the following protocol delivers/stores mail to receiver server?

- a) simple mail transfer protocol
- b) post office protocol
- c) internet mail access protocol
- d) hypertext transfer protocol

Ans : a

17. Which one of the following is not an application layer protocol?

- a) media gateway protocol
- b) dynamic host configuration protocol
- c) resource reservation protocol
- d) session initiation protocol

Ans : c

18. When displaying a web page, the application layer uses the:

- a) HTTP protocol
- b) FTP protocol
- c) SMTP protocol
- d) none of the mentioned

Ans : a

19. The packet of information at the application layer is called:

- a) Packet
- b) Message
- c) Segment
- d) Frame

Ans : b

20. This is one of the architecture paradigm:

- a) Peer to peer
- b) Client-server
- c) HTTP
- d) Both a and b

Ans : d

1. The field that covers a variety of computer networks, both public and private, that are used in everyday jobs.

- a) Artificial Intelligence
- b) ML
- c) Network Security
- d) IT

Ans : c

2. Network Security provides authentication and access control for resources.

- a) True
- b) False

Ans : a

3. Which is not an objective of network security?

- a) Identification
- b) Authentication
- c) Access control
- d) Lock

Ans : d

4. Which of these is a part of network identification?

- a) UserID
- b) Password
- c) OTP
- d) fingerprint

Ans : a

5. The process of verifying the identity of a user.

- a) Authentication
- b) Identification
- c) Validation
- d) Verification

Ans : a

6. A concern of authentication that deals with user rights.

- a) General access
- b) Functional authentication
- c) Functional authorization
- d) Auto verification

Ans : c

7. CHAP stands for?

- a) Challenge Handshake authentication protocol
- b) Challenge Hardware authentication protocol
- c) Circuit Hardware authentication protocol
- d) Circuit Handshake authentication protocol

Ans : a

8. Security features that control that can access resources in the OS.

- a) Authentication
- b) Identification
- c) Validation
- d) Access control

Ans : d

9. An algorithm in encryption is called _____

- a) Algorithm
- b) Procedure
- c) Cipher
- d) Module

Ans : c

10. The information that gets transformed in encryption is _____

- a) Plain text
- b) Parallel text
- c) Encrypted text
- d) Decrypted text

Ans : a

11. Number of phases in the handshaking protocol?

- a) 2
- b) 3
- c) 4
- d) 5

Ans : c

12. Which is the key exchange algorithm used in CipherSuite parameter?

- a) RSA
- b) Fixed Diffie-Hellman
- c) Ephemeral Diffie-Hellman
- d) Any of the mentioned

Ans : d

13. The certificate message is required for any agreed-on key exchange method except _____

- a) Ephemeral Diffie-Hellman
- b) Anonymous Diffie-Hellman
- c) Fixed Diffie-Hellman

d) RSA

Ans : b

14. The DSS signature uses which hash algorithm?

a) MD5

b) SHA-2

c) SHA-1

d) Does not use hash algorithm

Ans : c

15. The RSA signature uses which hash algorithm?

a) MD5

b) SHA-1

c) MD5 and SHA-1

d) None of the mentioned.

Ans : c

16. The certificate_request message includes two parameters, one of which is-

a) certificate_extension

b) certificate_creation

c) certificate_exchange

d) certificate_type

Ans : d

17. An asymmetric key cipher uses

a) 1-key

b) 2-key

c) 3-key

d) 4-key

Ans : b

18. The shift cipher sometimes referred to as

a) Caesar cipher

b) Shift cipher

c) Cipher

d) Cipher text

Ans : a

19. Firewalls can be of _____ kinds.

a) 1

b) 2

c) 3

d) 4

Ans : c

20. _____ is the kind of firewall is connected between the device and the network connecting to internet.

- a) Hardware Firewall
- b) Software Firewall
- c) Stateful Inspection Firewall
- d) Microsoft Firewall

Ans : a

BASIC NETWORK THEORY

1. The computer network is

- A) Network computer with a cable
- B) Network computer without a cable
- C) Both of the above
- D) None of the above

2. FDDI used which type of physical topology?

- A) Bus
- B) Ring
- C) Star

3. FTP stands for

- A) File transfer protocol
- B) File transmission protocol
- C) Form transfer protocol
- D) Form transmission protocol

4. Ethernet system uses which of the following technology.

- A) Bus
- B) Ring
- C) Star
- D) Tree

5. Which of the following are the network services?

- A) File service
- B) Print service
- C) Database service
- D) All of the above

6. If all devices are connected to a central hub, then topology is called

- A) Bus Topology
- B) Ring Topology
- C) Star Topology
- D) Tree Topology

7. FDDI stands for

- A) Fiber Distributed Data Interface
- B) Fiber Data Distributed Interface
- C) Fiber Dual Distributed Interface
- D) Fiber Distributed Data Interface

8. Which of the following is an application layer service?

- A) Network virtual terminal

- B) File transfer, access and management
- C) Mail service
- D) All of the above

9. Which is the main function of the transport layer?

- A) Node to node delivery
- B) End to end delivery
- C) Synchronization
- D) Updating and maintaining routing tables

10. The layer change bits onto electromagnetic signals.

- A) Physical
- B) Transport
- C) Data Link
- D) Presentation

11. A group of computers and other devices connected together is called a network, and the concept of connected computers sharing resources is called

- A) Networking
- B) Inter-Network
- C) Inter-Connection
- D) Computer Group

12. A simple cabling method, known as the topology, allows about 30 computers on a maximum cable length of about 600 feet.

- A) Star
- B) Ring
- C) Bus
- D) Tree

13) is a set of connecting links between LANs.

- A) CAN
- B) WAN
- C) CLAN
- D) IAN

14) A line considered as a fast WAN link, transmits at 1.5 Mbps, or 1 million bits per second.

- A) L1
- B) F1
- C) W1
- D) T1

15) The elements are specialized computers to connect two or more transmission lines.

- A) Networking
- B) Broadcasting
- C) Switching
- D) Transfering

16) In the network contains numerous cables or leased telephone line, each one connecting a pair of IMPs.

- A) Point-to-Point channels
- B) Pair-to-Pair channels
- C) Broadcast channels
- D) Interface channels

17) The entities comprising the corresponding layers on different layers on different machines are called processes.

- A) entity
- B) peer
- C) peer-to-peer
- D) layered

18) entities are entities in the same layer on different machines.

- A) Software
- B) Service
- C) Peer
- D) Interface

19) To use a network service, the service user first establishes a connection, uses the connection, and terminates the connection.

- A) connection-oriented
- B) connection-less
- C) service-oriented
- D) service-less

20) In service, each message carries the full destination address, and each one is routed through the system independent of all others.

- A) connection-oriented
- B) connection-less
- C) service-oriented
- D) service-less

Answers:

- 1. C) Both of the above
- 2. B) Ring
- 3. A) File transfer protocol
- 4. A) Bus
- 5. D) All of the above

- 6. C) Star Topology
- 7. A) Fiber Distributed... Interface
- 8. C) Mail service
- 9. B) End to end delivery
- 10. A) Physical
- 11. A) Networking
- 12. C) Bus
- 13. B) WAN
- 14. D) T1
- 15. C) Switching
- 16. A) Point-to-Point channels
- 17. B) peer
- 18) C) Peer
- 19) A) connection-oriented
- 20) B) connection-less

1. A network that needs human beings to manually route signals is called....

- A) Fiber Optic Network
- B) Bus Network
- C) T-switched network
- D) Ring network

2. TCP/IP layer corresponds to the OSI models to three layers.

- A) Application
- B) Presentation
- C) Session
- D) Transport

3. Which of the transport layer protocols is connection-less?

- A) UDP
- B) TCP
- C) FTP
- D) Nvt

4. Which of the following applications allows a user to access and change remote files without actual transfer?

- A) DNS
- B) FTP
- C) NFS
- D) Telnet

5. The data unit in the TCP/IP data link layer called a

- A) Message
- B) Segment
- C) Datagram
- D) Frame

6. DNS can obtain the of host if its domain name is known and vice versa.

- A) Station address
- B) IP address
- C) Port address
- D) Checksum

7. Which of the following OSI layers correspond to TCP/IP's application layer?

- A) Application
- B) Presentation
- C) Session
- D) All of the above

8. Devices on one network can communicate with devices on another network via a

- A) File Server
- B) Utility Server
- C) Printer Server
- D) Gateway

9. A communication device that combines transmissions from several I/O devices into one line is a

- A) Concentration
- B) Modifier
- C) Multiplexer
- D) Full duplex file

10. Which layers of the OSI determines the interface often system with the user?

- A) Network
- B) Application
- C) Data link
- D) Session

11. Which of the following of the TCP/IP protocols is the used for transferring files from one machine to another?

- A) FTP
- C) SNMP
- B) SMTP
- D) Rpe

12. In which OSI layers does the FDDI protocol operate?

- A) Physical
- B) Data link
- C) Network
- D) A and B

13. In FDDI, data normally travel on

- A) The primary ring
- B) The Secondary ring
- C) Both rings
- D) Neither ring

14. Thelayer of OSI model can use the trailer of the frame for error detection.

- A) Physical
- B) Data link
- C) Transport
- D) Presentation

15. In atopology, if there are n devices in a network, each device has n-1 ports for cables.

- A) Mesh
- B) Star
- C) Bus
- D) Ring

16. Another name for Usenet is

- A) Gopher
- B) Newsgroups
- C) Browser
- D) CERN

17. The standard suit of protocols used by the Internet, Intranets, extra-nets and some other networks.

- A) TCP/IP
- B) Protocol
- C) Open system
- D) Internet work processor

18. State whether the following is True or False.

i) In bus topology, heavy Network traffic slows down the bus speed.

ii) It is multi-point configuration.

- A) True, True
- B) True, False
- C) False, True
- D) False, False

19. Which of the following is the logical topology?

- A) Bus
- B) Tree
- C) Star
- D) Both A and B

20. Which of the following is/ are the drawbacks of Ring Topology?

- A) Failure of one computer, can affect the whole network
- B) Adding or removing the computers disturbs the network activity.
- C) If the central hub fails, the whole network fails to operate.
- D) Both of A and B

ANSWERS:

- 1. C) T-switched network
- 2. A) Application
- 3. A) UDP

4. C) NFS
 5. D) Frame
 6. B) IP address
 7. D) All of the above
 8. D) Gateway
 9. C) Multiplexer
 10. B) Application
 11. A) FTP
 12. D) A and B
 13. A) The primary ring
 14. B) Data link
 15. A) Mesh
 16. B) Newsgroups
 17. A) TCP/IP
 18. A) True, True
 19. C) Bus
 20. D) Both of A and B
-

1. In mesh topology, relationship between one device and another is

A) Primary to peer
B) Peer to primary
C) Primary to secondary
D) Peer to Peer

2. The performance of data communications network depends on

- A) Number of users
B) The hardware and software
C) The transmission
D) All of the above

3. Find out the OSI layer, which performs token management.

- A) Network Layer
B) Transport Layer
C) Session Layer
D) Presentation Layer

4. The name of the protocol which provides virtual terminal in TCP/IP model is.

- A) Telnet
B) SMTP
C) HTTP

5. The layer one of the OSI model is

- A) Physical layer
B) Link layer
C) Router layer
D) Broadcast layer

6. What is the name of the network topology in which there are bi-directional links between each possible node?

- A) Ring
B) Star
C) Tree
D) Mesh

7. What is the commonly used unit for measuring the speed of data transmission?

- A) Bytes per second
B) Baud
C) Bits per second
D) Both B and C

8. Which of the communication modes support two way traffic but in only once direction of a time?

- A) Simplex
B) Half-duplex
C) Three – quarter’s duplex
D) Full duplex

9. The loss in signal power as light travels down the fiber is called

- A) Attenuation
B) Propagation
C) Scattering
D) Interruption

10. is an interconnection of networks that provide universal communication services over heterogeneous physical networks.

- A) Internet
B) Intranet
C) Network
D) LAN

11. Commercial networks providing access to the to subscribers, and networks owned by commercial organizations for internal use that also have connections to the internet.

- A) backbones
B) Network access points(NAPs)
C) Internet Exchange Points(IXPs)
D) All of the above

12. The layer is provided by the program that uses TCP/IP for communication.

- A) Transport
B) Application

- C) Internetwork
D) Network interface

13) The layer Provides the end-to-end data transfer by delivering data from an application to its remote peer.

- A) Transport
B) Application
C) Internetwork
D) Network interface

14) provides connection-oriented reliable data delivery, duplicate data suppression, congestion control, and flow control.

- A) TCP
B) IP
C) UDP
D) ICMP

15) is used by applications that need a fast transport mechanism and can tolerate the loss of some data.

- A) TCP
B) IP
C) UDP
D) ICMP

16) is a connection-less protocol that does not assume reliability from lower layers, which does not provide reliability, flow control, or error recovery.

- A) Transmission control protocol
B) Internet protocol
C) User Datagram Protocol
D) Simple Mail Transfer Protocol

ANSWERS:

1. D) Peer to Peer
2. D) All of the above
3. C) Session Layer
4. A) Telnet
5. A) Physical layer
6. D) Mesh
7. B) Baud
8. B) Half-duplex
9. A) Attenuation
10. A) Internet
11. D) All of the above
12. B) Application
13. A) Transport
14. A) TCP

15. C) UDP

16. B) Internet protocol

1. Which of the following is not the layer of TCP/IP protocol?

- A) Application Layer
B) Session Layer
C) Transport Layer
D) Internetwork layer

2. address use 7 bits for the <network> and 24 bits for the <host> portion of the IP address.

- A) Class A
B) Class B
C) Class C
D) Class D

3. addresses are reserved for multi-casting.

- A) Class B
B) Class C
C) Class D
D) Class E

4. State the following statement is true or false.

- i) In class B addresses a total of more than 1 billion addresses can be formed.
 - ii) Class E addresses are reserved for future or experimental use.
- A) True, False
B) True, True
C) False, True
D) False, False

5. Which of the following statement is true?

- i) An address with all bits 1 is interpreted as all networks or all hosts.
 - ii) The class A network 128.0.0.0 is defined as the loopback network.
- A) i only
B) ii only
C) Both A and B
D) None of the above

6. Which is not the Regional Internet Registers (RIR) of the following?

- A) American Registry for Internet Numbers (ARIN)
B) Europeans Registry for Internet Numbers (ERIN)
C) Reseaux IP Europeans (RIPE)

D) Asia Pacific Network Information Centre (APNIC)

7. Match the following IEEE No to their corresponding Name for IEEE 802 standards for LANs.

- | | |
|---------------|--------------|
| i) 802.3 | a) WiFi |
| ii) 802.11 | b) WiMa |
| iii) 802.15.1 | c) Ethernet |
| iv) 802.16 | d) Bluetooth |
- A) i-b, ii-c, iii-d, iv-a
B) i-c, ii-d, iii-a, iv-b
C) i-c, ii-a, iii-d, iv-b
D) i-b, ii-d, iii-c, iv-a

8. was the first step in the evolution of Ethernet from a coaxial cable bus to hub managed, twisted pair network.

- A) Star LAN
B) Ring LAN
C) Mesh LAN
D) All of the above

9. is the predominant form of Fast Ethernet, and runs over two pairs of category 5 or above cable.

- A) 100 BASE-T
B) 100 BASE-TX
C) 100 BASE-T4
D) 100 BASE-T2

10. IEEE 802.3ab defines Gigabit Ethernet transmission over unshielded twisted pair (UTP) category 5, 5e or 6 cabling known as

- A) 1000 BASE-T
B) 1000 BASE-SX
C) 1000 BASE-LX
D) 1000 BASE-CX

ANSWERS:

1. B) Session Layer
2. A) Class A
3. C) Class D
4. B) True, True
5. A) i only
6. B) Europeans (ERIN)
7. C) i-c, ii-a, iii-d, iv-b
8. A) Star LAN
9. B) 100 BASE-TX
10. A) 1000 BASE-T

1. is a high-performance fiber optic token ring LAN running at 100 Mbps over distances up to 1000 stations connected.

- A) FDDI
B) FDDT
C) FDDR
D) FOTR

2. Which of the following is Gigabit Ethernet?

- A) 1000 BASE-SX
B) 1000 BASE-LX
C) 1000 BASE-CX
D) All of the above

3. is a collective term for a number of Ethernet standards that carry traffic at the nominal rate of 1000 Mbit/s against the original Ethernet speed of 10 Mbit/s.

- A) Ethernet
B) Fast Ethernet
C) Gigabit Ethernet
D) All of the above

4. is another kind of fiber optic network with an active star for switching.

- A) S/NET
B) SW/NET
C) NET/SW
D) FS/NET

5. The combination of And is often termed the local address of the local portion of the IP address.

- A) Network number and host number
B) Network number and subnet number
C) Subnet number and host number
D) All of the above

6. implies that all subnets obtained from the same subnet mask.

- A) Static subnetting
B) Dynamic subnetting
C) Variable length subnetting
D) Both B and C

7. State whether true or false.

- i) A connection-oriented protocol can only use unicast addresses.
 - ii) The anycast service is included in IPV6.
- A) True, True

- B) True, False
- C) False, True
- D) False, False

- 8. The most important and common protocols associated TCP/IP internetwork layer are.**
- i) Internet protocol(IP)
 - ii) Internet Control Message Protocol(ICMP)
 - iii) Bootstrap Protocol (BooTP)
 - iv) Dynamic Host Configuration Protocol (DHCP)
 - v) Address Resolution Protocol (ARP)

- A) i, ii, iii and iv only
- B) i, iii, iv and v only
- C) ii, iii, iv and v only
- D) All i, ii, iii, iv and v

- 9. is responsible for converting the higher-level protocol addresses (IP addresses) to physical network addresses.**

- A) Address Resolution Protocol (ARP)
- B) Reverse Address Resolution Protocol (RARP)
- C) Bootstrap Protocol (BOOTP)
- D) Internet Control Message Protocol (ICMP)

- 10. Which of the following is not a mechanism that DHCP supports for IP address allocation?**

- A) Automatic allocation
- B) Static allocation
- C) Dynamic allocation
- D) Manual allocation

Answers:

- 1. A) FDDI
- 2. D) All of the above
- 3. B) Fast Ethernet
- 4. A) S/NET
- 5. C) Subnet number and host number
- 6. A) Static subnetting
- 7. A) True, True
- 8. D) All i, ii, iii, iv and v
- 9. A) Address Resolution Protocol (ARP)
- 10. B) Static allocation

- 1. The examples of Interior Gateway Protocols (IGP) are.**

- i) Open Short Path First (OSPF)
- ii) Routing Information Protocol (RIP)
- iii) Border Gateway Protocol (BGP)

- A) i only
- B) i, and ii only
- C) i and iii only
- D) All i, ii and iii

- 2. FTP server listens to connections on port**

- A) 19 and 20
- B) 20 and 21
- C) 21 and 22
- D) 20 and 22

- 3. Which of the following operations can be performed by using FTP.**

- i) Connect to a remote host
 - ii) Select directory
 - iii) Define the transfer mode
 - iv) List file available
- A) i, and ii only
 - B) i, ii and iii only
 - C) ii, iii and iv only
 - D) All i, ii, iii and iv

- 4. A is a set of information that is exchanged between a client and a web browser and a web server during an HTTP transaction.**

- A) infoset
- B) clientinfo
- C) cookie
- D) transkie

- 5. Match the following HTTP status code to their respective definitions.**

- i) 400 a) OK
 - ii) 500 b) Not found
 - iii) 200 c) Continue
 - iv) 100 d) Internal server error
- A) i-b, ii-d, iii-a, iv-c
 - B) i-a, ii-b, iii-c, iv-d
 - C) i-b, ii-c, iii-a, iv-d
 - D) i-b, ii-a, iii-c, iv-d

- 6. Loopback address of IPv6 address is equivalent to the IPV4 loopback address 127.0.0.1.**

- A) (: : 1)
- B) (: :)
- C) (: : 0)
- D) (1 : :)

- 7. Unspecified address of IPV6 address is equivalent to the IPV4**

unspecified address 0.0.0.0.

- A) (: : 1)
- B) (: :)
- C) (: : 0)
- D) (1 : :)

8. A simple cabling method, known as the topology allows about 30 computers on a maximum cable length of about 600 feet.

- A) Ring
- B) Bus
- C) Star
- D) Mesh

9. The layer is responsible for resolving access to shared media or resources.

- A) Physical
- B) Mac sub-layer
- C) Network
- D) Transport

10. A WAN typically spans a set of countries that have data rates less than Mbps.

- A) 2
- B) 1
- C) 4
- D) 100

ANSWERS:

1. B) i, and ii only
2. B) 20 and 21
3. D) All i, ii, iii and iv
4. C) cookie
5. A) i-b, ii-d, iii-a, iv-c
6. A) (: : 1)
7. B) (: :)
8. B) Bus
9. B) Mac sub layer
10. B) 1

1. In addresses for networks, the first 16 bits specify a particular network, and the last 16 bits specify a particular host.

- A) class A
- B) class B
- C) class C
- D) class D

2. The protocol is based on end to end delivery.

- A) SMTP
- B) TCP
- C) IP
- D) SCTP

3. A/An routing scheme is designed to enable switches to react to changing traffic patterns on the network.

- A) static routing
- B) fixed alternate routing
- C) adaptive routing
- D) dynamic routing

4. The IPV4 address is a address because it is assigned at the internet layer.

- A) logical
- B) physical
- C) common
- D) shared

5. The layer provides a well defined service interface to the network layer, determining how the bits of the physical layer are grouped into frames.

- A) Data Link
- B) Physical
- C) Network
- D) Session

6. A distributed data processing configuration in which all activities must pass through a centrally located computer is called.....

- A) ring network
- B) spider network
- C) hierarchical network
- D) data control network

7. The signals are used for the maintenance, troubleshooting, and overall operation of the network.

- A) address
- B) network management
- C) call Information
- D) supervisory

8. In a route is selected for each source-destination pair of in the network.

- A) flooding

- B) variable routing
- C) fixed routing
- D) random routing

9. In type of service, each frame sent over the connection is numbered and the data link layer guarantees that each frame sent is indeed received.

- A) connection less service
- B) indirect link service
- C) direct link service
- D) connection oriented service

10. In deliver, packets of a message are logically connected to one another.

- A) connection less
- B) indirect link
- C) direct link
- D) connection-oriented

ANSWERS:

- 1. B) class B
- 2. A) SMTP
- 3. C) adaptive routing
- 4. A) logical
- 5. A) Data Link
- 6. B) spider network
- 7. B) network management
- 8. C) fixed routing
- 9. D) connection-oriented service
- 10. D) connection-oriented

1. Which of the following is/are the main part(s) of the basic cellular system.

- A) A mobile Unit
- B) A cell Site
- C) A mobile Telephone Switching Office
- D) All of the above

2. Fading of the received radio signals in a mobile communication environment occurs because of

- A) Direct propagation
- B) Multipath Propagation
- C) Bi-path Propagation
- D) None of the above

3. State whether True or False.

- i) The cells or subdivisions of a geographical area are always hexagonal.
- ii) A land to Mobile call originates through the Telephone exchange.

- A) True, False
- B) False, True
- C) False, False
- D) True, True

4. In Frequency Spectrum is divided into smaller spectra and is allocated to each user.

- A) TDMA
- B) CDMA
- C) FDMA
- D) FGMA

5. In multiple access is achieved by allocating different time slots for the different users.

- A) TDMA
- B) CDMA
- C) FDMA
- D) FGMA

6. State whether True or False.

- i) In GSM-only TDMA is used.
- ii) There is zero inter-channel interference in CDMA.

- A) True, False
- B) False, True
- C) False, False
- D) True, True

7. The basic GSM is based on traffic channels.

- A) connection oriented.
- B) connection less.
- C) packet switching.
- D) circuit switching.

8. are typically characterized by very small cells, especially in densely populated areas.

- A) 2G system.
- B) 3G system.
- C) 2.5G system.
- D) 3.5G system.

9. A antenna which attempts to direct all its energy in a particular direction is called as a

- A) Directional Antenna
- B) One to One Antenna
- C) Propagation Antenna
- D) Single Direction Antenna

10. Which mode is used for installing networks in wireless communication device characteristics?

- A) Fixed and wired.
- B) Mobile and wired.
- C) Fixed and wired.
- D) Mobile and wireless.

ANSWERS:

- 1. D) All of the above
- 2. B) Multipath Propagation
- 3. B) False, True
- 4. C) FDMA
- 5. A) TDMA
- 6. C) False, False
- 7. A) connection-oriented.
- 8. C) 2.5G system.
- 9. A) Directional Antenna
- 10. C) Fixed and wired.

1. tier it's much easier to design the application to be DBMS agnostic.

- A) Middle application server
- B) Multithreaded application
- C) Application server
- D) Client-server application

2. Which of the following is not the correct benefit of distributed computing.

- A) Resource sharing
- B) Performance
- C) Availability
- D) Security

3. serve as the 'glue' between the client and server applications respectively, and that ORB.

- A) ORB and ORB Interface
- B) CORBA IDL stubs and skeletons
- C) Client and servant
- D) Client and server

4. In the client invokes the request and then blocks waiting for the response.

- A) Deferred Synchronous Invocation
- B) One way Invocation
- C) Synchronous Invocation
- D) Two-way Invocation

5. In the client invokes the request, continues processing while the request is dispatched, and later collects the response.

- A) Deferred Synchronous Invocation
- B) One way Invocation
- C) Synchronous Invocation
- D) Two-way Invocation

6. provides programmers a familiar programming model by extending the local procedure call to a distributed environment.

- A) Distributed environment
- B) Permanent procedure call
- C) Process and file
- D) Remote procedure call

7. The in the object's descriptor is passed as the second argument to the remote object's constructor for the object to use during activation.

- A) Activation Desc
- B) Marshalled Object
- C) Activation Exception
- D) Activation Object

8. allows clients to invoke requests without having access to static stubs and allows the server to be written without having skeletons for the objects being invoked compiled statically into the program.

- A) The Object Adapter
- B) Dynamic Skeleton Interface
- C) Server Process Activation
- D) Client Process Activation

9. serves as the glue between CORBA object implementations and the ORB itself.

- A) The Object Adapter
- B) Dynamic Skeleton Interface
- C) Server Process Activation
- D) Client Process Activation

10. refers to computing technologies in which the hardware and software components are distributed across a network.

- A) Client and Server
- B) User and System
- C) User and file server
- D) User and database server

ANSWERS:

1. A) Middle application server

2. D) Security

3. B) CORBA IDL stubs and skeletons

4. C) Synchronous Invocation

5. A) Deferred Synchronous Invocation

6. D) Remote procedure call

7. B) Marshalled Object

8. B) Dynamic Skeleton Interface

9. A) The Object Adapter

10. A) Client and Server

1. specifies a complete set of rules for the connections and interactions of its physical and logical components for providing and utilizing communication services.

- A) Computer Architecture
- B) Communication Architecture
- C) Network Architecture
- D) Internet Architecture

2. The two most important network architecture or reference model is.....

- i) Layered reference model
- ii) OSI reference model
- iii) DSL reference model
- iv) TCP/IP reference model

- A) i and ii
- B) ii and iii
- C) iii and iv
- D) ii and iv

3. The Open System Interconnection(OSI) reference model includes layers.

- A) five
- B) six
- C) seven
- D) eight

4. is used to manage and synchronize conversation between two systems.

- A) Physical Layer
- B) Data Link Layer
- C) Session Layer
- D) Transport Layer

5. Which of the following is not the function of the physical layer?

- A) Converting the digital bits into an electrical signal
- B) Detecting and correcting errors
- C) Defining voltages and data rates needed for transmission.
- D) Activating, maintaining and deactivating the physical connection

6. divides the outgoing messages into packets and assembles incoming packets into messages for the higher levels.

- A) Physical Layer
- B) Data Link Layer
- C) Network Layer
- D) Transport Layer

7. The TCP/IP reference model was used earlier by before being used on the Internet.

- A) ARPANET
- B) PARPANET
- C) USDNET
- D) DODNET

8. Which of the following are True for the TCP/IP reference model?

- i) The TCP protocol divides the large message into a sequence of packets into an IP packet.
- ii) The IP protocol is used to put a message into the packet.
- iii) It is necessary for all the packets in a single message to take the same route each time it is sent.
- iv) The packets are passed from one network to another until they reach their destination.

- A) i and iv only
- B) i, ii and iv only
- C) i, ii and iii only
- D) All i, ii, iii and iv

9. Which of the following is not the layer of the TCP/IP model?

- A) Internet Layer
- B) Application Layer
- C) Transport Layer
- D) Presentation Layer

10. State whether the following statements are True or False.

- i) In the TCP/IP model Transport layer guarantees delivery of packets.
 - ii) The network layer of the OSI model provides both connectionless and connection-oriented service.
 - iv) The TCP/IP model does not fit any other protocol stack.
- A) i-True, ii-False, iii-False
 - B) i-False, ii-True, iii-True
 - C) i-False, ii-False, iii-True
 - D) i-True, ii-True, iii-False

ANSWERS:

1. C) Network Architecture
2. D) ii and iv
3. C) seven
4. C) Session Layer
5. B) Detecting and correcting errors
6. C) Network Layer
7. A) ARPANET
8. B) i, ii and iv only
9. D) Presentation Layer
10. B) i-False, ii-True, iii-True

DATA COMMUNICATION SERVICES

1. Which of the following is/are the examples of data communication services.
i) SMDS ii) Frame relay iii) X.25 iv) ATM
- A) i, ii and iv only

- B) i, ii and iii only
- C) i, iii and iv only
- D) All i, ii, iii and iv only

2. was developed in 1970 by CCITT for providing an interface between the public packet-switched network and their customers.

- A) SMDS
- B) Frame relay
- C) X.25
- D) ATM

3. X.25 protocol is based on the protocols used in early networks such as ARPANET, DATAPAC, TRANSPAC etc.

- A) Packet Switching
- B) Circuit Switching
- C) Virtual Packet Circuit Switching
- D) Virtual Packet Switching

4. protocol is a physical layer protocol is used to specify the physical electrical and procedural interface between host and network.

- A) X.25
- B) X.21
- C) SMDS
- D) X.23

5. is a connection-oriented service which supports switched virtual circuits as well as the permanent circuits.

- A) X.25
- B) X.21
- C) SMDS
- D) ATM

6. In X.25, is established between a computer and network when the computer sends a packet to the network requesting to make a call a packet to the network requesting to make a call to another computer.

- A) Virtual circuit
- B) Switched circuit
- C) Switched virtual circuit
- D) Switched intelligent circuit

7. In order to allow the computers who do not use the X.25 to communicate with the, a packet assembler disassembler (PAD) is used.

- A) X.21
- B) SMDS
- C) Frame relay
- D) X.25

8. The layers defined by X.25 interface is/are

- i) physical layer
- ii) data link layer
- iii) packet layer
- iv) application layer

- A) i, ii and iv only
- B) i, ii and iii only
- C) i, iii and iv only
- D) All i, ii, iii and iv only

9. The X.25 defines the interface for the exchange of packets between the user's machine (DTE) and the packet switching node to which this DTE is attached which is called as

- A) DCE
- B) DDE
- C) DLC
- D) HDL

10. At the physical level, physical interface is being used which is defined for the circuit-switched data network.

- A) X.25
- B) X.21
- C) Frame relay
- D) SMDS

11. The virtual circuit service of X.25 provides for two types of virtual circuits which are

- i) virtual circuit
 - ii) permanent virtual circuit
 - iii) permanent virtual call
 - iv) virtual call
- A) i and ii only
 - B) ii and iii only
 - C) iii and iv only
 - D) ii and iv only

12. A is a dynamically established virtual circuit using a call setup and call clearing procedure.

- A) Permanent virtual circuit
- B) Virtual call
- C) Virtual circuit
- D) Permanent virtual call

13. A is a fixed network assigned virtual where data transfer takes place as with virtual calls, but no call setup or clearing required.

- A) Permanent virtual circuit
- B) Virtual call
- C) Virtual circuit
- D) Permanent virtual call

14. Which of the following is/are the advantages of X.25

- i) Frame delivery is more reliable
- ii) X.25 is faster than Frame relay
- iii) Frames are delivered in order
- iv) Flow control is provided

- A) i, ii and iv only
- B) i, ii and iii only
- C) i, iii and iv only
- D) All i, ii, iii and iv only

15. is a connection-oriented service, which can be imagined to be equivalent to a virtual leased line.

- A) X.25
- B) Frame relay
- C) SMDS
- D) ATM

16. does not provide acknowledgments or normal flow control.

- A) Frame relay
- B) X.25
- C) SMDS
- D) ATM

17. was developed for taking advantage of the high data rates and low error rates in the modern communication system.

- A) X.25
- B) Frame relay
- C) SMDS
- D) ATM

18. In the cell control packets are used for setting up and clearing virtual circuits.

- A) ATM
- B) X.25
- C) SMDS
- D) Frame relay

19. Which of the following is/are the advantages of frame relay.

- i) streamlined communication process ii) lower delay iii) higher throughput
- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

20. In the number of functions of a protocol at the user network interface is reduced.

- A) X.25
- B) Frame relay
- C) SMDS
- D) ATM

Answers

1. D) All i, ii, iii and iv only
2. C) X.25
3. A) Packet Switching
4. B) X.21
5. A) X.25
6. C) Switched virtual circuit
7. D) X.25
8. B) i, ii and iii only
9. A) DCE
10. B) X.21
11. D) ii and iv only
12. B) Virtual call
13. A) Permanent virtual circuit
14. C) i, iii and iv only
15. B) Frame relay
16. A) Frame relay
17. B) Frame relay
18. D) Frame relay
19. D) All i, ii and iii
20. B) Frame relay

1. Which of the following is/are the drawbacks of frame relay.

- i) Frames are delivered unreliable ii) Packets having errors are simply discarded iii) Frame relay does not provide flow control iv) Frame relay is much slower than X.25
- A) i, ii and iv only
- B) ii, iii and iv only
- C) i, ii and iii only
- D) All i, ii, iii and iv

2. In packets may not be delivered in the same sequence like that at the sending end.

- A) X.25
- B) X.21
- C) Frame relay
- D) SMDS

3. addressing is performed using virtual circuit addresses known as data-link connection identifiers (DLCIs).

- A) X.25
- B) X.21
- C) ATM
- D) Frame relay

4. State whether the statements are True or False

- i) X.25 networks work at speed up to 64 kbps ii) X.25 does not provide flow control iii) X.25 provides acknowledgment signal
- A) i-True, ii-False, iii-True
- B) i-False, ii-False, iii-True
- C) i-True, ii-True, iii-False
- D) i-False, ii-True, iii-False

5. State whether the following statements are true.

- i) Frame relay supports virtual leased line ii) Bad frame is discarded by frame relay iii) Frames are delivered in proper order
- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

6. provides minimal services, primarily a way to determine the start and end of each frame and the detection of transmission error.

- A) X.25
- B) X.21
- C) Frame relay
- D) SMDS

7. In bad frames can be received back by sending an acknowledgment signal.

- A) X.25
- B) X.21

- C) ATM
- D) Frame relay

8. Asynchronous Transfer Mode (ATM) provides services under

- i) Compressed voice and video ii) Synchronous TDM streams such as T-1 iii) Services using the constant bit rates
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii

9. ATM has advantages of better reliability and fidelity which allows faster packet switching than

- A) X.21
- B) X.25
- C) Frame relay
- D) SMDS

10. is used in non-ISDN systems where the data rates are very high.

- A) X.21
- B) X.25
- C) ATM
- D) SMDS

11. The of the ATM protocol involves the specifications of a transmission medium and signal encoding scheme.

- A) Physical layer
- B) ATM layer
- C) High layer
- D) ATM adaption layer (AAL)

12. is a high-speed switching network architecture created in the late 1980s / early 1990s to apply circuit switching concepts to data networks.

- A) X.21
- B) ATM
- C) X.25
- D) SMDS

13. defines the transmission of data in fixed-size cells and it also defines the use of logical connections.

- A) Physical layer
- B) ATM layer
- C) High layer
- D) ATM adaption layer (AAL)

14. is a service dependent layer, which is used for supporting the information transfer protocol not based on ATM.

- A) Physical layer
- B) ATM layer
- C) High layer
- D) ATM adaption layer (AAL)

15. The ATM protocol architecture consists of the following separate planes

- i) user plane ii) control plane iii) server plane iv) plane management
- A) i, ii and iv only
 - B) ii, iii and iv only
 - C) i, ii and iii only
 - D) All i, ii, iii and iv

16. Functions of the management plane related to a system include

- i) provision of co-ordination between all planes ii) layer management iii) management functions relating to resources and parameters
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii

17. In ATM, the information is transmitted in the form of small packets of fixed size are called

- A) ATM path
- B) ATM cell
- C) ATM routing
- D) ATM follows

18. Which of the following is/are the advantages of virtual path

- i) complicated network structure ii) improved network performance and reliability iii) Enhancement in-network services

- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

19. includes real-time service of ATM service.

- A) Constant bit rate
- B) Available bit rate

- C) Unspecified bit rate
- D) Specified bit rate

20. State whether the following statements are True or False.

i) ATM is the next step of packet switching technique ii) ATM allows multiple virtual channels with the data rates iii) Frame relay not allows multiple virtual channels with the data rates

- A) i-True, ii-False, iii-True
- B) i-False, ii-False, iii-True
- C) i-True, ii-True, iii-False
- D) i-False, ii-True, iii-True

Answers

1. C) i, ii and iii only
2. C) Frame relay
3. D) Frame relay
4. A) i-True, ii-False, iii-True
5. A) i and ii only
6. C) Frame relay
7. A) X.25
8. D) All i, ii and iii
9. B) X.25
10. C) ATM
11. A) Physical layer
12. B) ATM
13. B) ATM layer
14. D) ATM adaption layer (AAL)
15. A) i, ii and iv only
16. D) All i, ii and iii
17. B) ATM cell
18. B) ii and iii only
19. A) Constant bit rate
20. D) i-False, ii-True, iii-True

1. The narrowband ISDN has a smaller bandwidth and it can support the data rates of up to

- A) 62Kbits/s
- B) 64Kbits/s
- C) 66Kbits/s
- D) 68Kbit/s

2. The first generation of ISDN is called as a narrowband ISDN which has a orientation.

- A) circuit switching
- B) datagram packet switching
- C) message switching
- D) virtual circuit packet switching

3. The main important technical contribution of B-ISDN is the

- A) SMDS
- B) Frame relay
- C) X.25
- D) ATM

4. The main important technical contribution of narrowband ISDN is

- A) SMDS
- B) Frame relay
- C) X.25
- D) ATM

5. Which of the following is/are the services provided by ISDN.

- i) Existing voice applications
- ii) Data applications
- iii) Fascimile(FAX)
- iv) Teletext services

- A) i, ii and iii only
- B) ii, iii and iv only
- C) i, iii and iv only
- D) All i, ii, iii and iv

6. The development of ISDN is governed by a set of recommendations issued by

- A) CCITT
- B) ITTCC
- C) TTICC
- D) ITTCC

7. The connects a large number of ISDN subscriber loop signals to the digital network.

- A) Digital Networking office
- B) Digital Central Office
- C) Integrated Network Office
- D) Digital Service Office

8. The ISDN is governed by recommendations from ITU-T which are called as of recommendations.

- A) T-series
- B) U-series
- C) I-series
- D) D-series

9. Which of the following is/are the operations performed by the digital central office.

- i) It provides access to the circuit-switched network
- ii) It provides subscriber access to the

dedicated lines

iii) It accommodates multiplexed access via digital PBX and LAN

- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

10. Digital central office providers subscriber access to the networks and timeshare transaction-oriented computer services.

- A) packet-switched
- B) circuit-switched
- C) message switched
- D) telegraph switched

11. The standard electronic mail source components have been defined and approved by the CCITT which are known as family of standards for message handling system.

- A) X.100
- B) X.200
- C) X.300
- D) X.400

12. message handling system model in ISDN is used for system model and services elements.

- A) X.400
- B) X.401
- C) X.408
- D) X.410

13. message handling system model in ISDN is used for remote operations and reliable transfer server.

- A) X.400
- B) X.401
- C) X.408
- D) X.410

14. The message format for ISDN can be classified into which of the following groups(s).

- A) Call establishment message
- B) Call control message
- C) Call disconnect message
- D) All of the above

15. In the group of call establishment messages contains which of the following

messages.

i) Call set up
ii) User to use messages
iii) Call connect and disconnect acknowledgment

iv) Call processing alert
A) i, ii and iii only
B) ii, iii and iv only
C) i, iii and iv only
D) All i, ii, iii and iv

16. Call control message group includes which of the following messages.

i) Suspend or resume messages
ii) User to user messages
iii) Call release messages
A) i and ii only
B) ii and iii only
C) i and iii only
D) All i, ii and iii

17. are used for negotiating the network facilities for supporting additional services such as direct inward dialing, call forwarding etc.

- A) Call establishment message
- B) Call control message
- C) Call disconnect message
- D) Other messages

18. field of a message format for ISDN gives reference to the channel information transfer activity to which a signaling packet pertains.

- A) Protocol discriminator
- B) Call reference
- C) Message reference
- D) Message type

19. State whether the following statements for the features of ISDN address structure are True or False.

- i) The ISDN numbering plan is based on the telephone numbering plan**
- ii) It depends on the nature of service being provided**
- iii) It independent of the performance characteristics of the connection.**
 - A) i-True, ii-True, iii-False
 - B) i-True, ii-False, iii-True
 - C) i-False, ii-True, iii-True
 - D) i-False, ii-False, iii-False

20. Which of the following is/are the types of ISDN channels.

- i) A channel ii) B channel iii) D channel iv) H channel
- A) i, ii and iii only
- B) ii, iii and iv only
- C) i, iii and iv only
- D) All i, ii, iii and iv

Answers

- 1. B) 64Kbits/s
- 2. A) circuit switching
- 3. D) ATM
- 4. B) Frame relay
- 5. D) All i, ii, iii and iv
- 6. A) CCITT
- 7. B) Digital Central Office
- 8. C) I-series
- 9. D) All i, ii and iii
- 10. A) packet-switched
- 11. D) X.400
- 12. A) X.400
- 13. D) X.410
- 14. D) All of the above
- 15. C) i, iii and iv only
- 16. A) i and ii only
- 17. D) Other messages
- 18. B) Call reference
- 19. B) i-True, ii-False, iii-True
- 20. B) ii, iii and iv only

1. can be used for carrying digital data, PCM encoded voice signal, coded at 64 Kbps.

- A) A channel
- B) B channel
- C) D channel
- D) H channel

2. Different types of connections which can be set up over a B channel of ISDN is/are ..

- i) Packet switched connections ii) Circuit switched connections iii) Frame mode connections iv) Semi permanent connections

- A) i, ii and iv only
- B) i, iii and iv only
- C) ii, iii and iv only
- D) All i, ii, iii and iv

3. are used for user information at higher bit rates such as fast facsimile, video,

high speed data, high quality audio etc.

- A) A channels
- B) B channels
- C) D channels
- D) H channels

4. The basic channel structure of H channels is a package offered to the user which consists of full-duplex 64Kbps B channel(s) and full-duplex 16Kbps D channel.

- A) one, two
- B) two, one
- C) two, three
- D) three, two

5. of ISDN refers to certain finite arrangements of physical equipment or combination of equipment

- A) Reference grouping
- B) Reference points
- C) Functional grouping
- D) Functional points

6. in ISDN correspond to the conceptual points used in order to separate groups of functions.

- A) Reference grouping
- B) Reference points
- C) Functional grouping
- D) Functional points

7. includes the functions associated with the physical and electrical termination of the ISDN on the user's premises.

- A) Network Termination 1 (NT1)
- B) Network Termination 2 (NT2)
- C) Network Termination 1,2 (NT12)
- D) Terminal Equipment Type 1 (TE1)

8. is a customer premises switching equipment and it is an intelligent device which performs switching and concentration functions.

- A) Network Termination 1 (NT1)
- B) Network Termination 2 (NT2)
- C) Network Termination 1,2 (NT12)
- D) Terminal Equipment Type 1 (TE1)

9. Digital telephones integrated voice/data terminals and digital fax are the examples of in ISDN.

- A) Network Termination 1 (NT1)
- B) Network Termination 2 (NT2)
- C) Network Termination 1,2 (NT12)
- D) Terminal Equipment Type 1 (TE1)

10. The different reference points in ISDN is/are

- i) Terminal point (T) ii) System Reference Point (S) iii) Rate Reference Point (R) iv) United Reference Point (U)

- A) i, ii and iii only
- B) i, iii and iv only
- C) ii, iii and iv only
- D) All i, ii, iii and iv

11. is used to provide a non-ISDN interface between the user equipment with the adapter equipment.

- A) Terminal point (T)
- B) System Reference Point (S)
- C) Rate Reference Point (R)
- D) United Reference Point (U)

12. in ISDN corresponds to minimum ISDN Network termination at the customer premise.

- A) Terminal point (T)
- B) System Reference Point (S)
- C) Rate Reference Point (R)
- D) United Reference Point (U)

13. Control signaling, packet switching and telemetry are the applications of

- A) A channel
- B) B channel
- C) D channel
- D) H channel

14. in ISDN is used for establishing, maintaining and terminating the connectors on channel B.

- A) Control signaling
- B) Telemetry
- C) Packet switching
- D) Circuit switching

15. The B channel can be used for in which of the following applications.

- i) circuit switching ii) semi-permanent circuits iii) packet switching iv) control signaling

- A) i, ii and iv only
- B) i, ii and iii only

- C) ii, iii and iv only
- D) i, iii and iv only

16. ISDN provides which of the following types of end to end communication services.

- i) circuit-switched calls over a B channel
- ii) Semi-permanent connections over a B channel

- iii) Packet-switched calls over H channel
- iv) Packet-switched calls over D channel

- A) i, ii and iv only
- B) i, ii and iii only
- C) ii, iii and iv only
- D) i, iii and iv only

17. is used to distinguish between messages for the user-network call control and the other message types.

- A) Protocol discriminator
- B) Call reference
- C) Message type
- D) Comment

18. The Q.931 message in ISDN applies in which of the following applications.

- i) circuit mode control ii) packet mode access connection control iii) uses to user signaling associated with circuit-switched calls iv) Message used with a global call reference

- A) i, ii and iv only
- B) i, ii and iii only
- C) ii, iii and iv only
- D) i, iii and iv only

19. Which of the following is/are the additional function(s) performed by the Q.931 messages.

- i) call establishment ii) call information iii) call clearing

- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

20. The two different bit rates for which one primary channel structure or primary access is designed are and

- A) 1.444Mbps, 2.48Mbps
- B) 1.544Mbps, 2.048Mbps
- C) 1.644Mbps, 2.058Mbps
- D) 1.445Mbps, 2.084Mbps

Answers

1. B) B channel
2. D) All i, ii, iii and iv
3. D) H channels
4. B) two, one
5. C) Functional grouping
6. B) Reference points
7. A) Network Termination 1 (NT1)
8. B) Network Termination 2 (NT2)
9. D) Terminal Equipment Type 1 (TE1)
10. A) i, ii and iii only
11. C) Rate Reference Point (R)
12. A) Terminal point (T)
13. C) D channel
14. A) Control signaling
15. B) i, ii and iii only
16. A) i, ii and iv only
17. A) Protocol discriminator
18. A) i, ii and iv only
19. D) All i, ii and iii
20. B) 1.544Mbps, 2.048Mbps

NETWORK SECURITY

1. Which of the following are the solutions to network security?

- | | |
|--------------------|---------------------|
| i) Encryption | ii) Authentication |
| iii) Authorization | iv) Non-repudiation |
- A) i, ii and iii only
B) ii, iii and iv only
C) i, iii and iv only
D) All i, ii, iii and iv

2. is to protect data and passwords.

- A) Encryption
B) Authentication
C) Authorization
D) Non-repudiation

3. The following protocols and systems are commonly used to provide various degrees of security services in a computer network.

- | | |
|---------------------------------------|---------------------------------|
| i) IP filtering | ii) Reverse Address Translation |
| iii) IP Security Architecture (IPsec) | iv) Firewalls |
| v) Socks | |
- A) i, ii, iii and iv only
B) i, iii, iv and v only

- C) ii, iii, iv and v only
D) All i, ii, iii, iv and v

4. A firewall is installed at the point where the secure internal network and untrusted external network meet which is also known as

- A) Chock point
B) meeting point
C) firewall point
D) secure point

5. Which of the following is/are the types of firewalls?

- A) Packet Filtering Firewall
B) Dual Homed Gateway Firewall
C) Screen Host Firewall
D) All of the above

6. The components of IP security includes

- A) Authentication Header (AH)
B) Encapsulating Security Payload (ESP)
C) Internet Key Exchange (IKE)
D) All of the above

7. is used to carry traffic of one protocol over the network that does not support that protocol directly.

- A) Tunneling
B) Transferring
C) Trafficking
D) Switching

8. In Mode, the authentication header is inserted immediately after the IP header.

- A) Tunnel
B) Transport
C) Authentication
D) Both A and B

9. State true or false.

- i) Socks are a standard for circuit-level gateways.

- ii) NAT is used for the small number of hosts in a private network.

- A) True, False
B) False, True
C) True, True
D) False, False

10. A is an extension of an enterprise's private intranet across a public

Network such as the Internet, creating a secure private connection.

- A) VNP
- B) VPN
- C) VSN
- D) VSPN

Answers:

- 1. D) All i, ii, iii and iv
- 2. A) Encryption
- 3. B) i, iii, iv and v only
- 4. A) Chock point
- 5. D) All of the above
- 6. D) All of the above
- 7. A) Tunneling
- 8. A) Tunnel
- 9. C) True, True
- 10. B) VPN

1. The primary goal of the protocol is to provide a private channel between communicating application, which ensures privacy of data authentication of the partners, and integrity.

- A) SSL
- B) ESP
- C) TSL
- D) PSL

2. The is used to provide integrity check, authentication, and encryption to IP datagram.

- A) SSL
- B) ESP
- C) TSL
- D) PSL

3. In mode, a common technique in packet-switched networks consist of wrapping a packet in a new one.

- A) Tunneling
- B) Encapsulation
- C) Both A and B
- D) None of the above

4. The is a collection of protocols designed by Internet Engineering Task Force(IETF) to provide security for a packet at the Network level.

- A) IPsec
- B) Netsec
- C) Packetsec
- D) Protocolsec

5. At the lower layer of SSL, a protocol for transferring data using a variety of predefined cipher and authentication combinations called the

- A) SSL handshake protocol
- B) SSL authentication protocol
- C) SSL record protocol
- D) SSL cipher protocol

6. While initiating the SSL session, the client code recognizes the SSL request and establishes a connection through TCP Port to the SSL code on the server.

- A) 420
- B) 1032
- C) 443
- D) 322

7. On the upper layer of SSL, a protocol for initial authentication and transfer of encryption keys called the

- A) SSL handshake protocol
- B) SSL authentication protocol
- C) SSL record protocol
- D) SSL cipher protocol

8. State whether the following statement is true.

- i) An application-level gateway is often referred to as a proxy.
- ii) In proxy, a direct connection is established between the client and the destination server.
- A) True, False
- B) False, True
- C) True, True
- D) False, False

9. In the packet-filtering router, the following information can be external from the packet header.

- i) Source IP address
- ii) Destination IP address
- iii) TCP/UDP source port
- iv) ICMP message type
- v) TCP/UDP destination port
- A) i, ii, iii and iv only
- B) i, iii, iv and v only

- C) ii, iii, iv and v only
D) All i, ii, iii, iv and v

10. mode is used whenever either end of a security the association is the gateway.

- A) Tunnel
B) Encapsulating
C) Transport
D) Gateway

Answers:

1. A) SSL
2. B) ESP
3. C) Both A and B
4. A) IPsec
5. C) SSL record protocol
6. C) 443
7. A) SSL handshake protocol
8. A) True, False
9. D) All i, ii, iii, iv and v
10. A) Tunnel

ROUTING PROTOCOL AND ALGORITHM

1) Which of the following is not the requirement of routing function?

- A. Correctness
B. Robustness
C. Delay time
D. Stability

2) The protocol allows the administrator to assign a cost, called the metric, to each route.

- A. OSPF
B. RIP
C. BGP
D. BBGP

3) If there is only one routing sequence for each source destination pair, the scheme is known as

- A. static routing
B. fixed alternative routing
C. standard routing
D. dynamic routing

4) The Open Shortest Path First(OSPF) protocol is an intra domain routing protocol based on routing.

- A. distance vector
B. link state
C. path vector
D. non distance vector

5) An/Arouting scheme is designed to enable switches to react to changing traffic patterns on the network.

- A. static routing
B. fixed alternative routing
C. standard routing
D. dynamic routing

6) The Routing Information Protocol(RIP) is an intra domain routing based onrouting.

- A. distance vector
B. link state
C. path vector
D. distance code

7) The term refers to which node or nodes in the network are responsible for the routing decision.

- A. decision place
B. routing place
C. node place
D. switching place

8) In routing the least cost route between any two nodes is the minimum distance.

- A. path vector
B. distance vector
C. link state
D. switching

9) For centralized routing the decision is made by some designated node called

- A. designated center
B. control center
C. network center
D. network control center

10) For purposes of routing, the Internet is divided into

- A. wide area networks
B. autonomous networks
C. local area networks
D. autonomous system

11) In a route is selected for each destination pair of nodes in the network.

- A. flooding
- B. variable routing
- C. fixed routing
- D. random routing

12) To create a neighborhood relationship, a router running BGP sends an message.

- A. open
- B. update
- C. keep alive
- D. close

13) The technique which requires no network information required is

- A. flooding
- B. variable routing
- C. fixed routing
- D. random routing

14) An area is

- A. part of an AS
- B. composed of at least two AS
- C. another term for an AS
- D. composed more than two AS

15) Which of the following produces high traffic network?

- A. Variable routing
- B. Flooding
- C. Fixed routing
- D. Random routing

16) In routing, we assume that there is one node (or more) in each autonomous system that acts on behalf of the entire autonomous system.

- A. distant vector
- B. path vector
- C. link state
- D. multipoint

17) When a direct delivery is made, both the deliverer and receiver have the same

- A. routing table
- B. host id
- C. IP address
- D. Net id

18) In OSPF, a link is a network with several routers attached to it.

- A. point-to-point
- B. transient
- C. stub
- D. multipoint

19) In routing, the mask and the destination address are both 0.0.0.0 in routing table.

- A. next-hop
- B. host-specific
- C. network-specific
- D. default

20) In the router forwards the receive packet through only one of its interfaces.

- A. unicasting
- B. multicasting
- C. broadcasting
- D. point to point

ANSWERS:

- 1) C. Delay time
- 2) A. OSPF
- 3) B. fixed alternative routing
- 4) B. link state
- 5) C. standard routing
- 6) A. distance vector
- 7) A. decision place
- 8) B. distance vector
- 9) D. network control center
- 10) D. autonomous system
- 11) C. fixed routing
- 12) B. update
- 13) A. flooding
- 14) A. part of an AS
- 15) B. Flooding
- 16) B. path vector
- 17) D. Net id
- 18) B. transient
- 19) D. default
- 20) B. multicasting

1) Alternate and adaptive routing algorithm belongs to

- A. static routing
- B. permanent routing
- C. standard routing
- D. dynamic routing

2) protocol is a popular example of a link-state routing protocol.

- A. SPF
- B. BGP
- C. RIP
- D. OSPF

3) An example of the routing algorithm is ...

- A. TELNET
- B. TNET
- C. ARPANET
- D. ARNET

4) The Enhanced Interior Gateway Routing Protocol(EIGRP) is categorized as a

- A. Distance vector routing protocols
- B. Link state routing protocols
- C. Hybrid routing protocols
- D. Automatic state routing protocols

5) In routing, the routing table hold the address of just the next hop instead of complete route information.

- A. next-hop
- B. host-specific
- C. network-specific
- D. default

6) was originally developed to provide a loop-free method of exchanging routing information between autonomous systems.

- A. OSPF
- B. EIGRP
- C. BGP
- D. RIP

7) In routing, the destination address is a network address in the routing tables.

- A. next-hop
- B. host-specific
- C. network-specific
- D. default

8) Logical partitioning of the network, authentication and faster convergence rate are the advantages of

- A. OSPF
- B. EIGRP
- C. BGP
- D. RIP

9) The flag indicates the availability of a router.

- A. up
- B. host-specific
- C. gateway
- D. added by redirection

10) The types of autonomous system defined by BGP is/are ..

- A. Stub
- B. Multi-homed
- C. Transit
- D. All of the above

11) For a direct deliver, the flag is on.

- A. up
- B. host specific
- C. gateway
- D. added by redirection

12) A AS has connections to two or more autonomous systems and carries both local and transit traffic.

- A. Stub
- B. Multi-homed
- C. Transit
- D. All of the above

13) In unicast routing, each router in the domain has a table that defines a path tree to possible destinations.

- A. average
- B. longest
- C. shortest
- D. very longest

14) supports the simultaneous use of multiple unequal cost paths to a destination.

- A. OSPF
- B. EIGRP
- C. BGP
- D. RIP

15) In multicast routing, each involved router needs to construct a path tree for each group.

- A. average
- B. longest
- C. shortest
- D. very longest

16) Which of the following is/are the benefits provided by EIGRP?

- i) Faster convergence

ii) partial routing updates

iii) High bandwidth utilization

iv) Route summarization

A. i, iii and iv only

B. i, ii and iii only

C. ii, iii and iv only

D. i, ii and iv only

17) In OSPF, a link is a network is connected to only one router.

A. point-to-point

B. transient

C. stub

D. multipoint

18) is the process of consolidating multiple contiguous routing entries into a single advertisement.

A. Faster convergence

B. Partial routing updates

C. Route summarization

D. Multiple protocols

19) In OSPF, when the link between two routers is broken, the administration may create a link between them using a longer path that probably goes through several routers.

A. point-to-point

B. transient

C. stub

D. multipoint

20) is the process of introducing external routers into an OSPF network.

A. Route redistribution

B. Route summarization

C. Route reintroducing

D. Route recreation

Answers:

1) D. dynamic routing

2) D. OSPF

3) C. ARPANET

4) C. Hybrid routing protocols

5) A. next-hop

6) C. BGP

7) C. network-specific

8) A. OSPF

9) D. added by redirection

10) D. All of the above

11) C. gateway

12) C. Transit

13) C. shortest

14) B. EIGRP

15) C. shortest

16) D. i, ii and iv only

17) C. stub

18) C. Route summarization

19) D. multipoint

20) A. Route redistribution

1) The principle of states that the routing table is stored from the longest mask to the shortest mask.

A. first mask matching

B. shortest mask matching

C. longest mask matching

D. very shortest mask matching

2) are two popular examples of distance vector routing protocols.

A. OSPF and RIP

B. RIP and BGP

C. BGP and OSPF

D. BGP and SPF

3) deals with the issues of creating and maintaining routing tables.

A. Forwarding

B. Routing

C. Directing

D. None directing

4) During an adverse condition, the length of time for every device in the network to produce an accurate routing table is called the

A. accurate time

B. integrated time

C. convergence time

D. average time

5) A routing table contains information entered manually.

A. static

B. dynamic

C. hierarchical

D. non static

6) Which of the following is/are the uses of static routing methods.

A. To manually define a default route.

B. To provide more secure network environment.

C. To provide more efficient resource utilization.
D. All of the above

7) A routing table is updated periodically using one of the dynamic routing protocols.

- A. static
- B. dynamic
- C. hierarchical
- D. non static

8) Which of the following is not the category of dynamic routing algorithm.

- A. Distance vector protocols
- B. Link state protocols
- C. Hybrid protocols
- D. Automatic state protocols

9) 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

10) To build the routing table, algorithms allow routers to automatically discover and maintain awareness of the paths through the network.

- A. Static routing
- B. Dynamic routing
- C. Hybrid routing
- D. Automatic routing

11) In forwarding, the mask and destination addresses are both 0.0.0.0 in the routing table.

- A. next-hop
- B. network-specific
- C. host-specific
- D. default

12) To build the routing table, method use preprogrammed definitions representing paths through the network.

- A. Static routing
- B. Dynamic routing
- C. Hybrid routing
- D. Automatic routing

13) In forwarding, the destination addresses is a network address in the routing table.

- A. next-hop
- B. network-specific
- C. host-specific
- D. default

14) allow routers to exchange information within an AS.

- A. Interior Gateway Protocol(IGP)
- B. Exterior Gateway Protocol(EGP)
- C. Border Gateway Protocol(BGP)
- D. Static Gateway Protocol(SGP)

15) In forwarding, the routing table holds the address of just the next hop instead of complete route information.

- A. next-hop
- B. network-specific
- C. host-specific
- D. default

16) Which of the following is an example of Exterior Gateway Protocol.

- A. Open Short Path First(OSPF)
- B. Border Gateway Protocol(BGP)
- C. Routing Information Protocol(RIP)
- D. All of the above

17) A one-to-all communication between one source and all hosts on a network is classified as a

- A. unicast
- B. multicast
- C. broadcast
- D. point to point

18) allow the exchange of summary information between autonomous systems.

- A. Interior Gateway Protocol(IGP)
- B. Exterior Gateway Protocol(EGP)
- C. Border Gateway Protocol(BGP)
- D. Dynamic Gateway Protocol(DGP)

19) A robust routing protocol provides the ability to build and manage the information in the IP routing table.

- A. dynamically
- B. statically
- C. hierarchically
- D. All of the above

20) State True or False for the definition of an autonomous system(AS).

- i) An AS is defined as a physical portion of a larger IP network.

ii) An AS is normally comprised of an inter-network within an organization.

- A. i-True, ii-True
- B. i-True, ii-False
- C. i-False, ii-True
- D. i-False, ii-False

Answers:

- 1) C. longest mask matching
- 2) B. RIP and BGP
- 3) B. Routing
- 4) C. convergence time
- 5) A. static
- 6) D. All of the above
- 7) B. dynamic
- 8) D. Automatic state protocols
- 9) C. host-specific
- 10) B. Dynamic routing
- 11) D. default
- 12) A. Static routing
- 13) B. network-specific
- 14) A. Interior Gateway Protocol(IGP)
- 15) A. next-hop
- 16) B. Border Gateway Protocol(BGP)
- 17) C. broadcast
- 18) B. Exterior Gateway Protocol(EGP)
- 19) A. dynamically
- 20) C. i-False, ii-True

DATA TRANSMISSION AND PHYSICAL LAYER

1. refers to information that is **continuous**.

- A) Analog data
- B) Digital data
- C) Analog signal
- D) Digital signal

2. refers to information that has **discrete states**.

- A) Analog data
- B) Digital data
- C) Analog signal
- D) Digital signal

3. has **infinitely many levels of intensity over a period of time**.

- A) Analog data
- B) Digital data

- C) Analog signal
- D) Digital signal

4. can have only limited number of defined values which is often simple as **0 or 1**.

- A) Analog data
- B) Digital data
- C) Analog signal
- D) Digital signal

5. A signal completes a pattern with in a measurable time frame called a period and repeats that pattern over subsequent identical periods.

- A) periodic
- B) framed
- C) non periodic
- D) discrete

6. The of a signal is the absolute value of its highest intensity, proportional to the energy it carries.

- A) phase
- B) peak amplitude
- C) frequency period
- D) period

7. refers to the amount of time in seconds, a signal needs to complete one cycle.

- A) phase
- B) peak amplitude
- C) frequency
- D) period

8. is the position of the waveform relative to time 0.

- A) phase
- B) peak amplitude
- C) frequency
- D) period

9. is the rate of change with respect to time.

- A) phase
- B) peak amplitude
- C) frequency
- D) period

10. is a characteristic of a signal traveling through a transmission medium which binds the period or the frequency of a simple sine wave to the

propagation speed of the medium.

- A) Period
- B) Frequency
- C) Web-length
- D) Phase

11. is actually a combination of simple sine waves with different frequencies, amplitudes and phases.

- A) Composite signal
- B) Combined signal
- C) Hybrid signal
- D) All of the above

12. A can be transmitted only a limited distance before attenuation, noise and other impairments distorts the integrity of the data.

- A) Analog signal
- B) Digital signal
- C) Hybrid signal
- D) All of the above

13. To achieve longer distances, the analog transmission system includes that boost the energy of the signal.

- A) repeaters
- B) amplifiers
- C) routers
- D) boosters

14. A receives the digital signal, recovers the pattern of 1s and 0s and re-transmits a new signal.

- A) repeater
- B) amplifier
- C) router
- D) booster

15. State whether the following statements are True or False for digital signal.

- i) Analog data are encoded using a codec to produce digital bit stream
 - ii) Digital data are encoded to produce a digital signal with desired properties.
- A) i-True, ii-False
 - B) i-True, ii-True
 - C) i-False, ii-True
 - D) i-False, ii-False

16. In digital transmission, analog signal propagated through

- A) repeaters
- B) amplifiers
- C) routers
- D) boosters

17. We can compare the performance of analog transmission with that of digital transmission system based on the following factors.

- i) effect of noise ii) distance to be covered iii) services provided
- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

18. receive the signal and noise at their input separate out the signal from noise and regenerate the signal which is free from noise.

- A) repeaters
- B) amplifiers
- C) routers
- D) separators

19. Which of the following are the advantages of digital transmission.

- i) Digital transmission has better noise immunity
 - ii) It is possible to detect and correct the errors introduced during the data transmission.
 - iii) Digital transmission require a larger channel bandwidth as compared to analog system.
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii

20. State whether the following statements are True or False for digital data transmission.

- i) Digital modulation needs synchronization in case of synchronization in case of synchronous modulation.
 - ii) TDM(Time Division Multiplexing) technique can be used to transmit many voice channels over a single common transmission channel.
- A) i-True, ii-False
 - B) i-True, ii-True

- C) i-False, ii-True
D) i-False, ii-False

Answers

1. A) Analog data
2. B) Digital data
3. C) Analog signal
4. D) Digital signal
5. A) periodic
6. B) peak amplitude
7. D) period
8. A) phase
9. C) frequency
10. C) Web-length
11. A) Composite signal
12. B) Digital signal
13. B) amplifiers
14. A) repeater
15. B) i-True, ii-True
16. A) repeaters
17. D) All i, ii and iii
18. A) repeaters
19. A) i and ii only
20. B) i-True, ii-True

1. means sending a digital signal over a channel without changing the digital signal to an analog signal.

- A) Baseband transmission
- B) Broadband transmission
- C) Digital transmission
- D) Analog transmission

2. In transmission, we can send data by grouping n bits at a time instead of a single bit.

- A) parallel
- B) serial
- C) analog
- D) digital

3. In transmission, we require only one communication channel rather than channels n to transmit data between two communicating devices.

- A) parallel
- B) serial
- C) analog
- D) digital

4. is the loss of energy as the signal propagates outward, where the

amount of energy depends on the frequency.

- A) Noise
- B) Delay distortion
- C) Attenuation distortion
- D) Dispersion

5. If the is too much, the receiver may not be able to detect the signal at all or the signal may fall below the noise level.

- A) Noise
- B) Delay
- C) Dispersion
- D) Attenuation

6. Attenuation can be also expressed in decibel(dB) and commonly used because.

- i) Signal strengths often fall off logarithmically
- ii) Cascade losses and gains can be calculated with simple additions and subtractions

- A) i only
- B) ii only
- C) Both of the above
- D) None of the above

7. occurs due to velocity of propagation the frequency varies. Thus various frequency components of a signal arrive at the receiver at different times.

- A) Noise
- B) Delay distortion
- C) Attenuation distortion
- D) Dispersion

8. can be defined as unwanted energy from source other than the transmitter.

- A) Dispersion
- B) Attenuation Distortion
- C) Delay distortion
- D) Noise

9. noise is caused by the random motion of the electrons in a wire and is avoidable.

- A) Thermal
- B) Intermodulation
- C) Cross talk
- D) Impulse

10. Thermal noise is often referred to as noise, because it affects uniformly the different frequencies.

- A) Black
- B) White
- C) Gray
- D) Blue

11. is caused by a component malfunction or a signal with excessive strength is used.

- A) Thermal
- B) Intermodulation
- C) Cross talk
- D) Impulse

12. is a noise where foreign signal enters the path of the transmitted signal.

- A) Thermal
- B) Intermodulation
- C) Cross talk
- D) Impulse

13. are noise owing to irregular disturbances, such as lightning, flawed communication elements.

- A) Thermal
- B) Intermodulation
- C) Cross talk
- D) Impulse

14. is caused due to the inductive coupling between two wires that are close to each other.

- A) Thermal
- B) Intermodulation
- C) Cross talk
- D) Impulse

15. Sometime when talking over the telephone, you can hear another conversation in the background which is

- A) Thermal
- B) Intermodulation
- C) Cross talk
- D) Impulse

16. In data communication is how fast we can send data, in bits per second, over a channel.

- A) data rate
- B) data flow
- C) data speed
- D) baud rate

17. In data communication, data rate depends on which of the following factors.
i) The bandwidth available ii) The level of the signals iii) The level of noise

- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

18. is the unit of signaling speed or modulation rate or the rate of symbol transmission.

- A) Data rate
- B) Bit rate
- C) Signal to Noise Ratio
- D) Baud rate

19. A is a discrete time signal having finite number of amplitude.

- A) Analog signal
- B) Digital signal
- C) Hybrid signal
- D) Discrete signal

20. The range of frequencies that contain the information is called as the

- A) Bandwidth
- B) Bit rate
- C) Signal to Noise Ratio
- D) Baud rate

Answers

1. A) Baseband transmission
2. A) parallel
3. B) serial
4. C) Attenuation distortion
5. D) Attenuation
6. C) Both of the above
7. B) Delay distortion
8. D) Noise
9. A) Thermal
10. B) White
11. B) Intermodulation
12. C) Cross talk
13. D) Impulse
14. C) Cross talk
15. C) Cross talk

16. A) data rate
17. D) All i, ii and iii
18. D) Baud rate
19. B) Digital signal
20. A) Bandwidth
-

1. is the process of converting binary data, a sequence of bits to a digital signal.

- A) Liners coding
- B) Line coding
- C) Digital coding
- D) Binary coding

2. Which of the following is/are the characteristics of line coding.

- i) signal level and data level
 - ii) DC component
 - iii) Pulse rate and bit rate
 - iv) self-synchronization
- A) i, ii and iii only
 - B) ii, iii and iv only
 - C) i, iii and iv only
 - D) All i, ii, iii and iv

3. Which of the following is/are the categories of line codes

- i) Unipolar codes
 - ii) Non polar codes
 - iii) Bipolar codes
 - iv) Polar codes
- A) i, ii and iii only
 - B) ii, iii and iv only
 - C) i, iii and iv only
 - D) All i, ii, iii and iv

4. have only one voltage level other than zero, so the encoded signal will have either $+A$ volts value or 0.

- A) Unipolar codes
- B) Bipolar codes
- C) Non polar codes
- D) Polar codes

5. uses two voltage levels other than zero such as $+A/2$ and $-A/2$ volts.

- A) Unipolar codes
- B) Bipolar codes
- C) Non polar codes
- D) Polar codes

6. In format, a logic 1 is represented by a pulse of full bit duration T_b and amplitude $+A$ while a logic 0 is represented by an off pulse or zero amplitude.

- A) Unipolar RZ
- B) Unipolar NRZ
- C) Polar RZ
- D) Polar NRZ

7. format shows that opposite polarity pulses of amplitude $+A/2$ are used to represent logic 1 and 0. .

- A) Unipolar RZ
- B) Unipolar NRZ
- C) Polar RZ
- D) Polar NRZ

8. In format, the successive 1s are represented by pulses with alternating polarity and no pulse is transmitted for a logic 0.

- A) Unipolar RZ
- B) Unipolar NRZ
- C) Bipolar NRZ
- D) Polar NRZ

9. An attractive feature of the the absence of a dc component even through the input binary data may contain long string of 0s and 1s.

- A) Bipolar format
- B) Unipolar format
- C) Split Phase Manchester format
- D) Polar format

10. In format, symbol 1 is represented by transmitting a positive pulse of $+A/2$ amplitude for one half of the symbol duration, followed by a negative pulse of amplitude $-A/2$ for remaining half of the symbol duration.

- A) Bipolar
- B) Unipolar
- C) Split Phase Manchester
- D) Polar

11. Which of the following is/are the basic types of modulation techniques for transmission of digital signals.

- i) Amplitude Shift Keying(ASK)
 - ii) Frequency Shift Keying(FSK)
 - iii) Phase Shift Keying(PSK)
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii

12. is a multilevel modulation in which four phase shift are used for representing four different symbols.

- A) ASK
- B) FSK
- C) PSK
- D) QPSK

13. The disadvantage of is that it is very sensitive to noise, therefore it finds limited application in data transmission.

- A) ASK
- B) FSK
- C) PSK
- D) QPSK

14. is the simplest type of digital CW modulation where the carrier is sinewave of frequency f_c .

- A) ASK
- B) FSK
- C) PSK
- D) QPSK

15. State the following statements are True or False for the advantage of FSK.

- i) FSK is relatively easy to implement
- ii) It has better noise immunity than ASK.
- iii) It increases the channel bandwidth required to transmit the FSK signal.

- A) i-False, ii-True, iii-False
- B) i-True, ii-True, iii-False
- C) i-True, ii-False, iii-False
- D) i-True, ii-True, iii-True

16. The is not preferred for the high speed modems since with increase in speed, the bit rate increases.

- A) ASK
- B) FSK
- C) PSK
- D) QPSK

17. is used for high bit rates, where the phase of the sinusoidal carrier is changed according to the data bit to be transmitted.

- A) ASK
- B) FSK

- C) PSK
- D) QPSK

18. has the best performance of all the systems in presence of noise, which gives the minimum possibility of error.

- A) QPSK
- B) BPSK
- C) QAM
- D) FSK

19. Which of the following is/are the advantages of BPSK.

- i) BPSK has a bandwidth which is lower than that of the BPSK signal.
- ii) BPSK is relatively easy to implement
- iii) BPSK has a very good noise immunity.

- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

20. As the telephone lines have a very low bandwidth, it is not possible to satisfy the bandwidth requirement of at higher speed.

- A) ASK
- B) PSK
- C) FSK
- D) QPSK

Answers

1. B) Line coding
2. D) All i, ii, iii and iv
3. C) i, iii and iv only
4. A) Unipolar codes
5. D) Polar codes
6. B) Unipolar NRZ
7. C) Polar RZ
8. C) Bipolar NRZ
9. A) bipolar format
10. C) Split Phase Manchester
11. D) All i, ii and iii
12. D) QPSK
13. A) ASK
14. A) ASK
15. B) i-True, ii-True, iii-False
16. B) FSK
17. C) PSK
18. B) BPSK

19. C) i and iii only

20. C) FSK

1. cables are very cheap and easy to install, but they are badly affected by noise interference.

- A) STP
- B) UTP
- C) Co-axial
- D) Optical Fiber

2. Twisting of wires in twisted pair cable helps to

- A) increase the data speed
- B) reduce the effect of noise or external interface
- C) make the cable stronger
- D) make the cable attractive

3. Applications of twisted pair cable is/are

- i) In telephone lines to carry voice and data channels
 - ii) In the DSL line (ADSL)
 - iii) In the ISDN (Integrated Services Digital Network)
 - iv) In thick and thin Ethernet
- A) i, ii and iii only
 - B) i, iii and iv only
 - C) ii, iii and iv only
 - D) All i, ii, iii and iv only

4. UTP cables were originally used for voice communication with low data rates.

- A) Category 1
- B) Category 2
- C) Category 1 and 2
- D) Category 1, 2 and 3

5. Category 4 UTP cable offers data rates up to

- A) 10 Mbps
- B) 15 Mbps
- C) 20 Mbps
- D) 25 Mbps

6. Category 6 UTP cable offers data rates up to

- A) 100 Mbps
- B) 200 Mbps
- C) 300 Mbps
- D) 400 Mbps

7. State whether the following statements are True for twisted pair cable.

- i) The attenuation of both STP and UTP
 - ii) The cost of UTP is higher than STP
 - iii) The installation of STP is fairly easy than UTP
- A) i and iii only
 - B) i and ii only
 - C) ii and iii only
 - D) All i, ii and iii

8. A modulator telephone connector is used to connect a four pair twisted pair cable.

- A) RJ35
- B) RJ45
- C) RJ11
- D) RJ21

9. cable also find application in cable television networks for computer communications.

- A) Co-axial
- B) UTP
- C) STP
- D) Optical Fiber

10. cable suffers more impairment than cable which in turn suffers more than

- A) Co-axial, Twisted, Optical Fiber
- B) Twisted, Co-axial, Optical Fiber
- C) Co-axial, Optical Fiber, Twisted
- D) Twisted, Optical Fiber, Co-axial

11. is the overlapping of frequency bands which can distort/wipe-out a signal.

- A) Noise
- B) Attenuation
- C) Interference
- D) Distortion

12. State the following statements are True or False for the characteristics of Co-axial cable.

- i) Due to the shield provided, this cable has excellent noise immunity
 - ii) It has large bandwidth and low losses
 - iii) The attenuation is high as compared to the twisted pair.
- A) True, True, False
 - B) False, True, True

- C) True, False, False
- D) False, False, True

13. cable is suitable for point to point or point to multi-point applications. In fact, this is the most widely used medium for local area networks.

- A) Optical Fiber
- B) UTP
- C) STP
- D) Co-axial

14. Co-axial cables which are categorized under RG(Radio Government) ratings used for thick ethernet.

- A) RG – 11
- B) RG – 12
- C) RG – 58
- D) RG – 59

15. Co-axial cables which are categorized under RG(Radio Government) ratings used for cable TV.

- A) RG – 11
- B) RG – 12
- C) RG – 58
- D) RG – 59

16. Which of the following is/are the applications of Co-axial cables.

- i) In the DSL line
 - ii) Analog telephone networks
 - iii) Thick and thin Ethernet
 - iv) Cable TV
- A) i, ii and iii only
 - B) ii, iii and iv only
 - C) i, iii and iv only
 - D) All i, ii, iii and iv

17. The different types of BNC (Bayonet-Neill-Concelman) connectors used for Co-axial cable is/are

- i) BNC connector
 - ii) BNC-L connector
 - iii) BNC-T connector
 - iv) BNC terminator
- A) i, ii and iii only
 - B) ii, iii and iv only
 - C) i, iii and iv only
 - D) All i, ii, iii and iv

18. The connector is used in Ethernet networks for branching out a cable for connection to a computer or other devices.

- A) BNC connector
- B) BNC-L connector
- C) BNC-T connector
- D) BNC terminator

19. The is used at the end of the cable to prevent the reflection of the signal.

- A) BNC connector
- B) BNC-L connector
- C) BNC-T connector
- D) BNC terminator

20. The cable was initially developed as the backbone of analog telephone networks where a single telephone cable would be used to carry more than 10,000 voice channels at a time.

- A) Optical Fiber
- B) UTP
- C) STP
- D) Co-axial

Answers

1. B) UTP
2. B) reduce the effect of noise or external interface
3. A) i, ii and iii only
4. C) Category 1 and 2
5. C) 20 Mbps
6. B) 200 Mbps
7. A) i and iii only
8. B) RJ45
9. A) Co-axial
10. B) Twisted, Co-axial, Optical Fiber
11. C) Interference
12. A) True, True, False
13. D) Co-axial
14. A) RG – 11
15. D) RG – 59
16. B) ii, iii and iv only
17. C) i, iii and iv only
18. C) BNC-T connector
19. D) BNC terminator
20. D) Co-axial

1. In transmission system are widely used in the backbone of the network.

- A) Fiber optic
- B) Co-axial
- C) UTP
- D) STP

2. State the following statements are True or False for the applications of optical fiber cables.

- i) Optical fiber is now used in telephone systems.
 - ii) The installation cost of optical fibers is higher than that for the Co-axial cables.
 - iii) They are used for analog telephone networks.
- A) i-True, ii-False, iii-True
B) i-True, ii-True, iii-True
C) i-False, ii-True, iii-False
D) i-True, ii-True, iii-False

3. The sources of light for optical fiber communication provides an unfocused light which hits the core boundaries and gets discussed.

- A) ILD
B) LED
C) LOD
D) ELD

4. In optical fiber communication, the can provide a very focused beam that can be used for long-distance communication.

- A) ILD
B) LED
C) LOD
D) ELD

5. Which of the following statements are True for step-index and graded-index fibers.

- i) The light rays travel in straight lines through the step-index fibers.
 - ii) The acceptance cone of graded-index fibers is smaller than that of the step-index fiber.
 - iii) In graded-index fiber, the light rays do not travel in a straight line due to continuous refraction.
- A) i and ii only
B) i and iii only
C) ii and iii only
D) All i, ii and iii

6. State True or False for the following statements about single-mode and multi-mode fibers.

- i) Multi-mode fiber can have either a step-

index or a graded-index profile.

- ii) Single-mode fiber is a high-quality fiber for wideband long haul transmission.
 - iii) The amount of dispersion introduced in single-mode fiber is greater than that introduced in the multi-mode fibers.
- A) i-True, ii-False, iii-True
B) i-True, ii-True, iii-True
C) i-False, ii-True, iii-False
D) i-True, ii-True, iii-False

7. cable has much lower attenuation and can carry the signal to longer distances without using amplifiers and repeaters in between.

- A) Optical fiber
B) Co-axial
C) UTP
D) STP

8. cable is not affected by EMI effects and can be used in areas where high voltage are passing by.

- A) Fiber optic
B) Co-axial
C) UTP
D) STP

9. State whether the following statements are True for the characteristics of optical fiber cables.

- i) The cost of fiber optic cable is more compared to twisted pair and Co-axial.
 - ii) The installation of fiber optic cables is easier.
 - iii) The number of modes that a fiber optic can support does not depend on its length.
- A) i and ii only
B) i and iii only
C) ii and iii only
D) All i, ii and iii

10. cable is not affected by potential shifts in the electrical ground, nor does it produce sparks.

- A) Fiber optic
B) Co-axial
C) UTP
D) STP

11. Which of the following are the advantages of fiber optic communication over the conventional means of

communication?

i) Small size and lightweight ii) Easy availability and low cost iii) No electrical or electromagnetic interference iv) Large bandwidth

- A) i, ii and iii only
- B) ii, iii and iv only
- C) i, iii and iv only
- D) All i, ii, iii and iv

12. Which of the following are the drawbacks of optical fiber?

i) Ground loops are absent ii) The initial cost incurred is high iii) Joining the optical fiber is a difficult job

- A) i and ii only
- B) i and iii only
- C) ii and iii only
- D) All i, ii and iii

13. Fiber optic cables use three types of connectors which are

i) SC connector ii) BC connector iii) ST connector iv) LT-RJ connector v) MT-RJ connector

- A) i, iii and v only
- B) iii, iv and v only
- C) i, iii and v only
- D) ii, iii and iv only

14. The is used for cable TV, which uses a push/pull locking system.

- A) SC connector
- B) BC connector
- C) ST connector
- D) MT-RJ connector

15. The connector is used for connecting a cable to networking devices, which uses a bayonet locking system.

- A) SC connector
- B) BC connector
- C) ST connector
- D) MT-RJ connector

16. In short circuit between the two conductors is not possible.

- A) Optical fiber
- B) Co-axial
- C) UTP
- D) STP

17. In power loss occurs due to absorption, scattering, dispersion and bending.

- A) Optical fiber
- B) Co-axial
- C) UTP
- D) STP

18. In EMI is reduced due to shielding.

- A) Optical fiber cable
- B) Co-axial cable
- C) UTP cable
- D) STP cable

19. In Co-axial cable, the node capacity per segment is

- A) 40 to 110
- B) 30 to 90
- C) 30 to 100
- D) 40 to 100

20. is less affected due to the external magnetic field.

- A) Optical fiber cable
- B) Co-axial cable
- C) UTP cable
- D) STP cable

Answers

- 1. A) Fiber optic
- 2. D) i-True, ii-True, iii-False
- 3. B) LED
- 4. A) ILD
- 5. B) i and iii only
- 6. D) i-True, ii-True, iii-False
- 7. A) Optical fiber
- 8. A) Fiber optic
- 9. B) i and iii only
- 10. A) Fiber optic
- 11. D) All i, ii, iii and iv
- 12. C) ii and iii only
- 13. C) i, iii and v only
- 14. A) SC connector
- 15. C) ST connector
- 16. A) Optical fiber
- 17. A) Optical fiber
- 18. B) Co-axial cable
- 19. C) 30 to 100
- 20. B) Co-axial cable

1. Different ways the unguided signal can travel from the transmitter to receiver is/are

i) Ground wave propagation ii) Sky propagation iii) Space propagation

- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

2. In the electromagnetic spectrum, the frequencies in the range 30 kHz to 300 kHz are known as

- A) Medium Frequencies (MF)
- B) Low Frequencies (LF)
- C) High Frequencies (HF)
- D) Very Low Frequencies (VLF)

3. In electromagnetic spectrum, the frequencies in the range 30MHz to 300MHz are known as

- A) High Frequencies (HF)
- B) Ultra High Frequencies (UHF)
- C) Very High Frequencies (VHF)
- D) Super High Frequencies (SHF)

4. In the radio frequency spectrum, the frequency range of very low frequencies will be

- A) 100Km to 10Km
- B) 10Km to 1Km
- C) 10^3 Km to 100Km
- D) 100M to 10M

5. In radio frequency spectrum, the frequency range of very high frequencies will be

- A) 10 Km to 1 Km
- B) 100 M to 10 M
- C) 10 M to 1 M
- D) 1 M to 10 Cm

6. For shortwave transmission, amateur and CB communication spectrum are used.

- A) High Frequencies (HF)
- B) Ultra-High Frequencies (UHF)
- C) Very High Frequencies (VHF)
- D) Super High Frequencies (SHF)

7. The application of super-high frequencies(SHF) 3GHz to 30GHz is ...

- A) Cellular phones

- B) TV broadcasting
- C) Satellite communication
- D) AM radio broadcast

8. The medium frequencies (MF) from 300KHz to 30MHz are used for

- A) Cellular phones
- B) TV broadcasting
- C) Satellite communication
- D) AM radio broadcast

9. The signal occupying the range between 0.1mm and 700nm(nanometer) are called

- A) electromagnetic signal
- B) infrared signal
- C) short signal
- D) visible light

10. The various special kinds of communications performed using infrared signals is/are

i) In astronomy to detect stars ii) For guidance in weapon system iii) FM broadcasting iv) TV remote control

- A) i, ii and iii only
- B) i, ii and iv only
- C) ii, iii and iv only
- D) i, iii and iv only

11. is a special type of electromagnetic radiation which has wavelength in the range of 0.4 to 0.8 micro meter.

- A) electromagnetic signal
- B) infrared signal
- C) short signal
- D) visible light

12. In wireless transmission have the frequencies between 10KHz to 1 GHz.

- A) EM waves
- B) Microwaves
- C) Radiowaves
- D) Infrared

13. Radio frequencies below are more suitable for omnidirectional applications.

- A) 30GHz
- B) 3GHz

- C) 1GHz
- D) 300MHz

14. Which of the following electromagnetic spectrum includes in radiowaves.

- i) High Frequencies (HF) or short waves
 - ii) Very High Frequency (VHF)
 - iii) Ultra High Frequency (UHF)
 - iv) Super High Frequency (SHF)
- A) i, ii and iii only
 - B) i, ii and iv only
 - C) ii, iii and iv only
 - D) i, iii and iv only

15. State whether the following statements are True or False for the characteristics of the types of radio waves.

- i) The cost of high power single frequency is higher than other
 - ii) The bandwidth capacity of the spread spectrum is 2-6 Mbps.
 - iii) The installation of low power single frequency is simple than other
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii

16. Different types of radio waves used for computer network applications are

- i) Low power, single frequency
 - ii) High power, single frequency
 - iii) High power, multiple frequency
 - iv) Spread spectrum
- A) i, ii and iii only
 - B) i, ii and iv only
 - C) ii, iii and iv only
 - D) i, iii and iv only

17. are basically electromagnetic waves having frequencies between 1 and 300 GHz.

- A) EM waves
- B) Microwaves
- C) Radiowaves
- D) Infrared

18. Which of the following statements are correct for the characteristics of terrestrial Microwave systems.

- i) It supports a bandwidth from 1 to 10 Mbps
- ii) The frequency range used form 4-6 GHz

and 21 to 23 GHz

iii) Line of sight requirements make installation easier

- A) i and ii only
- B) ii and iii only
- C) i and iii only
- D) All i, ii and iii

19. State whether the following statements are True or False about the Microwave link.

- i) High maintenance as compared to cables
 - ii) No, adverse effects such as cable breakage etc.
 - iii) Repeaters can be used. Hence effect of noise is reduced.
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii

20. Which of the following is/are the applications of Microwave Transmission.

- i) Point -to-point and point-to-multipoint transmission
 - ii) In cellular phones
 - iii) In satellite networks
 - iv) In the wireless LANs
- A) i, ii and iii only
 - B) i, ii and iv only
 - C) ii, iii and iv only
 - D) i, iii and iv only

Answers

1. D) All i, ii, iii and iv
2. B) Low Frequencies (LF)
3. C) Very High Frequencies (VHF)
4. A) 100Km to 10Km
5. C) 10 M to 1 M
6. A) High Frequencies (HF)
7. C) Satellite communication
8. D) AM radio broadcast
9. B) infrared signal
10. B) i, ii and iv only
11. D) visible light
12. B) Microwaves
13. C) 1GHz
14. A) i, ii and iii only
15. D) All i, ii and iii
16. B) i, ii and iv only
17. B) Microwaves

18. A) i and ii only

19. B) ii and iii only

20. C) ii, iii and iv only

1. The electromagnetic waves having frequencies from 300GHz to 400GHz are known as

- A) Medium Waves
- B) Short Waves
- C) Micro Waves
- D) Infrared Waves

2. The electromagnetic waves having frequencies from 3GHz to 30MHz are known as

- A) Medium Waves
- B) Short Waves
- C) Micro Waves
- D) Infrared Waves

3. The wavelength of the ranges from 850nm and 900nm, where the receivers with good sensitivity are available.

- A) visible light
- B) infrared light
- C) microwaves
- D) radio waves

4. The standard developed for an infrared data link(IRDA) provides the standards for the bidirectional communications used in cordless devices such as mice, keyboards, joysticks and handheld computers.

- A) IRDA-A
- B) IRDA-B
- C) IRDA-C
- D) IRDA-D

5. The standard developed for an infrared data link (IRDA) provides the standards for the data rates from 115Kbps to 4Mbps with a distance up to 1 meter.

- A) IRDA-A
- B) IRDA-B
- C) IRDA-C
- D) IRDA-D

6. The standard developed for an infrared data link provides the standards for the data rates of 75Kbits/sec and the distance range is up to 8 meters.

- A) IRDA-A
- B) IRDA-B
- C) IRDA-C
- D) IRDA-D

7. The disadvantage of signals is that they cannot penetrate walls or other objects and they are diluted by strong light sources.

- A) infrared
- B) microwave
- C) radio wave
- D) long-wave

8. For point to point communication in infrared system depends on the quality of emitted light, its purity, atmospheric conditions and signal obstructions.

- A) Bandwidth capacity
- B) Node capacity
- C) Attenuation
- D) EMI

9. For communication in infrared system attenuation depends on the quality of emitted light its purity and atmospheric conditions.

- A) Point-to-point
- B) Point-to-multipoint
- C) Broadcast
- D) Multi point-to-Multi point

10. State whether the following statements are correct for the applications of infrared.

- i) very high data rates can be supported, due to very high bandwidth.
 - ii) for communication between keyboard, mouse PCs and printers
 - iii) For cellular communication
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii

11. Depending upon the type of application, which of the following is/are the categories of satellites.

- i) Communication satellites ii) Remote sensing satellites iii) Weather satellites iv) Astrological satellites

 - A) i, ii and iii only
 - B) ii, iii and iv only

- C) i, iii and iv only
D) All i, ii, iii and iv

12. Which of the following is/are the typical band of signal frequencies used for satellite communication.

- i) C band ii) Ku band iii) Ka-band

- A) i and ii only
B) ii and iii only
C) i and iii only
D) All i, ii and iii

13. Which of the following is/are the different types of beams used to cover a specific area of the earth.

- i) Global beams ii) Spot beams iii) Point-to-Point Spot iv) Use of dual-polarization

- A) i, ii and iii only
B) ii, iii and iv only
C) i, ii and iv only
D) All i, ii, iii and iv

14. State whether the following statements are True or False for the characteristics of satellite microwave systems.

- i) It uses a frequency range between 4 to 6 GHz
ii) It supports a bandwidth and data rate in the range of 1 to 10 Mbps.
iii) Attenuation depends on frequency, power, antenna size and atmospheric condition.

- A) False, True, True
B) False, True, False
C) True, False, False
D) True, False, True

15. For frequencies, the download frequency is 4GHz and up-link frequency is 6GHz.

- A) C band
B) Ku band
C) Ka band
D) Ca band

16. The frequencies having downlink frequency 11GHz and up-link frequency 14GHz is known as frequency.

- A) C band
B) Ku band
C) Ka band
D) Ca band

17. For frequencies, the download frequency is 30GHz and up-link frequency 30GHz.

- A) C band
B) Ku band
C) Ka band
D) Ca band

18. The electromagnetic web having the wavelength from 1Km to 100M are known as

- A) Long Waves
B) Medium Waves
C) Short Waves
D) Micro Waves

19. The electromagnetic wave having the wavelength from 10Km to 1Km are known as

- A) Long Waves
B) Medium Waves
C) Short Waves
D) Micro Waves

20. In satellite communication, the bandwidth of each transponder is and it can handle at a time.

- A) 24 MHz, 8 Channels
B) 32 MHz, 10 Channels
C) 36 MHz, 12 Channels
D) 38 MHz, 16 Channels

Answers

1. D) Infrared Waves
2. B) Short Waves
3. B) infrared light
4. C) IRDA-C
5. D) IRDA-D
6. C) IRDA-C
7. A) infrared
8. C) Attenuation
9. C) Broadcast
10. A) i and ii only
11. A) i, ii and iii only
12. D) All i, ii and iii
13. C) i, ii and iv only
14. A) False, True, True
15. A) C band
16. B) Ku band
17. C) Ka-band

18. B) Medium Waves

19. A) Long Waves

20. C) 36 MHz, 12 Channels

1) Which of the following is/are the applications of twisted-pair cables

- A. In the local loop
- B. In the DSL line
- C. In the ISDN Network
- D. All of the above

2) transmission systems are widely used in the backbone of networks.

- A. Unshielded Twisted Pair(UTP)
- B. Shielded Twisted Pair(STP)
- C. Optical Fiber
- D. Wireless

3) has much lower attenuation and can carry the signal to longer distances without using amplifiers and repeaters in between.

- A. UTP cable
- B. STP cable
- C. Fiber Optic cable
- D. All of the above

4) The major problem(s) suffered for transmission lines on the physical layer is/are

- A. Attenuation distortion
- B. Delay distortion
- C. Noise
- D. All of the above

5) is the loss of energy as the signal propagates outward.

- A. Attenuation distortion
- B. Delay distortion
- C. Noise
- D. None of the above

6) is the unwanted energy from sources other than the transmitter.

- A. Attenuation distortion
- B. Delay distortion
- C. Noise
- D. Disturbance

7) Which of the following is not the source of the noise?

- A. Thermal
- B. Magnetic

C. Inter-modulation

D. Cross talk

8) Data rate in data communication depends on which of the following factors.

- A. The bandwidth available
- B. The level of the signals we use
- C. The quality of the channel
- D. All of the above

9) is the physical path between the transmitter and receiver.

- A. Transmission media
- B. Physical media
- C. Transmission path
- D. Receiving path

10) The key concern in the design of the data transmission system is Data Rate and

- A. Data Path
- B. Data flow
- C. Distance
- D. Frequencies

11) A network is none that establishes a dedicated circuit between nodes and terminals before the users may communicate.

- A. Message switching
- B. Physical switching
- C. circuit switching
- D. packet switching

12) Which of the following is not the phase involved in the circuit switching network?

- A. Connection start
- B. Connection establishment
- C. Data transfer
- D. Termination

13) is also known as store and forward switching since the messages are stored at intermediate nodes in route to their destinations.

- A. Message switching
- B. Physical switching
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- D. packet switching

14) State True or False for the following characteristics of optical fiber cables.

i) The cost of fiber optic cable is more compared to twisted pair and co-axial.

ii) The installation of fiber optic cable is much easier.

- A. i-True, ii-True
- B. i-False, ii-True
- C. i-True, ii-False
- D. i-False, ii-False

15) splits traffic data into chunks.

- A. Message switching
- B. Linear switching
- C. circuit switching
- D. packet switching

16) is used to optimize the use of the channel capacity available in a network, to minimize the transmission latency and to increase the robustness of communication.

- A. Message switching
- B. Linear switching
- C. circuit switching
- D. packet switching

17) The term describes the position of the waveform relative to time 0.

- A. Frequency
- B. Phase
- C. Phase Shift
- D. Time period

18) If the value of a signal changes over a very short span of time, it's frequency is

- A. short
- B. low
- C. high
- D. long

19) What is/are the services provided by ISDN?

- i. Data applications
 - ii. Teletext services
 - iii. Videotext services
 - iv. Fascimile(FAX)
- A. i, ii and iii only
 - B. ii, iii and iv only
 - C. i, iii and iv only
 - D. All i, ii, iii and iv

20) used in telephone network for bi-directional, real-time transfer between computers.

- A. Message switching
- B. Circuit switching

- C. Packet switching
- D. Circular switching

ANSWERS:

- 1) D. All of the above
- 2) C. Optical Fiber
- 3) C. Fiber Optic cable
- 4) D. All of the above
- 5) A. Attenuation distortion
- 6) C. Noise
- 7) B. Magnetic
- 8) D. All of the above
- 9) A. Transmission media
- 10) C. Distance
- 11) C. circuit switching
- 12) A. Connection start
- 13) A. Message switching
- 14) C. i-True, ii-False
- 15) D. packet switching
- 16) D. packet switching
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- 18) C. high
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- 11) C. circuit switching
- 12) A. Connection start
- 13) A. Message switching
- 14) C. i-True, ii-False
- 15) D. packet switching
- 16) D. packet switching
- 17) B. Phase
- 18) C. high
- 19) D. All i, ii, iii and iv
- 20) B. Circuit switching

1. The transfer mode of a network that involves setting up a dedicated end to end connection is called

- A) Circuit switching
- B) Message switching

- C) Telegraph switching
- D) Packet switching

2. If is used in computer networks, the sending PC first establishes a link with the receiving link.

- A) Packet switching
- B) Message switching
- C) Telegraph switching
- D) Circuit switching

3. A telecommunication network is designed primarily for carrying voice signals which consist of

- i) access network that connects the subscribers to the telephone exchanges.
 - ii) hierarchy of telephone exchanges that switch the voice channels.
 - iii) trunk network that interconnects the telephone exchanges
- A) i and ii only
 - B) ii and iii only
 - C) i and iii only
 - D) All i, ii and iii

4. does not establish a dedicated path between two communicating devices, where each message is treated as an independent unit and includes its own destination and source address.

- A) Packet switching
- B) Message switching
- C) Telegraph switching
- D) Circuit switching

5. In, each intermediate device receives the message, stores it, until the next device is ready to receive it and then forwards it to the next device.

- A) Packet switching
- B) Message switching
- C) Telegraph switching
- D) Circuit switching

6. The major advantage of is that the dedicated transmission channel the computers establish provides a guaranteed data rate.

- A) Packet switching
- B) Message switching
- C) Telegraph switching
- D) Circuit switching

- 7. Which of the following is/are the disadvantage of circuit switching.**
- Dedicated channels require more bandwidth
 - It takes a long time to establish a connection
 - There is a delay in the data flow
 - It cannot be used to transmit any other data even if the channel is free.
- A) i, ii and iv only
 B) ii, iii and iv only
 C) i, iii and iv only
 D) i, ii and iii only
- 8. State whether the following statements are correct for the advantages of message switching.**
- Message switching provides synchronous communication across the time zones
 - In message switching, the network devices share the data channels.
 - It reduces network traffic congestion.
- A) i and ii only
 B) ii and iii only
 C) i and iii only
 D) All i, ii and iii
- 9. In , messages are broken up into packets, each of which includes a header with source, destination and intermediate node address information.**
- A) Packet switching
 B) Message switching
 C) Telegraph switching
 D) Circuit switching
- 10. In if a certain link in the network goes down during the transmission, the remaining packets can be sent through another route.**
- A) Circuit switching
 B) Message switching
 C) Telegraph switching
 D) Packet switching
- 11. In , all the packets travel through the logical connection established between the sending device and receiving device.**
- A) Circuit switching
 B) Message switching

- C) Virtual circuit packet switching
 D) Datagram packet switching
- 12. increases the bandwidth of the network by allowing many devices to communicate through the same network channel.**
- A) Circuit switching
 B) Message switching
 C) Virtual circuit packet switching
 D) Datagram packet switching
- 13. Which of the following is/are the disadvantages of virtual circuit packet switching.**
- The switching node requires more processing power because the packet switching protocols are more complex.
 - A switching node unable to route the packet as and when required.
 - Packets are more easily lost on their route, hence sequence numbers are required to identify the missing packets.
- A) i and ii only
 B) ii and iii only
 C) i and iii only
 D) All i, ii and iii
- 14. Email and Hop-by-Hop Telex forwarding are examples of systems.**
- A) Circuit switching
 B) Message switching
 C) Virtual circuit packet switching
 D) Datagram packet switching
- 15. is also known as store-and-forward switching since the messages are stored at intermediate nodes in route to their destinations.**
- A) Circuit switching
 B) Message switching
 C) Virtual circuit packet switching
 D) Datagram packet switching
- 16. networks do not require a circuit to be established and allow many pairs of nodes to communicate almost simultaneously over the same channel.**
- A) Circuit switching
 B) Message switching

- C) Telegraph switching
D) Packet switching

17. is used to optimize the use of the channel capacity available in a network, to minimize the transmission latency and to increase the robustness of communication.

- A) Circuit switching
B) Message switching
C) Telegraph switching
D) Packet switching

18. The most well-known use of packet switching is the

- A) PSTN
B) Email
C) Internet
D) Hop-by-Hop Telex

19. Which of the following is/are the advantages of datagram packet switching.
i) Here the call setup phase is avoided, thus if a station wishes to send only one or few packets datagram delivery will be quicker.
ii) It is more primitive and flexible
iii) It is inherently more reliable, if a node fails, subsequent packets may find an alternate route

- A) i and ii only
B) ii and iii only
C) i and iii only
D) All i, ii and iii

20. The telephone network of bi-directional real-time transfer between computer is the application of network.

- A) Circuit switching
B) Message switching
C) Telegraph switching
D) Packet switching

Answers

1. A) Circuit switching
2. D) Circuit switching
3. D) All i, ii and iii
4. B) Message switching
5. B) Message switching
6. D) Circuit switching
7. A) i, ii and iv only
8. C) i and iii only

9. A) Packet switching
10. D) Packet switching
11. C) Virtual circuit packet switching
12. C) Virtual circuit packet switching
13. C) i and iii only
14. B) Message switching
15. B) Message switching
16. D) Packet switching
17. D) Packet switching
18. C) Internet
19. D) All i, ii and iii
20. A) Circuit switching

NETWORK LAYERS OF TCP/IP AND OSI MODEL

1) TCP is a protocol.

- A. stream-oriented
B. message-oriented
C. block-oriented
D. packet-oriented

2) Which of the following is not the layer of TCP/IP protocol.

- A. Physical layer
B. link layer
C. network layer
D. transport layer.

3) TCP groups a number of bytes together into a packet called a

- A. user datagram
B. segment
C. datagram
D. packet

4) The of TCP/IP protocol is responsible for figuring out how to get data to its destination.

- A. application layer
B. link layer
C. network layer
D. transport layer.

5) TCP is a(n) transport protocol.

- A. protocol delivery
B. reliable
C. best-effort delivery
D. effortless delivery

6) is the protocol that hides the underlying physical network by creating a

virtual network view.

- A. Internet Protocol(IP)
- B. Internet Control Message Protocol(ICMP)
- C. Address Resolution Protocol(ARP)
- D. Bootstrap Protocol(BOOTP)

7) To use the services of UDP, we need socket addresses.

- A. four
- B. two
- C. three
- D. four

8) Which of the following is not the name of Regional Internet Registries(RIR) to administer the network number portion of IP address.

- A. American Registry for Internet Numbers(ARIN)
- B. Reseaux IP Europeans(RIPE)
- C. Europeans Registry for Internet Numbers(ERIN)
- D. Asia Pacific Network Information Center(APNIC)

9) UDP packets are called

- A. user datagrams
- B. segments
- C. frames
- D. packets

10) addresses use 21 bits for the and 8 bits for the portion of the IP address for TCP/IP network.

- A. Class A
- B. Class B
- C. Class C
- D. Class D

11) UDP packets have a fixed-size header of bytes.

- A. 16
- B. 8
- C. 32
- D. 64

12) messages are never sent in response to datagrams with a broadcast or a multicast destination address.

- A. ICMP
- B. ARP
- C. IP
- D. BOOTP

13) TCP assigns a sequence number to each segment that is being sent. The sequence number for each segment is the number of the byte carried in that segment.

- A. first
- B. last
- C. middle
- D. zero

14) is responsible for converting the higher-level protocol address (IP addresses) to physical network addresses.

- A. Internet Protocol(IP)
- B. Internet Control Message Protocol(ICMP)
- C. Address Resolution Protocol(ARP)
- D. Bootstrap Protocol(BOOTP)

15) UDP and TCP are both layer protocols.

- A. data link
- B. network
- C. transport
- D. interface

16) is a process-to-process protocol that adds only port addresses, checksum error control, and length information to the data from the upper layer.

- A. TCP
- B. UDP
- C. IP
- D. ARP

17) Which of the following functions does UDP perform?

- A. Process-to-process communication
- B. Host-to-host communication
- C. End-to-end reliable data delivery
- D. Interface-to-interface communication.

18) A port address in TCP/IP isbits long.

- A. 32
- B. 48
- C. 16
- D. 64

19) When the IP layer of a receiving host receives a datagram,

- A. delivery is complete
- B. a transport layer protocol takes over
- C. a header is added
- D. a session layer protocol takes over

20) TCP/IP is a hierarchical protocol suite developed before the OSI model.

- A. seven-layer
- B. five-layer
- C. six-layer
- D. four-layer

ANSWERS:

- 1) A. stream-oriented
- 2) A. Physical layer
- 3) B. segment
- 4) C. network layer
- 5) B. reliable
- 6) A. Internet Protocol(IP)
- 7) B. two
- 8) C. Europeans Registry for Internet Numbers(ERIN)
- 9) A. user datagrams
- 10) C. Class C
- 11) B. 8
- 12) A. ICMP
- 13) A. first
- 14) C. Address Resolution Protocol(ARP)
- 15) C. transport
- 16) B. UDP
- 17) A. Process-to-process communication
- 18) C. 16
- 19) B. a transport layer protocol takes over
- 20) B. five-layer

1) UDP needs the address to deliver the user datagram to the correct application process

- A. port
- B. application
- C. internet
- D. intranet

2) The was originally developed as a mechanism to enable disk-less hosts to be remotely booted over a network as workstations, routers, terminal concentrators and so on.

- A. ICMP
- B. BOOTP
- C. UDP
- D. ARP

3) Which of the following does UDP guarantee?

- A. Flow control

- B. Connection-oriented delivery
- C. Data control
- D. None of the above

4) provides a framework for passing configuration information to hosts on a TCP/IP network.

- A. Dynamic Host Configuration Protocol(DHCP)
- B. Address Resolution Protocol(ARP)
- C. Internet Protocol(IP)
- D. Internet Control Message Protocol(ICMP)

5) The source port address on the UDP user datagram header defines

- A. the sending computer
- B. the receiving computer
- C. the process running on the sending computer
- D. the process running on the receiving computer

6) The mechanisms supported by DHCP for IP address allocation on a TCP/IP network is/are ...

- A. Automatic allocation
- B. Dynamic allocation
- C. Manual allocation
- D. All of the above

7) UDP is called a transport protocol.

- A. connection-oriented, unreliable
- B. connectionless, reliable
- C. connectionless, unreliable
- D. connection, reliable

8) DHCP in TCP/IP network assigns an IP address for a limited period of time. Such a network address is called a

- A. lease
- B. limited network
- C. timed network
- D. assigned network

9) UDP does not add anything to the services of IP except for providing communication.

- A. node to node
- B. process to process
- C. host to host
- D. interface to interface

10) The use of allows centralized configuration of multiple clients.

- A. ICMP
- B. BOOTP
- C. UDP
- D. ARP

11) UDP is an acronym for

- A. User Delivery Protocol
- B. User Datagram Procedure
- C. User Datagram Protocol
- D. User Delivery Procedure

12) is where users typically interact with the TCP/IP network.

- A. Link layer
- B. Network layer
- C. Transport layer
- D. Application layer

**13) The local host and the remote host are defined using IP addresses. To define the processes, we need second identifiers called
.....**

- A. UDP addresses
- B. transport addresses
- C. port addresses
- D. TCP addresses

14) The is responsible for communicating with the actual network hardware.

- A. Link layer
- B. Network layer
- C. Transport layer
- D. Application layer

15) UDP packets are encapsulated in

- A. an Ethernet frame
- B. a TCP segment
- C. an IP datagram
- D. an Ethernet packets

16) is the protocol suite for the current Internet.

- A. TCP/IP
- B. NCP
- C. UDP
- D. ACM

17) UDP uses to handle outgoing user datagrams from multiple processes on one host.

- A. flow control

- B. multiplexing
- C. demultiplexing
- D. data control

18) provides full transport layer services to applications.

- A. TCP
- B. UDP
- C. IP
- D. ARP

19) UDP uses to handle incoming user datagrams that go to different processes on the same host.

- A. flow control
- B. multiplexing
- C. demultiplexing
- D. data control

20) In the sending computer, UDP receives a data unit from the layer.

- A. application
- B. transport
- C. IP
- D. interface

ANSWERS:

- 1) A. port
- 2) B. BOOTP
- 3) D. None of the above
- 4) A. Dynamic Host Configuration Protocol(DHCP)
- 5) C. the process running on the sending computer
- 6) D. All of the above
- 7) C. connectionless, unreliable
- 8) A. lease
- 9) B. process to process
- 10) B. BOOTP
- 11) C. User Datagram Protocol
- 12) D. Application layer
- 13) C. port addresses
- 14) A. Link layer
- 15) C. an IP datagram
- 16) A. TCP/IP
- 17) B. multiplexing
- 18) A. TCP
- 19) C. demultiplexing
- 20) A. application

1. The layer links the network support layers and the user support layers.

- A. transport
- B. network
- C. data link
- D. session

2) The layer changes bits into electromagnetic signals.

- A. physical
- B. data link
- C. transport
- D. network

3) The layer coordinates the functions required to transmit a bitstream over a physical medium.

- A. transport
- B. network
- C. data link
- D. physical

4) Which of the following is an application layer service?

- A. remote log-in.
- B. file transfer and access.
- C. mail service
- D. all of the above

5) The layer is responsible for the source-to-destination delivery of a packet across multiple network links.

- A. transport
- B. network
- C. data link
- D. session

6) The layer is the layer closest to the transmission medium.

- A. physical
- B. data link
- C. network
- D. transport

7) Thelayer is responsible for the process-to-process delivery of the entire message.

- A. transport
- B. network
- C. data link
- D. physical

8) Mail services are available to network users through the layer.

- A. data link
- B. physical

- C. transport
- D. application

9) The layer establishes, maintains, and synchronizes the interactions between communicating devices.

- A. transport
- B. network
- C. session
- D. physical

10) The layer lies between the network layer and the application layer.

- A. physical
- B. data link
- C. transport
- D. session

11) The layer ensures interoperability between communicating devices through the transformation of data into a mutually agreed-upon format.

- A. transport
- B. network
- C. data link
- D. presentation

12) Transmission media lies below thelayer.

- A. physical
- B. network
- C. transport
- D. application

13) The layer enables users to access the network.

- A. session
- B. application
- C. data link
- D. physical

14) Circuit switching takes place at the layer.

- A. data link
- B. physical
- C. network
- D. transport

15) The layer is responsible for moving frames from one node to the next.

- A. physical
- B. data link
- C. transport
- D. session

16) The routing processor of a router performs the layer functions of the router.

- A. physical and data link
- B. network
- C. transport
- D. session

17) The layer adds a header to the packet coming from the upper layer that includes the logical address of the sender and receiver.

- A. physical
- B. data link
- C. network
- D. transport

18) Network layer lies on layer.

- A. physical
- B. data link
- C. network
- D. transport

19) Thelayer is responsible for the delivery of a message from one process to another.

- A. physical
- B. transport
- C. network
- D. session

20) The data link layer takes the packet it gets from the network layer and encapsulates them into

- A. cells
- B. frames
- C. packet
- D. trailer

ANSWERS:

- 1) A. transport
- 2) A. physical
- 3) D. physical
- 4) D. All of the above
- 5) B. network
- 6) A. physical
- 7) A. transport
- 8) D. application
- 9) C. session
- 10) C. transport
- 11) D. presentation
- 12) A. physical

13) B. application

14) B. physical

15) B. data link

16) B. network

17) C. network

18) A. physical

19) B. transport

20) B. frames

1) In a/an of DNS resolver, instead of supplying a name and asking for an IP address, the DNS client provides the IP address and requests the corresponding hostname.

- A. Recursive queries
- B. Iterative queries
- C. Reverse queries
- D. Inverse queries

2) For each resolved query, the DNS resolver caches the returned information for a time that is specified in each resource record in the DNS response. This is known as

- A. Positive caching
- B. Time To Live
- C. Negative Caching
- D. Reverse Caching

3) As originally defined in RFC 1134, negative caching is the caching of failed name resolutions.

- A. Positive caching
- B. Time To Live
- C. Negative Caching
- D. Round Robin Load Balancing

4) can reduce response times for names that DNS cannot resolve for both the DNS client and DNS servers during an iterative query process.

- A. Positive caching
- B. Time To Live
- C. Negative Caching
- D. Round Robin Load Balancing

5) The amount of time in seconds to cache the record data is referred to as the

- A. Time To Cache
- B. Time To Live
- C. Time For Record

D. Time To Save

6) Which of the following issues arises, when multiple resource records for the same resource record type exist.

- A. For the DNS server, how to order the resource records in the DNS Name Query Response message.
- B. For the DNS client, how to choose a specific resource record in the DNS Name Query Response message.
- C. Both of the above
- D. None of the above.

7) To address the issues arises when multiple resource records for the same resource record type exist, RFC 1794 describes a mechanism named to share and distribute loads for network resources.

- A. Positive caching
- B. Time To Live
- C. Negative Caching
- D. Round Robin Load Balancing

8) A gets the data for its zones from locally stored and maintained files.

- A. primary name server
- B. secondary name server
- C. ternary name server
- D. primary name client

9) A gets the data for its zones across the network from another name server.

- A. primary name server
- B. secondary name server
- C. ternary name server
- D. primary name client

10) The process of obtaining zone information across the network is referred to as a

- A. zone obtaining
- B. zone transfer
- C. zone information
- D. zone extracting

11) Which of the following is/are the reasons to have secondary name servers within an enterprise network.

- A. Redundancy
- B. Remote locations
- C. Load distribution
- D. All of the above

12) The source of the zone information for a secondary name server is referred to as a

- A. Name server
- B. Primary Name Server
- C. Master Name Server
- D. Secondary Name Server

13) In, when a name server receives a DNS query that it cannot resolve through its own zone files, it sends a recursive query to its forwarder.

- A. exclusive mode
- B. non-exclusive mode
- C. caching mode
- D. zonal mode

14) Which of the following is not the work done by a name server using a forwarder in exclusive mode, when attempting to resolve a name.

- A. Checks its local cache
- B. Checks its zone files
- C. Sends a recursive query to a forwarder
- D. Attempts to resolve the name through iterative queries to other DNS servers.

15) In, name servers rely on the name-resolving ability of the forwarders.

- A. exclusive mode
- B. non-exclusive mode
- C. caching mode
- D. zonal mode

16) Name servers in make no attempt to resolve the query on their own if the forwarder is unable to satisfy the request.

- A. exclusive mode
- B. non-exclusive mode
- C. caching mode
- D. zonal mode

17) are DNS servers that only perform queries, cache the answers, and return the results.

- A. Querying the only server
- B. Results only server
- C. Caching the only server
- D. Information only server

18) In DNS resource records, indicate primary and secondary servers for the zone specified in the SOA resource record, and they indicate the servers for any delegated zones.

- A. SOA records
- B. A records
- C. MX records
- D. NS records

19) In DNS resource records,..... specifies a mail exchange server for a DNS domain name.

- A. SRV
- B. MX
- C. PTR
- D. NS

20) In DNS resource records, specifies the IP addresses of servers of a specific service, protocol, and DNS domain.

- A. SRV
- B. MX
- C. PTR
- D. NS

Answers:

- 1) C. Reverse queries
- 2) A. Positive caching
- 3) C. Negative Caching
- 4) C. Negative Caching
- 5) B. Time To Live
- 6) C. Both of the above
- 7) D. Round Robin Load Balancing
- 8) A. primary name server
- 9) B. secondary name server
- 10) B. zone transfer
- 11) D. All of the above
- 12) C. Master Name Server
- 13) B. non-exclusive mode
- 14) D. Attempts to resolve the name through iterative queries to other DNS servers.
- 15) A. exclusive mode
- 16) A. exclusive mode
- 17) C. Caching only server

- 18) D. NS records
- 19) B. MX
- 20) A. SRV

1) In the MIME header field, is a world unique value identifying the content of this part of this message.

- A. content-type
- B. content-transfer-encoding
- C. content-description
- D. content-id

2) The Post Office Protocol, version 3, is a standard protocol with STD number 53 and it is described in

- A. RFC 1939
- B. RFC 0937
- C. RFC 2821
- D. RFC 2822

3) is an electronic mail protocol with both client and server functions.

- A. SMTP
- B. MIME
- C. POP
- D. TCP

4) In the authentication state of the POP3 server, is used to specify a mechanism by which both authentication and data protection can be provided.

- A. USER
- B. PASS
- C. APOP
- D. AUTH

5) In the transaction state of POP3 commands, retrieve the number of messages and the total size of the messages.

- A. STAT
- B. LIST
- C. RETR
- D. DELE

6) A MIME compliant message must contain a header field with the verbatim text.

- A. MIME-version:1.0
- B. MIME-version:1.1
- C. MIME-version:2.0
- D. MIME-version:2.1

7) In name space, a name is assigned to an address. It is a sequence of characters without structure.

- A. hierarchical
- B. sequential
- C. flat
- D. addressed

8) The main disadvantage of a name space is that it cannot be used in a large system such as the internet because it may be centrally controlled to avoid ambiguity and duplication.

- A. hierarchical
- B. sequential
- C. flat
- D. addressed

9) The protocol defines a set of messages sent over either User Datagram Protocol(UDP) port53 or Transmission Control Protocol(TCP) port53.

- A. Name space
- B. DNS
- C. Domain space
- D. Zone transfer

10) Primary specifications for DNS are defined in which of the following Request for Comments(RFCs)?

- A. 974
- B. 1034
- C. 1035
- D. All of the above

11) Which of the following is/are the components of DNS defined by RFC 1034?

- A. The domain namespace and resource records
- B. Name servers
- C. Resolvers
- D. All of the above

12) are records in the DNS database that can be used to configure the DNS database server or to contain information about different types of process client queries.

- A. Domain namespace
- B. Resource records
- C. Name servers
- D. Resolvers

13) store resource records and information about the domain tree structure and attempt to resolve received client queries.

- A. Domain namespace
- B. DNS Names
- C. Name servers
- D. Resolvers

14) are programs that run on DNS clients and DNS servers and that create queries to extract information from name servers.

- A. Domain namespace
- B. Resource records
- C. Name servers
- D. Resolvers

15) have a very specific structure, which identifies the location of the name in the DNS namespace.

- A. Domain namespace
- B. DNS Names
- C. Name servers
- D. Resolvers

16) A is a DNS domain name that has been constructed from its location relative to the root of the namespace is known as the root domain.

- A. Fully Qualified Domain Name(FQDN)
- B. Fully Structured Domain Name(FSDN)
- C. Fully Constructed Domain Name(FCDN)
- D. Fully Rooted Domain Name(FRDN)

17) State whether the following statements are True or False for the attributes of Fully Qualified Domain Name(FQDN).

- i) FQDN is case-sensitive
- ii) A period character separates each name.
- iii) The entire FQDN can not be any more than 255 characters long.

- A. i-True, ii-True, iii-False
- B. i-True, ii-False, iii-True
- C. i-False, ii-True, iii-True
- D. i-False, ii-True, iii-False

18) A is a contiguous portion of a domain of the DNS namespace whose database records exist and managed in a particular DNS database file stored on one or multiple DNS servers.

- A. Subdomain

- B. Zone
- C. Sub DNS
- D. Sub zone

19) In a/an of DNS resolver, the queried name server is requested to respond with the requested data or with an error stating that data of the requested type or the specified domain name does not exist.

- A. Recursive queries
- B. Iterative queries
- c. Reverse queries
- D. Inverse queries

20) In the MIME header field, is a plain text description of the object within the body, which is useful when the object is not human-readable.

- A. content-type
- B. content-transfer-encoding
- C. content-description
- D. content-id

Answers:

- 1) D. content-id
- 2) A. RFC 1939
- 3) C. POP
- 4) D. AUTH
- 5) A. STAT
- 6) A. MIME-version:1.0
- 7) C. flat
- 8) C. flat
- 9) B. DNS
- 10) D. All of the above
- 11) D. All of the above
- 12) B. Resource records
- 13) C. Name servers
- 14) D. Resolvers
- 15) B. DNS Names
- 16) A. Fully Qualified Domain Name(FQDN)
- 17) C. i-False, ii-True, iii-True
- 18) B. Zone
- 19) A. Recursive queries
- 20) C. content-description

1) Which of the following is/are the important applications of the application layer?

- A. Electronic mail
- B. World Wide Web
- C. USENET
- D. All of the above

2) The TCP/IP corresponds to the combined session, presentation, and application layers of the OSI model.

- A. session layer
- B. the presentation layer
- C. application layer
- D. None of the above

3) The protocol is based on end-to-end delivery.

- A. SMTP
- B. TCP
- C. IP
- D. SCTP

4) The well-known port of the SMTP server is

- A. 110
- B. 25
- C. 50
- D. 20

5) In the SMTP header field, is a summary of the message being sent which is specified by the sender.

- A. Reply-to
- B. Return-path
- C. Subject
- D. From

6) In the SMTP header field, is added by the final transport system that delivers the mail.

- A. Reply-to
- B. Return-path
- C. Subject
- D. From

7) In SMTP mail transaction flow, the sender SMTP establishes a TCP connection with the destination SMTP and then waits for the server to send a

- A. 220 service ready message
- B. 421 service not available message
- C. Both of the above
- D. None of the above

8) In SMTP mail transaction flow, is sent, to which the receiver will identify itself by sending back its domain name.

- A. HELO
- B. MAIL FROM

C. RCPT TO
D. DATA

9) is a command-line tool designed for most UNIX-like operating systems, which does not define a method of transferring mail, but rather acts as a client/server that supports multiple mail protocols.

- A. Receive mail
- B. Sendmail
- C. MIME
- D. POP

10) Which of the following is/are the components of Sendmail?

- A. Mail user agent(MUA)
- B. Mail transfer agent(MTA)
- C. Mail delivery agent(MDA)
- D. All of the above

11) The is the interface through which a user can read and send mail.

- A. Mail user agent(MUA)
- B. Mail transfer agent(MTA)
- C. Mail delivery agent(MDA)
- D. Mail send agent(MSA)

12) The acts like a mail router, accepting messages from both MTAs and MUAs.

- A. Mail user agent(MUA)
- B. Mail transfer agent(MTA)
- C. Mail delivery agent(MDA)
- D. Mail send agent(MSA)

13) uses a queuing system to manage inbound and outbound mail.

- A. Receive mail
- B. Sendmail
- C. MIME
- D. POP

14) The sender SMTP establishes a TCP connection with the destination SMTP and then waits for the server to send a service ready message.

- A. 421
- B. 320
- C. 220
- D. 120

15) is limited to 7-bit ASCII text, with a maximum line length of 1000 characters.

- A. SMTP
- B. MIME
- C. POP
- D. MTA

16) A message is one which can be routed through any number of networks that are loosely compliant with RFC2821 or are capable of transmitting RFC2821 messages.

- A. SMTP
- B. MIME
- C. POP
- D. MTA

17) There are the number of standard content types in MIME.

- A. 5
- B. 7
- C. 9
- D. 4

18) In the MIME header field, describes how the object within the body is to be interpreted.

- A. content-type
- B. content-transfer-encoding
- C. content-description
- D. content-id

19) In the MIME header field, describes how the object within the body was encoded in order that it be included in the message using a mail-safe form.

- A. content-type
- B. content-transfer-encoding
- C. content-description
- D. content-id

20) In a/an of DNS resolver, the queried name server can return the best answer it currently has back to the DNS resolver.

- A. Recursive queries
- B. Iterative queries
- C. Reverse queries
- D. Inverse queries

Answers:

- 1) D. All of the above
 - 2) C. application layer
 - 3) A. SMTP
 - 4) B. 25
 - 5) C. Subject
 - 6) B. Return-path
 - 7) C. Both of the above
 - 8) A. HELO
 - 9) B. Sendmail
 - 10) D. All of the above
 - 11) A. Mail user agent(MUA)
 - 12) B. Mail transfer agent(MTA)
 - 13) B. Sendmail
 - 14) C. 220
 - 15) A. SMTP
 - 16) B. MIME
 - 17) B. 7
 - 18) A. content-type
 - 19) B. content-transfer-encoding
 - 20) B. Iterative queries
-

1) The is responsible for end to end delivery, segmentation, and concatenation.

- A. Physical layer
- B. Data Link layer
- C. Network layer
- D. Transport layer

2) needs ports or service access points.

- A. Physical layer
- B. Data Link layer
- C. Network layer
- D. Transport layer

3) The task of is to provide reliable, cost-effective transport of data from the source machine to the destination machine.

- A. Network Layer
- B. Transport Layer
- C. Presentation Layer
- D. Application Layer

4) The hardware and/or software within the transport layer which does the work of making use of the services provided by the network layer is called as

- A. transport media
- B. transport device
- C. transport entity
- D. network transporter

5) measures the number of bytes of user data transferred per second, measured over some time interval. It is measured separately for each direction.

- A. Throughput
- B. Transit delay
- C. Protection
- D. Resilience

6) is the time between a message being sent by the transport user on the source machine and its being received by the transport user on the destination machine.

- A. Throughput
- B. Transit delay
- C. Protection
- D. Resilience

7) The time difference between the instant at which a transport connection is requested and the instant at which it is confirmed is called.....

- A. Connection establishment delay
- B. Transit delay
- C. Protection delay
- D. Priority delay

8) The message sent from transport entity to transport entity is called as

- A. transport data unit
- B. transport display data unit
- C. transport protocol data unit
- D. transport protocol display unit

9) are designed for the protocols like ICMP or OSPF, because these protocols do not use either stream packets or datagram sockets.

- A. Berkeley sockets
- B. Stream sockets
- C. Datagram sockets
- D. Raw sockets

10) is designed for the connectionless protocol such as User Datagram Protocol(UDP).

- A. Berkeley socket
- B. Stream socket
- C. Datagram socket
- D. Raw socket

11) is designed for the connection oriented protocol such as Transmission Control Protocol(TCP).

- A. Berkeley socket
- B. Stream socket
- C. Datagram socket
- D. Raw socket

12) is used to implement the transport layer services between the two transport entities.

- A. Transport service
- B. Transport protocol
- C. Transport address
- D. Transport control

13) Which of the following is/are the tasks of transport protocols.

- A. Error control
- B. Sequencing
- C. Flow control
- D. All of the above

14) The internet uses universal port numbers for services and these numbers are called as

- A. Well known port numbers
- B. Fixed port numbers
- C. Standard port numbers
- D. Ephemeral port numbers

15) In the internet model, the client program defines itself with a port number that is chosen randomly. This number is called.....

- A. Well known port numbers
- B. Fixed port numbers
- C. Standard port numbers
- D. Ephemeral port numbers

16) The port numbers are known as well known ports and they are reserved for standard circuits.

- A. below 1024
- B. above 1024
- C. below 2048
- D. below 512

17) In the TCP segment header, is a 32-bit number identifying the current position of the first data byte in the segment within the entire byte stream for the TCP connection.

- A. serial number
- B. current number
- C. sequence number
- D. acknowledgement number

18) In the TCP segment header, is a 32-bit number identifying the next data byte the sender expects from the receiver.

- A. serial number
- B. current number
- C. sequence number
- D. acknowledgment number

19) A is a special type of file handle, which is used by a process to request network services from the operating system.

- A. socket
- B. handler
- C. requester
- D. protocol

20) is an optional 16-bit one's complement of the one's complement sum of a pseudo-IP header, the UDP header, and the UDP data.

- A. Congestion
- B. Checksum
- C. Pseudosum
- D. Headersum

ANSWERS:

- 1) D. Transport layer
- 2) D. Transport layer
- 3) B. Transport Layer
- 4) C. transport entity
- 5) A. Throughput
- 6) B. Transit delay
- 7) A. Connection establishment delay
- 8) C. transport protocol data unit
- 9) D. Raw sockets
- 10) C. Datagram socket
- 11) B. Stream socket
- 12) B. Transport protocol
- 13) D. All of the above
- 14) A. Well known port numbers
- 15) D. Ephemeral port numbers
- 16) A. below 1024
- 17) C. sequence number
- 18) D. acknowledgment number
- 19) A. socket
- 20) B. Checksum

1) The provides two well-defined classes of services, namely connectionless and connection-oriented services to the numerous nodes or hosts communicating through the subnet.

- A. physical layer
- B. data link layer
- C. network layer
- D. transport layer

2) In computer networking the term refers to selecting paths in a computer network along which to send data.

- A. routing
- B. inter-networking
- C. internal organization
- D. congestion control

3) Routing algorithms do not base their routing decisions on measurements or estimates of the current traffic and topology.

- A. Static or Non-adaptive
- B. Static or adaptive
- C. Dynamic or Non-adaptive
- D. Dynamic or adaptive

4) Routing algorithms, in contrast, change their routing decisions to reflect changes in topology and usually the traffic as well.

- A. Static or Non-adaptive
- B. Static or adaptive
- C. Dynamic or Non-adaptive
- D. Dynamic or adaptive

5) is also a static algorithm in which every incoming packet is sent out on every outgoing line except the one it arrives on.

- A. Shortest Path Algorithm
- B. Flooding
- C. Distance Vector Routing
- D. Hierarchical Routing

6) is basically a vector that keeps track of the best-known distance to each destination and which line to use to get there.

- A. Shortest Path Algorithm
- B. Flooding

- C. Distance Vector Routing
- D. Hierarchical Routing

7) In addresses for networks, the first 16 bits specify a particular network, and the last 16 bits specify a particular host.

- A. class A
- B. class C
- C. class B
- D. class D

8) In, the routers are divided into regions. Each router knows all details about how to route packets to destinations within its own region.

- A. Shortest Path Algorithm
- B. Link state Routing
- C. Distance Vector Routing
- D. Hierarchical Routing

9) In, each node uses as its fundamental data a map of the network in the form of a graph.

- A. Shortest Path Algorithm
- B. Link state Routing
- C. Distance Vector Routing
- D. Hierarchical Routing

10) protocols are simple and efficient in small networks and require little if any management.

- A. Shortest Path Algorithm
- B. Link state Routing
- C. Distance Vector Routing
- D. Hierarchical Routing

11) In routing algorithm, each router knows all details about how to route packets to destinations within its own region. But does not have any idea about the internal structure of other regions.

- A. Shortest Path Algorithm
- B. Link state Routing
- C. Distance Vector Routing
- D. Hierarchical Routing

12) The set of optimal routers from source to a given destination from a tree rooted at the destination called a tree.

- A. sink
- B. optimal
- C. rooted
- D. routing

13) is a simple mathematical computation used to check for bit-level errors in the IPV4 header.

- A. Identification
- B. Protocol
- C. Checksum
- D. Time-to-Live(TTL)

14) The number of network segments on which the datagram is allowed to travel before a router should discard it is called

- A. Identification
- B. Protocol
- C. Checksum
- D. Time-to-Live(TTL)

15) is an identifier of the upper-layer protocol to which the IPV4 payload must be passed.

- A. Identification
- B. Protocol
- C. Checksum
- D. Time-to-Live(TTL)

16) The IPV4 address of the intermediate or final destination of the IPV4 packet is called

- A. Source IP Address
- B. Destination IP Address
- C. Identification
- D. Checksum

17) type of IPV4 address is assigned to all network interfaces located on a subnet, used for one-to-everyone on a subnet communication.

- A. Unicast
- B. Multicast
- C. Broadcast
- D. Anycast

18) The header field of IPV6 indicates the number of likes on which the packet is allowed to travel before being discarded by a router.

- A. Source Address
- B. Destination Address
- C. Next Header
- D. Hop Limit

19) is an identifier for either the IPV6 extension header immediately

following the IPV6 header or an upper-layer protocol, such as ICMPv6, TCP or UDP.

- A. Source Address
- B. Destination Address
- C. Next Header
- D. Hop Limit

20) The internet addresses are bits in length in IPV4 addressing scheme.

- A. 16
- B. 64
- C. 32
- D. 48

ANSWERS:

- 1) C. network layer
- 2) A. routing
- 3) A. Static or Non-adaptive
- 4) D. Dynamic or adaptive
- 5) B. Flooding
- 6) C. Distance Vector Routing
- 7) C. class B
- 8) D. Hierarchical Routing
- 9) B. Link-state Routing
- 10) C. Distance Vector Routing
- 11) D. Hierarchical Routing
- 12) A. sink
- 13) C. Checksum
- 14) D. Time-to-Live(TTL)
- 15) B. Protocol
- 16) B. Destination IP Address
- 17) C. Broadcast
- 18) D. Hop Limit
- 19) C. Next Header
- 20) C. 32

1) The layer provides a well-defined service interface to the network layer, determining how the bits of the physical layer are grouped into frames.

- A. Data Link
- B. Physical
- C. Network
- D. Session

2) The service primitives provide a way for the data link layer on the requesting side to learn whether the request was successfully carried out.

- A. Request
- B. Indication

- C. Response
- D. Confirm

3) The different types of services provided by the data link layer is/are ...

- A. Unacknowledged connectionless service
- B. Acknowledged connectionless service
- C. Acknowledged connection-oriented service
- D. All of the above.

4) is used by the network layer to ask the data link layer to do something.

- A. Request
- B. Indication
- C. Response
- D. Confirm

5) In the source machine sends independent frames to the destination machine without having the destination machine acknowledge them.

- A. Unacknowledged connectionless service
- B. Acknowledged connectionless service
- C. Acknowledged connection oriented service
- D. Unacknowledged connection oriented service

6) is the most sophisticated service provided by the data link layer to the network layer. The source and destination machines establish a connection before any data transfer takes place.

- A. Unacknowledged connectionless service
- B. Acknowledged connectionless service
- C. Acknowledged connection oriented service
- D. Unacknowledged connection oriented service

7) In , there are still no connections used, but each frame sent is individually acknowledged.

- A. Unacknowledged connectionless service
- B. Acknowledged connectionless service
- C. Acknowledged connection-oriented service
- D. Unacknowledged connection-oriented service

8) is used to indicate to the network layer that an event has happened, for example, establishment or release of a connection.

- A. Request
- B. Indication

- C. Response
- D. Confirm

9) is used on the receiving side by the network layer to reply to a previous indication.

- A. Request
- B. Indication
- C. Response
- D. Confirm

10) In we are looking only to see if any error has occurred. The answer is a simple yes or no.

- A. error searching
- B. error detection
- C. error correction
- D. error transmission

11) In we need to know the exact number of bits that are corrected and more importantly, their location in the message.

- A. error searching
- B. error detection
- C. error correction
- D. error transmission

12) is the process in which the receiver tries to guess the message by using redundant bits.

- A. Forward error correction
- B. Backward error correction
- C. Transmission
- D. Retransmission

13) is the technique in which the receiver detects the occurrence of an error and asks the sender to resend the message.

- A. Forward error correction
- B. Backward error correction
- C. Transmission
- D. Retransmission

14) In block coding, we divide our message into blocks, each of k bits, called

- A. Dataword
- B. Generator
- C. Codeword
- D. Checker

15) in the data link layer separates a message from one source to a destination, or from other messages to other destinations, by adding a sender address

and a destination address.

- A. Transforming
- B. Framing
- C. Separating
- D. Messaging

16) In , there is no need for defining the boundaries of the frames; the size itself can be used a delimiter.

- A. Standard Size Framing
- B. Fixed Size Framing
- C. Variable Size Framing
- D. Constant Size Framing

17) is prevalent in LANs, we need a way to define the end of the frame and the beginning of the next.

- A. Standard Size Framing
- B. Fixed Size Framing
- C. Variable Size Framing
- D. Constant Size Framing

18) Which of the following is/are the methods used for carrying out framing.

- A. Character count
- B. Starting and ending characters, with character stuffing.
- C. Starting and ending flags with bit stuffing.
- D. All of the above

19) In , the sender sends one frame, stops until it receives confirmation from the receiver, and then sends the next frame.

- A. stop and wait protocol
- B. simplest protocol
- C. sliding window protocol
- D. High level Data Link Control Protocol(HDLC)

20) In , the sliding window is an abstract concept that defines the range of sequence numbers that is the concern of the sender and receiver.

- A. stop and wait protocol
- B. simplest protocol
- C. sliding window protocol
- D. High level Data Link Control Protocol(HDLC)

3) D. All of the above

- 4) A. Request**
 - 5) A. Unacknowledged connectionless service**
 - 6) C. Acknowledged connection oriented service**
 - 7) B. Acknowledged connectionless service**
 - 8) B. Indication**
 - 9) B. Indication**
 - 10) B. error detection**
 - 11) C. error correction**
 - 12) A. Forward error correction**
 - 13) D. Retransmission**
 - 14) A. Dataword**
 - 15) B. Framing**
 - 16) B. Fixed Size Framing**
 - 17) C. Variable Size Framing**
 - 18) D. All of the above**
 - 19) A. stop and wait protocol**
 - 20) C. sliding window protocol**
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Answers:

- 1) A. Data Link**
- 2) D. Confirm**