[4] RGPVO

RGPVONLINE.COM

14

Or

10. Write short notes:

- i) Domain Name system.
- ii) World Wide Web.
- iii) Content delivery.
- iv) Email.

Total No. of Questions: 10]

[Total No. of Printed Pages :4

Roll No

EC - 803

B.E. VIII Semester

Examination, June 2015

Computer Network

Time: Three Hours

Maximum Marks: 70

Note: i) Attempt all questions.

- ii) All questions carry equal marks.
- 1. a) During the communication how the various layer exchange information in OSI model? Describe with the help of suitable diagram.
 - b) Explain the TCP/IP architecture. Show the comparison with the OSI model with the help of schematic diagram.

Or

- 2. a) Explain frequency domain and time domain characteristics of communication channel. Define the terms. RGPVONLINE.COM 7
 - i) Bandwidth
 - ii) Throughput
 - iii) Latency
 - b) What is circuit switched Network? How communication is established in these network?

7

- 3. a) Explain the working of stop and wait and selective repeat ARQ protocol. 7
 - b) Compute the CRC for a 10 bit sequence 1010011110 and a divisor of 1011.

Or

- 4. a) Prove that utilization of sliding window protocol for error free channel is $U = \frac{W}{1+2a}$ where 'W' is window size and 'a' is ratio of propagation time to transmission time. 7
 - b) A pure ALOHA network transmit 200 bit frames on a shared channel of 200 kbps. What is the throughput if the system (All station together) produces?
 - i) 1000 frames per second.
 - ii) 500 frames per second.
 - iii) 250 frames per second.

In which case percentage wise maximum throughput would be achieved.

- 5. a) Distinguish between the following:
 - i) Static and dynamic routing
 - ii) Centralized and distributed routing.
 - b) Explain the concept of Tunneling in internet working write down the differences in IPv4 and IPv6.

Or

- 6. a) Compare virtual circuit and datagram subnet. State the principles of congestion control and congestion prevention policies.
 - b) Distinguish between multicasting and multiple unicasting. Also, give reason why we have a separate mechanism for multicasting, when it can be emulated with unicasting?

7. a) Define TCP and discuss the different fields of TCP packet format with the help of a diagram.

b) Why does UDP exists? Would it not have been enough to just let user processes send raw IP packets? Justify your answer.

Or

- 8. a) How connection is established and Terminated in TCP using three way handshaking mechanism? Describe in detail.
 - b) What are the different services that TCP provides to application program?
- 9. a) Why do you think DNS uses UDP, instead of TCP, for in query and response messages?
 - b) Suppose you are sending an email from your Hotmail account to your friend, who reads his/her email from his/her mail server using IMAP. Briefly describe how your email travels from your host to your friend's host. Also, what are the application layer protocols involved into this?