Data link protocols almost always put the CRC in a trailer rather than in header. Why?

Unit - III

3. a) How is possible to allocate static channel in LANs and MANs?
   b) How adaptive tree walk protocol works?
   c) What is the difference between Multiple Access and Collision Avoidance (MACA) and MACAW (for wireless)?
   d) Consider the delay of pure ALOHA versus slotted ALOHA at the low load. Which one is less? Explain your answer.

OR

Store-and-forward switches have an advantage over cut-through switches with respect to damaged frames. Explain what it is.

Unit - IV

4. a) Explain the store-and-forward packet switching.
   b) How datagram subnet is differ from virtual-circuit subnet?
   c) How count-to-infinity problem is generated in routing algorithm?
   d) How Open Shortest Path First (OSPF) work? Explain with an example.

OR

What is recourse reservation protocol and how is it work?

Unit - V

5. a) The maximum payload of a TCP segment is 65,495 bytes. Why was such a strange number chosen?
   b) Give the advantages of RPC on UDP over transactional TCP.
   c) What is the role of SMTP and POP 3 in a mail services?
   d) DNS uses UDP instead of TCP. If a DNS packet is lost, there is no automatic recovery. Does this cause a problem? And if so, how is it solved?

OR

Write short notes on -

i) SSH ii) LPP

iii) Telnet

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Roll No .....

CS - 604

B.E. VI Semester

Examination, June 2016

Computer Networking

Time : Three Hours

Maximum Marks : 70

Note: i) Answer five questions. In each question part A, B, C is compulsory and D part has internal choice.

ii) All parts of each question are to be attempted at one place.

iii) All questions carry equal marks, out of which part A and B (Max.50 words) carry 2 marks, part C (Max.100 words) carry 3 marks, part D (Max.400 words) carry 7 marks.

iv) Except numericals, Derivation, Design and Drawing etc.

Unit - I

1. a) What are the uses of computer network now a day?
   b) What is the difference between TCP and UDP?
   c) What is the principle difference between connectionless communication and connection-oriented communication ?
   d) Explain the layered architecture of OSI model? List two ways in which OSI model and TCP/IP model are same.

OR

What are the types of queuing system is used for computer network? Explain.

Unit - II

2. a) How framing is done in data link layer? Explain.
   b) What is the role of bit stuffing in data transmission?
   c) What is remainder obtained by dividing $x^7 + x^5 + 1$ by the generator polynomial $x^3 + 1$?
   d) What conditions would have to hold for a corrupted frame to circulate forever on a token ring without a monitor? How does the monitor fix this problem?

OR