

10. The IPv6 protocol provides:
 - a. 128 bits address
 - b. 256 bits address
 - c. Unique, numerical IP address
 - d. All of these
11. The _____ is a function in data link layer.
 - a. Congestion control
 - b. Routing
 - c. Framing
 - d. Noiseless channel control
12. The _____ reduces the number of collisions to half.
 - a. Pure ALOHA
 - b. SLOTTED ALOHA
 - c. ALOHA
 - d. Token Bus
13. The _____ is the process of detecting and correcting data frames that are corrupted or lost during transmission.
 - a. Congestion control algorithms
 - b. Routing
 - c. Error control techniques
 - d. Gateways
14. The binary notation & dotted decimal notation methods are used in:
 - a. IPv4
 - b. IPv6
 - c. Both a, b
 - d. None of the above
15. In Selective Repeat ARQ sliding window, if m is the number of bits for the sequence number, then the size of the send and receive window must less than or equal to _____.
 - a. 2^{m-1}
 - b. One half of 2^m
 - c. 2^{m-1}
 - d. $2^m + 2$
16. The _____ is a critical process initiated after the deadlock is detected.
 - a. Deadlock prevention
 - b. Deadlock recovery
 - c. Deadlock avoidance
 - d. All of the above
17. The _____ is a client/server application, initiated by the client, which sends a request message to a known remote server to execute a specified procedure with supplied parameters.
 - a. Network file system
 - b. Remote login
 - c. Cryptography
 - d. Remote procedure call
18. In _____ mathematical technique, it is used to validate the authenticity and integrity of a digital document, message or software.
 - a. Symmetric key
 - b. Asymmetric key
 - c. Digital signature
 - d. Public key
19. The _____ is the ability of users to access a device or a network from any location.
 - a. Network file system
 - b. Remote login
 - c. Telnet
 - d. Remote procedure call
20. The _____ is a push protocol and is used to send the mail.
 - a. DNS
 - b. FTP
 - c. SMTP
 - d. HTTP

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(Descriptive)

Time : 2 hr. 30 mins.

Marks : 50

[Answer question no.1 & any four (4) from the rest]

1. Explain the advantages and disadvantages of TCP/IP reference model. Write down the similarities between TCP/IP and OSI reference model. 10
2. a) What are the functions of Physical Layer? 2+2+6= 10
b) Differentiate between guided and unguided media.
c) Write down the techniques used for wired network.
3. a) Explain the MAC Sublayer and how it is used in OSI Reference Model. 5+5=10
b) How the functions of MAC Sublayer help in Data Communication?
4. a) Why Error Control Techniques are used? 4+6=10
b) Explain the types of error control techniques.
5. a) What is framing? Differentiate between the types of framing. (2+2)+6= 10
b) Explain how the send sliding window works if $m=3$, where the $S_{size}=2^m-1$.
6. "When a device has multiple paths to reach a destination, it always selects one path by preferring it over others"- identify the process & write down its types along with diagram. 10
7. Write short notes on: 5×2=10
a) RPC
b) Digital certificate
8. How a client/server model can create a mechanism that allows a user to establish a session on the remote machine and then run its applications? Explain all the protocols used in this mechanism. 10

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