

1602051033

KLR

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E-11

Roll No.

Computer Networks
2K5-ES-02

Time : 3 hrs.

M.M : 100

Note :-

1. Part 'A' may be attempted in first 6 pages of Answer Sheet.
भाग 'क' के सभी उत्तर, उत्तर-पुस्तिका के प्रथम छः पृष्ठों में ही करने हैं।
2. Part 'B' in rest of the Sheets of Answer Sheet.
भाग 'ख' के उत्तर, उत्तर-पुस्तिका के अगले शेष पृष्ठों में लिखिये।
3. Answers may be given in English or Hindi.
प्रश्नों के उत्तर अंग्रेजी अथवा हिन्दी में दीजिये।

PART - 'A'

1. Answer any ten questions : -

(10x2=20)

- (a) What are the three criteria necessary for an effective and efficient network?
- (b) What are the issues in Data Link layer?
- (c) OSI stands for _____
- (d) What is a switch ?
- (e) State the functions of Network layer.
- (f) What are the fields on which UDP checksum is calculated?
- (g) State the functions of Transport Layer.
- (h) Define IP address.
- (i) Write the types of multiplexing.
- (j) What is the function of stop and wait flow control ?
- (k) What are the disadvantages of double DES ?
- (l) Define ATM. (Asynchronous Transfer Mode)
- (m) Write advantages of ISDN network.
- (n) Mention some of the properties of Ethernet.

2. Attempt any five questions :

(5x4=20)

- (a) Group the OSI Layer by function.
- (b) What is the difference between service point address, logical address and physical address?
- (c) Explain broadcast network, point to point network.

- (d) Discuss Gateway in detail.
- (e) Explain function of Token ring
- ~~(f)~~ Write short notes on ATM.
- ~~(g)~~ Differentiate between Analog Transmission Media and Digital Transmission Media.
- (h) Discuss hubs in detail.

PART- B

Answer any three questions.

(3x20=60)

- 3. ~~(a)~~ Explain ISO/OSI reference model along with its block diagram.
- 4. (a) Explain in detail about IEEE 802.3.
(b) Write short notes on :
(i) ADSL (ii) Public Key Cryptography
- 5. ~~(a)~~ Define Bridge and explain types of Bridges.
~~(b)~~ Write notes about Repeaters, Routers & Gateways.
- 6. ~~(a)~~ Differentiate between circuit switching, packet switching and message switching.
(b) Explain IP addressing Method.
- 7. (a) Describe in detail about UDP header format with neat sketch.
(b) Define Congestion. What are techniques to avoid and overcome congestion.