

Computer Network

16/12/09

2-30 to 5:30

N.B. 1. Q.1 is Compulsory.

2. Attempt any **Four** out of remaining **Six** Questions.3. Figures to the right indicate **full** marks.

1. a) Explain Stop and wait protocol and sliding window protocol with example and suitable diagram. 10
- b) What is subnet address if the destination address is 198.47.34.31 and subnet mask is 255.255.224.0 05
- c) For message frame 1101011011 and $G(x) = x^4 + x + 1$ show the transmitted frame. 05
2. a) Explain the need for the layered architecture in computer network. Explain how information is exchanged between two nodes using OSI model. 10
- b) Explain framing, flow and error control in Data Link Layer. 10
3. a) What is the purpose of Digital Subscriber Line (DSL)? Explain ADSL. 10
- b) What is the difference in functionalities between a bridge and a repeater? Explain the process of learning in case of transparent bridge. 10
4. a) What is Carrier Sense Multiple Access with Collision Avoidance (CSMA/CA) protocol? Explain with timing diagram. 10
- b) Differentiate between Virtual-Circuit and datagram subnets. 10
5. a) What is count to infinity problem in distance vector routing? 10
- b) What are transport service primitives? 10
6. a) How TCP controls the congestion? 10
- b) i) What is Address Resolution Protocol(ARP)? 05
- ii) Explain Classless Inter Domain Routing (CIDR). 05
7. Write notes on: (any four) 20
- SONET
 - IEEE 802.11 WLAN
 - Berkeley Socket
 - Point-to-Point Protocol(PPP)
 - Differentiate between Hub and Switch