Final Examination Cover Sheet

First Semester: 1436 / 1437 - 2015 / 2016

Course Title:	Computer Networks	Course Code: IT 210		
Exam Duration:	2 Hours	Number of Pages:		
The table	e below is to be filled by	the student		
Student Name:		Student ID:		
Class Day & Time		CRN:		
Instructor Name:		Exam Date:		
	Exan	n Guidelines		
Mobile phones are not permitted.				
Wiobiic phon	nes are not permitted.			
_	nes are not permitted.			
Marking Scheme	-	Score		
Marking Scheme	-	Score /		
Marking Scheme	Questions			
Marking Scheme	Questions Q1 10	1		
Marking Scheme	Questions Q1 10 QII 7.5	<i>I I</i>		
Marking Scheme	Questions Q1 10 QII 7.5 QIII 7.5	<i>I I</i>		
Marking Scheme	Questions Q1 10 QII 7.5 QIII 7.5 QIV 15	<i>I I</i>		
Marking Scheme	Questions Q1 10 QII 7.5 QIII 7.5 QIV 15	<i>I I</i>		
Marking Scheme	Questions Q1 10 QII 7.5 QIII 7.5 QIV 15	<i>I I</i>		

Q I: MCQ		MARKS	[20X0.5=10]
1outer sheat	cable consists of an inner copp	er core and a second	d conductor
	a) Twisted-pair		
	b) Coaxial		
	c) Fiber-optic		
	d) Shielded twisted pair		
2. The infr	ared wave has frequencies	microwav	'e.
	a) below		
	b) above		
	c) the same as		
	d) none		
	ted pair cables, which of the f west attenuation?	following value of "l	Diameter" will
	a) .023		
	b) .015		
	c) .040		
	d) .020		
4. In which other device	topology every device has a dece?	dicated point-to-poi	nt link to every
	a) Star topology		
	b) Mesh Topology		
	c) Bus topology		
	d) Ring topology		
5. Current	· 1	e management of in	ternet domain
names and	addresses.		
	a) NIC		
	b) ICANN		
	c) ISOC		
	d) IEFE		
6. If an Et add	thernet destination address is	02:01:02:03:04:05,	then this is a
	a) Unicast		
	b) Broadcast		
	c) Multicast		
	d) None of the above		

7. Consider a noiseless channel with a bandwidth of 3000 Hz transmitting a



signal wi	th tv	vo signal levels. The maximum bit rate will be:
	a)	300 bps
		3000 bps
	c)	600 bps
	d)	None of the above
8. STP no	orma	ally consists of:
	a)	Metal shield and metal cover
	b)	Plastic cover and plastic shield
	c)	Metal shield and plastic cover
	d)	None of the above
9. The vu ALOHA.		rable time for a pure ALOHA is the one for slotted
	a)	Less than
	b)	Greater than
	c)	Equal to
	d)	None of the above
10. Gene gauge UT	-	y, an 18 Gauge UTP cable has diameter than a 26 able:
	a)	Smaller
	,	Larger
		Equal
		small or large (both are possible)
_	ing oritl	problems in a set of switches can be eliminated using nm.
	a)	Routing
		Forwarding
	c)	e
		None of the above
	,	

12.	CSMA	is	based	on	the	principle
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a)

listen before talk

b)	transmit when polled
c)	wait for the reservation slot
d)	transmit using the assigned frequency
13. Bluetooth	is atechnology that connect devices in a small area
a)	Wired LAN
,	VLAN
	Wireless LAN
d)	None of the above
14 A link layo	er switch is a connecting device that operates in the
layer(s).	
a)	Physical, data-link and network
b)	Data-link and network
c)	Physical
•	Physical and data-link
	on coordination function(DCF) uses as the access
method in IE	EE 802.11.
a)	CSMA/CA
b)	ALOHA
c)	CSMA/CD
d)	All of the above
16. The perfo	ormance of a network can be measured by measuring
a)	Delay

17. Which of the following is a unicast routing algorithm?

b) Throughputc) Packet lossd) all of the above

d) all of the above

a) RIPb) OSPFc) BGP

18. The OSPI	routing algorithm is based on	algorithn
a)	distance-vector	
b)	link-state	
c)	path-vector	
d)	link-path-state	
19. TELNET	is an abbreviation for	•
a)	Terminal network	
	Telephone network	
c)	Telecommunication network	
d)	None of the choice are correct	
20. DNS can u	ise the services of	·
a)	UDP	
b)	TCP	
c)	Either UDP or TCP	
d)	None of the choice are correct	



Ql	I Fill in the	Blanks		\mathbf{M}_{L}	ARKS	[15X0.5=7.5]
(Tr	ransport)	(Digital)	(Wir	reless)		(Network)
(Fo	orwarding)	(IEEE 802.	.11) (IEE	E 803.11)		(piconet)
(He	ops)	(FSK)	(ACL)	(Broadcas	st) (Criti	ical Angle)
(W	ireless Netv	vorks)	(Physical- la	ayer) (U	nicast)	(Frame)
(M	ulticast)		(Application	n)	(BNC	()
1.	UDP and T	CP are two pr	rotocols at the		laye	r. (Transport)
2.			ket is routed, h			rce to its
3.	ARP is a/ar	1	lay	er protocol.	(networ	k)
4.		-	pecifications fal and DLL. (2)			alled,
5.	In RIP, the	cost is define	d as the numb	er of	(ho	ops)
6.	Bluetooth d	-	pes of networl	ks one is	and the	e other is
7.	The IEEE 8	302.11 FHSS	uses	modulation	n. (FSK)	
8.			link is latency. (ACI		ı data inte	egrity is more
9.	In Ethernet (Broadcast	_	if all the bit	s are 1s, the	e address	is
10.	•	f light to be 1		ber-Optic cal		lue I should be

Q. III TRUE and FALSE

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MARKS [15X0.5= 7.5]

11. CSMA/CA is a preferable method for Networks)	(Wireless
12. SSH is a(n)layer protocol. (Application)	
13. An ARP reply is normally (unicast)	
14. A packet at the data-link layer is normally called a	(frame)
15is a type of connectors used in coaxial cabling.	(BNC)

1	Infrared operates at a higher frequency than microwaves.	True
2	A socket address is a combination of a MAC address and a logical address	False
3	Congestion control refers to the mechanism and techniques to keep the load below the capacity	True
4	IPv4 is a connection-oriented protocol.	False
5	Router is involved in three layers of TCP/IP protocol suite.	True
6	The main problem to be solved in providing mobile communication using the IP protocol is addressing.	True
7	A VLAN is a local area network configured by software.	True
8	A repeater has no filtering capability.	True
9	A router is a connecting device that operates in the network layer.	False
10	Bluetooth is a wireless LAN technology that connects devices in small areas.	True
11	Fast Ethernet has a data rate of 100 Mbps.	True



12	Vulnerable time for Slotted ALOHA is double than pure ALOHA.	False
13	Transmission media belongs to layer '0' of OSI-TCP/IP model	True
14	In CSMA protocols, the vulnerable time is equal to queuing time.	False
15	UTP and STP are different implementations of twisted-pair cable.	True

Q. IV Short Questions.

MARKS [5X3=15]

1. Differentiate the term Periodic and Nonperiodic signal.

Answer:

A periodic signal completes a pattern within a measurable time frame, called a period, and repeats that pattern over subsequent identical periods. The completion of one full pattern is called a cycle. A nonperiodic signal changes without exhibiting a pattern or cycle that repeats over time. Both analog and digital signals.

2. Differentiate between FDMA and TDMA

Answer:

FDMA: Bandwidth is divided and shared in frequency bands. Bandpass filter is used to confine the frequencies.

TDMA: Bandwidth is divided and shared in Time Slots. Each station transmits in allocated time slot.



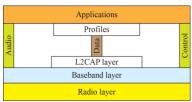
3. Describe Bluetooth with architecture.

Answer:

Bluetooth is a wireless LAN technology designed to connect devices of different functions when they are at a short distance from each other. A Bluetooth LAN is an ad hoc network. The devices, sometimes called gadgets, find each other and make a network called a piconet.

Bluetooth defines two types of networks: piconet and scatternet.

Bluetooth uses several layers that do not exactly match those of the Internet model.



4. Explain Stop-and-Wait protocol.

Answer:

Our second protocol is a connection-oriented protocol called the Stop-and-Wait protocol, which uses both flow and error control. Both the sender and the receiver use a sliding window of size 23. The sender sends one packet at a time and waits for an acknowledgment before sending the next one. To detect corrupted packets, we need to add a checksum to each data packet. When a packet arrives at the receiver site, it is checked. If its checksum is incorrect, the packet is corrupted and silently discarded.

5. Explain Secure Shell (SSH).

Answer:

Although Secure Shell (SSH) is a secure application program that can be used today for several purposes such as remote logging and file transfer, it was originally designed to replace TELNET. There are two versions of SSH. The first version, SSH-1, is now deprecated because of security flaws in it. The second version, SSH-2.



Q. V Long Question.

MARKS [2X5=10]

1. (a) The following is the contents of a UDP header in hexadecimal format.

CB84000D001C001C

Give the following answer:

- **a.** What is the source port number?
- **b.** What is the destination port number?
- **c.** What is the total length of the user datagram?
- d. What is the length of the data?
- e. Is the packet directed from a client to a server or vice a versa?

Answer:

- a. The source port number is the first four hexadecimal digits (CB84)₁₆ or 52100
- b. The destination port number is the second four hexadecimal digits $(000D)_{16}$ or 13.
- c. The third four hexadecimal digits $(001C)_{16}$ define the length of the whole UDP packet as 28 bytes.
- d. The length of the data is the length of the whole packet minus the length of the header, or 28 8 = 20 bytes.
- e. Since the destination port number is 13, the packet is from the client to the server.

<u>OR</u>



1 (b) Discuss about the IEEE 802.11 with architecture and MAC sublayer.

Answer:

IEEE has defined the specifications for a wireless LAN, called IEEE 802.11, which covers the physical and data-link layers. It is sometimes called wireless Ethernet. In some countries, including the United States, the public uses the term WiFi (short for wireless fidelity) as a synonym for wireless LAN.

WiFi, however, is a wireless LAN that is certified by the WiFi Alliance. The standard defines two kinds of services: the basic service set (BSS) and the extended service set (ESS).

IEEE 802.11 defines two MAC sublayers: the distributed coordination function (DCF) and point coordination function (PCF).

2 Explain the terms

- a) Packet loss
- b) Throughput

Answer:

- a) Packet loss: An issue that severely affects the performance of communication is the number of packets lost during transmission. When a router receives a packet while processing another packet, the received packet needs to be stored in the input buffer waiting for its turn. A router, however, has an input buffer with a limited size. A time may come when the buffer is full and the next packet needs to be dropped. The effect of packet loss on the Internet network layer is that the packet needs to be resent, which in turn may create overflow and cause more packet loss.
- b) Throughput at any point in a network is defined as the number of bits passing through the point in a second, which is actually the transmission rate of data at that point. In a path from source to destination, a packet may pass through several links (networks), each with a different transmission rate.

[GOOD LUCK]