TB154625A **Reg. No……..**

Name ……

B. VOC. DEGREE (C.B.C.S.S.) EXAMINATION, MARCH 2017
SEMESTER IV - CORE COURSE (SOFTWARE DEVELOPMENT)
VSD4S12TB - COMPUTER NETWORKS

Time: Three Hours **Maximum Marks: 80**

PART A

I. Answer all questions. Each question carries 1 mark.

1. Which is responsible for the process-to-process delivery of the entire message?
2. What is the relationship between period and frequency?
3. What kind of error is undetectable by the checksum?
4. Name the layer which is responsible for the operation of the CSMA/CD access method and framing.
5. What is the position of the transmission media in the OSI or the Internet model?
6. What is generic domain? Give example.

(6x1=6)

PART B

II. Answer any seven questions. Each question carries 2 marks.

7. Why are standards needed?
8. What are some of the factors that determine whether a communication system is a LAN or WAN?
9. Calculate the period for the frequency 20 HZ?
10. Explain frame synchronizing.
11. What kind of arithmetic is used to add data items in checksum calculation?
12. What is the difference between a hard handoff and a soft handoff?
13. What are the differences between classfull addressing and classless addressing inIPv4?
14. Explain the reason for the elimination of the checksum in the IPv6 header.
15. Explain the uses of UDP.
16. What is the maximum size of the TCP header? What is the minimum size of the TCP header?

(7x2=14)

PART C

III. Answer any five questions. Each question carries 6 marks.

17. Briefly explain about OSI model.
18. Compare TDM and statistical TDM.
19. Describe about circuit switching.
20. List and explain advantages of Optical Fiber cables.

21. Explain CSMA protocol.
22. Briefly describe about three categories of satellites.
23. Explain about unicast, multicast and broadcast.
24. Describe about multimedia communication.

(5x6=30)

PART D

IV. Answer any two questions. Each question carries 15 marks.

25. How peer-to-peer layer communications is carried out in OSI model? Show the exchange of information in OSI layer using diagram.
26. Compare and contrast byte-stuffing and bit-stuffing. Which technique is used in byte-oriented protocols? Which technique is used in bit-oriented protocols?
27. Briefly describe about ICMP.
28. Explain working of UDP.

(2x15=30)