B.E. Information Technology Seven Semester IT701 - Computer Networks

	Pages : ne : Thr			GUG/W/18/1812 Max. Marks : 80	
	Note	3	 Same Answer book must be used for all questions. All questions carry marks as indicated. Due credit will be given to neatness and adequate dimensions. Assume suitable data wherever necessary. Illustrate your answers wherever necessary with the help of neat sketches 		
1.	a)		ine computer networks? Discuss various types of network topologies in comp work. Also discuss various advantages & disadvantages of each topology.	outer 8	
	b)	Wha	at are the applications of computer networks?	8	
			OR		
2.	a)	i)	lain the following: LAN ii) MAN WAN iv) ARPANET	8	
	b)		at is TCP/IP model? Explain the functions, protocols & services of each layer npare with OSI model.	? 8	
3.	a)	Exp	lain IEEE 802.3 Ethernet.	8	
	b)	Wri	te short note on :		
		i)	Binary countdown protocol.	4	
		ii)	Adaptive Tree work protocol.	4	
			OR		
4.	a)	Con	npare circuit switching, message switching & packet switching.	8	
	b)	Wri	te short note on :	8	
		i)	Channel allocation problem.		
		ii)	ALOHA & slotted ALOHA.		
		iii)	Bit map protocol.		
5.	a)		astruct a Hamming distance code for the given list using ODD faulty. 0 1 0 1 0 0 0 1 0 1 0 1.	8	

	b)	Write short note on:	8
		i) Character count.	
		ii) Character stuffing	
		iii) Bit stuffing	
		OR	
6.	a)	Discuss sliding window protocol using selective 'Repeat & Go Back n'.	8
	b)	Construct a CRC code for the given data & generator Data : 1010000 Generator : $x^3 + 1$.	8
7.	a)	Discuss Routing? Explain Hierarchical Routing in detail.	8
	b)	Explain IP Header with a neat diagram.	8
		OR	
8.	a)	Define IP Address. Explain the various classes of IP Addresses with example.	8
	b)	Write short notes on:	8
		i) Leaky Bucket algorithm.	
		ii) Choke packet	
		iii) Titler control	
		iv) Hop by Hop Choke packet.	
9.	a)	Explain the Quality of services of transport layer.	8
	b)	Discuss TCP Header in detail.	8
		OR	
10.		Write short notes on:	16
		i) UDP	
		ii) WWW	
		iii) DNS	
		iv) Email.	
