**1. If a datagram router goes down then \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ [01D01]**

a. all packets will suffer

**b. only those packets which are queued in the router at that time**

**will suffer**

c. only those packets which are not queued in the router at

that time will suffer

d. no packets will suffer

**2. Indatagramsubnetnewrouteischosen\_\_ \_\_ \_\_\_ \_\_ \_\_ \_\_\_ \_\_**

**\_\_.[01D02]**

**a. for every packet sent**

b. for all the packet sent

c. only for the first packet

d. for the packet which is not transmitted

**3. ThePSTNisanexampleofa\_ \_\_\_ \_\_ \_\_ \_\_ \_\_ \_\_ \_\_\_**

**\_network.[01M01]**

a. packet switched

**b. circuit switched**

c. message switched

d. frame switched

**4. Eachpacketisroutedindependentlyin\_\_ \_\_ \_\_ \_\_\_ \_\_ \_\_ \_\_**

**\_\_.[01M02]**

a. virtual circuit subnet

b. short circuit subnet

**c. datagram subnet**

d. ATM subnet

**5. For a connection oriented service, we need a \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_. [01M03]**

a. virtual circuit subnet

b. short circuit subnet

**c. datagram subnet**

d. wireless subnet

**6. Which type of switching uses the entire capacity of a dedicated**

**link? [01S01]**

a. circuit switching

b. datagram packet switching

c. virtual circuit packet switching

**d. message switching**

**7. In \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ circuit switching, delivery of data is**

**delayed because data must be stored and**

**retrieved from RAM. [01S02]**

a. space division

**b. time division**

c. virtual

d. packet

**8. In\_ \_\_ \_\_ \_\_\_ \_\_ \_\_\_ \_\_\_\_**

**,eachpacketofamessageneednotfollowthesamepathfrom sender to**

**receiver.**

**[01S03]**

a. circuit switching

b. message switching

c. virtual approach to packet switching

**d. datagram approach to packet switching**

**9. In\_ \_\_ \_\_ \_\_\_ \_\_ \_\_\_ \_\_ \_ \_\_ \_\_**

**\_\_,eachpacketofamessagefollowsthesamepath from sender to**

**receiver.**

**[01S04]**

**a. circuit switching**

b. message switching

c. virtual approach to packet switching

d. datagram approach to packet switching

**10. A permanent virtual circuit involves \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_**

**\_. [01S05]**

a. Connection establishment

**b. Data transfer**

c. Connection release

d. Connection check

**11. The set of optimal routes from all sources to a given**

**destination from a tree rooted to the destination**

**is known as \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_. [02D01]**

a. Binary tree

b. Sparse tree

**c. Sink tree**

d. AVL tree

**12. Adaptive routing algorithms get their information from \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_. [02D02]**

a. only from local environment

b. only from adjacent routers

**c. from locally, adjacent, external routers**

d. only from external routers

**13. If the route from I to J is computed in advance, off line, and**

**downloaded to the routers when the**

**networkisbootediscalledas\_\_ \_\_ \_\_ \_\_\_ \_\_\_ \_\_ \_\_.[02M01]**

a. Dynamic routing

b. Session routing

c. Temporary routing

**d. Static routing**

**14. The router algorithm takes the decision to changes the route**

**when \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_. [02M02]**

a. router changes

**b. topology changes**

c. user changes

d. transmission time does not change

**15. If route from router I to router J is computed on line based on**

**the current statistics, then it is called as \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_. [02M03]**

**a. Dynamic routing**

b. Session routing

c. Temporary routing

d. Static routing

**16. If the subnet uses virtual circuits internally, routing decisions**

**are made only when a new virtual**

**circuitisbeingsetup.Thisiscalledas\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_.[02S01]**

**a. Session routing**

b. Circuit routing

c. Datagram routing

d. Forwarding

**17. \_ \_ \_ \_ \_ \_ \_ \_ \_ \_change their routing decisions to reflect**

**changes in the topology. [02S02]**

a. Nonadaptive algorithms

**b. Adaptive algorithms**

c. Static algorithms

d. Recursive algorithms

**18. If router J is on the optimal path from router I to router K, then**

**the path from J to K along the samerouteis**

**\_\_ \_\_ \_\_\_\_\_ \_\_\_ \_\_\_\_\_ \_\_.[02S03]**

a. does not exist

**b. optimal**

c. maximum

d. constant

**19. If router J is on the optimal path from router I to router K, then**

**the optimal path from J to K also**

**fallsalongthesamerouteisknownas\_\_\_\_\_ \_\_\_ \_\_\_\_ \_\_\_ \_\_**

**\_\_.[02S04]**

a. Routing principle

**b. Optimality principle**

c. Sink tree principle

d. Network principle

**20. \_\_\_ \_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_**

**donotbasetheirroutingdecisionsonmeasurementsor estimates of**

**the current**

**traffic and topology. [02S05]**

**a. Nonadaptive algorithms**

b. Adaptive algorithms

c. Static algorithms

d. Recursive algorithms

**21. The method of network routing where every possible path**

**between transmitting and receiving DTE is used**

**is called [03D01]**

a. Random Routing

**b. Packet Flooding**

c. Directory Routing

d. Message Switching

**22. In Hierarchical routing for N router subnet, the optimal number**

**of levels is \_ \_ \_ \_ \_ \_ \_ \_ \_. [03D02]**

a. logN

b. log(N -1)

**c. lnN**

d. ln(N-1)

**23. In Hierarchical routing, the routers are divided into what is**

**called as \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_. [03M01]**

a. zones

b. Cells

**c. Regions**

d. Blocks

**24. The regions in Hierarchical routing are grouped in to \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_. [03M02]**

**a. Clusters**

b. Zones

c. Blocks

d. Cells

**25. The Clusters in Hierarchical routing are grouped in to \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_. [03M03]**

a. Clusters

**b. Zones**

**w**c. Blocks

d. Cells

**26. 1. If a router sends every incoming packet out only on those**

**lines that are going approximately in**

**therightdirectionisknownas\_\_ \_\_ \_\_\_ \_\_\_\_\_\_\_ \_\_\_\_\_\_.[03S01]**

a. Random flooding

b. Static flooding

**c. Selective flooding**

d. Early flooding

**27. In shortest path routing algorithm, the path length is measured**

**based on \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_. [03S02]**

a. time delay

**b. number of hops**

c. size of the routers

d. routing table

**28. Floodingalwayschoosethe\_\_\_\_\_\_ \_\_\_ \_\_\_\_\_\_\_ \_\_.[03S03]**

**a. Shortest path**

b. First path

c. Last path

d. Largest path

**29. In military applications where large number of routers may be**

**blown to bits at any instant, we use \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_. [03S04]**

a. Shortest path first

b. First come first serve

c. Forwarding

**d. Flooding**

**30. In distributed applications, it is sometimes necessary to update**

**all the databases concurrently, we use \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_. [03S05]**

a. Shortest path first

b. First come first serve

c. Forwarding

**d. Flooding**

**31. In multicast routing with spanning tree method, a network with**

**n groups, each with an average of m**

**members, for each group we require \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ .**

**[04D01]**

a. n pruned spanning trees must be stored for a total of mn

trees

b. m pruned spanning trees must be stored for a total of m

trees

c. n pruned spanning trees must be stored for a total of n trees

**d. m pruned spanning trees must be stored for a total of mn trees**

**33. To do multicast routing, each router computes a \_ \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ . [04M01]**

a. Binary tree

b. AVL tree

**c. Spanning tree**

d. Sparse tree

**34. A well -defined groups that are numerically large in size but**

**small compared to the network as a**

**wholeareusedin \_\_ \_\_\_\_\_\_\_ \_\_ \_\_\_\_\_ \_\_. [04M02]**

a. Unicast routing

**b. Multicast routing**

c. Broadcast routing

d. Telecast routing

**35. In\_\_ \_\_\_\_\_\_ \_\_\_\_\_\_\_**

**tosendamulticastmessageahostsendsittothecore,which then does**

**the multicast**

**along the spanning tree. [04M03]**

**a. Core based Trees**

b. AVL trees

c. Binary trees

d. Sparse trees

**36. Sending a packet to all destinations simultaneously is called \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_. [04S01]**

a. Multicasting

b. Unicasting

c. Telecasting

**d. Broadcasting**

**37. AnormalFloodingtechniqueisanexampleof\_\_\_\_ \_\_\_\_\_\_\_\_\_**

**\_\_\_\_\_.[04S02]**

a. Multicasting

b. Unicasting

c. Telecasting

**d. Broadcasting**

**38. In Broadcast routing, if the router does not know anything all**

**about spanning tree, \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_**

**\_ method is preferred. [04S03]**

**a. Reverse Path forwarding**

b. Multidestination

c. Flooding

d. spanning tree

**39. The method of Broadcast routing in which each packet**

**contains either a list of destinations or a bit map**

**indicating the desired destinations is \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_**

**. [04S04]**

a. Reverse Path forwarding

b. Spanning tree

**c. Multidestination**

d. Flooding

**40. Sending a message to a well defined group that are numerically**

**large in size but small compared to the**

**network as a whole is called \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ .**

**[04S05]**

a. Unicasting

**b. Multicasting**

c. Broadcasting

d. Telecasting

**41. In link state routing, after the construction of link state packets**

**new routes are computed using \_ \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ . [05D01]**

a. Bellman Ford algorithm

b. DES algorithm **c. Dijkstra's algorithm**

**43. Count-to-Infinityproblemoccursin\_\_\_\_\_\_ \_\_\_\_\_\_ \_\_\_**

**\_\_\_\_.[05M01]**

**a. distance vector routing**

b. short path first

c. link state routing

d. hierarchical routing

**44. In distance vector routing algorithm, each router maintains a**

**separate routing table with the following**

**entries . [05M02]**

a. preferred input line , estimated time

b. preferred input line, estimated distance

**c. preferred output line, estimated time**

d. preferred output line, router

**45. Linkstatepacketsarebuiltin \_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_.[05M03]**

a. short path first

**b. distance vector routing**

c. link state routing

d. hierarchical routing

**46. In which routing method do all [05S01]**

a. Distance Vector

b. Link Vector

c. Shortest path

**d. Link State**

**47. In distance vector routing algorithm, the routing tables are**

**updated \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [05S02]**

**a. by exchanging information with the neighbors**

b. automatically

c. using the backup database

d. by the server

**48. Distance vector routing algorithm is implemented in Internet as**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [05S03]**

a. OSPF

**b. RIP**

c. ARP

d. APR

**49. Which of the following routing algorithm takes into account the**

**current network load. [05S04]**

a. broadcast

b. shortest path

c. flooding

**d. distance vector routing**

**50. Indistancevectorroutingthedelaymetricis \_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_**

**.[05S05]**

a. number of hops

b. geographical distance

c. number of neighbors

**d. queue length**

**51. The processes that keep track of hosts whose home is in the**

**area, but who currently visiting another area**

**is \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [06D01]**

**a. Home agent**

b. Mobile agent

c. Foreign agent

d. User agent

**52. In AODV routing algorithm for MANETs, the route is discovered**

**at time \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ .**

**[06D02]**

a. only when the network is established

b. in middle of the transmission

**c. when there is a need for route by the host**

d. when there is no need for route by the host

**53. Military vehicles on a battlefield with no existing infrastructure**

**will deploy \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_**

**network. [06M01]**

**a. MANET**

b. Cell Network

c. LAN

d. Wi-Fi

**54. The network in which all the nodes are symmetric and there is**

**no central control or hierarchy is \_ \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ . [06M02]**

a. MANET

b. Client -Server Technology

**c. Peer-to-Peer**

d. Wi-Fi

**55. What is the type of network in which the topology change from**

**time to time? [06M03]**

a. Wi-Fi

b. Cell Network

c. LAN

**d. MANET**

**56. The processes that keep track of all mobile hosts visiting the**

**area is \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [06S01]**

a. Home agent

b. Mobile agent

**c. Foreign agent**

d. User agent

**57. The hosts which are basically stationary hosts who move from**

**one fixed site to another from time to time but**

**use the network only when they are physically connected to it are**

**called \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [06S02]**

**a. Migratory hosts**

b. Stationary hosts

c. Mobile hosts

d. Random hosts

**58. The hosts who compute on the run and want to maintain their**

**connections as they move around \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ . [06S03]**

a. Migratory hosts

b. Stationary hosts

**c. Mobile hosts**

d. Random hosts

**59. What is the type of network in which the routers themselves are**

**mobile? [06S04]**

a. Wide Area Network

**b. Mobile Ad hoc Network**

c. Mobile Network

d. Local Area Network

**60. What is the routing algorithm used in MANETs? [06S05]**

a. Shortest Path First

b. Routing Information Protocol

c. Distance Vector Protocol

**d. Ad hoc On -demand Distance Vector Protocol**

**61. Why probe packets are transmitted in the network? [07D01]**

a. to know about the capacity of the channel

b. to count the number of host in the network

c. to know about efficiency of the routing algorithm

**d. to know about the congestion**

**62. If the source deduces the existence of congestion by making**

**local observations,such as the time needed for**

**acknowledgements to come back is called as \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ .**

**[07D02]**

**b. Implicit feedback algorithm**

**63. The solution to decrease the load on the network when**

**congestion occurs is \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [07M01]**

a. splitting the traffic over multiple routes

b. increasing the transmission power

c. usage of spare routers

**d. denying service to the users**

**64. In open loop congestion control techniques, the decisions are**

**based on the \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [07M02]**

**a. without regard to the current state of the network**

b. with regard to the current state of the network

c. with regard to the choice of the host

d. without regard to the choice of the host

**65. In closed loop congestion control techniques, the decisions are**

**based on the \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [07M03]**

**a. concept of a feedback loop**

b. concept of a forward loop

c. concept of current state of network

d. concept current status of the router

**66. When too many packets are present in the subnet, and**

**performance degrades then it leads to \_ \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ . [07S01]**

a. Ingestion

**b. Congestion**

c. Digestion

d. Diffusion

**67. What is it goal of congestion control? [07S02]**

a. making sure that subnet is not able to carry the offered

traffic

b. making sure that subnet will allow more than the offered

packets

**c. making sure that subnet is able to carry the offered traffic**

d. making sure that subnet will not allow any traffic

**68. The service of open loop congestion control technique is \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ . [07S03]**

a. monitor the system to detect when and where congestion

occurs

**b. when to accept new traffic**

c. pass the information to places where action can be taken

d. adjusting the system to correct the problem

**69. The service of closed loop congestion control technique is \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ . [07S04]**

a. when to accept new traffic

b. when to discard the packets

**c. monitor the system to detect when and where congestion occurs**

d. which packets to discard

**70. The solution to increase the capacity when congestion occurs**

**is \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [07S05]**

a. denying service to the users

b. degrading the service to the users

**c. splitting traffic over multiple routes**

d. rescheduled the demands of the users

**71. When routers are being inundated by packets that they cannot**

**handle, they just throw them away is**

**known as \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [08D01]**

a. Jitter control

b. Random early detection

c. Choke packets

**d. Load shedding**

**72. If f is the sample instantaneous line utilization, a is the constant**

**that determines how fast the router forgets**

**recent history and u is the recent utilization of the line then the**

**formula to update u is \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ .**

**[08D02]**

**73. The choke packet is send back to the source if \_ \_ \_ \_ \_ \_ \_ \_ \_ .**

**[08M01]**

**a. The utilization factor u moves above the given threshold**

b. The utilization factor u moves below the given threshold

c. The utilization factor u is equal to the given threshold

d. The utilization factor u doesn`t change

**74. When the source host receives the choke packet, then the**

**source \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [08M02]**

a. reduces the capacity of the line

b. reduces the line utilization factor

**c. reduces the traffic generation**

d. ratereduces the threshold value

**75. If the buffer fills and a packet segment is dropped, then**

**dropping all the rest of the segments from that**

**packet, since they will be useless anyway is called \_ \_ \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ . [08M03]**

a. Priority dropping

**b. Tail dropping**

c. Age based dropping

d. Head dropping

**76. Timeoutdeterminationpolicyisusedin\_\_\_ \_\_\_\_\_\_\_\_\_\_**

**\_\_\_\_.[08S01]**

a. network layer

b. data link layer

**c. transport layer**

d. application layer

**77. Flowcontrolpolicyisimplementedin\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_ \_.[08S02]**

a. network layer

**b. transport layer**

c. application layer

d. physical layer

**78. Packet discard policy is implemented in \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_**

**\_ . [08S03]**

a. Physical layer

b. Data link layer

c. MAC layer

**d. Network layer**

**79. 4. For applications such as audio and video streaming, the**

**variation in the packet arrival times is called \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [08S04]**

a. Random early detection

**b. Jitter**

c. Delay difference

d. Load shedding

**80. Sending of a IP packet from host 1 to host 2 where both are of**

**same LAN but the packet is transferred through**

**different intermediate LANs is called \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ .**

**[09D01]**

**a. Tunneling**

b. Routing

c. Diverting

d. Forwarding

**81. The type of fragmentation in which packet is fragmented at the**

**source host and reassembly is done only**

**atdestination host is \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [09D02]**

a. transparent fragmentation

b. internal fragmentation

c. free space fragmentation

**d. nontransparent fragmentation**

**82. Firewallsareusedfor\_\_\_ \_\_\_\_\_\_\_ \_\_\_\_\_.[09M01]**

a. routing

**b. security**

c. tunneling

d. congestion control

**83. To translate the message semantics from one format to other, \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ is used. [09M02]**

**a. application gateway**

b. transport gateway

c. session gateway

d. network gateway

**84. The routing algorithm within each network is \_ \_ \_ \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ . [09M03]**

a. Routing information protocol

b. Exterior gateway protocol

**c. Interior gateway protocol**

d. Middle gateway protocol

**85. In \_ \_ \_ \_ \_ \_ \_ \_ case higher bandwidth can be achieved.**

**[09S01]**

**a. connectionless networks**

b. connection oriented networks

c. virtual circuit networks

d. optical networks

**86. Fragmentationmeans\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_ \_\_ .[09S02]**

a. adding of small packets to form large packet

**b. breaking large packet into small packets**

c. combining large packets in to a single packet

d. forwarding a packet through different networks

**87. Bridgesareusedat\_\_\_\_\_\_\_\_ \_\_\_layer.[09S03]**

a. Physical layer

**b. MAC layer**

c. Network

d. Transport

**88. Routersareusedat\_ \_\_\_\_\_\_\_\_\_\_layer.[09S04]**

a. Physical layer

b. MAC layer

**c. Network**

d. Transport

**89. Gatewaysareusedat\_ \_\_\_ \_\_\_ \_\_\_\_\_layer.[09S05]**

a. Physical layer

b. MAC layer

c. Network

**d. Application**

**90. Which type of ATM service is used for regroup timing**

**requirements? [10D01]**

a. variable bit rate

**b. constant bit rate**

c. available bit rate

d. unspecified bit rate

**91. Which of the following assertions is FALSE about the Internet**

**Protocol(IP)? [10D02]**

**a. It is possible for a computer to have multiple IP addresses**

b. Ip packets from the same source to the same destination

can take different routes in the network

c. IP ensures that a packet is discarded if it is unable to reach

its destination within a given number of hops

d. The packet source cannot set the route of an outgoing

packets; the route is determined only by the routing tables in

the

routers on the way

**92. \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ protocol is used for constant bit rate.**

**[10M01]**

**a. AAL1**

b. AAL2

c. AAL 3/4

d. AAL5

**93. While booting the system the IP address is \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ .**

**[10M02]**

a. 1.1.1.1

b. 1.1.0.0

c. 0.0.1.1

**d. 0.0.0.0**

**94. In ATM network \_ \_ \_ \_ \_ \_ \_ \_ \_ message is used by a source**

**host to set up a connection. [10M03]**

**a. SET UP**

b. Call PROCEEDING

c. CONNECT

d. RELEASE

**95. How many class A, B and C networks IDs can exist [10S01]**

**a. 2,113,658**

b. 16,382

c. 126

d. 128

**96. Which of the following TCP/IP internet protocol, a diskless**

**machine uses to obtain its IP address from a**

**server [10S02]**

a. RDP

b. ARP

**c. RARP**

d. RIP

**97. Theprotocolusedtotesttheinternetis\_\_ \_\_\_\_\_\_\_ \_\_\_\_\_\_\_.[10S03]**

a. IGMP

**b. ICMP**

c. ARP

d. RIP

**98. Which IP address class has few hosts per network? [10S04]**

a. class A

b. class B

**c. class C**

d. class D

**99. TheIPaddresswith127aabbccisusedfor\_ \_\_\_\_\_\_\_\_\_ \_\_\_**

**\_\_.[10S05]**

a. broad casting

b. multicasting

**c. loop back testing**

d. forward testing

**100. What type of addressing is specifically used by the transport**

**layer? [11D01]**

a. station address

**b. application program port address**

c. dialog address

d. network address

**101. Which of the following functionalities must be implemented by**

**a transport protocol over and above the**

**network protocol? [11D02]**

a. Recovery from packet losses

b. Detection of duplicate packets

c. Packet delivery in the correct order

**d. End to end connectivity**

**102. The TCP sockets are assigned address using \_ \_ \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ primitive. [11M01]**

a. LISTEN

b. ACCEPT

**c. BIND**

d. CONNECT

**103. SEND and RECEIVE primitives are called as \_ \_ \_ \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ primitives. [11M02]**

**a. blocking**

b. non blocking

c. data transfer

d. error control

**104. CONNECT and DISCONNECT primitives are called as \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ primitives. [11M03]**

a. blocking

**b. non blocking**

c. data transfer

d. error control

**105. Transport protocol data units(TPDUs) are contained in \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ . [11S01]**

a. protocol

**b. frame**

c. program

d. packet

**106. Which of the following layer is transport service provider?**

**[11S02]**

**a. network**

b. transport

c. session

d. application

**107. The transport layer performs the same types of functions as**

**the \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ layer. [11S03]**

a. session

b. network

**c. data link**

d. physical

**108. The end points of a transport connection are called \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [11S04]**

**a. TSAPs**

b. AAL -SAPs

c. NSAPs

d. PSAPs

**109. In transport layer, End to End delivery is the movement of data**

**from \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [11S05]**

a. one station to the next station

b. one network to the other network

**c. source to destination**

d. one router to another router

**110. Which of the following are session layer check points?**

**[12D01]**

**a. allow just a portion of a file to be resent**

b. detect and recover errors

c. control the addition of headers

d. are involved in dialog control

**111. The function of the transport layer ensuring that all pieces of a**

**transmission arrive at the destination, not**

**just some of them is \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [12D02]**

a. Duplication control

b. Sequence control

**c. Loss control**

d. Error control

**112. If either of the communicating device can ask for**

**disconnection by sending DISCONNECT REQUEST TPDU to**

**the other, and immediately disconnect without waiting for**

**acknowledgement is called \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ . [12M01]**

a. Graceful disconnection

**b. Abrupt disconnection**

c. Greedy disconnection

d. Random disconnection

**113. The type of disconnection in which three way handshake**

**protocol is used is \_ \_ \_ \_ \_ \_ \_ \_ \_ . [12M02]**

**a. Graceful disconnection**

b. Abrupt disconnection

c. Greedy disconnection

d. Random disconnection

**114. 8. The parameter which gives the probability of the transport**

**layer itself spontaneously terminating a**

**connection due to internal problems is called [12M03]**

a. protection

**b. resilience**

c. option negotiation

d. transfer failure

**115. A single transport layer connection split and connects the**

**different network connections is called \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ . [12S01]**

a. Upward multiplexing

**b. Downward multiplexing**

c. Congestion control

d. Flow control

**116. Error control is needed at the transport layer because of**

**potential errors occurring \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_**

**\_ \_ . [12S02]**

a. from transmission line noise

**b. in routers**

c. from out-of-sequence delivery

d. from packet loss

**117. Iftwoidenticalpacketsarriveatthedestination,then\_ \_\_\_\_\_\_\_\_\_\_**

**\_\_\_ \_\_\_ \_\_\_\_\_\_ control is not functioning.**

**[12S03]**

**118. transmission efficiency. [12S04]**

**a. upward**

**119. Multiplexing of different transport connections onto the same**

**network connection is called \_ \_ \_ \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ . [12S05]**

**a. Upward multiplexing**

b. Downward multiplexing

c. Congestion control

d. Flow control

**120. Window size in TCP header indicates \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ .**

**[13D01]**

a. number of bytes the receiver is willing to accept

**b. number of bytes the sender is willing to accept**

c. number of bytes the sender transmitting in each segment

d. number of bytes in the receiver

**121. ThesizeoftheTCPcongestionwindowdependson\_ \_\_ \_\_\_**

**\_\_\_\_\_\_\_ \_\_\_\_\_.[13D02]**

a. bandwidth

b. retransmission time

**c. threshold parameter**

d. traffic

**122. TheFINbitintheTCPheaderrepresents\_\_\_\_\_ \_\_\_\_\_\_\_ \_\_\_**

**\_\_\_.[13M01]**

a. establish connection

**b. release a connection**

c. data transfer

d. flow control

**123. ConnectionsareestablishedinTCPbymeansof\_\_\_\_ \_\_\_\_\_ \_\_\_**

**\_\_\_\_\_\_\_ \_\_\_. [13M02]**

**a. Three way handshake**

b. Two way handshake

c. One way handshake

d. Full/full duplex

**124. TheTCPexchangedataintheformof\_\_\_\_\_\_\_ \_\_ \_\_\_\_ \_\_\_\_\_\_\_**

**.[13M03]**

a. Fragments

**b. Segments**

c. Codes

d. Blocks

**125. TCP connection is \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ stream. [13S01]**

**a. Byte**

b. Bit

c. Message

d. packet

a. b. c.

**d.**

Error Sequence Loss **Duplication**

**11**

**8.**

**\_ \_ \_ \_ \_ \_ \_ \_ \_**

**\_**

**\_ \_ \_ \_ type of multiplexing are used by transport layer to improve**

**126. Portnumbersbelow1024arecalled\_ \_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_.[13S02]**

a. special ports

**b. original ports**

c. used ports

d. well known ports

**127. Theprotocolthatrunsontheportnumber25is\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_**

**.[13S03]**

a. TFTP

b. FTP

**c. SMTP**

d. NNTP

**128. ThelengthoftheTCPsegmentheaderis\_\_\_\_\_\_ \_\_\_\_\_\_ \_\_\_**

**\_\_\_\_.[13S04]**

a. 10 byte

**b. 20 byte**

c. 30 byte

d. 40 byte

**129. ThebasicprotocolusedbyTCPentitiesis\_\_\_\_\_ \_\_\_\_\_\_\_**

**\_\_\_\_\_\_\_.[13S05]**

**a. Sliding window protocol**

b. IP

c. ARP

d. HTTP

**130. In remote procedure call, the client program must be bound**

**with a small library procedure called \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [14D01]**

a. Server stub

b. Marshalling

c. Client hub

**d. Client stub**

**131. The protocol that handles feedback, synchronization and the**

**user interface but does not transport any data is**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [14D02]**

a. RPC

b. RTP

c. RIP

**d. RTCP**

**132. Uponreceiptofabadsegment,UDP\_ \_\_\_ \_\_\_**

**\_\_\_\_\_\_\_\_\_\_\_\_\_.[14M01]**

a. It does flow control

b. It does error control

c. Retransmission

**d. It does not do flw and error control**

**133. For multimedia applications, the transport protocol used is \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [14M02]**

a. RPC

**b. RTP**

c. RIP

d. RTCP

**134. To multiplex several real time data streams onto a single**

**stream of UDP packets, we use \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ . [14M03]**

**a. RTP**

b. RIP

c. ARP

d. RARP

**135. The connectionless internet transport protocol is \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [14S01]**

a. TCP

**b. UDP**

c. IP

d. IMAP

**136. ThelengthofUDPheaderis\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_.[14S02]**

a. 2 bytes **c. 8 bytes**

**138. An example connectionless transport protocol is \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ . [14S04]**

a. TCP

b. RIP

**c. UDP**

d. SMTP

**139. UDP header contains \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ number of fields.**

**[14S05]**

a. 3

**b. 4**

c. 5

d. 6

**140. Which AAL type is designed to support SEAL? [15D01]**

a. AAL1

b. AAL2

c. AAL3/4

**d. AAL5**

**141. A \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ field on a cell header in the ATM layer**

**determines whether a cell can be dropped.**

**[15D02]**

a. Virtual path identifier

b. Virtual circuit identifier

**c. Cell loss priority**

d. Generic flow constant

**142. The AAL4 protocol is intended to support [15M01]**

a. Variable bit rate applications

b. Connection oriented data services

**c. Connectionless packet data**

d. Variable bit rate

**143.**

**InATMnetworks,theendproductoftheSARisadatapacketthatis\_\_\_\_\_\_**

**\_\_\_ \_\_\_\_\_. [15M02]**

a. variable in length

**b. 48 bytes long**

c. 44 to 48 bytes long

d. greater than 48 bytes long

**144. The AAL3 protocol is intended to support [15M03]**

a. Variable bit rate applications

**b. Connection oriented data services**

c. Connectionless packet data

d. Variable bit rate

**145. Which layer in the ATM protocol reformats the data received**

**from other networks? [15S01]**

a. Physical

b. ATM

**c. Application adaptation**

d. Data adaptation

**146. Which layer in the ATM protocol has a 53 byte cell as an end**

**product. [15S02]**

**a. Physical**

b. ATM

c. Application adaptation

d. Cell transformation

**147. ATMmultiplexescellsusing\_\_\_ \_\_ \_\_\_\_ \_\_\_\_\_\_\_ \_.[15S03]**

a. asynchronous FDM

b. synchronous FDM

**c. asynchronous TDM**

d. synchronous TDM

**149. Which AAL type is designed to support a data stream that has**

**a constant bit rate? [15S05]**

**a. AAL1** b. AAL2 c. AAL3/4 d. AAL5

**150. In cryptography the following uses transposition ciphers and**

**the keyword is LAYER. Encrypt the following**

**message(spaces are omitted during encryption) WELCOME TO**

**NETWORK SECURITY! [16D01]**

a. WMEKREETSILTWETCOOCYONRU!

**b. EETSICOOCYWMEKRONRU!LTWET**

c. LTWETONRU!WMEKRCOOCYEETSI

d. ONRU!COOCYLTWETEETSIWMEKR

**151. Thelengthofthekeyinonetimepadmethodis\_\_\_ \_\_ \_\_\_\_\_\_\_**

**\_\_\_\_.[16D02]**

**a. Random** b. Fixed c. 64 d. 56

**152. Anexampleofpublickeyalgorithmis\_\_ \_\_\_\_\_\_\_ \_\_ .[16M01]**

**a. RSA** b. DES c. IREA d. RC5

**153. Caesercipherisrepresentedas\_\_\_\_ \_\_\_\_\_\_\_ \_\_\_.[16M02]**

a. C=(p+3)mod3

b. C=(p+26)mod3

c. C=(p-3)mod26

**d. C=(p+3)mod26**

**154. The security service that no party to a contract can later deny**

**having sent it is \_ \_ \_ \_ \_ \_ \_ \_ . [16M03]**

a. Integrity

b. Confidentiality

c. Authenticity

**d. Nonrepudiation**

**155. Number of rounds in Data Encryption Standard algorithm**

**[16S01]**

a. 8 rounds

b. 12 rounds

**c. 16 rounds**

d. 24 rounds

**156. Decryption and Encryption of data are the responsibility of**

**which of the following layer [16S02]**

a. Session layer

b. Network layer

c. Transport layer

**d. Presentation layer**

**157. Theartofbreakingciphersis\_\_\_ \_\_\_\_\_\_\_ \_\_\_\_\_\_.[16S03]**

a. cryptology

b. cryptography

**c. cryptanalysis**

d. crypting

**158. The number of subkeys generated in IDEA algorithm are \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ -[16S04]**

a. 54

b. 48

**c. 52**

d. 50

**159. Number of S -boxes used in DES algorithm is \_ \_ \_ \_ \_ \_ \_ \_ \_**

**\_ . [16S05]**

a. 4

**b. 8**

c. 16

d. 32

**160. What is the minimum number of DNS name servers, does each**

**domain should posses? [17D01]**

a. 1

**b. 2**

c. 3

d. 4

**161. To map a name onto an IP address, an application program**

**calls a library procedure called the \_ \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [17D02]**

a. Scheduler

**b. Resolver**

c. Mapper

d. Encoder

**162. The DNS name space is divided into nonoverlapping \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ . [17M01]**

a. regions

b. blocks

c. divisions

**d. zones**

**163. Thedomainnamethatendswithaperiodiscalled\_\_\_\_\_**

**\_\_\_\_\_\_\_\_\_\_ \_\_.[17M02]**

a. completed

b. incomplete

**c. absolute**

d. universal

**164. In DNS, the resource records are presented in \_ \_ \_ \_ \_ \_ \_ \_ \_**

**format. [17M03]**

a. English

b. Hungarian

c. Unicode

**d. ASCII**

**165. The components in the domain name space are separated by**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [17S01]**

a. Comma **b. Dot** c. Colon d. Semi colon

**166. The number of characters usied in country domain is \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ . [17S02]**

**a. 2** b. 3 c. 4 d. 5

**167. DNSrepresents\_\_\_ \_\_\_\_\_\_\_\_\_ \_\_\_structure.[17S03]**

a. bus b. loop **c. tree** d. ring

**168. The generic domain for nonprofit organizations is \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [17S04]**

a. Com b. Edu **c. Org** d. Net

**169. When the resolver gives a domain name to DNS, what it gets**

**back are the \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_**

**associated with that name. [17S05]**

**a. Resource records**

b. IP records

**170. Which AAL type can best process a data stream having a**

**nonconstant bit rate? [15S04]**

a. AAL1 **b. AAL2** c. AAL3/4 d. AAL5

**171. The basic function of the e-mail system to intimate the**

**originator what happened to the message transmitted**

**is \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [18D02]**

a. Disposition

**b. Reporting**

c. Displaying

d. Composition

**172. Many people use little ASCII symbols in the e-mails called \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [18G01]**

a. popups

b. blogs

**c. cookies**

d. emoticons

**173. In e-mail system, \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ allow people to read and**

**send e-mails. [18M01]**

a. message transfer agent

**b. user agent**

c. browser agent

d. server agent

**174. In e-mail system, \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ move the message**

**from the source to the destination. [18M02]**

a. user agent

b. browser agent

**c. message transfer agent**

d. server agent

**175. The protocol used to provide security to e-mails is \_ \_ \_ \_ \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ . [18S01]**

a. POP **b. PGP** c. SNMP d. HTTP

**176. To access e-mails from any machine and any where, we use \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [18S02]**

a. PGP b. PEM **c. IMAP** d. TCP

**177. SMTPisusedtotransfer\_\_\_\_\_\_ \_\_\_\_ \_\_\_\_\_\_\_.[18S03]**

**a. Only text files**

b. Only audio files

c. Only video files

d. Only image files

**178. UsingIMAP,thee-mailsarestoredat\_ \_\_\_\_\_\_\_ \_\_\_\_\_ \_\_\_**

**\_.[18S04]**

a. Users PC

b. Router

c. Gateway

**d. Server**

**179. UsingPOP3,thee-mailsarestoredat\_ \_\_\_\_\_ \_\_\_\_\_\_\_ .[18S05]**

**a. Users PC** b. Router c. Gateway d. Server

**180. What is the interface that allow web servers to talk to back end**

**programs and scripts that can accept input**

**and generate HTML pages in response? [19D01]**

a. interior gateway interface **b. common gateway interface**

**182. |**

**ToviewthepagesontheInternet,theyhavetobeinstalledona\_\_\_\_\_\_**

**\_\_\_\_\_\_\_. [19M01]**

a. local server

b. proxy server

c. foreign server

**d. web server**

**183. What is the software that enables the user to interact with the**

**contents present on a web page? [19M02]**

a. www

b. HTTP

**c. Browser**

d. URL

**184. The act of sending an e-mailto a user falsely claiming to be an**

**established legitimate enterprise in an attempt**

**to scam the user is \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [19M03]**

a. popup

b. adverting

c. blogging

**d. phishing**

**185. Which is used to identify the name and address on the web?**

**[19S01]**

a. WWW **b. URL** c. Protocol d. DNS

**186. The protocol used to fetch information on the internet. Is \_ \_ \_**

**\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [19S02]**

a. FTP **b. HTTP** c. RIP d. SMTP

**187. The structural frame work for accessing linked documents is**

**called \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [19S03]**

a. URL b. HTTP **c. WWW** d. DNS

**188. If audio and video are embedded in a hyper text page, then iti**

**is called \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [19S04]**

**a. hypermedia**

b. multimedia

c. unimedia

d. telemedia

**189. Web pages are written in \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ language. [19S05]**

**a. HTML** b. C++ c. C d. COBOL

**190. \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ coding exploits certain flaws in the**

**human auditory system to encode a signal in**

**such a way that it sounds the same to a human listener. [20D01]**

**a. perceptual**

b. waveform

c. signal

d. gray

**181. \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ is a code module that the browser**

**fetches from a special directory on the disk**

**and installs as an extension to itself. [19D02]**

a. helper applications

b. blogs

**c. plug-ins**

d. cookies

**192. In MPEG-1 standard , \_ \_ \_ \_ \_ \_ \_ frames are encoded by**

**using motion compression relative to both the**

**proceeding and the following I or P frames. [20M01]**

a. I frames

b. P frames

**c. B frames**

d. D frames

**193. In MPEG-1 standard, \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ frames are used to**

**display a low resolution image when doing a rewind or fast**

**forward. [20M02]**

a. I frames

b. P frames

c. B frames

**d. D frames**

**194. In \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ coding the signal is transformed**

**mathematically by a Fourier waveform into its frequency**

**components. [20M03]**

a. perceptual **b. waveform** c. signal d. gray

**195. Internettelephonyiscalledas\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_ \_.[20S01]**

**a. VoIP**

b. IP voice

c. Internet voice

d. Internet

**196. The type of encoding in which manipulation of bit streams**

**without regard to what the bits mean is \_ \_ \_ \_ \_. [20S02]**

a. Destination encoding

**b. Entropy encoding**

c. Source encoding

d. Differential encoding

**197. In MPEG -I standard the self contained JPEG encoded still**

**pictures are present in [20S03]**

**a. Intracoded frames**

b. Predictive frames

c. Bidirectional frames

d. DC -coded frames

**198. The error introduced by the finite number of bits per sample is**

**called \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ . [20S04]**

a. White noise

b. Random noise

**c. Quantization noise**

d. Gaussian noise

**199. In MPEG -1 standard , \_ \_ \_ \_ \_ \_ \_ \_ frames are encoded by**

**using motion compression relative to the most recent I or P**

**frames. [20S05]**

a. I frames **b. P frames** c. B frames d. D frames

**170. The program that accepts the commands for composing,**

**receiving and replying to messages, as**

**wellasformanipulatingmailboxesis\_\_ \_\_ \_\_\_\_\_\_\_\_ . [18D01]**

**a. user agent**

b. browser agent

c. message transfer agent

d. server agent

1. A file is being transferred. The time required actually is 6- hours. The mean time between crashes is 2-hours. The time required for the transfer is

hours if synchronization is not provided.

[01D01] a. 12 hours b. 3 hours

c. Zero hours **d. Infinite**

2. The information related to multi-programmed hosts

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| is placed in the header of | | |  | ' Layer [01D02] |
| a. Application layer | | |  |  |
| **b. Transport Layer** | | |  |  |
| c. Session layer | |  |  |  |
| d. Network Layer. | | |  |  |
| 3. The |  | ' ' Layer is a true end to end layer , | | |

from source to destination. [01G01]

1. Network Layer.
2. Data Link Layer
3. Data Layer
4. **Transport Layer**

4. The operation of subnet is controlled by [01G02]

1. **Network Layer.**
2. Data Link Layer
3. Data Layer
4. Transport Layer

5. Accounting Functions are the responsibility of

* + ' Layer [01M01]

1. **Network Layer.**
2. Data Link Layer
3. Data Layer
4. Transport Layer
5. Which one of the following is correct?? [01M02] a. Character - represented by One’s Complement b. Character - represented by Two’s Complement c. Integer - represented by ASCII

**d. Character - represented by Unicode**

1. Multiplexing and Demultiplexing of Network

connections is by Layer [01M03]

1. Network Layer.
2. Data Layer
3. Data Link Layer
4. **Transport Layer**

8. Two sides cannot attempt the same operation at the same time. This property is accomplished by

Layer [01M04]

1. **Session Layer**
2. Transport Layer
3. Physical Layer
4. Network Layer

9. The number of layers in the OSI model is — — — —

— — — — [01S01]

a. 5 b. 4

**c. 7** d. 8

10. — — — — — — — Layer contains network virtual terminal [01S02]

1. **Application layer**
2. Session layer
3. Presentation layer
4. Data Link Layer
5. Presentation Layer is concerned with — — — — —

— — — — — [01S03] a. Synchronization **b. Flow Control**

c. Syntax and Semantics d. File Transfer.

1. Frame boundaries are recognized and created by —

— — — — — — — — Layer.[01S04]

1. Application layer
2. Data Link Layer
3. **Session layer**
4. Network Layer.
5. Token Management is the function of — — — — —

— — — — — — — Layer.[01S05] a. Application layer

b. Data Link Layer c. Session layer

**d. Network Layer**.

1. The function of Physical Layer is — — — — — — —

— — — — [01S06]

1. Error correction and Detection
2. Piggybacking
3. Flow Control
4. **Determine number of volts to represent 1 or 0.**

15. Security and privacy are less of an issue for devices

in a — — — — — — — —topology [02D01]

1. **bus**
2. mesh
3. star
4. tree
5. A network that contains multiple hubs is most likely configured in a — — —— — — — topology [02D02]

a. bus b. mesh c. star **d. tree**

1. In a network with 25 computers, which topology would require the most extensive cabling. [02D03]

a. bus **b. mesh** c. star d. tree

18. A television broadcast is an example of — — — — —

— — — — — transmission[02M01]

1. **Simplex**
2. half-duplex
3. full-duplex
4. automatic

19. Which topology features a point-to-point line configuration? [02M02]

1. **mesh**
2. star
3. bus
4. ring

20. In a mesh topology, the relationship between one device and another is — — — — — — — — [02M03]

1. primary-to-peer
2. peer-to-primary
3. primary-to-secondary
4. **peer-to-peer**

21. A cable break in a — — — — — — — — — topology stops all transmission[02M04]

**a. bus** b. mesh c. star d. primary

1. Which topology requires a central controller or hub? [02S01]

a. mesh

**b. star** c. bus d. ring

1. Which topology requires a multipoint connection?

a. mesh b. star **c. bus** d. ring

1. Communication between a computer and a keyboard involves — — — — — — transmission [02S03] **a. Simplex** b. half-duplex c. full-duplex d. automatic
2. A tree topology is a variation of a — — — — — — —

— — topology. [02S04]

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| a. mesh | | **b. star** | | c. bus | d. ring |
| 26. In a |  |  | topology, if there are n devices in a | | |

network, each device has n-1 port for cables [02S05]

**a. mesh** b. star c. bus d. ring

27. A — — — — — — — connection provides a dedicated link between two devices. [02S06]

1. **point - to - point**
2. multipoint
3. primary
4. Secondary

28. In a — — — — — — — — — — connection, more than two devices can share a single link. [02S07]

1. **point - to - point**
2. multipoint
3. primary
4. Secondary

29. In — — — — — — — — — — — transmission, the channel capacity is shared by both communicating devices at all times. [02S08]

1. Simplex
2. half-duplex
3. **full-duplex**
4. automatic

30. Which Protocol is used for electronic mail? [03D01]

1. TELNET
2. NNTP
3. HTTP
4. **SMTP**

31. The TCP/IP model has connection less communication in — — — — — — —— Layer [03D02]

1. Transport Layer
2. **Internet layer**
3. Presentation Layer
4. Application Layer

32. The functions of internet Layer in TCP/IP are [03M01]

1. Flow Control and Error Control
2. Congestion Control and Flow Control
3. Packet Routing and Flow Control
4. **Congestion Control and Packet Routing**

33. The protocols used in Host to network layer of TCP/IP model are [03M02]

1. TEL NET and LAN
2. **ARPA NET and SAT NET**
3. PACKET RADIO and IP
4. LAN and IP

34. HTTP is acronym of [03M03]

1. **Hyper Text Transfer Protocol**
2. Hyper Test Transfer Protocol
3. Hyper Text Transport Protocol
4. Hyper Text Transport Program

35. The number of layers in TCP/IP model is — — — —

— — — — — [03S01] **a. 5** b. 4 c. 6 d. 7

36. Internet Layer in TCP/IP is — — — — — — — — —

— [03S02]

1. Connection Oriented
2. Can be Connection Oriented and connection less
3. **Connection less**

d. Client Server type request

37. The protocol defined by internet layer in TCP/IP is

— — — — — — — — [03S03]

1. TCP Protocol
2. UDP Protocol
3. SMTP
4. **IP Protocol**

38. Two protocols defined in Transport Layer of TCP/IP are — — — — — — — — — — [03S04]

1. TCP and IP
2. **TCP and UDP**
3. UDP and IP
4. TCP only

39. Which of the following is/are a connection oriented protocol(s)?? — — — — — — — — [03S05]

1. **TCP**
2. UDP
3. TCP and UDP
4. Neither TCP nor UDP

40. UDP has the following properties [03S06]

1. Connection oriented and reliable
2. Connection Less and reliable
3. **Connection less and Unreliable**
4. Connection Oriented and Unreliable
5. Which of the following is the Layers of TCP/IP model?? [03S07]

a. Physical, Network, Transport, Application

b. Host to Network, Network, Presentation, Application **c. Host to Network, Internet, Transport, Application**

d. Physical, Internet, Session, Application

1. Which Layer contains High-level protocols in TCP/IP model?? [03S08]

**a. Application** b. Presentation c. Transport

d. Internet

1. The IP in TCP/IP uses — — — bit addresses but IPX in Novell Netware uses —— — bit addresses [04D01] **a. 4, 12**

b. 12, 4 c. 8, 16 d. 16, 8

1. In the earlier ARPA NET each node of network consisted [04D02]

a. TIP & a host b. BBN & a host **c. IMP & a host** d. SAP & a host

1. Novell Netware is based on — — — — — — — — —

— — [04M01]

**a. XNS** b. OSI c. TCP/IP d. TIP

46. The protocols used in Transport layer of Novell Netware — — — — — — — — —[04M02]

1. NCP & SAP
2. NCP & IPX
3. **NCP & SPX**
4. NCP & TIP

47. IPX in Novell Netware is functionally similar to — —

— — — — — —Protocol [04M03] a. TCP **b. IP** c. UDP d. SAP

48. The address in Novell Netware contains [04M04] **a. 32- bit Network Number, 48-bit Machine Number & 16-bit Local address**

1. 16- bit Network Number, 32-bit Machine Number & 48-bit Local address
2. 48- bit Network Number, 16-bit Machine Number & 32-bit Local address
3. 16- bit Network Number, 48-bit Machine Number & 32-bit Local address

49. The physical layer of Novell Netware consists of —

— — — — — — — — — —protocol [04S01]

a. IPX b. NCP c. SAP **d. ARC NET**

50. The connection oriented transport protocol in Novell Netware is — — — — —— — — — — [04S02]

**a. NCP** b. IPX c. SAP d. Ethernet

51. IPX is used in — — — — — — — — — — layer of Novell Netware [04S03]

1. Application
2. Transport
3. **Network**
4. Physical

52. Expand SAP in Novell Netware [04S04]

1. Service access point
2. Special Access Point
3. Service access protocol
4. **Service Advertising Protocol**

53. Minicomputers in ARPANET are called [04S05]

1. ARPA Computers
2. **IMP**
3. BBN
4. DARPA Computers

54. Expand TIP in ARPA NET [04S06]

1. Touch Interest protocol
2. **Terminal Interface protocol**
3. Transport International Protocol
4. Terminal Interface protocol

55. — — — was created to organize machines into Domains and map hostnames into IP addresses. [04S07]

a. BBN b. IMP c. TIP **d. DNS**

56. Internet is based on — — — — — — — — —

protocol stack. [04S08] a. XNS

b. IMP

**c. TCP/IP** d. SAP

57. The topology not used in LAN is — —— — [05D01] **a. Ring** b. Star c. Bus d. Mesh

58. When packets are small and all are equal sized then they are called — — —— — — — — — [05D02]

1. Frames
2. Small Packets
3. **Cells**
4. Atoms

59. Irregular topologies are used in — — — — — — —

— — — [05D03]

1. LAN
2. **WAN**
3. MAN
4. Broadcast Networks
5. Traditional LANs run at the speed of [05M01] a. 100 to 1000 MBPS

b. 1000 to 10000 MBPS **c. 10 to 100 MBPS**

d. 10 to 100 GBPS

1. Which of the following is not a characteristic of LAN [05M02]

**a. Size**

1. Transmission Technology
2. Topology
3. Routers

62. In static allocation of channel in LAN Broadcast Networks — — — — — —— — algorithm is used [05M03]

1. FCFS
2. **Round Robin**
3. Shortest Frame first
4. High priority first

63. In— — — — — — — Network, there is a broadcast medium to which all computers are attached [05M04]

1. **MAN**
2. LAN
3. WAN
4. Broadcast Networks
5. Privately owned networks are — — — — — — — —

[05S01] a. MAN **b. LAN** c. WAN

d. Broadcast Networks

1. Worst-case time is bounded in — — — — — — — —

— — [05S02] **a. LAN**

b. MAN c. WAN

d. Broadcast Networks

1. Broadcast Networks can be divided into Static and dynamic depending on channel allocation [05S03] a. MAN
2. **LAN**
3. Broadcast Networks
4. WAN

67. Local Cable TV Network is an example for — — — —

— — — — — — [05S04]

1. WAN
2. Broadcast
3. LAN
4. **MAN**

68. The IEEE standard for DQDB is — — — — — — —

[05S05]

a. 802.3 b. 802.4 **c. 802.6** d. 802.5

69. Hosts in WAN are connected by — — — — — — —

— — — — — [05S06]

1. Communication Line
2. **Subnet**
3. Router
4. Another host Computer

70. Which one is not a transmission line? [05S07] a. Circuits b. Channels c. Trunks **d. Paths**

71. Satellite or ground radio is an example for — — — —

— — — [05S08]

1. **WAN**
2. MAN
3. LAN
4. Broadcast Networks

72. LASERs face a inhibition on [06D01]

1. sunny day
2. dry day
3. windy day
4. **rainy day**

73. — — — — — — — — transmission has more suitable for indoor wireless LANs[06D02]

a. radio

1. micro wave
2. **infra red**
3. light wave

74. — — — — — — — — — category twisted pairs are called as unshielded twisted pair [06D03]

1. Category 1
2. **Category 3**
3. Category 5
4. Category 3 & Category 5
5. Which of the following is not considered an important use of microwaves [06D04]

a. Industrial bands b. scientific bands c. medical bands

**d. entertainment bands**

1. The number of oscillations per second of an electromagnetic wave is called its — — — and is measured in

— — — [06M01]

1. wave length ,mts
2. **frequency,Hz**
3. amplitude, mts
4. time period, secs
5. The mode of transmission most suitable is — — —

— — — — [06M02] a. twisted pair

b. fibre optics **c. wireless** d. coax

1. A modern application to connect the LANs in two buildings is through — —— —— — transmission [06M03]

a. radio

1. micro wave
2. infra red
3. **light wave**

79. What is advantage of twists for a wire — — — — —

— — [06M04]

1. Data lose
2. **Noise reduction**
3. No noise
4. Added noise

80. In fiber optics a pulse of light indicates — — — — —

— [06S01]

**a. 1 bit** b. 0 bit c. 1 byte d. 8 bits

81. — — — — — — kind of coaxial cable is used for analog transmission [06S02]

1. Base band
2. **Broad band**
3. Category 3
4. Fiber

82. As we go from long-wave radio towards visible light, the waves behave more and more like — — — — and less and less like — — — — — — — — [06S03]

1. radio, light
2. **light., radio**
3. radio , micro wave
4. micro wave, light

83. Multipath fading — — — — — — — — the signal [06S04]

1. enhances
2. adds to
3. **cancels**
4. maximizes

84. In micro wave transmission concentrating all the energy into a small beam using a parabolic antenna gives

a — — — — — — signal to noise ratio [06S05]

1. lower
2. **higher**
3. degraded
4. subtle

85. Radio waves are — — — — — — — — — [06S06]

1. uni directional
2. bi directional
3. multidirectional
4. **omnidirectional**

86. The fundamental relation between frequency (f), wave length (l) and speed(c) [06S07]

1. **f\*c1l**
2. f/l=c
3. l\*c=f
4. f\*l=c

87. Speed of light is [06S08]

1. **3\*108 m/s**
2. 3\*108 cm/sec
3. 3\*109 m/s
4. 3\*109 cm/sec

88. In transparent Bridges, all the decisions are made by looking into — — — —— — — — — [07D01]

1. Advertisement Tables
2. Description Tables
3. **Hash Tables**
4. Fragment Tables

89. If destination LAN is unknown in Transparent Bridges then we use — —— — — — — — [07D02]

1. Link State Routing
2. **Flooding**
3. Shortest Path Routing
4. Flow Based Routing

90. Which among the below of source routing bridges is complex? [07D03]

1. **Hardware**
2. Software
3. Hybrid
4. Remote

91. Configuration of — — — — — — — — — — — — is manual [07D04]

1. Transparent
2. Spanning Tree
3. Remote
4. **Source Routing**

92. In LAN with token ring topology, — — — — — — —

— — — — are used [07D05]

1. Transparent
2. Spanning Tree
3. Remote
4. **Source Routing**
5. A configuration of N LANs is linearly connected by 4 bridges. By the time we reach the Nth LAN how many discovery frames will be circulating? [07D06]

a. N4 **b. 4** c. 4N d. N

1. Which of the following is not an internetworking device? [07M01]

a. Bridge

b. Repeater

1. Router
2. **Cable**

95. What type of bridge must have its address table entered manually? [07M02]

1. **Simple**
2. Transparent
3. Multi port
4. Source routing

96. A bridge has access to the — — — — — — — — —

address of a station on the same network. [07M03]

1. **Physical**
2. Network
3. Service access point
4. Logical

97. In source routing bridges — — — — — — — frame is used to discover the destination [07M04]

1. **Discovery**
2. Control
3. Data
4. Acknowledgement

98. LANIs can be connected by a device called — — —

— — — — — — — [07M05]

1. Routers
2. Modems
3. Ethernet card
4. **Bridges**

99. In — — — — —— — all frames are given to the computer, not to those addressed [07M06]

1. **Promiscuous mode**
2. Miscues mode
3. Normal mode
4. Special Mode

100.— — — — — — Algorithm is used in transparent bridges [07S01]

1. Forward Learning
2. **Backward Learning**
3. Reverse Backward Learning
4. Reverse Forward Learning

101.In transparent bridges the failures are handled by

— — — — — — [07S02]

1. Host
2. **Bridge**
3. Network layer
4. Router

102.CSMA/CD and token bus user choose — — — — —

— bridge [07S03]

1. Source routing bridge
2. **Transparent bridge**
3. Remote bridge
4. Selective Bridges

103.— — — — — — bridge operates in promiscuous mode [07S04]

1. **Transparent bridge**
2. Selective flooding
3. Source Routing
4. Remote Bridges

104.In source routing bridges each LAN has a unique —

— — — — — bit no. [07S05] a. 10 b. 8 c. 16 **d. 12**

105.Source routing bridges in the same LANs must have

— — — — — — — bridge Number [07S06]

1. Same
2. **Different**
3. Source
4. Destination

106.Repeater function in the — — — — — — — — —

layer [07S07]

1. **Physical**
2. Data link
3. Network
4. Transport

107.Bridges function in the — — — — — — — layer. [07S08]

1. Physical
2. **Data link**
3. Network
4. Transport

108.A repeater takes a weakened or corrupted signal and — — — — — — —it [07S09]

1. Amplifies
2. **Regenerates**
3. Resample
4. Reroute

109.The PSTN is an example of — — — — — — —

network [08D01]

1. packet-switched
2. **circuit-switched**
3. message-switched
4. TSI

110.In —— — — — — —, each packet of a message follows the same path from sender to receiver [08D02]

1. Circuit switching
2. message switching
3. **a virtual approach to packet switching**
4. The datagram approach to packet switching 111.In a time division switch, a — — — — — — —

governs the destination of a packet stored in RAM [08D03]

1. TDM bus
2. cross bar
3. cross point

**d. control unit**

112.How many cross points are needed in a single stage switch with 40 inputs and 50 outputs [08M01] a. 40 b. 50 c. 90 **d. 2000**

113.The — — — — — — of A TSI controls the order of delivering of slot values that are stored in RAM [08M02]

1. cross bar
2. cross point
3. control unit
4. **transreceiver**

114.In — — — — — — — circuit switching, delivery of data is delayed because data must be stored and retrieved from RAM. [08M03]

1. Space-division
2. **time-division**
3. virtual
4. packet

115.To create a — — — — — — —, combine crossbar switches in stages [08M04]

1. **Multistage switch**
2. cross point
3. packet switch
4. TSI

116.In— — — — — each packet of a message need not follow the same path From sender to receiver [08M05]

1. Circuit switching
2. message switching
3. a virtual approach to packet switching
4. **The datagram approach to packet switching**

117.An important property of circuit switching is the need to setup an end to-end path — — — — — — — any

data can be sent [08S01]

1. after
2. **before**
3. along with which
4. avoiding which

118.The elapsed time between the end of dialing and the start of ringing can be a minimum of — — —

[08S02]

a. 1sec **b. 10sec** c. 100sec d. 1000sec

119.A network using message switching is called — —

— — — — [08S03]

1. **store-and-forward**
2. forward-and-store
3. store-and-send
4. send-and-store

120.— — — — — — — — Networks place a tight upper limit on block size, allowing packets to be buffered in router main memory instead of on disk. [08S04]

1. Message switching
2. circuit switching
3. **packet switching**
4. store-and-forward

121.Which type of switching uses the entire capacity of a dedicated link? [08S05]

1. **Circuit switching**
2. datagram packet switching
3. virtual circuit packet switching
4. Message switching

122.The — — — — — — is a device that connects n inputs to m outputs [08S06]

1. Cross point
2. **cross bar**
3. modem
4. RAM

123.In which type of switching do all the datagrams of a message follow the same channels of a path [08S07]

1. Circuit switching
2. datagram packet switching
3. **virtual circuit packet switching**
4. message switching

124.which ISDN plane is associated with signaling another D channel [09D01]

1. **user**
2. control
3. management
4. supervise

125.When you store and forward messages in B-ISDN, you are using — — — —— — — — services [09D02]

1. Conversational
2. **messaging**
3. retrieval
4. distributive

126.Commercial TV is an example of [09D03]

1. messaging services
2. **Conversational services**
3. distributional services without user control
4. distributional services with user control

127.The normal user interface to an ISDN is PRI or — —

— — — — — — — [09D04]

1. **Bit Rate Interface**
2. Basic Rate Interface
3. Byte Rate Interface
4. Broad Rate Interface

128.The reference point U is a specification for connecting the ISDN office with — — — — — — —

[09M01]

1. **NT1**
2. NT2
3. TE1
4. TE2

129.A banyan switch parsers the output line number from — — — — — — — —[09M02]

1. snake-like
2. **left to right**
3. right to left
4. top to bottom

130.For n line, the complexity of a batcher switch grows like — — — — — — — — —[09M03]

|  |  |  |  |
| --- | --- | --- | --- |
| a. Log n | b. n2 | c. n log n **d. n log2 n** | |
| 131.The ISDN equivalent of DTE is [09M04] | | | |
| **a. TE1** | b. TE2 | c. NT1 | d. TA |

132.ISDN is an acronym for — — — — — — — —. [09S01]

1. Information Services for Digital Networks
2. Internetwork System for Data Networks
3. **Integrated Services Digital Network**
4. Integrated Signals Digital Network 133.Which of the following channel types is not

standardized [09S02]

1. 4 kHz analog telephone channel
2. 64kbps digital PCM channel for voice or data
3. 16 kbps digital channel
4. **16 kbps analog channel**

134.Equipment that performs functions related to the

OSI model’s layers 1, 2, 3 is called — — — — —

[09S03]

1. NT1
2. **NT2**
3. NT3
4. NT4

135.The key idea behind ISDN is that of the — — — —

— — — — —, a conceptual pipe between the customer and the carrier through which bits flow [09S04]

1. digital byte pipe
2. analog bit pipe
3. digital pipe
4. **digital bit pipe**

136.The digital bit pipe can support multiple independent channels by — — — — of the bit stream. [09S05]

1. **time division multiplexing**
2. space division multiplexing
3. frequency division multiplexing
4. amplitude division multiplexing 137.What is PBX [09S06]
5. Public Branch eXchange
6. Public Band exchange
7. **Private Branch eXchange**

d. Public Band eXchange

138.A — — — — — — — — — provides a connection or a set of connection between switches. [10D01]

1. Transmission path
2. **Virtual path**
3. Virtual circuit
4. Virtual connection

139.A — — — is the physical connection between an end point and a switch or between two switches. [10D02]

1. Transmission path
2. Virtual path
3. **Virtual circuit**
4. Virtual connection

140.The VPI of a UNI is — — — — — — — — — — — —

bits in length [10D03]

**a. 8** b. 12 c. 16 d. 24

141.The VPI of a NNI is — — — — — — — — — bits in length [10D04]

a. 8 **b. 12** c. 16 d. 24

142.In a VP switch the — — — — — — — — does not change while the — — — — can change . [10D05]

1. VPI, VCI
2. **VCI, VPI**
3. VP, VPC
4. VPC, VP

143.In a — — — — — — — switch, both the VPI and VCI can changes [10D06]

a. VP **b. VPC** c. VPI d. VCI

144.In the SAR sublayer of , 1 byte of header and 2 bytes of trailer are added to a 45- byte payload. [10M01]

1. AAL1
2. **AAL2**
3. AAL3/4
4. AAL5

145.In the SAR sublayer of — — — , the payload is 48 bytes and there is no added header or trailer. [10M02]

1. AAL1
2. AAL2
3. AAL3/4
4. **AAL5**

146.A — — — — — — — — — field on a UNI cell header is used for connection purposes. [10M03]

1. VPI ( Virtual path identifier)
2. **VCI (Virtual circuit identifier )**
3. CLP(Cell loss priority)
4. GFC(generic flow constant)

147.A — — — — — field on a cell header in the ATM layer determines whether a cell can be dropped. [10M04]

1. VPI ( Virtual path identifier)
2. VCI (Virtual circuit identifier )
3. **CLP(Cell loss priority)**
4. GFC(generic flow constant)

148.ATM multiplexes cells using — — — — — — — — —

— [10M05]

1. Asynchronous FDM
2. Synchronous FDM
3. **Asynchronous TDM**
4. Synchronous TDM

149.In an ATM network, all cells belonging to a single message follow the same — — — — — — — and remain in their original order until they reach their destination. [10M06]

1. Transmission path
2. Virtual path
3. **Virtual circuit**
4. Virtual connection

150.The ATM — — — — — — — — — sub layer is concerned with getting the bits on and off the wire [10S01]

1. **Physical Layer**
2. ATM Layer
3. AAL1
4. AAL2

151.In data communications, ATM is an acronym for [10S02]

1. Automated Transfer Mode
2. Automatic Transfer Modulation
3. Automatic Transport Mode
4. **Asynchronous Transfer Mode**

152.Because ATM —— — — — , which means that cells follow the same path, the cells do not usually arrive out of order. [10S03]

1. is asynchronous
2. **is multiplexed**
3. is a network
4. uses virtual circuit routing

153.Which layer in ATM protocol reformats the data received from other networks? [10S04]

1. Physical
2. ATM
3. **Application adaptation**
4. Data adaptation

154.Which layer in ATM protocol has a 53-byte cell as an end product [10S05]

1. Physical
2. **ATM**
3. Application adaptation
4. Data adaptation

155.Which AAL type can best process a data stream having a nonconstant bit rate? [10S06]

1. AAL1
2. **AAL2**
3. AAL3/4
4. AAL5

156.Which AAL type is designed to support a data stream that has a constant bit rate? [10S07]

1. **AAL1**
2. AAL2
3. AAL3/4
4. AAL5

157.Which AAL type is designed to support conventional packet switching that uses the virtual circuit

approach? [10S08]

1. AAL1
2. AAL2
3. **AAL3/4**
4. AAL5

158.Which AAL type is designed to support SEAL ? [10S09]

1. AAL1
2. AAL2
3. AAL3/4
4. **AAL5**

159.The end product of the SAR is a data packet that is

— — — — — — — — — — [10S10]

1. Variable in length
2. **48 bytes long**
3. 44 to 48 bytes long
4. greater than 48 bytes long

160.In the SAR sublayer of — — — — — — — — — , 1 byte of header is added to 47 bytes of data. [10S11]

1. **AAL1**
2. AAL2
3. AAL3/4
4. AAL5

161.In ALOHA, the throughput is a maximized by dividing time into — — — — — — — — intervals. [11D01]

1. Variable
2. Unique
3. **Discrete**
4. Continuous

162.In adaptive tree walk protocol, each node at level I has a fraction — — —— of the station below it [11D02]

1. 2I
2. I2
3. **2 - I**
4. I - 2

163.In — — — protocol the station transmits with a probability of 1 whenever it finds the channel idle [11M01]

1. **1 - persistent CSMA**
2. p - persistent CSMA
3. non - persistent CSMA
4. ALOHA.

164.The channel efficiency of bit-map protocol at low load is — — — — — — — [11M02]

1. **d/(N+d)**
2. d/(d+1)
3. d/(d+log2N)
4. N/(d+log2d)

165.The channel efficiency of bit-map protocol at high load is — — — — — — —[11M03]

1. d/(N+d)
2. **d/(d+1)**
3. d/(d+log2N)
4. N/(d+log2d)

166.The channel efficiency of binary-countdown protocol is — — — — — —[11M04]

1. d/(N+d)
2. d/(d+1)
3. **d/(d+log2N)**
4. N/(d+log2d)

167.— — — — — — — protocol is widely used on LAN in the MAC sub layer [11S01]

1. CSMA
2. TCP
3. **CSMA/CD**
4. GSM

168.The first collision free protocol is — — — — — — —

— — — [11S02]

1. Binary countdown
2. **Basic bitmap**
3. Reservation protocol
4. SAP

169.In binary count down protocol each station address bits are — — — — —[11S03]

1. ANDed
2. Ex - Ored
3. **Ored**
4. NORed

170.Multiple users share a common channel is called —

— — — — — — — [11S04] a. LAN

1. WAN
2. **Contention**
3. CSMA/CD

171.— — — — — — — — — —system is used for ground based radio broadcasting. [11S05]

1. Static channel allocation
2. Dynamic channel allocation
3. **ALOHA**
4. CSMA

172.The mean delay of static channel allocation in LANS and MANS using FDM is — — — — — — — [11S06]

1. T=1/A
2. T=1/pc
3. **T 1 1/(pc-A)**
4. T=1/p

173.The maximum through put of pure ALOHA system is — — — — — — [11S07]

**a. 18.4 %** b. 36.8 % c. 17.4 % d. 34.8 %

174.The maximum through put of slotted ALOHA is —

— — — — — — — — [11S08] a. 18.4 %

**b. 36.8 %** c. 17.4 % d. 34.8 %

175.Collision Detection is a/an — — — — — — — — —

— process [12D01]

1. Digital
2. **Analog**
3. Discrete
4. Continuous

176.In CSMA/CD the time taken for a station to be sure that it has seized the channel in worst case is — — where t 1 time for signal to propagate between 2 stations [12D02]

a. 2t – e b. 2 + t **c. 2t** d. 2e - t

177.The problem of a station not being able to detect a potential competitor for the medium because competitor

is far away is called — — — — — — — — —— [12M01]

1. Exposed Station Problem
2. Collision Avoidance Problem
3. **Hidden Station Problem**
4. Access Grant Problem

178.The problem of a station not being able to detect a potential competitor for the medium because it thinks that there is activity between them is called — — — —

— — — — — — — [12M02]

1. **Exposed Station Problem**
2. Collision Avoidance Problem
3. Hidden Station Problem
4. Access Grant Problem

179.Protocols in which stations listen for a carrier and act accordingly are —— — — — — — — [12S01]

1. ALOHA
2. Multiple access
3. Station Model
4. **CSMA**

180.Busy Waiting is found in — — — — — — — — — —

— — [12S02]

1. ALOHA
2. Slotted ALOHA
3. **1-persistent CSMA**

d. non-persistent CSMA

181.Contention Slots are not found in — — — — — — —

— — [12S03]

1. **non-persistent CSMA**
2. CSMA/CD
3. Bitmap
4. Binary Countdown

182.A problem with Bitmap protocols is an overhead of

— — — — — — — — bit(s) per station [12S04] a. 0 **b. 1** c. 2 d. 3

183.In adaptive tree walk protocol we use — — — — —

— and — — — — — — — searching [12S05]

1. Graph and Breadth First
2. Tree and Breadth First
3. Graph and Depth First
4. **Tree and Depth First**

184.An early protocol for wireless LANs is — — — — —

— — — — — — [12S06]

1. **MACA**
2. ALOHA
3. CSMA/CD
4. Collision Free

185.A hub is used in — — — — — — — — — — —

Ethernet [13D01]

a. 10Base 5 b. 10Base 2 **c. 10Base** **–** **T** d. 10Base - F 186.A transceiver cable is used in — — — — — — — —

— — Ethernet [13D02]

1. **10Base 5**
2. 10Base 2
3. 10Base - T
4. 10Base - F

187.The protocol used in ETHERNET is [13D03]

1. ALOHA
2. Binary Count down
3. **CSMA/CD**
4. Multiple Access Protocol

188.10 base 5 cabling is called — — — — — — —

Ethernet. [13M01]

**a. Thick** b. Thin c. Twisted pair d. Fiber optics189.In token ring, the length of the token is — — — —

— — — — [13M02]

a. 4 bytes **b. 3 bytes** c. 1 bytes d. 2 bytes 190.The protocol in which, after I collisions, a random number between 0 and 2i - 1 number of slots is skipped is called — — — — — — — — [13M03]

1. Exponential
2. Binary countdown
3. Backoff
4. **Binary exponential backoff**

191.In switched 802.3 LANS, each card forms its own —

— — — — — —independents of the others [13M04]

1. Domain
2. Area
3. Collision Area
4. **Collision domain**

192.10 base 2 cabling is called — — — — — — — —

Ethernet. [13S01]

a. Thick **b. Thin** c. Twisted pair d. Fiber optics 193.802.3 base band systems use — — — — — — — —

encoding. [13S02]

**a. Manchester** b. RZ c. NRZ d. RZ or NRZ

194.In 802.3, each frame starts with a — — — — — —

— — of 7 bytes [13S03]

a. SD **b. Preamble** c. ED d. pad

195.In 802.3, the high order bit of the destination address is a ’0’ for — — — —— — — addresses [13S04] **a. Ordinary** b. Group c. Broadcast d. Unicast196.In 802.3, the address consisting of all 1 bits is reserved for — — — — — — —— [13S05]

1. Unicast
2. Multicast
3. **Broadcast**
4. Ordinary

197.The — — — — — — — — standard describes the upper part of the data link layer. [13S06]

1. **IEEE 802.2**
2. IEEE 802.3
3. IEEE 802.4
4. IEEE 802.5

198.The — — — — — — — — standard describes the CSMA/CD protocol [13S07]

1. IEEE 802.2
2. **IEEE 802.3**
3. IEEE 802.4
4. IEEE 802.5

199.Which IEEE 802 standard does not provide for a collision-free protocol? [14D01]

1. **802.2**
2. Bit map
3. 802.4
4. 802.5

200.In token bus, how does a station transmit data to the destination node? [14D02]

1. **By seizing token**
2. By generating token
3. By releasing token
4. By releasing frame