ROLL NO.	

## Diplete - ET/CS (NEW SCHEME) - Code: DE69 / DC63

## **Subject: DATA COMMUNICATION & NETWORKS**

Time: 3 Hours DECEMBER 2011 Max. Marks: 100

NOTE: There are 9 Questions in all.

- Please write your Roll No. at the space provided on each page immediately after receiving the Question Paper.
- Question 1 is compulsory and carries 20 marks. Answer to Q.1 must be written in the space provided for it in the answer book supplied and nowhere else.
- The answer sheet for the Q.1 will be collected by the invigilator after 45 Minutes of the commencement of the examination.
- Out of the remaining EIGHT Questions answer any FIVE Questions. Each question carries 16 marks.
- Any required data not explicitly given, may be suitably assumed and stated.

Q.1	Choose the correct or the best a	alternative in the following:	$(2\times10)$
	a. The presentation layer of OSI	model deals with	
	<ul><li>(A) Routing algorithms</li><li>(C) Token management</li></ul>	<ul><li>(B) Manages data format information</li><li>(D) All of the above</li></ul>	
	b. As the data Packet moves fro	m the upper to the lower layers, headers are	
	<ul><li>(A) Added</li><li>(C) Rearranged</li></ul>	<ul><li>(B) Removed</li><li>(D) Modified</li></ul>	
	c. In Manchester encoding, the to	ransition at the middle of the bit is used	
	<ul><li>(A) End of frame</li><li>(C) Address field</li></ul>	<ul><li>(B) Synchronization</li><li>(D) None of the above</li></ul>	
	d. In ADSL, the largest frequence	ey band is used for	
	<ul><li>(A) POTS</li><li>(C) Downstream</li></ul>	<ul><li>(B) Upstream</li><li>(D) All of the above</li></ul>	
	e. Guard bands increase the band	dwidth for	
	(A) FDM	(B) Synchronous TDM	

(C) Asynchronous TDM

**(D)** WDM

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	f.	Which of the following technology	is used by LAN?	
		<ul><li>(A) Point to Point</li><li>(C) Line of sight</li></ul>	<ul><li>(B) Broadcast</li><li>(D) None of the above.</li></ul>	
	g.	IEEE 802.3 is popularly called as		
		<ul><li>(A) ARPANET</li><li>(C) Ethernet</li></ul>	<ul><li>(B) IBM Token ring</li><li>(D) Both (B) and (C)</li></ul>	
	h.	Distance vector routing algorithm	can be classified under	
		<ul><li>(A) non-adaptive</li><li>(C) static</li></ul>	<ul><li>(B) adaptive</li><li>(D) None of the above</li></ul>	
	iprovides a remote login capability.			
		(A) SMTP (C) FTP	(B) TELNET (D) Ethernet	
	j.	The circuit switching has	·	
		<ul><li>(A) Packet transmission delay</li><li>(C) Call Setup delay</li></ul>	<ul><li>(B) Overhead bits in each packet</li><li>(D) No- dedicated path</li></ul>	
		Answer any FIVE Question Each question ca		
Q.2	a.	Classify the networks based on th	eir size.	(4)
	b.	List the uses of computer network	S.	(4)
	c.	With neat diagram, explain the fu	nctions of lower three layers of OSI mode	el. ( <b>8</b> )
Q.3	a.	Define Baud rate and bit rate.		(4)
	b.	We need to transmit 240kbps over kHz. How many signal levels do	r a noiseless channel with a bandwidth of we need	20 ( <b>4</b> )
	c.	Compare twisted Pair with co-axi (i) Construction	al cable with respect to: (ii) Application	(8)
Q.4	a.	Given message D = 10011101 Pattern P = 1001 Obtain transmitted bit pattern		(6)

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	b.	With neat diagram, explain briefly about noises in delta modulation. discuss transmission, reception and advantages of DM	Also (10)
Q.5	a.	What is pipelining? How this concept is used in Go-back-N protocol. Discits working. Mention advantages and disadvantages of this method over selective repeat.	cuss (10)
	b.	With schematic diagram, explain the working of statistical TDM. What are advantages?	re its (6)
Q.6	a.	With event timing diagram compare:  (i) Circuit switching  (ii) Virtual Circuit switching  (iii) Datagram	(8)
	b.	Discuss effect of congestion and mention congestion controls used in Networks.	Data <b>(8)</b>
<b>Q.7</b>	a.	What are different topologies used in LAN? Mention their application.	(6)
	b.	Discuss MAC Frame format.	(6)
	c.	List out wireless LAN applications.	<b>(4)</b>
Q.8	a.	Write about principles of internetworking.	(6)
	b.	Mention the significance of each field with IPv6 Header diagram.	(10)
Q.9		Write short notes on:	
		(i) TCP (ii) MIME (iii) Flooding (6+	6+4)