COMPUTER NETWORK QUESTION BANK

UNIT – I

PART –A

1. Define computer network.
2. Write short note on client-server model.
3. Define broadcast link.
4. Define point-to--point link.
5. Write Five service primitives for implementing a simple connection-oriented service.
6. Define Ethernet.

PART-B

1. Explain about network hardware.
2. Write about TCP-IP Reference model.
3. Write the A Comparison of the OSI and TCP/IP Reference Models
4. Explain about ATM reference model.
5. Write short note on fibre optic cables.

PART – C

1. Explain in detail about OSI-Reference model.
2. Write in detail about Guided Transmission media.

UNIT – II

PART –A

1. Define modem.
2. Write the design issues of datalink layer.
3. What is framing?

PART-B

1. Write the structure of telephone system.
2. Explain different types of switching in physical layer.
3. Write about byte stuffing.

PART-C

1. Explain in detail about communication satellite.
2. Write about multiplexing in telephone systems.
3. Explain about hamming distance with example.

COMPUTER NETWORK QUESTION BANK

UNIT-III

PART-A

1. Define Stop and Wait protocol.
2. Define p-persistent.
3. Define bit map protocol.
4. Define Bluetooth.
5. Define Hidden station problem.
6. Define Exposed Terminal problem.
7. Define piconet.
8. Define scatternet.

PART-B

1. Explain about Sliding Window Protocol.
2. Write the channel allocation problem in MAC Layer.
3. Explain in detail about CSMA with collision detection.

PART-C

1. Explain in detail about Pure ALOHA and Slotted ALOHA.
2. Explain in detail about collision free protocols.
3. Write in detail about the Bluetooth Architecture.

UNIT-IV

PART-A

1. Write the functions of network layer.
2. Define count-to-infinity problem.
3. Write about link state routing.
4. Define Hierarchical routing.
5. Define Multicast and Broadcast routing.
6. Define congestion control.
7. Write about the different policies of congestion control.
8. Define warning bit.
9. What do you mean by choke packet?
10. Draw the block diagram of IPV4 protocol.
11. What is IP address?
12. Write the different classes of IP address.
13. Define NAT.
14. Define ARP protocol.

COMPUTER NETWORK QUESTION BANK

PART-B

1. Explain Store-and-Forward packet switching in network layer.
2. Write about flooding routing algorithm.
3. Write about Jitter control.

PART-C

1. Explain in detail about Shortest path routing algorithm.
2. Write about Distance Vector Routing algorithm.
3. Write in detail about congestion control algorithms.
4. Explain in detail about IPV4 protocol with block diagram.

UNIT-V

PART-A

1. Write the services of Transport layer.
2. Define cryptography.
3. What do you mean by plain text and cipher text?
4. Define one time pad.

PART-B

1. Write about connection management in Transport Layer.
2. Explain in detail about substitution Ciphers.
3. Explain in detail about Transposition Ciphers.

PART-C

1. Explain in detail about Quantum cryptography with example.