

OEC-5-3 - Computer Networks

P. Pages : 2

Time : Three Hours



GUG/S/25/14353

Max. Marks : 80

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- Notes :
1. All questions carry equal marks.
 2. Assume suitable data wherever necessary.
 3. Illustrate your answers wherever necessary with the help of neat sketches.
 4. All questions are compulsory.

1. a) Draw and explain the OSI reference model in details. 8
- b) What is computer network? Explain its application. 8

OR

2. a) What types of cable media used in Networking? Explain with neat sketches of each. 8
- b) Write a short note on HDLC (High Level Data Link Control) protocol. 8
3. a) What is collision free protocols? Explain any two in details. 8
- b) Discuss about static and dynamic channel allocation. 8

OR

4. a) Write a short note on- 8
 - i) CSMA/CD
 - ii) CSMA/CA
- b) Define switching and also explain its types. 8
5. a) What is Routing Algorithm? Explain its properties. 8
- b) Compare Virtual Circuit and Datagram network. 8

OR

6. a) Discuss shortest path routing and flooding in network layer. 8
- b) Write a short note on connection-oriented and connectionless services in network layer. 8

7. a) What is the purpose of three-way handshake process in TCP? Explain in details. 8
- b) Discuss the concept of socket and socket programming. 8

OR

8. a) Write a short note on UDP and its header. 8
- b) Describe the concept of Remote procedure call. 8
9. a) What is the role of HTTP protocol? Explain briefly. 8
- b) Write a short note on- 8
- i) Digital Signature
- ii) DNS

OR

10. a) Draw and explain Browser Architecture. 8
- b) Write a short note on following with respect to World Wide Web. 8
- i) URL (Uniform Resource Locator)
- ii) HTML (Hyper Text Markup Language)
