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# MASTER OF COMPUTER APPLICATIONS (MCA) (REVISED) <br> Term-End Examination <br> June, 2020 <br> <br> MCS-042 : DATA COMMUNICATION AND <br> <br> MCS-042 : DATA COMMUNICATION AND COMPUTER NETWORKS 

 COMPUTER NETWORKS}

Time: 3 Hours
Maximum Marks : 100

Note: (i) Question No. 1 is compulsory.
(ii) Attempt any three questions from the rest.

1. (a) What is CSMA/CD ? What is the need of back-off in CSMA/CD ? Explain back-off algorithm with the help of an example. 10
(b) What is multiplexing? How are the frames synchronized in synchronous TDM? 5
(c) What are the main issues in routing ? Illustrate good and bad routing using a plot. 5
P.T.O.
(d) Find the maximum achievable channel capacity of a binary signal which is sent over a 3 kHz and whose signal to noise ratio is 20 dB .
(e) Explain congestion detection and congestion avoidance phases in slow start algorithm in TCP. 10
(f) What is Pulse Code Modulation (PCM) ? Explain how quantization levels are chosen in PCM. 5
2. (a) What are the advantages of multistage switching over a singh-stage circuit switching ? Explain the role of time-slotinterchange (TSI) in time-division switching. 10
(b) Explain how Negal's algorithm improves the efficiency of TCP/IP network, with the help of an example.10
A. Why is stop-and-wait ARQ inefficient ? How does this inefficiency overcome in Go-Back-N ARQ? Compare Go-Back-N with Selective Repeat ARQ. 10
(b) What is pure ALOHA protocol ? Explain how is throughput of a system computed. Also explain the relationship plot between throughput and load. 10
3. (a) What is Hidden Station problem in wireless networks ? How is it overcome using RTS, CTS packets? Illustrate using a diagram. 10
(b) What is symmetric key cryptography ? Explain block ciphers and stream ciphers with the help of suitable diagrams. 10
4. (a) What is count to infinity problem in IP networks? How is this problem overcome by the exterior gateway routing protocol?
(b) Consider the following network with the indicated link cost. Use Dijkstra's shortest path algorithm to compute the shortest path from source node A to the network node F : 10

