No. of Printed Pages: 4

## **MCS-042**

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

## COMPUTER NETWORKS

Time : 3 Hours	Maximum Marks :	100
lime : 3 Hours	Maximum Marks :	1

Note: (i) Question No. 1 is compulsory.

(ii) Attempt any three questions from the rest.

- (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.

- (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.
- 2. (a) What are the advantages of multistage switching over a singh-stage circuit switching? Explain the role of time-slot-interchange (TSI) in time-division switching.
  - (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 ?
 b) Bow does this inefficiency overcome in Go-Back-N ARQ ? Compare Go-Back-N with Selective Repeat ARQ.

- (b) What is pure ALOHA protocol ? Explain how is throughput of a system computed. Also explain the relationship plot between throughput and load.
- 4. (a) What is Hidden Station problem in wireless networks ? How is it overcome using RTS, CTS packets ? Illustrate using a diagram.
  - (b) What is symmetric key cryptography ?
    Explain block ciphers and stream ciphers with the help of suitable diagrams. 10
- 5. (a) What is count to infinity problem in IP networks ? How is this problem overcome by the exterior gateway routing protocol ?

10

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(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



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