Code No.: IT503PC

[Time: 3 Hours]

Note: This question paper contains two parts A and B.

explain its applications.

R20

H.T.No.

8 R

[Max. Marks: 70]

CMR ENGINEERING COLLEGE: : HYDERABAD UGC AUTONOMOUS

III-B.TECH-I-Semester End Examinations (Supply) - December 2024 DATA COMMUNICATION & COMPUTER NETWORKS

(IT)

Part A is compulsory which carries 20 marks. Answer all questions in Part A. Part B consists of 5 Units. Answer any one full question from each unit. Each question carries 10 marks.		
	PART-A	(20 Marks)
1. a) b) c) d) e) f) g) h)	List various components in a network. Define Protocol. What is redundancy? Define bit stuffing and character stuffing. Differentiate Virtual circuit networks and Datagram networks. Based on what you know, generalize the term Network Address Translation. Differentiate between TCP and UDP. Mention Congestion Prevention Policies and how does it work. Define SNMP protocol.	[2M] [2M] [2M] [2M] [2M] [2M] [2M] [2M]
j)	What information would you use to examine the view of DNS?	[2M]
2.	PART-B Draw and explain in detail about the Internet Architecture. OR	(50 Marks) [10M]
3.	With a neat diagram explain the TCP/IP reference model in detail? Explain functions performed in each layer.	the [10M]
4.	What are the different types of error detection methods? Explain the CRC endetection technique using generator polynomial x4+x3+1 and data 11100011. OR	rror [10M]
5.	What is high level data link control (HDLC)? Explain HDLC frame format in detail	l. [10M]
6.	Explain in detail about the different phases of Virtual –Circuit networks. OR	[10M]
7.	Why subnetting is necessary? With suitable example, develop the concept subnetting in class B network.	of [10M]
8.	Draw a neat diagram, explain UDP Header and List the advantages of UDP and a	also [10M]

- 9. Describe with examples the three mechanisms by which congestion control is [10M] formulated in TCP.
- 10. Explain the architecture of WWW. Discuss client and server-side functionality of this architecture. [10M]

OR

 Analyze the message format and the message transfer and the underlying protocol [10M] involved in the working of the Electronic Mail.
