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Total Pages : 3

**220103**

**December, 2019**

**MCA- I SEMESTER**

**Data Communication & Network Analysis (MCA-17-105)**

Time : 3 Hours]

[Max. Marks : 75

*Instructions :*

1. *It is compulsory to answer all the questions (1.5 marks each) of Part -A in short.*
2. *Answer any four questions from Part -B in detail.*
3. *Different sub-parts of a question are to be attempted adjacent to each other.*

**PART - A**

1. (a) Differentiate between Token Ring and Token bus.  
(1.5)
- (b) Compare port address, IP Address and MAC Address.  
(1.5)
- (c) What is the need of Supernetting?  
(1.5)
- (d) What is meant by network address and default Address?  
(1.5)

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- (e) What is loop back address? (1.5)
- (f) Discuss Error Detection and Correction with suitable example. (1.5)
- (g) Explain the protocols required for sending and receiving email. (1.5)
- (h) What are the usages of HTTP and FTP? (1.5)
- (i) How forwarding is different than routing? (1.5)
- (j) What DNS? Explain the resolution process of DNS. (1.5)

**PART - B**

- 2. (a) State the reasons for having layered protocol architecture. Discuss in detail the functions of each layer of OSI reference model along with the associated services and protocols. (10)
- (b) Differentiate between :
  - (i) LAN and WAN.
  - (ii) TCP and UDP. (5)
- 3. (a) Compare IPv4 with IPv6. Explain the frame format of IPv4 in detail. (8)
- (b) Explain the Services of Transport layer. (7)

- 4. What is Congestion Control? How is it different from Flow Control. Discuss the Leaky Bucket Algorithm & its various disadvantages. (15)
- 5. (a) Explain why collision is an issue in a random access protocol but not in controlled access or channelizing protocols. Also discuss CSMA protocol. (7)
- (b) Differentiate between ATM & frame relay. Discuss the ATM cell structure. (8)
- 6. Differentiate between :
  - (i) Synchronous and Asynchronous transmission.
  - (ii) Bridges and gateways.
  - (iii) Multicast routing and unicast routing techniques (15)
- 7. Write short notes on : (any three)
  - (i) Pulse Code Modulation.
  - (ii) IEEE 802.4.
  - (iii) Proxy servers.
  - (iv) ICMP. (15)