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JNTU ONLINE EXAMINATIONS [Mid 2 -cn]

1. If a datagram router goes down then _____ [01D01]

- a. all packets will suffer
- b. only those packets which are queued in the router at that time will suffer**
- c. only those packets which are not queued in the router at that time will suffer
- d. no packets will suffer

2. In datagram subnet new routes are chosen _____ [01D02]

- a. for every packet sent**
- b. for all the packet sent
- c. only for the first packet
- d. for the packet which is not transmitted

3. The PSTN is an example of a _____ network. [01M01]

- a. packet switched
- b. circuit switched**
- c. message switched
- d. frame switched

4. Each packet is routed independently in _____ [01M02]

- a. virtual circuit subnet
- b. short circuit subnet
- c. datagram subnet**
- d. ATM subnet

5. For a connection oriented service, we need a _____ [01M03]

- a. virtual circuit subnet
- b. short circuit subnet
- c. datagram subnet**
- d. wireless subnet

6. Which type of switching uses the entire capacity of a dedicated link? [01S01]

- a. circuit switching
- b. datagram packet switching
- c. virtual circuit packet switching
- d. message switching**

7. In _____ circuit switching, delivery of data is delayed because data must be stored and retrieved from RAM. [01S02]

- a. space division
- b. time division**
- c. virtual
- d. packet

8. In _____, each packet of a message need not follow the same path from sender to receiver. [01S03]

- a. circuit switching
- b. message switching
- c. virtual approach to packet switching
- d. datagram approach to packet switching**

9. In _____, each packet of a message follows the same path from sender to receiver. [01S04]

- a. circuit switching**
- b. message switching
- c. virtual approach to packet switching

d. datagram approach to packet switching

10. A permanent virtual circuit involves _____ [01S05]

- a. Connection establishment
- b. Data transfer**
- c. Connection release
- d. Connection check

11. The set of optimal routes from all sources to a given destination from a tree rooted to the destination is known as _____ [02D01]

- a. Binary tree
- b. Sparse tree
- c. Sink tree**
- d. AVL tree

12. Adaptive routing algorithms get their information from _____ [02D02]

- a. only from local environment
- b. only from adjacent routers
- c. from locally, adjacent, external routers**
- d. only from external routers

13. If the route from I to J is computed in advance, off line, and downloaded to the routers when the network is bootstrapped, it is called as _____ [02M01]

- a. Dynamic routing
- b. Session routing
- c. Temporary routing
- d. Static routing**

14. The router algorithm takes the decision to change the route when _____ [02M02]

- a. router changes
- b. topology changes**
- c. user changes
- d. transmission time does not change

15. If route from router I to router J is computed on line based on the current statistics, then it is called as _____ [02M03]

- a. Dynamic routing**
- b. Session routing
- c. Temporary routing
- d. Static routing

16. If the subnet uses virtual circuits internally, routing decisions are made only when a new virtual circuit is being setup. This is called as _____ [02S01]

- a. Session routing**
- b. Circuit routing
- c. Datagram routing
- d. Forwarding

17. _____ change their routing decisions to reflect changes in the topology. [02S02]

- a. Nonadaptive algorithms
- b. Adaptive algorithms**
- c. Static algorithms
- d. Recursive algorithms

18. If router J is on the optimal path from router I to router K, then the path from J to K along the same route is _____ [02S03]

- a. does not exist
- b. optimal**
- c. maximum

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- d. constant
19. If router J is on the optimal path from router I to router K, then the optimal path from J to K also falls along the same route is known as _____ . [02S04]
a. Routing principle
b. Optimality principle
c. Sink tree principle
d. Network principle
20. _____ do not base their routing decision on measurements or estimates of the current traffic and topology. [02S05]
a. Nonadaptive algorithms
b. Adaptive algorithms
c. Static algorithms
d. Recursive algorithms
21. The method of network routing where every possible path between transmitting and receiving DTE is used is called [03D01]
a. Random Routing
b. Packet Flooding
c. Directory Routing
d. Message Switching
22. In Hierarchical routing for N router subnet, the optimal number of levels is _____ . [03D02]
a. $\log N b. \log(N - 1)$
c. $\ln N$
d. $\ln(N - 1)$
23. In Hierarchical routing, the routers are divided into what is called as _____ . [03M01]
a. zones
b. Cells
c. Regions
d. Blocks
24. The regions in Hierarchical routing are grouped in to _____ . [03M02]
a. Clusters
b. Zones
c. Blocks
d. Cells
25. The Clusters in Hierarchical routing are grouped in to _____ . [03M03]
a. Clusters
b. Zones
c. Blocks
d. Cells
26. 1. If a router sends every incoming packet out only on those lines that are going approximately in the right direction is known as _____ . [03S01]
a. Random flooding
b. Static flooding
c. Selective flooding
d. Early flooding
27. In shortest path routing algorithm, the path length is measured based on _____ . [03S02]
a. time delay
b. number of hops
c. size of the routers
d. routing table
28. Flooding always chooses the _____ . [03S03]
a. Shortest path
b. First path
c. Last path
d. Largest path
29. In military applications where large number of routers may be blown to bits at any instant, we use _____ . [03S04]
a. Shortest path first
b. First come first serve
c. Forwarding
d. Flooding
30. In distributed applications, it is sometimes necessary to update all the databases concurrently, we use _____ . [03S05]
a. Shortest path first
b. First come first serve
c. Forwarding
d. Flooding
31. In multicast routing with spanning tree method, a network with n groups, each with an average of m members, for each group we require _____ . [04D01]
a. n pruned spanning trees must be stored for a total of mn trees
b. m pruned spanning trees must be stored for a total of m trees
c. n pruned spanning trees must be stored for a total of n trees
d. m pruned spanning trees must be stored for a total of mn trees
33. To do multicast routing, each router computes a _____ . [04M01]
a. Binary tree
b. AVL tree
c. Spanning tree
d. Sparse tree
34. A well -defined groups that are numerically large in size but small compared to the network as a whole are used in _____ . [04M02]
a. Unicast routing
b. Multicast routing
c. Broadcast routing
d. Telecast routing
35. In _____ to send a multicast message a host sends it to the core, which then does the multicast along the spanning tree. [04M03]
a. Core based Trees
b. AVL trees
c. Binary trees
d. Sparse trees
36. Sending a packet to all destinations simultaneously is called _____ . [04S01]
a. Multicasting
b. Unicasting
c. Telecasting
d. Broadcasting
37. Anormal Flooding technique is an example of _____ . [04S02]
a. Multicasting
b. Unicasting
c. Telecasting
d. Broadcasting
38. In Broadcast routing, if the router does not know anything all about spanning tree, _____ method is preferred. [04S03]
a. Reverse Path forwarding
b. Multidestination
c. Flooding
d. spanning tree
39. The method of Broadcast routing in which each packet contains either a list of destinations or a bit map indicating the desired destinations is _____ . [04S04]
a. Reverse Path forwarding
b. Spanning tree
c. Multidestination
d. Flooding
40. Sending a message to a well defined group that are numerically large in size but small compared to the network as a whole is called _____ . [04S05]

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- a. Unicast
b. Multicast
c. Broadcast
d. Telecast
41. In link state routing, after the construction of link state packets new routes are computed using _____ . [05D01]
a. Bellman Ford algorithm
b. DES algorithm c. Dijkstra's algorithm
43. Count-to-Infinity problem occurs in _____ . [05M01]
a. distance vector routing
b. short path first
c. link state routing
d. hierarchical routing
44. In distance vector routing algorithm, each router maintains a separate routing table with the following entries . [05M02]
a. preferred input line , estimated time
b. preferred input line, estimated distance
c. preferred output line, estimated time
d. preferred output line, router
45. Link state packets are built in _____ . [05M03]
a. short path first
b. distance vector routing
c. link state routing
d. hierarchical routing
46. In which routing method do all [05S01]
a. Distance Vector
b. Link Vector
c. Shortest path d. Link State
47. In distance vector routing algorithm, the routing tables are updated _____ . [05S02]
a. by exchanging information with the neighbors
b. automatically
c. using the backup database
d. by the server
48. Distance vector routing algorithm is implemented in Internet as _____ . [05S03]
a. OSPF
b. RIP
c. ARP
d. APR
49. Which of the following routing algorithm takes into account the current network load. [05S04]
a. broadcast
b. shortest path
c. flooding
d. distance vector routing
50. In distance vector routing the delay metric is _____ . [05S05]
a. number of hops
b. geographical distance
c. number of neighbors
d. queue length
51. The processes that keep track of hosts whose home is in the area, but who currently visiting another area is _____ . [06D01]
a. Home agent
b. Mobile agent
c. Foreign agent
d. User agent
52. In AODV routing algorithm for MANETs, the route is discovered at time _____ . [06D02]
a. only when the network is established
b. in middle of the transmission
c. when there is a need for route by the host
d. when there is no need for route by the host
53. Military vehicles on a battlefield with no existing infrastructure will deploy _____ network. [06M01]
a. MANET
b. Cell Network
c. LAN
d. Wi-Fi
54. The network in which all the nodes are symmetric and there is no central control or hierarchy is _____ . [06M02]
a. MANET
b. Client -Server Technology
c. Peer-to-Peer
d. Wi-Fi
55. What is the type of network in which the topology change from time to time? [06M03]
a. Wi-Fi
b. Cell Network
c. LAN
d. MANET
56. The processes that keep track of all mobile hosts visiting the area is _____ . [06S01]
a. Home agent
b. Mobile agent
c. Foreign agent
d. User agent
57. The hosts which are basically stationary hosts who move from one fixed site to another from time to time but use the network only when they are physically connected to it are called _____ . [06S02]
a. Migratory hosts
b. Stationary hosts
c. Mobile hosts
d. Random hosts
58. The hosts who compute on the run and want to maintain their connections as they move around _____ . [06S03]
a. Migratory hosts
b. Stationary hosts
c. Mobile hosts
d. Random hosts
59. What is the type of network in which the routers themselves are mobile? [06S04]
a. Wide Area Network
b. Mobile Ad hoc Network
c. Mobile Network
d. Local Area Network
60. What is the routing algorithm used in MANETs? [06S05]
a. Shortest Path First
b. Routing Information Protocol
c. Distance Vector Protocol
d. Ad hoc On -demand Distance Vector Protocol
61. Why probe packets are transmitted in the network? [07D01]
a. to know about the capacity of the channel
b. to count the number of host in the network
c. to know about efficiency of the routing algorithm
d. to know about the congestion
62. If the source deduces the existence of congestion by making local observations, such as the time needed for acknowledgements to come back is called as _____ . [07D02]
a. Implicit feedback algorithm
63. The solution to decrease the load on the network when congestion occurs is _____ . [07M01]
a. splitting the traffic over multiple routes
b. increasing the transmission power
c. usage of spare routers
d. denying service to the users
64. In open loop congestion control techniques, the decisions are based on the _____ . [07M02]
a. without regard to the current state of the network
b. with regard to the current state of the network

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- c. with regard to the choice of the host
d. without regard to the choice of the host
- 65. In closed loop congestion control techniques, the decisions are based on the _____ . [07M03]**
a. concept of a feedback loop
b. concept of a forward loop
c. concept of current state of network
d. concept current status of the router
- 66. When too many packets are present in the subnet, and performance degrades then it leads to _____ . [07S01]**
a. Ingestion
b. Congestion
c. Digestion
d. Diffusion
- 67. What is its goal of congestion control? [07S02]**
a. making sure that subnet is not able to carry the offered traffic
b. making sure that subnet will allow more than the offered packets
c. making sure that subnet is able to carry the offered traffic
d. making sure that subnet will not allow any traffic
- 68. The service of open loop congestion control technique is _____ . [07S03]**
a. monitor the system to detect when and where congestion occurs
b. when to accept new traffic
c. pass the information to places where action can be taken
d. adjusting the system to correct the problem
- 69. The service of closed loop congestion control technique is _____ . [07S04]**
a. when to accept new traffic
b. when to discard the packets
c. monitor the system to detect when and where congestion occurs
d. which packets to discard
- 70. The solution to increase the capacity when congestion occurs is _____ . [07S05]**
a. denying service to the users
b. degrading the service to the users
c. splitting traffic over multiple routes
d. rescheduled the demands of the users
- 71. When routers are being inundated by packets that they cannot handle, they just throw them away is known as _____ . [08D01]**
a. Jitter control
b. Random early detection
c. Choke packets
d. Load shedding
- 72. If f is the sample instantaneous line utilization, a is the constant that determines how fast the router forgets recent history and u is the recent utilization of the line then the formula to update u is _____ . [08D02]**
- 73. The choke packet is sent back to the source if _____ . [08M01]**
a. The utilization factor u moves above the given threshold
b. The utilization factor u moves below the given threshold
c. The utilization factor u is equal to the given threshold
d. The utilization factor u doesn't change
- 74. When the source host receives the choke packet, then the source _____ . [08M02]**
a. reduces the capacity of the line
b. reduces the line utilization factor
c. reduces the traffic generation
d. rate reduces the threshold value
- 75. If the buffer fills and a packet segment is dropped, then dropping all the rest of the segments from that packet, since they will be useless anyway is called _____ . [08M03]**
a. Priority dropping
b. Tail dropping
c. Age based dropping
d. Head dropping
- 76. Timeout determination policy is used in _____ . [08S01]**
a. network layer
b. data link layer
c. transport layer
d. application layer
- 77. Flow control policy is implemented in _____ . [08S02]**
a. network layer
b. transport layer
c. application layer
d. physical layer
- 78. Packet discard policy is implemented in _____ . [08S03]**
a. Physical layer
b. Data link layer
c. MAC layer
d. Network layer
- 79. For applications such as audio and video streaming, the variation in the packet arrival times is called _____ . [08S04]**
a. Random early detection
b. Jitter
c. Delay difference
d. Load shedding
- 80. Sending of a IP packet from host 1 to host 2 where both are of same LAN but the packet is transferred through different intermediate LANs is called _____ . [09D01]**
a. Tunneling
b. Routing
c. Diverting
d. Forwarding
- 81. The type of fragmentation in which packet is fragmented at the source host and reassembly is done only at destination host is _____ . [09D02]**
a. transparent fragmentation
b. internal fragmentation
c. free space fragmentation
d. nontransparent fragmentation
- 82. Firewalls are used for _____ . [09M01]**
a. routing
b. security
c. tunneling
d. congestion control
- 83. To translate the message semantics from one format to other, _____ is used. [09M02]**
a. application gateway
b. transport gateway
c. session gateway
d. network gateway
- 84. The routing algorithm within each network is _____ . [09M03]**
a. Routing information protocol
b. Exterior gateway protocol
c. Interior gateway protocol
d. Middle gateway protocol
- 85. In _____ case higher bandwidth can be achieved. [09S01]**
a. connectionless networks
b. connection oriented networks
c. virtual circuit networks
d. optical networks
- 86. Fragmentation means _____ . [09S02]**
a. adding of small packets to form large packet
b. breaking large packet into small packets
c. combining large packets into a single packet
d. forwarding a packet through different networks
- 87. Bridges are used at _____ layer. [09S03]**

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- a. Physical layer
b. **MAC layer**
c. Network
d. Transport
88. Routers are used at _____ layer. [09S04]
a. Physical layer
b. MAC layer
c. **Network**
d. Transport
89. Gateways are used at _____ layer. [09S05]
a. Physical layer
b. MAC layer
c. Network
d. **Application**
90. Which type of ATM service is used for regroup timing requirements? [10D01]
a. variable bit rate
b. **constant bit rate**
c. available bit rate
d. unspecified bit rate
91. Which of the following assertions is FALSE about the Internet Protocol (IP)? [10D02]
a. **It is possible for a computer to have multiple IP addresses**
b. IP packets from the same source to the same destination can take different routes in the network
c. IP ensures that a packet is discarded if it is unable to reach its destination within a given number of hops
d. The packet source cannot set the route of an outgoing packets; the route is determined only by the routing tables in the routers on the way
92. _____ protocol is used for constant bit rate. [10M01]
a. **AAL1**
b. AAL2
c. AAL 3/4
d. AAL5
93. While booting the system the IP address is _____ . [10M02]
a. 1.1.1.1
b. 1.1.0.0
c. 0.0.1.1
d. **0.0.0.0**
94. In ATM network _____ message is used by a source host to set up a connection. [10M03]
a. **SET UP**
b. Call PROCEEDING
c. CONNECT
d. RELEASE
95. How many class A, B and C networks IDs can exist [10S01]
a. **2,113,658**
b. 16,382
c. 126
d. 128
96. Which of the following TCP/IP internet protocol, a diskless machine uses to obtain its IP address from a server [10S02]
a. RDP
b. ARP
c. **RARP**
d. RIP
97. The protocol used to test the internet is _____ . [10S03]
a. IGMP
b. **ICMP**
c. ARP
d. RIP
98. Which IP address class has few hosts per network? [10S04]
a. class A
b. class B
c. **class C**
d. class D
99. The IP address with 127.a.b.c.c is used for _____ . [10S05]
a. broad casting
b. multicasting
c. **loop back testing**
d. forward testing
100. What type of addressing is specifically used by the transport layer? [11D01]
a. station address
b. **application program port address**
c. dialog address
d. network address
101. Which of the following functionalities must be implemented by a transport protocol over and above the network protocol? [11D02]
a. Recovery from packet losses
b. Detection of duplicate packets
c. Packet delivery in the correct order
d. **End to end connectivity**
102. The TCP sockets are assigned address using _____ primitive. [11M01]
a. LISTEN
b. ACCEPT
c. **BIND**
d. CONNECT
103. SEND and RECEIVE primitives are called as _____ primitives. [11M02]
a. **blocking**
b. non blocking
c. data transfer
d. error control
104. CONNECT and DISCONNECT primitives are called as _____ primitives. [11M03]
a. blocking
b. **non blocking**
c. data transfer
d. error control
105. Transport protocol data units (TPDUs) are contained in _____ . [11S01]
a. protocol
b. **frame**
c. program
d. packet
106. Which of the following layer is transport service provider? [11S02]
a. **network**
b. transport
c. session
d. application
107. The transport layer performs the same types of functions as the _____ layer. [11S03]
a. session
b. network
c. **data link**
d. physical
108. The end points of a transport connection are called _____ . [11S04]
a. **TSAPs**
b. AAL -SAPs
c. NSAPs
d. PSAPs
109. In transport layer, End to End delivery is the movement of data from _____ . [11S05]
a. one station to the next station
b. one network to the other network
c. **source to destination**
d. one router to another router
110. Which of the following are session layer check points? [12D01]
a. **allow just a portion of a file to be resent**

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- b. detect and recover errors
- c. control the addition of headers
- d. are involved in dialog control

111. The function of the transport layer ensuring that all pieces of a

transmission arrive at the destination, not just some of them is _____ . [12D02]

- a. Duplication control
- b. Sequence control
- c. Loss control
- d. Error control

112. If either of the communicating device can ask for disconnection by sending DISCONNECT REQUEST TPDU to the other, and immediately disconnect without waiting for acknowledgement is called _____ . [12M01]

- a. Graceful disconnection
- b. Abrupt disconnection
- c. Greedy disconnection
- d. Random disconnection

113. The type of disconnection in which three way handshake protocol is used is _____ . [12M02]

- a. Graceful disconnection
- b. Abrupt disconnection
- c. Greedy disconnection
- d. Random disconnection

114. The parameter which gives the probability of the transport layer itself spontaneously terminating a connection due to internal problems is called [12M03]

- a. protection
- b. resilience
- c. option negotiation
- d. transfer failure

115. A single transport layer connection split and connects the different network connections is called _____ . [12S01]

- a. Upward multiplexing
- b. Downward multiplexing
- c. Congestion control
- d. Flow control

116. Error control is needed at the transport layer because of potential errors occurring _____ . [12S02]

- a. from transmission line noise
- b. in routers
- c. from out-of-sequence delivery
- d. from packet loss

117. If two identical packets arrive at the destination, then _____

_____ control is not functioning. [12S03]

118. transmission efficiency. [12S04]

- a. upward

119. Multiplexing of different transport connections onto the same network connection is called _____ . [12S05]

- a. Upward multiplexing
- b. Downward multiplexing
- c. Congestion control
- d. Flow control

120. Window size in TCP header indicates _____ . [13D01]

- a. number of bytes the receiver is willing to accept
- b. number of bytes the sender is willing to accept
- c. number of bytes the sender transmitting in each segment
- d. number of bytes in the receiver

121. The size of the TCP congestion window depends on _____ . [13D02]

- a. bandwidth
- b. retransmission time
- c. threshold parameter
- d. traffic

122. The FIN bit in the TCP header represents _____ . [13M01]

- a. establish connection
- b. release a connection
- c. data transfer
- d. flow control

123. Connections are established in TCP by means of _____ . [13M02]

- a. Three way handshake
- b. Two way handshake
- c. One way handshake
- d. Full/full duplex

124. The TCP exchanged data in the form of _____ . [13M03]

- a. Fragments
- b. Segments
- c. Codes
- d. Blocks

125. TCP connection is _____ stream. [13S01]

- a. Byte
- b. Bit
- c. Message
- d. packet

a. b. c. d. Error Sequence Loss Duplication

11

8.

_____ type of multiplexing are used by transport layer to improve

126. Port numbers below 1024 are called _____ . [13S02]

- a. special ports
- b. original ports
- c. used ports
- d. well known ports

127. The protocol that runs on the port number 25 is _____ . [13S03]

- a. TFTP
- b. FTP
- c. SMTP
- d. NNTP

128. The length of the TCP segment header is _____ . [13S04]

- a. 10 byte
- b. 20 byte
- c. 30 byte
- d. 40 byte

129. The basic protocol used by TCP entities is _____ . [13S05]

- a. Sliding window protocol
- b. IP
- c. ARP
- d. HTTP

130. In remote procedure call, the client program must be bound with a small library procedure called _____ . [14D01]

- a. Server stub
- b. Marshalling
- c. Client hub
- d. Client stub

131. The protocol that handles feedback, synchronization and the user interface but does not transport any data is _____ . [14D02]

- a. RPC
- b. RTP
- c. RIP
- d. RTCP

132. Upon receipt of a bad segment, UDP _____ . [14M01]

- a. It does flow control
- b. It does error control
- c. Retransmission
- d. It does not do flow and error control

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133. For multimedia applications, the transport protocol used is _

_____ . [14M02]

- a. RPC
- b. RTP**
- c. RIP
- d. RTCP

134. To multiplex several real time data streams onto a single stream of UDP packets, we use _____

_____ . [14M03]

- a. RTP**
- b. RIP
- c. ARP
- d. RARP

135. The connectionless internet transport protocol is _____

_____ . [14S01]

- a. TCP
- b. UDP**
- c. IP
- d. IMAP

136. The length of UDP header is _____ . [14S02]

- a. 2 bytes
- c. 8 bytes**

138. An example connectionless transport protocol is _____

_____ . [14S04]

- a. TCP
- b. RIP
- c. UDP**
- d. SMTP

139. UDP header contains _____ number of fields.

[14S05]

- a. 3
- b. 4**
- c. 5
- d. 6

140. Which AAL type is designed to support SEAL? [15D01]

- a. AAL1
- b. AAL2
- c. AAL3/4
- d. AAL5**

141. A _____ field on a cell header in the ATM layer

determines whether a cell can be dropped.

[15D02]

- a. Virtual path identifier
- b. Virtual circuit identifier
- c. Cell loss priority**
- d. Generic flow constant

142. The AAL4 protocol is intended to support [15M01] a.

- Variable bit rate applications
- b. Connection oriented data services
- c. Connectionless packet data**
- d. Variable bit rate

143.

In ATM networks, the end product of the SAR is a data packet that is _____

_____ . [15M02]

- a. variable in length
- b. 48 bytes long**
- c. 44 to 48 bytes long
- d. greater than 48 bytes long

144. The AAL3 protocol is intended to support [15M03]

- a. Variable bit rate applications
- b. Connection oriented data services**
- c. Connectionless packet data
- d. Variable bit rate

145. Which layer in the ATM protocol reformats the data received from other networks? [15S01]

- a. Physical
- b. ATM
- c. Application adaptation**
- d. Data adaptation

146. Which layer in the ATM protocol has a 53 byte cell as an end product. [15S02]

a. Physical

- b. ATM
- c. Application adaptation
- d. Cell transformation

147. ATM multiplexes cells using _____ . [15S03]

- a. asynchronous FDM
- b. synchronous FDM
- c. asynchronous TDM**
- d. synchronous TDM

149. Which AAL type is designed to support a data stream that has

a constant bit rate? [15S05]

- a. AAL1
- b. AAL2
- c. AAL3/4
- d. AAL5

150. In cryptography the following uses transposition ciphers and the keyword is LAYER. Encrypt the following message (spaces are omitted during encryption) WELCOME TO NETWORK SECURITY! [16D01]

- a. WMEKREETSILTWETCOOCYONRU!
- b. EETSICOOCYWMEKRONRU!LTWET**
- c. LTWETONRU!WMEKRCOOCYEETSI
- d. ONRU!COOCYLTWETEETSIWMEKR

151. The length of the key in one time pad method is _____

_____ . [16D02]

- a. Random
- b. Fixed
- c. 64
- d. 56

152. An example of public key algorithm is _____ . [16M01]

- a. RSA
- b. DES
- c. IREA
- d. RC5

153. Caesar cipher is represented as _____ . [16M02]

- a. $C=(p+3)\text{mod}3$
- b. $C=(p+26)\text{mod}3$
- c. $C=(p-3)\text{mod}26$
- d. $C=(p+3)\text{mod}26$**

154. The security service that no party to a contract can later deny having sent it is _____ . [16M03]

- a. Integrity
- b. Confidentiality
- c. Authenticity
- d. Nonrepudiation**

155. Number of rounds in Data Encryption Standard algorithm [16S01]

- a. 8 rounds
- b. 12 rounds
- c. 16 rounds**
- d. 24 rounds

156. Decryption and Encryption of data are the responsibility of which of the following layer [16S02]

- a. Session layer
- b. Network layer
- c. Transport layer
- d. Presentation layer**

157. The art of breaking ciphers is _____ . [16S03]

- a. cryptology
- b. cryptography
- c. cryptanalysis**
- d. crypting

158. The number of subkeys generated in IDEA algorithm are _____ - [16S04]

- a. 54
- b. 48
- c. 52**
- d. 50

159. Number of S-boxes used in DES algorithm is _____ . [16S05]

- a. 4
- b. 8**
- c. 16
- d. 32

160. What is the minimum number of DNS name servers, does each domain should possess? [17D01]

- a. 1
- b. 2**
- c. 3
- d. 4

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161. To map a name onto an IP address, an application program calls a library procedure called the _____

_____ . [17D02]

- a. Scheduler
- b. Resolver
- c. Mapper
- d. Encoder

162. The DNS name space is divided into nonoverlapping _____

_____ . [17M01]

- a. regions
- b. blocks
- c. divisions
- d. zones

163. The domain name that ends with a period is called _____

_____ . [17M02]

- a. completed
- b. incomplete
- c. absolute
- d. universal

164. In DNS, the resource records are presented in _____

format. [17M03]

- a. English
- b. Hungarian
- c. Unicode
- d. ASCII

165. The components in the domain name space are separated by _____

_____ . [17S01]

- a. Comma
- b. Dot
- c. Colon
- d. Semi colon

166. The number of characters used in country domain is _____

_____ . [17S02]

- a. 2
- b. 3
- c. 4
- d. 5

167. DNS represents _____ structure. [17S03]

- a. bus
- b. loop
- c. tree
- d. ring

168. The generic domain for nonprofit organizations is _____

_____ . [17S04]

- a. Com
- b. Edu
- c. Org
- d. Net

169. When the resolver gives a domain name to DNS, what it gets back are the _____

associated with that name. [17S05]

- a. Resource records
- b. IP records

170. Which AAL type can best process a data stream having a nonconstant bit rate? [15S04]

- a. AAL1
- b. AAL2
- c. AAL3/4
- d. AAL5

171. The basic function of the e-mail system to intimate the originator what happened to the message transmitted is _____

_____ . [18D02]

- a. Disposition
- b. Reporting
- c. Displaying
- d. Composition

172. Many people use little ASCII symbols in the e-mails called _____

_____ . [18G01]

- a. popups
- b. blogs
- c. cookies
- d. emoticons

173. In e-mail system, _____ allow people to read and send e-mails. [18M01]

- a. message transfer agent
- b. user agent
- c. browser agent
- d. server agent

174. In e-mail system, _____ move the message from the source to the destination. [18M02]

- a. user agent
- b. browser agent
- c. message transfer agent
- d. server agent

175. The protocol used to provide security to e-mails is _____

_____ . [18S01]

- a. POP
- b. PGP
- c. SNMP
- d. HTTP

176. To access e-mails from any machine and any where, we use _____

_____ . [18S02]

- a. PGP
- b. PEM
- c. IMAP
- d. TCP

177. SMTP is used to transfer _____ . [18S03]

- a. Only text files
- b. Only audio files
- c. Only video files
- d. Only image files

178. Using IMAP, the e-mails are stored at _____

_____ . [18S04]

- a. Users PC
- b. Router
- c. Gateway
- d. Server

179. Using POP3, the e-mails are stored at _____ . [18S05]

- a. Users PC
- b. Router
- c. Gateway
- d. Server

180. What is the interface that allow web servers to talk to back end

programs and scripts that can accept input and generate HTML pages in response? [19D01]

- a. interior gateway interface
- b. common gateway interface

182.

To view the pages on the Internet, they have to be installed on a _____

_____ . [19M01]

- a. local server
- b. proxy server
- c. foreign server
- d. web server

183. What is the software that enables the user to interact with the contents present on a web page? [19M02]

- a. www
- b. HTTP
- c. Browser
- d. URL

184. The act of sending an e-mail to a user falsely claiming to be an

established legitimate enterprise in an attempt to scam the user is _____ . [19M03]

- a. popup
- b. adverting
- c. blogging
- d. phishing

185. Which is used to identify the name and address on the web? [19S01]

- a. WWW
- b. URL
- c. Protocol
- d. DNS

186. The protocol used to fetch information on the internet. Is _____

_____ . [19S02]

- a. FTP
- b. HTTP
- c. RIP
- d. SMTP

187. The structural frame work for accessing linked documents is called _____ . [19S03]

- a. URL
- b. HTTP
- c. WWW
- d. DNS

188. If audio and video are embedded in a hyper text page, then it is called _____ . [19S04]

- a. hypermedia
- b. multimedia
- c. unimedia
- d. telemedia

189. Web pages are written in _____ language. [19S05]

- a. HTML
- b. C++
- c. C
- d. COBOL

190. _____ coding exploits certain flaws in the human auditory system to encode a signal in such a way that it sounds the same to a human listener. [20D01]

- a. perceptual
- b. waveform
- c. signal
- d. gray

181. _____ is a code module that the browser

fetches from a special directory on the disk and installs as an extension to itself. [19D02]

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a. helper applications

b. blogs

c. **plug-ins**

d. cookies

192. In MPEG-1 standard, _____ frames are encoded by using motion compression relative to both the preceding and the following I or P frames. [20M01]

a. I frames

b. P frames

c. **B frames**

d. D frames

193. In MPEG-1 standard, _____ frames are used to display a low resolution image when doing a rewind or fast forward. [20M02]

a. I frames

b. P frames

c. B frames

d. **D frames**

194. In _____ coding the signal is transformed mathematically by a Fourier waveform into its frequency components. [20M03]

a. perceptual b. **waveform** c. signal d. gray

195. Internet telephony is called as _____ . [20S01]

a. **VoIP**

b. IP voice

c. Internet voice

d. Internet

196. The type of encoding in which manipulation of bit streams without regard to what the bits mean is _____ . [20S02]

a. Destination encoding

b. **Entropy encoding**

c. Source encoding

d. Differential encoding

197. In MPEG -1 standard the self contained JPEG encoded still pictures are present in [20S03]

a. **Intracoded frames**

b. Predictive frames

c. Bidirectional frames

d. DC -coded frames

198. The error introduced by the finite number of bits per sample is

called _____ . [20S04]

a. White noise

b. Random noise

c. **Quantization noise**

d. Gaussian noise

199. In MPEG -1 standard, _____ frames are encoded by using motion compression relative to the most recent I or P frames. [20S05]

a. I frames b. **P frames** c. B frames d. D frames

200. The program that accepts the commands for composing, receiving and replying to messages, as well as for manipulating mailboxes is _____ . [18D01]

a. **user agent**

b. browser agent

c. message transfer agent

d. server agent

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