

NADAR SARSAWATHI COLLEGE OF ENGINEERING AND TECHNOLOGY, THENI.

Course/Branch : B.E/CSE	Year / Semester : III/V	Format No.	NAC/TLP-07a.13
Subject Code : CS8591	Subject Name : COMPUTER NETWORKS	Rev. No.	02
Unit No : 1	Unit Name : Introduction and physical layer	Date	30.09.2020

OBJECTIVE TYPE QUESTION BANK

S. No.	Objective Questions (MCQ /True or False / Fill up with Choices)	BTL
1.	If a datagram router goes down then (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	L2
2.	In datagram subnet new route is chosen (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	L4
3.	The PSTN is an example of a network. (A) packet switched (B) circuit switched (C) message switched (D) None of these	L1
4.	Each packet is routed independently in (A) virtual circuit subnet (B) short circuit subnet (C) datagram subnet (D) ATM subnet	L1
5.	For a connection oriented service, we need a (A) virtual circuit subnet (B) short circuit subnet (C) datagram subnet (D) wireless subnet	L3
6.	Which type of switching uses the entire capacity of a dedicated link? (A) circuit switching (B) datagram packet switching (C) virtual circuit packet switching (D) message switching	L5
7.	In circuit switching, delivery of data is delayed because data must be stored and retrieved from RAM. (A) space division (B) time division (C) virtual (D) None of these	L6
8.	In, each packet of a message need not follow the same path from sender to receiver. (A) circuit switching (B) message switching (C) virtual approach to packet switching (D) datagram approach to packet switching	L2
9.	In, each packet of a message follows the same path from sender to receiver. (A) circuit switching (B) message switching (C) virtual approach to packet switching (D) datagram approach to packet switching	L5
10.	A permanent virtual circuit involves (A) Connection establishment (B) Data transfer (C) Connection release (D) Connection check	L6

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11.	The set of optimal routes from all sources to a given destination from a tree rooted to the destination is known as	L2
	(A) Binary tree (B) Sparse tree (C) Sink tree (D) AVL tree	
12.	Adaptive routing algorithms get their information from	L5
	(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 booted is called as	L5
	(A) Dynamic routing (B) Session routing (C) Temporary routing (D) Static routing	
14.	In Hierarchical routing for N router subnet, the optimal number of levels is	L6
	(A) logN (B) log(N -1) (C) lnN (D) ln(N-1)	
15.	The router algorithm takes the decision to changes the route when	L4
	(A) router changes (B) topology changes (C) user changes (D) transmission time does not change	
16.	If route from router I to router J is computed on line based on the current statistics, then it is called as	L2
	(A) Dynamic routing (B) Session routing (C) Temporary routing (D) None of these	
17.	If the subnet uses virtual circuits internally, routing decisions are made only when a new virtual circuit is being setup. This is called as.....	L4
	(A) Session routing (B) Circuit routing (C) Datagram routing (D) Forwarding	
18. change their routing decisions to reflect changes in the topology.	L1
	(A) Nonadaptive algorithms (B) Adaptive algorithms (C) Static algorithms (D) Recursive algorithms	
19.	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	L1
	(A) does not exist (B) optimal (C) maximum (D) constant	
20.	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	L3
	(A) Routing principle (B) Optimality principle (C) Sink tree principle (D) Network principle	

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21.	<p>..... do not base their routing decisions on measurements or estimates of the current traffic and topology.</p> <p>(A) Non adaptive algorithms (B) Adaptive algorithms (C) Static algorithms (D) Recursive algorithms</p>	L5
22.	<p>The method of network routing where every possible path between transmitting and receiving DTE is used is called</p> <p>(A) Random Routing (B) Packet Flooding (C) Directory Routing (D) Message Switching</p>	L6
23.	<p>In Hierarchical routing, the routers are divided into what is called as</p> <p>(A) zones (B) Cells (C) Regions (D) None of these</p>	L2
24.	<p>The regions in Hierarchical routing are grouped in to</p> <p>(A) Clusters (B) Zones (C) Blocks (D) Cells</p>	L5
25.	<p>The Clusters in Hierarchical routing are grouped in to</p> <p>(A) Clusters (B) Zones (C) Blocks (D) Cells</p>	L6
26.	<p>If a router sends every incoming packet out only on those lines that are going approximately in the right direction is known as</p> <p>(A) Random flooding (B) Static flooding (C) Selective flooding (D) Early flooding</p>	L2
27.	<p>In shortest path routing algorithm, the path length is measured based on</p> <p>(A) time delay (B) number of hops (C) size of the routers (D) routing table</p>	L5
28.	<p>Flooding always choose the</p> <p>(A) Shortest path (B) First path (C) Last path (D) Largest path</p>	L5
29.	<p>In military applications where large number of routers may be blown to bits at any instant, we use</p> <p>(A) Shortest path first (B) First come first serve (C) Forwarding (D) Flooding</p>	L6
30.	<p>In distributed applications, it is sometimes necessary to update all the databases concurrently, we use</p> <p>(A) Shortest path first (B) First come first serve (C) Forwarding (D) Flooding</p>	L4

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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 (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	L2
32.	To do multicast routing, each router computes a (A) Binary tree (B) AVL tree (C) Spanning tree (D) None of these	L4
33.	A well -defined groups that are numerically large in size but small compared to the network as a whole are used in (A) Unicast routing (B) Multicast routing (C) Broadcast routing (D) Telecast routing	L1
34.	The processes that keep track of hosts whose home is in the area, but who currently visiting another area is (A) Home agent (B) Mobile agent (C) Foreign agent (D) User agent	L1
35.	In to send a multicast message a host sends it to the core, which then does the multicast along the spanning tree. (A) Core based Trees (B) AVL trees (C) Binary trees (D) Sparse trees	L3
36.	Sending a packet to all destinations simultaneously is called (A) Multicasting (B) Unicasting (C) Telecasting (D) Broadcasting	L5
37.	A normal Flooding technique is an example of (A) Multicasting (B) Unicasting (C) Telecasting (D) Broadcasting	L6
38.	In Broadcast routing, if the router does not know anything all about spanning tree, method is preferred. (A) Reverse Path forwarding (B) Multidestination (C) Flooding (D) spanning tree	L2
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 (A) Reverse Path forwarding (B) Spanning tree (C) Multidestination (D) Flooding	L6
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 (A) Unicasting (B) Multicasting (C) Broadcasting (D) None of these	L2