

# NADAR SARASWATHI COLLEGE OF ENGINEERING AND TECHNOLOGY, THENI.

<b>Course/Branch</b> : B.E/ECE	<b>Year / Semester</b> : III/V	Format No.	NAC/TLP-07a.13
<b>Subject Code</b> : EC8551	<b>Subject Name</b> : Communication Networks	Rev. No.	02
<b>Unit No</b> : 1	<b>Unit Name</b> : Fundamentals & Link 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>(B) only those packets which are queued in the router at that time will suffer</b> (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 ..... <b>(A) for every packet sent</b> (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>(B) circuit switched</b> (C) message switched                      (D) None of these	L1
4.	Each packet is routed independently in ..... (A) virtual circuit subnet              (B) short circuit subnet <b>(C) datagram subnet</b> (D) ATM subnet	L1
5.	For a connection oriented service, we need a ..... (A) virtual circuit subnet              (B) short circuit subnet <b>(C) datagram subnet</b> (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 <b>(D) message switching</b>	L5
7.	In ..... circuit switching, delivery of data is delayed because data must be stored and retrieved from RAM. (A) space division <b>(B) time division</b> (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 <b>(D) datagram approach to packet switching</b>	L2
9.	In ....., each packet of a message follows the same path from sender to receiver. <b>(A) circuit switching</b> (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>(B) Data transfer</b> (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) <b>Sink tree</b> (D) AVL tree	
12.	Adaptive routing algorithms get their information from .....	L5
	(A) only from local environment (B) only from adjacent routers (C) <b>from locally, adjacent, external routers</b> (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) <b>Static routing</b>	
14.	In Hierarchical routing for N router subnet, the optimal number of levels is .....	L6
	(A) logN (B) log(N -1) (C) <b>InN</b> (D) ln(N-1)	
15.	The router algorithm takes the decision to changes the route when .....	L4
	(A) router changes (B) <b>topology changes</b> (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) <b>Dynamic routing</b> (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) <b>Session routing</b> (B) Circuit routing (C) Datagram routing (D) Forwarding	
18.	..... change their routing decisions to reflect changes in the topology.	L1
	(A) Nonadaptive algorithms (B) <b>Adaptive algorithms</b> (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) <b>optimal</b> (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) <b>Optimality principle</b> (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><b>(A) Non adaptive algorithms</b>                  (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>(B) Packet Flooding</b>                  (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  <b>(C) Regions</b>              (D) None of these</p>	L2
24.	<p>The regions in Hierarchical routing are grouped in to .....</p> <p><b>(A) Clusters</b>              (B) Zones                  (C) Blocks              (D) Cells</p>	L5
25.	<p>The Clusters in Hierarchical routing are grouped in to .....</p> <p>(A) Clusters              <b>(B) Zones</b>                  (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  <b>(C) Selective flooding</b>                      (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>(B) number of hops</b>                  (C) size of the routers (D) routing table</p>	L5
28.	<p>Flooding always choose the .....</p> <p><b>(A) Shortest path</b>              (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                      <b>(D) Flooding</b></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  <b>(D) Flooding</b></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 <b>(D) m pruned spanning trees must be stored for a total of mn trees</b>	L2
32.	To do multicast routing, each router computes a ..... (A) Binary tree (B) AVL tree <b>(C) Spanning tree</b> (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) <b>Multicast routing</b> (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) <b>Home agent</b> (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) <b>Core based Trees</b> (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 <b>(D) Broadcasting</b>	L5
37.	A normal Flooding technique is an example of ..... (A) Multicasting (B) Unicasting (C) Telecasting <b>(D) Broadcasting</b>	L6
38.	In Broadcast routing, if the router does not know anything all about spanning tree, ..... method is preferred. (A) <b>Reverse Path forwarding</b> (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 <b>(C) Multidestination</b> (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>(B) Multicasting</b> (C) Broadcasting (D) None of these	L2