

University of Mumbai
Online Examination 2020

Program: **BE Electronics and Telecommunication Engineering**

Curriculum Scheme: **Revised 2012**

Examination: **Final Year Semester VIII**

Course Code: **ETC803** and Course Name: **Internet and Voice Communication**

Time: 1hour

Max. Marks: 50

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Note to the students:- All the Questions are compulsory and carry equal marks .

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| Q1. | Which layer provides the services to user? |
| Option A: | Application layer |
| Option B: | Session layer |
| Option C: | Presentation layer |
| Option D: | Data link layer |
| | |
| Q2. | Which among the below mentioned protocols provides a mechanism of acquiring an IP address without manual intervention in addition to plug and play type of networking? |
| Option A: | BOOTP |
| Option B: | DHCP |
| Option C: | FTP |
| Option D: | UDP |
| | |
| Q3. | In FTP, client contacts server using ____ as the transport protocol. |
| Option A: | Transmission Control Protocol |
| Option B: | User Datagram Protocol |
| Option C: | Datagram Congestion Control Protocol |
| Option D: | Stream Control Transmission Protocol |
| | |
| Q4. | Which of this is not a valid field in UDP datagram |
| Option A: | Source IP address |
| Option B: | Source port no |
| Option C: | Destination port no |
| Option D: | Total length |
| | |
| Q5. | Pseudo header added to the UDP datagram for checksum calculation is part of-- ----- |
| Option A: | TCP header |

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| Option B: | IP header |
| Option C: | Application layer protocol |
| Option D: | Combination of TCP and IP header |
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| Q6. | Well known port no for HTTP is |
| Option A: | 13 |
| Option B: | 17 |
| Option C: | 80 |
| Option D: | 23 |
| | |
| Q7. | The acknowledgment number in TCP is |
| Option A: | Constant |
| Option B: | Ever decreasing |
| Option C: | Cumulative |
| Option D: | Random no. |
| | |
| Q8. | Sliding window used for |
| Option A: | Error detection |
| Option B: | Error correction |
| Option C: | Flow Control |
| Option D: | Congestion control |
| | |
| Q9. | Many desktops and operating systems include which protocol |
| Option A: | IPv6 protocol |
| Option B: | IPv4 protocol |
| Option C: | IPv3 protocol |
| Option D: | IPv2 protocol |
| | |
| Q10. | In IPv6, the _____ field in the base header restricts the lifetime of a datagram. |
| Option A: | Version |
| Option B: | Next-header |
| Option C: | Hop limit |
| Option D: | Neighbor-advertisement |
| | |
| Q11. | In IPv4 header, an HLEN value of decimal 10 means _____. |
| Option A: | There are 10 bytes of options |
| Option B: | There are 40 bytes of options |
| Option C: | There are 10 bytes in the header |
| Option D: | There are 40 bytes in the header |
| | |
| Q12. | _____ is the protocol designed to handle real-time traffic on the Internet |
| Option A: | TCP |

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| Option B: | UDP |
| Option C: | RTP |
| Option D: | FTP |
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| Q13. | _____ is a protocol for controlling the flow and quality of data. |
| Option A: | RTP |
| Option B: | RTCP |
| Option C: | UDP |
| Option D: | SNMP |
| | |
| Q14. | _____ is an application protocol that establishes, manages, and terminates a multimedia session |
| Option A: | RIP |
| Option B: | SIP |
| Option C: | DIP |
| Option D: | RTCP |
| | |
| Q15. | A real-time video performance lasts 10 min. If there is jitter in the system, the viewer spends _____ minutes watching the performance |
| Option A: | Less than 10 |
| Option B: | More than 10 |
| Option C: | Exactly 10 |
| Option D: | More than 5 |
| | |
| Q16. | A _____ shows the time a packet was produced relative to the first or previous packet. |
| Option A: | Timestamp |
| Option B: | Playback buffer |
| Option C: | Sequence number |
| Option D: | Source number |
| | |
| Q17. | _____ are used to number the packets of a real-time transmission |
| Option A: | Timestamp |
| Option B: | Playback buffer |
| Option C: | Sequence number |
| Option D: | Source number |
| | |
| Q18. | In a real-time video conference, data from the server is _____ to the client sites. |
| Option A: | Unicast |
| Option B: | Multicast |
| Option C: | Broadcast |

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| Option D: | Point to Point |
| Q19. | _____ is a characteristic that a flow needs. Lack of it means losing a packet or acknowledgment, which entails retransmission. |
| Option A: | Reliability |
| Option B: | Delay |
| Option C: | Jitter |
| Option D: | Bandwidth |
| Q20. | _____ is a flow chactrstic that aplicationS can tolerate in different degrees |
| Option A: | Reliability |
| Option B: | Delay |
| Option C: | Jitter |
| Option D: | Bandwidth |
| Q21. | _____ is a variation in delay for packets belonging to the same flow. |
| Option A: | Reliability |
| Option B: | Delay |
| Option C: | Jitter |
| Option D: | Bandwidth |
| Q22. | In _____, queuing packets wait in a buffer (queue) until the node (router or switch) is ready to process them. |
| Option A: | FIFO |
| Option B: | Priority |
| Option C: | Weighted fair |
| Option D: | Token |
| Q23. | In _____ queuing, packets are first assigned to a priority class. Each class has its own queue. |
| Option A: | FIFO |
| Option B: | Priority |
| Option C: | Weighted fair |
| Option D: | Token ring |
| Q24. | In _____ queuing, the packets are assigned to different classes and admitted to different queues. The queues, however, are weighted based on the priority of the queues; higher priority means a higher weight. The system processes packets in each queue in a round-robin fashion with the number of packets selected from each queue based on the corresponding weight. |
| Option A: | FIFO |
| Option B: | Priority |

These are sample MCQs to indicate pattern, may or may not appear in examination

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| Option C: | Weighted fair |
| Option D: | Leaky |
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| Q25. | In the _____ bucket algorithm, bursty chunks are stored in the bucket and sent out at an average rate. |
| Option A: | Leaky |
| Option B: | Token |
| Option C: | Priority |
| Option D: | Token ring |