

## Computer Networks Objective Questions

1. What are 10Base2, 10Base5 and 10BaseT Ethernet LANs.
2. What is the difference between an unspecified passive open and a fully specified passive open
3. Explain the function of Transmission Control Block
4. What is a Management Information Base (MIB)
5. What is anonymous FTP and why would you use it
6. What is a pseudo tty
7. What is REX
8. What does the Mount protocol do
9. What is External Data Representation
10. What is the Network Time Protocol ?
11. BOOTP helps a diskless workstation boot. How does it get a message to the network looking for its IP address and the location of its operating system boot files
12. What is a DNS resource record
13. What protocol is used by DNS name servers
14. What is the difference between interior and exterior neighbor gateways
15. What is the HELLO protocol used for
16. What are the advantages and disadvantages of the three types of routing tables
17. What is a TCP connection table
18. What source route
19. What is RIP (Routing Information Protocol)
20. What is SLIP (Serial Line Interface Protocol)
21. What is Proxy ARP
22. What is OSPF
23. What is Kerberos
24. What is a Multi-homed Host.
25. What is NVT (Network Virtual Terminal)
26. What is Gateway-to-Gateway protocol
27. What is BGP (Border Gateway Protocol)
28. What is autonomous system
29. What is EGP (Exterior Gateway Protocol)
30. What is IGP (Interior Gateway Protocol)
31. What is Mail Gateway
32. What is wide-mouth frog
33. What are Digrams and Trigrams
34. What is silly window syndrome
35. What is region
36. What is multicast routing
37. What is traffic shaping
38. What is packet filter

39. What is virtual path
40. What is virtual channel
41. What is logical link control
42. Why should you care about the OSI Reference Model
43. What is the difference between routable and non- routable protocols
44. What is MAU
45. Explain 5-4-3 rule.
46. What is the difference between TFTP and FTP application layer protocols.
47. What is the range of addresses in the classes of internet addresses
48. What is the minimum and maximum length of the header in the TCP segment and IP datagram
49. What is difference between ARP and RARP
50. What is ICMP
51. What are the data units at different layers of the TCP / IP protocol suite
52. What is Project 802
53. What is Bandwidth
54. Difference between bit rate and baud rate.
55. What is MAC address
56. What is attenuation. The degeneration of a signal over distance on a network cable is called attenuation.
57. What is cladding
58. What is RAID
59. What is NETBIOS and NETBEUI
60. What is redirector
61. What is Beaconsing
62. What is terminal emulation, in which layer it comes
63. What is frame relay, in which layer it comes
64. What do you mean by "triple X" in Networks
65. What is SAP
66. What is subnet
67. What is Brouter
68. How Gateway is different from Routers
69. What are the different type of networking / internetworking devices
70. What is mesh network
71. What is passive topology
72. What are the important topologies for networks
73. What are major types of networks and explain
74. What is Protocol Data Unit
75. What is difference between baseband and broadband transmission
76. What are the possible ways of data exchange
77. What are the types of Transmission media
78. What is point-to-point protocol
79. What are the two types of transmission technology available
80. Difference between the communication and transmission.

81. What do you mean by subnetting?
82. Number of links to connect n nodes in a mesh topology is = \_\_\_\_\_.
83. Mesh Topology is \_\_\_\_\_ flexible and has a \_\_\_\_\_ expandability
84. In BUS topology, at each end of the bus is a \_\_\_\_\_, which absorbs any signal, removing it from the bus.
85. In BUS topology, One can easily add any new node or delete any node with-out affecting other nodes; this makes this topology easily \_\_\_\_\_.
86. \_\_\_\_\_ and \_\_\_\_\_ will force a maximum length of shared medium which can be used in BUS topology.
87. The two alternatives for the operation of the central node in STAR topology are:  
\_\_\_\_\_ and \_\_\_\_\_.
88. In Ring Topology, the links are \_\_\_\_\_; that is, data are transmitted in \_\_\_\_\_ direction only and all are oriented in the same way
89. In Ring Topology, Repeater works in 3 modes: \_\_\_\_\_, \_\_\_\_\_ and \_\_\_\_\_.
90. \_\_\_\_\_ topology can be considered as an extension to BUS topology.
91. . \_\_\_\_\_ is suitable for use in star and ring topologies
92. . Coaxial cable is suitable for use in \_\_\_\_\_ topology.
93. In pure ALOHA, channel utilization, expressed as throughput S, in terms of the offered load G is given by \_\_\_\_\_
94. In slotted ALOHA, a maximum throughput of \_\_\_\_\_ percent at 100 percent of offered load can be achieved, while it is \_\_\_\_\_ percentage for pure ALOHA.
95. \_\_\_\_\_ is abbreviated as CSMA/CD and is also known as . \_\_\_\_\_
96. To achieve stability in CSMA/CD back off scheme, a technique known as \_\_\_\_\_ is used
97. The high speed LANs that have emerged can be broadly categorized into three types \_\_\_\_\_, successors of Ethernet and \_\_\_\_\_.
98. ATM, fiber channel and the Etherswitches comes under high speed LANs based on \_\_\_\_\_.
99. \_\_\_\_\_ is abbreviated as FDDI.
100. FDDI over copper is referred to as \_\_\_\_\_.
101. The basic topology for FDDI is \_\_\_\_\_.
102. An \_\_\_\_\_ provides continuous dual-ring operation if a device on the dual ring fails

103. Each data frame in FDDI carries up to \_\_\_\_\_ bytes.

104. FDDI gives fair and equal access to the ring by using a \_\_\_\_\_ protocol.

105. FDDI implements MAC using three timers namely: \_\_\_\_\_, Token Rotation Timer (TRT) and \_\_\_\_\_

