

Register Number.....

**M.E. DEGREE EXAMINATIONS: OCTOBER/NOVEMBER -2008**

Third Semester

**COMPUTER SCIENCE & ENGINEERING**

**P07CSE21: High Speed Networks**

**Time: Three Hours**

**Maximum Marks: 100**

**Answer ALL Questions:-**

**PART A (20 x 1=20 Marks)**

1. FDDI uses a group encoding scheme called
  - a.4B/5B-NRZI Encoding
  - b.Manchester Encoding
  - c.RZ Encoding
  - d.CMI Encoding
2. ATM Cells are always-----long
  - a.42 bytes
  - b.48 bytes
  - c.53 bytes
  - d.53 bytes
3. Frame relay uses
  - a.Permanent Connections
  - b.Dedicated connections
  - c.Virtual links
  - d.Circuit switching
4. Binary synchronous communication protocol uses -----mode for data transmission
  - a.Simplex
  - b.Half Duplex
  - c.Full Duplex
  - d.Half Simplex
5. The real solution to the congestion problem is
  - a.increase the data rate
  - b.decrease the data rate
  - c.no change in the data rate
  - d.double the data rate
6. UDP mainly differ from TCP by its -----
  - a.UDP Header
  - b.Connection
  - c.distance of traversal
  - d. handling congestion
7. SEAL stands for
  - a.Single Efficient ATM layer
  - b.Simple Efficient Adaptation Layer
  - c.Switched Efficient ATM layer
  - d.Simple Enhanced ATM Layer
8. AAL5 offers which of the following service
  - a.Unicast
  - b.multicast
  - c.broadcast
  - d.reliable and un reliable
9. What is best suited for controlling congestion in multicast
  - a.Jitter control
  - b.RSVP
  - c.RTP
  - d.HTTP
10. Routing algorithm used to find out
  - a.shortest path
  - b.near by node
  - c.best path to destination
  - d. next hop
11. Which of the following is resource that should be reserved for data flow
  - a.band width
  - b.memory
  - c.CPU
  - d.channel
12. What do you mean by smoothing the traffic on the server side
  - a.tunneling
  - b. traffic shaping
  - c.traffic policing
  - d.traffic management
13. BRFQ stands for
  - a.Byte Round Fair Queuing
  - b.Bit Round Fair Queuing
  - c.Bytes Round Fair Queuing
  - d.Bits Round Fair Queuing
14. Which of the following is not a QOS
  - a.buffering
  - b.traffic shaping
  - c. resource reservation
  - d. data transfer

