(3 Hours)

Q. P. Code: 13298

(Total Marks: 80

N.B.: (a) Question No.1 is compulsory. (b) Total 4 questions need to be solved. (c) Attempt any three questions from remaining five questions. (d) Assume suitable data wherever necessary, justify the same. 1.a Explain any one method to improve QoS. [5] 1.b In the TCP state transition diagram, why do we have the TIME-WAIT state and [5] why is its value equal to 2MSL? Why SSH is preferred over TELNET? Explain. 1.c [5] 1.d Explain the fields that are related to fragmentation and reassembly of an IPv4 [5] datagram. 2.a Discuss how Hypertext Transfer Protocol (HTTP) is used to access data on the [10] World Wide Web. 2.b Explain FTP in detail. Mention its limitation and justify how these limitations are [10] overcome in TFTP. 3.a Explain how TCP controls the congestion in the network using different strategies. [10] 3.b An ISP is granted a block of addresses starting with 150.80.0.0/16. The ISP wants [10] to distribute these blocks to 2600 customers as follows: The first group has 200 medium-size businesses; each needs approximately 128 addresses. • The second group has 400 small businesses; each needs approximately 16 addresses. The third group has 2000 households; each needs 4 addresses. Design the sub blocks and give the slash notation for each sub block. Find out how many addresses are still available after these allocations. Explain in detail RTP packet format. [10]4.a Explain the transition states of TCP with a neat diagram. 4.b [10] Explain how voice is transmitted over packet switched network using H.323. 5.a [10] 5.b Explain various characteristics of real-time audio/video communication. [10] 6 Discuss the different types of addresses used in the TCP/IP protocol. (a) [5] The transport layer is responsible for process-to-process delivery of the (b) [5] entire message. Justify your answer. Discuss DHCP operation when the client and server are on the same (c) [5] network or on different networks. (d) Discuss the two message access agents in brief [5]