(i)	P	Printed Pages: 3 Rol	II No
(ii)	C		Code: 8 6 8 6 Code: 1 2 1 9
		PGDCA 1st Semes	ster
		(1129)	
		DATA COMMUNICATIONS AND Paper—PGD-110	
Tin	ne A	Allowed : Three Hours]	[Maximum Marks : 60
No	te :-	— (i) The Question paper will co	nsist of four units.
		(ii) The students are required to each Unit and the compulso	
		(iii) All questions carry equal m	arks unless specified.
		UNIT—I	
١.	(a)	Explain how 4 layers of TCP/IP	model are different from
		7 layers of OSI reference mode	1? 6
	(b)) Explain Bad Timing and Bad Tech	nology in reference to OSI
		Model.	6
2.	(a)	Explain the following topologies	with the help of example:
		(1) Star Topology	
		(2) Tree Topology	
		(3) Ring Topology	
		(4) Hybrid Topology.	6

(b) Differentiate connection oriented and connectionless services.

UNIT—II

3.	(a)	Is this true "Efficiency can be achieved by multiplexis	ng"?		
		If yes comment upon it and if no state why?	6		
	(b)	Differentiate the three categories of multiplexing.	6		
4.	·(a)	Explain unguided media under wireless communication applications.	with 6		
	(b)	Differentiate Analog and Digital signals. Explain Analog	g and		
		Digital Communication.	6		
		UNIT—III			
5.	(a)	Explain one bit sliding window protocol.	6		
	(b)	Describe protocol "Using Go Back N" in context to	Data		
		Link Layer.	6		
6.	(a)	(a) Differentiate selective repeat protocol and High level data link			
		Protocol.	6		
	(b)	With the help of example explain error correcting codes	s and		
		error detecting codes.	6		
		UNIT—IV			
7.	(a)	Write down general principles of congestion control.	6		
	(b)	Explain the role of leaky bucket algorithm in traffic sha	ping		
		in network layer.	6		
8.	(a)	Explain Token Bucket Algorithm.	4		
	(b)	Elaborate on Internetworking.	4		
	(c)	Explain tunnelling with the help of example.	4		

(Compulsory Question)

- 9. Define the following:—
 - (1) Gateways
 - (2) Switches
 - (3) Band Width Limitation
 - (4) Pipelining in Data Link Layer
 - (5) Flooding in network layer
 - (6) Distance vector in network layer.

2×6=12