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ID 14972.

BS (SE) Section "B".

Computer Communication &
Networking.

: Q1: In a block of addresses, we know the IP addresses, addresses) in this block? (limited broadcast addresses)

: Answer:

IP address one host:

~~101~~

101.10.11.x / ID ~~4+5~~

: IP address:

~~101~~ 101.10.11.23/9

convert this IP address to binary.

$\therefore \text{ID} = 14972$
 $= 1 + 4 + 9 + 7 + 2$
 $x = 23$

* (1110100111100)

4th digit = 7
 5th digit = 2

* Address Mask = 13
 $N = 32 - 9 = 23$

$\text{ID} = 7 + 2 = 9$

First IP address
~~101~~ 10111

2	23	-	1
2	11	-	1
2	5	-	1
2	2	-	0
1	1		0

Pg# 2 (14972)

by convert 23 to binary.

IP addresses

1001
101.10.11.0

2	9	-	1
2	4	-	0
2	2	-	0
	1		

Last IP address.

convert right most 4 bit into 1 in binary code.

1100101101010101000111

convert this binary code into 101.10.11.23/9

this is the last address.

Pg# 3 (14972)

:Q2: I took my Roll No as decimal notation, now convert it into Binary notation. ^{ing} also.

Drawing the graph of the NRZ-L ~~source~~ scheme using the binary notation of your roll no as data stream, assuming that the last signal level has been positive.

: Solution.

Roll No | ID = 14972.

2	14972	-0
2	7486	-0
2	3743	-1
2	1871	-1
2	935	-1
2	467	-1
2	233	-1
2	116	-0
2	58	-0
2	29	-1
2	14	-0
2	7	-1
2	3	-1
2	1	-1

(1110100111100)

Pg# 4 (14972)

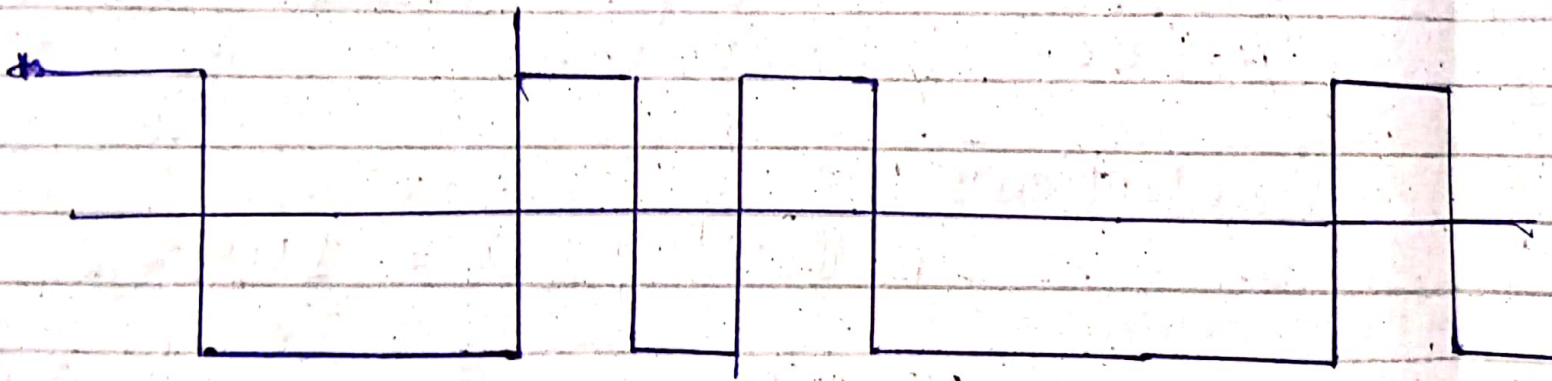
∴ Graph:

(1110100111100)

initial:

⊗

1 1 1 0 1 0 0 1 1 1 1 0 0



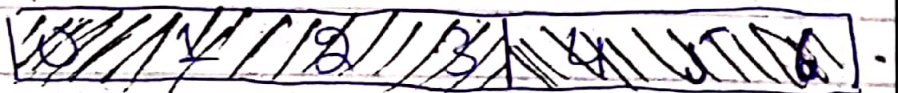
Pg # 5 (14972)

-: Q 3:- Two neighboring nodes (A & B) use a sliding-window protocol with a 3-bit sequence number. As the ARQ mechanism, go-back-N is used with a window size of ID_{last}. Assuming A is transmitting and B is receiving, show the window positions for the following succession of events:

*A: Before A sends any frames.

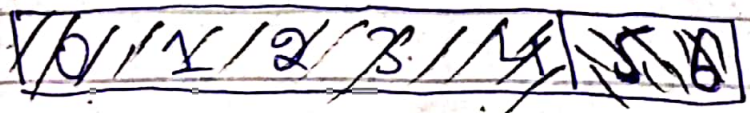
: Answer:

∴ Sender:



Window of PDU that may be transmitted = 4 bit window.

∴ Receiver:



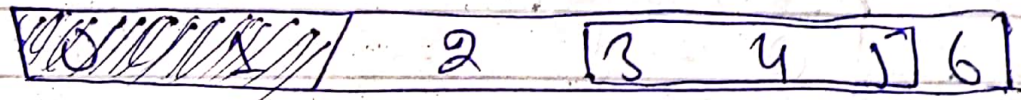
*B: After A sends frames 0, 1, 2, 3, 4 and receives acknowledgment from B for 0, 1, 2 and 3.

Pg# 6 (14972)

: Answer: Suppose B received all three frames.

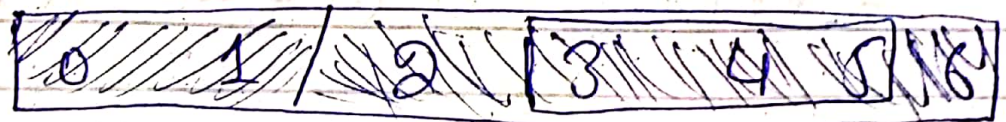
∴ Sender:

A has shrunk its window as it has transmitted three PDU's but received ack for 2 PDU's, hence it is keeping copy of one PDU.



Acknowledgment received for two bits.

∴ Receiver:



Receiver has received all data hence the window remains in 4 bit size:

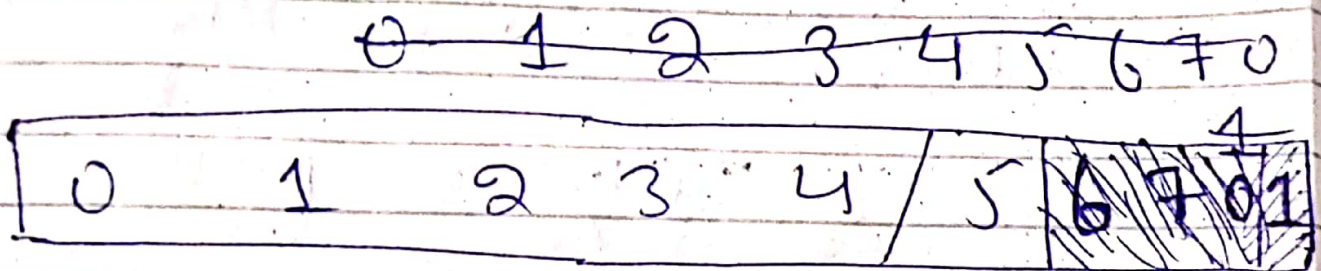
~~: Answer~~

Pg# 7 (14972)

★ C: After A sends frames 5, 6 and B acknowledges 5 and the ACK is received by A.

∴ Answer:

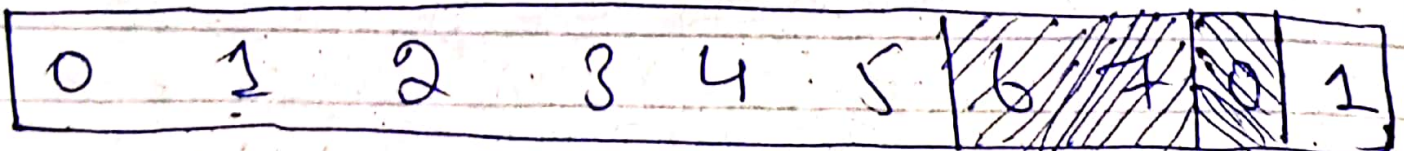
∴ Sender:



∴ Receiver:

Acknowledgment

received for those ~~bits~~ bits.



Acknowledgment receive for 3 bit.

now window size: $ID = 14972$, by formula

$ID_{last} = 7$, since,

$ID_{last} = 9$

so $9 - 7 = 2$ window size.

Pg# 8 (14972)

: Q4: An ISP is granted a block of addresses starting with ... ?

The ISP needs to distribute these addresses to three groups of customers as following.

: Answer: Group A:

The first group has 16 customers, each needs 64 addresses.

This means that 6 ($\log_2 64$) bits are needed to each host, the prefix length is than $32 - 6 = 26$, the addresses are:

- * 1st = 160.23.17.6/26 190
- * 2nd = 160.23.17.1/26
- * 3rd = 160.23.17.6/26

$$\text{Total} = 16 \times 64 = 1024$$

Pg# 9 (14972).

: ~~Group~~

: Group B:

The second group has 64 customers, each needs 32 addresses, this means that $6(\log_2 32)$ bits are needed to each host, the prefix length is then $32 - 6 = 26$, the addresses are:

- * 1st = 160.23.17.6/27 190
- * 2nd = 160.23.17.1/27
- * 3rd = 160.23.17.6/27.

$$\text{total} = 16 \times 64 = 1024.$$

: Group C: The third group has 64 customers, each needs 16 addresses.

this means that $6(\log_2 16)$ bits are needed to each host, the prefix length is then $32 - 6 = 26$, the addresses are:

- * 1st = 160.23.17.6/28
- * 2nd = 160.23.17.1/28
- * 3rd = 160.23.17.6/28
- * Total = $16 \times 64 = 1024$.