I begin with the name of Allah, Who is Most kind, Most Merciful.

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# Answer 1:



# Answer 2:

# The Advantages are:

- 1. Single layer to study as all the functionalities is provided at this layer.
- 2. Higher Bandwidth as number of layer is reduced.
- 3. It reflects the real-life separation of application from the TCP-downward sections of the OSI model.

## The disadvantages are:

- 1. Can make reasoning about the architecture of network systems less effective.
- 2. There will be security issues as the Network security and Application Security will open at a single point which may expose our network open at a single point which may expose our network open to our threat.
- 3. It makes troubleshooting hard as multiple errors may reside a single.

# Answer 3:



#### Answer 4:

a. Bandwidth: 15 KHz SNRdB =30

C=B\*(SNRdB/3) = 15 KHz \*(30/3) = 150kbps

C=150kbps

b. Bandwidth: 100 KHz SNRdB =2

C=B\*(SNRdB/3) = 100 KHz \*(2/3) =67kbps

C=67kbps

c. Bandwidth: 0.5 MHz SNRdB=10

C=B\*(SNRdB/3) = 0.5 MHz \*(10/3) =1.67 Mbps

C=1.67Mbps

### Answer 5:

Using NY Quist's equation C=2B  $log_2M$ We have C=4800bps and  $log_2M=8$ Because a signal element encodes a 8-bit word Therefore, C=4800=2B\*8 and B=300Hz The minimum required bandwidth of the channel = 300 Hz.

### Answer 6:

There are 8 bits in 8ns.

Bit rate is  $8/(8*10^{-9}) = 1000$  Mbps

### Answer 7:

 $C = B log_2(1+SNR)$ 

Where C is Capacity of the channel = 40Mbps = (40 Mbps)/(1Mbps)\*1000000 bps =  $40 \times 10^6$  bps

B is the bandwidth of the channel = 6 MHz = (6 MHz)/(1 MHz) \* 1000000 Hz =  $6 * 10^{6}$  Hz

SNR is Signal-to-Noise Ratio

 $40 * 10^6$  bps = (6 \* 10<sup>6</sup> Hz)  $log_2(1+SNR)$ 

 $(40 * 10^6 \text{ bps})/(6 * 10^6 \text{ Hz}) = log_2(1 + \text{SNR}) \quad 2^{6.6667} = (1 + \text{SNR})$ 

101.5937 = (1 + SNR)

Signal – to- Noise Ratio SNR = 100.5937

#### Answer 8:

