



FACULTY OF SCIENCE

ACADEMY OF COMPUTER SCIENCE AND SOFTWARE ENGINEERING

MODULE	CSC2B10 COMPUTER SCIENCE 2B
CAMPUS	AUCKLAND PARK CAMPUS (APK)
MAIN EXAM	

DATE: 2021-10-29

SESSION: 14:00 - 16:00

ASSESSOR(S):

MR. T MOODLEY
MS. M FOURIE

MODERATOR:

DR. J.L. DU TOIT

DURATION: 120 MINUTES

MARKS: 100

Please read the following instructions carefully:

1. Downloading and Reading time: 14:00 - 14:10
2. Writing time: - 14:10 - 16:10
3. Upload time: 16:10 - 16:40 (No extra time will be awarded)
4. Test support is available on Discord: <https://discord.gg/CTBQhsvM>
5. Answers may be typed or hand-written and photographed.
6. Where possible, provide answers in the form of a list.

7. Where possible, upload your submission as a single PDF document.
 8. Please DO NOT compress (ZIP, RAR, etc.) your submission.
 9. Write *cleanly* and *legibly*.
 10. You may use a non-programmable calculator to answer the questions.
 11. This paper consists of 5 pages.
 12. Upload all of your answers before the close of the submission time at 16:40
-

QUESTION 1

- (a) According to the table below, provide an appropriate description for each property under the appropriate column. (1 mark for each description) **Write down the letter and the correct answer next to it. e.g. (f) Foo** [3]

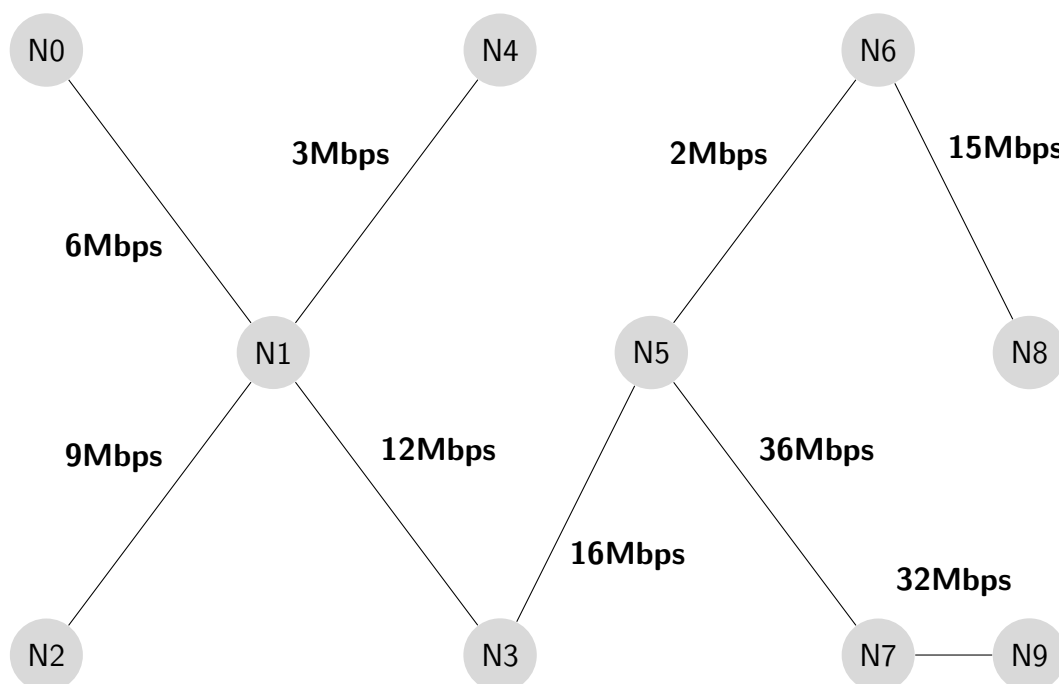
Type of network	CAT6	IEEE 802.11ac
Directionality of Medium	Guided	(a)
Material of Medium	(b)	Radio Signal
Transmission speed	Up to 45 Mbps per channel	(c)

- (b) **Throughput** is defined as "the rate at which bits are transferred between sender and receiver". Using the definition *list* and *describe* the different types of throughput. [02]

Total: 5

QUESTION 2

Assume there is a copper network with N0-Nx nodes where, x is the highest number and the transmission rates between these nodes are as follows:



It is also determined that the distances between the nodes are as follows: (Note that all working out must be shown, failure to do this may result in the student receiving zero for the question)

- N0-N1: 20km • N1-N4: 15km • N5-N7: 60km
- N1-N2: 5km • N3-N5: 35km • N6-N8: 75km
- N1-N3: 25km • N5-N6: 10km • N7-N9: 55km

Answer the following questions (Do not round off):

- (a) Determine the **approximate transmission rate** when communicating between N4 and N9. [1]
- (b) Taking this **approximate transmission rate** into account, how *long* (in seconds) will it take to transfer a 180 MegaByte **file** from node N4 to N9? [02]
- (c) If it is determined that the copper installed in this network **propagates** a signal at a speed of 100 000 km/s. Calculate the **propagation delay** for communications between N4 to N9. [03]
- (d) Assuming that there is no nodal processing delay or queueing delay, *calculate* the **total time** taken to transfer a 180 MegaByte file from from N4 to N9? [04]

Total: 10

QUESTION 3

- (a) Application protocols define the *message type, message syntax and more*. Both TCP and UDP are protocols within this layer and provide specific services at the application layer, *discuss* these services. [05]

Total: 5

QUESTION 4

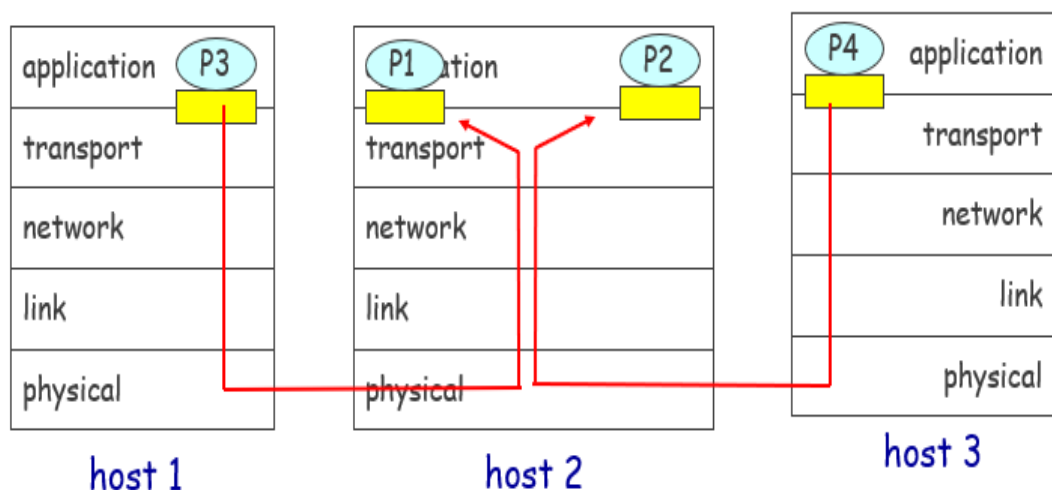
- (a) Within the application layer, processes in different hosts communicate by exchanging messages. **Fully explain** the concept of a **socket** and **use a diagram** to support your answer. [05]

Total: 5

QUESTION 5

- (a) Using the diagram below, discuss the manner in which multiplexing and demultiplexing works, be sure to make reference to the diagram in your answer. [06]

= socket = process



- (b) We have different reliable data transfer mechanisms to ensure the transfer of data is done reliably. In RDT 2.0, what is the underlying recovery mechanism used to recover from errors? [04]

Total: 10

QUESTION 6

The table below represents the payload of a UDP segment. Calculate the **sum** of the following two 16-bit integers, along with their associated 1s complement **checksum**.

Note that all working out must be shown, failure to do this may result in the student receiving zero for the question

Number 1	1	1	1	0	0	1	0	1	0	1	0	0	1	0	1	1
Number 2	1	0	1	1	0	0	1	1	1	1	0	0	1	0	0	1

Total: 5

QUESTION 7

- (a) In the network layer, we have what is called virtual circuits and datagram networks. [08]
*Fully discuss **virtual circuits** and how they work. Draw a diagram to support your answer.*
- (b) Dynamic Host Configuration Protocol (DHCP) can return more than just the allocated IP address on the subnet. *Explain* what other information you can get from DHCP? [02]

Total: 10

QUESTION 8

Given the following **IP address** and **CIDR**, answer the questions that follow (Note that all working out must be shown, failure to do this may result in the student receiving zero for the question):

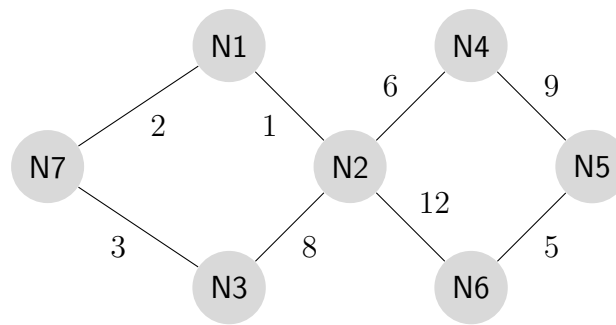
5.111.45.213/30

- (a) Provide this address in **binary** notation. [02]
- (b) How many hosts can this network **accommodate**? [02]
- (c) Assuming classful addressing was used, what **class** does this address belong to? [02]
- (d) Calculate the **network address** of this block in dotted decimal notation. [02]
- (e) Calculate the **broadcast address** of this block in dotted decimal notation. [02]

Total: 10

QUESTION 9

Given the below network **routing graph** (with costs), answer the following questions that follow (Note that all working out must be shown, failure to do this may result in the student receiving zero for the question):



- (a) What is the path with the **least cost** when communicating between N6 and N7. Is this the **only** cost effective path? [02]
- (b) Given the local datagram **forwarding table** for node N2 below and the destination address is 125.98.47.25, which link will this packet be forwarded to? Please ensure to show all your calculations. [03]

Destination Address range	Output Link Interface
01111101 01100010 00101111 01011***	N4
01111101 01100010 00101111 0001****	N5
01111101 01100010 00101111 000*****	N8
Otherwise	N6

Total: 5

QUESTION 10

- (a) Within the context of the **data link layer**, *describe* how the "taking turns" MAC protocol works when the polling approach is used and *discuss* concerns one might have with this approach. [05]
- (b) Discuss what **ARP** is and **describe** its basic message types. [05]

Total: 10

QUESTION 11

- (a) You have been approached by the University to create an **Android** mobile application which will enable the Protection Services Department to respond to student alerts and monitor campus more effectively. **Describe three** security best-practice principles that would be your main focus in the creation of the app. Give a **reason** why security is an important consideration for such an app. [04]
- (b) **Briefly discuss** how the **ipconfig** command works. [01]

Total: 5

QUESTION 12

Provide Java source code for a **UDP Server** bound to port 2021 that receives a packet and sends a message back. (Note screenshots are not allowed and will be given zero.)

Total: 10

QUESTION 13

The code below illustrates a **TCP client** that receives a binary file using the `getFile()` method. Fill in the missing code for sections A to I. Clearly label your answers.

```
1 import java.io.*;
2 import java.net.*;
3
4 class TCPBinGet
5 {
6     public void getFile(String address, int port, String filename, int
           length)
7     {
8         File newFile = new File(filename);
9         FileOutputStream fos = null;
10        Socket fileSocket = null;
11        try
12        {
13            fileSocket = __ ( A (1 marks) ) __;
14            InputStream is = __ ( B (1 marks) ) __;
15            fos = new FileOutputStream(newFile);
16            byte[] buffer = new byte[512];
17            int n = 0;
18            int totalBytes = __ ( C (1 marks) ) __;
19            while (totalBytes != length)
20            {
21                __ ( D (2 marks) ) __;
22                __ ( E (1 marks) ) __;
23                fos.flush();
24                __ ( F (1 marks) ) __;
25            }
26        }
27        catch (FileNotFoundException ex) { ex.printStackTrace(); }
28        catch (IOException ex) { ex.printStackTrace(); }
29        finally
30        {
31            if(__ ( G (1 marks)) ) __
32            {
33                try { __ ( H (1 marks) ) __; }
34                catch (IOException e) { e.printStackTrace(); }
35            }
36            if (fos != null)
37            {
38                try { __ ( I (1 marks) ) __ ; }
39                catch (IOException e) { e.printStackTrace(); }
40            }
41        }
42    }
43 }
```

Total: 10

The End!