

## ITS 323 – QUIZ 4(2)

First name: \_\_\_\_\_ Last name: \_\_\_\_\_

ID: \_\_\_\_\_

Total Marks: \_\_\_\_\_

out of 10

### Question 1 [4 marks]

- a) Queuing delay may occur in packet switches if multiple input lines are sending to the same output line at the same time.

True      False

- b) A virtual circuit packet switch may reserve resources for a connection during connection setup.

True      False

- c) In routing, increasing the amount of information about the network that is available to nodes, will increase the overheads introduced into the network by routing protocols.

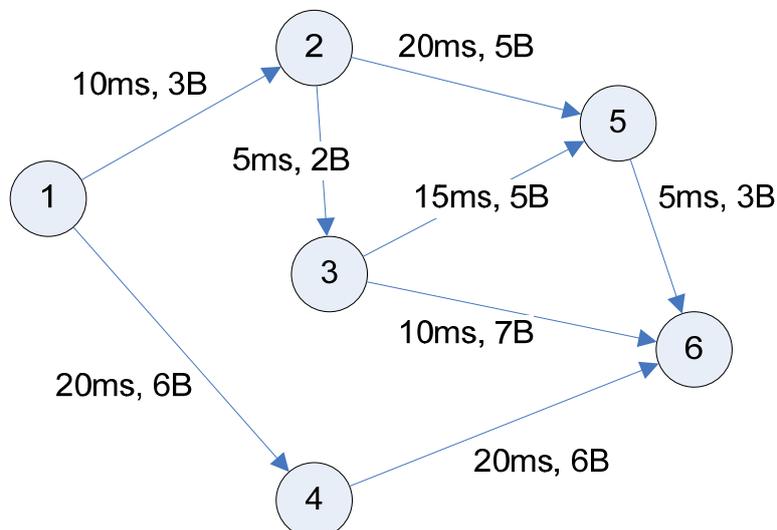
True      False

- d) With datagram packet switching, increasing the packet size will result in shorter delays because of the reduced overhead of headers

True      False

### Question 2 [2 marks]

Consider the network below.

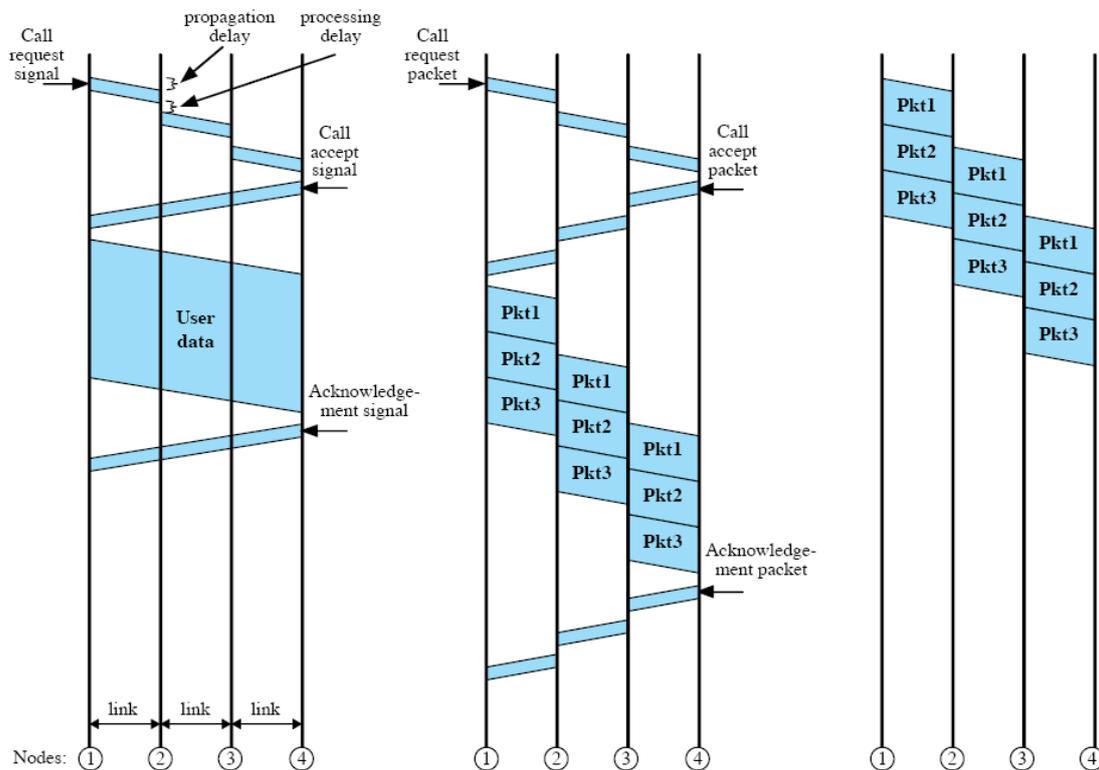


The delay (in milliseconds) and price (in Baht per MB) of each simplex link is shown. If a routing algorithm chose a path from 1 to 6 to be 1 – 2 – 3 – 6 then what metric was used by the least cost routing algorithm (select no more than one answer):

- i. Hops
- ii. Delay
- iii. Price

**Question 3** [4 marks]

Compare the delay in sending data using Circuit Switching versus Datagram Packet Switching as shown below.



You may assume:

- Number of links,  $L = 5$
- Packet Switching:
  - Entire packet consists of Header and Data
  - Header transmission time,  $H = 1\text{ms}$
  - Data transmission time,  $D = 15\text{ms}$
  - Number of packets is  $P = 10$
- Circuit Switching:
  - Time between sending call request signal until receiving call accept signal is  $C = 20\text{ms}$ .
  - Time between sending and receiving the call acknowledgment is  $A = 10\text{ms}$ .
- All other processing, propagation and queuing delays are 0.

a) What is the total delay for Datagram Packet Switching? [2 marks]

b) What is the total delay for Circuit Switching (assuming same amount of data to be sent as in Datagram Packet Switching above)? [2 marks]