Roll No. | | | | | | | | | | | | | **Total No. of Pages : 02**

Total No. of Questions : 18

B.Tech. (IT) (2012 to 2017) (Sem.–6)

NETWORKING PROGRAMMING

Subject Code : BTIT-601

M.Code : 71171

Time : 3 Hrs. **Max. Marks : 60**

INSTRUCTION TO CANDIDATES :

1. **SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.**
2. **SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.**
3. **SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.**

SECTION-A

Write short notes on :

1. Which are unreliable signals in networks?
2. Define Process.
3. Write the use of POSIX message queues.
4. What are pipes in Linux?
5. Give the definition of Systems Network Architecture (SNA).
6. What are the signals in Unix?
7. What is timeout in transmission?
8. How I/O multiplexing is used in network programming?
9. Why do we use IPv6?
10. Define TLL.

SECTION-B

11. Explain the need of semaphores. What are its types?

12. Write the use of NetBIOS for communicate in network programming.

13. How does a client server infrastructure work?

14. Write the need of network socket for sending or receiving data within a network.

15. What is Remote Procedure Call? Discuss its use in Inter process communication?

SECTION-C

16. What are the services of transport layer? How it provides logical communication between application processes running on different hosts?

17. Discuss the basics of shell programming. Write a shell script to reverse a number.

18. How does *mmap* works? Write its uses for mapping in network programming.

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.