Level: 2

**Course Title: Computer Networks** 

Course Code: IT 221 Date: 10- 6 - 2023

# Model 1

a. Presentation Layer

c. Data Link Layer



Arab republic of Egypt
Ministry of Higher Education
Tanta University
Faculty of Computers and
Information Science

an

	Final Exam – 2 <sup>nd</sup> Term 2022/202	23	<b>Total Assessment Marks: 60</b>			
Ch	noose the correct answer among the choice	ces (only on	e answer for each question)			
1.	Every device has a dedicated point-to-point link to every other devices is called:					
	a. Mesh Topology	b. Sta	r Topology			
	c. Bus Topology	d. Rin	g Topology			
2.	Transmission media are usually categorized as					
	a. Fixed or unfixed	b. gui	ded and unguided			
	c. determinate or indeterminate	d. me	tallic and nonmetallic			
3.	Which transmission media has the highe	Which transmission media has the highest transmission speed in a network?				
	a. twisted pair cable	b. fibe	er optic cable			
	c. coaxial cable	d. ele	ctrical cable			
4.	The set of rules to define how to commu called:	nicate at ea	ch layer and how to interface with adjacent layer			
	a. Communications	b. P	rotocols			
	c. Application Layer	d. H	ardware Layer			
5.	How many layers are present in the Internet protocol stack (OSI model)?					
	a. 5 b. 6	c. 7	d. 10			
6.	Which of the following layers is an addit a. Application layer and network layer c. Session and Presentation layer	b	nodel when compared with TCP/IP model?  Presentation layer and network layer  data link layer and Session layer			
7.	The data link layer takes the packets fro transmission.	om	and encapsulates them into frames for			
	a. network layer	b. physic	cal layer			
	c. transport layer	d. applic	ation layer			
8.	Which of the following are transport layer protocols used in networking?					
	a. TCP and FTP	b. UDP a				
	c. TCP and UDP	d. HTTP a	nd FTP			
9.	Protocols in the provide for companying annihilation program on another	munication	from an application program on one computer to			

b. Transport Layer

d. Physical Layer

10.	0. Networking Seems Complex because					
	a. Computer networking is an active and rapidly changing field					
	b. Many technologies exist, and each technology has features that distinguish it from the others.					
	c. Technologies can be combined and interconnected in many ways					
	d. All of the above		•	•		
11.	Network cable lies on	layer				
	a. Application		b. Transport			
	c. Physical d. Data Link					
<b>12</b> .	The standard protocol	for the Internet	is			
	a. TCP		b. IP address			
	c. IP protocol		d. TCP/IP			
13.	User datagram protoc	ol is called conn	ectionless because			
			dently by transport layer			
	b. it sends data as a str	•				
	c. it is received in the s	•				
	d. it sends data very qu		it order			
	arras autorias qu	,				
14.		រូ communication	n modes support two-wa	y traffic but in only one direction at a		
	time?	L E	II .1 .1.			
	a. Simplex		ıll-duplex			
	c. Half-duplex	d. Al	l of the above			
15	Message paradigm rur	ns over				
13.	a. IP	b. UDP	c. TCP	d. FTP		
	a. IF	D. ODF	C. TCF	u. i ir		
16.	is a connection	oriented data se	rvice that provides a relia	able loss free end to end connection.		
	a. TCP	b. UDP	c. SDU	d. PDU		
<b>17</b> .	A 4 byte IP address co	nsists of				
	a. only network addres		b. only host addres			
	c. network address & h	ost address	d. network address	s & MAC address		
18.	Port address is a	address repres	sented by one decimal nu	ımber ranged from 0 to 65535.		
	a. 16-bit	b. 32-bit	c. 64-bit	d. 128-bit.		
19.	Logical addresses are .	•••••				
	a. 16-bit	b. 32-bit	c. 64-bit	d. 128-bit.		
20.	The addresses written	as 12 hexadecir	nal digits (6-byte) e.g. 07	:01:02:01:2C:4B is called		
a. Physical Addressing b. Logical Addressing						
	c. Port Addressing		d. Specific Addressin	g		
21. In TCP, sending and receiving data is done as						
						a. Stream of bytes b. Sequence of characters
	c. Lines of data		d. discrete messages	5		
22.	Which of the following	g is false with res	spect to UDP?			
	a. Connection-oriented	-	b. Unreliable			
	c. Transport layer prote		d. Low overhead			
	p 15. p - 0.					

23.	The checksum of 113	L1 and 1111 is	•••••			
	a. 0000	b. 1111	c. 1110		d. 0111	
24	li Danita, initali ana m					
24.	"Parity bits" are us		ne זסווסשוחg pu b. To transmit	•		
	<ul><li>a. Encryption of dat</li><li>c. To detect errors</li></ul>	d				
	c. To detect errors		d. To identify t	ne user		
25.	Which error detection	on method uses o	one's compleme b. Checksum	nt arithmet	ic?	
	c. Simple parity chec	l <sub>z</sub>	d. Two-dimens	ional parity	chock	
	c. Simple parity chec	N.	u. Two-uimens	nonai parity	CHECK	
26.	In cyclic redundancy	checking, the div				
	a. one bit less than		b. one bit mo	re than		
	c. the same size as		d. None of th	e above		
27.	Which error detection	on method consis		edundant bit	t per data unit?	
	a. CRC		b. Checksum			
	c. Simple parity chec	K	d. Two-dimen	sional parity	check	
28.	If the Hamming distabits in error.	ance between a d	lataword and th	ne correspor	nding codeword is three, t	here are
	a. 5	b. 4	c. 3		d. 6	
		<b>.</b>	J. J			
29.	We add <i>r</i> redundant			ength n = k +	٠r.	
	The resulting n-bit b	locks are called		ı.		
	a. codewords		b. dataword	_		
	c. blockwords		d. None of t	ne above		
30.	The Hamming distar	ce between 100	and 001 is			
	a. 0	b. 1		c. 2	d. 3	
31.	= =	_	-	_	to be sent using a checks	um of 8 bits.
	The numbers are ad	ded using one's c	-			
	a. 00011101		b. 11100010			
	c. 11010101		d. 11110000	)		
32.	A network has an ac	ddress of 149.61.	10.22. This class	s is		
	a. class A	b. Class B	c. Cla	ss C	d. Class D	
22	A material bases and ad	والمناد المساملة مماسلا	1 4 0 fallaa h	24 6:4	:	
33.	a. class A	b. Class B	-	<b>21 bits pre</b> t Class C	ix then 8 bits suffix called: d. Class D	i
	a. class A	D. Class D	C. <b>(</b>	21033 C	u. Class D	
34.	IPv4 uses addre	esses while IPv6 ເ	uses addre	esses:		
	a. 4 byte 8 byte		b. 8 byte	16 byte		
	c. 4 byte 32 byte		d. 4 byte	16 byte		
25	35. Which class of IP address has the most host addresses available by default?					
33.	a. Class A	b. Class B	c. Class		d. Both b and c	
		2. 0.000 2	2. 0.000	-		
36.	36. What is the maximum number of IP addresses that can be assigned to hosts on a local subnet that uses					
	the 255.255.254			20	1 22	
	a. 14	b. 16	C.	30	d. 32	

	<b>What is the subnetw</b> a. 200.10.5.64	ork address for a host w b. 200.10.5.56	r <b>ith the IP address 200.</b> c. 200.10.5.3			
		fix range is reserved for				
30.	a. 240.0.0.0 – 254.2		b. 224.0.0.0 – 239.255.2	55.255		
	c. 169.254.0.0 – 169	9.254.255.255	d. 127.0.0.0 – 127.255.2	255.255		
39.	How many host add	dresses are available on	the 192.168.10.128/26	network?		
	a. 16	b. 32	c. 62	d. 64		
40.		2.168.50.0 is to be divid be used for the above re	<del>_</del>	ubnets. Which of the following		
	a. 255.243.240	b. 255.255.0.0	c. 255.255.255.0	d. 255.255.255		
	With best wishes					

Dr. Moustafa El-Ashry

## TANTA UNIVERSITY FACULTY OF COMPUTERS AND INFORMATICS



**EXAMINATION FOR (LEVEL 3)** 

COURSE TITLE: CLOUD COMPUTING NETWORKS CO

**TOTAL ASSESSMENT MARKS: 20** 

COURSE CODE: IT425

PAGES: 2 TIME ALLOWED: 2HOUR

Q1) Choose The Correct Answer

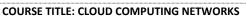
DATE:1/12/2022

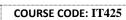
1.What is Software Engineering?	
a) Designing a software b) Testing a so	ftware c) None of the above
d) is an engineering branch related to the evolution of	of software product using principles and techniques
2 is a software development activi	ty that is not a part of software processes.
a) Validation b) Specification	c) Development d) Dependence
3 are processes where all of the process	activities are planned in advance
a- agile b- Incremental c- Prototyping	d- Plan-driven processes
4. waterfall model is a model while	e Incremental model is a
a- agile/ Plan-driven b- Incremental/ Plan-drive	n c- agile/ agile d-Plan-driven/ agile
5. what is the fit model you will choose for enhan	cing the old software?
a- waterfall b- Incremental c- Prototyping	d- agile
6. what is the fit model you will choose for building	ng an unclear software?
a- waterfall b- Incremental c- Prototyping	d- agile
7-you can use more than model to develop a new	software
a- <mark>true</mark> b-false	
8-all software models can be used for building all	types of software without restrictions
a-true b-false	
9- What is a Functional Requirement?	
a) specifies the tasks the program must complete	b) specifies the tasks the program should not complete
c) specifies the tasks the program must not work	
	tem conforms to its specification and meets the
requirements of the system customer	•
a. Verification b. Validation c- a and	d b d-analyzing
11- What are agile manifesto principles?	, ,
a) Customer satisfaction b) Face	e-to-face communication within a development team
c) Changes in requirements are welcome	d) All of the mentioned
12- Agile Software Development is based on which	
<ul><li>a) Iterative Development</li><li>c) Both Incremental and Iterative Development</li></ul>	d) Linear Development
13 is an indirect measure of sof	tware development process.
a) Cost b) Effort Applied	c) Efficiency d) All of the mentioned
14- Software Debugging is known as	
a) identifying the task to be computerized	b) creating program code
c) creating the algorithm	d) finding and correcting errors in the program code
	and
a) diagonal, angular b) radial, perpendicular	c) radial, angular d) diagonal, perpendicular
16- Identify the disadvantage of Spiral Model.	
a) Doesn't work well for smaller projects	b) High amount of risk analysis
c) Strong approval and documentation control	d) Additional Functionality can be added at a later date
17- What is the first step in the software develop	· ·
a.System Design b.Coding c.System Testi	
18- Software maintenance costs are expensive in	· · · · · · · · · · · · · · · · · · ·
a. True b. False	contrast to software developments
19. Which one of the following is not a step of red	mirement engineering?
a) elicitation b) design c) anal	
20- Model selection is based on	joio aj documentumon
	t team & users
c-Project type & associated risk d-All of the a	
c reject type & associated risk a rin of the a	

	lowing models doesn't nec	essitate defini	ng requirements at the earliest in the		
a-RAD & Waterfall	b-Prototyping & Wat	erfall	c-Spiral & Prototyping		
lifecycle? a-RAD & Waterfall b-Prototyping & Waterfall c-Spiral & Prototyping d-Spiral & RAD  22-Model-driven engineering is nothing but a theoretical concept. It can never be transmuted into a working/executable code. a-True b-False  23- What is the main intent of project metrics? a-For strategic purposes b-To minimize the development schedule. c-To evaluate the ongoing project's quality on a daily basis d-To minimize the development schedule and evaluate the ongoing project's quality on a daily basis  24- the next requirement apply the SMART rule. "I want to be healthy" a-true b-false  25-All 5 Elicitation Techniques can be used for all types of software development a-true b-false  26- in functional requirements "Requirements should not contain design and implementation details" a-true b-false  27- Failing to meet non-functional requirements can result in systems that fail to satisfy user needs a-true b-false					
	•	•	d-all ers of a software system discover, reveal,		
a-Feasibility Study		b-Requiremen	ats elicitation		
c-Requirements analys	sis	d-Requiremen	l-Requirements specification		
30- good requirements	s should be corrected and unn	ecessary			
a-true	b-false				
31 is one of requirements elicitation methods which is a Systems Development Methodology (SDM) within which a paradigm is constructed, tested, and then reworked					
a- Prototyping	b-Workshops	c-Interviews	d-Surveys		
32is one of requirements elicitation methods which provide an efficient way to collect large amounts of in-depth data quickly					
a- Prototyping	b-Workshops	<b>c-Interviews</b>	d-Surveys		
33- A stakeholder is an a) True	nyone who will purchase the b) <u>False</u>	completed soft	ware system under development.		
<u> </u>	ons consist of interaction		d) Product & Actor		
35 a collection of related success and failure scenarios, describing actors using the system to support a goal a)use case b)class diagrame c)ULM d)object diagrame 36- use case diagrame is used in coding stages a-Ture b-false					

Good luck Dr. Aida Nasr









DATE:1/12/2022 TOTAL ASSESSMENT MARKS: 20 PAGES: 2 TIME ALLOWED: 2HOUR

TANTA UNIVERSITY **FACULTY OF COMPUTERS AND INFORMATICS** 

37- A is an ordered sequence of interactions between the actor(s) and the system to accomplish a				
goal.				
A) goal	B) system	C) scenario	D) system bo	oundary
38- We can combine	actors at the same time	through		
A) specialization	B) generaliza	ction C)	both A & B	D) nether A or B
39-Major use cases ar	e identified by analyzi	ng business	•	
A) processes	B) functions	C) activities	D) all of the	n
	am in UML shows a c			
A) Sequence	B) Collaboration	C) Class	D) <b>O</b>	bject
<del>-</del>	f notations and conven			_ =
a- waterfall	b- prototype	c- Unified Modeli	ng Language (UN	ML) d-all
				al-world entity. A- class
	c-role		1	<b>3</b>
	tate of an object.			
	b-function		d-cla	SS
	y of object oriented sy			
	b- aggregation			<b> </b>
45- UML diagrame is		• • • • • • • • • • • • • • • • • • •	a op on a on o	
a-Ture				
		the nodes that form	the system's har	dware topology on which
the system executes.	a by stern encompasses	the houes that form	the system s har	aware topology on which
2	b-design	c-coding	d-developme	ent
	a system as:			ont.
+/-ONIL is useful to _	a system as	it is of as we want i	i to bc.	
A) Visualize	B) Specify	C) Document	D) All of the	above
48-A collection of op-	erations that specify th	e services rendered	by a class or con	nponent known as
A) Class	B) Interaction	C) Interface	D) Collabora	ntion
49-Associations				
A) May exist only bet	tween actors and use ca	ases		
B) Identify the flow o	of data between actors a	and use cases		
C) Identify interaction	ns between actors and	use cases		
	cies between actors and			
, ,	owing true about design			
a-design pattern is used for document the system				
b-design pattern for reusing the system design				
c-design pattern is used for coding the programs				
d-a and b				
51) design pattern is used for new systems only				
a-true b-false				
52) Patterns help you build on the collective experience of skilled software engineers.				
a-true	b-false			

53) we can add com	ments in class diagram	
a-true	b-false	
54) Association in o	class diagram includes	
a- dependency 55)Design patterns r	b– aggregation c– inheritance nake the system testing phase easy	d-a and b
a-true	b-false	
*	d validation (V & V) is intended to show that nts of the system customer	a system conforms to its specification and
a-true	b-false	
57) testing process is	s used for coding operation only	
a-true	b-false	
50) which of the foll	owing false about design pattern?	
a-design pattern is us	sed for document the system	
b-design pattern for	reusing the system design	
c-design pattern is us	sed for coding the final programs	
d-a and b		
A) Class B) In 18. A link is an ins A) Generalization 23. UML interface A) Define an API for B) Program in Java C) Define executal D) Specify require 33 reobject. A) ordination B) aggregation C) segregation D) increment	B) Association C) Depende s are used to	D) Collaboration  ncy D) Realization
Page 2		Dr. Aida Nasr

### TANTA UNIVERSITY FACULTY OF COMPUTERS AND INFORMATICS



**EXAMINATION FOR (LEVEL 3)** 

COURSE TITLE: CLOUD COMPUTING NETWORKS

COURSE CODE: IT425



DATE:1/12/2022

**TOTAL ASSESSMENT MARKS: 20** 

PAGES: 2 TIME ALLOWED: 2HOUR

### D) All of the mentioned

which of the following attribute is a data item held by?

- A) Class
- B) Object
- C) All of the mentioned
- D) None of the mentioned
- 11. Which one is used to display a set of objects and their relationships?
- A) Object diagram
- B) Class diagram
- C) Use case diagram
- D) Activity diagram
- E) All of the above
- 19. What are the notations for the Use case Diagrams?
- A) Use case
- B) Actor
- C) Prototype
- D) Use case and Actor
- 25. A UML diagram that facilitates requirements gathering and interacts between system and external users, is called as
- A)Flowchart diagram
- B)Sequence diagram
- C) Use case diagram
- D) Data flow diagram
- 28. Associations
- A) May exist only between actors and use cases
- B) Identify the flow of data between actors and use cases
- C) Identify interactions between actors and use cases
- D) Identify dependencies between actors and use
- 33.\_\_\_\_\_ represented by In UML diagrams, relationship between component parts and object.
- A) ordination
- B) aggregation
- C) segregation
- D) increment
- 34.which type they considered Activity diagram, use case diagram, collaboration diagram, and sequence diagram?
- A) non-behavioral
- B) non-structural
- C) structural
- D) behavioral
- 14. What is UML?
- A) UML is Unified Modeling Language.

- B) Graphical language for visualizing artifacts of the system.
- C) Allow to create a blue print of all the aspects of the system.