

ITS 323 – QUIZ 4(2)

First name: _____ Last name: _____

ID: _____

Total Marks: _____

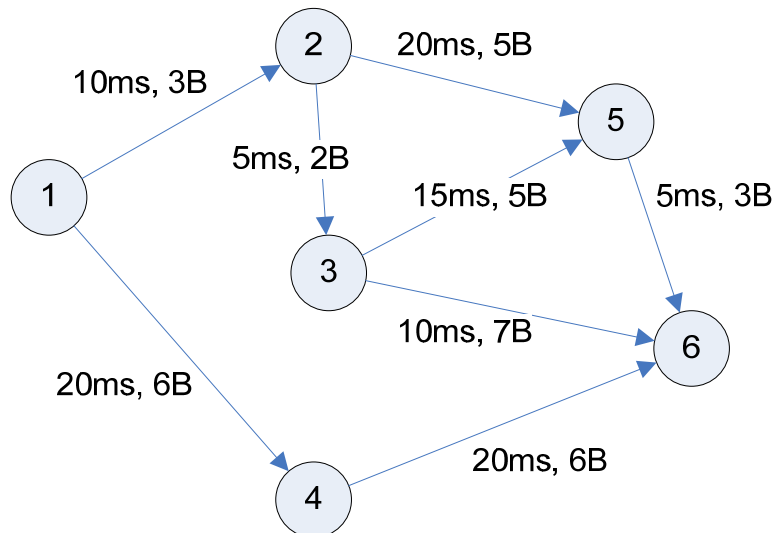
out of 10

Question 1 [4 marks]

- a) In packet switching networks, queuing delay is always larger than the other delay components (transmission, propagation, processing).
True False
- b) Datagram packet switching uses headers; virtual circuit packet switching does not use headers.
True False
- c) In routing, increasing the amount of information about the network that is available to nodes, will increase the accuracy of routing decisions.
True False
- d) With datagram packet switching, decreasing the packet size will result in larger delays because of the extra overhead of headers
True False

Question 2 [2 marks]

Consider the network below.

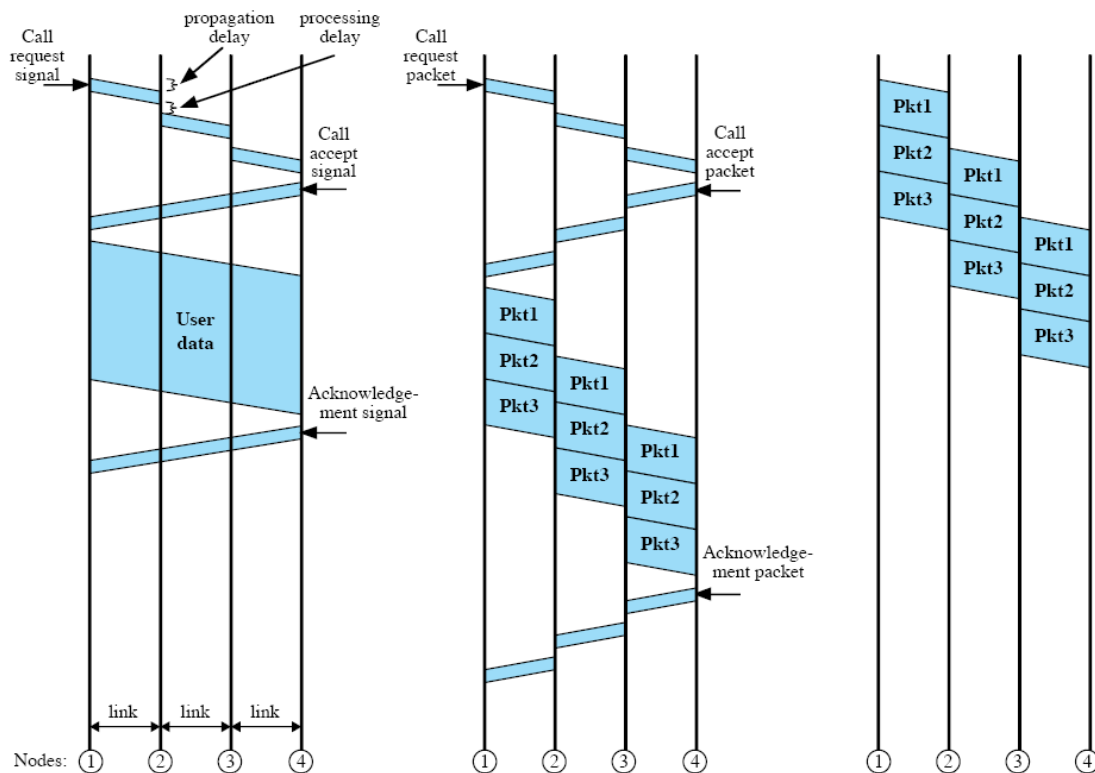


The delay (in milliseconds) and price (in Baht per MB) of each simplex link is shown. If a routing algorithm chose a path from 1 to 6 to be 1 – 2 – 5 – 6 then what metric was used by the least cost routing algorithm (select no more than one answer):

- 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, $L = 4$
- Packet Switching:
 - Entire packet consists of Header and Data
 - Header transmission time, $H = 2\text{ms}$
 - Data transmission time, $D = 10\text{ms}$
 - Number of packets is $P = 10$
- Circuit Switching:
 - Time between sending call request signal until receiving call accept signal is $C = 10\text{ms}$.
 - Time between sending and receiving the call acknowledgment is $A = 5\text{ms}$.
- 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]