

Readable name: \_\_\_\_\_ Neptun ID: \_\_\_\_\_

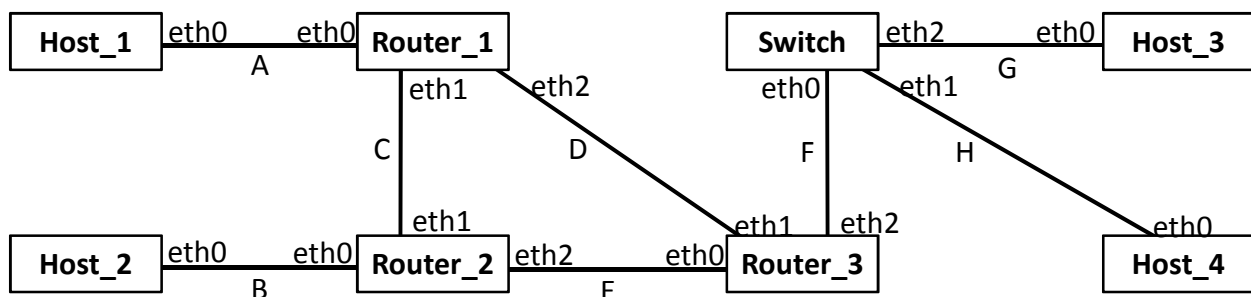
## Computer network architectures and protocols

### Theoretical test sample

#### 1. Network overview (15 points)

Look at the following network configuration. Write letter **T** into the box before *true* statements on the next side and write letter **F** before *false* ones. Wrong answer means negative point.

<b>Host_1</b>	eth0:	IP: 192.168.0.1/24	MAC: 74:DE:2B:03:E3:AF
<b>Host_2</b>	eth0:	IP: 192.168.1.1/25	MAC: 74:DE:2B:54:03:21
<b>Host_3</b>	eth0:	IP: 172.16.0.10/16	MAC: 1C:6F:65:AF:34:C1
<b>Host_4</b>	eth0:	IP: 172.16.0.20/16	MAC: 14:DA:E9:11:01:F2
<b>Router_1</b>	eth0:	IP: 192.168.0.2/24	MAC: 00:22:CE:34:C0:92
	eth1:	IP: 10.0.0.1/8	MAC: 00:22:CE:34:C0:93
	eth2:	IP: 192.168.4.65/30	MAC: 00:22:CE:34:C0:94
<b>Router_2</b>	eth0:	IP: 192.168.1.2/25	MAC: 00:22:CE:23:8A:D8
	eth1:	IP: 10.0.255.255/8	MAC: 00:22:CE:23:8A:D9
	eth2:	IP: 192.168.1.130/25	MAC: 00:22:CE:23:8A:DA
<b>Router_3</b>	eth0:	IP: 192.168.1.201/25	MAC: 00:17:47:A2:E1:24
	eth1:	IP: ???	MAC: 00:17:47:A2:E1:25
	eth2:	IP: 172.16.12.3/16	MAC: 00:17:47:A2:E1:26



Look at the network configuration on the previous side. Write letter **T** into the box if a statement is *true*, but otherwise write letter **F**. Wrong answer means negative point.

☐ If Host\_1 sends a packet to Host\_3 the destination MAC address of the frame in the line A is 1C:6F:65:AF:34:C1.

☐ If Host\_3 sends an ARP question Router\_3 will receive it.

☐ Host\_1 and Host\_3 are in different networks (different network ID).

☐ If a new node is connected to the switch its IP address cannot be 192.168.100.1.

and further 11 statements...

2. Classification of concepts (15 points)

Put the following concepts after the layer of Hybrid model they belongs to.

~~IP address~~, slotted ALOHA, FDDI, Network Address Translation (NAT), Top Level Domain (TLD),  
RARP, and further 10 concepts...

Physical layer (L1):
Data-link layers (L2):
Network layer (L3): <i>IP address</i>
Transport layer (L4):
Application layer (L5):