



K22U 0194

Reg. No. : .....

Name : .....



VI Semester B.C.A. Degree (CBCSS-Supple./Improv.)  
Examination, April 2022  
(2016-2018 Admissions)  
Core Course (Elective)  
6B20BCA-E05 : NETWORK PROGRAMMING

Time : 3 Hours

Max. Marks : 40

SECTION – A

1. Answer **all** questions :

- The maximum size of an IPv6 datagram is \_\_\_\_\_ bytes.
- To perform network I/O, the first thing a process must do is call the \_\_\_\_\_ function.
- The prefix that stands for protocol family is \_\_\_\_\_
- Expansion of HTTP is \_\_\_\_\_
- \_\_\_\_\_ socket option specify out going packets are to bypass normal routing mechanism of underlying protocol.
- The client issues an active open by calling \_\_\_\_\_
- A \_\_\_\_\_ uniquely identifies every TCP connection on a network.
- \_\_\_\_\_ is a well known port for TELNET. (8×0.5=4)

SECTION – B

Answer **any 7** questions of the following. **Each** question carries **2** marks :

- Name protocols used by common internet applications.
- What is the use of fork and exec function ?
- State various functions to implement echo client.
- State purpose of SO\_ERRORR Socket Option.

P.T.O.



- 6. What do you mean by handshaking ?
- 7. What are the functions of a raw socket ?
- 8. What is the purpose of bind function ?
- 9. Write information maintained by Zombie state.
- 10. Write parameters to str\_echo().
- 11. State how a socket is listened during a TCP connection. (7×2=14)

SECTION – C

Answer **any four** questions. **Each** question carries **3** marks :

- 12. How various ways TCP connection establishment and termination ?
- 13. Explain how a raw socket can be created.
- 14. Compare getsockopt and setsockopt functions.
- 15. Write short note on host\_serv, tcp\_connect and tcp\_listen functions.
- 16. Write short note on DNS.
- 17. Explain client server architecture. (4×3=12)

SECTION – D

Answer **any two** questions. **Each** question carries **5** marks :

- 18. Write note on signal sets.
  - 19. Write a program to illustrate echo client and echo server communication.
  - 20. Explain various TCP socket options.
  - 21. Explain various socket address structures. (2×5=10)
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