All the Multiple Choice Question and Answer (MCQs) have been compiled from the books of Data Communication and Networking by the well known author behrouz A forouzan.

This Data Communication and Networking – **Data Link Control** multiple choice (MCQ) based Questions and Answers PDF cover the below lists of topics.

- 1. Error control, error detection and error correction Multiple Choice Question and Answer.
- 2. Stop-and-Wait ARQ Multiple Choice Question and Answer.
- 3. Go-Back-N ARQ Multiple Choice Question and Answer.
- 4. Selective Repeat ARQ Multiple Choice Question and Answer.
- 5. Flow control mechanisms Multiple Choice Question and Answer.
- 6. HDLC protocol Multiple Choice Question and Answer.

# Practice now to sharpen your concept.

1. In a Go-Back-N ARQ, if the	ne window size is 63, what is the
range of sequence numbers	s?
A. 0 to 63	
B. 0 to 64	

C.1 to 63

D. 1 to 64

2. In Go-Back-N ARQ, if frames 4, 5, and 6 are rece	eived
successfully, the receiver may send an ACK	to the
sender.	

A. 5

B. 6

- C.7
- D. any of the above

### 3. ARQ stands for \_\_\_\_\_.

- A. Automatic repeat quantization
- B. Automatic repeat request
- C. Automatic retransmission request
- D. Acknowledge repeat request

# 4. For Stop-and-Wait ARQ, for 10 data packets sent, \_\_\_\_\_acknowledgments are needed

- A. exactly 10
- B. less than 10
- C. more than 10
- D. none of the above

# 5. HDLC is an acronym for \_\_\_\_\_

- A. High-duplex line communication
- B. High-level data link control
- C. Half-duplex digital link combination
- D. Host double-level circuit

# 6. Data link control deals with the design and procedures for communication

- A. node-to-node
- B. host-to-host
- C. process-to-process
- D. none of the above



	in the data link layer separates a message from one
	to a destination, or from other messages going from
	ources to other destinations
	gitizing
	ontrolling
	aming one of the above
D.IIC	THE OF THE ADOVE
	framing, there is no need for defining the
	aries of frames.
	ed-size
	riable-size andard
	one of the above
D.IIC	
	framing, we need a delimiter (flag) to define
	undary of two frames.
	ed-size
_	riable-size
	andard one of the above
D. HC	
10	framing uses two categories of protocols:
	ter-oriented and bit-oriented.
	ked-size
	ariable-size
	andard
D. NO	one of the above
	Answer key for MCQ SET- 1
	Q-1 Correct Answer :0 to 63

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Q-2	Correct Answer :7
Q-3	Correct Answer : Automatic repeat request
Q-4	Correct Answer :exactly 10
Q-5	Correct Answer :High-level data link control
Q-6	Correct Answer :node-to-node
Q-7	Correct Answer :Framing
Q-8	Correct Answer :fixed-size
Q-9	Correct Answer :variable-size
Q-10	Correct Answer :Variable-size

# **Data Link Control MCQ Set-2**

1.		protocol, the data section of a frame is a
Se	equence of char	acters.
	A. bit-oriented	
	B. character-orie	ented
	C. either (a) or (	b)
	D. none of the a	,
		protocol, the data section of a frame is a
Se	equence of bits.	
	A. byte-oriented	
	B. bit-oriented	
	C. either (a) or (	b)
	D. none of the a	bove
3	In n	rotocols, we use
٠.		ented; byte stuffing

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B. character-oriented; bit stuffing C. bit-oriented; character stuffing

D. none of the above

4. Byte stuffing means adding a special byte to the data section of the frame when there is a character with the same
pattern as the A. header
B. trailer
C.flag D.none of the above
5. In protocols, we use
A. byte-oriented; bit stuffing B. character-oriented; bit stuffing
C. bit-oriented; bit stuffing
D. none of the above
6. Bit stuffing means adding an extra 0 to the data section of the frame when there is a sequence of bits with the same
pattern as the A. header
B. trailer
C. flag
D. none of the above
7 control refers to a set of procedures used to
restrict the amount of data that the sender can send before waiting for acknowledgment
A. Flow
B. Error

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- C. Transmission
- D. none of the above
- 8. \_\_\_\_ control refers to methods of error detection and correction
  - A. Flow
  - B. Error
  - C. Transmission
  - D. none of the above
- 9. The Simplest Protocol and the Stop-and-Wait Protocol are for \_\_\_\_\_ channels
  - A. noisy
  - B. noiseless
  - C. either (a) or (b)
  - D. neither (a) nor (b)
- 10. The Stop-And-Wait ARQ, Go-Back-N ARQ, and the Selective Repeat ARQ are for \_\_\_\_\_ channels
  - A. noisy
  - B. noiseless
  - C. either (a) or (b)
  - D. neither (a) nor (b)

	Answer key for MCQ SET- 2				
Q-1	Correct Answer :character-oriented				
Q-2	Correct Answer :bit-oriented				
Q-3	Correct Answer :character-oriented; byte stuffing				
Q-4	Correct Answer :flag				
Q-5	Correct Answer :bit-oriented; bit stuffing				

Q-6	Correct Answer :flag
Q-7	Correct Answer :Flow
Q-8	Correct Answer :Error
Q-9	Correct Answer :noiseles
Q-10	Correct Answer :noisy

### **Data Link Control MCQ Set-3**

1.	The	<b>Protocol</b>	has	neither	flow	nor	error	contro

- A. Stop-and-Wait
- B. Simplest
- C. Go-Back-N ARQ
- D. Selective-Repeat ARQ

# 2. The \_\_\_\_\_Protocol has flow control, but not error control

- A. Stop-and-Wait
- B. Simplest
- C. Go-Back-N ARQ
- D. Selective-Repeat ARQ

# 3. The \_\_\_\_\_Protocol has both flow control and error control

- A. Stop-and-Wait
- B. Go-Back-N ARQ
- C. Selective-Repeat ARQ
- D. both (b) and (c)



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4. In the Protocol, the sender sends its frames one after another with no regard to the receiver  A. Stop-and-Wait B. Simplest C. Go-Back-N ARQ D. Selective-Repeat ARQ
<ul> <li>5. In the Protocol, the sender sends one frame, stops until it receives confirmation from the receiver, and then sends the next frame. <ul> <li>A. Stop-and-Wait</li> <li>B. Simplest</li> <li>C. Go-Back-N ARQ</li> <li>D. Selective-Repeat ARQ</li> </ul> </li> </ul>
6. TheProtocol, adds a simple error control mechanism to theProtocol A. Stop-and-Wait ARQ; Stop-and-Wait B. Go-Back-N ARQ; Stop-and-Wait C. Selective Repeat ARQ; Go-Back-N ARQ D. none of the above
7. In theProtocol, if no acknowledgment for a frame has arrived, we resend all outstanding frames.  A. Stop-and-Wait ARQ  B. Go-Back-N ARQ  C. Selective-Repeat ARQ  D. none of the above
8. In the protocol we avoid unnecessary transmission by sending only frames that are corrupted

- A. Stop-and-Wait ARQ
- B. Go-Back-N ARQ
- C. Selective-Repeat ARQ
- D. none of the above

### 9. Both Go-Back-N and Selective-Repeat Protocols use a

- A. sliding frame
- B. sliding window
- C. sliding packet
- D. none of the above

# 10. In Go-Back-N ARQ, if 5 is the number of bits for the sequence number, then the maximum size of the send window must be

- A. 15
- B. 16
- C.31
- D. 1

	Answer key for MCQ SET- 3			
Q-1	Correct Answer :Simplest			
Q-2	Correct Answer :Stop-and-Wait			
Q-3	Correct Answer :both (b) and (c)			
Q-4	Correct Answer :Simplest			
Q-5	Correct Answer :Stop-and-Wait			
Q-6	Correct Answer :Stop-and-Wait ARQ; Stop-and-Wait			
Q-7	Correct Answer :Go-Back-N ARQ			
Q-8	Correct Answer :Selective-Repeat ARQ			

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Q-9	Correct Answer :sliding window
Q-10	Correct Answer :31

# **Data Link Control MCQ Set-4**

1. In Go-Back-N ARQ, if 5 is the number of bits for the sequence number, then the maximum size of the receive window must be  A. 15 B. 16 C. 31 D. 1
2. In Selective Repeat ARQ, if 5 is the number of bits for the sequence number, then the maximum size of the send window must be A. 15 B. 16 C. 31 D. 1
3. In Selective Repeat ARQ, if 5 is the number of bits for the sequence number, then the maximum size of the receive window must be  A. 15 B. 16 C. 31 D. 1



4. High-level Data Link Control (HDLC) is a protocol for communication over point-to-point and multipoint links. A. bit-oriented B. byte-oriented C. character-oriented D. none of the above
5. The most common protocol for point-to-point access is the Point-to-Point Protocol (PPP), which is aprotocol A. bit-oriented B. byte-oriented C. character-oriented D. none of the above
6 control refers to a set of procedures used to restrict the amount of data that the sender can send before waiting for acknowledgment.  A. Flow B. Error C. Transmission D. none of the above
7control in the data link layer is based on automatic repeat request, which is the retransmission of data.  A. Flow B. Error C. Transmission D. none of the above

- 8. In Stop-and-Wait ARQ, we use sequence numbers to number the frames. The sequence numbers are based on arithmetic
  - A. modulo-2
  - B. modulo-4
  - C. modulo-m
  - D. none of the above
- 9. In Stop-and-Wait ARQ, the acknowledgment number always announces in \_\_\_\_\_ arithmetic the sequence number of the next frame expected
  - A. modulo-2
  - B. modulo-4
  - C. modulo-m
  - D. none of the above
- 10. In the Go-Back-N Protocol, if the size of the sequence number field is 8, the sequence numbers are in \_\_\_\_\_\_ arithmetic
  - A. modulo-2
  - B. modulo-8
  - C. modulo-256
  - D. none of the above

Answer key for MCQ SET- 4		
Q-1	Correct Answer :1	
Q-2	Correct Answer :16	
Q-3	Correct Answer :16	
Q-4	Correct Answer :bit-oriented	
Q-5	Correct Answer :byte-oriented	

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Q-6	Correct Answer :Flow
Q-7	Correct Answer :Error
Q-8	Correct Answer :modulo-2
Q-9	Correct Answer :modulo-2
Q-10	Correct Answer :modulo-256

# **Data Link Control MCQ Set-5**

•	Nait ARQ is a special case of Go-Back-N ARQ in se of the send window is 1.  he above
	, the station configuration is unbalanced. We nary station and multiple secondary stations.
	, the configuration is balanced. The link is t, and each station can function as a primary lary



4. In PPP, the	is responsible for establishing,
	iguring, and terminating links
A. NCP	
B. LCP	
C.CHAP	
D.PAP	
5. In PPP,	is a simple authentication procedure with
a two-step proces	SS:
A. NCP	
B. LCP	
C.CHAP	
D.PAP	
6. In PPP,	_ is a three-way hand-shaking
authentication pro	otocol in which the password is kept secret;
it is never sent on	lline.
A. NCP	
B. LCP	
C. CHAP	
D PAP	

Answer key for MCQ SET- 5		
Q-1	Correct Answer :1	
Q-2	Correct Answer :NRM	
Q-3	Correct Answer :ABM	
Q-4	Correct Answer :LCP	
Q-5	Correct Answer :PAP	
Q-6	Correct Answer :CHAP	

Q-7	
Q-8	
Q-9	
Q-10	

