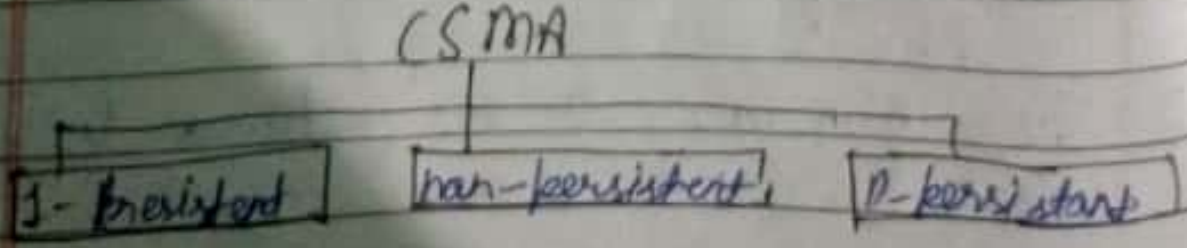
Sec-2
Ans-3

Carrier Sensed multiple access => Is a network access method used on shared network topologies such as Ethernet to control access to the network. Devices attached to the network cable listen (carrier sense) before transmitting. If the channel is in use, devices wait before transmitting. MA (multiple Access) indicates that many devices can connect to and share the same network. All devices have equal access to use the network when it is clear.

There are 3 types of CSMA protocols

i) 1- persistent CSMA
ii) Non- persistent CSMA
iii) p- persistent CSMA



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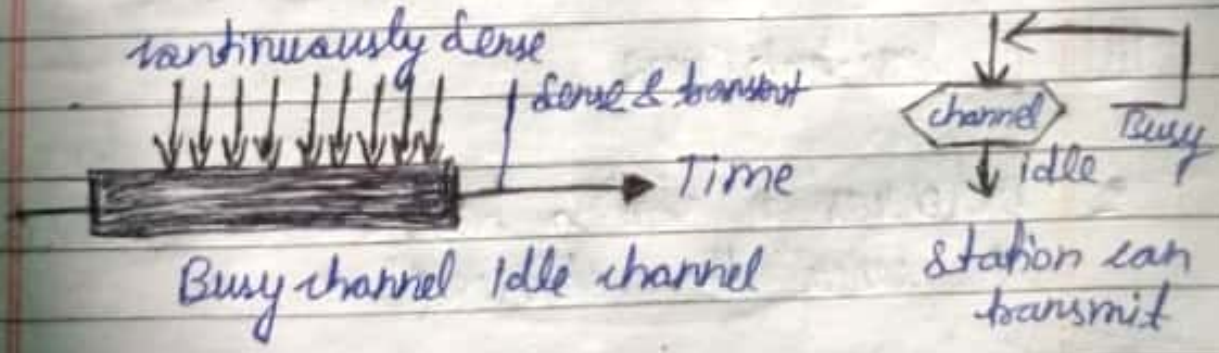
(i) 1- persistent CSMA -

* In this method station that want to transmit data continuously sense the channel to check whether the channel is idle or busy.

* If the channel is busy, the station wait until it become idle.

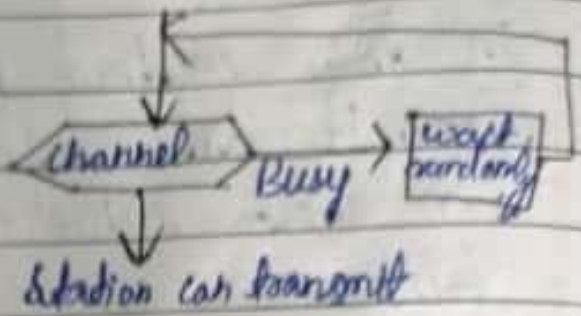
* When the collision occur, the station wait a random amount of time and start allover again

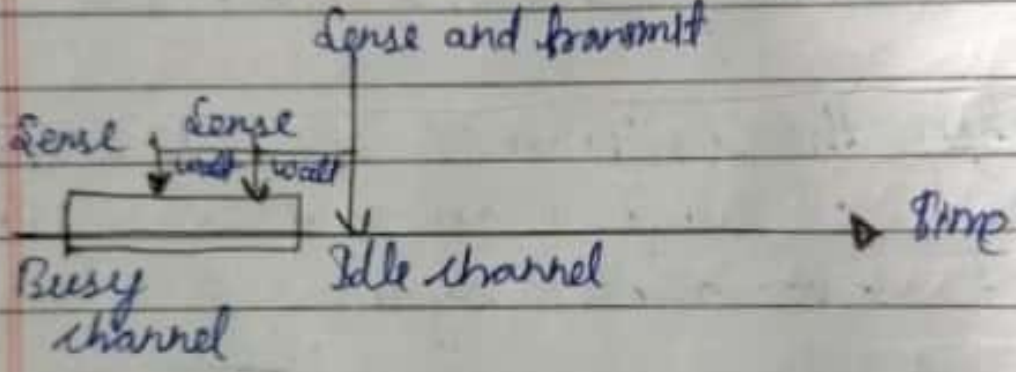


(ii) Non- persistent CSMA :- In this channel is busy, it waits a random amount of time and then sense the channel again

* A station that has a frame to send sense the channel

- If the channel is idle, it sends immediately



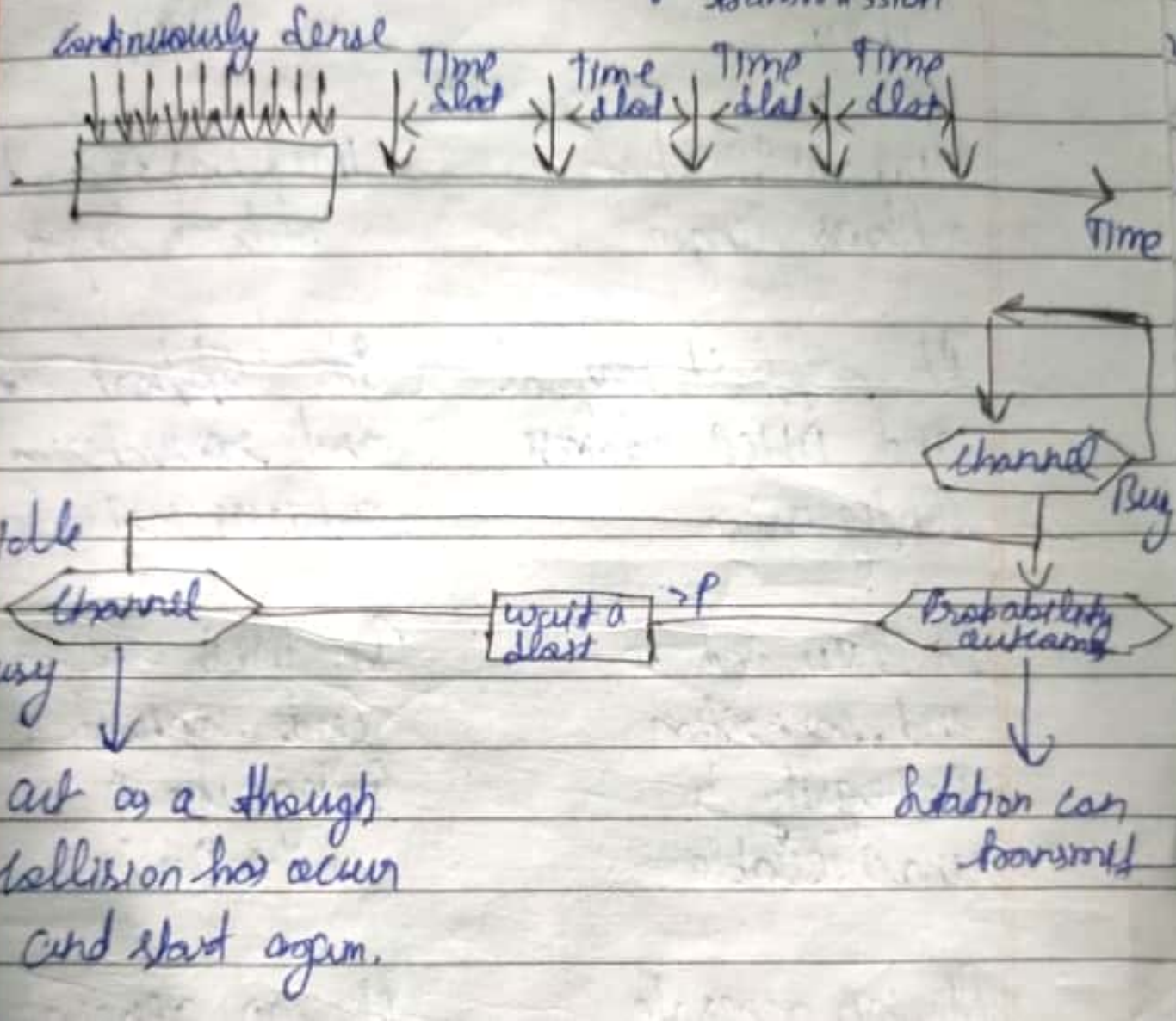


(iii) p- persistent CSMA

- whenever a station become ready to send it senses the channel
- If channel is busy, station waits until next slot.
- If channel is idle, it transmit with a probability.

p – persistent CSMA

Probability outcomes does not allow transmission



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Different b/w IPv4 and IPv6

IPv4	IPv6
IPv4 has 32-bit address length	IPv6 has 128-bit address length
It support manual and DHCP address configuration	It support auto and renumbering address configuration
In IPv4 end to end connection Integrity is unachievable	In IPv6 end to end connection Integrity is achievable
It can generate 4.29×10^9 address space	It can generate 3.4×10^{38} address space

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