

CBSGS ESE (September 2020)

Telecommunication Network Management (TNM)

Date:

1. Configuration management can be divided into which two subsystems? (2M)

- a. Documentation and dialing up
- b. Management and configuration
- c. Reconfiguration and documentation
- d. Configuration and dialing up

2. The main difference between SNMPv3 and SNMPv2 is _____ (2M)

- a. Management
- b. Integration
- c. Classification
- d. Enhanced security

3. The model that specifies the relationship between network element, agent, and manager is (2M)

- a. Information Model
- b. Organization Model
- c. Communication Model
- d. Centralized Model

4. For SNMP, defines the general rules for naming objects, defining object types, and showing how to encode objects and values. (2M)

- a. MIB
- b. BER
- c. SMI
- d. none of the above

5. The layer of the OSI model can use the trailer of the frame for error detection. (2M)

- a. physical
- b. data link
- c. transport
- d. presentation

6. A pairing of an SNMP community with an SNMP community profile is defined as SNMP _____ policy. (2M)

- a. peer-to-peer
- b. match
- c. access
- d. none of these

7. The three separate functions in the Dispatcher subsystem are accomplished using (2M)

- a. Transport Mapper
- b. Message Dispatcher
- c. PDU Dispatcher
- d. All the above

8. Traffic monitoring tools include (2M)

- a. host and dig tools
- b. netstat and arp
- c. traceroute
- d. None of the above

9. The SNMP Engine comprises (2M)

- a. Dispatcher
- b. Security Subsystem
- c. Access control subsystem.
- d. All the above

10. The OBJECT-TYPE macro is used to define **(2M)**

- a. manager
- b. managed object
- c. service
- d. None of the above

11. A manager is a host that runs the SNMP _____ process. **(1M)**

- a. client
- b. server
- c. both a and b
- d. none of the above

12. An SNMP agent can send _____ messages. **(1M)**

- a. Response
- b. GetRequest
- c. SetRequest
- d. none of the above

13. An SNMP agent can send _____ messages. **(1M)**

- a. Response
- b. GetRequest
- c. SetRequest
- d. none of the above

14. We can compare the task of network management to the task of writing a program. Both tasks need variable declarations. In network management this is handled by _____. **(1M)**

- a. SMNP
- b. MIB
- c. SMI
- d. none of the above

15. We can compare the task of network management to the task of writing a program. Both tasks need rules. In network management this is handled by _____. (1M)

- a. SMNP
- b. MIB
- c. SMI
- d. none of the above

16. Trouble ticket administration comes under

Fault management

Account management

Security management

Performance management

17. In network management OAMP stands for

Operation, administration, Maintenance, Provisioning

Operation, administration, Management, Provisioning

Operation, accounting, Maintenance, Provisioning

Operation, administration, Maintenance, Planning

18. Function of QAF in TMN architecture is

To connect compatible devices

To connect non compatible devices

To connect managed object

To connect network element

19.F interface is used to connect

MF and WSF

MF and NEF

NEF and WSF

WSF and OSF

20.TMN architecture is defined in

M.3010

M.3012

M.3020

M.2010

21. Private network manager is connected with end user using

M1 interface

M2 interface

M3 interface

M4 interface

22. ILMI is used to connect SNMP agent to

ATM device

SNMP manager

Non compatible devices

Un managed object

23.ATM networks based on

Circuit switching

Packet switching

Cell switching

None of the above

24.Goal of network management system is

Fulfil SLA

Provided IT services

Maintain QoS

None of the above

25. Parameters to measure QoS

Throughput

Jitter

Delay

All of the above

26. Most complete network management standards is

OSI/CMIP

SNMP

TMN

XML based network management

27 IETF is responsible for network management standards

SNMP

OSI

eToM

TMN

28. Top most layer of TMN pyramid is

Business Management layer

Service management layer

Network management layer

Element management layer

29. eToM is a framework to provide

End to End delivery of entertainment services

Peer to peer delivery of entertainment services

Client to server delivery of entertainment services

None of the above

30. Dumbell architecture discuss about

Application Services

Management protocol

Transport protocol

All of the above



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