Level 3 Design and maintain ICT Networks software components (7266/7267-522)

www.cityandguilds.com/e-quals07
November 2008
Version 2.0

e-Quals
Assignment guide for Candidates
Assignment C

About City & Guilds
City & Guilds is the UK's leading provider of vocational qualifications, offering over 500 awards across a wide range of industries, and progressing from entry level to the highest levels of professional achievement. With over 8500 centres in 100 countries, City & Guilds is recognised by employers worldwide for providing qualifications that offer proof of the skills they need to get the job done.

City & Guilds Group
The City & Guilds Group includes City & Guilds, ILM (the Institute of Leadership & Management) which provides management qualifications, learning materials and membership services, NPTC which offers land-based qualifications and membership services, and HAB (the Hospitality Awarding Body). City & Guilds also manages the Engineering Council Examinations on behalf of the Engineering Council.

Equal opportunities
City & Guilds fully supports the principle of equal opportunities and we are committed to satisfying this principle in all our activities and published material. A copy of our equal opportunities policy statement is available on the City & Guilds website.

Copyright
The content of this document is, unless otherwise indicated, © City & Guilds Limited and may not be copied, reproduced or distributed without prior written consent.

However, approved City & Guilds centres and learners studying for City & Guilds qualifications may photocopy this document free of charge and/or include a locked PDF version of it on centre intranets on the following conditions:

- centre staff may copy the material only for the purpose of teaching learners working towards a City & Guilds qualification, or for internal administration purposes
- learners may copy the material only for their own use when working towards a City & Guilds qualification

The *Standard Copying Conditions* on the City & Guilds website also apply.

Please note: National Occupational Standards are not © City & Guilds Limited. Please check the conditions upon which they may be copied with the relevant Sector Skills Council.

Publications
City & Guilds publications are available on the City & Guilds website or from our Publications Sales department at the address below or by telephoning +44 (0)20 7294 2850 or faxing +44 (0)20 7294 3387.

Every effort has been made to ensure that the information contained in this publication is true and correct at time of publication. However, City & Guilds products and services are subject to continuous development and improvement, and the right is reserved to change products and services from time to time. City & Guilds cannot accept responsibility for any loss or damage arising from the use of information in this publication.

City & Guilds
1 Giltspur Street
London EC1A 9DD
T +44 (0)20 7294 2800
F +44 (0)20 7294 2400
www.cityandguilds.com
learnersupport@cityandguilds.com

Contents

Level 3 Design and maintain ICT Networks software components (7266/7267-522)

Introduction – Information for Candidates	2
Candidate instructions	3

Level 3 Design and maintain ICT Networks software components (7266/7267-522) Assignment C

Introduction – Information for Candidates

About this document

This assignment comprises all of the assessment for Level 3 Design and maintain ICT Networks software components (7266/7267-522).

Health and safety

You are asked to consider the importance of safe working practices at all times.

You are responsible for maintaining the safety of others as well as your own. Anyone behaving in an unsafe fashion will be stopped and a suitable warning given. You will **not** be allowed to continue with an assignment if you compromise any of the Health and Safety requirements. This may seem rather strict but, apart from the potentially unpleasant consequences, you must acquire the habits required for the workplace.

Time allowance

The recommended time allowance for this assignment is **4 hours**.

Level 3 Design and maintain ICT Networks software components (7266/7267-522)
Candidate instructions

Candidates are advised to read **all instructions** carefully before starting work and to check with your assessor, if necessary, to ensure that you have fully understood what is required.

Time allowance: 4 hours

Assignment set up: A scenario is provided for candidates in the form of a company specification for a service they require.

This assignment is made up of **four** tasks

- **Task A** - requires candidates to produce a routing table and encryption of data.
- **Task B** - requires candidates to explore priority queuing for a print server.
- **Task C** - requires candidates to explore procedures for a peer-to-peer network.
- **Task D** - requires candidates to explore communications software for protocols.

Scenario

Elite Communications specialise in networking and data communications software development. They have been hired to provide solutions for a client's communications problems. As an employee of Elite Communications, your team leader has assigned you the task of providing solutions.

Note
Some tasks require candidates to write algorithms. Where this is the case you should always identify:

- variable names and data types
- argument names and data types
- return values and data types.

Task A

Diagram 1 below represents a WAN used by Elite Communications where A, B, C, D, E and F are switching nodes. Host1 can communicate with Host2 via any available node. Each link between the switching nodes has been given a number.

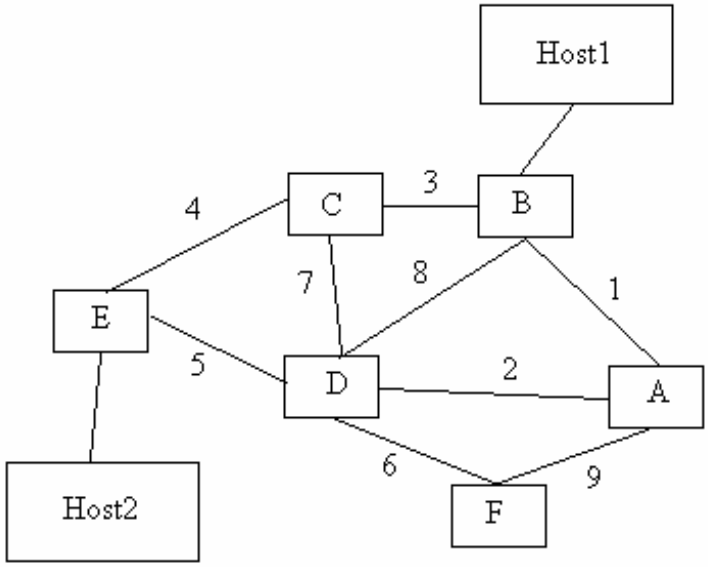

Diagram.1.

Table 1 below is a fixed routing table stored on node A. On receipt of a transmitted message, node A will look up the destination node in Table.1. to find which link to use to retransmit the message on. If a 0 entry is found, this indicates that the transmission is intended for itself and is not for retransmission.

Destination node	Link to transmit on	Alternative 1	Alternative 2
A	0	0	0
B	1	2	9
C	1	9	2
D	2	1	9
E	2	9	1
F	9	2	1

Table.1.

1 Provide a routing table for node C (*this will be labelled Routing Table 1*).

2 A bit manipulation method is to be used to encrypt the character data transmitted across the network. The logical operator XOR will be applied to each byte using the following binary key.

Key	01010011

a. XOR the following 4 bytes with the key to show the encrypted data that will be

transmitted.

Byte 1	01100101
Byte 2	01100110
Byte 3	01100111
Byte 4	01100010

b. XOR the result of the encryption of the 4 bytes with the key to show the result of decrypting the data at the receiver.

Task B

The client requires a priority system to be set up for the printer server as some important printing jobs are being delayed.

Your team leader has devised the following table named *JobList* to hold the details of jobs to be printed. Jobs are entered into the table in the order in which they arrive. Jobs are given a priority rating from 1 to 3 with rating 1 being the top priority.

Job Number	Filename	Priority Rating
1	P001	2
2	P002	3
3	P003	2
4	P004	3
5	P005	1
6	P006	2
7	P007	1

JobList Table

New jobs are added to the end of the queue.

1 Provide an algorithm for a function named PrintJob that will hold the table JobList. The function PrintJob will receive a request for printing and will search the table JobList for the job with the highest priority and return this job's filename as the next job to be printed. The job released for printing should be removed from the table JobList. If the table JobList is empty an empty filename must be returned.

2 Verify the results from your algorithm using the following two sets of test data.
   a. The data in the JobList table.
   b. The data shown below in Table.2.

Job Number	Filename	Priority Rating
1	P001	3
2	P002	1
3	P003	1
4	P004	3
5	P005	1
6	P006	3
7	P007	3

Table.2.

Task C

Diagram 2 below shows a peer-to-peer network connecting four computers (A, B, C and D) built by your team leader. Printer X is connected to computer B as a local printer. Printer Y is connected to computer D as a local printer.

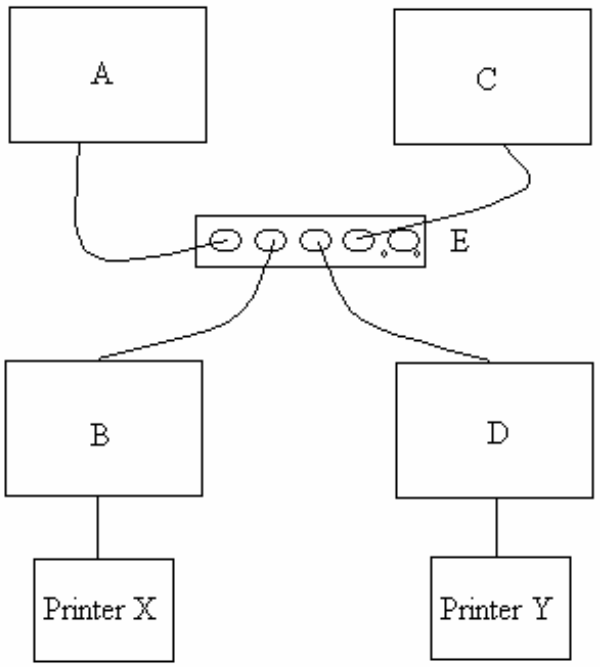

Diagram.2.

You have been asked by your team leader to write a report about the use of the peer-to-peer network (*this will be called Peer-to-peer Report 1*).

1 What hardware device shown in Diagram 2 as E is used to connect the 4 computers?

2 Describe the hardware device that must be installed in each computer to allow connection to device E.

3 Explain what hardware device can be used to connect two more computers to the network and how it would be connected.

4 Printers X and Y are connected to computers B and D on the network as local printers. Explain

how computers A and B can access the printers.

5 Describe a suitable protocol that must be installed to allow communications to take place between the computers.

6 Computer A is to be connected to the Internet. Explain the purpose of Firewall software.

7 Explain the terms client/server in relation to a peer-to-peer network.

8 Describe the security procedures available for a peer-to-peer network.

Task D

Your team leader has asked you to design a software component, which will link two computers using the Xmodem protocol. Diagram 3 below is the State Transition Diagram for the transmitter software.

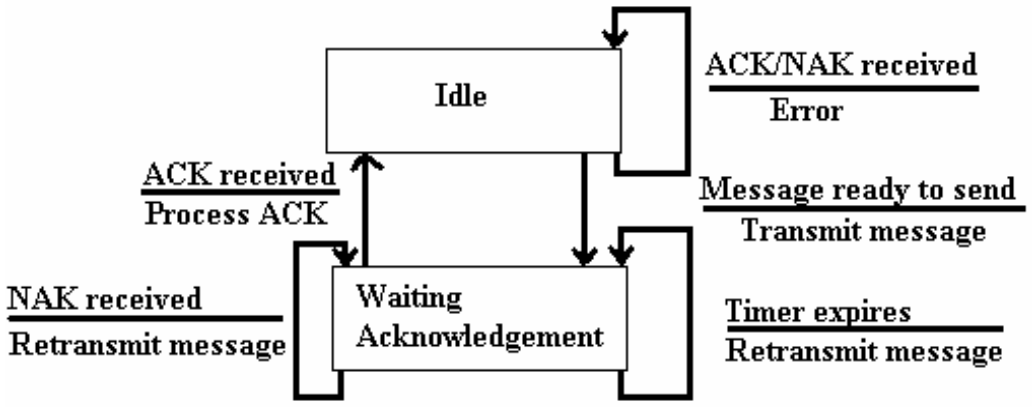

Diagram.3.

Table.3. below is the Event-state table for the transmitter.

Event / Present State	Timer Expires	Message ready to send	ACK received	NAK received	
Idle (0)	NA	Tx	Error	Error	**Action**
	0	1	0	0	**New State**
Waiting Acknowledgment (1)	Tx	Delay	Process ACK	Tx	**Action**
	1	1	0	1	**New State**

Table.3.

Tx: Transmit message
NA: No action
Delay: Wait for a defined time: (e.g. 10 seconds)

1 Provide a State Transition Diagram for the receiver (*this will be called State Transition Diagram.1*.)

2 Provide the Event-state table (*this will be called Event-state Table 1*) for the receiver.

3 Provide an algorithm for the receiver software component using the information in Event-state Table.1. An incoming message will contain an identification number. The data received is to be written to disk in a sequential file. The algorithm must check for duplicate messages and errors in transmission: (i.e. checksum).

4 Provide an algorithm for the transmitter software component using the information in Table.3. An outgoing message should contain an identification number, which is incremented for each message sent. An ErrorLog is to be created to hold a count of the number of errors that have occurred. The data to be transmitted will be provided by another software component in a sequential file.

Note

- At the conclusion of this assignment, hand all paperwork and removable media to the test supervisor.
- Ensure that your name is on the removable media and all documentation.
- If the assignment is taken over more than one period, all removable media and paperwork must be returned to the test supervisor at the end of each sitting.

Published by City & Guilds
1 Giltspur Street
London
EC1A 9DD
T +44 (0)20 7294 2468
F +44 (0)20 7294 2400
www.cityandguilds.com

City & Guilds is a company registered in England and Wales (company number 16513878)