**Computer Networks Exam Answers**

1. **Computer Networks are collection of …. Connected together through connecting media.**
   1. **Computers**
   2. **Other Devices**
   3. **Peripherals**
   4. **A,b,c**
   5. **None**
2. **Benefits of Computer Networks are:**
   1. **Resource Sharing**
   2. **File Sharing**
   3. **Software Sharing with Multi User License**
   4. **A,b,c**
   5. **None**
3. **Basic Network Elements include:**
   1. **Hardware**
   2. **Software**
   3. **A,b**
   4. **None**
4. **…. Allow different networks to communicate with each other.**
   1. **Router**
   2. **Switch**
   3. **Bridge**
   4. **Hub**
   5. **Protocols**
5. **…. Allow different nodes to communicate with each other at the same time without slowing each other down.**
   1. **Router**
   2. **Switch**
   3. **Bridge**
   4. **Hub**
   5. **Protocols**
6. **….. are communication rules that all entity must agree on.**
   1. **Router**
   2. **Switch**
   3. **Bridge**
   4. **Hub**
   5. **Protocols**
7. **Computer Networks can be classified using**
   1. **Covered Area**
   2. **Network Model**
   3. **Network Topology**
   4. **A,b,c**
   5. **None**
8. **Smallest network formed using Bluetooth between ear piece and mobile is referred to as:**
   1. **PAN**
   2. **LAN**
   3. **MAN**
   4. **WAN**
9. **Group of computers connected in small area is called:**
   1. **PAN**
   2. **LAN**
   3. **MAN**
   4. **WAN**
10. **Group of computers connected in large geographical are such as country is called:**
    1. **LAN**
    2. **MAN**
    3. **WAN**
11. **…. Connects an area such as a city**
    1. **LAN**
    2. **MAN**
    3. **WAN**
12. **In ……. Model, all computers are considered equal**
    1. **Peer to peer Network**
    2. **Client Server Model**
    3. **A,b**
    4. **None**
13. **In ……. Model, some nodes are dedicated to present services to other nodes**
    1. **Peer to peer Network**
    2. **Client Server Model**
    3. **A,b**
    4. **None**
14. **Choice of topology is dependent on**
    1. **Type of equipment being used**
    2. **Number of equipment being used**
    3. **Cost**
    4. **A,b,c**
    5. **None**
15. **In …. Topology, all PCs are connected to a central cable**
    1. **Bus**
    2. **Star**
    3. **Ring**
    4. **Mesh**
    5. **Hybrid**
16. **In …. Topology, PCs are connected to a central device, such as hub or switch**
    1. **Bus**
    2. **Star**
    3. **Ring**
    4. **Mesh**
    5. **Hybrid**
17. **In …. Topology, all PCs are connected to one another in a shape of closed loop**
    1. **Bus**
    2. **Star**
    3. **Ring**
    4. **Mesh**
    5. **Hybrid**
18. **In …. Topology, each PC is connected to every other PC by its own cable**
    1. **Bus**
    2. **Star**
    3. **Ring**
    4. **Mesh**
    5. **Hybrid**
19. **In …. Topology, there is more than one topology exists**
    1. **Bus**
    2. **Star**
    3. **Ring**
    4. **Mesh**
    5. **Hybrid**
20. **… is the hardware that plugs into the motherboard and directly access the network**
    1. **Hub**
    2. **NIC**
    3. **Switch**
    4. **Router**
21. **…. Cable can be used in Ethernet Networks**
    1. **Twisted Pair**
    2. **Fiber Optic Cables**
    3. **Coaxial Cables**
    4. **A,b,c**
22. **OSI Model Layers, by order are:**
    1. **Application [ 7]**
    2. **Session [ 5]**
    3. **Network [4]**
    4. **Presentation [6]**
    5. **Physical [1]**
    6. **Data Link [2]**
    7. **Transport[3]**
23. **…. Is the main interface for the user**
    1. **Application**
    2. **Presentation**
    3. **Session**
    4. **Network**
    5. **Presentation**
    6. **Physical**
    7. **Data Link**
24. **…. Responsible for the formatting of information**
    1. **Application**
    2. **Presentation**
    3. **Session**
    4. **Network**
    5. **Presentation**
    6. **Physical**
    7. **Data Link**
25. **…. Establishes, manages, and terminates the connection between local and remote application**
    1. **Application**
    2. **Presentation**
    3. **Session**
    4. **Network**
    5. **Presentation**
    6. **Physical**
    7. **Data Link**
26. **…. Organize data into segments**
    1. **Application**
    2. **Presentation**
    3. **Session**
    4. **Network**
    5. **Transport**
    6. **Physical**
    7. **Data Link**
27. **…. Convert data into Packet**
    1. **Application**
    2. **Presentation**
    3. **Session**
    4. **Network**
    5. **Transport**
    6. **Physical**
    7. **Data Link**
28. **APIPA address is in the range**
    1. **10.0.0.0**
    2. **127.0.0.0**
    3. **192.168.0.0**
    4. **169.254.0.0**
29. **Class …. Is reserved for Multicast**
    1. **A**
    2. **B**
    3. **C**
    4. **D**
    5. **E**
30. **Class …. Is reserved for Research and Universities**
    1. **A**
    2. **B**
    3. **C**
    4. **D**
    5. **E**
31. **Class …. Subnet is 255.0.0.0**
    1. **A**
    2. **B**
    3. **C**
32. **Class …. Subnet is 255.255.0.0**
    1. **A**
    2. **B**
    3. **C**
33. **Class …. Subnet is 255.255.255.0**
    1. **A**
    2. **B**
    3. **C**
34. **…. Organize data into frames**
    1. **Application**
    2. **Session**
    3. **Network**
    4. **Presentation**
    5. **Physical**
    6. **Data Link**
35. **MAC Address consists of …. Bits**
    1. **24 bits**
    2. **32 bits**
    3. **48 bits**
    4. **64 bits**
    5. **128 bits**
36. **IP v.4 Address consists of …. Bits**
    1. **24 bits**
    2. **32 bits**
    3. **48 bits**
    4. **64 bits**
    5. **128 bits**
37. **IP v6 Address consists of …. Bits**
    1. **24 bits**
    2. **32 bits**
    3. **48 bits**
    4. **64 bits**
    5. **128 bits**
38. **…. Defines all electrical specifications for devices**
    1. **Application**
    2. **Session**
    3. **Network**
    4. **Presentation**
    5. **Physical**
    6. **Data Link**
39. **Network Devices in physical layer are (chose all that applies)**
    1. **Hub**
    2. **Switch**
    3. **Router**
    4. **Bridge**
40. **… is a protocol that is used in video streaming**
    1. **TCP**
    2. **UDP**
    3. **CSMA/CD**
    4. **OSI**
41. **Major Networking Protocols include**
    1. **Net BEUI**
    2. **IPX/SPX**
    3. **Apple Talk**
    4. **TCP/IP**
    5. **A,b,c,d**
    6. **None**
42. **…. Was originally developed by IBM**
    1. **Net BEUI**
    2. **IPX/SPX**
    3. **Apple Talk**
    4. **TCP/IP**
43. **… is an enhanced version of Net Bios**
    1. **Net BEUI**
    2. **IPX/SPX**
    3. **Apple Talk**
    4. **TCP/IP**
44. **…. Is created by Novell**
    1. **Net BEUI**
    2. **IPX/SPX**
    3. **Apple Talk**
    4. **TCP/IP**
45. **…. Is used in SAN**
    1. **Net BEUI**
    2. **IPX/SPX**
    3. **Apple Talk**
    4. **TCP/IP**
46. **Apple Talk supports up to … devices**
    1. **32**
    2. **48**
    3. **64**
    4. **128**
47. **…. Converts IP address to MAC address**
    1. **ARP**
    2. **RARP**
    3. **DNS**
    4. **HTTP**
48. **…. Converts MAC address to IP address**
    1. **ARP**
    2. **RARP**
    3. **DNS**
    4. **HTTP**
49. **…. Converts URLs Web site to IP address**
    1. **ARP**
    2. **RARP**
    3. **DNS**
    4. **HTTP**
50. **MAC Address exists in …. layer**
    1. **Application**
    2. **Network**
    3. **Data link**
    4. **Physical**
51. **IP Address exists in …. layer**
    1. **Application**
    2. **Network**
    3. **Data link**
    4. **Physical**
52. **Layer 3 Switch is used for**
    1. **Inter VLAN Routing**
    2. **Outer VLAN Routing**
    3. **Exterior LAN Routing**
    4. **Interior LAN Routing**
53. **…. Is an open standard protocol, and is the default protocol, for Windows NT 4, Windows 2000, and Unix**
    1. **Net BEUI**
    2. **IPX/SPX**
    3. **Apple Talk**
    4. **TCP/IP**
54. **…. Is the electronic device that receives a weak or low-level signal and retransmits it at a higher level or higher power**
    1. **Hub**
    2. **Repeater**
    3. **Switch**
    4. **Router**
55. **…. Operates at the network layer of OSI/RM (Reference Model)**
    1. **Hub**
    2. **Repeater**
    3. **Switch**
    4. **Router**
56. **In Hub, all ports are in ….. Domain**
    1. **Collision**
    2. **Broadcast**
57. **Router separates … Domain**
    1. **Collision**
    2. **Broadcast**
58. **~~…. Is an open standard protocol, and is the default protocol, for Windows NT 4, Windows 2000, and Unix~~**
    1. **~~Net BEUI~~**
    2. **~~IPX/SPX~~**
    3. **~~Apple Talk~~**
    4. **~~TCP/IP~~**
59. **Subnetting benefits include**
    1. **Reducing network traffic**
    2. **Simplified management**
    3. **A,b**
    4. **None**
60. **…. Occurs when a station the broadcast data to all stations in the same network**
    1. **Limited Broadcast Address**
    2. **Direct Broadcast Address**
    3. **Collision Domain**
    4. **Fragmentation**
61. **Fragmentation depends on …**
    1. **MTU**
    2. **MUT**
    3. **MIT**
    4. **MTS**