1.) It is thermal noise, which is a continuous noise similar to static, and caused by increase

in temperature. It causes a signal to receive interference and cause a distortion of the

signal.

2.) It is a sudden noise spike that can cause a signal to be completely lost. It is the most

disruptive because it difficult to identify the cause and the higher the transmission speed of the data is, the more data is lost with an impulse noise.

3.) It is when to two different signal paths start coupling. It causes the lines that are active

at the same time, to receive each other's data interchangeably.

4.) It is reflective feedback of a transmitted signal. It causes a signal to bounce back from

the end of a cable, and interfere with the transmission.

5.) It is when small timing irregularities become magnified in a signal transmission. As

these irregularities start to amass they can cause the transmission to be completely distorted.

6.) Jitter, crosstalk, echo, and white noise are continuous. Impulse noise is the only one considered

noncontinous.

7.) Proper shielding will decrease the chance of errors because most of the interferences

are caused by electromagnetic waves getting involved with the signals being sent through the wire.

8.) The difference between even and odd parity is that odd parity checks to see if there is an

odd number of binary 1s, while even parity checks to see if there is an even number of binary 1s.

17.) Only 1 packet can be sent.

18.) To tell the station to send the next data packet

19.) To tell a station to resend its previous data packet.

1.) Impulse noise is the most difficult to remove because it happens randomly.

2.)

12.) Station B sends back a NAK, commanding Station A to resend the packet 0.

13.) Station A waits until an ACK is recieved from Station B. Once Station A times out and

doesn’t recieve the ACK, it resends the previous packet.

14.) Station B sends an ACK 8 to Station A

15.) Station B responds by sending an ACK 901