## Networking and Data Exchange Short Response

## Question 1

| Define latency in the context of network transmission and explain how it impacts real-time applications, such as video conferencing. [3 marks] |  |  |  |  |
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| Question 2   |  |  |  |  |
| Explain what jitter is in network transmission and describe two visual or auditory effects it can have or video streaming.                     |  |  |  |  |
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## Marking Guide

| # | Marking Criteria         | Example   | Mark |
|---|--------------------------|---|------|
| 1 | Defines latency          | Latency is the delay between sending and receiving data in a network. | 1    |
|   | Explains 2 contributing  | Latency can be caused by propagation delay and queuing                | 1    |
|   | factors                  | delay.  |      |
|   | Explains impact on real- | High latency makes video conferencing difficult because of            | 1    |
|   | time apps                | noticeable voice delays.  |      |
| 2 | Defines jitter           | Jitter is the variation in the time it takes packets to arrive.       | 1    |
|   | Describes 2 effects      | Jitter causes video frames to stutter and audio to go out of          | 1    |
|   |                          | sync.   |      |