ere are 100 fill-in-the-blank questions based on the provided document, with their correct answers:

1. To facilitate learning, the following features within the GUI may be included in this module: Animations, Videos, Check Your Understanding (CYU), Interactive Activities, Syntax Checker PT Activity, and \_\_\_\_\_\_\_\_\_\_\_\_ Activity.
   * Answer: Simulation and modeling
2. Small simulations that expose learners to Cisco command line to practice configuration skills are called \_\_\_\_\_\_\_\_\_\_\_\_ PT Activity.
   * Answer: Syntax Checker
3. Labs designed for working with physical equipment are called \_\_\_\_\_\_\_\_\_\_\_\_.
   * Answer: Hands-On Labs
4. Self-assessments that integrate concepts and skills learned throughout the series of topics presented in the module are called \_\_\_\_\_\_\_\_\_\_\_\_.
   * Answer: Module Quizzes
5. \_\_\_\_\_\_\_\_\_\_\_\_ briefly recaps module content.
   * Answer: Module Summary
6. Check Your Understanding activities are designed to let students quickly determine if they \_\_\_\_\_\_\_\_\_\_\_\_ the content and can proceed, or if they need to review.
   * Answer: understand
7. Check Your Understanding activities do not affect \_\_\_\_\_\_\_\_\_\_\_\_ grades.
   * Answer: student
8. There are no separate slides for Check Your Understanding activities in the \_\_\_\_\_\_\_\_\_\_\_\_.
   * Answer: PPT
9. In Module 3, the Class Activity on page 3.0.3 is called \_\_\_\_\_\_\_\_\_\_\_\_.
   * Answer: Design a Communications System
10. In Module 3, the Video on page 3.1.1 is called \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: Devices in a Bubble
11. In Module 3, the Lab on page 3.4.4 is called \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: Research Networking Standards
12. In Module 3, the Packet Tracer on page 3.5.5 is called \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: Investigate the TCP/IP and OSI Models in Action
13. In Module 3, the Lab on page 3.7.9 is called \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: Install Wireshark
14. In Module 3, the Lab on page 3.7.10 is called \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: Use Wireshark to View Network Traffic
15. Prior to teaching Module 3, the instructor should review the \_\_\_\_\_\_\_\_\_\_\_\_ and assessments for this module.
    * Answer: activities
16. After Module 3, the \_\_\_\_\_\_\_\_\_\_\_\_ Networking Connectivity and Communications Exam is available, covering Modules 1-3.
    * Answer: Basic
17. Topic 3.1 uses the \_\_\_\_\_\_\_\_\_\_\_\_ analogy to introduce how data will be sent across a network.
    * Answer: mail
18. Topic 3.2 discusses the different \_\_\_\_\_\_\_\_\_\_\_\_ types and why each one is important.
    * Answer: protocol
19. Topic 3.3 explains why \_\_\_\_\_\_\_\_\_\_\_\_ suites are important and why TCP/IP is the primary suite for today.
    * Answer: protocol
20. Topic 3.4 discusses why \_\_\_\_\_\_\_\_\_\_\_\_ standards are important.
    * Answer: open
21. In Topic 3.5, students need to memorize the \_\_\_\_\_\_\_\_\_\_\_\_ and what protocols are found at each layer.
    * Answer: layers
22. In Topic 3.5, an analogy for the models would be when studying \_\_\_\_\_\_\_\_\_\_\_\_, how important is the skeletal structure?
    * Answer: anatomy
23. In networking, we never get far away from the \_\_\_\_\_\_\_\_\_\_\_\_ or TCP/IP models when identify what protocol or equipment does.
    * Answer: OSI
24. The OSI model can be used to troubleshoot with the \_\_\_\_\_\_\_\_\_\_\_\_ and conquer method.
    * Answer: divide
25. If the Layer 3 ICMP ping fails we will look from Layer 3 \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: down
26. If the ping is good then we look from Layer 4 \_\_\_\_\_\_\_\_\_\_\_\_ because the issues will be at Layer 4, Layer 5, Layer 6, or Layer 7.
    * Answer: up
27. Topic 3.6 discusses the importance of \_\_\_\_\_\_\_\_\_\_\_\_ the data stream and having the ability to multiplex/interleave traffic.
    * Answer: segmenting
28. Topic 3.7 explains the differences between Layer \_\_\_\_\_\_\_\_\_\_\_\_ and Layer 2.
    * Answer: 3
29. In the air travel analogy, Layer 2 is for each \_\_\_\_\_\_\_\_\_\_\_\_ of the journey.
    * Answer: leg
30. In the air travel analogy, Layer 3 is for the \_\_\_\_\_\_\_\_\_\_\_\_ source and the final destination.
    * Answer: initial
31. Module 3 is titled: Protocols and \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: Models
32. Module 3 Objective: Explain how network protocols enable devices to access local and \_\_\_\_\_\_\_\_\_\_\_\_ network resources.
    * Answer: remote
33. Topic 3.1 Title: The \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: Rules
34. Topic 3.1 Objective: Describe the types of \_\_\_\_\_\_\_\_\_\_\_\_ that are necessary to successfully communicate.
    * Answer: rules
35. Topic 3.2 Title: \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: Protocols
36. Topic 3.2 Objective: Explain why \_\_\_\_\_\_\_\_\_\_\_\_ are necessary in network communication.
    * Answer: protocols
37. Topic 3.3 Title: Protocol \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: Suites
38. Topic 3.3 Objective: Explain the purpose of adhering to a \_\_\_\_\_\_\_\_\_\_\_\_ suite.
    * Answer: protocol
39. Topic 3.4 Title: Standards \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: Organizations
40. Topic 3.4 Objective: Explain the role of \_\_\_\_\_\_\_\_\_\_\_\_ organizations in establishing protocols for network interoperability.
    * Answer: standards
41. Topic 3.5 Title: Reference \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: Models
42. Topic 3.5 Objective: Explain how the \_\_\_\_\_\_\_\_\_\_\_\_ model and the OSI model are used to facilitate standardization in the communication process.
    * Answer: TCP/IP
43. Topic 3.6 Title: Data \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: Encapsulation
44. Topic 3.6 Objective: Explain how data \_\_\_\_\_\_\_\_\_\_\_\_ allows data to be transported across the network.
    * Answer: encapsulation
45. Topic 3.7 Title: Data \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: Access
46. Topic 3.7 Objective: Explain how local \_\_\_\_\_\_\_\_\_\_\_\_ access local resources on a network.
    * Answer: hosts
47. Class Activity 3.0.3 is called: Design a \_\_\_\_\_\_\_\_\_\_\_\_ System.
    * Answer: Communications
48. The Class Activity explains the role of protocols and \_\_\_\_\_\_\_\_\_\_\_\_ organizations in facilitating interoperability in network communications.
    * Answer: standards
49. Video 3.1.1 is called: Devices in a \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: Bubble
50. The Devices in a Bubble video will explain the \_\_\_\_\_\_\_\_\_\_\_\_ that devices use to see their place in the network and communicate with other devices.
    * Answer: protocols
51. Networks can vary in \_\_\_\_\_\_\_\_\_\_\_\_ and complexity.
    * Answer: size
52. It is not enough to have a \_\_\_\_\_\_\_\_\_\_\_\_, devices must agree on “how” to communicate.
    * Answer: connection
53. There are \_\_\_\_\_\_\_\_\_\_\_\_ elements to any communication.
    * Answer: three
54. The three elements of communication are: a source (sender), a destination (receiver), and a \_\_\_\_\_\_\_\_\_\_\_\_ (media) that provides for the path of communications to occur.
    * Answer: channel
55. All communications are governed by \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: protocols
56. \_\_\_\_\_\_\_\_\_\_\_\_ are the rules that communications will follow.
    * Answer: Protocols
57. Individuals must use established rules or \_\_\_\_\_\_\_\_\_\_\_\_ to govern the conversation.
    * Answer: agreements
58. Protocols must account for requirements like an identified sender and receiver, common \_\_\_\_\_\_\_\_\_\_\_\_ and grammar, speed and timing of delivery, and confirmation or acknowledgment requirements.
    * Answer: language
59. Common computer protocols must be in \_\_\_\_\_\_\_\_\_\_\_\_ and include requirements like message encoding, message formatting and encapsulation, message size, message timing, and message delivery options.
    * Answer: agreement
60. \_\_\_\_\_\_\_\_\_\_\_\_ is the process of converting information into another acceptable form for transmission.
    * Answer: Encoding
61. \_\_\_\_\_\_\_\_\_\_\_\_ reverses the encoding process to interpret the information.
    * Answer: Decoding
62. When a message is sent, it must use a specific \_\_\_\_\_\_\_\_\_\_\_\_ or structure.
    * Answer: format
63. Message formats depend on the type of message and the \_\_\_\_\_\_\_\_\_\_\_\_ that is used to deliver the message.
    * Answer: channel
64. Messages sent across the network are converted to \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: bits
65. The bits are \_\_\_\_\_\_\_\_\_\_\_\_ into a pattern of light, sound, or electrical impulses.
    * Answer: encoded
66. The destination host must \_\_\_\_\_\_\_\_\_\_\_\_ the signals to interpret the message.
    * Answer: decode
67. Message timing includes Flow Control, Response Timeout, and \_\_\_\_\_\_\_\_\_\_\_\_ method.
    * Answer: Access
68. \_\_\_\_\_\_\_\_\_\_\_\_ Control manages the rate of data transmission and defines how much information can be sent and the speed at which it can be delivered.
    * Answer: Flow
69. \_\_\_\_\_\_\_\_\_\_\_\_ Timeout manages how long a device waits when it does not hear a reply from the destination.
    * Answer: Response
70. Access method determines when someone can send a \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: message
71. A “\_\_\_\_\_\_\_\_\_\_\_\_” is when more than one device sends traffic at the same time and the messages become corrupt.
    * Answer: collision
72. Message delivery may be one of the following methods: Unicast, Multicast, or \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: Broadcast
73. \_\_\_\_\_\_\_\_\_\_\_\_ is one-to-one communication.
    * Answer: Unicast
74. \_\_\_\_\_\_\_\_\_\_\_\_ is one-to-many communication, typically not all.
    * Answer: Multicast
75. \_\_\_\_\_\_\_\_\_\_\_\_ is one-to-all communication.
    * Answer: Broadcast
76. Documents may use the \_\_\_\_\_\_\_\_\_\_\_\_ icon, typically a circle, to represent all devices.
    * Answer: node
77. Network protocols define a common set of \_\_\_\_\_\_\_\_\_\_\_\_.
    * Answer: rules
78. Network protocols can

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