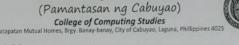




University of Cabupao



Prelim - Quiz# 3	
BSCS - W	leb Technologies

I. Multiple Choice:

- It refers to the interconnected network of computer.

 (a) Internet
 b. Web page
 c. Website

- WAN
- 2.It is a private network that is connected within an organization or business.
 a. Internet
 b. Extranet
 c. Intranet
 d. LAN
 e. WAN

- Aft is a semi-private network that surely shares part of an organization's information or operations with external partners such suppliers, vendors, and customers.

 a. Internet

 Extranet
 c. Intranet
 d. LAN
 e. WAN

- It is considered as the birthplace of the world wide web.
- NCSA USA Russia
- d. Pentagon

5. This is the newest kid on the proverbial HTML block.

- XHTML HTML4
- HTML5
 - CSS

E. It is an open international community network designers, operators, vendors and researchers concerned with the evolution of Internet architecture and the smooth operation of the Internet.

- a. IATF
- () IETF
- ICANN C. WIPO
- W3C

4/1t coordinates the assignment of Internet domain names, IP address numbers, protocol parameters, and protocol port numbers.

- IATF a.
- IETF
- ICANN C.
- WIPO 0)
- W3C

- 8, it is dedicated to protecting intellectual property rights internationally.
 a. IATE
 b. IETF
 C. ICANN
 d. WPO
 e. W3C

9/It is a professional organization that provides leadership in issues related to the future of the internet.

Internet Society

ETF

IGANN

- WIPO W3C

16. It takes a proactive role in developing recommendation and prototype technologies related to the Web.
a. Internet Society
b. IETF
c. ICANN
d. WIPO

Kit receives request from client client Clients. Clients Backbone Protocol Server

12 These refer to the computer workstations used by individuals, such as PC on a desk.

- a. Cleintsb. Backbone
- Protocol
- C. Plotoc Server e. IP

13: It is a high-capacity communication lilnk that carries data gathered from smaller links that interconnect with it.

- Clients
- Backbone
- Protocol Server
- IP
- 14. These are rules that describe how clients and servers communicate with
- each other over a network. Cleints
- b. Backbone
- Protocol 6)
- d. Server
- IP

48. It is a set of rules that controls how data is sent between computers on the internet.

- a.) Clients
- Backbone b.
- Protocol C.
- Server

IP