

Campus:	Grade:	Teacher:		- Score:
Student's fu	ıll name:			Score.
Class:	(M/F)	Date:	/	/100
		/		

Term 4 Mid-Term Exam Subject ICT

(Time allowed: 40 minutes)

EXAM RULES

- 1. Write the date, your full name, gender and class on the front page.
- 2. NO talking in the examination room.
- 3. Stay seated at your desk until the teacher says you can get up.
- 4. If you need help, raise your hand. Do not stand up or shout out!
- 5. Food and drinks are not allowed (only clear water bottles).
- 6. No cell phones, tablets, i-pads or other electronics are allowed in the class.
- 7. Write neatly and clearly! Check your work when you have finished.
- 8. **CHEATING** will not be tolerated! Do not look at other students' work, do not whisper or communicate in any way with other students.

IF YOU ARE CAUGHT CHEATING, YOUR EXAM WILL BE TAKEN AWAY, MARKS WILL BE DEDUCTED (YOU MIGHT GET ZERO) AND DISCIPLINARY PROCEDURES WILL BE FOLLOWED

1.	Wha	t is a network?		
	A	A group of computers and other devices connected through means that allows for communication between them	B	A single computer connected to the internet
	<u>C</u>	A group of mobile phones connected wirelessly	D	A printer connected to a computer
2.	Wha	t is network topology?		
	A	The way in which computers are interconnected	B	The type of data that is transmitted in a network
	<u>C</u>	The speed at which data is transmitted in a network	D	The geographical location of a network
3.	Wha	t is the difference between LAN and WAN	?	
	A	LAN covers a broader area than WAN	B	WAN connects computers that are in a small area
	<u>C</u>	LAN interconnects computers that are in a small area	D	WAN covers a broader area than LAN
4.	Wha	t does the point-to-point topology consists	of?	
	A	Each node is connected to a single cable	\bigcirc B	A permanent link between two nodes
	<u>C</u>	A network where all nodes are connected to a central node	D	A network where all nodes are connected to each other
5.	Wha	t is the client/server model?		
	A	A model where all computers in a network have the same role	B	A model where all computers in a network operate as clients
	C	A model where some computers operate as servers and others as clients	D	A model where all communication between computers is done through a central server
6.	Wha ⁻	t is a communication protocol?		
	A	The way that messages should be formed	B	The system of digital message formats and rules for exchanging these messages
	<u>C</u>	The speed at which data is transmitted in a network	D	The geographical location of a network

7.	What is a bit?			
	A	The maximum length of an information packet	B	A system of digital message formats and rules for exchanging messages
	<u>C</u>	The value that a binary digit can take (1 or 0)	D	The basic unit of data in a network
8.	Wha	t is ADSL?		
	A	A technology that allows faster data transmission over telephone lines	B	A network topology where each node is connected to a single cable
	<u>C</u>	A communication protocol for wireless networks	D	A fiber optic cable for data transmission
9.	Wha	t is VDSL?		
	A	The successor of ADSL	\bigcirc B	A type of wireless network
	<u>C</u>	A network topology where all nodes are connected to each other	D	A technology for faster data transmission over telephone lines
10.	Wha	t are 3G, 4G, and 5G networks?		
	A	Different types of fiber optic cables	\bigcirc B	Types of wireless networks
	<u>C</u>	Different communication protocols	D	Types of network topologies
11.	What is the most commonly used topology in computer networks?			ter networks?
	\bigcirc	Point-to-point	\bigcirc B	Bus topology
	<u>C</u>	Star topology	D	Mesh topology
12.	2. What is the purpose of the client/server model in a network?			etwork?
	A	To increase network speed	\bigcirc B	To partition tasks and workload
	<u>C</u>	To create a point-to-point connection	D	To establish a bus topology
13.	How	do computers communicate with each oth	er in a	a network?
	A	By using different "languages" called communication protocols	B	By sending packets of information to each other
	\bigcirc	By using telepathy	D	By exchanging postcards

14.	How	is network speed calculated?		
	A	In kilometers per hour	B	In bytes per second
	<u>C</u>	In binary units per second	D	In watts per second
15.	What	t technology allows for faster data transmi	ission	over telephone lines?
	A	Asymmetric Digital Subscribe Line (ADSL)	B	Very Fast bit-rate Analog Line Subscriber (VFASL)
	(C)	3rd generation (3G) networks	D	Optical fiber
16.	What ADSL	t is the next generation DSL technology tha ?	at prov	vides data transmission faster than
	A	3rd generation (3G) networks	B	4th generation (4G) networks
	<u>C</u>	5th generation (5G) networks	D	Very high bit-rate Digital Line Subscriber (VDSL)
17.	What	t is the successor of 3G networks?		
	A	4th generation (4G) networks	\bigcirc B	5th generation (5G) networks
	(c)	ADSL	D	VDSL
18.	What	t is the maximum data rate for receiving d	ata in	4G Long Term Evolution (LTE)?
	A	1 Mbit/s	\bigcirc B	50 Mbit/s
	<u>C</u>	100 Mbit/s	D	300 Gbit/s
19.	What	t is the purpose of optical fibers in commu	nicatio	on?
	A	To exchange light signals over longer distances and at higher data rates	B	To transmit data using radio waves
	\bigcirc	To create a bus topology in a network	D	To partition tasks and workload
20.	What	t does the Internet Protocol (IP) address ur	niquely	y identify?
	A	A website	\bigcirc B	A computer
	\bigcirc	A network	D	An email

Name	Quiz
Date	Class
ABCDE	ABCDE
	11 (A) (B) (C) (D)
2 (A) (B) (C) (D)	12 (A) (B) (C) (D)
3 (A) (B) (C) (D)	13 (A) (B) (C) (D)
4 (A) (B) (C) (D)	14 (A) (B) (C) (D)
5 A B C D	15 ABCD
6 A B C D	16 A B C D
7 A B C D	17 A B C D
8 A B C D	18 A B C D
9 A B C D	19 ABCD
10 A B C D	20 A B C D
Test Version A B	