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# **Networking Basics**

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Great job! A collision domain is the term used to describe a network segment where collisions may occur -- that is, a network segment where only one device can successfully communicate at a time.

2. Question 1/1 point



#### ✓ Correct

Awesome! Broadcast transmissions are used to communicate with every node on a network segment.



Nice job! A VLAN is a way to use a single set of physical equipment in more than one way.

4. Question 1/1 point



### ✓ Correct

Wohoo! The preamble is used to let the other side know that an Ethernet frame is incoming. It's also used for clock synchronization.



Right on! User Datagram Protocol is one of the more common transport layer protocols.

6. Question 1/1 point



#### Correct

Nice job! The data link layer is responsible for defining a common way of interpreting signals so network devices can communicate.



You nailed it! The network layer is responsible for sending data between two nodes. The transport layer sorts out which client and server programs are supposed to get the data.

8. Question 1/1 point



#### ✓ Correct

Awesome! Copper cables communicate binary data across wires by changing the voltage between two ranges.





Well done! Cables allow you to form point-to-point networking connections.

10. Question 1/1 point





Right on! A server is anything that provides data to a client.



You nailed it! A radio provides one way communication, or unidirectional. This is simplex communication.

12. Question 1/1 point



#### ✓ Correct

Well done! Registered Jack 45 is the most common plug used in computer networking.



Great work! A patch panel is a device containing many network ports, but it does no other work.

14. Question 1/1 point



# ✓ Correct

Awesome! A MAC address is a globally unique identifier attached to an individual network interface. A MAC is used to identify which node the transmission is meant for.



Woohoo! You may find a VLAN header in the EtherType field. This will indicate that the frame is called a VLAN frame.

16. Question 1/1 point



#### / Correct

Well done! The payload contains all of the data from higher layers, such as the IP, transport, and application layers, that's actually being transmitted.