Internet API is a set of rules that the sending program must follow so that the Internet can deliver the data to the destination program.

2

A. True

B. False

0

A

2

UDP is used together with IP when small amounts of information are involved, but it uses more system resources than TCP.

2

A. True

B. False

0

B, Correct: UDP is used together with IP when small amounts of information are involved, but it uses fewer system resources than TCP.

2

When configuring email clients, an Internet address for an SMTP server must be entereD.

2

A. True

B. False

0

A

2

File Transfer Protocol (FTP) provides the transmission in encrypted form to provide security for sensitive datA.

2

A. True

B. False

0

B, Correct: File Transfer Protocol (FTP) provides a method for copying files over a network from one computer to another.

2

The Open System Interconnection (OSI) model defines a networking framework to implement protocols in layers, with control passed from one layer to the next.

2

A. True

B. False

0

A

2

The Transport Layer manages the mapping between these logical addresses and physical addresses. In IP networking, this mapping is accomplished through the Address Resolution Protocol (ARP).

2

A. True

B. False

0

B, Correct: The Network Layer manages the mapping between these logical addresses and physical addresses. In IP networking, this mapping is accomplished through the Resolution Protocol (ARP).

2

The maximum number of IP addresses that can be assigned to hosts on a local subnet that uses the 255.255.255.224 subnet mask is 40.

2

A. True

B. False

0

B, Correct: 255.255.255.224 is a class A/27 and its last 5 bits are zero => provides 8 subnets, each with 30 hosts.

2

The subnetwork address of a host with an IP address of 172.16.66.0/21 is 172.16.64.0.

2

A. True

B. False

0

A

2

To test the IP stack on your local host, you would ping the IP address 127.0.0.0.

2

A. True

B. False

0

B, Correct: 127.0.0.1

2

A switch does not keep a record of the MAC addresses of the devices connected to it.

2

A. True

B. False

0

B, Correct: A switch keeps a record of the MAC addresses of all the devices connected to it.

2

UDP guarantees datagram delivery.

2

A. True

B. False

0

B

2

The socket type used by TCP is SOCK\_STREAM.

2

A. True

B. False

0

A

2

With UDP, one party can overflow the other, which results in lost packets.

2

A. True

B. False

0

A

2

The connect system call is normally called by the client process in order to connect to a server process.

2

A. True

B. False

0

A

2

The listen system call indicates to the protocol that the client process is ready to accept new incoming connections on the socket.

2

A. True

B. False

0

B

2

At the level of a TCP client, the bind system call is mandatory.

2

A. True

B. False

0

B

2

The high order bits of an IP address represent the host part.

2

A. True

B. False

0

B

2

All the hosts from the same network can physically reach each other without an intervening router.

2

A. True

B. False

0

A

2

A network address can be determined based on an IP address from the network and the netmask.

2

A. True

B. False

0

A

2

Always, in a class of addresses, the first and last IP addresses are reserveD.

2

A. True

B. False

0

A

2

For connecting a host with a private address to the internet, it has to be translated to a public address, process named ARP.

2

A. True

B. False

0

B

2

172.16.0.0/12 refers to a private address space.

2

A. True

B. False

0

A

2

A DNS server is responsible with translating numerical IP addresses to domain names.

2

A. True

B. False

0

B

2

The network address can be obtained from an IP address and the netmask using the logical operation “OR”.

2

A. True

B. False

0

B

2

When NAT is involved, the local network uses just one IP address as far as outside world is concerneD.

2

A. True

B. False

0

A

2

The number of IP addresses allocated for each subnet block has to be a power of 4.

2

A. True

B. False

0

B

2

209.220.186.8/255.255.255.248 is an invalid IP/netmask combination.

2

A. True

B. False

0

B

2

The default gateway serves as an access point or IP router that a networked computer uses to send information to a computer in the same network or the Internet.

2

A. True

B. False

0

B

2

A 255.255.255.240 netmask is capable of supporting 16 hosts.

2

A. True

B. False

0

A

2

A computer uses HTTP to look up domain names and get the associated IP address.

2

A. True

B. False

0

B

2

There is no routing based on MAC addresses.

2

A. True

B. False

0

A

2

A proxy server acts as an intermediary for requests from clients seeking resources from other servers.

2

A. True

B. False

0

A

2

The combination DNS server = default gateway is not possible.

2

A. True

B. False

0

B

2

A collection of computers (PCs, Workstations) and other devices interconnected represent a computer network.

2

A. True

B. False

0

A

2

Hosts (computers), links (coaxial cable, twisted pair, optical fiber, radio, satellite), switches/routers (intermediate systems) are all components of a computer system.

2

A. True

B. False

0

A

2

Big endian means ‘most significant byte first’, while little endian means ‘least significant byte first’.

2

A. True

B. False

0

A

2

SOCK\_STREAM is used for UDP connections.

2

A. True

B. False

0

B

2

SOCK\_DGRAM is used for UDP connections.

2

A. True

B. False

0

A

2

The optical fiber cable theoretically has unlimited bandwidth.

2

A. True

B. False

0

A

2

Every domain name that is not already in use is free to claim as your own.

2

A. True

B. False

0

B

2

255.255.255.128 starts with 1 zero and ends with 7 zeroes.

2

A. True

B. False

0

B

2

255.255.255.128 ends with 7 zeros

2

A. True

B. False

0

A

2

Port forwarding is a use of NAT.

2

A. True

B. False

0

A

2

MAC addressed are not guaranteed to be unique.

2

A. True

B. False

0

B

2

A switch has a lot of ports.

2

A. True

B. False

0

A

2

A switch doesn’t understand MAC addresses.

2

A. True

B. False

0

B

2

A switch understands MAC addresses.

2

A. True

B. False

0

A

2

A switch is more performant than a huB.

2

A. True

B. False

0

A

2

A switch can transport UDP packets.

2

A. True

B. False

0

A

2

A switch can’t transport TCP packets.

2

A. True

B. False

0

B

2

A switch can transport TCP packets.

2

A. True

B. False

0

A

2

A switch can transport IP packets.

2

A. True

B. False

0

A

2

A switch can’t transport IP packets.

2

A. True

B. False

0

B

2

A hub doesn’t understand MAC addresses.

2

A. True

B. False

0

A

2

A hub is more performant than a switch.

2

A. True

B. False

0

B

2

A hub doesn’t have many ports.

2

A. True

B. False

0

B

2

A hub understands MAC addresses.

2

A. True

B. False

0

B

2

A hub has many ports.

2

A. True

B. False

0

A

2

The recvfrom() call sends data to the UDP server.

2

A. True

B. False

0

B

2

The MAC address is represented on 6 hexa digits.

2

A. True

B. False

0

B

2

The MAC address is represented on 6 groups of 2 hexa digits.

2

A. True

B. False

0

A

2

The MAC address is represented on 6 bytes.

2

A. True

B. False

0

A

2

The MAC address can’t be changeD.

2

A. True

B. False

0

B

2

The MAC address can be changeD.

2

A. True

B. False

0

A

2

FF:FF:FF:FF:FF is the broadcast MAC address.

2

A. True

B. False

0

B

2

172.31.255.255 is not a private IP address.

2

A. True

B. False

0

B

2

00:00:00:00:00:00 is not the broadcast MAC address.

2

A. True

B. False

0

A

2

The routers use MAC addresses to send frames to other networks.

2

A. True

B. False

0

B

2

255.255.255.255 is the broadcast MAC address.

2

A. True

B. False

0

B

2

The MAC address is represented on 12 hexa digits.

2

A. True

B. False

0

A

2

255.255.255.255 is not the broadcast MAC address.

2

A. True

B. False

0

A

2

FF:FF:FF:FF:FF:FF is the broadcast MAC address.

2

A. True

B. False

0

A

2

All the network cards have the same MAC address (Media Access Control Address).

2

A. True

B. False

0

B

2

FF:FF:FF:FF:FF is not the broadcast MAC address.

2

A. True

B. False

0

A

2

The MAC address has 64 bits.

2

A. True

B. False

0

B

2

FF:FF:FF:FF:FF:FF is not the broadcast MAC address.

2

A. True

B. False

0

B

2

SSH is not on the Link Layer.

2

A. True

B. False

0

A

2

SSH is not on the Transport Layer.

2

A. True

B. False

0

A

2

SSH is not on the Network Layer.

2

A. True

B. False

0

A

2

SSH is on the Transport Layer.

2

A. True

B. False

0

B

2

SSH is on the Link Layer.

2

A. True

B. False

0

B

2

SSH is on the Network Layer.

2

A. True

B. False

0

B

2

SSH is not on the Application Layer.

2

A. True

B. False

0

B

2

SSH is on the Application Layer.

2

A. True

B. False

0

A

2

IP is on the Transport Layer.

2

A. True

B. False

0

B

2

IP is on the Application Layer.

2

A. True

B. False

0

B

2

IP is on the Network Layer.

2

A. True

B. False

0

A

2

IP is on the Link Layer.

2

A. True

B. False

0

B

2

IP is not on the Transport Layer.

2

A. True

B. False

0

A

2

IP is not on the Application Layer.

2

A. True

B. False

0

A

2

IP is not on the Network Layer.

2

A. True

B. False

0

B

2

IP is not on the Link Layer.

2

A. True

B. False

0

A

2

HTTP is on the Transport Layer.

2

A. True

B. False

0

B

2

HTTP is on the Application Layer.

2

A. True

B. False

0

A

2

HTTP is on the Network Layer.

2

A. True

B. False

0

B

2

HTTP is on the Link Layer.

2

A. True

B. False

0

B

2

HTTP is not on the Transport Layer.

2

A. True

B. False

0

A

2

HTTP is not on the Application Layer.

2

A. True

B. False

0

B

2

HTTP is not on the Network Layer.

2

A. True

B. False

0

A

2

HTTP is not on the Link Layer.

2

A. True

B. False

0

A

2

SMTP is on the Transport Layer.

2

A. True

B. False

0

B

2

SMTP is on the Application Layer.

2

A. True

B. False

0

A

2

SMTP is on the Network Layer.

2

A. True

B. False

0

B

2

SMTP is on the Link Layer.

2

A. True

B. False

0

B

2

SMTP is not on the Transport Layer.

2

A. True

B. False

0

A

2

SMTP is not on the Application Layer.

2

A. True

B. False

0

B

2

SMTP is not on the Network Layer.

2

A. True

B. False

0

A

2

SMTP is not on the Link Layer.

2

A. True

B. False

0

A

2

DNS is on the Transport Layer.

2

A. True

B. False

0

B

2

DNS is on the Application Layer.

2

A. True

B. False

0

A

2

DNS is on the Network Layer.

2

A. True

B. False

0

B

2

DNS is on the Link Layer.

2

A. True

B. False

0

B

2

DNS is not on the Transport Layer.

2

A. True

B. False

0

A

2

DNS is not on the Application Layer.

2

A. True

B. False

0

B

2

DNS is not on the Network Layer.

2

A. True

B. False

0

A

2

DNS is not on the Link Layer.

2

A. True

B. False

0

A

2

FTP is on the Transport Layer.

2

A. True

B. False

0

B

2

FTP is on the Application Layer.

2

A. True

B. False

0

A

2

FTP is on the Network Layer.

2

A. True

B. False

0

B

2

FTP is on the Link Layer.

2

A. True

B. False

0

B

2

FTP is not on the Transport Layer.

2

A. True

B. False

0

A

2

FTP is not on the Application Layer.

2

A. True

B. False

0

B

2

FTP is not on the Network Layer.

2

A. True

B. False

0

A

2

FTP is not on the Link Layer.

2

A. True

B. False

0

A

2

TCP is on the Transport Layer.

2

A. True

B. False

0

A

2

TCP is on the Application Layer.

2

A. True

B. False

0

B

2

TCP is on the Network Layer.

2

A. True

B. False

0

B

2

TCP is on the Link Layer.

2

A. True

B. False

0

B

2

TCP is not on the Transport Layer.

2

A. True

B. False

0

B

2

TCP is not on the Application Layer.

2

A. True

B. False

0

A

2

TCP is not on the Network Layer.

2

A. True

B. False

0

A

2

TCP is not on the Link Layer.

2

A. True

B. False

0

A

2

UDP is on the Transport Layer.

2

A. True

B. False

0

A

2

UDP is on the Application Layer.

2

A. True

B. False

0

B

2

UDP is on the Network Layer.

2

A. True

B. False

0

B

2

UDP is on the Link Layer.

2

A. True

B. False

0

B

2

UDP is not on the Transport Layer.

2

A. True

B. False

0

B

2

UDP is not on the Application Layer.

2

A. True

B. False

0

A

2

UDP is not on the Network Layer.

2

A. True

B. False

0

A

2

UDP is not on the Link Layer.

2

A. True

B. False

0

A

2

The address 192.168.0.255 can’t be a network address.

2

A. True

B. False

0

A

2

The address 127.0.0.1 can be a network address.

2

A. True

B. False

0

B

2

The address 193.231.20.2 can be a network address.

2

A. True

B. False

0

B

2

The address 193.256.20.0 can be a network address.

2

A. True

B. False

0

B

2

The address 192.231.20.1 can be a network address.

2

A. True

B. False

0

B

2

The address 192.231.20.3 can be a network address.

2

A. True

B. False

0

B

2

The address 43.29.45.80/27 can be a network address.

2

A. True

B. False

0

B

2

The address 192.168.2.160/24 can be a network address.

2

A. True

B. False

0

B

2

The address 43.23.87.68/26 can be a network address.

2

A. True

B. False

0

B

2

The address 192.168.2.160/25 can be a network address.

2

A. True

B. False

0

B

2

The address 192.168.0.255 can be a network address.

2

A. True

B. False

0

B

2

The address 193.255.20.0 can be a network address.

2

A. True

B. False

0

A

2

The address 193.231.20.0 can be a network address.

2

A. True

B. False

0

A

2

The address 193.231.20.4 can be a network address.

2

A. True

B. False

0

A

2

The address 193.255.20.0 can be a network address.

2

A. True

B. False

0

A

2

The address 192.168.2.32/27 can be a network address.

2

A. True

B. False

0

A

2

The address 43.23.87.64/27 can be a network address.

2

A. True

B. False

0

A

2

The address 192.168.2.128/25 can be a network address.

2

A. True

B. False

0

A

2

The network address can be computed with the broadcast address and the netmask.

2

A. True

B. False

0

A

2

The network address can be computed with the broadcast address and the IP address.

2

A. True

B. False

0

B

2

The network address can’t be computed with the broadcast address and the netmask.

2

A. True

B. False

0

B

2

The network address can’t be computed with the IP address and the netmask.

2

A. True

B. False

0

B

2

The network address can’t be computed with the broadcast address and the IP address.

2

A. True

B. False

0

A

2

The network address can be computed with the IP address and the netmask.

2

A. True

B. False

0

A

2

There is only one computer with the address 127.0.0.1.

2

A. True

B. False

0

B

2

All the IP addresses in the class 172.0.0.0/8 are private.

2

A. True

B. False

0

B

2

Not all the IP addresses in the class 172.0.0.0/8 are private.

2

A. True

B. False

0

A

2

168.168.168.168 is a private IP address.

2

A. True

B. False

0

B

2

168.168.168.168 is not a private IP address.

2

A. True

B. False

0

A

2

1.1.1.1 is a private IP address.

2

A. True

B. False

0

B

2

Not all the IP addresses from the class 10.0.0.0/6 are private.

2

A. True

B. False

0

A

2

127.16.0.1 is not a private address.

2

A. True

B. False

0

A

2

All the IP addresses from the class 172.0.0.0/12 are private.

2

A. True

B. False

0

B

2

127.16.0.1 is a private IP address.

2

A. True

B. False

0

B

2

172.32.0.1 is a private IP address.

2

A. True

B. False

0

B

2

1.1.1.1 is not a private IP address.

2

A. True

B. False

0

A

2

172.15.0.1 is not a private IP address.

2

A. True

B. False

0

A

2

Not all the IP addresses in the class 192.168.0.0/8 are private.

2

A. True

B. False

0

A

2

All the IP addresses from the class 172.16.0.0/12 are private.

2

A. True

B. False

0

A

2

172.16.0.1 is not a private IP address.

2

A. True

B. False

0

B

2

172.31.0.1 is not a private IP address.

2

A. True

B. False

0

B

2

Not all the IP addresses in the class 192.168.0.0/16 are private.

2

A. True

B. False

0

B

2

All the IP addresses from the class 10.0.0.0/16 are private.

2

A. True

B. False

0

A

2

192.168.168.168 is not a private IP address.

2

A. True

B. False

0

B

2

172.31.255.255 is a private IP address.

2

A. True

B. False

0

A

2

172.31.255.255 is not a private IP address.

2

A. True

B. False

0

B

2

Not all the IP addresses from the class 10.0.0.0/8 are private.

2

A. True

B. False

0

B

2

10.10.10.10 is a private IP address.

2

A. True

B. False

0

A

2

All the IP addresses from the class 10.0.0.0/8 are private.

2

A. True

B. False

0

A

2

172.16.0.1 is a private IP address.

2

A. True

B. False

0

A

2

Not all the IP addresses from the class 172.16.0.0/12 are private.

2

A. True

B. False

0

B

2

192.168.168.168 is a private IP address.

2

A. True

B. False

0

A

2

Not all the IP addresses from the class 10.0.0.0/16 are private.

2

A. True

B. False

0

B

2

CLI comes from Command Line Interface.

2

A. True

B. False

0

A

2

ARP means Address Resolution Protocol.

2

A. True

B. False

0

A

2

MAC means Media Access Control.

2

A. True

B. False

0

A

2

DNS means Domain Name System.

2

A. True

B. False

0

A

2

Two computers from the Internet can have the same IP address if they have the same MAC address.

2

A. True

B. False

0

B

2

LAN is an acronym for Limited Area Network.

2

A. True

B. False

0

B

2

HTTP means Hyperspeed Transfer Protocol.

2

A. True

B. False

0

B

2

HTTP means Hypertext Transfer Protocol.

2

A. True

B. False

0

A

2

MAC means Media Address Control.

2

A. True

B. False

0

B

2

CLI comes from Coding Line Interface.

2

A. True

B. False

0

B

2

ARP doesn’t mean Address Resolution Protocol.

2

A. True

B. False

0

B

2

DNS means Domain Name Service.

2

A. True

B. False

0

B

2

There are only two standard network topologies: Bus and Star.

2

A. True

B. False

0

B

2

Ring is a network topology,

2

A. True

B. False

0

A

2

Ring is not a network topology.

2

A. True

B. False

0

B

2

Star is not a network topology.

2

A. True

B. False

0

B

2

There are more than two standard network topologies.

2

A. True

B. False

0

A

2

Bus is a network topology.

2

A. True

B. False

0

A

2

Star is a network topology.

2

A. True

B. False

0

A

2

Bus is not a network topology.

2

A. True

B. False

0

B

2

HTTP does not use the TCP protocol.

2

A. True

B. False

0

B

2

HTTP uses the UDP protocol.

2

A. True

B. False

0

B

2

DNS uses the TCP protocol.

2

A. True

B. False

0

B

2

DNS uses the UDP protocol.

2

A. True

B. False

0

A

2

HTTP uses the TCP protocol.

2

A. True

B. False

0

A

2

UDP is connection-oriented.

2

A. True

B. False

0

B

2

UDP is not connection-oriented.

2

A. True

B. False

0

A

2

TCP is connection-oriented.

2

A. True

B. False

0

A

2

TCP is not connection-oriented.

2

A. True

B. False

0

B

2

The dimension of an IP address class doesn’t have to be a power of 2.

2

A. True

B. False

0

B

2

The dimension of an IP address class has to be a power of 2.

2

A. True

B. False

0

A

2

The dimension of a network is 2^n, where n is the number of 0’s in the IP.

2

A. True

B. False

0

B

2

The dimension of a network is 2^n, where n is the number of 0’s in the netmask.

2

A. True

B. False

0

A

2

The dimension of a network is 2^n, where n is the number of 1’s in the netmask.

2

A. True

B. False

0

B

2

A computer can have more network cards.

2

A. True

B. False

0

A

2

A computer can have only one network carD.

2

A. True

B. False

0

B

2

There can’t exist computers with the address 192.168.1.0.

2

A. True

B. False

0

B

2

A computer can have more IP addresses.

2

A. True

B. False

0

A

2

A computer can’t have 2 gateways.

2

A. True

B. False

0

A

2

The DNS server configured on a computer has to be in the same network with the computer.

2

A. True

B. False

0

B

2

In a LAN there can’t be more computers with the address 192.168.1.1.

2

A. True

B. False

0

A

2

There can be computers with the address 192.168.1.0.

2

A. True

B. False

0

A

2

2 computers from the Internet can have the same IP address if they have the same MAC address.

2

A. True

B. False

0

B

2

A computer can have only one IP address.

2

A. True

B. False

0

B

2

A computer is connected to a switch through a Straight-Through cable.

2

A. True

B. False

0

A

2

2 computers from the same network both physically and logically can’t have different default gateways.

2

A. True

B. False

0

B

2

A router is connected to a computer with a Cross-Over cable.

2

A. True

B. False

0

A

2

A web server can’t run on ports different than 80.

2

A. True

B. False

0

B

2

The DNS server configured on a computer can be in the same network with the computer.

2

A. True

B. False

0

A

2

A DNS server can be default gateway.

2

A. True

B. False

0

A

2

More websites can’t be hosted on the same web server.

2

A. True

B. False

0

B

2

The netmask can’t contain 0 bits embedded with 1 bits.

2

A. True

B. False

0

A

2

The netmask can be determined using the IP address and the network address.

2

A. True

B. False

0

B

2

The netmask can be determined using the IP address and the broadcast address.

2

A. True

B. False

0

B

2

0.0.0.0 represents a valid netmask.

2

A. True

B. False

0

A

2

255.255.224.0 represents a valid netmask.

2

A. True

B. False

0

A

2

The netmask of a network with 1024 IP addresses is /10.

2

A. True

B. False

0

B

2

255.255.0.0 represents a valid netmask.

2

A. True

B. False

0

A

2

A network with the netmask 255.255.255.0 can have max. 254 computers.

2

A. True

B. False

0

A

2

The netmask of a network with 1024 IP addresses is /12.

2

A. True

B. False

0

B

2

The netmask of a network with 512 IP addresses is /23.

2

A. True

B. False

0

A

2

0.0.0.0 is not a valid netmask.

2

A. True

B. False

0

B

2

255.254.0.0 is a valid netmask.

2

A. True

B. False

0

A

2

The netmask can’t be determined using the IP address and the network address.

2

A. True

B. False

0

A

2

The netmask of a network with 1024 IP addresses is /22.

2

A. True

B. False

0

A

2

The netmask can’t be determined using the IP address and the broadcast address.

2

A. True

B. False

0

A

2

A netmask is a binary number on 48 bits.

2

A. True

B. False

0

B

2

A network with the netmask 255.255.255.0 has 128 IP’s.

2

A. True

B. False

0

B

2

255.255.225.0 is a valid netmask.

2

A. True

B. False

0

B

2

The netmask of a network with 512 IP addresses is /24.

2

A. True

B. False

0

B

2

The netmask of a network with 1024 IP addresses is /23.

2

A. True

B. False

0

B

2

The netmask can be computed using the broadcast address and the network address.

2

A. True

B. False

0

A

2

The netmask can contain 0 bits embedded with 1 bits.

2

A. True

B. False

0

B

2

254.255.0.0 represents a valid netmask.

2

A. True

B. False

0

B

2

A network with the netmask 255.255.255.0 can have max. 256 computers.

2

A. True

B. False

0

B

2

A netmask is a binary number on 32 bits.

2

A. True

B. False

0

A

2

There are other types of sockets besides TCP and UDP.

2

A. True

B. False

0

A

2

There are only TCP and UDP sockets.

2

A. True

B. False

0

B

2

There can’t be more computers with the address 127.0.0.1.

2

A. True

B. False

0

B

2

There are more computers with the address 127.0.0.1.

2

A. True

B. False

0

A

2

The address 127.0.0.1 can be a broadcast address.

2

A. True

B. False

0

B

2

127.0.0.1 can’t be configured on a system as default gateway.

2

A. True

B. False

0

B

2

127.0.0.1 can’t be configured on a system as a DNS server.

2

A. True

B. False

0

A

2

The localhost is not 172.0.0.1.

2

A. True

B. False

0

A

2

The localhost is 172.0.0.1.

2

A. True

B. False

0

B

2

The address 127.0.0.1 can’t be a network address.

2

A. True

B. False

0

A

2

83.255.255.128.0 = /23

2

A. True

B. False

0

B

2

255.255.128.0 = /17

2

A. True

B. False

0

B

2

11111111 10000000 00000000 00000000 = 255.128.0.0

2

A. True

B. False

0

A

2

193.55.44.170 & 255.255.255.128 = 19355.43.128

2

A. True

B. False

0

A

2

11111111 10000000 00000000 00000000 = 255.1.0.0

2

A. True

B. False

0

B

2

TCP is always faster than UDP.

2

A. True

B. False

0

B

2

UDP is sometimes faster than TCP.

2

A. True

B. False

0

A

2

TCP is sometimes faster than UDP.

2

A. True

B. False

0

A

2

UDP is always faster than TCP.

2

A. True

B. False

0

B

2

TCP is safer than UDP.

2

A. True

B. False

0

A

2

The accept() call is mandatory in any TCP server.

2

A. True

B. False

0

A

2

The accept() call is mandatory in any UDP client.

2

A. True

B. False

0

B

2

The accept() call can be used in any TCP server.

2

A. True

B. False

0

A

2

The accept() call is mandatory in any TCP client.

2

A. True

B. False

0

B

2

The accept() call is not mandatory in any TCP client.

2

A. True

B. False

0

A

2

The recvfrom() call reads data from the UDP server.

2

A. True

B. False

0

A

2

The recvfrom() call reads data from the TCP server.

2

A. True

B. False

0

B

2

The recvfrom() call sends data to the TCP client.

2

A. True

B. False

0

B

2

The recvfrom() call sends data to the UDP client.

2

A. True

B. False

0

B

2

The recvfrom() call doesn’t send data to the TCP server.

2

A. True

B. False

0

A

2

The recvfrom() call doesn’t send data to the TCP client.

2

A. True

B. False

0

A

2

The recvfrom() call sends data to the UDP server.

2

A. True

B. False

0

B

2

The recvfrom() call sends data to the TCP server.

2

A. True

B. False

0

B

2

The recvfrom() call doesn’t send data to the UDP client.

2

A. True

B. False

0

A

2

The recvfrom() call reads data from the UDP client.

2

A. True

B. False

0

A

2

The recvfrom() call reads data from the TCP client.

2

A. True

B. False

0

B

2

The connect() call is mandatory in any TCP server.

2

A. True

B. False

0

B

2

The connect() call is mandatory in any UDP client.

2

A. True

B. False

0

B

2

The connect() call can’t be used in UDP clients.

2

A. True

B. False

0

A

2

The connect() call can’t be used in TCP clients.

2

A. True

B. False

0

B

2

The connect() call can be used in UDP clients.

2

A. True

B. False

0

B

2

The connect() call can be used in TCP clients.

2

A. True

B. False

0

A

2

The connect() call is mandatory in any UDP server.

2

A. True

B. False

0

B

2

The connect() call is mandatory in any TCP client.

2

A. True

B. False

0

A

2

The sendto() call sends data to the UDP client.

2

A. True

B. False

0

A

2

The sendto() call sends data to the UDP server.

2

A. True

B. False

0

A

2

The sendto() call sends data to the TCP client.

2

A. True

B. False

0

B

2

The sendto() call sends data to the TCP server.

2

A. True

B. False

0

B

2

The listen() call is mandatory in any TCP client.

2

A. True

B. False

0

B

2

The listen() call is not mandatory in any TCP client.

2

A. True

B. False

0

A

2

The listen() call is mandatory in any UDP server.

2

A. True

B. False

0

B

2

The listen() call can be used in any TCP server.

2

A. True

B. False

0

A

2

The listen() call is mandatory in any TCP server.

2

A. True

B. False

0

B

2

The bind() call can be used in UDP clients.

2

A. True

B. False

0

A

2

The bind() call can be used in TCP clients.

2

A. True

B. False

0

A

2

The bind() call can’t be used in TCP clients.

2

A. True

B. False

0

B

2

The bind() call can’t be used in UDP clients.

2

A. True

B. False

0

B

2

The bind() call is mandatory in any TCP server.

2

A. True

B. False

0

A

2

The bind() call is mandatory in any TCP client.

2

A. True

B. False

0

B

2

The bind() call is mandatory in any UDP server.

2

A. True

B. False

0

A

2

A /24 class can be divided in 2 /25 subclasses.

2

A. True

B. False

0

A

2

A class of IP addresses has to start at a multiple of the dimension of the class.

2

A. True

B. False

0

A

2

A class of IP addresses doesn’t have to start at a multiple of the dimension of the class.

2

A. True

B. False

0

B

2

A /24 class can be divided in 2 subclasses of 128 IP’s.

2

A. True

B. False

0

A

2

A /24 class can be divided in 3 subclasses of 128 IP’s.

2

A. True

B. False

0

B

2

192.168.2.155 is part of the 192.168.0.0/23 class.

2

A. True

B. False

0

B

2

192.168.1.2/24 and 192.168.1.6/22 are part of the same network.

2

A. True

B. False

0

B

2

A network with the mask 255.255.255.0 has 256 IP’s.

2

A. True

B. False

0

A

2

A /24 class can be divided in 2 subclasses of 256 IP’s.

2

A. True

B. False

0

B

2

192.168.1.155 is part of the class 192.168.1.0/24.

2

A. True

B. False

0

A

2

A /24 class can be divided in 2 /25 subclasses.

2

A. True

B. False

0

A

2

The class 193.231.20.0/24 can be divided in 2 subclasses of 128 IP’s.

2

A. True

B. False

0

A

2

192.168.2.155 is part of the class 192.168.0.0/22.

2

A. True

B. False

0

A

2

A class /16 can’t be divided in 16 /20 classes.

2

A. True

B. False

0

B

2

A /24 class can be divided in 3 /26 classes.

2

A. True

B. False

0

A

2

192.168.1.155 is part of the class 192.168.1.0/25.

2

A. True

B. False

0

B

2

192.168.1.155 is part of the class 192.168.0.0/24.

2

A. True

B. False

0

B

2

A /8 class can be divided in 4 /10 classes.

2

A. True

B. False

0

A

2

The class 192.231.20.0/24 can be divided in 3 subclasses of 128 IP’s.

2

A. True

B. False

0

B

2

192.168.0.2/24 and 192.168.1.6/24 are part of the same network.

2

A. True

B. False

0

B

2

A /16 class can be divided in 16 /20 classes.

2

A. True

B. False

0

A

2

192.168.0.2/23 and 192.168.1.6/23 are part of the same network.

2

A. True

B. False

0

A

2

A /24 class can be divided in 3 /25 subclasses.

2

A. True

B. False

0

B

2

192.168.1.155 is part of the class 192.168.0.0/23.

2

A. True

B. False

0

A

2

A /24 class can be divided in 2 subclasses of 512 IP’s.

2

A. True

B. False

0

B

2

A /8 class can be divided in 4 /9 classes.

2

A. True

B. False

0

B

2

The subnetwork address for the station with the IP address 192.120.0.1/16 is 192.120.0.1.

2

A. True

B. False

0

B

2

The subnetwork address for the station with the IP address 192.120.0.1/16 is 192.120.0.0.

2

A. True

B. False

0

A

2

There can’t exist computers with the address 192.168.1.0.

2

A. True

B. False

0

B

2

The network card acts as a physical interface between the computer and the network cable.

2

A. True

B. False

0

B

2

LAN is a global network.

2

A. True

B. False

0

B

2

LAN is not a global network.

2

A. True

B. False

0

A

2

Mobile phones can’t connect to the internet without a network carD.

2

A. True

B. False

0

A

2

The logical AND between the mask and IP address has as result the broadcast address.

2

A. True

B. False

0

B

2

The IP address can’t be determined using the network address and the netmask.

2

A. True

B. False

0

A

2

UDP waits for the confirmation that the packets were receiveD.

2

A. True

B. False

0

B

2

UDP is safer than TCP.

2

A. True

B. False

0

B

2

The routers use the IP addresses to transfer frames to other networks.

2

A. True

B. False

0

A

2

A wireless access point has a limited area coverage.

2

A. True

B. False

0

A

2

More websites can be hosted on the same web server.

2

A. True

B. False

0

A

2

An IP address is a binary number on 32 bits.

2

A. True

B. False

0

A

2

A router connects to a computer with a Straight-through cable.

2

A. True

B. False

0

B

2

TCP waits for the confirmation that the packets were receiveD.

2

A. True

B. False

0

A

2

An IP address is a unique identifier for every computer in an IP network.

2

A. True

B. False

0

A

2

The network card doesn’t transfer data to other computers.

2

A. True

B. False

0

A

2

A UDP socket is created with the parameters AF\_INET and SOCK\_DGRAM.

2

A. True

B. False

0

A

2

An IP address is a common identifier for more computers in an IP network.

2

A. True

B. False

0

B

2

The IP address can be determined with the network address and the netmask.

2

A. True

B. False

0

B

2

There can be more computers with the address 192.168.1.1 in a LAN.

2

A. True

B. False

0

B

2

A TCP is created with the parameters AF\_INET and SOCK\_DGRAM.

2

A. True

B. False

0

B

2

The DNS service runs on the TCP port 53.

2

A. True

B. False

0

B

2

The DNS service runs on the UDP port 53.

2

A. True

B. False

0

A

2

A UDP socket is created with the parameters AF\_INET and SOCK\_STREAM.

2

A. True

B. False

0

B

2

A TCP socket is created with the parameters AF\_INET and SOCK\_STREAM.

2

A. True

B. False

0

A

2

HTTPS transfers encrypted datA.

2

A. True

B. False

0

A

2

HTTP transfers encrypted datA.

2

A. True

B. False

0

B

2

A network card can have only one IP address.

2

A. True

B. False

0

B

2

A network card can have more IP addresses.

2

A. True

B. False

0

A

2

The address 87.35.15.63/26 can be a broadcast address.

2

A. True

B. False

0

A

2

The broadcast address can be computed using the network address and the netmask.

2

A. True

B. False

0

A

2

The broadcast address can be computed using the IP address and the netmask.

2

A. True

B. False

0

A

2

The address 83.35.15.8/28 can be a broadcast address.

2

A. True

B. False

0

B

2

The address 127.0.0.1 can’t be a broadcast address.

2

A. True

B. False

0

A

2

The broadcast address can’t be computed using the network address and the netmask.

2

A. True

B. False

0

B

2

The address 87.35.15.7/29 can be a broadcast address.

2

A. True

B. False

0

A

2

The broadcast address for the station with the IP address 192.120.0.1/16 is 192.120.255.255.

2

A. True

B. False

0

A

2

The network card can be external.

2

A. True

B. False

0

A

2

The BUS topology consists of a single cable which connects in series all the computers from the network.

2

A. True

B. False

0

A

2

A computer connects to a switch using a Cross-Over cable.

2

A. True

B. False

0

B

2

A web server can run on ports different than 80.

2

A. True

B. False

0

A

2

Two computers from the Internet can have the same IP address if they use private IP addresses.

2

A. True

B. False

0

A

2

IP/RIP is a distance-vector routing protocol.

2

A. True

B. False

0

A

2

DHCP can be set up on a router.

2

A. True

B. False

0

A

2

With TCP, one party can overflow the other.

2

A. True

B. False

0

B

2

The listen system call is normally called by the client process in order to connect to read from a server.

2

A. True

B. False

0

B

2

The recvfrom() system call returns the source socket.

2

A. True

B. False

0

A

2

TCP and UDP can use the same port at the same time.

2

A. True

B. False

0

A

2

The bind() call sets up the connection between server and client.

2

A. True

B. False

0

B

2

The listen() call is used to wait for connection requests from clients.

2

A. True

B. False

0

A

2

Threads use less memory than processes.

2

A. True

B. False

0

A

2

Send() is not a blocking call by default.

2

A. True

B. False

0

B

2

Each IP packet must contain both the source and destination addresses.

2

A. True

B. False

0

A

2

In the Client-Server Paradigm, a host can be implemented both sides of a service, both as client and as server.

2

A. True

B. False

0

A

2

Broadcast can get through a router.

2

A. True

B. False

0

B

2

Frames get reassembled before reaching their destination.

2

A. True

B. False

0

B

2

IP checksum is a type of error correction code.

2

A. True

B. False

0

B

2

A DHCP server can assign MAC addresses to computers in its network.

2

A. True

B. False

0

B

2

TCP retransmits lost packages.

2

A. True

B. False

0

A

2

A DNS Server translates IP addresses to domain names.

2

A. True

B. False

0

B

2

The Traceroute tool uses IP TTL to trace packet paths.

2

A. True

B. False

0

A

2

The physical layer transfers raw bits.

2

A. True

B. False

0

A

2

ICMP Echo and Reply are used by Ping in order to determine if a host is up.

2

A. True

B. False

0

A

2

ICMP is used to transport datA.

2

A. True

B. False

0

B

2

The TTL is incremented when passing through a router.

2

A. True

B. False

0

B

2

When using NAT, if the addresses in the local network are changed, the outside world needs to be noticeD.

2

A. True

B. False

0

B

2