**DV300\_16\_SAS on video related to Networking Services**

**Self-Assessment Sheet**

**Q1. DNS stands for\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

A1. Domain Name Services

**Q2. The DNS server will search through its database to find a matching address for domain name and transform that domain name to the IP address (True/False)**

A2. True

**Q3. WINS stand for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and this is used on NetBEUI networks.**

A3. Windows Internet Name Service

**Q4. WINS resolves NETBIOS or computer names to IP addresses (True/False)**

A4. True

**Q5. NAT stands for \_\_\_\_\_\_\_\_\_\_\_\_\_ and this is a service that is typically used in routers**

A5. Network Address Translatotr

**Q5.1 NAT is used to translate a set of \_\_\_\_\_\_\_\_\_\_\_\_\_\_to another set of IP addresses**

A5.1 IP Addresses

**Q6. PAT stands for\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

A6. Port Address Translator

**Q7. PAT issued unique port number which is done so that external \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_from the internet knows which computer on a private network to talk**

A7. Data Packets

**Q8. SNAT stands for\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

A8. Static Network Address Translator

**Q9. Whenever you look at webpage, your web browser will store that web page into the cache (True/False)**

A9. True

**Q10. Any web page that has been store in the proxy database, proxy server need not go out on the internet to retrieve that webpage instead It can simply retrieve it from its own database (True/False)**

A10. True

**Q11. What is the benefit of using proxy?**

A11. Speed, Saves Bandwidth and Secure.

**Q12. Proxy server saves \_\_\_\_\_\_\_\_\_\_\_because it reduces a need to go out to the internet**

A12. Bandwidth

**Q13. RDP stands for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, itis a technology from Microsoft to access remote computer desktops**

A13. Remote Desktop Protocol

**Q14. If a user wants to RDP into remote computer desktop, he simply need IP address of that computer (True/False)**

A14. true

**Q15. CSMA/CD stands for\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

A15. Carrier Sense Multiple Access with Collision Detection

**Q16. If two computers try sending data at the same time a collision will happen**

**(True/False)**

A16. True

**Q17. Broadcast refer to when there is single transmitted data will be receive by \_\_\_\_\_\_\_\_receivers**

A17. Multiple

**Q18. CSMA/CA stands for\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

A18. Carrier Sense Multiple Access with Collision Avidance

**Q19. CSMA/CA first send out the small data packets to make sure the channel is clear before sending out its main data. (True/False)**

A19. True

**Q20. UNICAST the data packets are sent to a \_\_\_\_\_\_\_\_\_\_\_\_\_destination**

A20. Single

**Q21. MULTICAST data packets are sent to\_\_\_\_\_\_\_\_\_\_\_\_\_ destinations at the same time.**

A21. Multiple