## **Physical and Data Link PT 1**

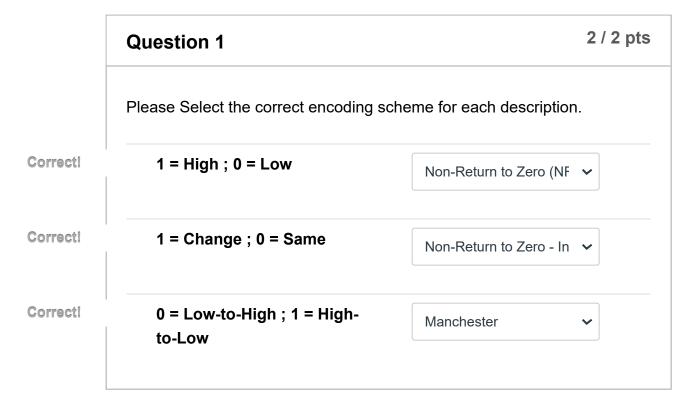
## Instructions

This quiz will cover topics learned from the Physical Layer and the Data Link Layer.

## **Attempt History**

	Attempt	Time	Score
LATEST	Attempt 1	3 minutes	10 out of 10

Score for this quiz: **10** out of 10 Submitted Feb 12 at 5:28pm This attempt took 3 minutes.



Question 2 2 / 2 pts

	[Select all that apply] What are the some issues with NRZ?
Correct!	☑ Long streams of 1's can cause desynchronization
	Long streams of 1's help the clock to stay in time.
Correct!	Long streams of 0's hard to differentiate between low signal or no signal
	1's and 0's back to back multiple times send a reset signal to the receiver

	Question 3	1 / 1 pts
	NRZ-I Solves NRZ's drawback of too many 0's, but does provide solution when there are too many 1's.	e a
	○ True	
Correct!	False	

	Question 4	1 / 1 pts
	In order to solve NRZ-I's fundamental problem, we use a bit-mapper maps every 4 bit sequence to a 5 bit sequence.	ping that
Correct!	True	
	False	

## What is the Data-Link Layer responsible for? Sending electrical signals over a physical medium connecting two devices Sending Blocks of data (frames) between physical devices Creating IP addresses so that devices may talk to one another Recording Session information from an already established connection

# Select what \*should\* happen if a "DLE" occurs in the transmission stream of bytes? It should be escaped with a DLE Nothing, the receiver will not read the DLE The sender will need to configure the transmission not to send any DLE patterns as they are protected patterns. A DLE cannot occur in the data, the sender will not let that happen

## Question 7 1 / 1 pts

	One dimensional Parity Bits can detect up to a 3 bit error in transmission.			
	O True			
Correct!	False			

Question 8	1 / 1 pts
Checksums are still used today because they are resilient t easy to implement.	o errors and
O True	
False	
	Checksums are still used today because they are resilient to easy to implement.  True

Quiz Score: 10 out of 10