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CTEC 415

Professor Wilson

Create a Test

This is a 25-question, multiple-choice test that requires you to choose the correct answer out of four options.

1. Blockchain

A. software programs that use both the client and the server over the internet to allow a user to do something

B. a system in which a record of transactions made in any cryptocurrency maintained across several computers that are linked in a peer-to-peer network.

C. where it can be decided if the page needs to be generated a new or if there is an acceptable cached version

D. a text-based language used by web server and browsers to describe web pages

1. Cryptography

A. the study of secure communications techniques that allow only the sender and recipient of a message to view its contents

B. a language that lets you store a web page's style and formatting information separate from the HTML tags of code

C. a client-side scripting language that runs inside of web browsers to help create far more interactive web pages

D. programs that execute completely on user's computers as they download and view web pages

1. Decentralized application

A. programs that are executed completely on a server and make use of the server's computational power and ability to distribute a page or file to many users

B. a type of distributed open-source software application that runs on a peer-to-peer blockchain network rather than on a single computer

C. communication protocol or set of rules used by the World Wide Web between client and server computers

D. the process of maintaining the state information for what a web page has done or where it is in a process

1. crypto currencies

A. various methods are used to help web page as you move from page to page on a site to remember information about themselves

B. digital currency designed to work as a medium of exchange through a computer network that is not reliant on any central authority

C. a small piece of data stored on a user's computer in a special place

D. the data is stored in with the browser instead of another place on a user's computer

1. bitcoin

A. creates a unique sequence of interactions between a user on their client computer and a server each time a user accesses a particular site

B. a server computer that stores the information about a web page allowing it to "remember" things for a user

C. protocol for exchanging structured information in a web service communication between two remote computers

D. a type of digital currency which operates free of any central control or the oversight of banks or governments

1. Ethereum

A. An internet application consists of two or more programs that run on different hosts and communicate with one another over the network

B. A network application architecture is a design that dictates how an application is structured over the various hosts

C. server-class computer that is always on, and one or more standard computers called clients

D. a global virtual machine powered by blockchain technology

1. digital signatures

A. a specific type of electronic signature that relies on public-key cryptography to support identity authentication and provide data and transaction integrity

B. an application is based on direct communication between pairs of interconnected hosts called peers

C. a large memory, a fast CPU, and a powerful and special operating system

D. a server bottleneck problem when a server host is incapable of keeping up with all the requests from its clients

1. distributed ledger technologies

A. cache memory that keeps a copy of each static web page after it has been requested

B. a device that allows a company to replace a single server with a data center that contains multiple computers

C. protocols that allow simultaneous access, validation, and record updating in an immutable manner across a network that's spread across multiple entities or locations.

D. a device that allows a company to replace a single server with a data center that contains multiple computers

1. Linear probing

A. two or more server that run on virtual machines on the same physical computer

B. multiple data centers that are placed in various geographic locations

C. a scheme in computer programming for resolving collisions in hash tables, data structures for maintaining a collection of key value pairs

D. a number in the range 1-65535 that is used to identify an internet process on the computer on which it is running

1. Double Hashing
2. a computer programming technique used in conjunction with open addressing in hash tables to resolve hash collisions

B. a process that wants to send a message

C. processes communicate by sending and/or receiving packets from each other

D. processes communicate with the server process by using input/output data streams

1. Quadratic probing

A. computer program that waits passively for communication

B. A method of open addressing for a hash table in which a collision is resolved by putting the item in the next empty place given by a probe sequence

C. Syntax of data items that are exchanged

D. collection of related web documents

1. Digital folding

A. The point at which all content on the web page can be viewed immediately, without scrolling

B. a software application that receives HTML documents

C. a multimedia content that uses a combination of different content

D. A transfer protocol that specifies how a browser interacts with a web server to transfer data.

1. Mid Square

A. a representation standard that specifies the format and meaning of a web page identifier

B. a hashing technique in which unique keys are generated

C. measurement of bitrate

D. software application for retrieving

1. Division

A. the gap between demographics and regions that have access to modern information and communications technology, and those that don't or have restricted access

B. a message given to a Web browser by a Web server

C. identification string that defines a realm of administrative autonomy, authority, or control on the Internet

D. use of electronic messaging systems to send unsolicited bulk messages

1. Method

A. a desktop computer or workstation that can obtain information and applications from a server

B. text displayed on a computer display

C. designed to search for information on the World Wide Web

D. a programmed procedure that is defined as part of a class and included in any object of that class

1. Chained Hashing

A. Leaves email on the server and uses a set of rules on the server

B. standard protocol for transferring mail between hosts in the TCP/IP suite

C. transmit executable files or binary objects

D. a method to produce many one-time keys from a single key or password

1. Wide Area Network

A. a large network of information that is not tied to a single location

B. a program's local store of response messages

C. a transport layer virtual circuit established between two application programs for the purposes of communication

D. The server on which a given resource resides or is to be created

1. Host

A. a network data object or service that can be identified by a URI

B. consists of entity headers and an entity body

C. makes use of TCP to provide reliability

D. A computer or another device linked to a computer network can also operate as a server

1. End systems

A. A server that acts as an intermediary for some other server

B. an intermediary program that is acting as a blind relay between two connections

C. A device that is directly connected to the Internet

D. An intermediary program that acts as both a server and a client for the purpose of making requests on behalf of other clients

1. Bandwidth

A. a time delay between the cause and the effect of some physical change in the system being observed

B. a scheme in computer programming for resolving collisions in hash tables, data structures for maintaining a collection of key value pairs

C. a range of frequencies within a specific band utilized for signal transmission

D. A duplicated infrastructure in which extra or alternate instances of network devices and connections are established to provide an alternate path in the event of a primary service failure

21. Bit rate

A. a scheme in computer programming for resolving collisions in hash tables, data structures for maintaining a collection of key value pairs

B. the number of bits used per second to represent a continuous medium

C. a time delay between the cause and the effect of some physical change in the system being observed

D. software programs that use both the client and the server over the internet to allow a user to do something

1. Latency

A. a time delay between the cause and the effect of some physical change in the system being observed

B. A duplicated infrastructure in which extra or alternate instances of network devices and connections are established to provide an alternate path in the event of a primary service failure

C. software programs that use both the client and the server over the internet to allow a user to do something

D. a scheme in computer programming for resolving collisions in hash tables, data structures for maintaining a collection of key value pairs

1. Network Redundancy

A.

B. a time delay between the cause and the effect of some physical change in the system being observed

C. a scheme in computer programming for resolving collisions in hash tables, data structures for maintaining a collection of key value pairs

D. A duplicated infrastructure in which extra or alternate instances of network devices and connections are established to provide an alternate path in the event of a primary service failure

1. URL

A. a scheme in computer programming for resolving collisions in hash tables, data structures for maintaining a collection of key value pairs

B. a unique identifier used to locate a resource on the internet

C. a time delay between the cause and the effect of some physical change in the system being observed

D. A duplicated infrastructure in which extra or alternate instances of network devices and connections are established to provide an alternate path in the event of a primary service failure

1. Communication links
2. a connection between a hyperlink or graphical element and one or more such items in the same or different electronic document
3. a time delay between the cause and the effect of some physical change in the system being observed
4. A duplicated infrastructure in which extra or alternate instances of network devices and connections are established to provide an alternate path in the event of a primary service failure
5. multiple data centers that are placed in various geographic locations

Answer Key

1. B
2. A
3. B
4. B
5. D
6. D
7. A
8. C
9. C
10. A
11. B
12. A
13. B
14. A
15. D
16. D
17. A
18. D
19. C
20. C
21. B
22. A
23. D
24. B
25. A