

## **CIT 205 Advance Digital Network Test II**

### **Answer Section**

#### **TRUE/FALSE**

- |           |          |
|-----------|----------|
| 1. ANS: T | REF: 38  |
| 2. ANS: T | REF: 131 |
| 3. ANS: F | REF: 124 |
| 4. ANS: T | REF: 183 |
| 5. ANS: T | REF: 202 |

#### **MODIFIED TRUE/FALSE**

- |                    |            |
|--------------------|------------|
| 6. ANS: F, MAC     |            |
|                    | REF: 35    |
| 7. ANS: F          |            |
|                    | reducing   |
|                    | decreasing |
|                    | REF: 38    |
| 8. ANS: F, MAU     |            |
|                    | REF: 124   |
| 9. ANS: F, maximum |            |
|                    | REF: 184   |
| 10. ANS: F, 53     |            |
|                    | REF: 186   |

#### **MULTIPLE CHOICE**

- |            |          |
|------------|----------|
| 11. ANS: D | REF: 31  |
| 12. ANS: C | REF: 40  |
| 13. ANS: C | REF: 41  |
| 14. ANS: D | REF: 39  |
| 15. ANS: B | REF: 40  |
| 16. ANS: A | REF: 30  |
| 17. ANS: D | REF: 36  |
| 18. ANS: A | REF: 122 |
| 19. ANS: A | REF: 125 |
| 20. ANS: B | REF: 159 |
| 21. ANS: C | REF: 180 |
| 22. ANS: C | REF: 181 |
| 23. ANS: C | REF: 183 |

- |     |        |          |
|-----|--------|----------|
| 24. | ANS: D | REF: 187 |
| 25. | ANS: C | REF: 187 |
| 26. | ANS: A | REF: 202 |
| 27. | ANS: C | REF: 216 |
| 28. | ANS: D | REF: 216 |
| 29. | ANS: C | REF: 222 |
| 30. | ANS: B | REF: 209 |

### YES/NO

- |     |        |          |
|-----|--------|----------|
| 31. | ANS: Y | REF: 30  |
| 32. | ANS: N | REF: 41  |
| 33. | ANS: Y | REF: 130 |
| 34. | ANS: Y | REF: 139 |
| 35. | ANS: N | REF: 140 |

### COMPLETION

- |     |                                    |  |
|-----|------------------------------------|--|
| 36. | ANS: virtual                       |  |
|     | REF: 38                            |  |
| 37. | ANS: logical                       |  |
|     | REF: 40                            |  |
| 38. | ANS: terminators                   |  |
|     | REF: 116                           |  |
| 39. | ANS: vertical                      |  |
|     | REF: 137                           |  |
| 40. | ANS: segment                       |  |
|     | REF: 139                           |  |
| 41. | ANS:<br>NEXT<br>Near end crosstalk |  |
|     | REF: 150                           |  |
| 42. | ANS: inverse                       |  |
|     | REF: 184                           |  |
| 43. | ANS: switched                      |  |
|     | REF: 186                           |  |
| 44. | ANS: filters                       |  |
|     | REF: 202                           |  |
| 45. | ANS: console port                  |  |

REF: 202

## MATCHING

- |            |          |
|------------|----------|
| 46. ANS: D | REF: 45  |
| 47. ANS: F | REF: 45  |
| 48. ANS: E | REF: 45  |
| 49. ANS: H | REF: 166 |
| 50. ANS: C | REF: 163 |
| 51. ANS: D | REF: 164 |
| 52. ANS: J | REF: 195 |
| 53. ANS: I | REF: 195 |
| 54. ANS: I | REF: 228 |
| 55. ANS: H | REF: 228 |

## SHORT ANSWER

56. ANS:  
When a transparent bridge first receives power, its bridging table is empty. Over time, it learns which segments have which MAC addresses as packets are forwarded. The bridge uses the source and destination MAC addresses to determine which addresses are on which segments. By determining a packet's origin, the bridge knows where to send packets in the future.
- REF: 36
57. ANS:  
1. It prevents network collisions because of the media access method or architecture required.  
2. Each station functions as a repeater, so the topology does not require additional network hardware, such as hubs.
- REF: 118
58. ANS:  
1. It is a thin, flexible cable that is easy to string between walls.  
2. Most modern buildings come with CAT 5 UTP already wired into the wall outlets or at least between the floors.  
3. Because UTP is small, it does not quickly fill up wiring ducts.  
4. UTP costs less per foot than any other type of LAN cable.
- REF: 127
59. ANS:  
1. Flag: Placed at the beginning and ending of a frame to mark the start and finish of the frame  
2. Address: Indicates the destination address  
3. Control: The sequence number that ensures that the data is handled and reassembled in correct order  
4. Frame Check Sequence: A field that calculates a checksum for the frame, which is used for error checking
- REF: 180

60. ANS:
1. show running-config
  2. show memory
  3. show buffers

REF: 223