

Quiz #1 Study Guide

The quiz is multiple-choice and will contain 20-30 questions. Please bring a #2 pencil. Questions will be drawn from topics on this list. This list is drawn from lectures, required readings, and lab assignments.

Side Channel Rule: Quizzes are closed-book, **EXCEPT** that you may bring one 8.5 x 11" sheet that you personally write by hand, has your name on it, is entirely your own work, and must be turned in at the end of the quiz. Both sides of the sheet can be used.

The list of possible question topics:

1. analog
2. analog, examples of
3. analog, pros/cons of
4. asynchronous vs. synchronous
5. backbone, network
6. broadband
7. cache
8. carrier hotel/network access point (NAP)
9. circuit switching
10. client
11. client/server architecture
12. cloud shape, in network diagram
13. compositing
14. computability
15. convergence
16. convergence, business opportunities of
17. convergence, relation to distribution
18. convergence, relation to labor
19. convergence, relation to technology
20. CSS
21. CSS document structure
22. CSS selectors
23. CSS vs. HTML
24. CSS, inheritance in
25. CSS, measurement units in
26. CSS, ways to include in HTML
27. digital
28. digital, examples of
29. digital, pros/cons of
30. digital compression, example of
31. digital error detection, as in Comer
32. format, definition of
33. format, examples of
34. format, relation to content
35. formats, importance of
36. gateway
37. HTML
38. HTML commenting
39. HTML document structure
40. HTML head vs. body
41. HTML linking, absolute vs. relative
42. HTML syntax
43. HTML, best practices when writing
44. HTML, parts of (tags, containers, attributes, values)
45. HTML, semantic use of
46. HTML, typing reserved characters in
47. HTML, whitespace in
48. Internet, definition of
49. Internet, how interconnection works on
50. Internet, who pays for traffic on
51. ISP
52. lock-in, Lanier's concept of
53. mass vs. interpersonal
54. metadata
55. organization of NSFNET/ARPANET
56. packet switching
57. packet switching, good analogies for

- 58. packet switching, vs. circuit
- 59. pixel
- 60. protocol
- 61. quantification
- 62. raster/bitmap image formats
- 63. resolution
- 64. router
- 65. Rushkoff essay, central argument of
- 66. sampling
- 67. server
- 68. topology
- 69. topology vs. geography
- 70. topology, hops and
- 71. topology, significance of
- 72. URLs, parts of
- 73. vector image formats
- 74. Web browser
- 75. Wilson's 8 types of access

OUR NO-TRICK-QUESTION GUARANTEE: It's hard to write good test questions. We will statistically analyze the results of this exam and automatically discard any questions found to be unfair. If a question seems terrible, we're sorry. We will throw it out. Don't worry.

THE #FTFY RULE: FTFY is Internet slang for "fixed that for you." If you are prepared to answer a question we don't ask (or if you don't like one of our questions), you will be allowed to write and answer ONE of your own multiple-choice questions for credit.