

Name: \_\_\_\_\_ Date: \_\_\_\_\_ Period: \_\_\_\_\_

# Networking Basics Match

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|--|-----------------------|
| 1. Trunk cable with nodes either inserted directly into the trunk or tapped into the trunk using offshoot cables called drop cables.                                 | A. Session layer      |
| 2. Connects neighboring nodes until they form. Signals travel in one direction; each device on the network acts as a repeater to send the signal to the next device. | B. Physical layer     |
| 3. Uses a hub or switch to connect all network connections to a single physical location   | C. Star topology      |
| 4. Exists when there are multiple paths between any two nodes on a network.  | D. OSI model          |
| 5. Theoretical way of classifying and talking about the complex process of sending data on a network.  | E. Bus topology       |
| 6. Integrates network functionality into the host operating system and enables communication between network clients and services.                                   | F. Presentation layer |
| 7. Formats, or presents, data in a compatible form for receipt by the Application layer or the destination system.   | G. Ring topology      |
| 8. Manages the sessions in which data are transferred.   | H. Data link          |
| 9. Provides a transition between the upper and lower layers of the OSI model, making the upper and lower layers transparent from each other.                         | I. Application layer  |
| 10. Describes how data is routed across networks and on to the destination.  | J. Mesh topology      |
| 11. Defines the rules and procedures for hosts as they access the Physical layer.  | K. Transport layer    |
| 12. Sets standards for sending and receiving electrical signals between devices.   | L. Network layer      |