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QUESTION 1

Which of the following is a set of interactive telecommunication technologies which allow two or more locations to interact via two-way video and audio transmissions simultaneously?

A. Electronic mail

B. Instant messaging

C. Video conferencing

D. Audio conferencing

Correct Answer: C

Video conferencing is a set of interactive telecommunication technologies which allow two or more locations to interact via two-way video and audio transmissions simultaneously. Video conferencing differs from videophone calls in that it\\'s designed to serve a conference rather than individuals.

It uses telecommunications of audio and video to bring people at different sites together for a meeting. This can be as simple as a conversation between two people in private offices (point-to- point) or involve several sites (multi-point) with more than one person in large rooms at different sites. Besides the audio and visual transmission of meeting activities, videoconferencing can be used to share documents, computer-displayed information, and whiteboards.

Answer option D is incorrect. Audio conferencing is a method of communication in which the calling party wishes to have more than one called party listens in to the audio portion of the call. The conference calls may be designed to allow the called party to participate during the call, or the call may be set up so that the called party merely listens into the call and cannot speak. It can be designed so that the calling party calls the other participants and adds them to the call. Answer option B is incorrect. Instant messaging (IM) is a form of real-time direct text-based communication between two or more people using personal computers or other devices, along with shared software clients. The users text is conveyed over a network, such as the Internet. More advanced instant messaging software clients also allow enhanced modes of communication, such as live voice or video calling. IM falls under the umbrella term online chat, as it is a real-time text-based networked communication system, but is distinct in that it is based on clients that facilitate connections between specified known users (often using Buddy List, Friend List or Contact List), whereas online chat also includes web-based applications that allow communication between users in a multi-user environment.

Answer option A is incorrect. E-mail (electronic mail) is a method of exchanging of computer- stored messages by telecommunication. E-mail messages are usually encoded in ASCII text. However, a user can also send non-text files, such as graphic images and sound files, as attachments sent in binary streams. E-mail was one of the first applications being made available on the Internet and is still the most popular one. A large percentage of the total traffic over the Internet is of the e-mails. E-mails can also be exchanged between online service provider users and in networks other than the Internet, both public and private.

E-mails can be distributed to lists of people as well as to individuals. A shared distribution list can be managed by using an e-mail reflector. Some mailing lists allow you to subscribe by sending a request to the mailing list administrator. A mailing list that is administered automatically is called a list server.

E-mail is one of the protocols included with the Transport Control Protocol/Internet Protocol (TCP/IP) suite of protocols. A popular protocol for sending e-mails is Simple Mail Transfer Protocol and a popular protocol for receiving it is POP3. Both Netscape and Microsoft include an e-mail utility with their Web browsers.

QUESTION 2

Which technology can be used to help ensure the efficient transport of VoIP traffic?

A. DNS

B. RSTP

C. H.323

D. QoS

Correct Answer: D

Quality of Service (QoS) is a technology for prioritizing traffic on the network. VoIP requires optimization of bandwidth to ensure users do not experience "call drops" created by lack of bandwidth due to congestion issues. QoS is a mechanism to provide this optimization.

QUESTION 3

Which of the following statements are true about prototypes?

Each correct answer represents a complete solution. Choose three.

A. It reduces initial project risks within a business organization.

B. It reduces the closeness between what a developer has defined for application architecture and what business management has understood.

C. It confirms technology recommendations for an application.

D. It helps verify some of the application requirements that are not dearly defined by a user.

Correct Answer: ACD

The following are the purposes of creating a prototype:

1.

It reduces initial project risks within a business organization.

2.

It helps verify some of the application requirements that are not clearly defined by a user.

3.

It confirms technology recommendations for an application.

4.

It reduces the gap between what a developer has defined for an application architecture and what business management has understood.

5.

It also reduces the gap between what a user has defined for an application requirement or scenario and what a

developer has defined in the application development.

Answer:

QUESTION 4

Which of the following is a legal contract between at least two parties that outlines confidential materials or knowledge the parties wish to share with one another for certain purposes, but wish to restrict access to?

A. NDA

B. SLA

C. OLA

D. SA

Correct Answer: A

A non-discloser agreement is a legal contract between at least two parties that outlines confidential materials or knowledge the parties wish to share with one another for certain purposes, but wish to restrict access to.

QUESTION 5

Which of the following solutions best accomplishes storage integration?

A. Virtualization

B. Cloud computing

C. Co-location

D. Raid 5

Correct Answer: B

Cloud computing uses integrated storage across multiple servers, sometimes in diverse locations (such as Apples iCloud).

Answer option C is incorrect. Co-location involves placing all the servers in one location. There is no shared storage.

Answer option D is incorrect. Raid 5 is a method of having hard drive failover in a single server.

Answer option A is incorrect. Virtualized systems are usually completely isolated from each other, thus preventing storage integration.

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