

Computers are your future

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It is a faster network for phone and data transmission. 14. Ambit download. 5. 8 Ambit upload. This may not be true. It also depends on the location and the technology of the providers. G-Fastest mobile network that supposed to deliver the fastest network. Different providers have different speeds. With inconsistent speeds, limited coverage and high prices for heavy users, our G networks still have a long way to go before they can really transform how we use the faster network. I would still prefer Takeaways 50 download/upload, 300 KGB usage at 59. 99.

What additional hardware would BBC need if a server-based LAN were to be recommended? Network interface card, router, switches/hub, firewall, bridges, dedicated program/file server, communication server and printer server. C. Describe a peer-to-peer LAN. Would you recommend a peer-to-peer LAN in this case? Why or why not? All of the computers on the network are equals. There's no file server, but each computer user decides which, if any, files will be accessible to others on the network. POP is not advisable to BBC Engineering because of the number of clients.

They tend to slow down as the number of users increases, and keeping track of all the shared files and peripherals can quickly become confusing. And security is not strong. 4. What is the difference between Level 1, Level 2, and Level 3 cache? Why is it important to have some amount of cache on a system today? A cache is located in the microprocessors and improves the overall performance of the computer when it comes to speed Level 1 cache - is a unit of 4 KGB to 16 KGB, and the fastest memory Level 2 caches - is a unit of up to kilobytes and size.

Level 3 cache- located outside the processor on the motherboard, mm speed
The difference between the 3 levels of cache is the speed. It operates like checking the information, it hits, the processor proceeds at a high speed. If the smaller cache misses, the next larger cache, level 2 is checked, and so on, before external memory is checked. As the number goes up, speed goes down. Although, cache is very important as to speed, it is very expensive too. The bigger the memory the access of information will be faster too. 5. Explain which devices in a system are controlled by the BIOS and which are controlled by the Operating System?

The purposes of the BIOS are to initialize and test the system hardware components, and to load an operating system or other programs from a mass memory device. It also interacts with the keyboard, display first determines whether all of the attachments are in place and operational and then it loads the operating system (or key parts of it) into your computer's random access memory (RAM) from your hard disk or diskette drive.

Operating system is a collection of software that manages the computer hardware and provides common services for computer programs.

SO organize and control and intermediate between hardware and software so that the device it lives in behaves in a flexible but predictable way. 6.

What is the difference between bandwidth and throughput? Both these terms are associated with computers, the Internet and online technologies. The difference between bandwidth and throughput is minor and refers to the transfer of information that is carried out, while one is connected to the

internet. Throughput refers to the amount of information that is transmitted through and online connection in the form of bits.

This transmission can be blocked by bad signals and interference in the cable. Bandwidth is the measure of range or band of frequencies that a channel or path can handle at a maximum rate. Bandwidth is how much data can be transferred at a time in other words it the internet connection speed your web host server is connected to the internet whereas; throughput is the average rate of successful message delivery over a communication channel.

7. Name 3 LAN topologies and describe how it works. A. Bus Topology - consists of a backbone cable connecting all nodes on a network without intervening connectivity devices.

The single cable is called the Bus and can support only one channel for communication; as a result, every node shares the bus's total capacity. On a bus topology network, devices share the responsibility for getting data from one point to another. But only the intended recipient actually receives and processes the transmitted message while wants to send the broadcast message to all the devices that connected to the shared cable. There are also terminators at the end of the cable. This is easy to install, only a main shared cable is used for network communication.

Performance issues are likely to occur in the Bus topology if more than 12-15 computers are added in a Bus. And if the backbone fails, then all networks become useless and communication fails among all the devices. B. Ring Topology - In ring network, each node is connected to the two nearest nodes so that the entire network forms a circle. In a ring network, all the

communication messages are transmitted clockwise in one direction, around the ring. Each workstation accepts and responds to packets addressed to it, and then forwards the other packets to the next workstation in the network.

Each workstation just acts as a repeater for the transmission, in other words, all workstations participate in delivery makes the ring topology an active topology. A ring topology has no "ends" and transmitted data stops at its destination. Twisted-pair or fiber-optic cabling is commonly used as the physical medium. Any damage of the cable of any cable or device can result in the breakdown of the whole network. In addition, just as in a bus topology, the more time. Due to these shortcomings, ring topology now has become almost obsolete. C.

Star Topology - In the computer networking world the most commonly used topology in local area networking is the star topology. Star topologies can be implemented in home, offices or even in a building. All the computers in the star topologies are connected to central devices like hub, switch or router. The functionality of all these devices is different. Computers in a network are usually connected with the hub, switch or router with the unshielded twisted-pair (UTP) or Shielded Twisted-pair cables. Star topology networks can support a maximum of only 1024 addressable nodes on a logical network.

Star topology requires more cabling than ring and bus. It also requires more configurations. However, because each node is separately connected to a central connectivity device, they are more fault-tolerant. A single malfunctioning workstation cannot disable an entire star network. A failure in the central connectivity device can take down a local area networking

segment. Because they include a centralized connection point, star topology.

8. Consider the following technical specifications for two different laptops and then scribe in your answer which laptop would you prefer to purchase and why?

I would choose LAPTOP 1 . Intel Core i5 430 M is faster than MAD Turin AMMO, due to the integrated memory controller, the Hyper Threading and Turbo Boost. A laptop with DRY compare with DRY is far better; it consumes less power and can transfer data at rates up to 12.8 KGB per second. Lastly at a lower price. I also ask some technical personnel that MAD tends to get hot, so it possibly burn the motherboard. 9. Powering - Community Colleges Wireless Network. PPTP 10. What is the difference between the spares and viruses? The average Internet user has difficulty distinguishing viruses from spare.

The differences are indeed subtle. Both are malicious software (malware): uninvited, intrusive, and potentially destructive. Both have the capacity to capture and destroy information, ruin performance, and disrupt business. Viruses and spare programs are delivered via web visits and download, as well as email attachments. Both can attack systems through many vectors. A way to distinguish a virus from spare is by its behavior. A virus seeks to infect a computer, to replicate, and ultimately, to infect as many computers as possible. While spare tries to stay put, a behavior we typically associate with parasite.

It disguises itself as a legitimate application or secretly resides as one or more data link or registry setting. It collects information about you, your

messaging and browsing behavior and online preferences. Spyware may have a heavier "footprint" on your computer than a virus: spyware will embed itself deeply into critical components of your operating system and bloat your memory with its monitoring and collection processing executables. So where virus activities are overt and sufficiently extensive in their impact to attract attention lasting.

Lastly, we can compare viruses and spyware by their malicious intent. Viruses can be intentionally destructive and have been known to erase or corrupt file systems. A parasite, however, needs its host to survive. Spyware is more interested in having the host remain healthy: simply put, a non-functional computer has neither advertising value nor revenue potential to the spyware. So spyware typically remains non-destructive, unless you try to remove it. But many spyware packages are removal assistants: you may install them only to find they reappear when you reboot your computer.