Flashcards table on network+ - protocols

Technology, Internet

Flashcards Table on Network+ - Protocols http://www. proprofs. com/flashcards/tableview. php? title= network-protocols Flashcards Productsâ–¼ Quiz Training Poll ProProfs Flashcards Survey Games Store Home Like 8. 7k Follow Signup Login CreateProProfs. comâ–¼ Flashcards ProProfs. com Browse About Us Contact Us Tour Clients â–¼ Flashcards › IT Certification & Computers › Network+ - Protocols › Table View Clients Testimonials Network+ - Protocols Flashcards Table View (855) 776-7763 EDT 8AM-4PM Search Flashcards A standard method or format for communication between network devices. Ensures that data are transferred whole, in sequence, and without error from one node on the network to another. An Application layer protocol that formulates and interprets requests between Web clients and servers Protocol HTTP (Hypertext Transfer Protocol) IP (Internet Protocol) A core protocol in the TCP/IP suite that operates in the Network layer of the OSI model and provides information about how and where data should be delivered. It is the subprotocol that enables TCP/IP to internetwork A core protocol in the TCP/IP suite that belongs to the Network layer of the OSI model. It obtains the MAC (physical) address of a host, or node, and then creates a local database that maps the MAC address to the host's IP (logical) address. An Application layer protocol in the TCP/IP suite that uses a central list of IP addresses, and their associated devices' MAC addresses to assign IP addresses to clients dynamically. It was the precursor to DHCP. An Application layer protocol in the TCP/IP suite that manages the dynamic distribution of IP adresses on a network. Using this protocol to assign IP addresses can nearly eliminate duplicateaddressing problems An Application layer protocol used to send and

receive files via TCP/IP A core protocol in the TCP/IP suite that notifies the sender that something has gone wrong in the transmission process and that packets were not delivered A TCP/IP protocol used to manage multicast transmissions. Routers use this protocol to determine which nodes belong to a multicast group, and nodes use this protocol to join or leave a multicast group ARP (Address Resolution Protocol) BOOTP (Bootstrap Protocol) DHCP (Dynamic Host Configuration Protocol) FTP (File Transfer Protocol) ICMP (Internet Control Message Protocol) IGMP (Internet Group Management Protocol or Internet Group Multicast Protocol) NNTP (Network News Transfer Protocol or Network News Transport Protocol) An Application layer protocol in the TCP/IP suite that facilitatesthe exchange of newsgroup messages, or articles, between multiple servers and users 1 of 5 11/26/2012 2: 36 PM Flashcards Table on Network+ - Protocols http://www. proprofs. com/flashcards/tableview. php? title= network-protocols A simple Application layer protocol in the TCP/IP suite used to synchronize the clocks of computers on a network. This protocol depends on UDP for Transport layer services A core protocol in the TCP/IP suite that belongs in the Network layer of the OSI model. This protocol relies on a database table to associate the IP (logical) address of a node with its MAC (physical) address. It can be used to supply IP addresses to diskless workstations. A core protocol of the TCP/IP suite. It belongs to the Transport layer and provides reliable data delivery services A suite of networking protocols that includes TCP, IP, UDP and many others. It provides the foundation for data exchange across the Internet. A terminal emulation protocol used to log on to remote hosts using the TCP/IP protocol. This protocol resides in the Application layer of the OSI model. A

TCP/IP Application layer protocol that enables file transfers between computers. Unlike FTP, this protocol relies on UDP at the transport layer and does not require a user to log on to the remote host. A core protocol in the TCP/IP suite that sits in the Transport layer of the OSI model. It is a connectionless transport service. A collection of protocols designed by the IETF to simplify the setup of nodes on a TCP/IP network. This protocol assigns a node an IP address, resolves the node's host name and IP address without requiring a DNS server, and discovers services, such as print services, available to the node, also without requiring a DNS server. A routing protocol developed in the mid-1980s by Cisco Systems that has a fast convergence time and a low network overhead, but is easier to configure and less CPU-intensive than OSPF. This protocol also offers the benefits of supporting multiple protocols and limiting unnecessary network traffic between routers. A link-state routing protocol that uses a best-path algorithm similar to OSPF's. This protocol was originally codified by ISO, which referred to routhers as " intermediate systems", thus the protocol's name. Unlike OSPF, it is designed for use on interior routers only. A type of routing protocol that enables routers across a network to share information, after which each router can independently map the network and determine the best path between itself and a packet's destination node A routing protocl that makes up for some of the limitations of RIP and can coexist with RIP on a network. The oldest routing protocol that is still widely used, it does not work in very large network environments in which data may have to travel through more than 15 routers to reach their destination (for example, on the Internet). And, compared to other routing protocols, it is slower and less secure. An

updated version of the original RIP routing protocolw hich makes up for some of its predecessor's overhead and security flaws. However, its packet forwarding is still limted to a maximum of 15 hops. NTP (Network Time Protocol) RARP (Reverse Address Resolution Protocol) TCP (Transmission Control Protocol) TCP/IP (Transmission Control Protocol/Internet Protocol) Telnet TFTP (Trivial File Transfer Protocol) UDP (User Datagram protocol) Zeroconf (Zero Configuration) EIGRP (Enhanced Interior Gateway Routing Protocol) IS-IS (Intermediate System to Intermediate System) link-state OSPF (Open Shortest Path First) RIP (Routing Information Protocol) RIPv2 (Routing Information Protocol version 2) 2 of 5 11/26/2012 2: 36 PM Flashcards Table on Network+ - Protocols http://www. proprofs. com/flashcards/tableview. php? title= network-protocols As described in IEEE's 802. 1w standard, a newer version of the Spanning Tree Protocol that can detect and correct for network changes much more quickly. A switching protocol defined in IEEE 802. 1D. It operates in the Data Link layer to prevent traffic loops by calculating paths that avoid potential loops and by artificially blocking links that would complete a loop. Given changes to a network's links or devices, this protocol recalculates its path. A protocol that encapsulates PPP data, for use on VPNs. It is based on Cisco technology and is standardized by the IETF. It is distinguished by its compatibility among different manufacturers' equipment; its ability to connect between clients, routers, and servers alike; and also by the fact that it can connect nodes belonging to different Layer 3 networks. A communications protocol that enables a workstation to connect to a server using a serial connection. PPP can support multiple Network layer protocols and can use both asynchronous and synchronous communications.

It performs compression and error correction and requires little configuration on the client workstation. RSTP (Rapid Spanning Tree Protocol) STP (Spanning Tree Protocol) L2TP (Layer 2 Tunneling Protocol) PPP (Point-to-Point Protocol) PPPoE (Point-to-Point protocol over Ethernet) PPTP (Point-to-Point Tunneling Protocol) PPP running over an Ethernet network. A Layer 2 protocol developed by Microsoft that encapsulates PPP data for transmission over VPN connections. This protocol operates with Windows RRAS access services and can accept connections from multiple different clients. It is simple, but less secure than other modern tunneling protocols. An Application layer protocol that uses TCP/IP to transmit graphics and text quickly over a remote client-host connection. it also carries session, licensing, and encryption information. A communications protocol that enables a workstation to connect to a server using a serial connection. It can support only asynchronous communications and IP traffic and requires some configuration on the client workstation. It has been made obsolete by PPP. A file access protocol. It runs over TCP/IP and is the standard file access protocol used by Windows operating systems. A protocol that enables one system to access files on another system RDP (Remote Desktop Protocol) SLIP (Serial Line Internet Protocol) CIFS (Common Internet File System) file access protocol LDAP (Lightweight directory Access Protocol) SMB (Server Message Block) A standard protocol for accessing network directories A protocol for communications and resource access between systems, such as clients and servers. It originated at IBM and then was adopted and further developed by Microsoft for use on its Windows operating systems. The current version of this protocol is known as the CIFS (Common Internet File

System) protocol. A mail retrieval protocol that improves on the shortcomings of POP. The single biggest advantage relative to POP is that it allows users to store messages on the mail server, rather than always having to download them to the local machine. The most current version of this protocol is version 4. IMAP(Internet Message Access Protocol) 3 of 5 11/26/2012 2: 36 PM Flashcards Table on Network+ - Protocols http://www. proprofs. com/flashcards/tableview. php? title= network-protocols An Application layer protocol used to retrieve messages from a mail server. When a client retrieves mail via POP, messages previously stored on the mail server are downloaded to the client's workstation, and then deleted from the mail server. The Application layer TCP/IP subprotocol responsible for moving messages from one e-mail server to another. A Session layer call signaling protocol defined as part of ITU's H. 323 multiservice network architecture. This protocol is responsible for call or videoconference setup between nodes on a VoIP or videoover-IP network, indicating node status, requesting additional bandwidth and call termination A Session layer control protocol defined as part of ITU's H. 323 multiservice network architecture. This protocol is responsible for controlling a session between two nodes. It ensures that the two nodes are communicating in the same format. A protocol used for communication between media gateway controllers and media gateways. This protocol is defined in RFC 2507, but it was never officially adopted as a standard. It is currently the most popular media gateway control protocol used on converged networks. A protocol used between media gateway controllers and media gateways. It is poised to replace MGCP on modern converged networks, as it supports a broader

range of network technologies, including ATM. Also known as H. 248. As specified in RFC 2205, a QoS technique that attempts to reserve a specific amount of network resources for a transmission before the transmission occurs A companion protocol to RTP, defined in RFC 3550 by the IETF, it provides feedback on the quality of a call or videoconference to its participants A Transport layer protocol used with voice and video transmission. it operates on top of UDP and provides information about packet sequence to help receiving nodes detect delay and packet loss. It also assigns packets a timestamp that corresponds to when the data in the packet was sampled from the voice or video stream. This timestamp helps the receiving node synchronize incoming data. A protocol suite codified by the IETF (in RFC 2543) as a set of Session layer signaling and control protocols for multiservice, packet-based networks. With few exceptions, it performs much the same functions as the H. 323 signaling protocols perform. It was developed as a more efficient alternative to H. 323 before H. 323 was revised to expedite its call setup functions. Although it is more efficient, because it was released later, it never enjoyed the same widespread usage as H. 323. An authentication protocol that operates over PPP and that requires the authenticator to take the first step by offering the other computer a challenge. The requestor responds by combining the challenge with its password, encrypting the new string of characters and sending it to the authenticator. The authenticator matches to see if the requestor's encrypted string of text matches its own encrypted string of characters. If so, the requestor is authenticated and granted access to secured resources. POP (Post Office Protocol). The most commonly used IS

POP3 (version 3) SMTP (Simple Mail Transfer Protocol) H. 225 H. 245 MGCP (Media Gateway Control Protocol) MEGACO RSVP (Resource Reservation Protocol) RTCP (Real-time Transport Control Protocol) RTP (Real-time Transport Protocol) SIP (Session Initiation Protocol) CHAP (Challenge Handshake Authentication Protocol) 4 of 5 11/26/2012 2: 36 PM Flashcards Table on Network+ - Protocols http://www. proprofs. com/flashcards/tableview. php? title= network-protocols A Data Link layer protocol defined by the IETF that specifies the dynamic distribution of encryption keys and a preauthentication process in which a client and server exchange data via an intermediate node (for example, an access point on a wireless LAN). Only after they have mutually authenticated can the client and server exchange encrypted data. It can be used with multipel authentication and encryption schemes. One of several protocols within SSL, and perhaps the most significant. As its name implies, it allows the client and server to authenticate (or introduce) each other and establishes terms for how they securely exchange data during an SSL session. A Layer 3 protocol that defines encryption authentication, and key management for TCP/IP transmissions. It is an enhancement to IPv4 and is native to IPv6. It is unique among authentication methods in that it adds security information to the header of all IP packets. An authentication protocol offered by Microsoft with its Windows clients and servers. Similar to CHAP, it uses a three-way handshake to verify a client's credentials and encrypts passwords with a challenge text. A simple authentication protocol that operates over PPP. Using this protocol, a client issues its credentials in a request to authenticate, and the server responds with a confirmation or denial of

authentication after comparing the credentials to those in its database. It is not very secure and is, therefore, rarely used on modern networks. A protocol that runs over UDP and provides centralized network authentication and accounting for multiple users. It is commonly used with dial-up networking, VPNs and wireless connections. A protocol available with the proprietary version of SSH that copies files between hosts securely. Like FTP, it first establishes a connection with a host and then allows a remote user to browse directories, list files, and copy files. Unlike FTP, it encrypts data before transmitting it. An encryption key generation and management scheme used by 802. 11i A software package or hardware-based tool that can capture and analyze data on a network. These analyzers are more sophisticated than network monitoring tools, as they can typically interpret data up to Layer 7 of the OSI model. A protocol that enables users running this client software to communicate instantly with other participates in a chat room on the Internet An Application layer protocol in the TCP/IP suite used to convey data regarding the status of managed devices on a network EAP (Extensible Authentication Protocol) handshake protocol IPSec (Internet Protocol Security) MS-CHAP (Microsoft Challenge Handshake Authentication Protocol) PAP (Password Authentication Protocol) RADIUS (Remote Authentication Dial-In User Service) SFTP (Secure File Transfer Protocol) TKIP (Temporal Key Integrity Protocol) protocol analyzer IRC (Internet Relay Chat) SNMP (Simple Network Management Protocol) Copyright © 2005-2011 ProProfs. com | Flashcards | Polls | Brain Games | Privacy & Terms | Sitemap | About Us | Contact 5 of 5 11/26/2012 2: 36 PM