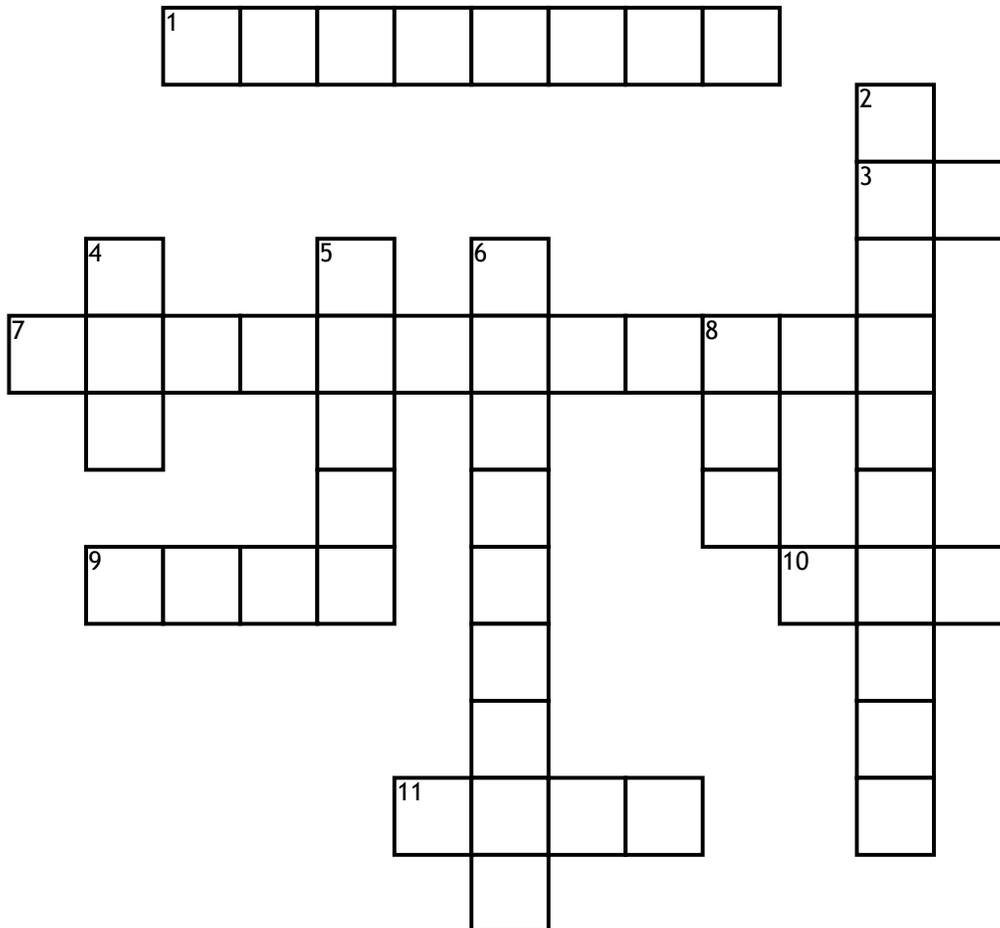


COMPUTER NETWORKS



Across

- 1. Waves which can be used in remote devices.
- 3. The address used to identify machine on the network.
- 7. Most expensive wired media.
- 9. A protocol used to transfer data and files on WWW.
- 10. Type of network used to connect MP3 player to phone.
- 11. Topology in which each node is directly connected to Hub/Switch

Down

- 2. Waves which can not pass through obstacles.
- 4. A protocol used for direct communication between two computers connected by phone line to server.
- 5. A protocol used for communication between two computers on internet.
- 6. Type of transmission media used to transfer data from cellphone to laptop.
- 8. Topology in which all nodes are connected to the main cable.