

<u>Across</u>

4. the number of bits that is conveyed or processed by unit of time e.g. 8 bits/second

8. Worldwide system composed of thousands of smaller networks

12. is the most common format for text files in computers and on the Internet.

13. TCP/IP, DNS, DHCP

14. They typically include the protocol, the internet resource (server or host name), and the domain name.

15. an application protocol for distributed, collaborative, hypermedia information systems.

 ${\bf 18.}\ {\rm encoding}\ {\rm ideas}\ {\rm into}\ {\rm a}\ {\rm language}\ {\rm the}\ {\rm computer}\ {\rm understands}$

19. a service that translates computer names into Internet Protocol, or IP, addresses, and vice versa.

20. Open and Free Internet. Basically where ISP can't play favorites, you want the access to the content to be neutral <u>Down</u>

1. The smallest unit of measurement used to quantify computer data; either a "0" or a "1" $\,$

2. a single unit of binary data routed through a network

3. a process through which additional or alternate instances of network devices, equipment and communication mediums are installed within network infrastructure.

5. the time in milliseconds between a bit leaving one device and arriving at the other. It is measured in milliseconds (ms).

6. a network device used to connect many, sometimes disparate, network segments together, combining them into what we call an internetwork

7. The process of translating an idea or invention into a good or service that creates value or for which customers will pay

9. can be represented in one of two ways: Decimal or Binary

10. The amount of data that can be transmitted over a network in a given amount of time.

11. The numbering system uses base 2

16. segments and sequences information, waits for acknowledgments over the virtual circuit

17. Develops and promotes voluntary internet standards and protocols - in particular the standards that compromise the Internet Protocol Suite TCP /IP.