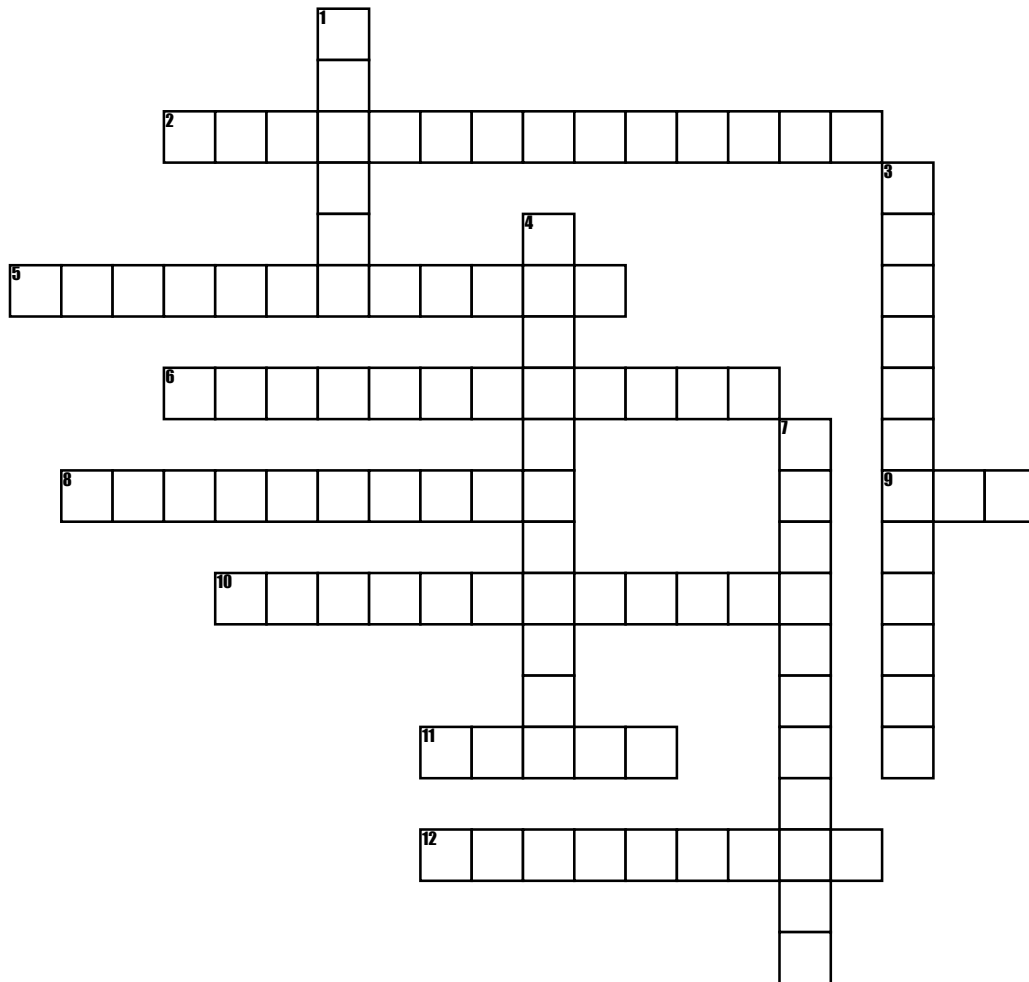


# NETWORK REQUIREMENTS



## Across

2. WHAT DO NETWORK SYSTEMS IMPLEMENT

5. WHAT IS AN EXAMPLE OF A PACKETIZED NETWORK

6. WHAT DEFINES THE SIZE OF THE STACK PROTOCOLS OF EACH STACK AND THE PERFORMANCE C

8. WHAT STORES INFORMATION INCLUDING NETWORK PACKETS

9. WHAT IS RESPONSIBLE FOR TRANSFERRING DATA TO/FROM THE LINK ADAPTER

10. WHAT REFERS TO THE PERFORMANCE OF THE NETWORK IN TERMS OF QUALITY

11. WHAT IS THE PERFORMANCE SPECIFICATION OF A NETWORK SYSTEM IS DRIVEN BY THE NEEDS OF THE PARTIES INVOLVED IN DATA COMMUNICATION

12. WHAT COMPONENT EXECUTES A SET OF NETWORK PROTOCOLS

## Down

1. APPLICATIONS RUNNING ATOP LAYERS DEFINE THE REQUIREMENTS FOR ACCEPTABLE USER EXPERIENCE, WHAT CAN SEVERELY AFFECT THIS EXPERIENCE?

3. WHAT COMPONENT THROUGH WHICH PACKETS ARE SENT TO/FROM THE NETWORK

4. WHAT PARAMETERS CAPTURES THE CHARACTERISTICS OF THE NETWORK ?

7. DEVELOPMENT AND ADOPTION OF INTERNET PROTOCOLS BASED REAL-TIME APPLICATIONS SUCH AS?

## Word Bank

JITTER

NETWORK LINKS

QUANTITATIVE

A LINK ADAPTER

MEMORY UNIT

DMA

USERS

PROTOCOL STACKS

ASYNCHRONOUS

PROCESSOR

QUALITATIVE

IP TELEPHONY