EC 511 – Fall 2003
George Mason University

Assignment 4

Student Name: _____

Mark your answer below and return **only** this answer sheet:

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1. With regard to capacity planning, ebay's approach has been to
a) outsource capacity needs.
b) implement high-speed infrastructures that are resistant to crashes.
c) implement technology infrastructures that support 5-10 times the anticipated demand.
d) outsource back-end technologies.
e) acquire capacity by purchasing online competitors.

2. Corporations are able to secure an intranet by using a _____ between its internal network and the Internet.
a) filter
b) firewall
c) virtual wall
d) router
e) bridge

3. The core of most business networks is the
a) client/server architecture.
b) managed hub.
c) set of back-end systems.
d) collection of Web applications.
e) peer/peer network architecture.

4. A hypertext-based graphical interface service used to access Internet documents and files is the _____.
a) browser
b) World Wide Web
c) Wide Area Network interface
d) subnet
e) extranet

5. The factors that determine whether a computer is a server or not is
a) the computer hardware.
b) the software running on the machine.
c) both the hardware and the network software.
d) the way the machine is connected to the network.
e) the capacity of the processor and storage medium.

6. When you surf the WWW, your computer is acting as a _____ machine in a _____ architecture.
a) peer computer, peer-to-peer
b) client, server
c) peer, peer
d) client, client/server
e) peer, peer/server

7. Distributed computing is characterized by
a) spreading processing over multiple computers.
b) the classic three-tiered architecture.
c) simultaneous processes occurring on a network.
d) the use of a database server.
e) the use of an application server.

8. In a three-tiered system, the _____ server is separated from the _____ server.
a) Web, database
b) database, application
c) database, wide area network
d) application, client
e) Web, client

9. Transaction monitors, object request brokers, remote procedure call, and message-oriented are all types of _____.
a) middleware
b) network operating systems
c) Web page requests
d) Web programming languages.
e) server software

10. The three main advantages of client/server architectures are
a) trialability, reliability, and demonstrability.
b) ease of setup, low cost, and easy maintenance.
c) lower processing overhead for each machine, and machines can be used interchangeably, standard computers can be used for clients and servers.
d) scalability, interoperability, and reliability.
e) simplicity, low cost, and good management tools.

11. The ability to increase or decrease computing capacity is
a) reliability
b) sizability
c) scalability
d) connectability
e) interoperability

12. The ability of different types of systems to interact with each other is
a) reliability
b) sizability
c) scalability
d) connectability
e) interoperability

13. Interoperability over networks is attained through the utilization of _____.
a) server software.
b) middleware and TCP/IP.
c) specialized client software
d) special Internet server hardware configurations.
e) special Internet software configurations.

14. Serious drawbacks to n-tier architectures include
a) difficulty to customize, and expensive network software
b) high level of user expertise required
c) hardware costs and training costs.
d) expensive network software that is required.
e) complexity, hidden costs, less mature management tools.

15. Computer-based technology designed to facilitate functions such as discussion databases, shared calendars, and chat systems are called _____.
a) groupware
b) middleware
c) database management systems
d) workgroup support systems
e) client software

16. Networking that allows users to locate and download files residing on other users' computers rather than on a server, is called _____.
a) client/server
b) two-tier arthitecture
c) three-tier architecture
d) n-tier architecture
e) peer-to-peer

17. A multi-user application that allows individuals to communicate synchronously, in real time, using the Internet as the communication backbone is _____.
a) e-mail
b) Internet Relay Chat
c) file transfer applications
d) message oriented middleware
e) datagram messaging

18. A standard that allows a user to prepare their mail ahead of time and connect only for the time it takes to upload and download incoming and outgoing mail is
a) SMTP
b) IMAP
c) POP
d) MIME
e) TCP

19. A standard that allows users to leave their messages on the server for some time after having read them is
a) SMTP
b) IMAP
c) POP
d) MIME
e) TCP

20. A standard for interconnectivity of mail packages that allows mail to be sent from mail application to another incompatible mail application (depending on vendor support) is
a) SMTP
b) IMAP
c) POP
d) MIME
e) X.400

21. A standard that consists of a set of specifications for sending attachments to e-mail is
a) SMTP
b) IMAP
c) POP
d) MIME
e) TCP

22. A factor that has led to the ability to spread viruses vial e-mail is the capability of the _____ protocol to transfer executable files.
a) SMTP
b) IMAP
c) POP
d) MIME
e) X.400

23. If your instructor wants to send e-mails to the class periodically, that function might be facilitated by using a _____.
a) groupware
b) Usenet
c) Listserv
d) Internet relay application.
e) WWW-based e-messaging application.