

CODEHS THE INTERNET PRACTICE TEST (SAMPLE)

STUDY GUIDE



**SAMPLE STUDY GUIDE
WITH LIMITED QUESTIONS**

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THE FULL VERSION STUDY GUIDE**

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Table of Contents

Copyright	1
Table of Contents	2
Introduction	3
How to Use This Guide	4
Questions	5
Answers	8
Explanations	10
Next Steps	15

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Introduction

Preparing for a certification exam can feel overwhelming, but with the right tools, it becomes an opportunity to build confidence, sharpen your skills, and move one step closer to your goals. At Examzify, we believe that effective exam preparation isn't just about memorization, it's about understanding the material, identifying knowledge gaps, and building the test-taking strategies that lead to success.

This guide was designed to help you do exactly that.

Whether you're preparing for a licensing exam, professional certification, or entry-level qualification, this book offers structured practice to reinforce key concepts. You'll find a wide range of multiple-choice questions, each followed by clear explanations to help you understand not just the right answer, but why it's correct.

The content in this guide is based on real-world exam objectives and aligned with the types of questions and topics commonly found on official tests. It's ideal for learners who want to:

- Practice answering questions under realistic conditions,
- Improve accuracy and speed,
- Review explanations to strengthen weak areas, and
- Approach the exam with greater confidence.

We recommend using this book not as a stand-alone study tool, but alongside other resources like flashcards, textbooks, or hands-on training. For best results, we recommend working through each question, reflecting on the explanation provided, and revisiting the topics that challenge you most.

Remember: successful test preparation isn't about getting every question right the first time, it's about learning from your mistakes and improving over time. Stay focused, trust the process, and know that every page you turn brings you closer to success.

Let's begin.

How to Use This Guide

This guide is designed to help you study more effectively and approach your exam with confidence. Whether you're reviewing for the first time or doing a final refresh, here's how to get the most out of your Examzify study guide:

1. Start with a Diagnostic Review

Skim through the questions to get a sense of what you know and what you need to focus on. Your goal is to identify knowledge gaps early.

2. Study in Short, Focused Sessions

Break your study time into manageable blocks (e.g. 30 – 45 minutes). Review a handful of questions, reflect on the explanations.

3. Learn from the Explanations

After answering a question, always read the explanation, even if you got it right. It reinforces key points, corrects misunderstandings, and teaches subtle distinctions between similar answers.

4. Track Your Progress

Use bookmarks or notes (if reading digitally) to mark difficult questions. Revisit these regularly and track improvements over time.

5. Simulate the Real Exam

Once you're comfortable, try taking a full set of questions without pausing. Set a timer and simulate test-day conditions to build confidence and time management skills.

6. Repeat and Review

Don't just study once, repetition builds retention. Re-attempt questions after a few days and revisit explanations to reinforce learning. Pair this guide with other Examzify tools like flashcards, and digital practice tests to strengthen your preparation across formats.

There's no single right way to study, but consistent, thoughtful effort always wins. Use this guide flexibly, adapt the tips above to fit your pace and learning style. You've got this!

Questions

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- 1. Which term refers to how devices on a network locate other devices or services?**
 - A. Addressing
 - B. DNS
 - C. Routing
 - D. Encryption
- 2. During the TCP three-way handshake, which packet is sent first?**
 - A. ACK
 - B. SYN-ACK
 - C. FIN
 - D. SYN
- 3. In the IPv4 address 93.184.216.34, which part represents the device?**
 - A. 93
 - B. 34
 - C. 184
 - D. 216
- 4. What is the purpose of a public key provided by a website for secure communication?**
 - A. It is used by clients to decrypt messages sent by the website
 - B. It is used by clients to encrypt messages sent to the website
 - C. It is stored in a password vault
 - D. It defines the website's color scheme
- 5. Which item is NOT typically included in TCP packet metadata?**
 - A. To address
 - B. From address
 - C. Message size
 - D. Encryption type

- 6. Which TCP feature helps ensure correct ordering and reliability by assigning sequence numbers to packets?**
- A. Packet size optimization
 - B. DNS caching
 - C. Sequence numbering
 - D. IP addressing
- 7. The Internet connects devices and networks all over the world, helps people collaborate, and helps people communicate. Which statement best summarizes its role?**
- A. Connects devices and networks, enables collaboration and communication, globally
 - B. Is a private library
 - C. Stores all emails offline
 - D. Only supports gaming
- 8. Which statement about the Internet's foundations is true?**
- A. A private protocol for one organization
 - B. It is a single global network
 - C. Built on open, agreed upon protocols
 - D. It Requires all devices to speak the same language in one place
- 9. Which description best matches a web browser?**
- A. A computer that stores web resources and responds to HTTP requests.
 - B. Client software that requests, renders, and displays web pages.
 - C. A protocol used to transfer files.
 - D. A server that caches content on behalf of others.
- 10. What is the purpose of the User-Agent header?**
- A. Indicates the type of content the client accepts.
 - B. Provides authentication credentials.
 - C. Specifies the host being requested.
 - D. Identifies the client software making the request.

Answers

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1. A
2. D
3. B
4. B
5. D
6. C
7. A
8. C
9. B
10. D

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Explanations

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1. Which term refers to how devices on a network locate other devices or services?

- A. Addressing**
- B. DNS
- C. Routing
- D. Encryption

Addressing is how devices on a network are identified so data can be sent to the right place. Each device gets a unique address, like an IP address for Internet communication or a MAC address on a local network. When one device wants to reach another, the data packet includes the destination's address, and routers use that address to forward the packet toward the correct device or service. DNS is related but focuses on translating human-friendly names into addresses to reach a service, rather than defining the basic way devices locate each other. Routing uses those addresses to move data across networks, and encryption simply protects the content.

2. During the TCP three-way handshake, which packet is sent first?

- A. ACK
- B. SYN-ACK
- C. FIN
- D. SYN**

Connecting over TCP starts with a SYN packet sent by the client to the server to initiate the handshake and synchronize sequence numbers. This first SYN signals the intent to open a connection and establishes the initial sequence number space for both sides. The server then replies with a SYN-ACK to acknowledge and provide its own sequence number, and finally the client sends an ACK to finish establishing the connection. Fin is used to close connections, and a plain ACK isn't enough to start a connection, so the initial packet must be the SYN.

3. In the IPv4 address 93.184.216.34, which part represents the device?

- A. 93
- B. 34**
- C. 184
- D. 216

IPv4 addresses are four numbers, called octets, separated by dots. In many networks the first three octets specify the network, and the last octet identifies the specific device on that network (when the common subnet mask 255.255.255.0 is used). So for 93.184.216.34, the network part is 93.184.216 and the device on that network is the final octet, 34. The middle octets aren't the device; they're part of the network address.

4. What is the purpose of a public key provided by a website for secure communication?

- A. It is used by clients to decrypt messages sent by the website
- B. It is used by clients to encrypt messages sent to the website**
- C. It is stored in a password vault
- D. It defines the website's color scheme

Public-key cryptography works by letting anyone encrypt data with a public key, but only the owner of the matching private key can decrypt it. The website publishes its public key so clients can encrypt messages that only the website can read using its private key. This keeps information private as it travels over the network. So the public key's purpose is to let clients encrypt messages sent to the website. The other options don't fit: decrypting requires the private key, not the public; public keys aren't stored in a password vault; and color schemes have nothing to do with secure communication.

5. Which item is NOT typically included in TCP packet metadata?

- A. To address
- B. From address
- C. Message size
- D. Encryption type**

Think about what TCP headers actually carry. The information in a TCP segment is mainly about managing the connection: source and destination ports, sequence and acknowledgment numbers, flags, window size, checksum, and options. The actual addresses (To and From) live in the IP header, not in the TCP header, though you still use them to route the packet across networks. The size of the data is not stored as a separate "message size" field in the TCP header; you determine it from the header lengths and how much data follows. Encryption type, on the other hand, isn't something TCP specifies. Encryption is applied by higher-layer protocols (like TLS) or by the application, so the TCP metadata itself doesn't include any encryption details. That's why encryption type is not typically included in TCP packet metadata.

6. Which TCP feature helps ensure correct ordering and reliability by assigning sequence numbers to packets?

- A. Packet size optimization
- B. DNS caching
- C. Sequence numbering**
- D. IP addressing

In TCP, keeping track of where each byte belongs is essential for both delivering data in order and ensuring it arrives reliably. To do that, TCP assigns a sequence number to every segment as it's sent. The receiver uses these numbers to put the incoming data in the correct order, even if segments arrive out of order. If any segment is missing, the receiver can detect the gap and the sender will retransmit after not receiving the expected acknowledgment. This interplay of sequence numbers, acknowledgments, and the ability to retransmit is what makes TCP both ordered and reliable. Packet size optimization focuses on efficiency and throughput, not guaranteeing order or reliability. DNS caching speeds up name resolution, not data delivery. IP addressing handles routing at the network layer and doesn't ensure data is delivered reliably or in order.

7. The Internet connects devices and networks all over the world, helps people collaborate, and helps people communicate. Which statement best summarizes its role?

- A. Connects devices and networks, enables collaboration and communication, globally**
- B. Is a private library
- C. Stores all emails offline
- D. Only supports gaming

The Internet's role is to connect devices and networks around the world and to enable collaboration and communication. It links computers, servers, phones, and other devices so people can share information, access resources, and work together no matter where they are. This global connectivity makes activities like emailing, chatting, video calls, and real-time document collaboration possible. The other options don't fit as well. A private library implies closed, localized access rather than a global network. Storing all emails offline isn't how the Internet operates— emails reside on servers and devices, not in one universal offline archive. And the idea that it only supports gaming ignores the wide range of activities the Internet enables, from information access to education to business.

8. Which statement about the Internet's foundations is true?

- A. A private protocol for one organization
- B. It is a single global network
- C. Built on open, agreed upon protocols**
- D. It Requires all devices to speak the same language in one place

The idea being tested is that the Internet rests on open, agreed-upon protocols that enable diverse networks and devices to communicate. Rather than being owned by one organization or confined to a single global network, the Internet is a vast system of interconnected networks that all follow the same rules. These rules, like the TCP/IP suite, are open standards published for anyone to implement. This openness lets different vendors, networks, and applications all work together, because they translate data using the same protocols and formats. There isn't a single "place" where all devices must speak the same language; instead, devices across the world use these shared, publicly available rules to send and receive information, allowing seamless interoperability.

9. Which description best matches a web browser?

- A. A computer that stores web resources and responds to HTTP requests.
- B. Client software that requests, renders, and displays web pages.**
- C. A protocol used to transfer files.
- D. A server that caches content on behalf of others.

Web browsers are client software that requests, renders, and displays web pages. When you click a link or enter a URL, the browser sends a request to fetch the page from a web server. It then processes the received HTML, CSS, and JavaScript, and paints the page so you can view and interact with it. This client-side role—asking for resources and presenting them locally—is what defines a browser. The other descriptions describe other parts of the web system: a web server stores resources and responds to requests; a protocol used to transfer files is HTTP (or FTP); a caching proxy server sits in between to store copies of content. So the description that best matches a web browser is the one that identifies it as client software that requests, renders, and displays web pages.

10. What is the purpose of the User-Agent header?

- A. Indicates the type of content the client accepts.
- B. Provides authentication credentials.
- C. Specifies the host being requested.
- D. Identifies the client software making the request.**

The User-Agent header identifies the client software making the request. It carries information about the browser or app sending the request, including its name and version and sometimes the operating system. This lets servers tailor responses, offer compatibility workarounds, and collect usage data. It's not about what content the client can accept (that's the Accept header), not about authentication credentials (that's the Authorization header), and not about specifying the host (that's the Host header).

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Next Steps

Congratulations on reaching the final section of this guide. You've taken a meaningful step toward passing your certification exam and advancing your career.

As you continue preparing, remember that consistent practice, review, and self-reflection are key to success. Make time to revisit difficult topics, simulate exam conditions, and track your progress along the way.

If you need help, have suggestions, or want to share feedback, we'd love to hear from you. Reach out to our team at hello@examzify.com.

Or visit your dedicated course page for more study tools and resources:

<https://codehstheinternet.examzify.com>

We wish you the very best on your exam journey. You've got this!

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