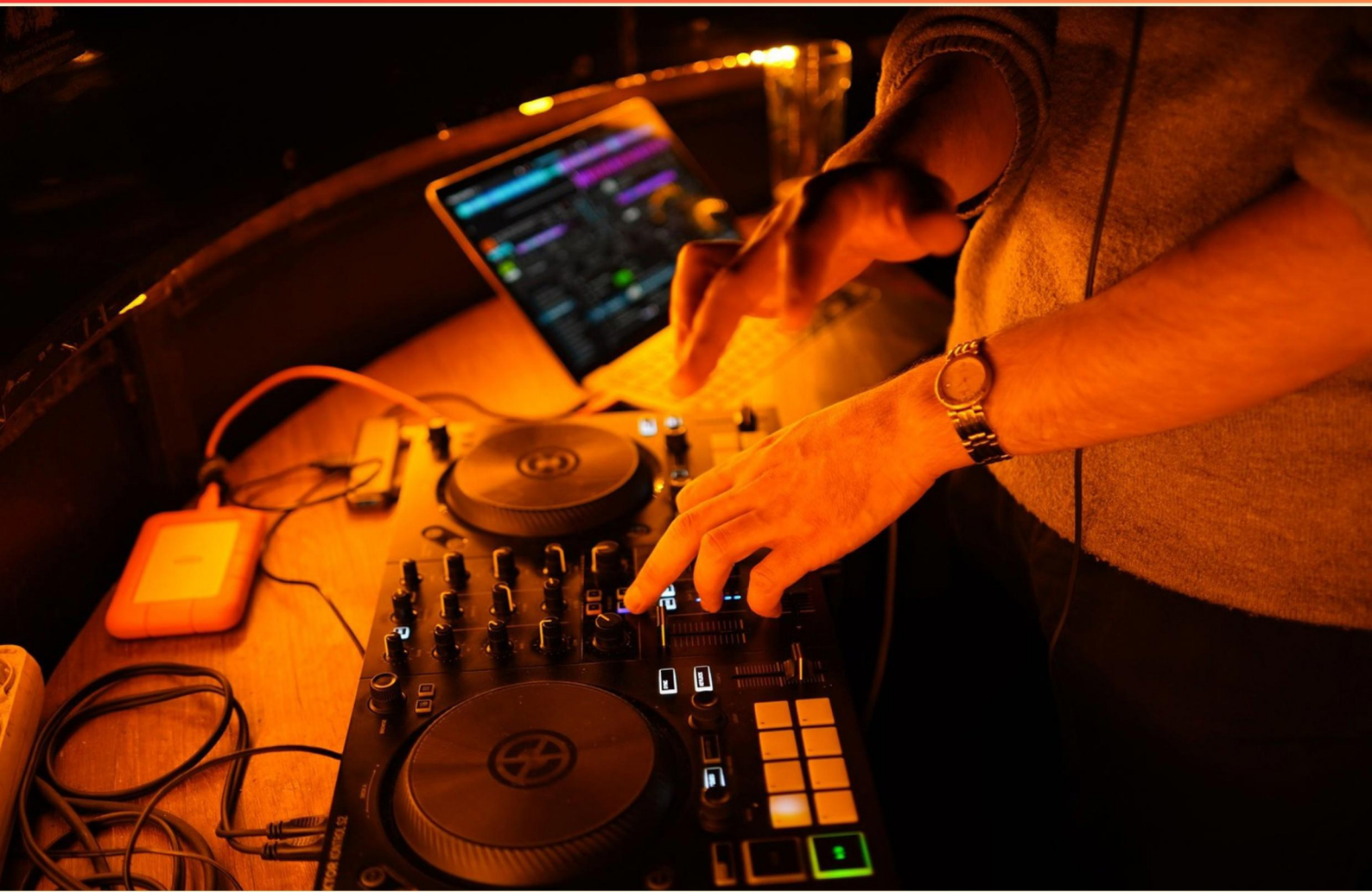


DIGITAL AUDIO NETWORK THROUGH ETHERNET (DANTE) LEVEL 2 PRACTICE EXAM (SAMPLE)

STUDY GUIDE



SAMPLE STUDY GUIDE WITH LIMITED QUESTIONS

**VISIT US ONLINE FOR
THE FULL VERSION STUDY GUIDE**

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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. What is a Broadcast Storm?

- A. An error in network configuration
- B. A loop of broadcast information causing excessive traffic
- C. A method for packet delivery
- D. A type of network congestion

2. Can Dante operate with existing Ethernet infrastructure?

- A. No, it requires specific cabling
- B. Yes, if it meets necessary performance requirements
- C. Yes, but only in a wireless setup
- D. No, it is incompatible with standard Ethernet devices

3. Which Dante chipset supports a maximum of 1 video and 8 audio channels?

- A. Brooklyn II
- B. Dante AV
- C. Broadway
- D. PCIe Card

4. What switching capacity is needed for a switch with 10 ports at 1Gbps to be considered non-blocking?

- A. 5Gbps
- B. 10Gbps
- C. 20Gbps
- D. 40Gbps

5. What is a subnet?

- A. A single IP address
- B. A group of local IP addresses
- C. A type of gateway
- D. A device connecting multiple networks

- 6. How does Link Local addressing function?**
- A. Assigns each device a fixed IP address
 - B. Sends a broadcast to find available devices
 - C. Assigns each device a random address in 169.254.____.____
 - D. Automatically links with DHCP servers
- 7. What is the initial step to create an audio route in Dante Controller?**
- A. Open the network settings
 - B. Select the transmitting device
 - C. Connect to the internet
 - D. Update the software
- 8. If a Dante device is in redundant mode, can the primary and secondary ports use different configuration methods?**
- A. Yes
 - B. No
 - C. Only if both ports are in use
 - D. Only if explicitly configured
- 9. What notation is commonly used for IP Addresses?**
- A. Dotted-Quad Notation
 - B. CIDR Notation
 - C. This notation is obsolete
 - D. Binary Notation
- 10. How do Dante devices achieve automatic configuration?**
- A. Through user intervention and manual setup
 - B. Using Dante discovery and configuration protocols
 - C. By relying on static IP addresses
 - D. Via the Dante API alone

Answers

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

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Explanations

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1. What is a Broadcast Storm?

- A. An error in network configuration
- B. A loop of broadcast information causing excessive traffic**
- C. A method for packet delivery
- D. A type of network congestion

A Broadcast Storm occurs when there is a loop in the network where broadcast messages continuously circulate without a mechanism to stop them. This results in excessive traffic being generated throughout the network, leading to network congestion and potentially crippling performance. Broadcast messages are sent to all devices on the network, and when they loop, each device keeps retransmitting them, creating a feedback loop that can overwhelm the network's capacity. In the context of a broadcast storm, the key point is that it is specifically the looping of broadcast information that generates this excessive traffic. Network protocols and devices, such as switches and routers, are often designed with mechanisms like Spanning Tree Protocol (STP) to prevent these types of loops and mitigate storms, but if those mechanisms fail or are misconfigured, the storm can occur. While it is true that broadcast storms can lead to network congestion, referring to them solely as a type of network congestion overlooks the root cause — the looping of broadcast packets. Therefore, defining a Broadcast Storm accurately emphasizes the role of broadcast loops in causing the excessive traffic that disrupts network operations.

2. Can Dante operate with existing Ethernet infrastructure?

- A. No, it requires specific cabling
- B. Yes, if it meets necessary performance requirements**
- C. Yes, but only in a wireless setup
- D. No, it is incompatible with standard Ethernet devices

Dante can indeed operate with existing Ethernet infrastructure, as long as it meets the necessary performance requirements. This means that standard Ethernet switches and cabling can be utilized to facilitate Dante audio networking, provided that they support certain specifications, such as sufficient bandwidth and low latency. Dante is designed to work within the framework of standard Ethernet technology, which allows for integration into various environments without needing dedicated hardware for audio transport. For optimal performance, considerations such as network topology, data traffic management, and Quality of Service (QoS) settings might be vital to ensure that audio streams are delivered reliably without interruptions or latency issues. This compatibility is a significant advantage, as it allows users to leverage pre-existing network setups and infrastructure while ensuring high-quality audio over IP. The options that suggest limitations, such as requiring specific cabling or only functioning in a wireless setup, are not aligned with Dante's design philosophy, which emphasizes flexibility and integration within established Ethernet systems. Additionally, the assertion that Dante is incompatible with standard Ethernet devices disregards its foundational reliance on standard Ethernet protocols for audio distribution.

3. Which Dante chipset supports a maximum of 1 video and 8 audio channels?

- A. Brooklyn II
- B. Dante AV**
- C. Broadway
- D. PCIe Card

The Dante AV chipset is specifically designed to transport both audio and video signals over a network. This particular chipset supports a configuration that allows for the transmission of 1 video channel along with 8 audio channels simultaneously. This capability makes Dante AV particularly suitable for applications where high-quality video, in addition to audio, is required, such as in live events, video conferencing, and broadcast environments. In contrast, other chipsets, such as Brooklyn II, Broadway, and PCIe Card, are focused primarily on audio transmission, without the inherent video support offered by Dante AV. Therefore, when looking for a chipset that meets the requirement of handling both video and audio channels, Dante AV is the only option that aligns with that criterion, showcasing its versatility in multimedia applications.

4. What switching capacity is needed for a switch with 10 ports at 1Gbps to be considered non-blocking?

- A. 5Gbps
- B. 10Gbps
- C. 20Gbps**
- D. 40Gbps

To determine the switching capacity required for a switch with 10 ports at 1Gbps to be considered non-blocking, it is essential to understand the term "non-blocking." A non-blocking switch allows any port to communicate with any other port at the maximum supported speed without interference or data bottlenecks. In the scenario where there are 10 ports, if each port can transfer data at speeds up to 1Gbps, the total bandwidth requirements would lead to a calculation of the maximum achievable throughput across the switch. When considering all ports possibly communicating simultaneously—each producing data at 1Gbps—the calculation would be as follows: - Each port (10 ports) can support 1Gbps. - Therefore, the theoretical maximum switching capacity required to prevent any blocking when all ports are in use is calculated by multiplying the number of ports by the speed of each port: $10 \text{ ports} \times 1 \text{ Gbps/port} = 10 \text{ Gbps}$. However, to maintain effective communication without blocking as network traffic increases and to account for variation in data paths, a typically accepted practice is to ensure that input and output paths are sufficiently larger than this theoretical maximum, enhancing performance and capacity. This leads to the need for consideration of

5. What is a subnet?

- A. A single IP address
- B. A group of local IP addresses**
- C. A type of gateway
- D. A device connecting multiple networks

A subnet, or subnetwork, refers to a segment of a larger network that has been divided to enhance performance and security. It consists of a group of local IP addresses that share a common network prefix, making it easier to manage network traffic and control communication within that segment. By creating subnets, network administrators can isolate segments for better organization, efficient traffic routing, and improved security measures. In terms of digital audio networking, subnets can help in efficiently managing bandwidth and reducing broadcast traffic within a network comprising multiple devices like audio interfaces and mixers connected through protocols such as Dante. This structured approach allows for resilient network designs and easier troubleshooting by compartmentalizing network issues to specific subnets. While the other options mention different networking concepts, they do not capture the essence of a subnet's function as it relates to a collection of local IP addresses that can communicate with one another within the same network environment.

6. How does Link Local addressing function?

- A. Assigns each device a fixed IP address
- B. Sends a broadcast to find available devices
- C. Assigns each device a random address in 169.254.____.____**
- D. Automatically links with DHCP servers

Link Local addressing operates within the range of 169.254.0.1 to 169.254.255.254, enabling devices on the same local network to communicate without the need for a router or external DHCP server. This method is especially useful in situations where there is no configuration management available. When a device is configured to use Link Local addressing, it automatically selects a random IP address from the aforementioned range. This self-assigned IP address allows multiple devices to communicate effectively on the same subnet, provided they each select unique addresses. The purpose of Link Local addressing is to facilitate basic connectivity for devices in a local environment, particularly in peer-to-peer networking scenarios where automated address assignment is required. This mechanism of automatically generating addresses simplifies the process of setting up a network, particularly in transient configurations or small networks. Consequently, this method supports seamless communication when no DHCP server is available, allowing devices to self-organize within the local context.

7. What is the initial step to create an audio route in Dante Controller?

- A. Open the network settings
- B. Select the transmitting device**
- C. Connect to the internet
- D. Update the software

To create an audio route in Dante Controller, the first step involves selecting the transmitting device. This step is essential because the routing process begins with identifying the source of the audio, which is the transmitting device that will send audio signals across the Dante network. By selecting this device first, you establish the starting point for routing the audio to its intended destination devices. Once the transmitting device is selected, the user can then proceed to select the receiving devices and create the actual audio route. This choice directly relates to the original requirement of establishing connectivity and ensuring that the correct sources and sinks are engaged in the routing process. Each audio stream in a Dante network is set up by connecting specific devices, and selecting the transmitting device lays the groundwork for those connections.

8. If a Dante device is in redundant mode, can the primary and secondary ports use different configuration methods?

A. Yes

B. No

C. Only if both ports are in use

D. Only if explicitly configured

In Dante's redundant mode, it is indeed possible for the primary and secondary ports to utilize different configuration methods. This flexibility allows for a variety of network designs and setups, accommodating scenarios where either port might be configured to handle specific types of traffic or operate under different protocols or settings. For example, one port could be set to receive Dante audio while the other could be configured for secondary traffic, such as control or monitoring data. This versatility is particularly useful for ensuring network resilience, as it allows the system to maintain functionality even if one configuration method encounters an issue or is less optimal under certain conditions. Redundant systems are designed with the goal of reliability and failover capabilities; therefore, permitting different configurations on the primary and secondary ports aligns with these objectives, enhancing the overall robustness of the network. This is why the answer is affirmative, as such configurations do not compromise the effectiveness of redundancy but can optimize performance based on the specific network demands.

9. What notation is commonly used for IP Addresses?

A. Dotted-Quad Notation

B. CIDR Notation

C. This notation is obsolete

D. Binary Notation

The notation commonly used for IP addresses is Dotted-Quad Notation. This format represents an IP address as four decimal numbers, each ranging from 0 to 255, separated by periods. For example, an IP address might look like 192.168.1.1. This method is user-friendly and simplifies understanding and working with IP addresses, which are originally expressed in binary. In contrast, CIDR Notation is another format that includes the base IP address followed by a slash and a number indicating the size of the subnet, such as 192.168.1.0/24. While important for specifying network ranges, it's not the direct representation of standard IP addresses as Dotted-Quad Notation is. Binary Notation represents IP addresses in the binary format, which can be more difficult for humans to read or understand. While it's fundamental at a technical level for how devices communicate, it is not the commonly used notation for practical purposes. The choice stating that this notation is obsolete suggests that Dotted-Quad Notation is no longer in use, which is incorrect as it remains the standard notation for denoting IPv4 addresses in many contexts today. Thus, Dotted-Quad Notation is clearly the appropriate choice when discussing

10. How do Dante devices achieve automatic configuration?

- A. Through user intervention and manual setup
- B. Using Dante discovery and configuration protocols**
- C. By relying on static IP addresses
- D. Via the Dante API alone

Dante devices achieve automatic configuration primarily through the use of discovery and configuration protocols specifically designed for the Dante networking environment. When a Dante device is connected to a network, it automatically communicates with other devices on the same network using these protocols. This allows devices to discover each other, share information about their capabilities, and configure themselves without the need for manual intervention. The Dante discovery protocol enables devices on the network to identify each other and determine how they can interconnect, while the configuration protocol helps to manage the data routing and settings necessary for seamless audio transmission. This process is largely automated, which streamlines setup and ensures that devices can quickly adapt to changes in the network environment, such as when new devices are added or removed. Manual configuration, reliance on static IP addresses, or solely using the Dante API would hinder this automated process, making it less efficient and more prone to human error.

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:

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

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