

Name: \_\_\_\_\_

**CSCI 1150-002**

1. To view our webpages from anywhere, the files need to be uploaded to a \_\_\_\_\_.
2. The Computer Science department's \_\_\_\_\_ is named \_\_\_\_\_.
3. To upload files to \_\_\_\_\_ we'll use \_\_\_\_\_, a free program.
4. We'll use either the \_\_\_\_\_ protocol to upload files to \_\_\_\_\_.
5. SCP stands for \_\_\_\_\_.
6. SFTP stands for \_\_\_\_\_.
7. We'll use port number \_\_\_\_\_.
8. On ranger, your files will need to be in the \_\_\_\_\_ folder.
9. In addition to .html files, you will also need to upload any \_\_\_\_\_ files.
10. URL stands for \_\_\_\_\_.
11. Your webpages will have a URL that starts with \_\_\_\_\_.

Name: \_\_\_\_\_

**CSCI 1150-002**

1. To view our webpages from anywhere, the files need to be uploaded to a \_\_\_\_\_.
2. The Computer Science department's \_\_\_\_\_ is named \_\_\_\_\_.
3. To upload files to \_\_\_\_\_ we'll use \_\_\_\_\_, a free program.
4. We'll use either the \_\_\_\_\_ protocol to upload files to \_\_\_\_\_.
5. SCP stands for \_\_\_\_\_.
6. SFTP stands for \_\_\_\_\_.
7. We'll use port number \_\_\_\_\_.
8. On ranger, your files will need to be in the \_\_\_\_\_ folder.
9. In addition to .html files, you will also need to upload any \_\_\_\_\_ files.
10. URL stands for \_\_\_\_\_.
11. Your webpages will have a URL that starts with \_\_\_\_\_.

Name: \_\_\_\_\_

**CSCI 1150-002**

1. To view our webpages from anywhere, the files need to be uploaded to a \_\_\_\_\_.
2. The Computer Science department's \_\_\_\_\_ is named \_\_\_\_\_.
3. To upload files to \_\_\_\_\_ we'll use \_\_\_\_\_, a free program.
4. We'll use either the \_\_\_\_\_ protocol to upload files to \_\_\_\_\_.
5. SCP stands for \_\_\_\_\_.
6. SFTP stands for \_\_\_\_\_.
7. We'll use port number \_\_\_\_\_.
8. On ranger, your files will need to be in the \_\_\_\_\_ folder.
9. In addition to .html files, you will also need to upload any \_\_\_\_\_ files.
10. URL stands for \_\_\_\_\_.
11. Your webpages will have a URL that starts with \_\_\_\_\_.