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Intro to Cryptography WGU C839 Module 3 Questions and Answers 100% Pass

Consists of public and private keys

The public key is made public by publishing to a directory or installed on a computer.

The private key is kept secret

Does not involve exchanging a secret key or key exchange

The public key is used to encrypt messages only the recipients private key can decrypt

✓✓Asymmetric Cryptography

Slower then Symmetric algorithms

provides a secure way to communicate

provides a method of validation

Non-repudiation ✓✓Disadvantages and Advantages of Asymmetric Crypto

Denotes the natural numbers. These are also sometimes called the counting numbers, they are 1,

2, 3, etc. ✓✓N

Denotes the integers. These are whole numbers -1, 0, 1, 2, etc. The natural numbers combined with zero and the negative numbers ✓✓Z

Denotes the rational number (ratios of integers). Any number that can be expressed as a ratio of two integers, i.e. $3/2$, $17/4$, $1/5$ ✓✓Q

Denotes the real numbers. This includes the rational numbers as well as numbers that cannot be expressed as a ratio of two integers, such as $\sqrt{2}$ ✓✓R

Denotes imaginary numbers. These are numbers whose square is a negative $\sqrt{-1} = i$ ✓✓i

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WGU Introduction to Cryptography HNO1 Sample Questions (Q58-Q63):

NEW QUESTION # 58

(Which authentication method allows a web service installed on a network operating system to prove its identity to a customer?)

- A. Mutual authentication
- B. One-way client authentication
- C. One-way server authentication
- D. End-to-end authentication

Answer: C

Explanation:

One-way server authentication is the standard model used by most TLS-enabled web services to prove the server's identity to a client. In this model, the server presents an X.509 certificate during the TLS handshake. The client validates the certificate chain to a trusted root CA, checks hostname binding (CN

/SAN), validates validity dates, and may check revocation status. If validation succeeds, the client gains cryptographic assurance that it is communicating with the holder of the private key corresponding to the server certificate's public key, and that the certificate is issued to the expected domain/identity. This proves the server's identity to the customer without requiring the customer to present a certificate.

Mutual authentication would require both client and server to authenticate each other using certificates (commonly in certain enterprise APIs), but the question asks specifically about the web service proving its identity to the customer, which is satisfied by server-only authentication. One-way client authentication is the opposite direction (client proves identity to server). "End-to-end authentication" is a broader concept and not the specific TLS identity proof mechanism described here. Thus, one-way server authentication is the correct choice.

NEW QUESTION # 59

(Why should an asymmetric private key be used to encrypt the digest of an application?)

- A. An asymmetric private key encrypts a small amount of information, which is decrypted with the corresponding private key.
- B. An asymmetric private key uses the same key to encrypt and decrypt large amounts of media, one bit at a time.
- C. An asymmetric private key signs files by signing (encrypting) the hash of a file so integrity and authenticity can be verified with the corresponding public key.
- D. An asymmetric private key encrypts and decrypts data in blocks of characters at a time with a complex algorithm.

Answer: C

Explanation:

Digital signing of software typically works by hashing the application (or its manifest) and then using the publisher's private key to create a digital signature over that digest. The private key is used because it is secret and uniquely controlled by the publisher; only the publisher should be able to produce a valid signature. Verifiers (customers) use the publisher's public key to validate the signature and confirm that the digest matches the software they received. This yields two key properties: integrity (the software hasn't been altered; any modification changes the digest and breaks verification) and authenticity (the signature proves it came from the private-key holder). Option A incorrectly describes symmetric stream encryption. Option C incorrectly generalizes private-key behavior as "block encryption." Option D is wrong because verification uses the public key, not a private key; also, "encrypting with private key" in this context is better understood as signing, not confidentiality encryption. Therefore, the correct rationale is that the asymmetric private key is used to sign the file's digest so the corresponding public key can verify integrity and authenticity.

NEW QUESTION # 60

(How often are transactions added to a blockchain?)

- A. Approximately every 30 minutes
- B. Approximately every 1 hour

- C. Approximately every 10 minutes
- D. Approximately every 24 hours

Answer: C

Explanation:

For Bitcoin, transactions are confirmed by inclusion in blocks, and the network targets an average block interval of about 10 minutes. That means transactions are "added" to the Bitcoin blockchain approximately every 10 minutes in the sense that a new block containing a batch of transactions is appended at that cadence. The 10-minute target is achieved by a difficulty adjustment mechanism that recalibrates mining difficulty roughly every 2016 blocks, aiming to keep the average interval stable despite changes in total network hash power. It is important to note that this is an average: blocks can be found faster or slower in the short term due to the probabilistic nature of proof-of-work mining.

Other blockchains have different block times (seconds to minutes), but the question's options and typical curriculum context align with Bitcoin's 10-minute design. Therefore, the correct choice is approximately every 10 minutes.

NEW QUESTION # 61

(Which authentication method allows a customer to authenticate to a web service?)

- A. One-way server authentication
- B. Mutual authentication
- C. One-way client authentication
- D. End-to-end authentication

Answer: C

Explanation:

One-way client authentication is the method where the client (customer) proves its identity to the server (web service). In cryptographic terms, this is commonly implemented through client credentials such as client TLS certificates (mTLS from the server's perspective) or through authentication protocols layered over TLS (for example, signed tokens), but the defining direction is that the client is the party being authenticated. In a strict TLS certificate-authentication framing, client authentication occurs when the server requests a client certificate during the handshake and the client demonstrates possession of the corresponding private key (via signature in handshake messages). The server then validates the client certificate chain and authorization policy. One-way server authentication, by contrast, authenticates only the server to the client and does not identify the customer. Mutual authentication authenticates both sides simultaneously; while it includes client authentication, it is broader than what the question asks. "End-to-end authentication" describes assurance between endpoints across intermediaries, but it is not the specific "customer authenticates to service" method in certificate-based terminology. Therefore, the best answer is one-way client authentication.

NEW QUESTION # 62

(Why should a forensic investigator create a hash of a victim's hard drive and of the bitstream copy of the hard drive?)

- A. To establish who created the files on the drives
- B. To identify if someone opened the drive
- C. To verify that the drives are identical
- D. To certify the information on the drive is correct

Answer: C

Explanation:

In digital forensics, investigators must preserve evidence integrity and demonstrate an unbroken chain of custody. Creating a cryptographic hash (such as SHA-256) of the original drive and then hashing the forensic bitstream image provides a strong mathematical assurance that the copy is an exact, bit-for-bit replica. Because secure hash functions are designed so that any tiny change in data produces a dramatically different digest, matching hashes indicate the image contains identical data to the source at the time of acquisition. This is critical in legal and investigative contexts: analysis is performed on the copy, not the original, to avoid altering evidence. If the hashes match, the investigator can testify that the evidence examined is identical to what was collected, supporting admissibility and credibility.

Hashing does not prove who created files, nor does it directly show whether someone "opened the drive"; it specifically validates the integrity and equivalence of the captured image. Therefore, hashing both artifacts is done to verify that the original and the bitstream copy are identical.

NEW QUESTION # 63

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