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## Pass Guaranteed 2026 ISACA Trustable CISA: Vce Certified Information Systems Auditor Download

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## ISACA Certified Information Systems Auditor Sample Questions (Q286-Q291):

### NEW QUESTION # 286

Which of the following is the PRIMARY advantage of using an automated security log monitoring tool over a manual review to monitor the use of privileged access?

- A. Improved incident response time
- B. Reduced costs associated with automating the review
- **C. Increased likelihood of detecting suspicious activity**
- D. Reduced manual effort of reviewing logs

**Answer: C**

**Explanation:**

Automated monitoring tools increase the likelihood of detecting suspicious activity (Option A) by continuously analyzing security logs for anomalies.

ISACA CISA Reference: Security Information and Event Management (SIEM) solutions are recommended for privileged access

monitoring.

#### NEW QUESTION # 287

During a review of an application system, an IS auditor identifies automated controls designed to prevent the entry of duplicate transactions. What is the BEST way to verify that the controls work as designed?

- A. Implement periodic reconciliations.
- B. Review quality assurance (QA) test results.
- C. Use generalized audit software for seeking data corresponding to duplicate transactions.
- D. Enter duplicate transactions in a copy of the live system.

#### Answer: A

Explanation:

Section: The process of Auditing Information System

#### NEW QUESTION # 288

Which of the following term related to network performance refers to the variation in the time of arrival of packets on the receiver of the information?

- A. Throughput
- B. Bandwidth
- C. Latency
- D. Jitter

#### Answer: D

Explanation:

Explanation/Reference:

Simply said, the time difference in packet inter-arrival time to their destination can be called jitter. Jitter is specific issue that normally exists in packet switched networks and this phenomenon is usually not causing any communication problems. TCP/IP is responsible for dealing with the jitter impact on communication.

On the other hand, in VoIP network environment, or better say in any bigger environment today where we use IP phones on our network this can be a bigger problem. When someone is sending VoIP communication at a normal interval (let's say one frame every 10 ms) those packets can stuck somewhere in between inside the packet network and not arrive at expected regular peace to the destined station.

That's the whole jitter phenomenon all about so we can say that the anomaly in tempo with which packet is expected and when it is in reality received is jitter.

jitter

Image from <http://howdoesinternetwork.com/wp-content/uploads/2013/05/jitter.gif> In this image above, you can notice that the time it takes for packets to be send is not the same as the period in which the will arrive on the receiver side. One of the packets encounters some delay on his way and it is received little later than it was assumed. Here are the jitter buffers entering the story. They will mitigate packet delay if required. VoIP packets in networks have very changeable packet inter-arrival intervals because they are usually smaller than normal data packets and are therefore more numerous with bigger chance to get some delay along the way.

For your exam you should know below information about Network performance:

Network performance refers to measurement of service quality of a telecommunications product as seen by the customer.

The following list gives examples of network performance measures for a circuit-switched network and one type of packet-switched network (ATM):

Circuit-switched networks: In circuit switched networks, network performance is synonymous with the grade of service. The number of rejected calls is a measure of how well the network is performing under heavy traffic loads. Other types of performance measures can include noise, echo and so on.

ATM: In an Asynchronous Transfer Mode (ATM) network, performance can be measured by line rate, quality of service (QoS), data throughput, connect time, stability, technology, modulation technique and modem enhancements.

There are many different ways to measure the performance of a network, as each network is different in nature and design.

Performance can also be modeled instead of measured; one example of this is using state transition diagrams to model queuing performance in a circuit-switched network. These diagrams allow the network planner to analyze how the network will perform in each state, ensuring that the network will be optimally designed.

The following measures are often considered important:

Bandwidth - Bandwidth is commonly measured in bits/second is the maximum rate that information can be transferred Throughput -

Throughput is the actual rate that information is transferred Latency - Latency is the delay between the sender and the receiver decoding it, this is mainly a function of the signals travel time, and processing time at any nodes the information traverses Jitter - Jitter is the variation in the time of arrival at the receiver of the information Error Rate - Error rate is the number of corrupted bits expressed as a percentage or fraction of the total sent The following answers are incorrect:

Bandwidth - Bandwidth is commonly measured in bits/second is the maximum rate that information can be transferred Throughput - Throughput is the actual rate that information is transferred Latency - Latency is the delay between the sender and the receiver decoding it, this is mainly a function of the signals travel time, and processing time at any nodes the information traverses The following reference(s) were/was used to create this question:

CISA review manual 2014 page number 275

and

<http://howdoesinternetwork.com/2013/jitter>

## NEW QUESTION # 289

Which of the following term related to network performance refers to the variation in the time of arrival of packets on the receiver of the information?

- A. Throughput
- B. Bandwidth
- C. Latency
- D. Jitter

### Answer: D

Explanation:

Section: Information System Operations, Maintenance and Support

Explanation:

Simply said, the time difference in packet inter-arrival time to their destination can be called jitter. Jitter is a specific issue that normally exists in packet switched networks and this phenomenon is usually not causing any communication problems. TCP/IP is responsible for dealing with the jitter impact on communication.

On the other hand, in VoIP network environment, or better say in any bigger environment today where we use IP phones on our network this can be a bigger problem. When someone is sending VoIP communication at a normal interval (let's say one frame every 10 ms) those packets can get stuck somewhere in between inside the packet network and not arrive at the expected regular pace to the destined station.

That's the whole jitter phenomenon all about so we can say that the anomaly in tempo with which packet is expected and when it is in reality received is jitter.

jitter

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and

<http://howdoesinternetwork.com/2013/jitter>

## NEW QUESTION # 290

An organization is planning to replace its wired networks with wireless networks. Which of the following would BEST secure the wireless network from unauthorized access?

- A. Implement Wired Equivalent Privacy (WEP)
- B. Permit access to only authorized Media Access Control (MAC) addresses
- **C. Implement Wi-Fi Protected Access (WPA) 2**
- D. Disable open broadcast of service set identifiers (SSID)

**Answer: C**

Explanation:

Section: Protection of Information Assets

Explanation:

Wi-Fi Protected Access (WPA) 2 implements most of the requirements of the IEEE 802.11i standard. The Advanced Encryption Standard (AES) used in WPA2 provides better security. Also, WPA2 supports both the Extensible Authentication Protocol and the pre-shared secret key authentication model. Implementing Wired Equivalent Privacy (WEP) is incorrect since it can be cracked within minutes. WEP uses a static key which has to be communicated to all authorized users, thus management is difficult. Also, there is a greater vulnerability if the static key is not changed at regular intervals. The practice of allowing access based on Media Access Control (MAC) is not a solution since MAC addresses can be spoofed by attackers to gain access to the network. Disabling open broadcast of service set identifiers (SSID) is not the correct answer as they cannot handle access control.

## NEW QUESTION # 291

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