Basic Computing and Programming

Lecture # 7
Computer Networks

Today's Aim

- What is a 'Computer Network'
- Advantages & Disadvantages of Networks
- Types of Networks
- Components of a Network
- Communication Media

Computer Network

- System of independent but linked computers
- sharing
 - data and Resources
 - Hard disks
 - Printers and scanners
- Electronic Communication

Advantages of a Network

- Speed
- Cost
- Centralized Software Management
- Resource Sharing
- Electronic Mail
- Flexible Access
- Workgroup Computing

Disadvantages

- Initial Costs
- Administrative Support needs to be provided
- A single point of Failure (e.g., File Server Failure)
- Cables Breakage

(According to N/W Access Policy)

Private

- Privately owned by Organizations
- Only Authorized Computer gain Access
- Information is Protected

Public

- Shared by Organizations and Individuals
- Virtual Private Networks (VPN)
 - Uses Public Network
 - Seems like a Secure Private Network

(According to N/W Access Policy)

- VPN is Used for:
 - LAN-to-LAN Internetworking
 - Remote Access Client Connections
 - Shared resource (Internet) is used for connecting remote parts of the private network

(According to N/W Access Policy)

- Advantages of VPN:
 - Lower Cost
 - Network Scalability
 - Ease of Use
- Disadvantages of VPN:
 - Complex Security Procedure
 - Reliability and Performance
 - Equipment Compatibility

(According to Scale)

- PAN (Personal Area Network)
 - Limited to a very few users
 - No centralized control
 - Examples:
 - Bluetooth, Infra Red Communication
- LAN (Local Area Network)
 - Limited to a Small Area
 - few offices, a building or two.
 - Owned and Managed by an Individual or Organization
 - Protocols Used:
 - Ethernet, Token Ring, FDDI (Fast Distributed Data Interface)
 - Building block for larger networks.

(According to Scale)

- MAN (Metropolitan Area Network)
 - Spread over cities
 - Owned by a single organization
 - Consisting of several LANs

WAN

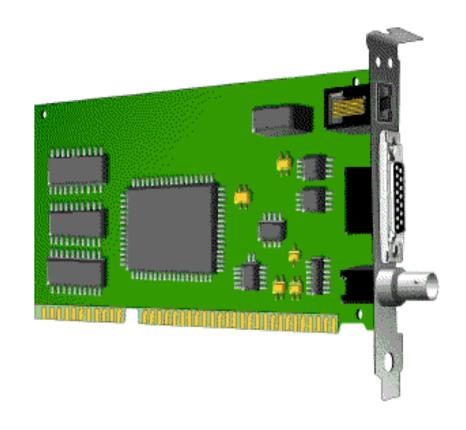
- Covers Larger Geographical Area
- Uses Transoceanic Cabling (were coaxial cables that transmitted frequency-multiplexed voiceband signals) or Satellite Links
- Collective/Distributive Management and Ownership
- Protocols Used: ATM, Frame Relays, X.25 etc.
- Internet is the ultimate WAN

Components of a Network

- End devices (Hosts)
 - PCs, Workstations, Printers, IP phones & IP cameras etc.
 - To communicate over a network, an end device must have a special Network-Hardware, called NIC
- Network Access Devices
 - Where the end devices get connected to the network
 - Hubs & Switches
- Inter-Network Devices
 - They serve to inter-connect the LANs for inter-LAN communication
 - Bridges & Routers

Ethernet Card

- Fast Data Transfer (10 to 100Mbps)
- Expensive-Bought Separately
- Requires a Computer Slot
- Major Types:
 - Ethernet Cards
 - Token Ring Cards



Network Access Devices

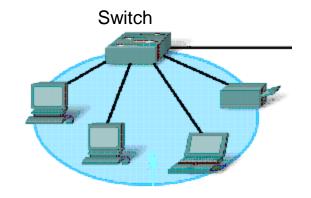
Hub

- Connection Point b/w several Networked Devices
- Have 8, 12, 16, 24, 32, or 48 Ports for Connecting Devices
- These ports may be active or blocked as per requirement
- Work normally with star or star-wired ring topology
- Broadcasts the received Message
- That's why collision rate is very high
- Switches subside the collision issue

Network Access Devices

Switch

- Works on the principal of selective forwarding rather than broadcast
 - Reduced collision to an extent
- More Intelligent than Hubs
- RJ-45 interface with 8, 4 or 12 ports
- Specialized softwares for Port Management
- Used with Star or Star-Wired Ring Topology



Inter-Network Devices

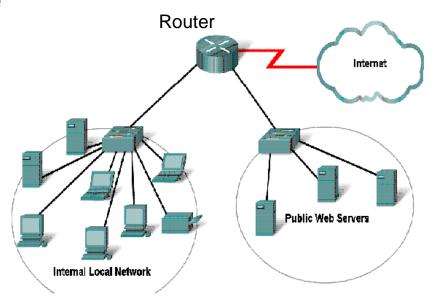
Bridge

- Used to Connect Smaller Networks together
- Manages Traffic for Optimum Performance on Two sides of the N/W
- "Listens" to N/W on both sides
- If necessary, transmits data from one side of the N/W to the other
- Used to Route Messages Across:
 - Different Cables
 - Different Topologies

Inter-Network Devices

Router

- A Super-Intelligent Bridge
- Selects best Route
- Helps Prevents Head-on Collisions
- Knows Addresses of all Devices on the Network
- Listens to Entire N/W
- Can Route Messages Across:
 - Different Cables
 - Different Topologies
 - Different Protocols



Gateways

- serves as entry or exit point of the network
 - data sent outside the LAN, must pass through the gateway
- Routers are gateways usually
- Enforces the security policies

Repeater

- Electrical Amplification of the traveling Signal
- Extended data transmission range (virtually infinite)
- May be Separate or Built into the Concentrator e.g. Active Switch

Modem

- Used for Connection over Telephone Lines
- modem (modulator-demodulator) is a device that modulates an analog carrier signal to encode digital information, and also demodulates such a carrier signal to decode the transmitted information. The goal is to produce a signal that can be transmitted easily and decoded to reproduce the original digital data.

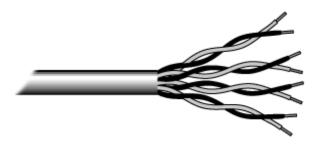
Communication Media

- Electrical Conductors
 - Copper e.g., Twisted Pair (UTP, STP)
 - Coaxial Cable
- Optical Media
 - Glass Fiber tubes with repeaters
 - Photonic Devices
- Wireless
 - Infrared
 - Light
 - Microwave
 - Radio Carriers

UTP (unshielded twisted pair) Cable

and Connector

- The most popular cables used for LAN and consisting of four twisted pairs of metal wires
- Five Categories Depending on Data Rates
- Maximum Segment Length-100 to 220 meter
- Susceptible (Capable of change) to Radio and Electric Frequency Interference
- Connector Type RJ-45

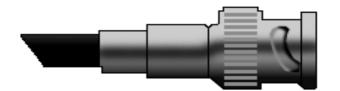




Coaxial Cable and Connector

- Difficult to Install
- Highly resistant to Interference
- Thinnet-200 Meters
- Thicket-500 Meters
- Good for Linear Bus N/W
- BNC (Bayonet Neill– Concelman) is a quick connect/disconnect RF connector used for coaxial cable) Connector





Fiber Optic Cable

- Transmits Light
- Eliminates Electrical Interference
- Immune to Moisture
- Costs Comparable to Copper Cabling
- Higher Speeds
- Maximum Segment Length-2000 Meters
- Difficult installation

