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UNIT - I

Objective - At the end of the course, the student will be able to:

i) build an understanding the fundamental function of the networking.
ii) Famalarize the students with the basic terminology and anotomy of the computer networking area.
iii) Introduce the student to advance networking concept. Preparing the students for entry advance course in computer networking.
iv) Learn how computer network hardware & software operate & investigate the fundamental issues deriving network design.

Learning outcomes -

After completing the course the students most demonstrate the knowledge and ability to

1) Independently understand basic computer network technology.
2) Understand and explain data communication system & its component.
3) Identify the different type of network topology & protocol
4) Enecumerate the OSI model. Explain formation of each layer.
5) Identify different type of network device & their function within a network.
6) Understand & Building the skill of routine mechanism.
7) Familarity with basic protocol of computer network & how they can be used in network design & implementation.

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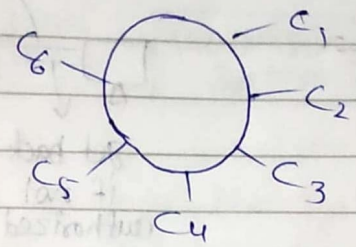
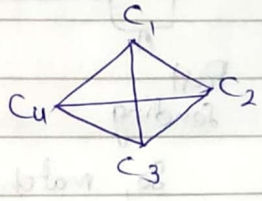
2) Ring topology -

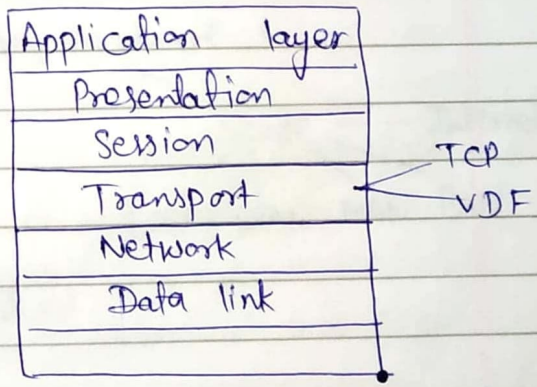


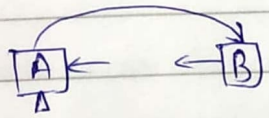
3) Star topology -

4) Mesh topology -

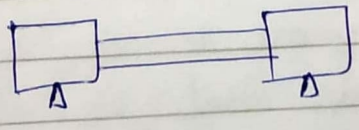


OSI model



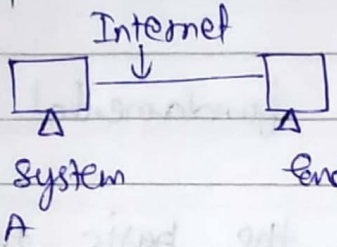


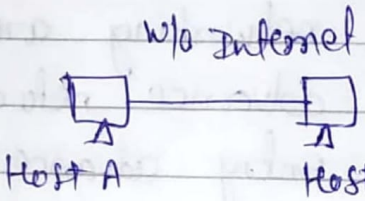
A can also access the authorized data and non-authorized will be made stop.



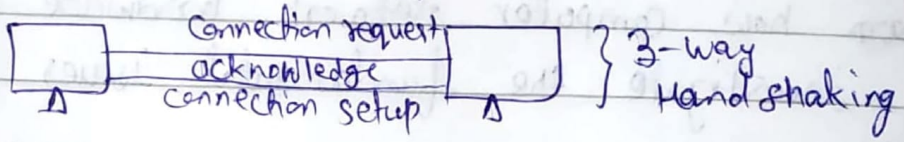
one way communication - Half duplex
Two way communication - Full duplex

Computer Network -

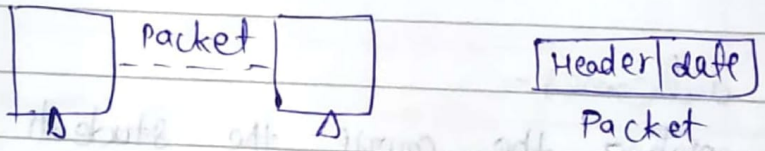




TCP (connection oriented)



UDP



Protocols : (which works on application layer)

HTTP — 80, 81 } Port No.

FTP - File transfer protocol

SMTP - Simple mail transfer

MIME -

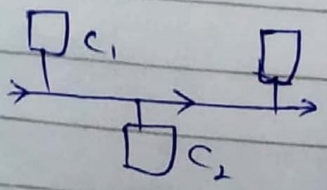
POP 3

DNS - Domain name server

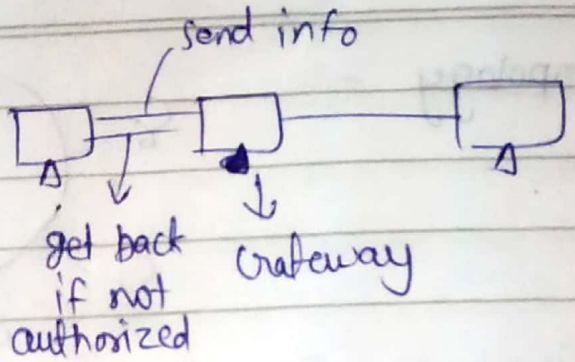
Topology - Arrangement of computer / network so they can communicate with each other

1) Bus 2) Ring 3) Star 4) Mesh

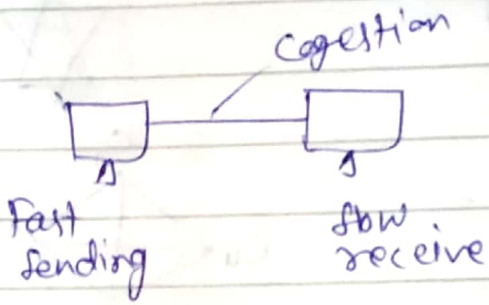
1) Bus topology -



* Gateway -



* Cogestion -



So, match their speed.