

## **Networking Animations**

Select from the following list the computer networking concept to view its animation\*\*

- 1. No Network
- 2. Hub
- 3. Switch
- 4. Switched Network With No Server
- 5. Switched Network With Server
- 6. Adding Switches
- 7. The Address Resolution Protocol (ARP)
- 8. ARP with Multiple Networks
- 9. <u>Dynamic Host Configuration Protocol (DHCP)</u>
- 10. Routing and Forwarding
- 11. IP Subnets
- 12. TCP Connections
- 13. TCP Multiplexing
- 14. TCP Buffering and Sequencing
- 15. <u>User Datagram Protocol (UDP)</u>
- 16. IP Fragmentation
- 17. Switch Congestion
- 18. TCP Flow Control
- 19. Internet Access
- 20. Email Protocols
- 21. Wireless Network and Multiple Access with Collision Avoidance
- 22. Virtual Private Network (VPN)
- 23. Public Key Encryption
- 24. Firewalls
- 25. Stop-and-Wait ARQ



October 24, 2007:

New Experiments Manual

October 8, 2007:
New Search

September 24, 2007: Net-SEAL In Your Class

October 16, 2006:

<u>Public Launch</u>

June 15, 2006: Website Creation

February 15, 2006: Start Date



Enter keywords to search for:

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- 26. Go-Back-N ARQ
- 27. Selective Repeat ARQ
- 28. The OSI model
- 29. Peer-to-peer (P2P) Computer Network
- 30. Ad-Hoc Network
- \*\*If you cannot view the animations, try disabling any pop-up blocking software. In order to view the animations, you must have <a href="Adobe Flash Player">Adobe Flash Player</a> installed.
- \*\*Cookies must be enabled to log in and view the animations.

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