

Note that the topics listed below are for reference only and may not be comprehensively listed.

Chapter 1 Introduction

Data Communications System: Sender, Receiver, Transmission Medium, Message, Protocol

Data Flow: Simplex, Half-duplex, Full-duplex

Types of Connection: Point-to-point, Multipoint

Physical Topologies: Mesh, Star, Bus, Ring

Chapter 2 Network Models

Layered Architecture: OSI vs. TCP/IP

TCP/IP Protocol Suite: Physical, Data link, Network, Transport, Application

Physical vs. Logical Connection

Encapsulation and Decapsulation

Addressing

Chapter 3 Introduction to Physical Layer

Data and Signal: Analog vs. Digital

Periodic vs. Nonperiodic

Period and Frequency

Trigonometry

Analog: Simple and Composite

 Sine wave: Amplitude, Frequency and Phase

 Wavelength

Digital: Bit rate, Bit length

Bandwidth

Baseband vs. bandpass

Time-domain vs. Frequency-domain (Periodic: spikes; Nonperiodic: continuous)

Transmission Impairments: Attenuation, Distortion and Noise

Logarithm

Decibel, Signal-to-Noise Ratio

Data rate limits: Nyquist (Noiseless Channel), Shannon (Noisy Channel)

Performance: Bandwidth, Throughput, Latency (Delay), Jitter

==> Assignment #1

Chapter 4 Digital Transmission

Data vs. Signal

Digital-to-digital:

Line coding: Unipolar - NRZ, Polar: NRZ-L, NRZ-I, Bipolar: AMI and Pseudoternary

Synchronization: Polar Biphase: RZ, Manchester, Differential Manchester

Analog-to-digital: PCM (Sampling, Quantizing, Encoding)

Transmission Modes: Parallel, Serial (Asynchronous, Synchronous, Isochronous)

Chapter 5 Analog Transmission

Bit rate, baud rate and carrier frequency

Digital-to-analog (ASK, FSK, PSK, QAM)

Constellation Diagrams

Analog-to-Analog (AM, FM, PM)

Chapter 6 Multiplexing

FDM

WDM

TDM: Synchronous: Interleaving, Framing bits

Disparate Input Data Rates: Multilevel Multiplexing, Multiple-Slot Allocation,
Pulse Stuffing

Statistical: Addressing

==> Assignment #2

Chapter 7 Transmission Media

Guided: Twisted pair, coaxial cable, fiber optic

Unguided: Radio wave, microwave, infrared

==> MT

"Good Luck!"