

Chapter 1

1.1: Person to person communication, Electronic Commerce, The internet of things

1.3: PAN, LAN, MAN, WAN

1.4: ARPANET, NSFNET, Mobile Network Architecture

1.5: Design goals, Connections and reliability

1.6: OSI reference model, TCP/IP reference model, critique of the both models

1.8: Policy, legal and social issues