

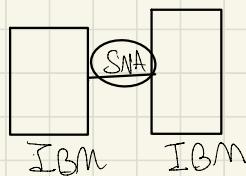
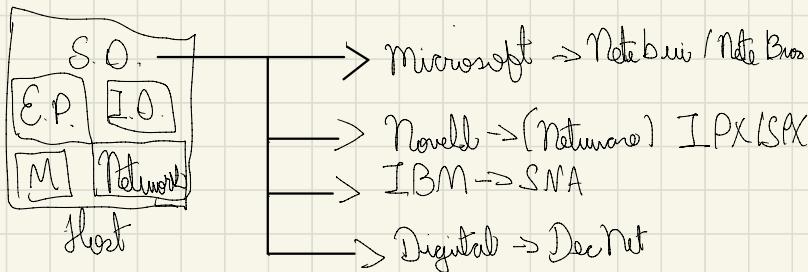


# Redes

Arquitectura de rede

↳ R.M. OSI / Iso (7 camadas) Pachonizacão ISO

↳ TCP/IP (3 camadas) Pachão de falo -



Internet

VS

Internet

└─► interconexão  
de redes

└─► é uma grande  
rede (TCP/IP)

Internet communication (IPC)

↳ peers

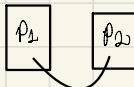
- grupo
- topo-aux

↳ tipo de topo (P2P)

↳ rede

} processos novos menores  
 Macarrinhas

↳ rede Met



Dois tipos básicos de conectividade  
de rede

1. Clientes/Servidores

2. P2P (peer to peer)

↳ Torrent

# Tipos de rede

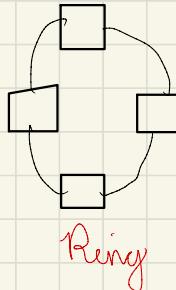
1. LAN's - Local Area Networks



2. MAN's - Redes Metropolitanas

3. WAN's - Redes de Grande Distância

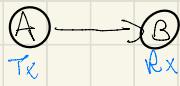
## Topos



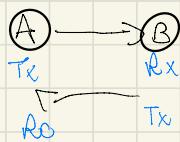
rede comum

# Diálogo

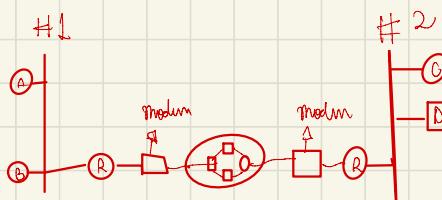
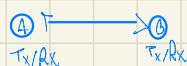
## 1. Simplex



## 2. Half-duplex

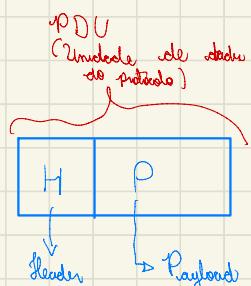
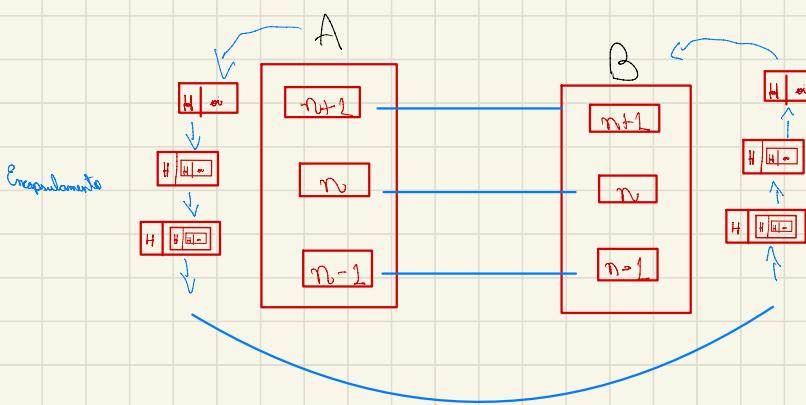


## 3. Duplex



Interconecção de 2 LAN's para uma WAN

## Funcionamento de Rede



Reenvio

# Dervigors

- Orientados à conexão (+ segurança)
  - 1. Estabelecimento de conexão Ex: Connect (Pontos de serviço)
  - 2. Transmissão de dados Ex: Data req / ind
  - 3. Encerramento de conexão Ex: Disconnect req / ind
- Novo orientado à conexão
  - 1. Possui apenas a fase de transmissão de dados

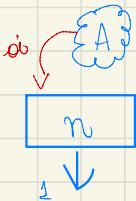
## Primitivas

↳ De tipo confirmado. Ex: Connect

↳ De tipo não confirmado

## Exemplos:

1. Suponha 2 hosts de 1 camada n, nõ se é  
suficiente diálogo entre os partes comunicativas



1. (n) data . req (oi)
2. (n) data . ind (ou)

2. Repetir o exemplo anterior, mas considerar  
as

