- 1. Network Topology
- 2. OSI/TCP Model
- 3. Multiplexing
- 4. Switching Techniques
- 5. Transmission Media
- 6. data link layer design issues
- 7. error detection and correction codes
- 8. simplex, stop and wait protocol
- 9. sliding window protocol
- 10. HDLC, PPP
- 11. Networking devices
- 12. PDH and SDH/ SONET