



# Module 1: Networking Today

Introduction to Networks v7.0  
(ITN)





# Networks Affect Our Lives



## Networking Today

# Networks Connect Us

Communication is almost as important to us as our reliance on air, water, food, and shelter. In today's world, through the use of networks, we are connected like never before.



# Networking Today

## No Boundaries

- World without boundaries
- Global communities
- Human network





# Network Components



# Host Roles

Every computer on a network is called a host or end device.

Servers are computers that provide information to end devices:

- email servers
- web servers
- file server

Clients are computers that send requests to the servers to retrieve information:

- web page from a web server
- email from an email server

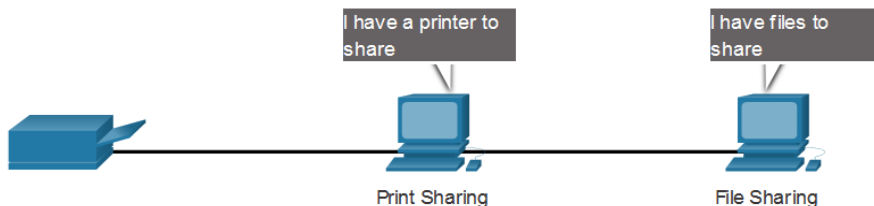


Server Type	Description
Email	Email server runs email server software. Clients use client software to access email.
Web	Web server runs web server software. Clients use browser software to access web pages.
File	File server stores corporate and user files. The client devices access these files.



# Peer-to-Peer

It is possible to have a device be a client and a server in a Peer-to-Peer Network. This type of network design is only recommended for very small networks.



### Advantages

Easy to set up

Less complex

Lower cost

Used for simple tasks: transferring files and sharing printers

### Disadvantages

No centralized administration

Not as secure

Not scalable

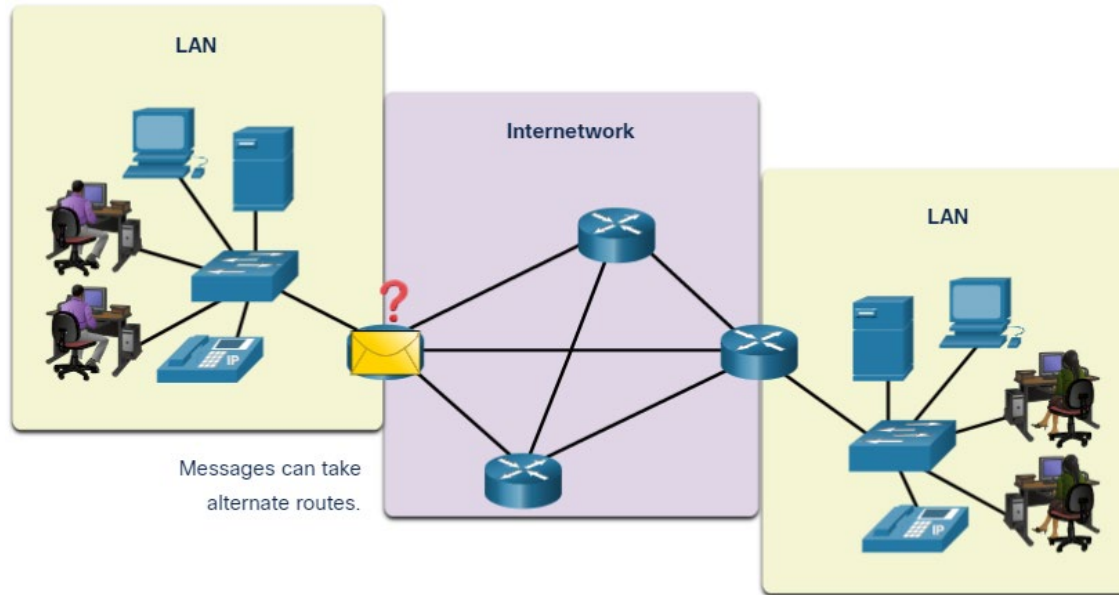
Slower performance



## Network Components

# End Devices

An end device is where a message originates from or where it is received. Data originates with an end device, flows through the network, and arrives at an end device.





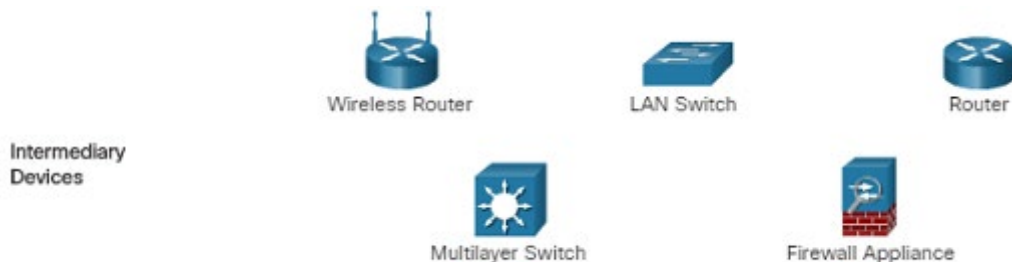


# Intermediary Network Devices

An intermediary device interconnects end devices. Examples include switches, wireless access points, routers, and firewalls.

Management of data as it flows through a network is also the role of an intermediary device, including:

- Regenerate and retransmit data signals.
- Maintain information about what pathways exist in the network.
- Notify other devices of errors and communication failures.



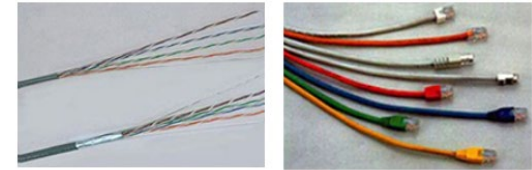


# Network Media

Communication across a network is carried through a medium which allows a message to travel from source to destination.

Media Types	Description
Metal wires within cables	Uses electrical impulses
Glass or plastic fibers within cables (fiber-optic cable)	Uses pulses of light.
Wireless transmission	Uses modulation of specific frequencies of electromagnetic waves.

Copper



Fiber-optic



Wireless





# Network Representations and Topologies

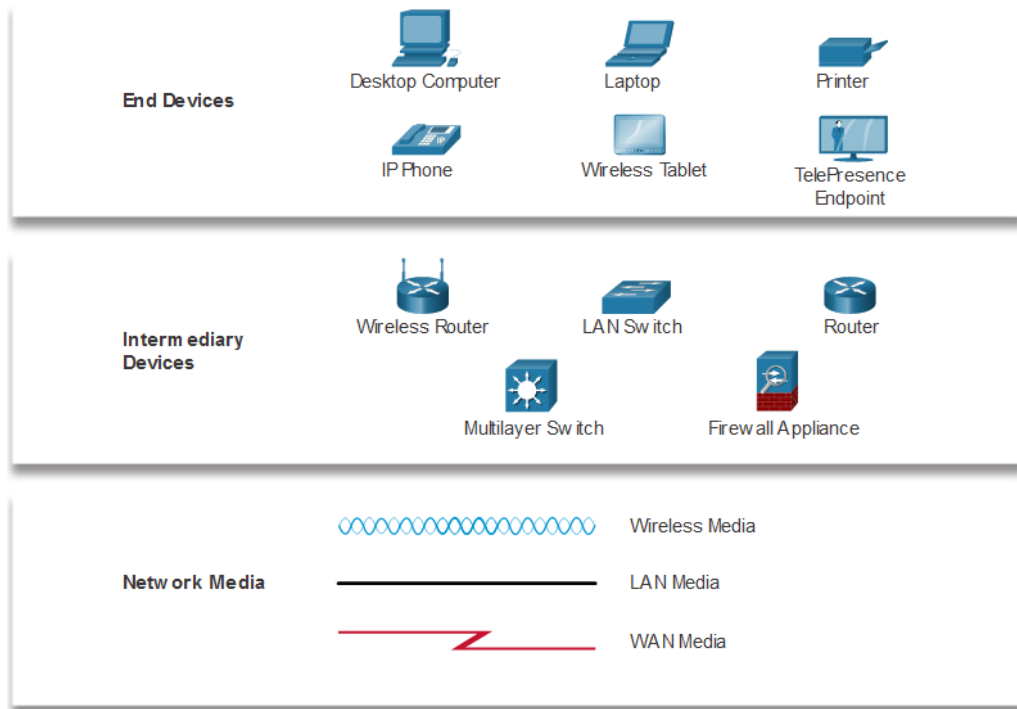
## Network Representations

Network diagrams, often called topology diagrams, use symbols to represent devices within the network.

Important terms to know include:

- Network Interface Card (NIC)
- Physical Port
- Interface

**Note:** Often, the terms port and interface are used interchangeably

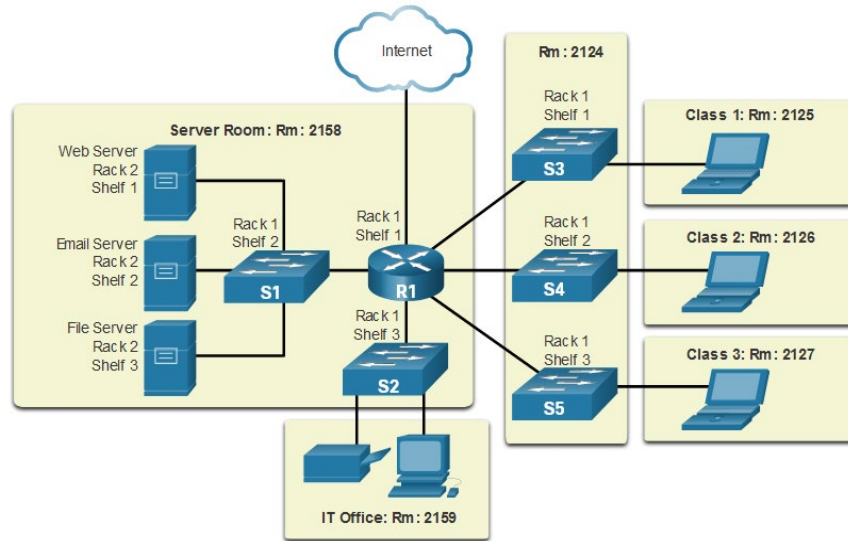




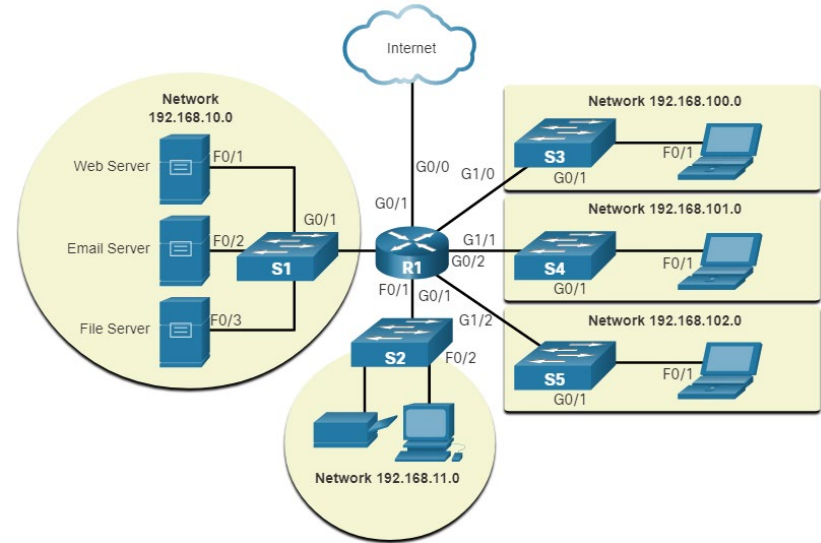
# Network Representations and Topologies

## Topology Diagrams

Physical topology diagrams illustrate the physical location of intermediary devices and cable installation.



Logical topology diagrams illustrate devices, ports, and the addressing scheme of the network.





# Common Types of Networks

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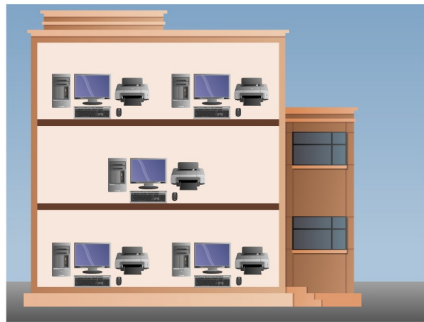
## Networks of Many Sizes



Small Home



SOHO



Medium/Large



World Wide

- Small Home Networks – connect a few computers to each other and the Internet
- Small Office/Home Office – enables computer within a home or remote office to connect to a corporate network
- Medium to Large Networks – many locations with hundreds or thousands of interconnected computers
- World Wide Networks – connects hundreds of millions of computers world-wide – such as the internet

# Common Types of Networks

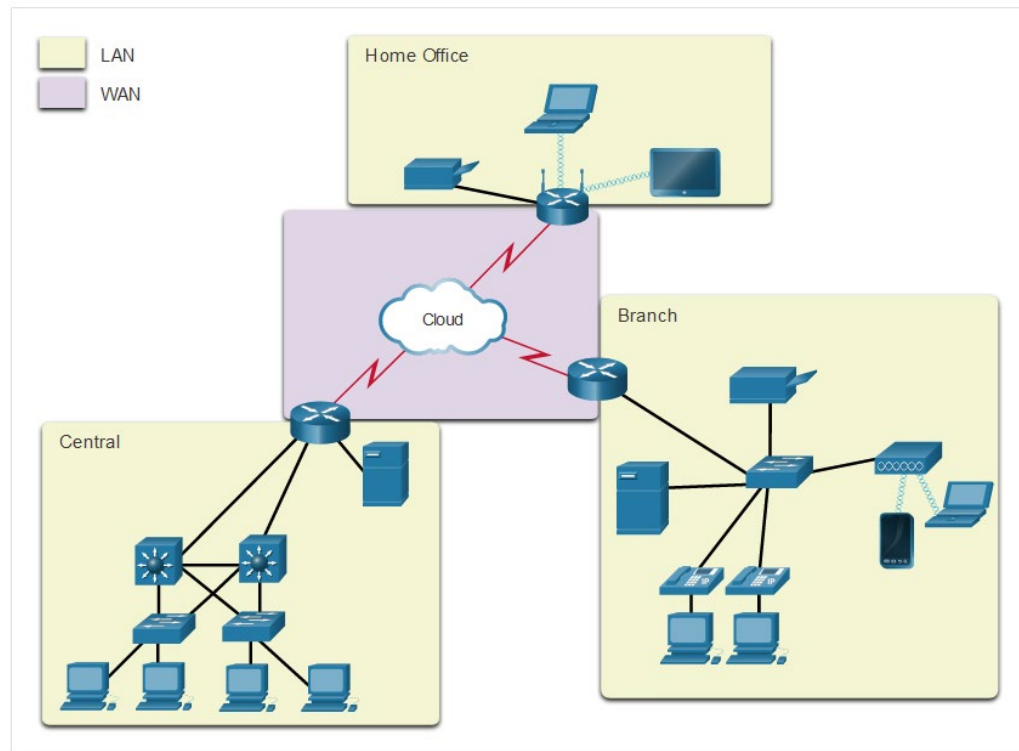
## LANs and WANs

Network infrastructures vary greatly in terms of:

- Size of the area covered
- Number of users connected
- Number and types of services available
- Area of responsibility

Two most common types of networks:

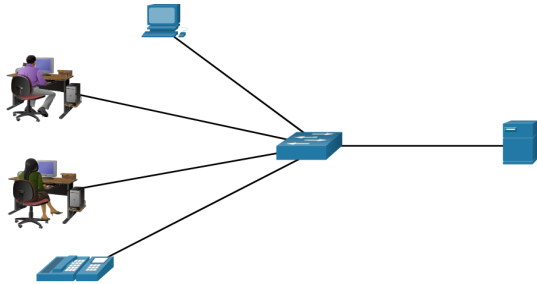
- Local Area Network (LAN)
- Wide Area Network (WAN)



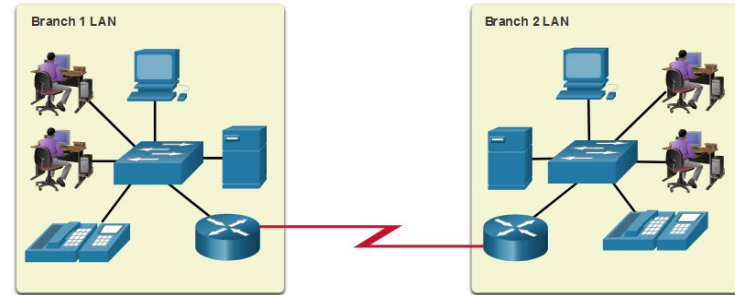
# Common Types of Networks

## LANs and WANs (cont.)

A LAN is a network infrastructure that spans a small geographical area.



A WAN is a network infrastructure that spans a wide geographical area.



### LAN

Interconnect end devices in a limited area.

Administered by a single organization or individual.

Provide high-speed bandwidth to internal devices.

### WAN

Interconnect LANs over wide geographical areas.

Typically administered by one or more service providers.

Typically provide slower speed links between LANs.





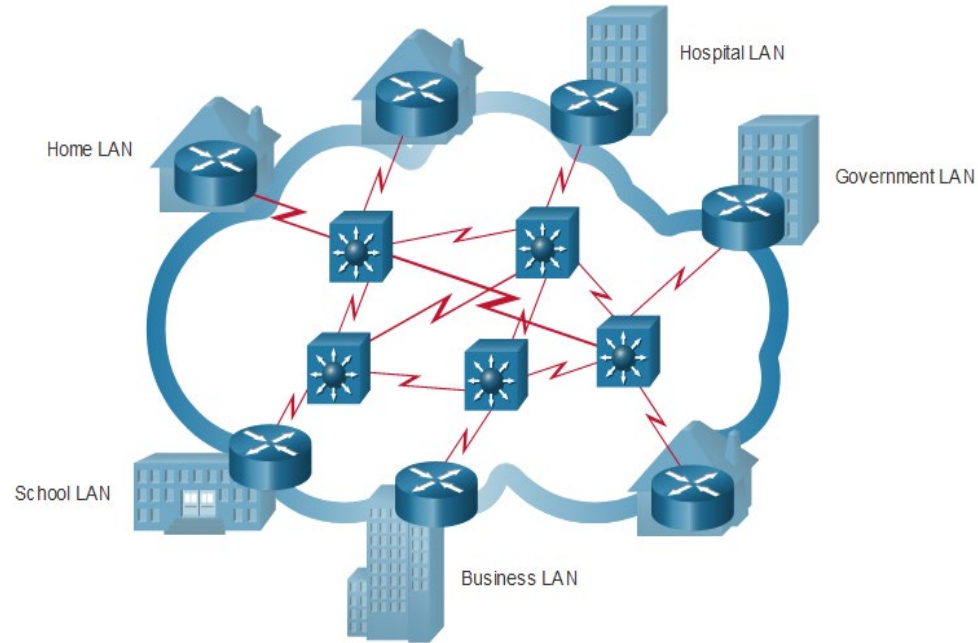
# The Internet

The internet is a worldwide collection of interconnected LANs and WANs.

- LANs are connected to each other using WANs.
- WANs may use copper wires, fiber optic cables, and wireless transmissions.

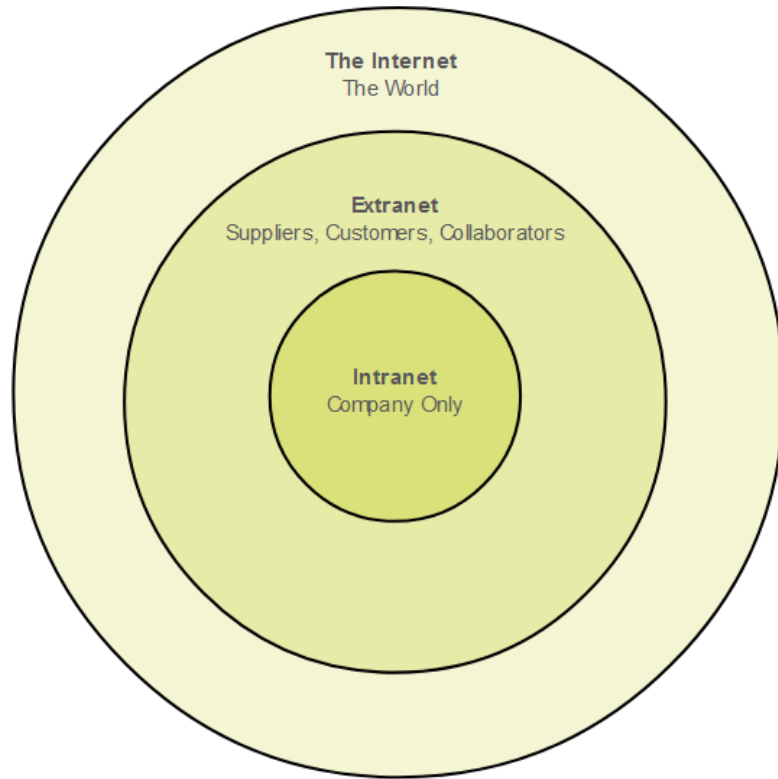
The internet is not owned by any individual or group. The following groups were developed to help maintain structure on the internet:

- IETF
- ICANN
- IAB



# Common Types of Networks

## Intranets and Extranets



An intranet is a private collection of LANs and WANs internal to an organization that is meant to be accessible only to the organizations members or others with authorization.

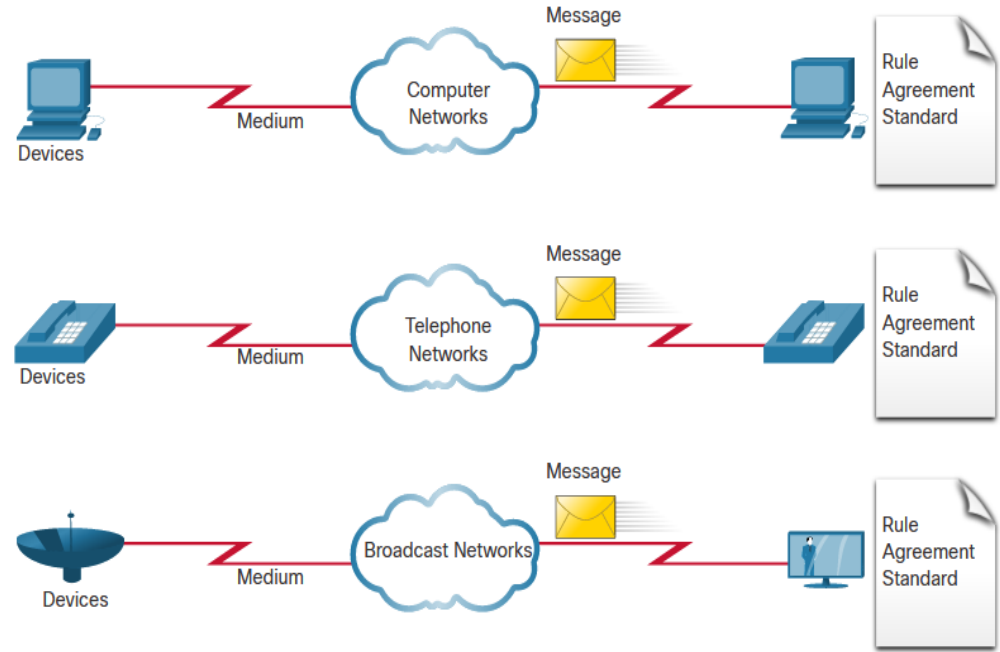
An organization might use an extranet to provide secure access to their network for individuals who work for a different organization that need access to their data on their network.

## Internet Connections

# The Converging Network

Before converged networks, an organization would have been separately cabled for telephone, video, and data. Each of these networks would use different technologies to carry the signal.

Each of these technologies would use a different set of rules and standards.

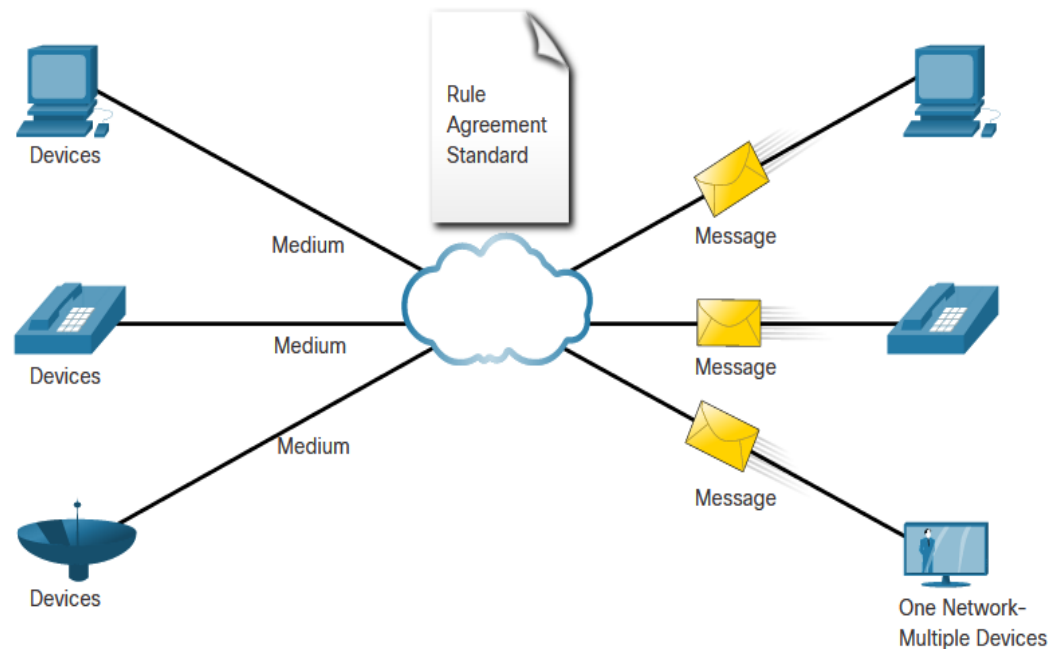


## The Converging Network (Cont.)

Converged data networks carry multiple services on one link including:

- data
- voice
- video

Converged networks can deliver data, voice, and video over the same network infrastructure. The network infrastructure uses the same set of rules and standards.

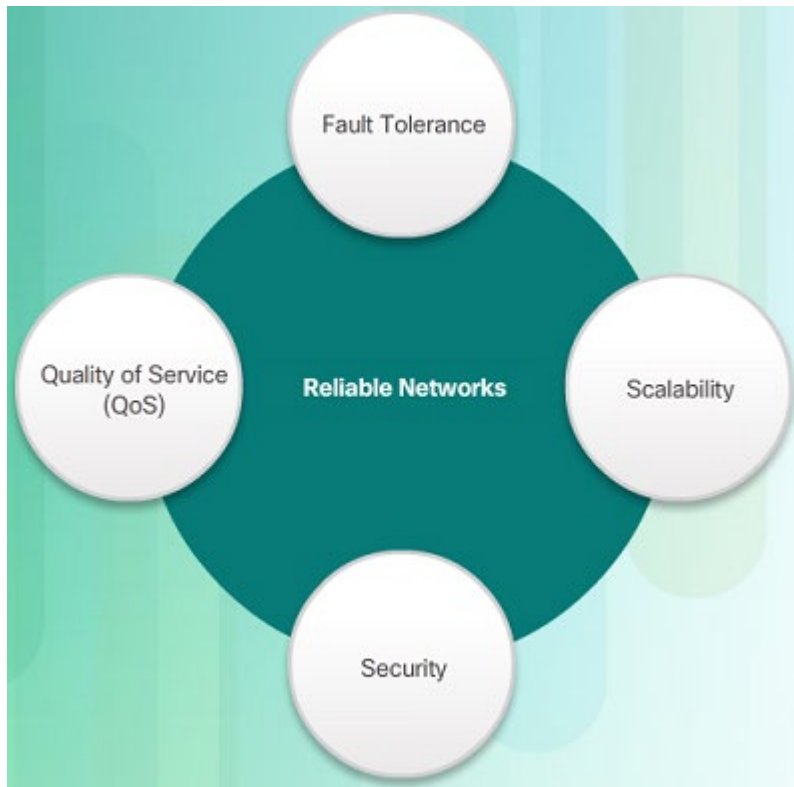




# Reliable Networks

## Reliable Network

# Network Architecture



Network Architecture refers to the technologies that support the infrastructure that moves data across the network.

There are four basic characteristics that the underlying architectures need to address to meet user expectations:

- Fault Tolerance
- Scalability
- Quality of Service (QoS)
- Security

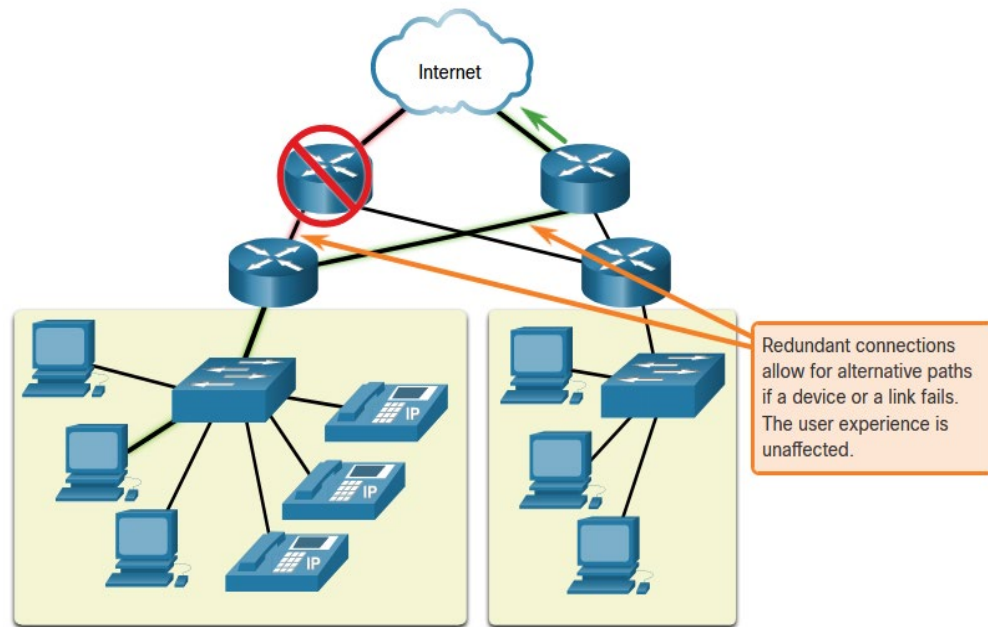
# Fault Tolerance

A fault tolerant network limits the impact of a failure by limiting the number of affected devices. Multiple paths are required for fault tolerance.

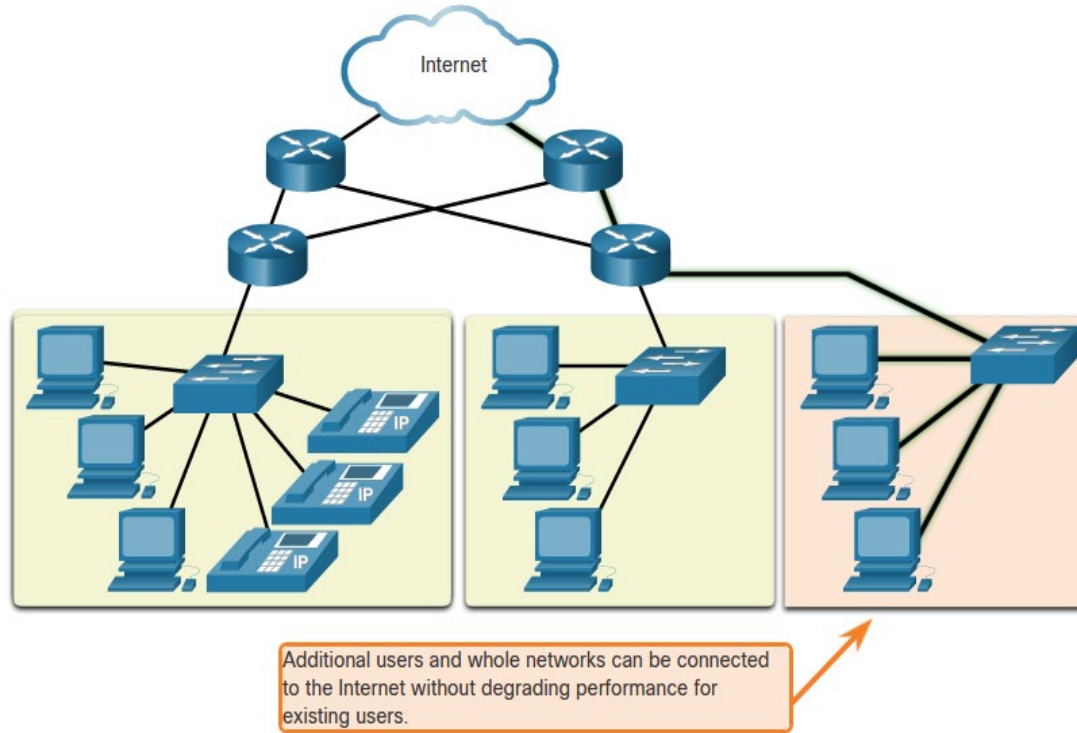
Reliable networks provide redundancy by implementing a packet switched network:

- Packet switching splits traffic into packets that are routed over a network.
- Each packet could theoretically take a different path to the destination.

This is not possible with circuit-switched networks which establish dedicated circuits.



# Reliable Network Scalability



A scalable network can expand quickly and easily to support new users and applications without impacting the performance of services to existing users.

Network designers follow accepted standards and protocols in order to make the networks scalable.

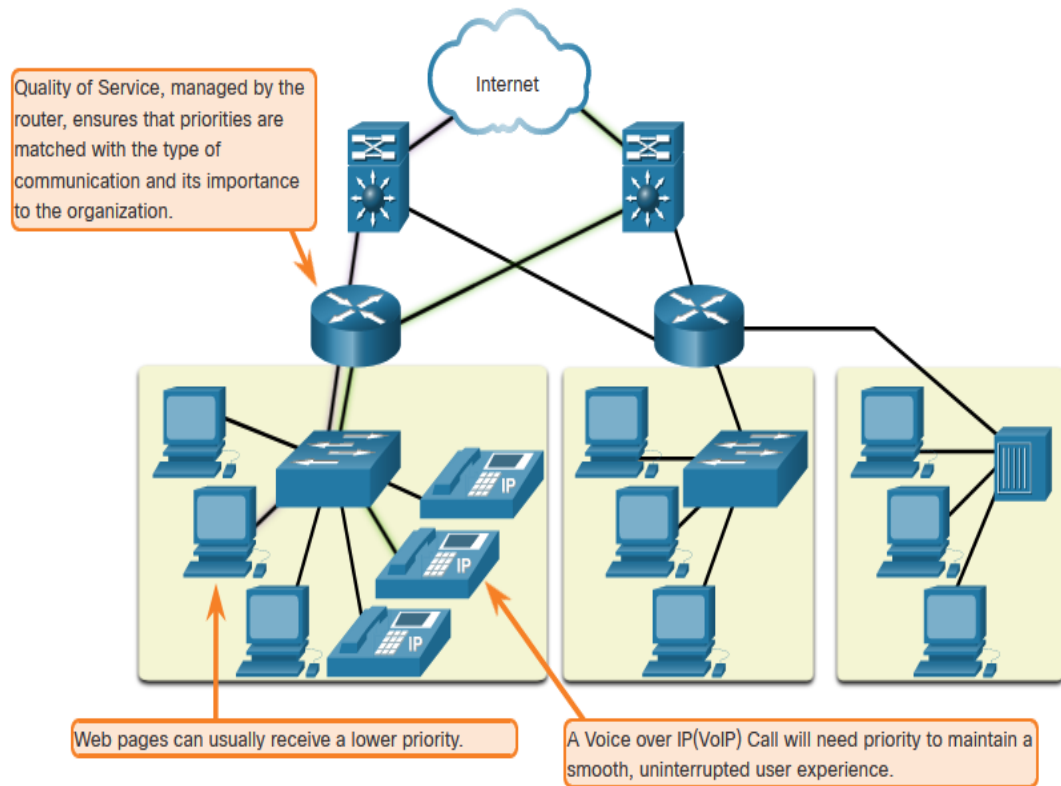


# Quality of Service

Voice and live video transmissions require higher expectations for those services being delivered.

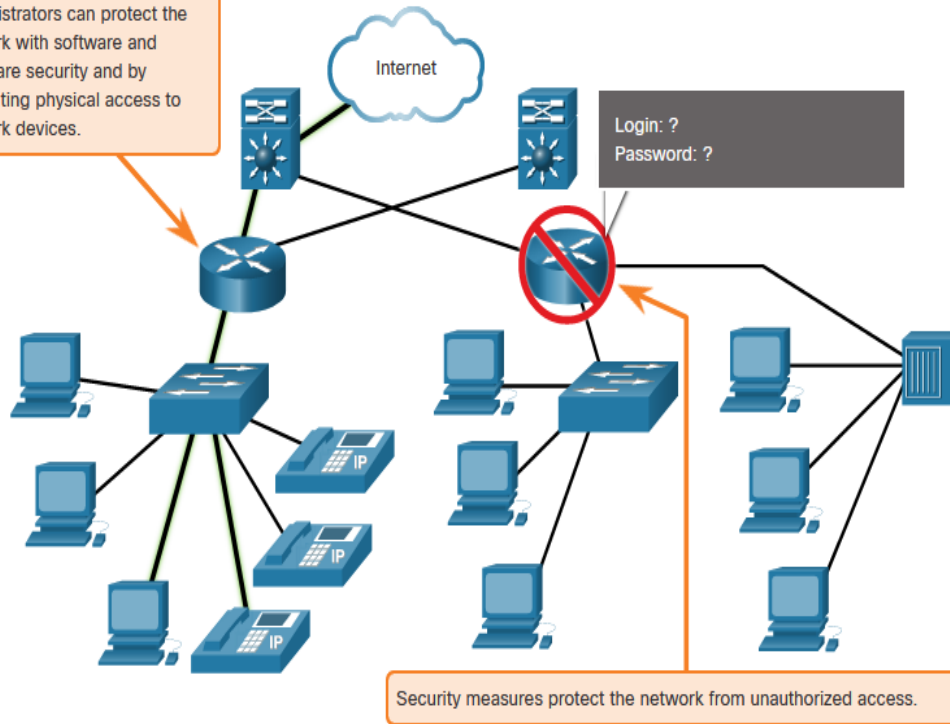
Have you ever watched a live video with constant breaks and pauses? This is caused when there is a higher demand for bandwidth than available – and QoS isn't configured.

- Quality of Service (QoS) is the primary mechanism used to ensure reliable delivery of content for all users.
- With a QoS policy in place, the router can more easily manage the flow of data and voice traffic.



# Reliable Network Network Security

Administrators can protect the network with software and hardware security and by preventing physical access to network devices.



There are two main types of network security that must be addressed:

- Network infrastructure security
  - Physical security of network devices
  - Preventing unauthorized access to the devices
- Information Security
  - Protection of the information or data transmitted over the network

Three goals of network security:

- Confidentiality – only intended recipients can read the data
- Integrity – assurance that the data has not be altered with during transmission
- Availability – assurance of timely and reliable access to data for authorized users



# Network Trends

## Network Trends

# Recent Trends

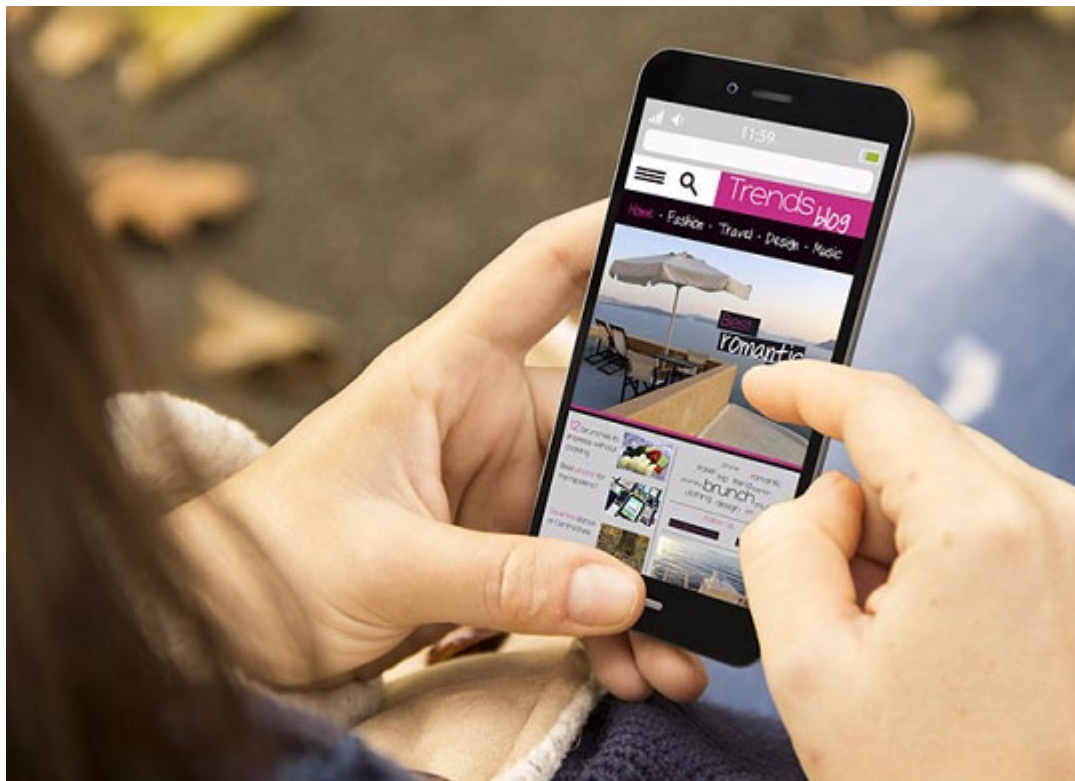


The role of the network must adjust and continually transform in order to be able to keep up with new technologies and end user devices as they constantly come to the market.

Several new networking trends that effect organizations and consumers:

- Bring Your Own Device (BYOD)
- Online collaboration
- Video communications
- Cloud computing

# Bring Your Own Device



Bring Your Own Device (BYOD) allows users to use their own devices giving them more opportunities and greater flexibility.

BYOD allows end users to have the freedom to use personal tools to access information and communicate using their:

- Laptops
- Netbooks
- Tablets
- Smartphones
- E-readers

BYOD means any device, with any ownership, used anywhere.

# Network Trends

## Online Collaboration



- Collaborate and work with others over the network on joint projects.
- Collaboration tools including Cisco WebEx (shown in the figure) gives users a way to instantly connect and interact.
- Collaboration is a very high priority for businesses and in education.
- Cisco Webex Teams is a multifunctional collaboration tool.
  - send instant messages
  - post images
  - post videos and links

# Video Communication

- Video calls are made to anyone, regardless of where they are located.
- Video conferencing is a powerful tool for communicating with others.
- Video is becoming a critical requirement for effective collaboration.
- Cisco TelePresence powers is one way of working where everyone, everywhere.



# Cloud Computing

Cloud computing allows us to store personal files or backup our data on servers over the internet.

- Applications can also be accessed using the Cloud.
- Allows businesses to deliver to any device anywhere in the world.

Cloud computing is made possible by data centers.

- Smaller companies that can't afford their own data centers, lease server and storage services from larger data center organizations in the Cloud.





# Cloud Computing (Cont.)

Four types of Clouds:

- Public Clouds
  - Available to the general public through a pay-per-use model or for free.
- Private Clouds
  - Intended for a specific organization or entity such as the government.
- Hybrid Clouds
  - Made up of two or more Cloud types – for example, part custom and part public.
  - Each part remains a distinctive object but both are connected using the same architecture.
- Custom Clouds
  - Built to meet the needs of a specific industry, such as healthcare or media.
  - Can be private or public.

