



# Networks



# Introduction to Networking

- A network is a group of computers and computing devices connected together through communication channels.
- The computers connected over a network may be located in the same geographical area or spread across the world.



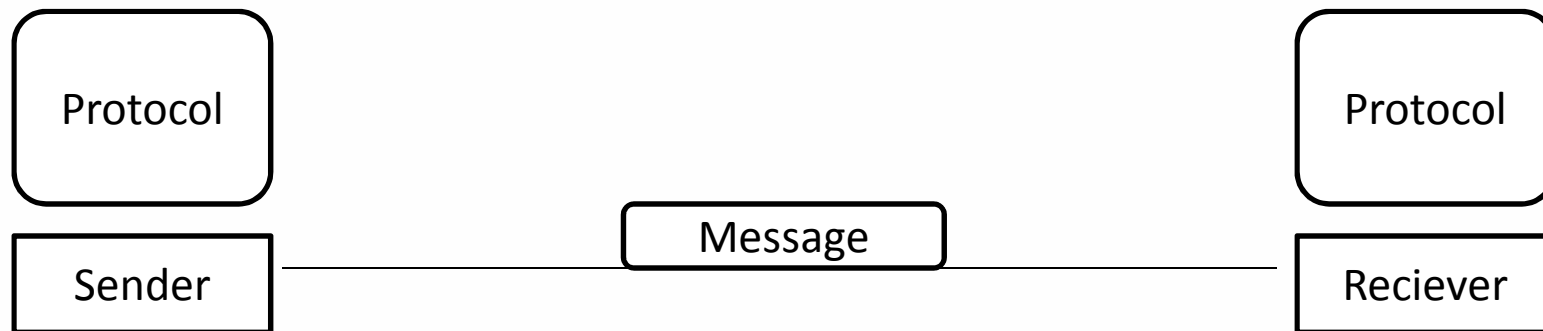


A network is used to:

- Allow the connected devices to communicate with each other.
- Enable multiple users to share devices over the network, such as printers and scanners.
- Share and manage information across computers easily.



## Data communication



**Protocol** – set of rules that govern data communication.

Without protocol they might be connected but not communicating



## Data flow

- Simplex – one way
  - Eg : keyboard
  - Utilizes full strength of channel
- Half duplex – Can receive and send; but not at same time
  - Eg : walkie talkie
  - Full capacity – the one transmitting data
- Full duplex – can receive and send at same time
  - Eg : telephone



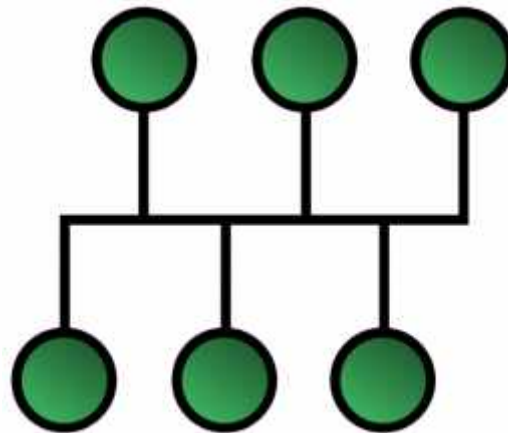
## Network criteria

- Performance – based on transmit time and receive time
- Reliability – no of failures ; ability to recover from failure ; time required to recover from failure
- Security – protecting from unauthorised access of data; damage to data



## Topologies

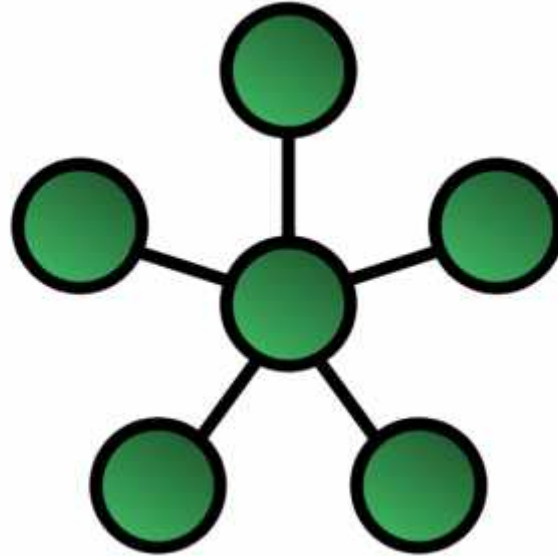
- Bus Topology – easy installation
  - best for small nw
  - due to short cable length, no of nodes limited
  - bus fails, entire nw fails





## Topologies

- Star Topology – simple
  - failure of one device doesn't affect the nw
  - depends on hub

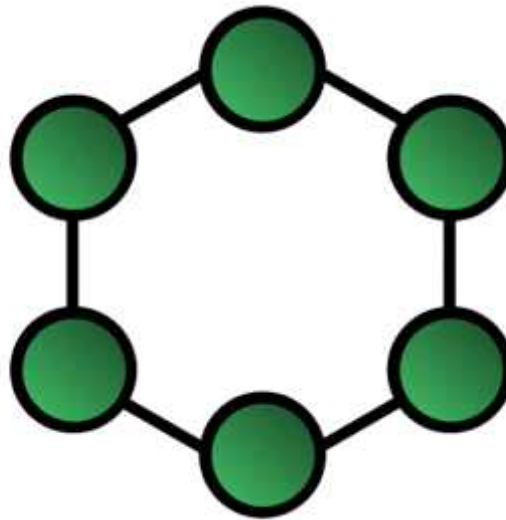






## Topologies

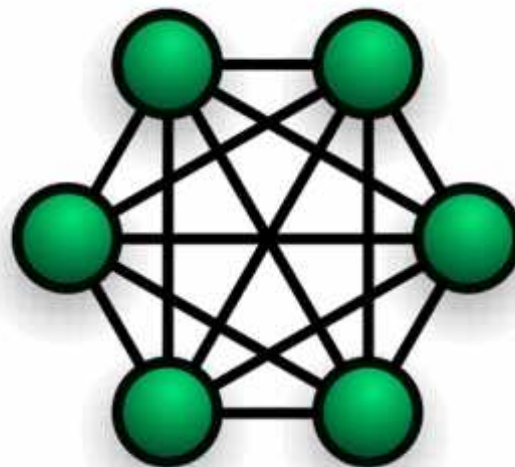
- Ring Topology – no need of hub
  - communications takes place through nodes
  - single node fails entire nw fails





## Topologies

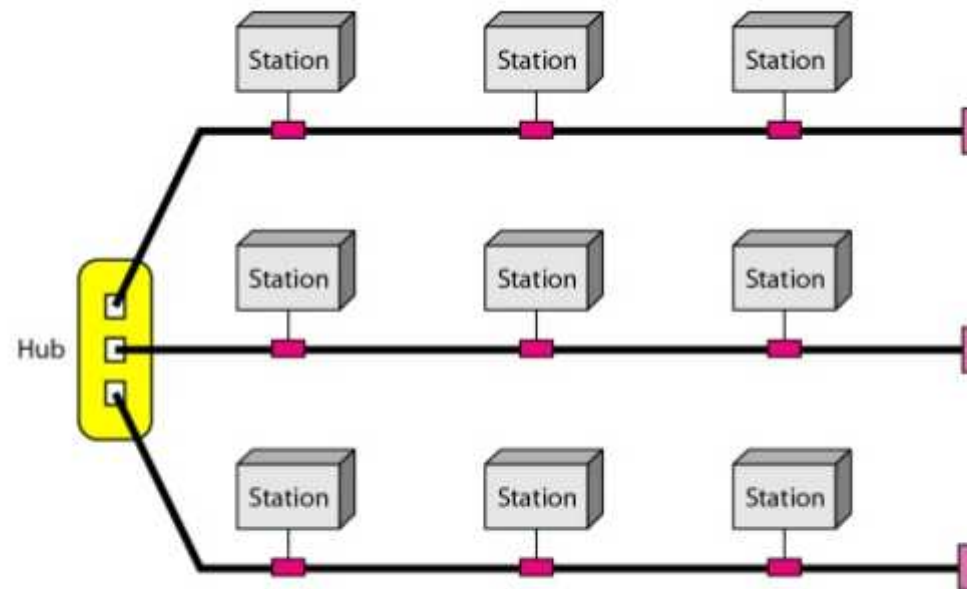
- Mesh Topology – A dedicated link is provided between each node
  - High transfer rate
  - Require large cabling; very expensive
  - More no of ports





## Topologies

- Hybrid Topology – Any combination of previous





## Categories of network

- LAN – privately owned nw
  - limited distance of connectivity
  - used to share resources (both hw and sw)

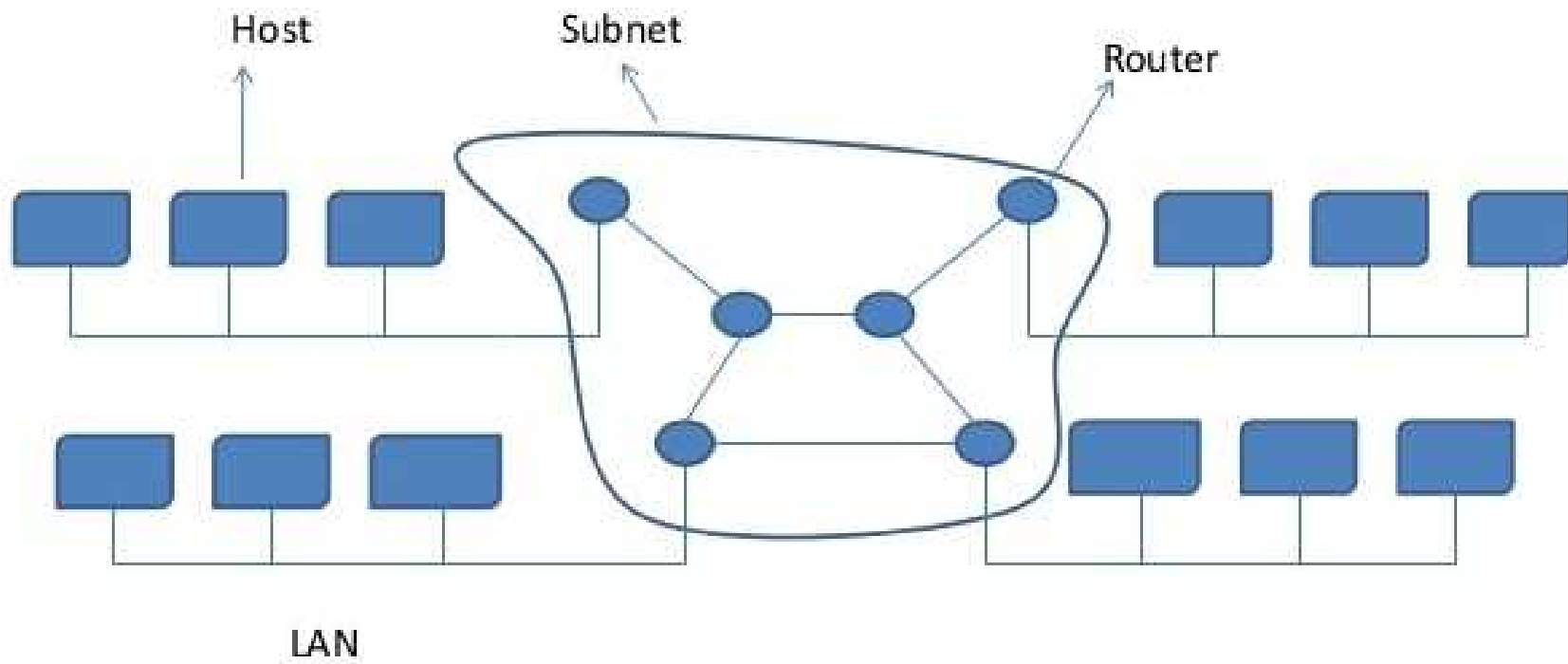


## Categories of network

- WAN – Wide area network
  - spans large geographical area
  - consists of machines (hosts) connected by communication subnet or just **subnet**
  - hosts are owned by users; subnet by ISP
  - work of subnet – carry message from host to host

### Subnet

1. Transmission lines – moves bits ; made of optical fibre, copper wire, radio waves
2. Switching elements – specialised computers that connect 3 or more transmission lines. Named as - Router





## Categories of network

- MAN – Metropolitan Area Network
  - covers an entire city
  - Eg : cable Tv network



## Devices

- Hub
- Bridge
- Switch
- Router





## IP Address

IPv4

Uses 32-bits  
Only 4.3 billion unique  
addresses.

IP Addresses

IPv6

Uses 128-bits  
allows  $3.4 \times 10^{38}$  unique  
addresses.



## IPv4 Address

	Octet 1	Octet 2	Octet 3	Octet 4
Class A	Network ID	Host ID	Host ID	Host ID
Class B	Network ID	Network ID	Host ID	Host ID
Class C	Network ID	Network ID	Network ID	Host ID
Class D	Multicast addresses			
Class E	Reserved for future use			



## Domain Name System

- Name resolution : **Name Resolution** is used to convert numerical IP address values into a human-readable format known as the **hostname**.
- DNS



## Commands

- `$cat /etc/hosts`
- `$host google.com` - lookup host using DNS
- `$nslookup google.com` - lookup nameserver interactively
- `$dig google.com` - lookup domain name information from nameserver
- `$ping <hostname>` - ping is used to check whether or not a machine attached to the network can receive and send data; i.e., it confirms that the remote host is online and is responding.



- `$route` - give routing information
- `$traceroute <hostname>`
- `$ethtool eth0`
- `nmap`  
`$sudo nmap -A -T4 google.com`  
`$sudo nmap -sP 192.168.0.1/24`
- `$tcpdump -i eth0`
- `$iptraf`





## Points to remember

- Public Ip vs Private Ip
- Public DNS vs Private DNS

# Thank You

