**Network Fundamentals Lecture 3 Notes**

Role of protocols

Protocols are rules for computer-to-computer communications

Network protocols control “what if” conditions

* Errors
* Loss of data
* Receiver can’t keep up
* Transfer medium fails

Protocol for making a phone call?

* Pick up hand set
* Wait for dial tone
* Dial the number
* Wait for an answer
* Make sure you have the right person
* Repeat what you said as necessary due to errors
* When finished hang up and close the connection

*Protocols are broken down in to layers*

*Each layer has a different job*

**Topologies**

A topology is essentially a type of layout for a networking. Different topologies come with different advantages and disadvantages.

* Star
* Bus
* Token ring
* Mesh