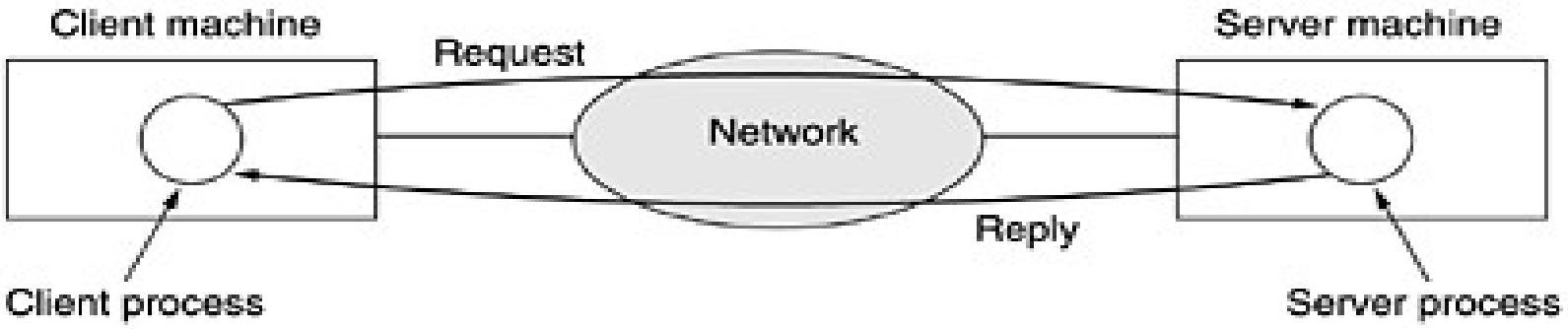
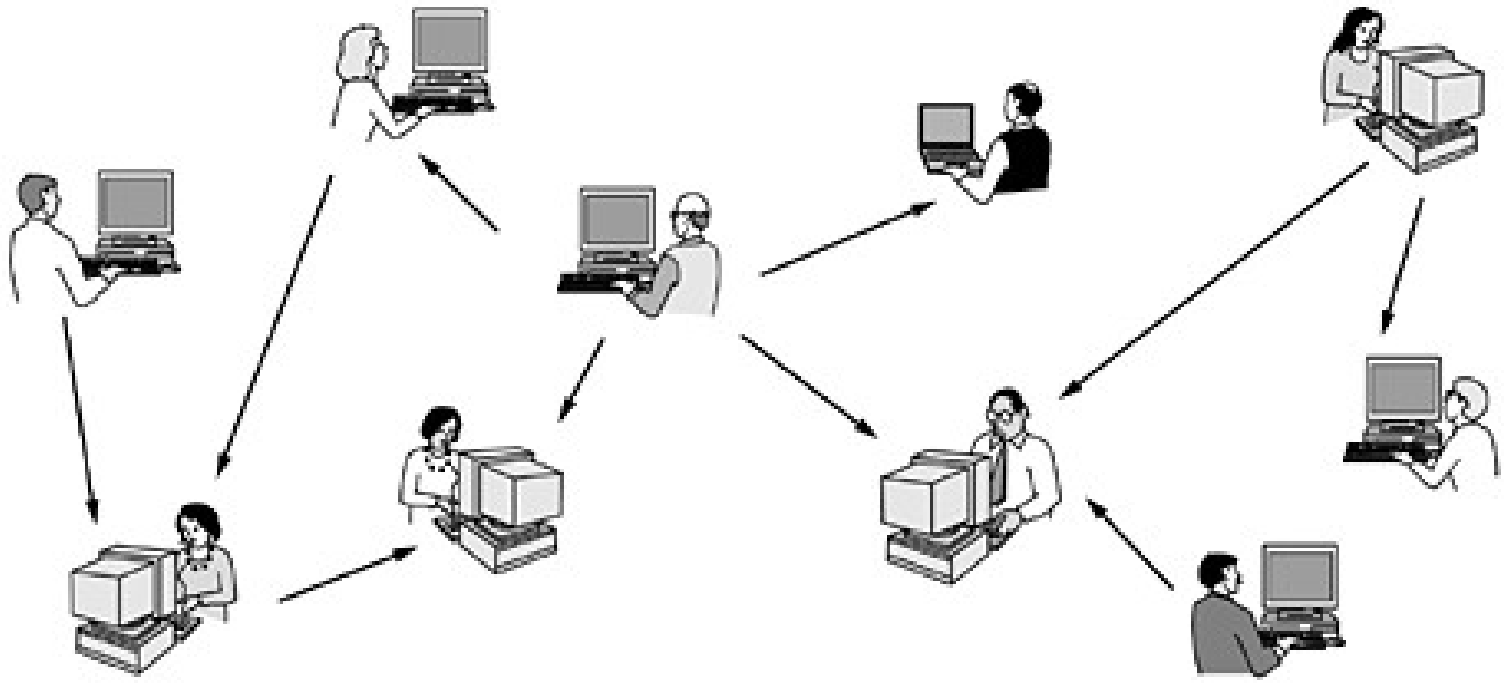
Computer Network

Architecture and Transmission Mode

Client-Server System

- 1) Client Process sends message over the network to the server Process.
- 2) Client Process waits for a reply.
- 3) Server Process gets the requests, it performs the requested work.
- 4)Server sends back a reply.





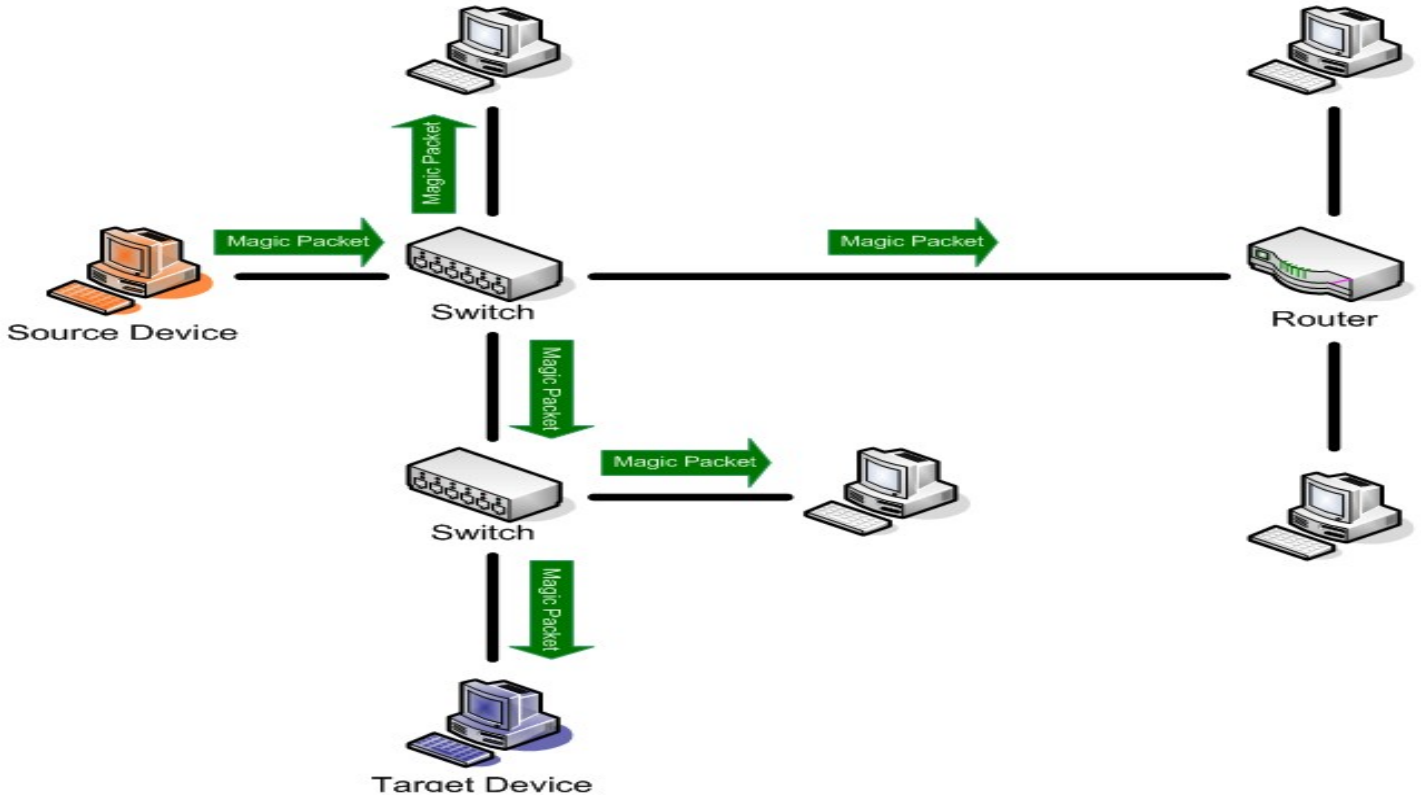
Transmission technology

Two types of transmission technology :

1. Broadcast links.
2. Point-to-point links.

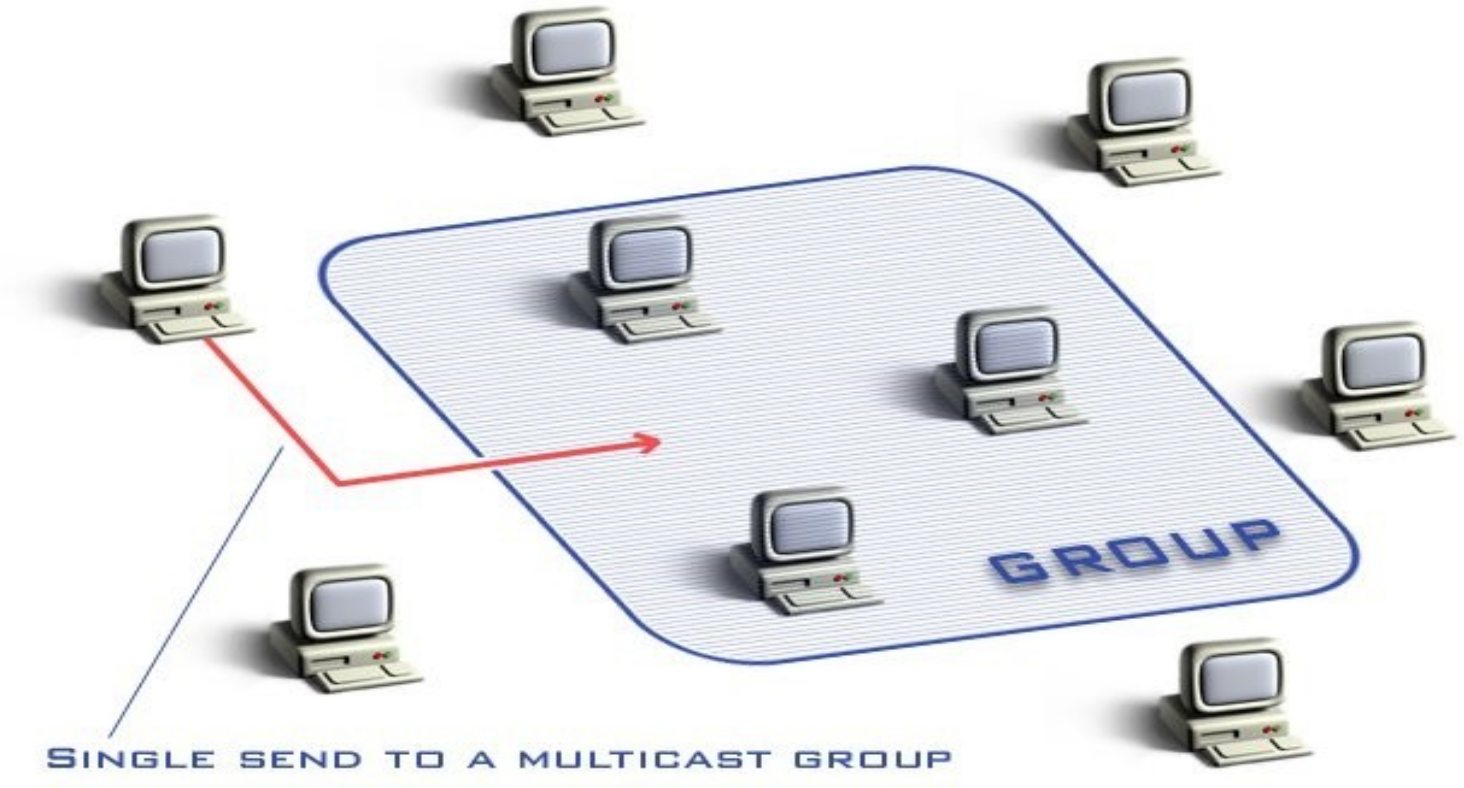
Broadcast

When a packet with special bit (Broadcast bit) is transmitted, it is received and processed by every machine on the network. This mode of operation is



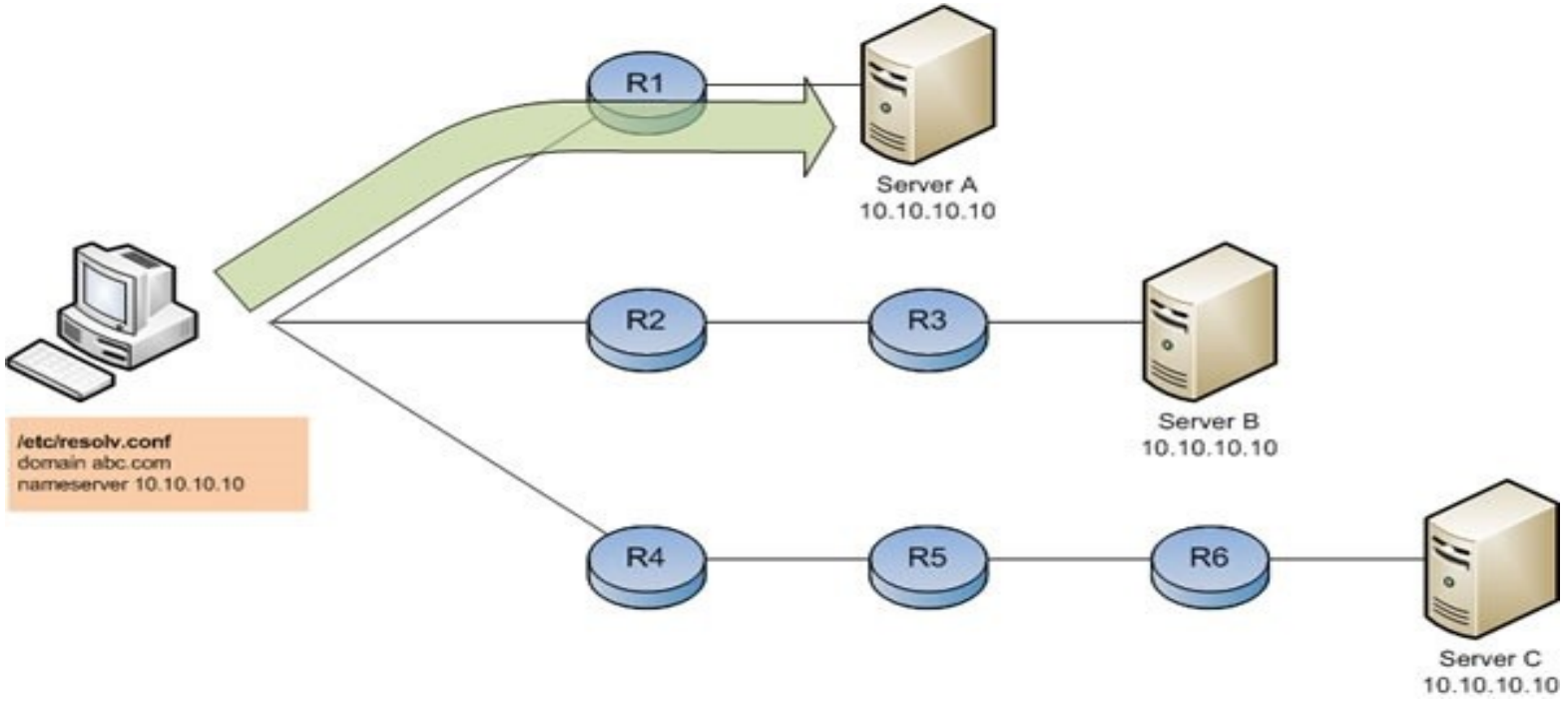
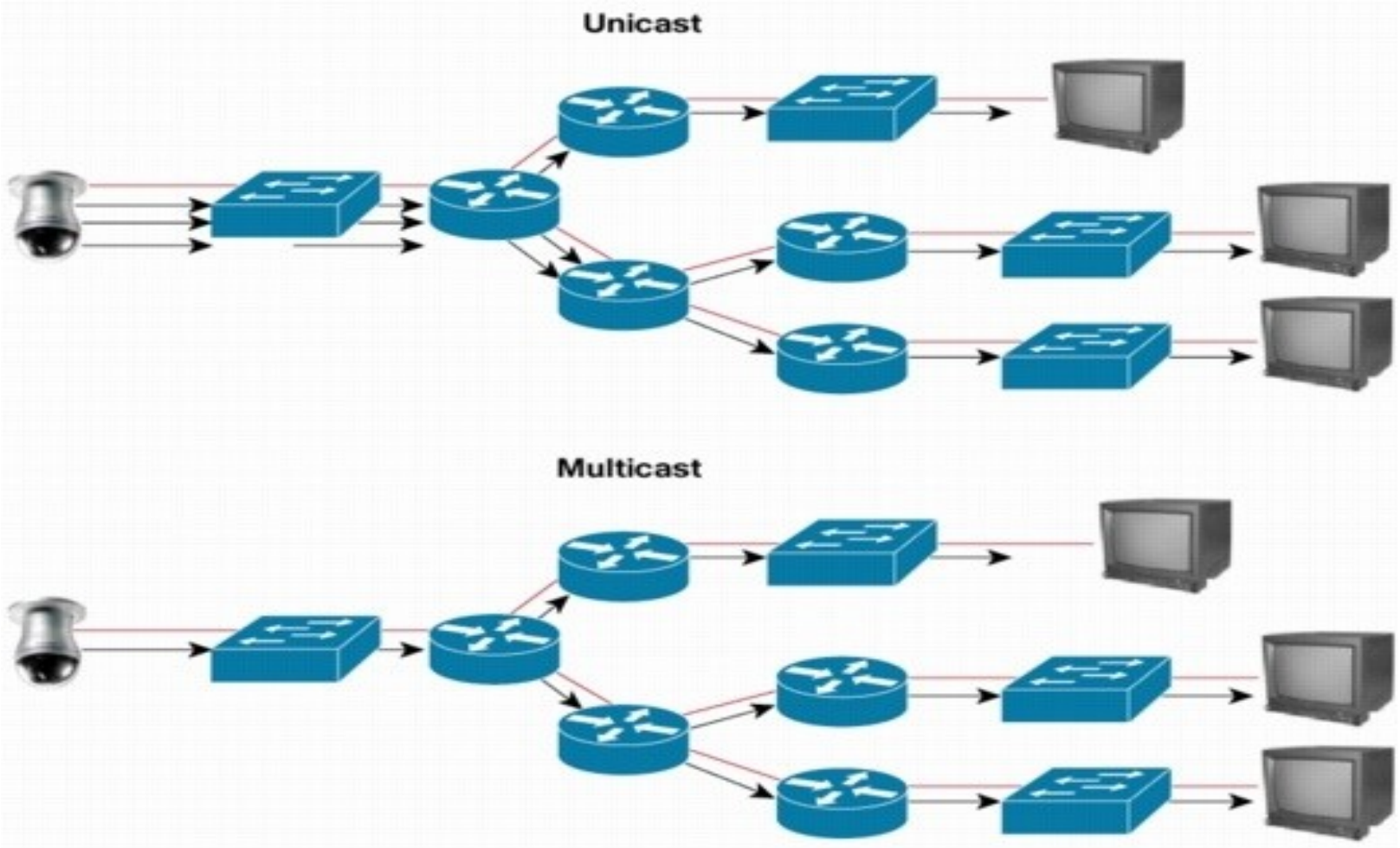
Multicast

- Some broadcast systems also support transmission to a subset of the machines,



Anycast

- **Anycast** is one source that can “talk” to a service that is advertised or hosted on multiple nodes configured with the same IP Address.



Point-to-Point