Introduction to Networks

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What's a Network?

What's a Network?

A **network** is two or more computer systems linked together by some form of the transmission medium that enables them to share information

What's a Network?

Provides services like:

- Access to shared files/folders
- Access to printers/scanners
- Email applications
- Database applications
- Web applications
- Voice over IP (VoIP)
- Multimedia conferencing

What's a Network?

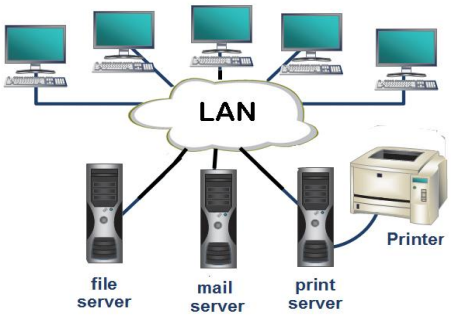
Features of Computer Network

- **Performance** → Response time
- **Data Sharing**
- **Backup**
- **Reliability** → No failures!
- **Security** → Keep data safe!
- **Scalability** → New systems can be added
- **Software and hardware compatibility**

2 Local Area Network (LAN)

Local Area Network (LAN)

A LAN is a **local** network



- Could be as small as two computers or large, with thousands of devices connected
- Usually restricted to spanning a particular geographic location

A company in a single building is considered as LAN

True

False

Students choose an option

A company consisting of multiple buildings in the same area is considered as LAN

Students choose an option

Pear Deck Interactive Slide
Do not remove this bar

3

Wide Area Network (WAN)

Wide Area Network (WAN)

A **WAN** is a collection of computers and devices connected by a communications network over a wide geographic area

WANs are commonly connected either through the Internet or special arrangements made with phone companies or other service providers

The **Internet** is considered the **largest WAN** in the world

4 Common Network Components

Common Network Components

- **Node** → - A point or joint where a connection takes place
  - Can be a computer or device
- **Station** → A node on a wireless network

- PC	- Printer
- Laptop	- Router
- Server	- Switch
- Smartphone	- etc.

Some examples of Node

Common Network Components

- **Host** → - **Hosts** are any device which sends or receive traffic.
  - Requires IP Address
  - Can be a client or server

Common Network Components

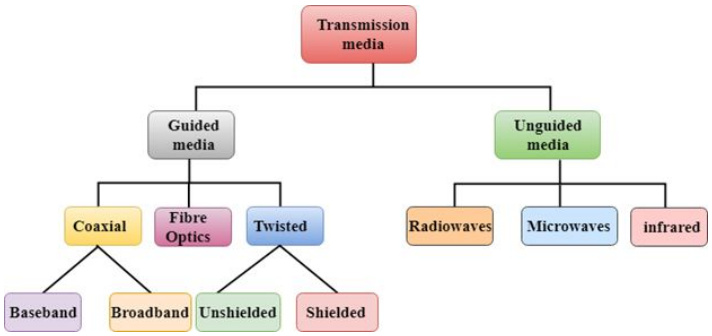
- **Server** ⟶ A powerful computer used to store files and run programs centrally
- **Client** ⟶ A device that makes request from a server

- Web Server	- Application Server
- Proxy Server	- DNS Server
- Mail Server	- File Server
- Print Server	- Telephony Server

Common types of servers

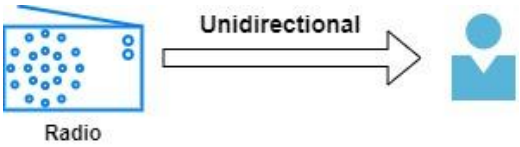
Common Network Components

- **Transmission Media** ⟶
  - A communication channel between **nodes** that carries the information from the sender to the receiver
  - Data is transmitted through the electromagnetic signals

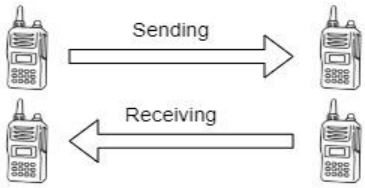


Cable Properties

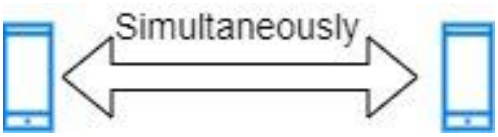
Simplex



Half-duplex

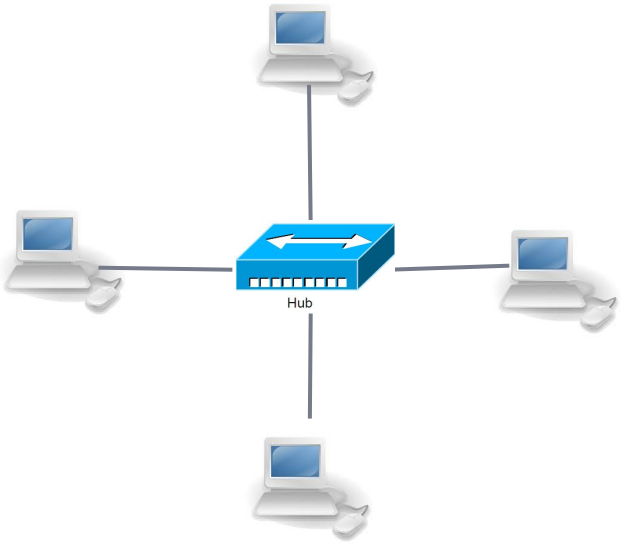


Full-duplex

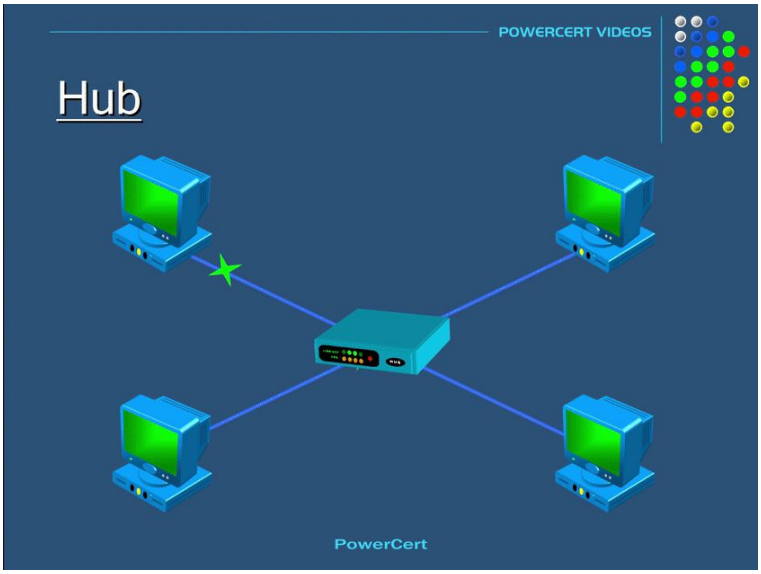


Hub

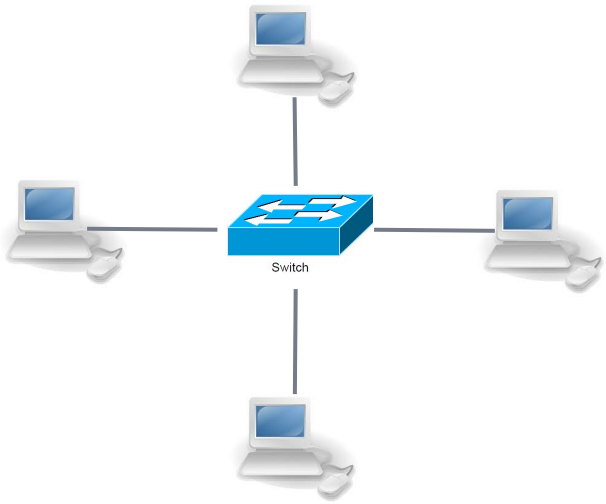
Hub



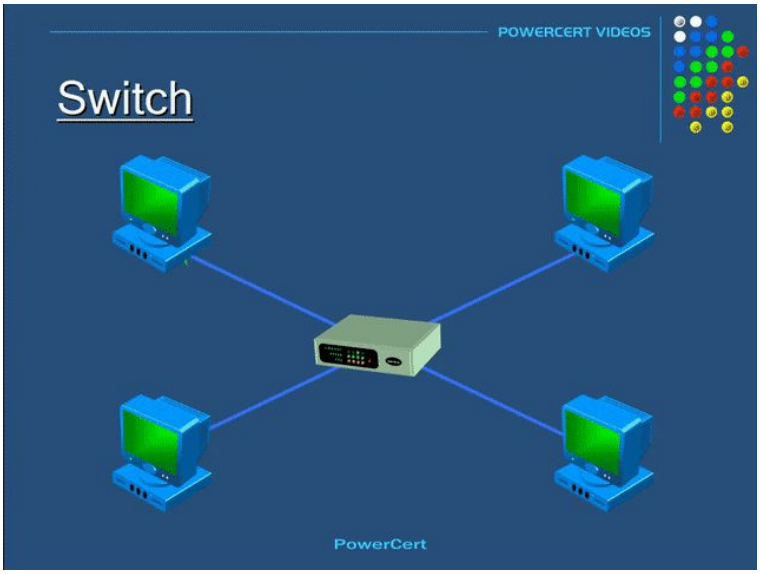
Hub



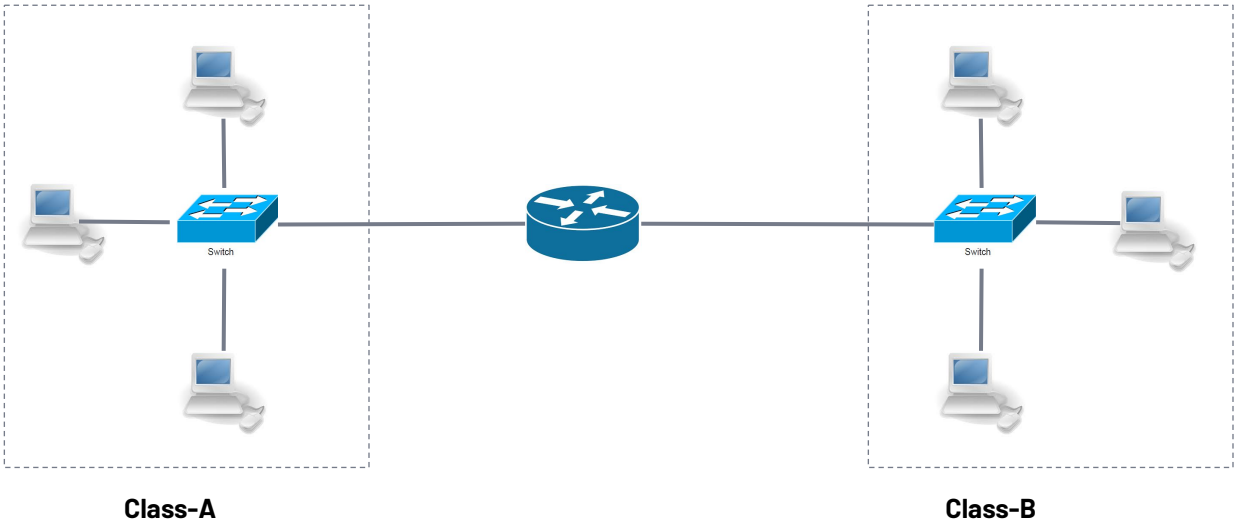
Switch



Switch

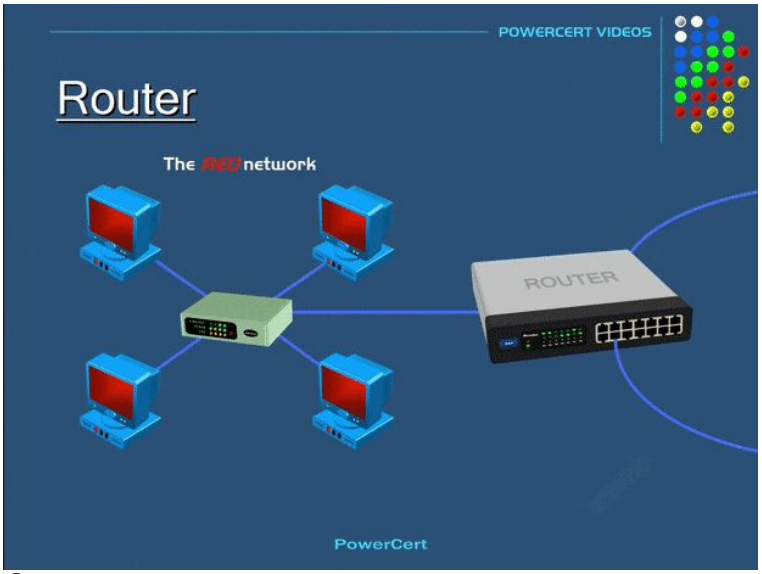


Router



Class-A **Class-B**

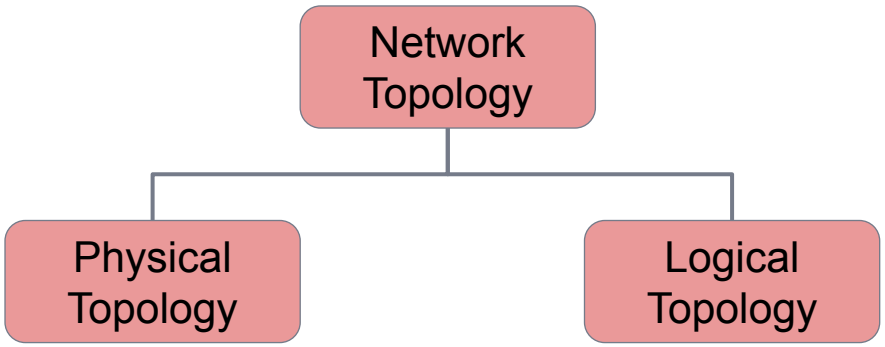
Router



5 Network Topology

Network Topology

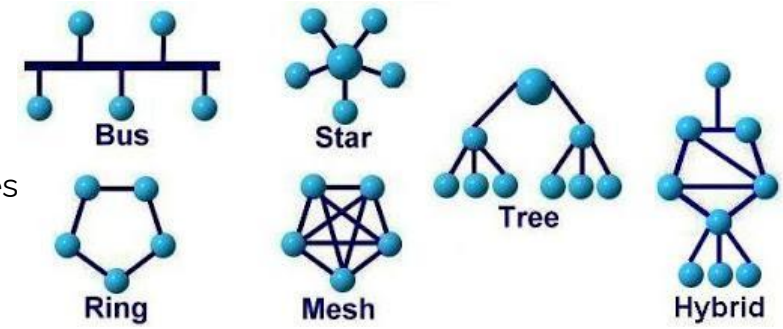
Network topology is the description of the arrangement of **nodes** and **connections** in a network



Network Topology

A **physical topology** details how devices are physically connected

Depends on:
- Office layout
- Troubleshooting techniques
- Cost of installation
- Type of cable used



Network Topology

Logical topology describes the way in which a network transmits information from network/computer to another

It's not the way the network looks or how it is laid out

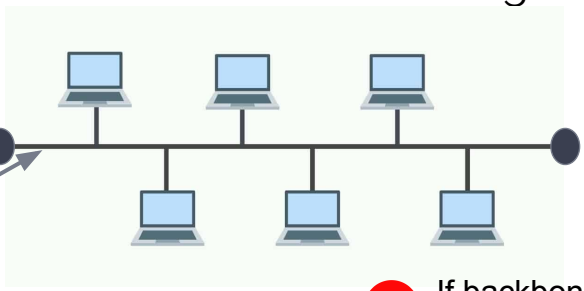
6 Physical Network Topologies

Bus Topology
Ring Topology
Tree Topology
Star Topology
Mesh Topology
Hybrid Topology

Physical Network Topologies

Bus Topology:

Every node is connected in series along a linear path

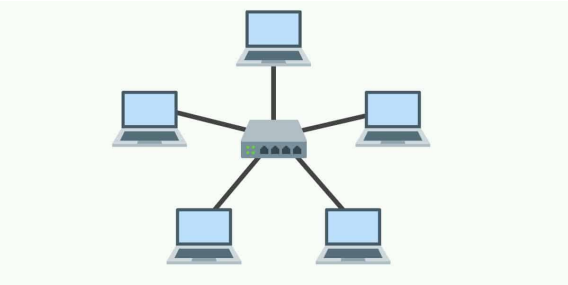


- Keeps the layout simple
- Cost effective
- If backbone fails entire network goes down
- Decreased network performance
- Not scalable

Physical Network Topologies

Star Topology:

Every node in the network is connected to one central switch

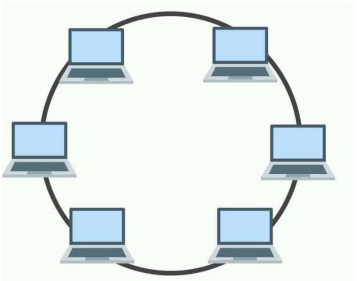


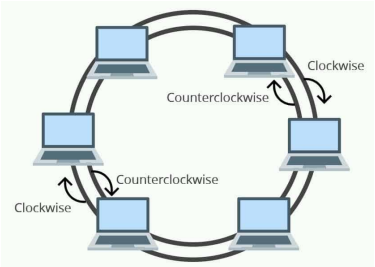
- Easy to manage
- Requires fewer cables
- If central switch fails entire network goes down
- Performance is up to central switch

Physical Network Topologies

Ring Topology:

Every node is connected to each other in a circular format.



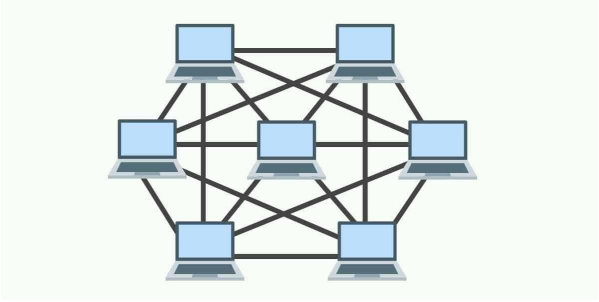


- Low risk of packet collision
- Easy to install
- Vulnerable to failure
- The more devices added the more communication delay
- To make changes the network should be shut down

Physical Network Topologies

Mesh Topology:

A point-to-point connection where nodes are interconnected

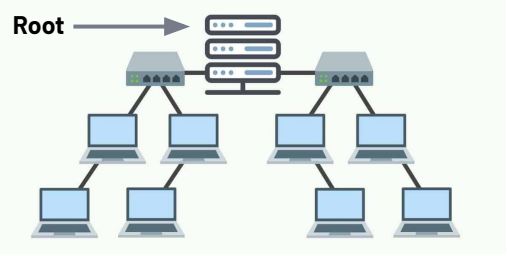


- ✓ Reliable
- ✗ Configuration is complex
- ✗ Expensive

Physical Network Topologies

Tree (Hierarchy) Topology:

A network structure that is shaped like a tree with its many branches

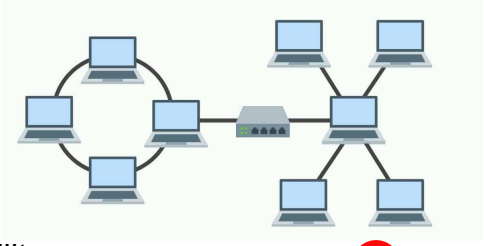


- ✓ Scalable
- ✓ Manageable
- ✗ Hard to maintain
- ✗ If root fails entire network goes down

Physical Network Topologies

Hybrid Topology:

A combination of two or more types of physical or logical network topologies working together within the same network



- Flexibility
- Quite complex
- Can be quite costly

THANKS!

Any questions?

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- david@clarusway.com