

## UNIT-1: BASICS OF COMPUTER NETWORK

1. SCC (Standard Creation Committee)
2. ISO (International Organization for Standardization)
3. ITU-T (International Telecommunication Union - Telecommunication Standards Sector)
4. CCITT (Consultative Committee for International Telephony and Telegraphy)
5. ANSI (American National Standards Institute)
6. IEEE (Institute of Electrical and Electronics Engineers)
7. EIA (Electronic Industries Alliance)
8. W3C (World Wide Web Consortium)
9. ISOC (Internet SOCity)
10. IAB (Internet Architecture Board)
11. IETF (Internet Engineering Task Force)
12. IRTF (Internet Research Task Force)
13. TDM (Time Division Multiplexing)
14. FDM (Frequency Division Multiplexing)
15. LAN (Local Area Network)
16. MAN (Metropolitan Area Network)
17. WAN (Wide Area Network)
18. HAN (Home Area Network)
19. PAN (Personal Area Network)
20. BAN (Body Area Network)
21. CAN (Controller Area Network)

22. SAN (Storage Area Network)
23. NAN (Near-by Area Network)
24. WLAN (Wireless Local Area Network)
25. VLAN (Virtual Local Area Network)
26. VPN (Virtual Private Network)
27. FTP (File Transfer Protocol)
28. TFTP (Trivial File Transfer Protocol)
29. NFS (Network File System)
30. DFS (Distributed File System)
31. SMB (Server Message Block)
32. IPP (Internet Printing Protocol)
33. LPD (Line Printer Daemon)
34. UA (User Agent)
35. MTA (Message Transfer Agent)
36. MAA (Message Access Agent)
37. SMTP (Simple Mail Transfer Protocol)
38. POPv3 (Post Office Protocol Version 3)
39. IMAP (Internet Message Access Protocol)
40. MIME (Multipurpose Internet Mail Extensions)
41. HTTP (Hyper Text Transfer Protocol)
42. HTTPS (Hypertext Transfer Protocol Secure)
43. SSL/TLS (Secure Sockets Layer/ Transport Layer Security)
44. URL (Uniform Resource Locator)