LAN: A series of computers linked together to form a network in a circumscribed location.

WAN: A computer network that connects smaller network that is not field to a single location.

where the system for connecting a no. of computer theret: A system for connecting a no. of computer

systems to form a LAN with protocols to control the passing of injoination between systems.

of address: A unique string of characters that identify address: the internet using the internet protocol to communicate over a network

this: Hub is a node that bloadcasts data to every computed or ethernet based derive that is connected to it.

Switch: It connects devices in a network to each other enabling them to talk by exchanging data parkets.

server: It is a computer program or device that provides a service to another computer program and its user known as client

End device: Are either the source or destination of data teammitted over the network.

Node: The connection point among retwork devices such as soutess, plintels or switches that can reviewe and send data from one end point to another.

parket tranker: a) Add pc and server from end devices. 2) connect them with copper cross over. 3) set pc ethernet Ip address as 10.0.01 and DNs server address as 10.0.0.2 4) set server ethernet Ip address as 10.0.0.2 5) services -> DNS -> Name: www. first.com Address: 10.0.0.2 Add 0000000 server-PT PC-PT Wint web server 10.0.0.1 10.0.0.2 observation output: lick on PC in lead time - desktop -> command plompt command: 10.0.0.2 pinging 10.0.0.2 with 32 bytes of data: Reply from 10.0.0.2; bytes = 32 time = 0 ms TTL = 128 Reply from 10.0.0.2: bytes=32 time=0ms TTL=128 Reply from 10.0.0.2: bytes: 32 time: Oms Tre: 128 Reply from 10.0.0.2: bytes=32 time: ony TIL:121 ping statistics for 10.0.0.2; parkets: sent = 4, Received = 4, 10st =0 (0% 14) approximate sound-leip times in milliseconds: Minimum = 0 ml, maximum = oms, Avelage = oms



