

Introduction

Lecture 1 | Part 2 | CSE421 – Computer Networks

Department of Computer Science and Engineering School of Data & Science

Objectives



Components of network

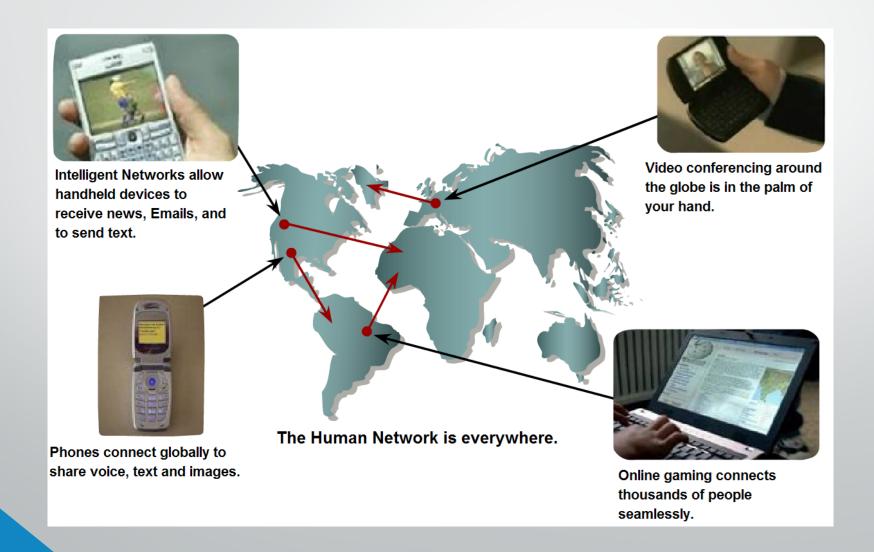
Data representation

Types of network

So, what's the purpose of networks?

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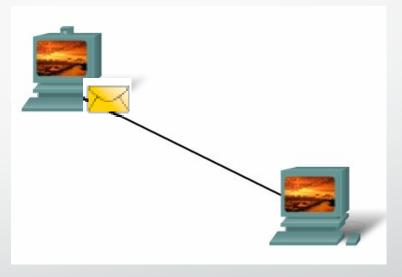
Communications!



Elements of Communication

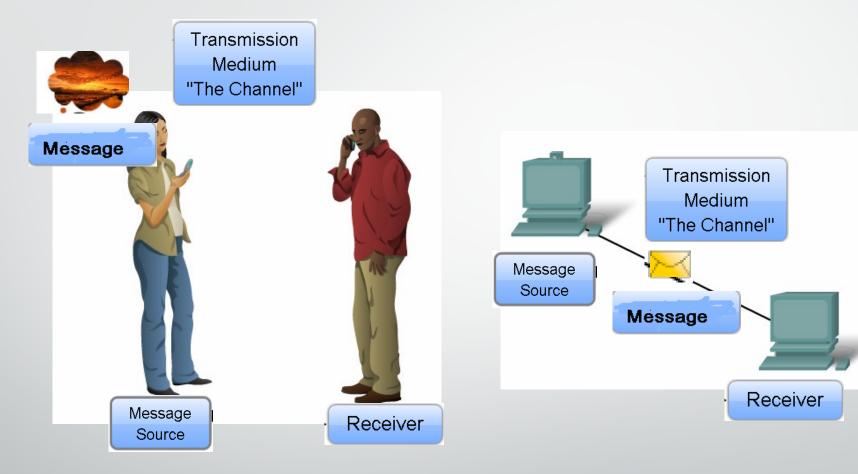






Elements of Communication - Example



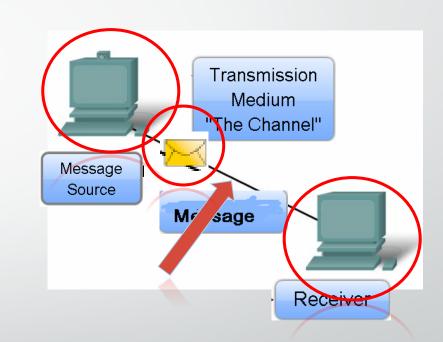


• What are the elements?

Elements of Communication

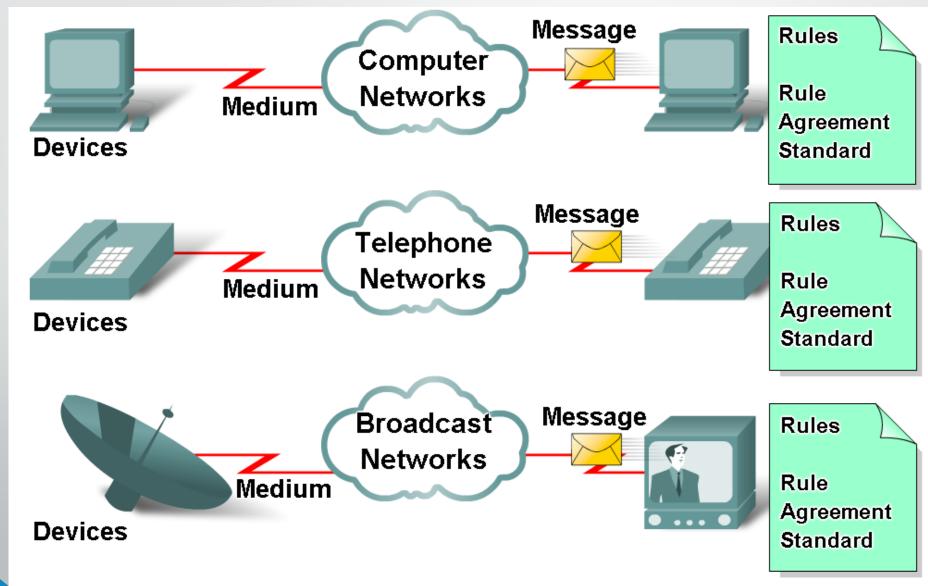


- Devices (Sender/Receiver)
 - These are used to communicate with one another
- Medium
 - This is how the devices are connected together
- Messages
 - Information that travels over the medium
- Rules
 - Governs how messages flow across network



Elements of Communication

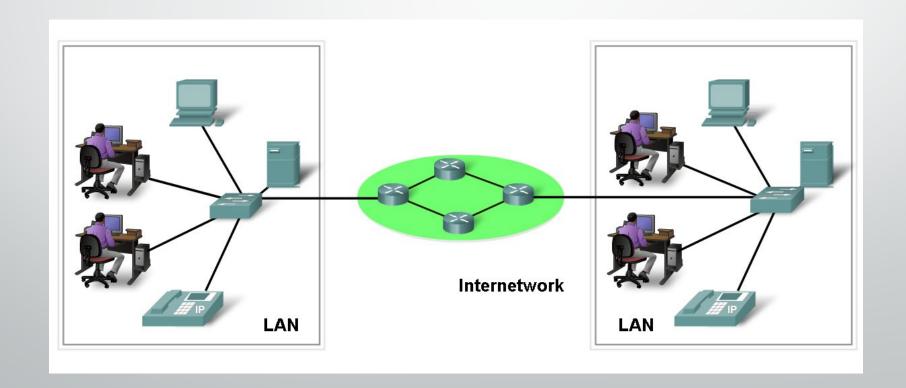




Network Elements/Components



- Network Devices
 - Hardware (Devices)
 - Software (Services and Processes)



Network Component - Devices

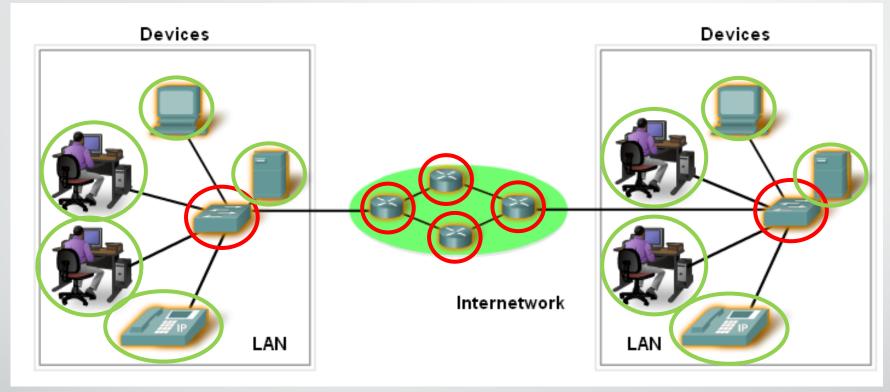


- Two types of devices:
 - End Devices:
 - Interface with human network & communications network
 - Data originates with an end device and arrives at an end device

- Intermediary Devices:
 - Provides connectivity between end devices.
 - Manages data as it flows through the network

Network Component - Devices





| End Devices | | Intermediary Devices | | | | |
|--------------------|--------|----------------------|--------|--|--|--|
| Personal Computers | Server | Router | Switch | | | |
| | | | | | | |

Network Component – Devices

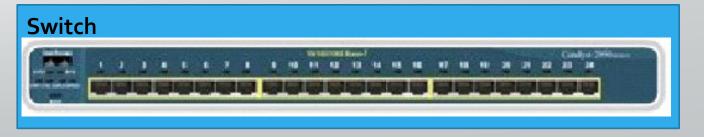


Examples of Intermediary Devices









Software

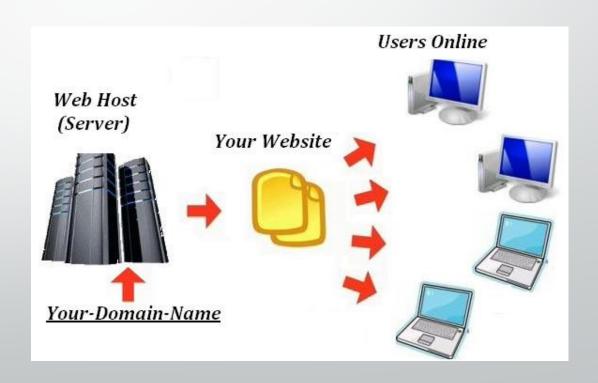


Services :

- Provides information in response to a request.
- For example e-mail hosting services and web hosting services.





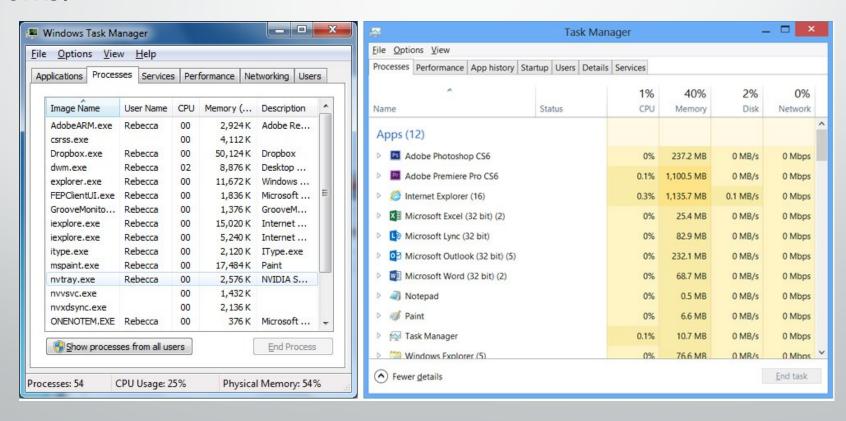


Software



Processes:

- Provide the functionality that directs and moves the messages through the network.
- Processes are less obvious to us but are critical to the operation of networks.





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• The channel over which a message travels

| Media Types | Description |
|---|---|
| Metal wires within cables | Uses electrical impulses |
| Glass or plastic fibers within cables (fiber-optic cable) | Uses pulses of light. |
| Wireless transmission | Uses modulation of specific frequencies of electromagnetic waves. |





















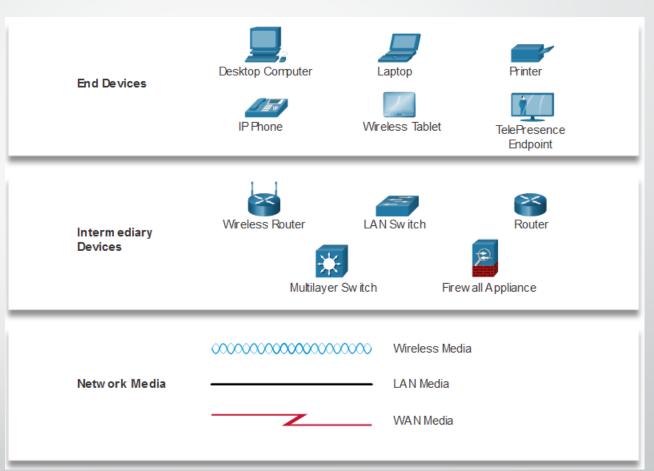
Network Representations

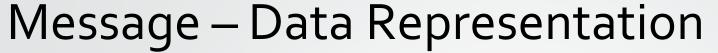
Network diagrams, often called topology diagrams, use symbols to represent devices within the network.

Important terms to know include:

- Network Interface Card (NIC)
- Physical Port
- Interface

Note: Often, the terms port and interface are used interchangeably





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- Information today comes in different forms such as
 - text, numbers, images, audio, and video

| Type of Data | Standards | | | | | |
|------------------------|--------------------------------------|--|--|--|--|--|
| Alphanumeric | ASCII, Unicode | | | | | |
| Image | JPEG, GIF, PCX, PNG, TIFF, BMP, etc. | | | | | |
| Motion picture/Video | MKV, AVI, MP4, MPEG-4, etc. | | | | | |
| Sound | WAV, AU, MP3, etc. | | | | | |
| Outline graphics/fonts | PDF, PS, AI, PostScript | | | | | |

Data Representation - Text

Different sets of bit patterns are designed to represent text symbols. Each set is called a code.

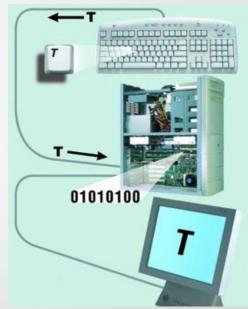
ASCII

- American Standard Code for Information Interchange: 7-bit code/char, 1 bit for parity.
- Constitutes the first 127 characters in Unicode and known as basic Latin.

 ASCII Reference Table

| | 000 | 001 | 010 | 011 | 100 | 101 | 110 | 111 |
|------|------|-----|-----|-----|-----|-----|-----|-----|
| 0000 | NULL | DLE | -12 | 0 | @ | P | • | p |
| 0001 | SOH | DC1 | ! | 1 | Ā | Q | а | q |
| 0010 | STX | DC2 | n n | 2 | В | R | b | r |
| 0011 | ETX | DC3 | # | 3 | C | S | С | S |
| 0100 | EDT | DC4 | \$ | 4 | D | T | d | t |
| 0101 | ENQ | NAK | % | 5 | E | U | e | u |
| 0110 | ACK | SYN | & | 6 | F | V | f | v |
| 0111 | BEL | ETB | 1 | 7 | G | W | g | w |
| 1000 | BS | CAN | (| 8 | H | X | h | x |
| 1001 | HT | EM |) | 9 | I | Y | i | y |
| 1010 | LF | SUB | * | : | J | Z | j | Z |
| 1011 | VT | ESC | + | į, | K |] | k | { |
| 1100 | FF | FS | , | < | L | 1 | 1 | Î |
| 1101 | CR | GS | 2 | = | M | 1 | m | } |
| 1110 | so | RS | | > | N | ٨ | n | ~ |
| 1111 | SI | US | 1 | ? | O | | 0 | DE |



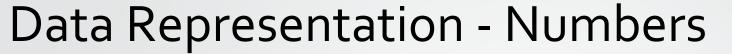


Data Representation - Text



- Unicode:
- 16 bit codes to represent a symbol.
- More characters can be represented.
- But takes up twice the space.

| 060 | 061 | 062 | 063 | 064 | 065 | 066 | 067 | 068 | 069 | 06A | 06B | 06C | 06D |
|------|----------------|-----------|-----------|-----------|-----------|----------|------------|----------|-----------|------------------|-----------|------|------|
| 0800 | ් 610 | ي | 5 | 0640 | O650 | 0660 | 0670 | <u>ڀ</u> | 5 | ث 06A0 | گ 0680 | 6000 | ې |
| 0601 | څ ٥ 0811 | 9 | 0631 | <u>ن</u> | ٽ 0651 | 0661 | 0671 | ځ | ر د | و | 5 0681 | 0601 | ي |
| 0602 | ි 0812 | T 0822 | خ 6632 | ق 0642 | 0652 | Y | اً 0672 | ځ | ر 0892 | ب 68A2 | <u>\$</u> | 0602 | 0602 |
| [] | رض | î | | .1 | ب | w | | | | : | 1 | | ٤ |



Add!



• Numbers :

- Directly converted in to binary which is base 2.
- The number 1853 in base 2 is really

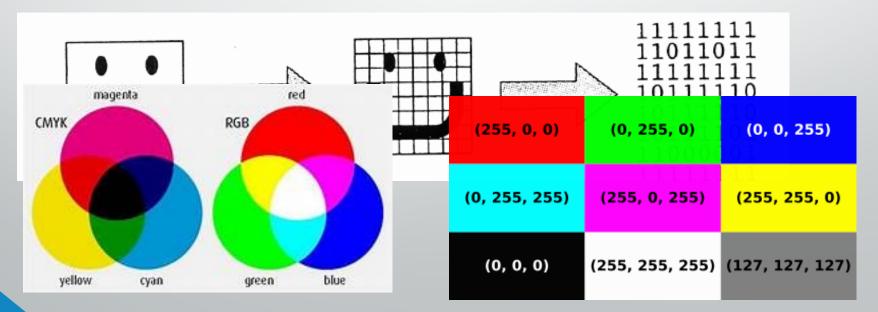
1024 512 256 128 All the **►**1024 1 x 1024 numbers are in 1 x 512 power of two! 1 x 256 0 x 128 0 x 64 1 x 32 1 x 16 1 x 8 1 x 4

Data Representation - Images



Images

- Also represented by bit patterns.
- A digital image is made up of small units called pixels. Each pixel is assigned a bit pattern whose size depends on the nature of the image.
- Color images uses RGB or YCM methods.

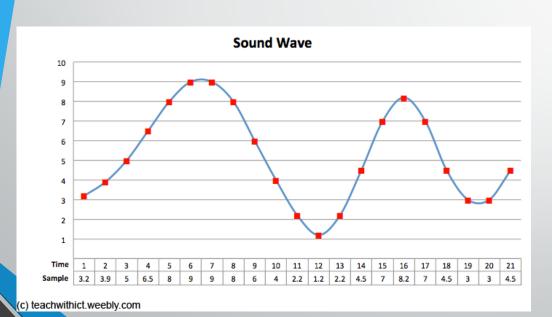




Data Representation – Audio & Video



- Audio
- Continuous, not discrete
- Converted to digital or analog signal.



Video

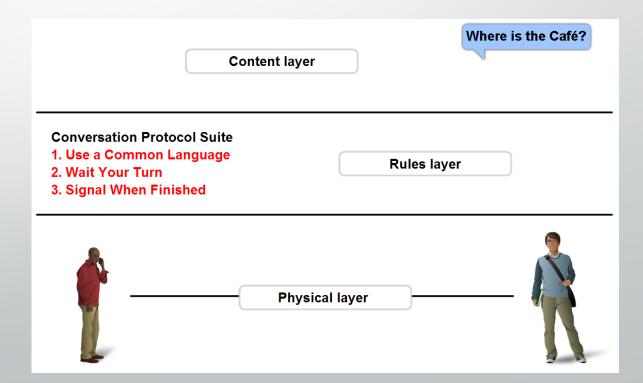
- Collection of frames(images) projected in sequence dynamically.
- Each image is converted to a bit pattern and stored.



Rules - Protocols



- A set of predetermined rules that govern communication.
- Defines:
 - What is communicated??
 - How it is communicated??
 - When it is communicated??

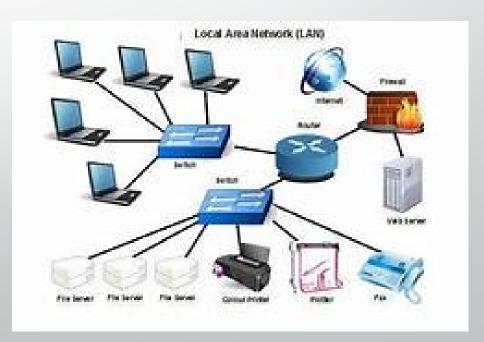


Types of Network



- PAN E.g. Bluetooth
 - A network that connects computers, peripherals and other devices within a personal operating space.
 - Typical coverage within 10 meters
- LAN E.g. Ethernet, Wireless LANs
 - Connects computers, peripherals and other devices within a building (e.g. office, home) or in a limited area.
 - Typical coverage 50 to 300 meters.





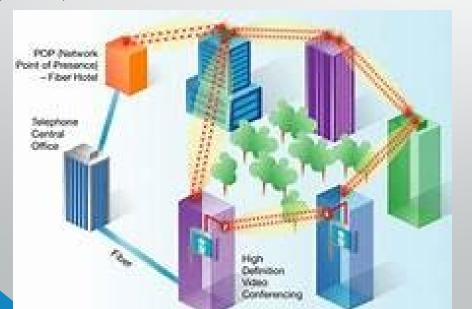
Types of Network



• MAN – E.g. Wi-Max

Metropolitan area network

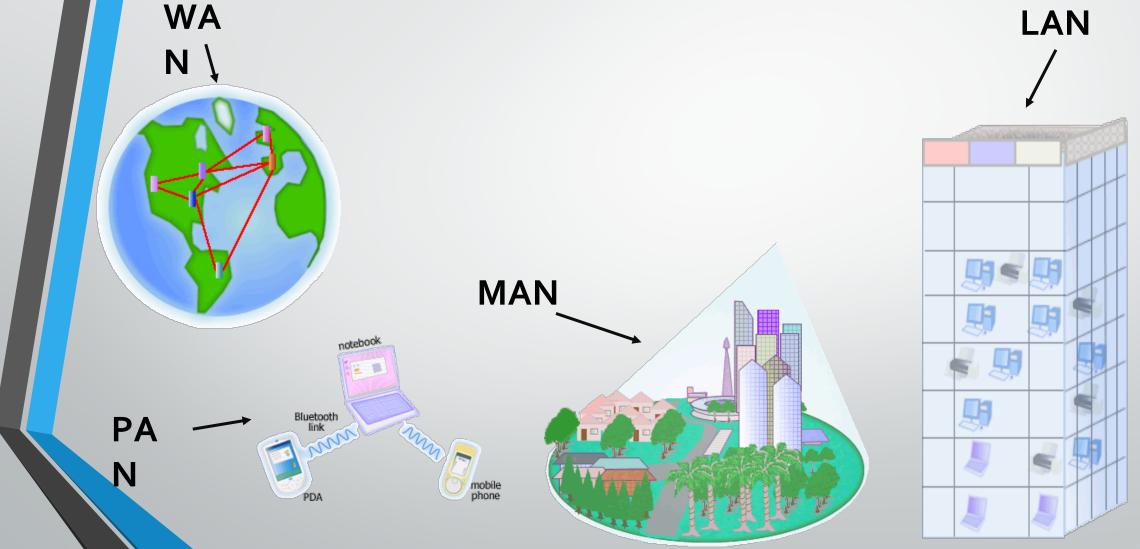
- Is a city wide network.
- The coverage limitation is not strict, but real implementation may have range of up to 50 km in urban, suburban, or rural area.
- WAN E.g. PSTN, Cellular Networks (GSM etc)
 - A network that spans larger geographical area.
 - LANs separated by geographic distance are connected by a Wide Area Network (WAN).





Types of Network – Can you identify?

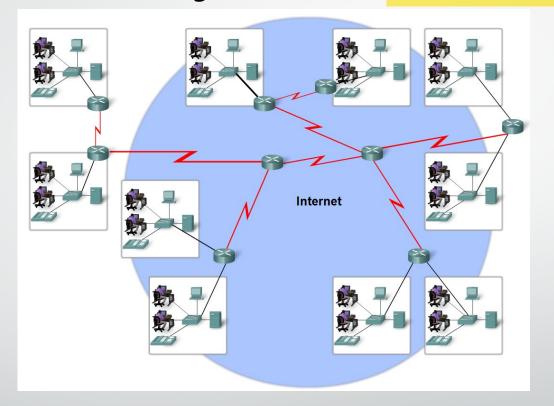




Internet



The Internet is defined as a global mesh of interconnected networks



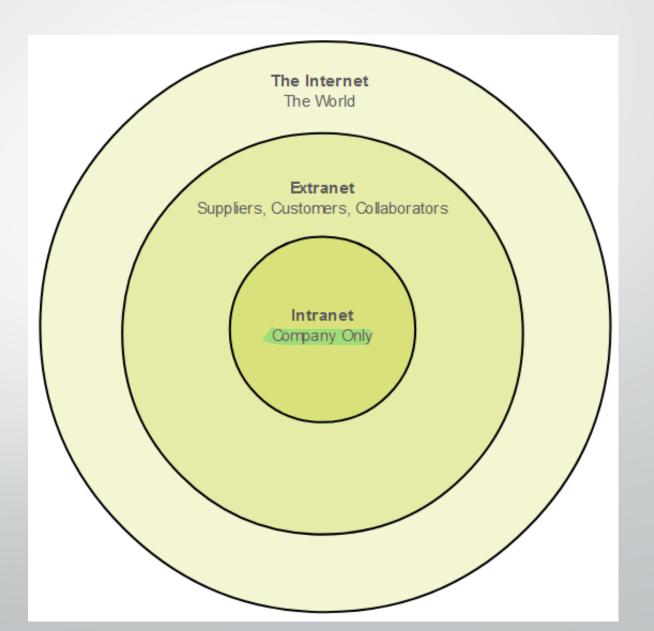
• What do you think Intranet is?



Intranets and Extranets

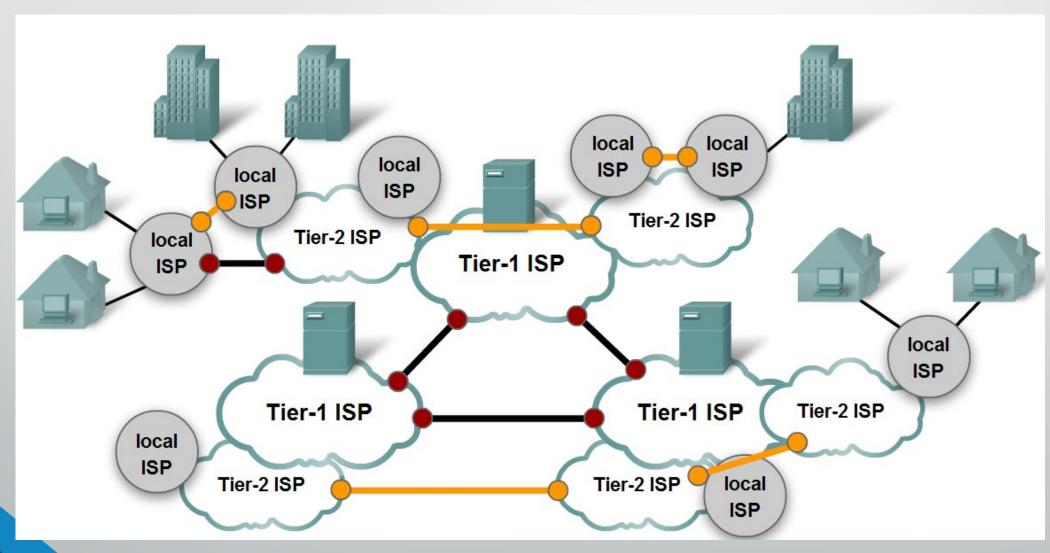
An **intranet** is a private collection of LANs and WANs internal to an organization

Extranet is used to provide secure access to their network for individuals who work for a different organization that need access to their data on their network.



Internet (Continued)





For Queries be present in the live sessions.

Or post your queries in the discussion board

Thank you