

# Unit 1: Introduction to Data Communications

Lecture Hours: 3

## 1. Introduction to Data Communications

### Definition:

Data communication involves the transfer of digital or analog data between devices through a transmission medium, such as wired or wireless channels.

### Key Characteristics of Effective Data Communication:

1. **Delivery** – Ensures data reaches the intended destination.
2. **Accuracy** – Guarantees error-free transmission.
3. **Timeliness** – Provides data within an acceptable time frame (e.g., real-time applications require low latency).
4. **Jitter** – Refers to inconsistent delays in packet arrival, critical for real-time applications like VoIP.

### Practical Example:

- **Email Transmission:** A user composes an email and sends it. The email travels through multiple network devices (routers, switches) before reaching the recipient's inbox.
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## 2. Data Communication Networks

### A. Components of a Network

1. **Sender/Transmitter** – Initiates data transmission (e.g., a computer, smartphone).
2. **Receiver** – Accepts the transmitted data (e.g., a server, another computer).
3. **Message/Data** – The information being transmitted (e.g., text, video, audio).
4. **Transmission Medium** – The physical or wireless path (e.g., fiber optic cable, Wi-Fi).
5. **Protocols** – Rules governing data exchange (e.g., TCP/IP, HTTP).

### Question:

*Q: List and briefly explain the five key components of a data communication network.*

### B. Types of Networks

#### 1. Local Area Network (LAN)

- Covers a small geographic area (e.g., office, home).
- High data transfer rates.
- Example: A university's computer lab network.

#### 2. Wide Area Network (WAN)

- Spans large distances (e.g., cities, countries).
- Uses leased lines or satellites.
- Example: The Internet.

3. Metropolitan Area Network (MAN)

- Covers a city or campus.
- Example: A city-wide broadband network.

4. Personal Area Network (PAN)

- Short-range (e.g., Bluetooth, USB).
- Example: Connecting a smartphone to a wireless headset.

Question:  
Q: Differentiate between LAN and WAN with examples.

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3. Network Models

A. Open Systems Interconnection (OSI) Reference Model

**Introduction to OSI Model**  
The **OSI (Open Systems Interconnection) model** is a **7-layer conceptual framework** that standardizes network communication. It ensures interoperability between different vendors' devices by defining how data moves from one system to another.

- Key Features:**
- Developed by **ISO (International Organization for Standardization)** in 1984.
  - Provides a **layered approach** to network communication.
  - Each layer has **specific functions** and interacts with adjacent layers.

**OSI Model Layers (Top to Bottom)**

Layer No.	Layer Name	Function	Protocols & Devices
7	Application Layer	Provides user interface and network services (e.g., email, file transfer).	HTTP, FTP, SMTP, DNS
6	Presentation Layer	Translates, encrypts, and compresses data for secure transmission.	SSL/TLS, JPEG, MPEG
5	Session Layer	Establishes, manages, and terminates connections between applications.	NetBIOS, RPC, SIP
4	Transport Layer	Ensures reliable end-to-end data delivery (error recovery, flow control).	TCP, UDP, SCTP
3	Network Layer	Routes data packets between different networks using logical addressing.	IP, ICMP, OSPF, Router
2	Data Link Layer	Provides error-free node-to-node communication (MAC addressing).	Ethernet, PPP, Switch, NIC
1	Physical Layer	Transmits raw bitstream over a physical medium (cables, signals).	RJ45, Wi-Fi, Hub, Repeater

## OSI Model Diagram

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Application (7)	→ HTTP, FTP, SMTP
+-----+	
Presentation (6)	→ SSL, JPEG, MPEG
+-----+	
Session (5)	→ NetBIOS, SIP
+-----+	
Transport (4)	→ TCP, UDP
+-----+	
Network (3)	→ IP, Router
+-----+	
Data Link (2)	→ Ethernet, Switch
+-----+	
Physical (1)	→ RJ45, Hub
+-----+	

### Key Functions of Each Layer

#### A. Application Layer (Layer 7)

- Provides **user applications** (web browsers, email).
- Protocols: **HTTP (Web)**, **SMTP (Email)**, **FTP (File Transfer)**, **DNS (Domain Name System)**.

#### B. Presentation Layer (Layer 6)

- **Encryption (SSL/TLS)**, **Compression (ZIP)**, **Encoding (ASCII, Unicode)**.

#### C. Session Layer (Layer 5)

- **Manages sessions** (e.g., login/logout).
- Protocols: **NetBIOS (Windows)**, **SIP (VoIP)**.

#### D. Transport Layer (Layer 4)

- **Ensures reliable delivery** (TCP = connection-oriented, UDP = connectionless).
- **Flow control & error checking**.

#### E. Network Layer (Layer 3)

- **Logical addressing (IP addresses)**.
- **Routing (Routers use OSPF, BGP)**.

#### F. Data Link Layer (Layer 2)

- **MAC addressing (Ethernet)**.
- **Switches operate here**.

#### G. Physical Layer (Layer 1)

- **Transmits raw bits (electrical/optical signals)**.
  - Devices: **Hubs, Repeaters, Cables (Fiber, Copper)**.
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**Optional for Exam OSI Model Explained with Example (Email Sending Process)**

**Step-by-Step Data Flow:**

- 1. **Application Layer (User sends email via SMTP)**
  - Email client (e.g., Outlook) formats the message.
  - Uses **SMTP** protocol.
- 2. **Presentation Layer (Encryption & Compression)**
  - Email is encrypted (**SSL/TLS**) for security.
- 3. **Session Layer (Establishes Connection)**
  - Maintains the session between sender and mail server.
- 4. **Transport Layer (Breaks Data into Segments)**
  - **TCP** ensures reliable delivery.
- 5. **Network Layer (Adds IP Address for Routing)**
  - **IP** adds source & destination addresses.
- 6. **Data Link Layer (Frames Data with MAC Addresses)**
  - **Ethernet** adds MAC addresses.
- 7. **Physical Layer (Transmits as Electrical Signals)**
  - Data sent via **cable or Wi-Fi**.

At the receiver’s end, the process reverses (**decapsulation**).

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**B. Internet Model (TCP/IP Model – 4 Layers)**

- 1. **Network Interface Layer** – Combines OSI’s Physical and Data Link layers.
- 2. **Internet Layer** – Handles routing (e.g., IP).
- 3. **Transport Layer** – Manages data flow (e.g., TCP, UDP).
- 4. **Application Layer** – Combines OSI’s Session, Presentation, and Application layers.

**C. Message Transmission Using Layers**

- **Encapsulation:** Data moves down the layers, with each layer adding a header.
- **Decapsulation:** At the receiver’s end, headers are removed as data moves up.

**OSI Model vs. TCP/IP Model**

OSI Model (7 Layers)	TCP/IP Model (4 Layers)
More detailed, theoretical	Practical, used in the Internet
Session, Presentation separate	Combined into Application
Network Layer = Routing	Internet Layer = IP
Transport Layer = TCP/UDP	Same as OSI
Data Link + Physical = Network Interface	Same as OSI

### Questions (10 Marks)

Explain the OSI model with a diagram and protocols used at each layer.

- **Answer:**
    - Define OSI model (7 layers).
    - Draw the diagram.
    - List functions & protocols for each layer.
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## 4. Network Standards

### A. Importance of Standards

- Ensures compatibility between devices.
- Promotes interoperability (e.g., Wi-Fi standards allow different devices to connect).

### B. Standards-Making Process

1. **Proposal** – A need is identified.
2. **Drafting** – Experts develop specifications.
3. **Review & Approval** – Organizations like IEEE, ITU-T finalize standards.

### C. Common Standards

1. **IEEE 802.11** – Wi-Fi standards.
2. **Ethernet (IEEE 802.3)** – Wired LAN standard.
3. **TCP/IP** – Internet protocol suite.

**Question:**

*Q: Why are network standards important? Name two key networking standards.*

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## 5. Future Trends

### A. Wireless LAN and BYOD (Bring Your Own Device)

- Employees use personal devices (laptops, smartphones) for work.
- Security challenges (e.g., unauthorized access).

### B. Internet of Things (IoT)

- Smart devices communicate over the internet (e.g., smart homes, wearables).
- Example: A smart thermostat adjusts temperature based on user behavior.

### C. Massively Online (Cloud Computing, Big Data)

- Cloud services (AWS, Azure) enable remote data storage and processing.
- Big data analytics improves decision-making.

**Question:**

*Q: Explain how IoT is transforming modern businesses with an example.*

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## Summary & Key Takeaways

- ▯ **Data communication** requires delivery, accuracy, timeliness, and minimal jitter.
- ▯ **Network types** include LAN, WAN, MAN, and PAN.
- ▯ **OSI (7 layers)** and **TCP/IP (4 layers)** models define structured communication.
- ▯ **Standards** (e.g., IEEE 802.11, TCP/IP) ensure interoperability.
- ▯ **Future trends:** BYOD, IoT, and cloud computing are shaping networking.