



សាកលវិទ្យាល័យភូមិន្ទភ្នំពេញ  
Royal University of Phnom Penh

# Data Communication I

## Introduction and Rule

Lecturer: **CHHORN SYLUN**

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Room: 302, STEM Building, RUPP

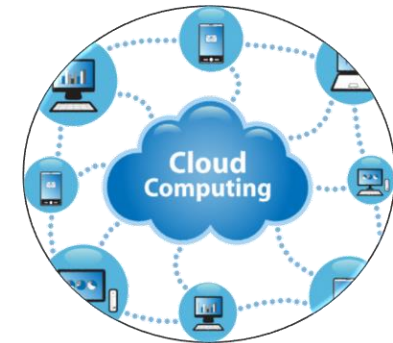
# What is my future job?



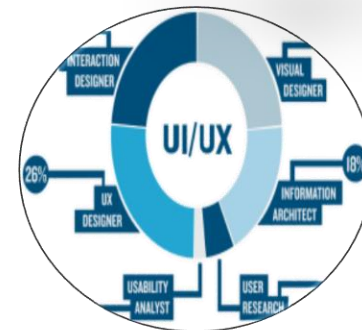
*Software Developer*



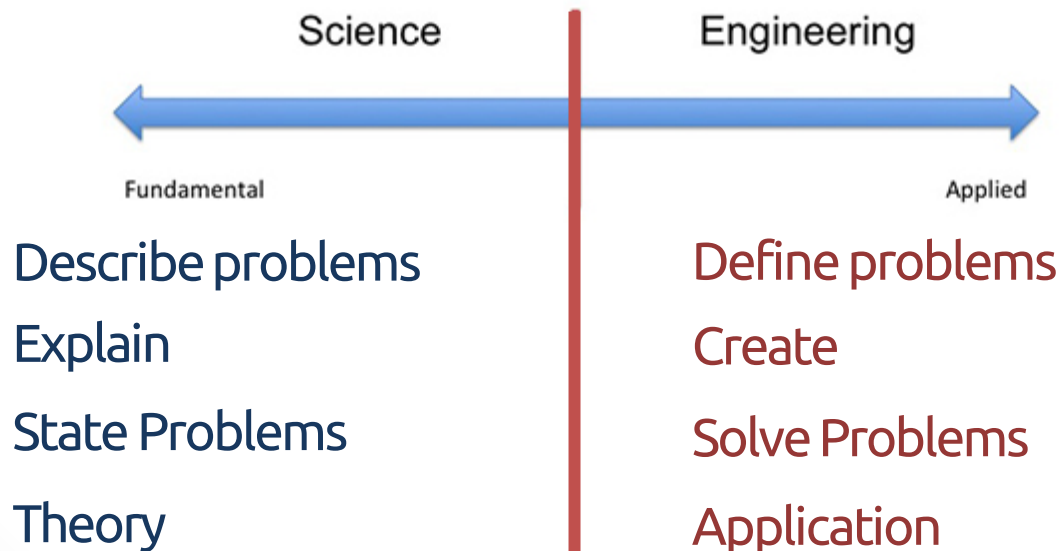
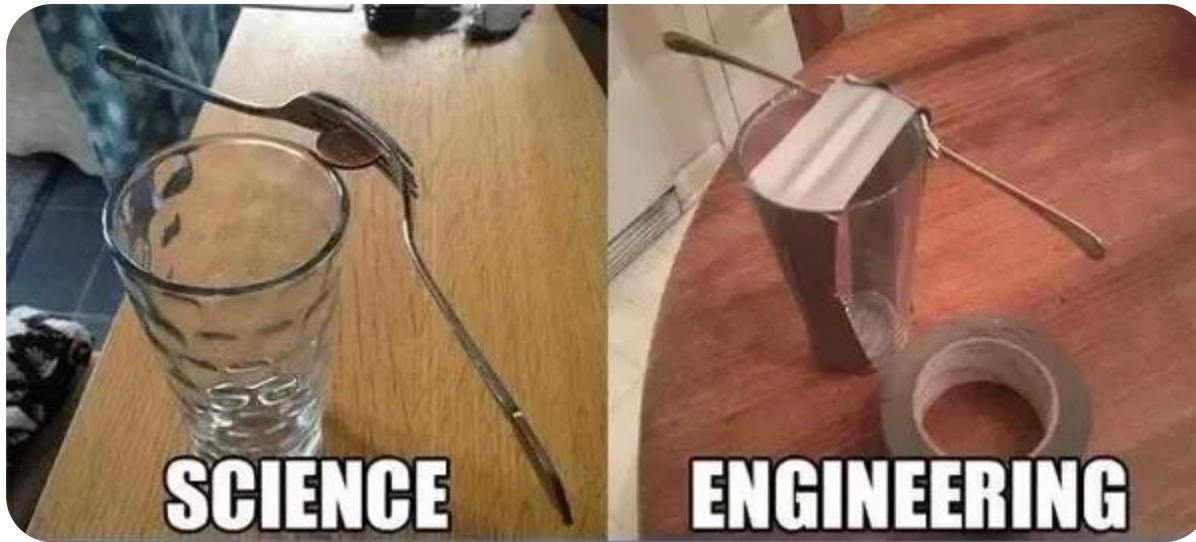
*Network Admin and Security*



*Network Architecture*



# Science and Engineering



# Learning outcomes

**What are the outcomes of this course?**



- What is Data Communication?
- What is Networks?
- What is Signals?
- Analog and Digital Transmissions?
- **Transmission Media?**

# Course relationship

Year I

Mathematic, Computer  
Architecture, and others

C Programming



Year II

Data Communication



Year III

Network Engineering



Year IV

Computer Security, Project /Thesis

# Knowledge and skills required for this course

- Mathematics: Algebra, Boolean Algebra, Calculus,...
- Computer Architecture, C-Programming
- English and Fast Learner
- Research and Practice



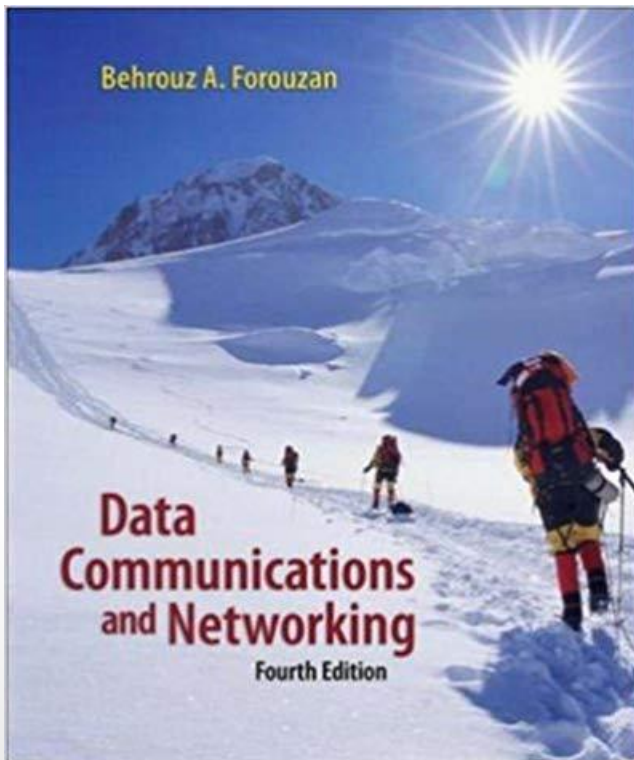


# Source Books

## Data Communications and Networking

By Behrouz A. Forouzan

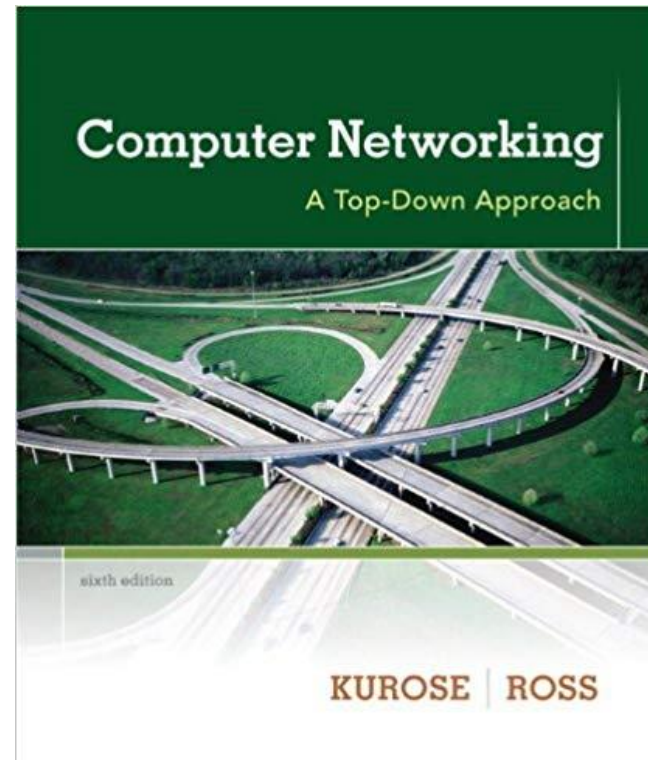
**4<sup>th</sup> Edition** (1171 pages)



## Computer Networking: A Top-Down Approach

By Kurose and ROSS

**6<sup>th</sup> Edition** (889 pages)



# Evaluation

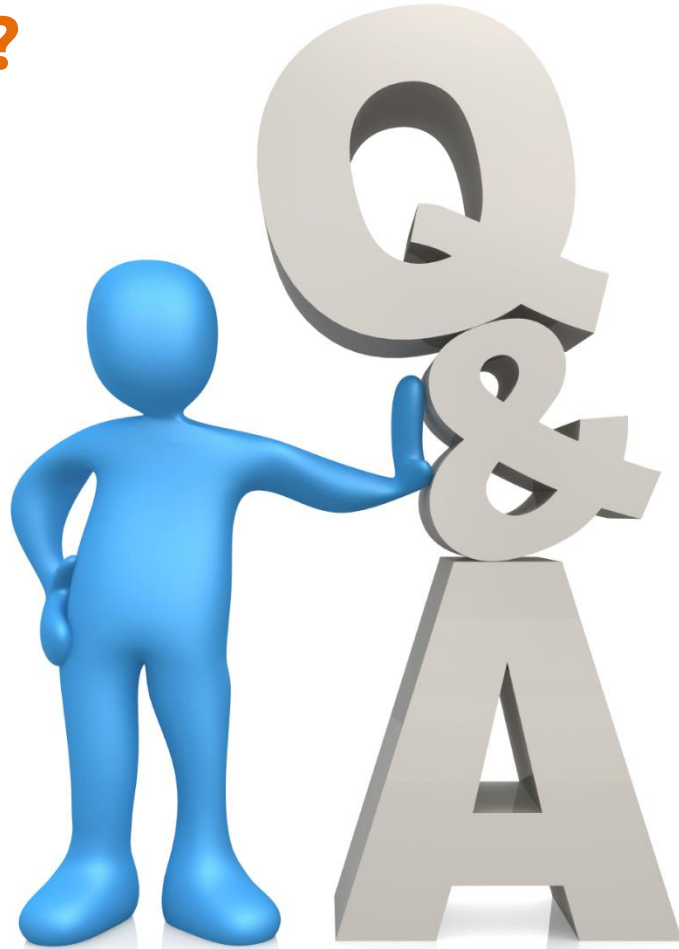
Task	Score
Attendant	10%
Homework	20%
Mid-Term	20%
Final	50%
Total	100%



# Questions

## What kinds of Question?

1. Quick Answer
2. Research Answer
3. Asking Back
4. Don't Answer



Ms. Team Group

# Project Research

No	Project	Other
1	How to improve and secure your PC performance	
2	Prototyping tools for UI/UX designers	3 tools
3	Computer Laptops	3 brands
4	Malware and Computer Anti-Virus Software	
5	IT question and answer websites	3 websites
6	Hub, Switch and Router	

**Note:**

1. Presentation slide (Max. 30mn)
2. 20pts as Mid-Term
3. Q&A
4. Well prepare

# How to get full points?

## What should include in your research?

Introduction

History and Objective

How does it work?

Category and implementation

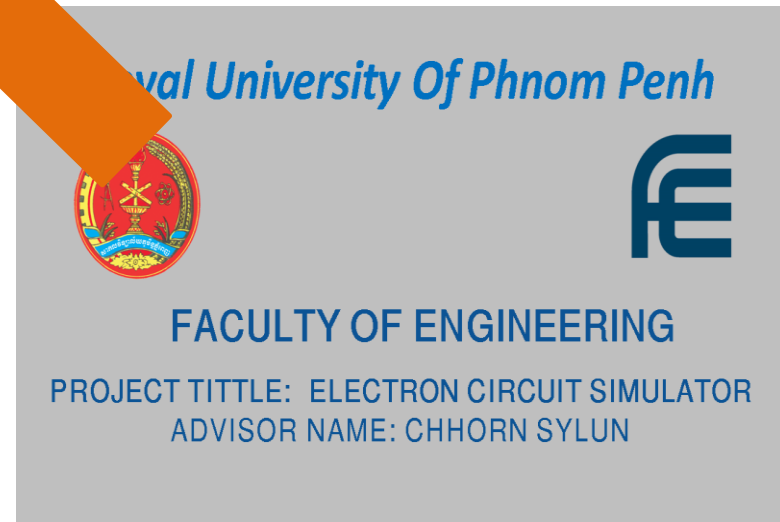
Advantage and Disadvantage

Applications

Conclusion and Reference

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# How to get full points?



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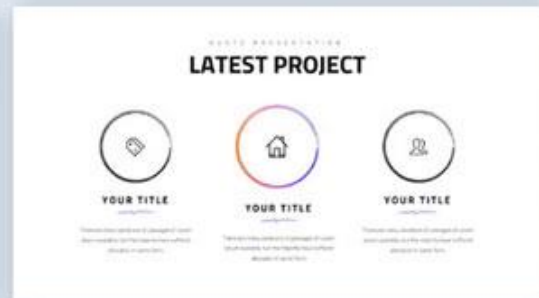
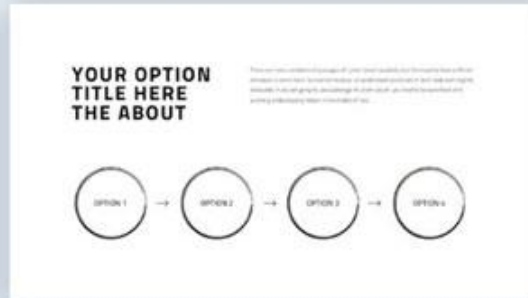
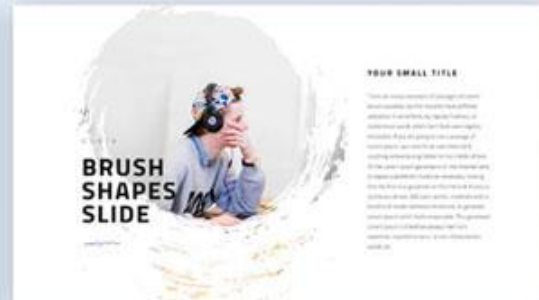




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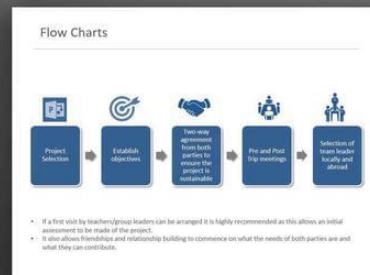


# How to get full points?





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