

Data Communication I Introduction and Rule

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What is my future job?



Software Developer







Network Admin and Security

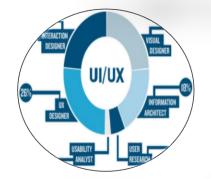




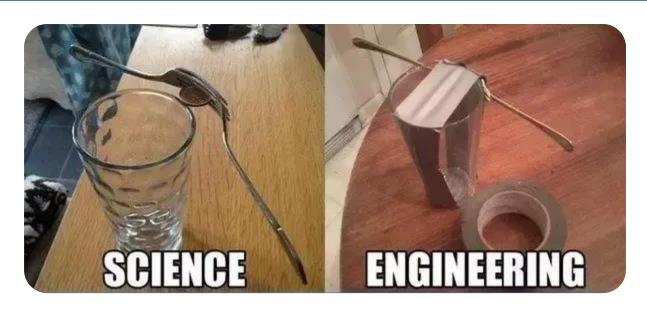




Network Architecture



Science and Engineering



Science

Engineering

Fundamental

Describe problems

Explain

State Problems

Theory

Applied

Define problems

Create

Solve Problems

Application

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

Yearl

Mathematic, Computer Architecture, and others

C Programming



Year II



Data Communication



Year III

Network Engineering



Year IV

Computer Security, Project /Thesis

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Knowledge and skills required for this course

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









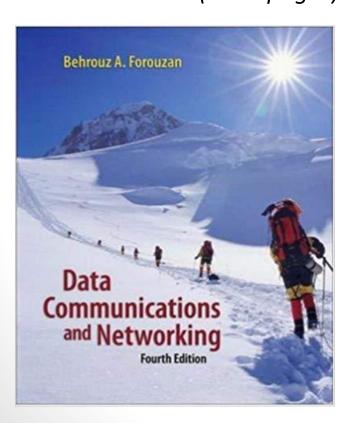




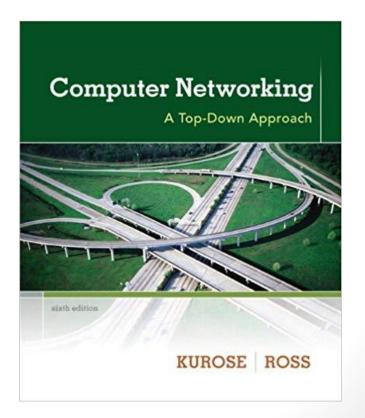


Source Books

Data Communications and
Networking
By Behrouz A. Forouzan
4th Edition (1171 pages)



Computer Networking: A
Top-Down Approach
By Kurose and ROSS
6th 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

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 Rivers Are Formed

Rivers start as very small streams and gradually get bigger as more and more v. r is added. Heavy rains and spring meltwater add so much water to some rivers that they overflow their banks and flood the surrounding landscape.

- The water in rivers comes from many different sources. Rivers can begin in lakes or as springs that bubble up from underground. Other rivers start as rain or melting snow and ice high up in the mountains.
- Most rivers flow quickly in the steeply sloping sections near their source. Fast moving water washes away gravel, sand and mud leaving a rocky bottom.
- Rivers flowing over gently sloping ground begin to curve back and forth across the landscape. These are called meandering rivers.
- Some rivers have lots of small channels that continually split and join. These are called braided rivers. Braided rivers are usually wide but shallow. They form on fairly steep slopes and where the river bank is easily eroded.
- Many rivers have an estuary where they enter the ocean. An estuary is a section of river where fresh water and sea-water mix together. Tides cause water levels in estuaries to rise and fall.

val University Of Phnom Penh





FACULTY OF ENGINEERING

PROJECT TITTLE: ELECTRON CIRCUIT SIMULATOR ADVISOR NAME: CHHORN SYLUN



































