# 2. INTERFACES AND CABLES

### **SWITCHES**

- Typically provide multiple PORTS for connectivity, usually 24.
- These PORTS are commonly RJ-45 (Registered Jack) ports.

# WHAT IS ETHERNET?

• Ethernet refers to a set of network protocols and standards.

# Why do we need network protocols and standards?

- To establish common communication standards across networks.
- To ensure hardware compatibility and connectivity between devices.

# **Connection Speeds**

- Device connections operate at defined speeds, measured in "bits per second" (bps).
- A bit is a value of "0" or "1," while a byte equals 8 bits.

| Size           | Number of Bits    |
|----------------|-------------------|
| 1 kilobit (Kb) | 1,000             |
| 1 megabit (Mb) | 1,000,000         |
| 1 gigabit (Gb) | 1,000,000,000     |
| 1 terabit (Tb) | 1,000,000,000,000 |

### **Ethernet Standards**

- Defined by the IEEE 802.3 standard in 1983.
- IEEE stands for Institute of Electrical and Electronics Engineers.

# **ETHERNET STANDARDS (COPPER)**

| Speed    | Common Name      | Standard | Cable Type | Max Transmission Distance |
|----------|------------------|----------|------------|---------------------------|
| 10 Mbps  | Ethernet         | 802.3i   | 10BASE-T   | 100 meters                |
| 100 Mbps | Fast Ethernet    | 802.3u   | 100BASE-T  | 100 meters                |
| 1 Gbps   | Gigabit Ethernet | 802.3ab  | 1000BASE-T | 100 meters                |
| 10 Gbps  | 10 Gigabit       | 802.3an  | 10GBASE-T  | 100 meters                |

• BASE: Indicates Baseband Signaling.

• **T**: Refers to Twisted Pair cabling.

# **UTP (Unshielded Twisted Pair)**

- Commonly used copper cable.
- Does not include a metallic shield.
- Twisted design protects against EMI (Electromagnetic Interference).
- Usually contains 8 wires (4 pairs), but some standards use fewer wires:
  - o **10/100BASE-T** uses 2 pairs (4 wires).

### **DEVICE COMMUNICATION VIA CONNECTIONS**

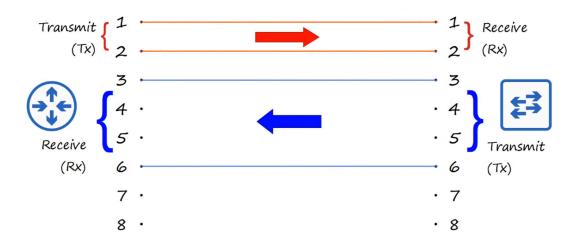
### **RJ-45 Pins**

• Ethernet cables have RJ-45 plugs with 8 pins.

| Device        | Transmit (TX) Pins | Receive (RX) Pins |
|---------------|--------------------|-------------------|
| PCs/Firewalls | Pins 1 and 2       | Pins 3 and 6      |
| Switches      | Pins 3 and 6       | Pins 1 and 2      |



# UTP Cables (10BASE-T, 100BASE-T)



This configuration allows for **Full-Duplex** data transmission.

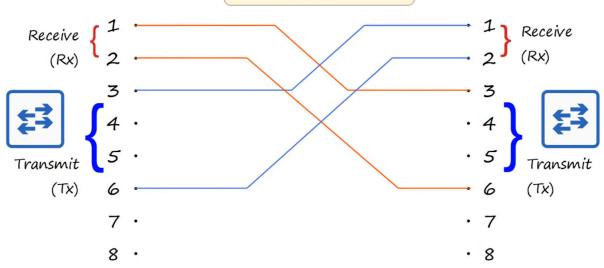
# **Connecting Similar Devices**

- For connections between similar devices (e.g., Router to Router), a Crossover Cable is required.
- Crossover cables swap the pin assignments:
  - PIN#1 → PIN#3
  - o PIN#2 → PIN#6
  - $\circ$  PIN#3  $\rightarrow$  PIN#1



# UTP Cables (10BASE-T, 100BASE-T)

# Crossover cable



# **Modern Equipment**

 Most modern devices support AUTO MDI-X, which automatically adjusts pins for compatibility, removing the need for crossover cables.

### Higher Speed Standards (1000BASE-T/10GBASE-T)

• Use 4 pairs (8 wires) where each wire pair is bidirectional, allowing faster transmission compared to 10/100BASE-T.

### **FIBER-OPTIC CONNECTIONS**

- Governed by the IEEE 802.3ae standard.
- SFP (Small Form-Factor Pluggable) transceivers enable fiber-optic cables to connect to switches or routers.
- Fiber-optic cables use separate lines for transmitting and receiving.

# **Types of Fiber-Optic Cables**

# 1. Single-Mode Fiber:

- Narrower core for laser-based transmission.
- Supports longer distances than UTP or multimode.
- More expensive due to laser-based SFP transmitters.

### 2. Multimode Fiber:

- Wider core for LED-based transmission.
- Supports multiple light wave angles (modes).
- Cheaper but shorter distance compared to single-mode.