

DATA Communication And Networks

What is Internet:-

we can describe this in two ways:

(1) Nuts and Bolts ~~way~~

↳ Basic hardware and software components to makeup the internet.

~~(2) Network~~

(2) Internet in terms of Networking Infrastructure:

↳ that provides services to distributed applications

Nuts and Bolts:-

→ Internet is a Computer Network that interconnects billions of Computer devices.

→ ^{These} Computing device (computer devices) were primarily traditional desktop PCs, Linux, workstation and so called servers that store and transmit information such as web pages.

→ Now, a days non traditional Internet things such as laptops, smartphone, cars, eyeglasses, traffic signals, home appliances and more. All these are connected to Internet

→ All traditional & non traditional devices are called hosts (or) End systems. → Network edge

→ End systems are connected together by a network of Communication links and packet switches.

Network

* Network Edge \rightarrow hosts, access network, physical media
* Network Core \rightarrow loss, delay throughput

\rightarrow There are many types of Communication links,
i) Coaxial cable (ii) Copper wire (iii) optical fiber (iv) Radiospectrum
These are made up of different types of physical media.

\rightarrow Different Communication link can transmit ~~data at different~~ data at different rates, with the transmission rate of a link measured in bits/second

\rightarrow When one end system has data to send to another end system. The sending end system segments the data and adds header bytes to each segment.

\rightarrow The resulting package of information, known as packets, in the jargon of Computer Networks.

\rightarrow Then they are sent through the network to the destination end system, where they are reassembled into the original data.

\rightarrow A packet switch takes a packet arriving in one of its incoming communication links and forwards that packet on one of its outgoing communication links.

\rightarrow Two ^{most} prominent types of packet switches are
(i) Routers - Typically used in network core
(ii) link-layer switches - Typically used in access networks

→ The sequence of communication link and packet switches traversed by a packet from sending end system to receiving end system is known as route (or) path.

→ packet switched networks: It transports packets. like Trucks which transports goods from one place to other. Here Trucks are packet switched Networks and Goods are Networks.

→ End systems access the internet through Internet Service providers (ISPs), including local cable, telephone companies, corporate, and ~~mobile~~ cellular data (providing mobile access to our smartphone and other devices).

→ Each 'ISP' is in itself a network of packet switches and communication link.

→ ISP provide ^{network} ~~internet~~ access to end systems (like modem, etc) and mobile wireless access.

→ ISP also provide Internet access to Content providers connecting websites and video servers directly.

→ Internet is all about connecting end systems to each other.

→ ISP that provides access to end systems must also be interconnected.

→ These lower-tier ISP's are interconnected through national and international upper-tier ISP's.
(Ex:- Level 3 Communications, NTT, AT&T, Sprint)

→ Upper tier ISP:-

↳ It consists of high-speed routers interconnected with high speed fiber optic links.

→ Each ^{network} ISP (whether lower tier (or) upper tier) is managed independently, runs the IP protocol and conforms to certain naming and address conventions.

→ Protocol:-

That control the sending and receiving of information within the internet.

~~Ex~~ Ex:- TCP, IP, HTTP (for web), SMTP (for e-mail).

→ End systems, packet switches and other pieces of internet run protocols

↳ Two most important protocols in the internet
(1) Transmission Control protocol (TCP) (2) Internet protocol (IP)

→ Internet principal protocols are collectively known as TCP/IP

→ Internet protocol:- It specifies the format of the packets that are sent and received among routers and end system.

→ Data Center Network: It has the data. So, it provides data to Isp to end systems.

→ protocols:

(1) Skype protocol:-

between two laptops'...

(2) HTTP protocol:- streaming video.

(3) Tcp protocol:- ^{web server} ~~bridge~~ to data center network.

(4) WIFI protocol:- ^{bluetooth} Laptop & wifi.

(5) Ethernet protocol:- "lan" cable to end system.

(6) IP protocol:- Local (or) regional Isp to national (or) global Isp.