Some Basic Networking Rules...



- The computers in a network must use the same procedures for sending and receiving data. We call these *communication protocols*.
- Data must be delivered uncorrupted. If it is corrupted, it is useless. (There are Exceptions)
- Computers in a network must be capable of determining the **origin** and **destination** of a piece of information, i.e., it's **IP** and **Mac Address**.