Networks connect us

No boundaries

Linkin

Every computer on a network is called a host or end device.

Servers are computers that provide information to end devices

Clients are computers that send requests to the servers to retrieve information

It is possible to have a device be a client and a server in a Peer-to-Peer Network

An intermediary device interconnects end devices. Examples include switches, wireless access points, routers, and firewalls.

Small Home Networks – connect a few computers to each other and the Internet

Small Office/Home Office – enables computers within a home or remote office to connect to a corporate network

Medium to Large Networks – many locations with hundreds or thousands of interconnected computers

Worldwide Networks – connects hundreds of millions of computers world-wide – such as the internet

Internet engineering task force

Internet – world

Extranet – suppliers, customers, collaborators

Intranet – company only

Network Architecture

Fault Tolerance

Scalability

Quality of Service (QoS)

Security