

CN

Assignment

Q1. An application layer protocol defines how the application processes running on different systems, pass the messages to each other.

- DNS stands for Domain Name System.
- DNS is a directory service that provides a mapping between the name of a host on the network and its numerical address.
- DNS is required for the functioning of the internet.
- Each node in a tree has a domain name, and a full domain name is a sequence of symbols specified by dots.
- DNS is a service that translates the domain name into IP addresses.

DNS is a TCP/IP protocol used on different platforms. The domain name space is divided into 3 different sections: generic, country & inverse domains.

GENERIC DOMAIN

- Defines the registered hosts according to their generic behaviour.
- Each node in a tree defines the domain name, which is an index to the DNS database.
- It uses 3-character labels and these labels describe the organizational type.

COUNTRY DOMAIN

The format is same as generic domain, but it uses 2-character country abbreviation.

INVERSE DOMAIN

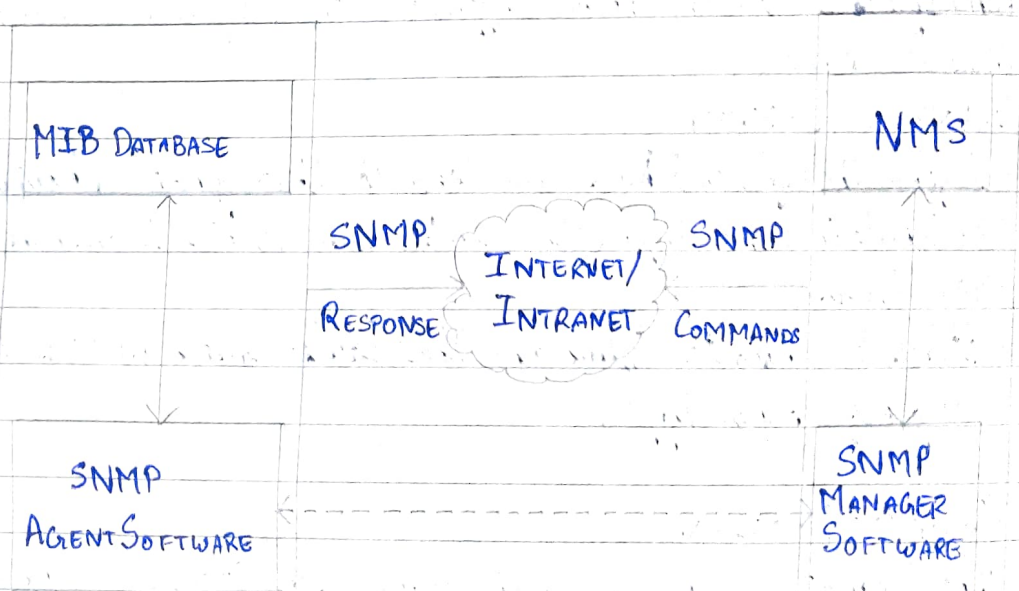
Used for mapping an address to a name. When the server has received a request from the client, and the server contains the files of only authorized clients.

Q2.

a. SNMP

If an organization has 1000 of devices then to check all devices, one by one everyday, are working properly or not is a hectic task. To ease this up, Simple Network Management Protocol is used.

SNMP is an application layer protocol which uses UDP port number 161/162. SNMP is used to monitor the network, detect network faults and sometimes ~~then~~ even used to configure remote ~~devices~~ devices.



Components of SNMP

There are 4 main components in an SNMP-managed network:

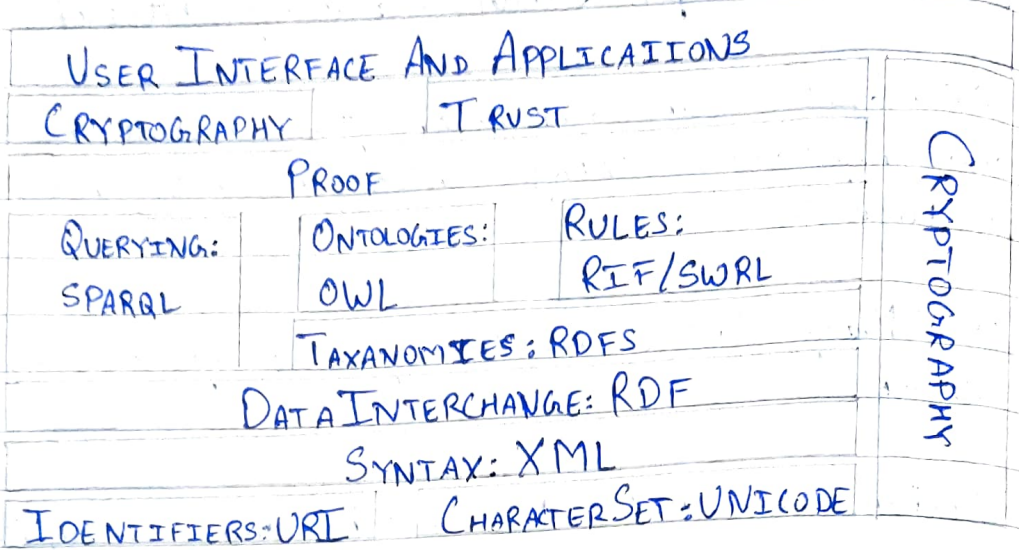
1. **SNMP Agent**: Software management software module installed on a managed device. Managed devices can be network devices like PC, Router etc.
2. **SNMP Manager [NMS]**: Centralised system used for to monitor network.
3. **SNMP-managed devices**: Nodes on which devices run agents run.
4. **Management Information Base [MIB]**: Consist of information of resources that are to be managed. These are organised hierarchically. It consist of objects instances which are essentially variables.

b. SMTP

Simple Mail Transfer Protocol is the procedure behind the email flow on the internet.

- It's an Application Level / Connection Oriented / Text Based Protocol.
- It handles exchange of messages between e-mail servers over TCP/IP networks.
- It also provides notification regarding incoming mail.
- When you send e-mail, your e-mail client sends it to your e-mail server for further ^{it} contacts the recipient mail server using SMTP client.
- These commands specify the senders & receivers address along with message to be sent.
- The exchange of commands between ~~over~~ servers is carried out without any user intervention.

Q3. WWW ARCHITECTURE



1. Identifiers and Character Sets

URI [Uniform Resource Identifier] is used to uniquely identify resources on the web and UNICODE makes it possible to build web pages that can be read and ~~to~~ write in human languages.

2. Syntax

XML [Extensible Markup Language] helps to define common syntax in semantic web.

3. Data Interchange

RDF [Resource Description Framework] helps in defining core representation of data for web. RDF represents data about resource in graph form.

4. Taxonomies

RDFS [RDF Schemas] allows more standardized description of taxonomies and other ontological constructs.

5. Ontologies

OWL [Web Ontology Language] offers more constructs over RDFS.

It comes in 3 versions:-

- OWL Lite for taxonomies and simple constraints
- OWL DL for full description logic support.
- OWL for more syntactic freedom of RDFS.

6. Rules

RIF and SWRL offers rules beyond the constructs that are available from RDFS and OWL. SPARQL [Simple Protocol & RDF Query Language] is SQL like language used for querying RDF data and OWL ontologies.

7. Proof.

All semantic and rules that are executed at layers below Proof and their result will be used to prove deductions.

8. Cryptography

Digital signatures for verification of the origin of source is used.

9. User Interface & Applications

Built for User Interaction.

Q4.

BOOTP

1. Stands for BOOTstrap Protocol.
2. Does not provide temporary IP addressing.
3. Does not support DHCP clients.
4. Manual configuration takes place.
5. Does not support mobile machines.
6. Can have errors due to manual configuration.

DHCP

- Stands for Dynamic Host Configuration Protocol.
- Provides temporary IP addressing for only limited amount of time.
- Support BOOTP clients.
- Auto configuration takes place.
- Supports mobile machines.
- Errors do not occur due to auto configuration.