

Practical No-1

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• Problem statement I

1. Client :

It is the user side, it can be web browser or any application that is running on user's computer. It may also refer to plug-in & helper application that enhance browser to support special service from site.

2. Server :

A server is a type of computer or device on network that manage network resource. Servers are dedicated, they only perform server task, a server is a program that manage resources rather than entire computer.

3. Communication :

It refers to transmission of digital data between two or more computers, this can be physical or wireless. If it's physical, it uses cable media or if wireless, it uses wifi network.

4. Protocols :

It is the set of rules that describe how to communicate, it dictate how to format, transmit & receive data, so computer network devices from server to switch end point.

5. Ports:

physical end-point using which an external device can be connected to computer, it can be programatic end-point through which info flows from program to computer over same port.

Port No.	Transport Ps.	Service Name
20, 21	TCP	FTP
23	TCP	Telnet
25	TCP	SMTP
53	TCP & UDP	DNS
110	TCP	POP
123	UDP	NTP

6. Network:

Set of node which are connected together for sharing the resources. Most common resource share today is connection to internet.