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1) A computer network is a group of computers that use a set of common communication protocols over digital interconnections for the purpose of sharing resources located on or provided by the network nodes. The interconnections between nodes are formed from a broad spectrum of telecommunication network technologies, based on physically wired, optical, and wireless radio-frequency methods that may be arranged in a wide variety of network topologies.

2) 3 class

Subnet mask = 255.0.0

Network ID = 130.1.1.1

IP Range = 128.0.0.0 - 191.255.255.255

Binary 130 1 1 1
1000010 0000001 0000001 0000001
= 10000100000000010000000100000001

Decimal = 1000001 = 130
0000001 = 1
0000001 = 1
0000001 = 1

IP address = (130.1.1.1)

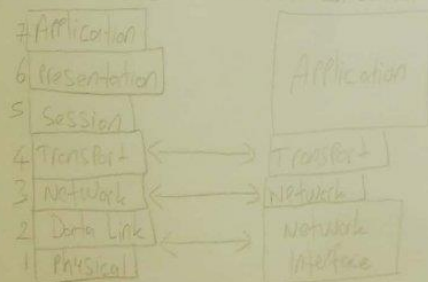
Examples

Base	2 ⁷	2 ⁶	2 ⁵	2 ⁴	2 ³	2 ²	2 ¹	2 ⁰
Binary	1	1	1	1	1	1	1	1
Decimal	128	64	32	16	8	4	2	1

Decimal	10	1	255	19
Binary	00001010	00000001	11111111	00010011
Hex	0A	01	FF	13

3) O/S Model

TCP/IP Connection Layers



4) Transport Layer: Data is broken down into packets. Packets are broken down into individual packets. The transport layer carries out flow control, sending data at a rate that matches the receiving speed of the receiving device, and error control, checking if data was received incorrectly and if not, retransmitting it again.

1) Physical Layer: Hardware Layer (cables etc) (responsible for electric, light and radio signals) The Physical layer is responsible for the physical cable or wireless connection between network nodes. Series of 0s and 1s, while taking care of bit rate control.

2) Data Link Layer: sets the rules for accessing and using the physical layer. MAC Address and NIC's and Switches. The data link layer establishes and terminates a connection between two physically connected nodes on a network. It breaks up packets into frames and sends them from source to destination.

3) Network Layer: IP addresses (Data routing managed by this layer) Breaks up segments into network packets, and reassembles the packets on the receiving end. Finds the best path across a physical network. The network layer uses network addresses. (Typically internet protocol addresses) the route packets to a destination node.

5) Session Layer: Responsible for actual connection between two systems. The session layer creates communication channels, called sessions, between devices. It is responsible for managing sessions, ensuring they remain open and functional while data is being sent, and closing them when communication ends. The session layer can also set checkpoints during a data transfer - if the session is interrupted, users can resume data transfer from the last checkpoint.

6) Presentation Layer: Converts data into a format that the application can read. Data Encryption and Decryption - GIF, JPEG etc.

7) Application Layer: Closest layer to user.

(Network aware applications transfer commands, words etc.)

CamScanner ile tarandı

