1- Identificar los términos clave relacionados con el escenario.

2- Proponer una solución que responda al problema planteado, usando los conceptos aprendidos.

3- Explicar la propuesta teniendo en cuenta las ventajas y posibles limitaciones

REMOTE TEAM NETWORKING

We need to search some networking tools because we don’t wont to go to the office. To resolve this problem, we have decide to use a version control system and a chat application to make more easy the communication between us and make the wireless networking. To use thous systems, we need in our house an WIFI Access Point to communicate using internet. We would recommend a Client-Server Architecture overaWAN for a remote team of developers. This setup provides a robust, centralized infrastructure for collaboration, data storage, and resource management. Additionally, We would suggest using a VPN (Virtual Private Network) for secure connections, enabling developers to access the company network securely from various locations.

Advantages:

* Centralized Resources: The Client-Server model enables easy resource management, ensuring that the entire team has access to the correct versions of files, data, and tools.
* Secure Remote Access: A VPN allows developers to securely access the network, which is crucial when handling sensitive data.
* Scalability and Flexibility: This solution supports adding more users and resources without needing to redesign the infrastructure, making it adaptable to team growth.

Limitations:

* Latency: Since a WAN covers long distances, some developers may experience delays affecting access speeds.
* Infrastructure and Maintenance Costs: There may be high initial costs for setting up the central server, VPN, and cloud-based collaboration tools.
* Security Requirements: Remote connections and data transfer over a WAN require advanced security measures to protect information.

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