Chapter 4:
Networking and the Internet

Computer Science: An Overview
Eleventh Edition

by
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Chapter 4: Networking and the Internet

- 4.1 Network Fundamentals
- 4.2 The Internet
- 4.3 The World Wide Web
- 4.4 Internet Protocols
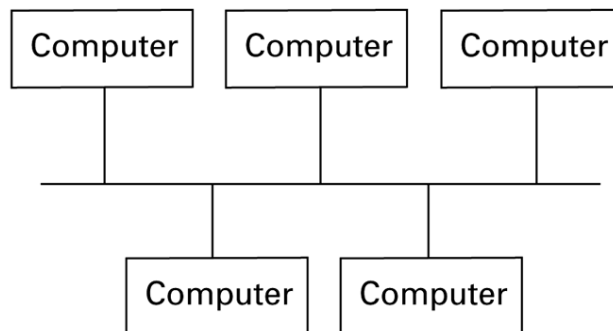- 4.5 Security

Network Classifications

- Scope
  - Local area network (LAN)
  - Metropolitan area (MAN)
  - Wide area network (WAN)
- Ownership
  - Closed versus open
- Topology (configuration)
  - Bus (Ethernet)
  - Star (Wireless networks with central Access Point)

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Figure 4.1 **Network topologies**

a. Bus

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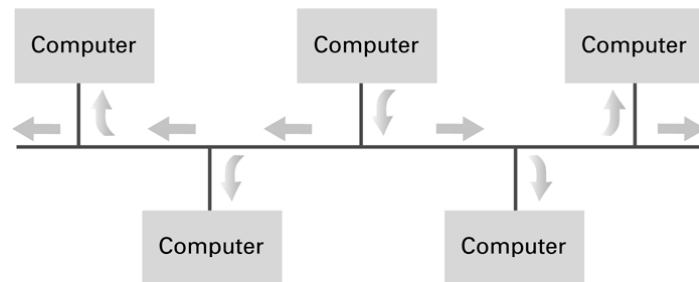## Figure 4.1 **Network topologies (continued)**

b. Star
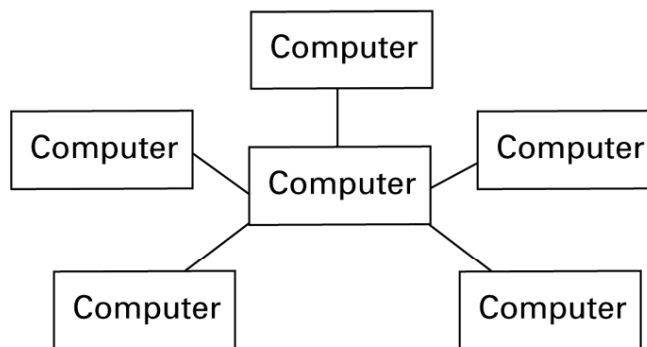
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Protocols

- CSMA/CD
  - Used in Ethernet
  - Silent bus provides right to introduce new message
- CSMA/CA
  - Used in WiFi
  - Hidden terminal problem

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Figure 4.2 **Communication over a bus network**

Computer

Computer

Computer

Computer

Computer

Figure 4.3 **The hidden terminal problem**

Range of B

Range of C

B

Access point

Building

C

A

None of the end systems
can hear each other although
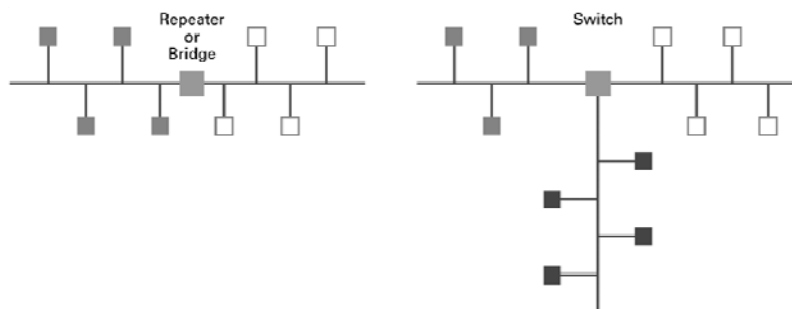each can communicate
with the AP.

Range of A
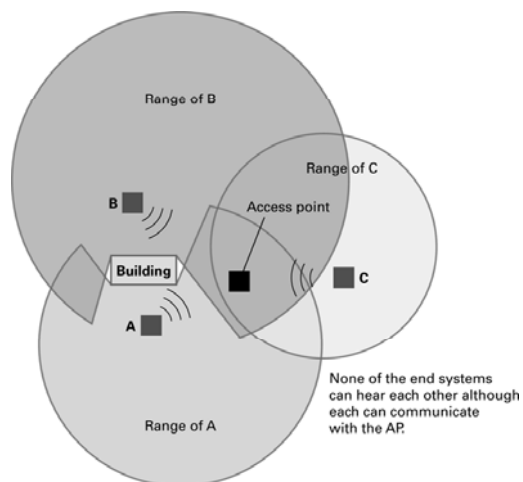
Connecting Networks

- **Repeater:** Extends a network
- **Bridge:** Connects two compatible networks
- **Switch:** Connects several compatible networks
- **Router:** Connects two incompatible networks resulting in a network of networks called an **internet**

Figure 4.4 **Building a large bus network from smaller ones**

a. A repeater or bridge connecting two buses

b. A switch connecting multiple buses

Figure 4.5 **Routers connecting two WiFi networks and an Ethernet network to form an internet**
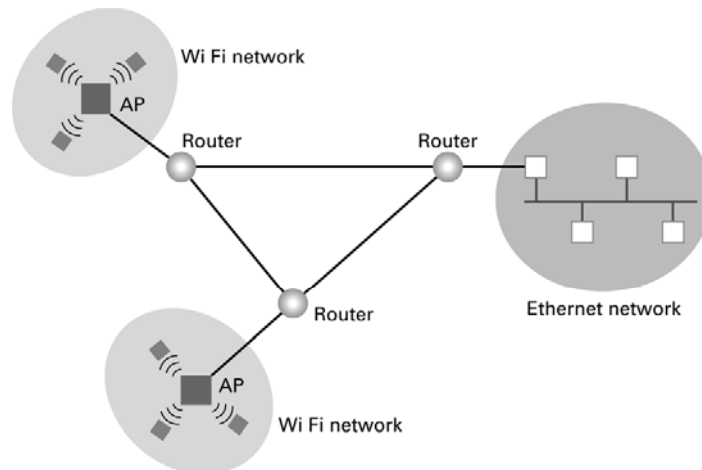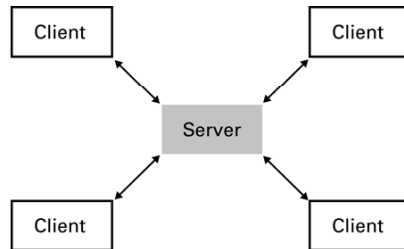
Inter-process Communication

- Client-server
  - One server, many clients
  - Server must execute continuously
  - Client initiates communication
- Peer-to-peer (P2P)
  - Two processes communicating as equals
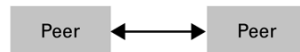 - Peer processes can be short-lived

Figure 4.6 **The client/server model compared to the peer-to-peer model**

Client

Client

Server

Client

Client

a. Server must be prepared to serve multiple clients at any time.

Peer ⟷ Peer

b. Peers communicate as equals on a one-to-one basis.

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Distributed Systems

- Systems with parts that run on different computers
  - Infrastructure can be provided by standardized toolkits
    - Example: Enterprise Java Beans from Oracle
    - Example: .NET framework from Microsoft

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The Internet

- The Internet: An internet that spans the world
  - Original goal was to develop a means of connecting networks that would not be disrupted by local disasters.
  - Today it has shifted from an academic research project to a commercial undertaking.
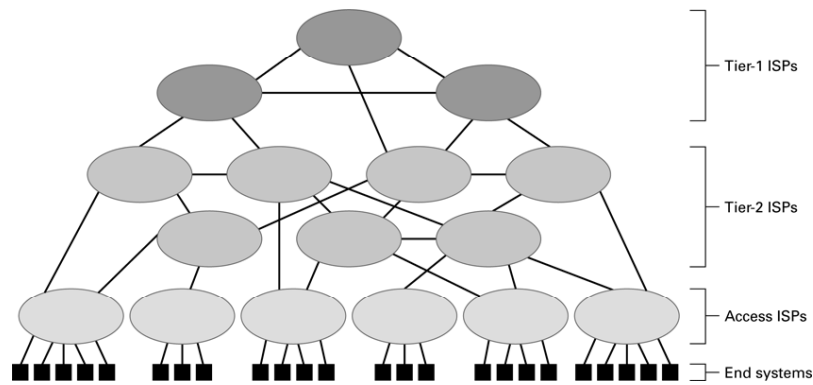
Internet Architecture

- Internet Service Provider (ISP)
  - Tier-1
  - Tier-2
- Access ISP: Provides connectivity to the Internet
  - Traditional telephone (dial up connection)
  - Cable connections
  - DSL
  - Wireless

Figure 4.7 **Internet Composition**

Tier-1 ISPs
Tier-2 ISPs
Access ISPs
End systems

Internet Addressing

- IP address: pattern of 32 or 128 bits often represented in dotted decimal notation
- Mnemonic address:
  - Domain names
  - Top-Level Domains
- Domain name system (DNS)
  - Name servers
  - DNS lookup

Internet Corporation for Assigned Names & Numbers (ICANN)

- Allocates IP addresses to ISPs who then assign those addresses within their regions.
- Oversees the registration of domains and domain names.

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Traditional Internet Applications

- Electronic Mail (email)
  - Domain mail server collects incoming mail and transmits outing mail
  - Mail server delivers collected incoming mail to clients via POP3 or IMAP
- File Transfer Protocol (FTP)
- Telnet and SSH

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More Recent Applications

- Voice Over IP (VoIP)
- Internet Radio
  - N-unicast
  - Multicast

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World Wide Web

- Hypertext and HTTP
- Browser gets documents from Web server
- Documents identified by URLs

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Figure 4.8 **A typical URL**


```
http://ssenterprise.aw.com/authors/Shakespeare/Julius_Caesar.html
```

Mnemonic name of host holding the document

Document name

Protocol required to access the document. In this case it is hypertext transfer protocol (http).

Directory path indicating the location of the document within the host's file system

---
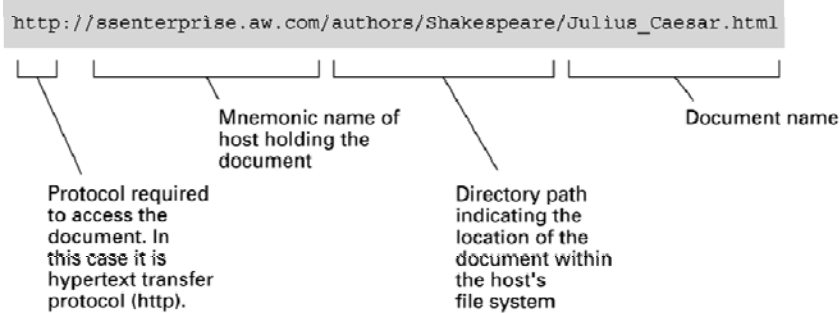
Hypertext Document Format

- Encoded as text file
- Contains tags to communicate with browser
  - Appearance
    - <h1> to start a level one heading
    - <p> to start a new paragraph
  - Links to other documents and content
    - <a href = . . . >
  - Insert images
    - <img src = . . . >

Figure 4.9 A simple Web page

a. The page encoded using HTML.

Tag indicating beginning of document ─
```
<html>
```

Preliminaries ─
```
<head>
<title>demonstration page</title>
</head>
```

The part of the document that will be displayed by a browser ─
```
<body>
<h1>My Web Page</h1>
<p>Click here for another page.</p>
</body>
```

Tag indicating end of document ─
```
</html>
```

Figure 4.9 A simple Web page (continued)

b. The page as it would appear on a computer screen.

My Web Page

Click here for another page.

Figure 4.10 **An enhanced simple Web page**

a. The page encoded using HTML.

```
<html>
<head>
<title>demonstration page</title>
</head>
<body>
<h1>My Web Page</h1>
<p>Click
    <a href="http://crafty.com/demo.html">
    here
    </a>
    for another page.</p>
</body>
</html>
```

Anchor tag containing parameter ─┤

Closing anchor tag ─┤

Figure 4.10 **An enhanced simple Web page (continued)**

b. The page as it would appear on a computer screen.

My Web Page
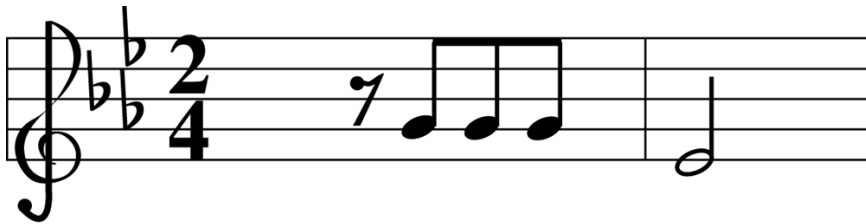
Click here for another page.

Extensible Markup Language (XML)

- XML: A language for constructing markup languages similar to HTML
  - A descendant of SGML
  - Opens door to a World Wide *Semantic* Web

Using XML

<staff clef = "treble"> <key>C minor</key>

<time> 2/4 </time>

<measure> < rest> egth </rest> <notes>
  egth G, egth G, egth G
  </notes></measure>

<measure> <notes> hlf E
  </notes></measure>

</staff>

Figure 4.11 **The first two bars of Beethoven's Fifth Symphony**
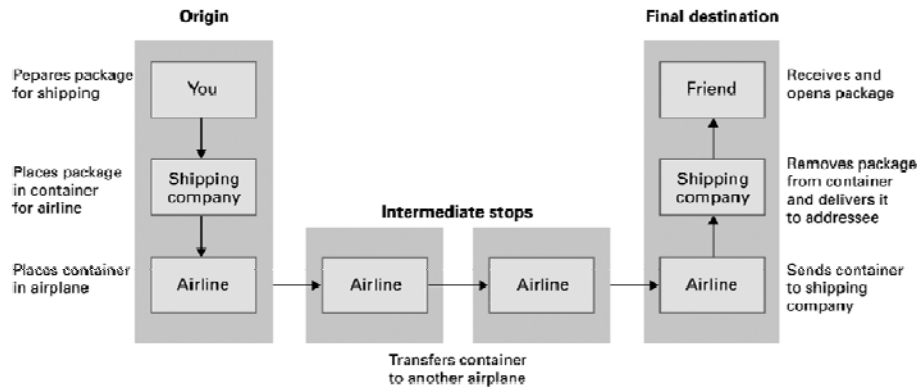
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Client Side Versus Server Side

- Client-side activities
  - Examples: java applets, javascript, Macromedia Flash
- Server-side activities
  - Common Gateway Interface (CGI)
  - Servlets
  - PHP

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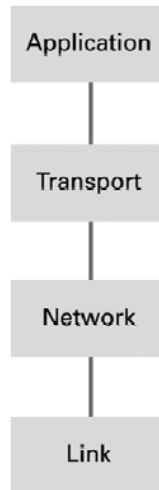## Figure 4.12 **Package-shipping example**

Internet Software Layers

- **Application:** Constructs message with address
- **Transport:** Chops message into packets
- **Network:** Handles routing through the Internet
- **Link:** Handles actual transmission of packets

Figure 4.13 **The Internet software layers**

Figure 4.14 **Following a message through the Internet**
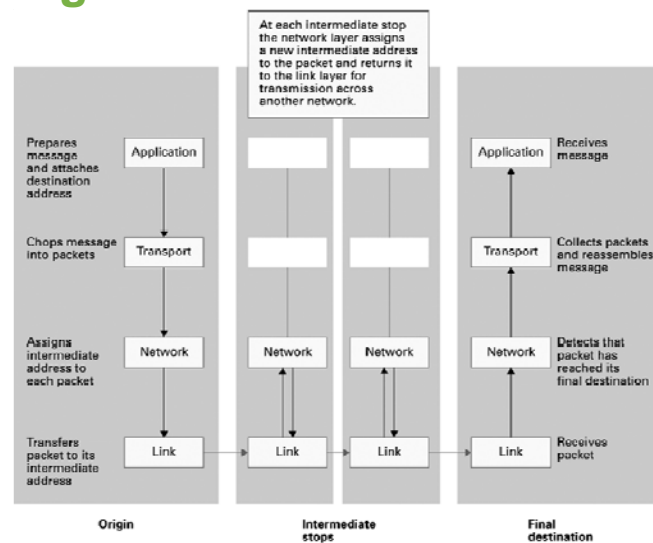
TCP/IP Protocol Suite

- Transport Layer
  - TCP
  - UDP
- Network Layer
  - IP (IPv4 and IPv6)

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Figure 4.15 **Choosing between TCP and UDP**

Application layer

?

Transport
layer

TCP	UDP
More "reliable" but less efficient	More efficient but less "reliable"

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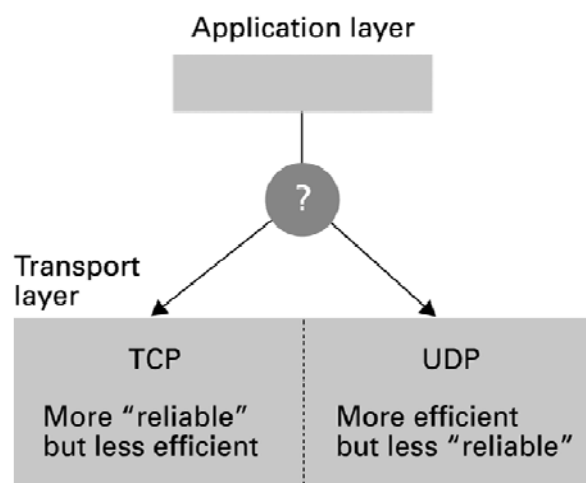
Security

- Attacks
  - Malware (viruses, worms, Trojan horses, spyware, phishing software)
  - Denial of service
  - Spam
- Protection
  - Firewalls
  - Spam filters
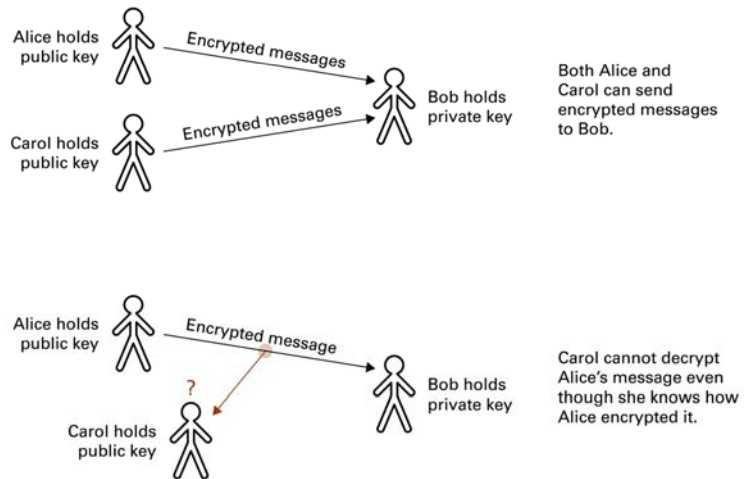 - Proxy Servers
  - Antivirus software

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Encryption

- FTPS, HTTPS, SSL
- Public-key Encryption
  - Public key: Used to encrypt messages
  - Private key: Used to decrypt messages
- Certificates and Digital Signatures

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Figure 4.16 **Public-key encryption**