# Notes for: Programming 3rd. Semester Datamatiker

**Pensum 2025 Java and C#:**

**Java:**

Netværksprogrammering > Det grundlæggende <http://www.docjava.dk/network/basic/basic.htm>

Netværksprogrammering > Flertrådede servere

<http://www.docjava.dk/network/multi_threaded_server/multi_threaded_server.htm>

**C# and .NET:**

XML > Sekventiel parsing af XML <http://www.fkj.dk/doccs/xml/reader_writer/reader_writer.htm>

"Implementing Security for Applications with Microsoft Visual Basic.Net and Microsoft Visual C#.Net", Tony Northrup, Microsoft Press, 2005.

— Lesson 2-4, s.22-48. <https://mega.nz/file/QEoAXTYS#fjwKeNS7PKKH2ePJ4fbEl91lxxtK9dLoISfo8V2e8cY>

"Pro ASP.NET Core 6, 9th ed.", Adam Freeman, Apress 2022”

— kapitel: 1-4, 6-11 (s.280n-287 er kursorisk), 38-39 (s.1225-1241 er ikke pensum)

<https://mega.nz/file/sFIEjLhK#bq9J1eHWLSBGVIyZEC_EygJPgX61UGjMn3oXcG5f-kk>

Stub-Skeleton Pattern: <https://en.wikipedia.org/wiki/Distributed_object_communication>

"Netværk": <http://www.fkj.dk/datamatiker/network/network.html>

(de mange videoer der refereres til er ikke pensum)

(MVC og Razor Pages er pensum. Blazor er ikke pensum)

"Bootstrap Beginner Crash Course", Traversy Media, YouTube. (kursorisk)  
<https://www.youtube.com/watch?v=5GcQtLDGXy8>

Større program-eksempler (se fkj.dk under Public Files): <https://eamvdk-my.sharepoint.com/personal/fkj_eamv_dk/_layouts/15/onedrive.aspx?id=%2Fpersonal%2Ffkj%5Feamv%5Fdk%2FDocuments%2FPublic%20Files%2F3%2Esem&ga=1>

2024-08-22 - MultiThreaded Server (C#).zip  
2024-08-29 - Public Key Encryptor (solved).zip  
2024-08-30 - Hash (solved).zip  
2024-09-03 - Stub-Skeleton Pattern (opgave A).zip  
2024-09-06 - Stub-Skeleton Pattern (opgave B).zip  
2024-09-09 - Stub-Skeleton Pattern (opgave C+D).zip

Andet (se ligeledes fkj.dk under Public Files):  
  
Netværkskode (C#).txt

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## Notes:

## Netværksprogrammering > Det grundlæggende

There are **two primary types of network communication**:

### Connection-Based (TCP - Transmission Control Protocol)

* A **continuous stream** of data is exchanged between two applications.
* A **virtual connection** is maintained for reliable data transfer.
* Examples: **Web browsing, email, file transfers.**
* **Pros**: Reliable, ordered delivery.
* **Cons**: More overhead, slower.

### Connectionless (UDP - User Datagram Protocol)

* Data is sent in **discrete packets** like a postal system.
* No persistent connection is maintained.
* Examples: **Online gaming, video streaming, VoIP.**
* **Pros**: Faster, lower overhead.
* **Cons**: Unreliable (packets may be lost or arrive out of order).

### What is an IP Address?

* An IP address (Internet Protocol address) uniquely identifies a device on a network.
* **IPv4 (Internet Protocol version 4)** uses **32-bit addresses** (e.g., 192.168.1.1).
* **IPv6** uses **128-bit addresses** to support more devices (2001:db8::ff00:42:8329).
* Used to route data across networks.

### Domain Name System (DNS)

* DNS **translates human-readable domain names** (e.g., www.google.com) **into IP addresses** (172.217.11.174).
* Instead of remembering IPs, you can use domain names.

DNS Resolution Process:

* User enters [www.example.com](http://www.example.com)
* Browser asks a DNS server for the **IP address**.
* DNS server returns 93.184.216.34.
* Browser connects to the server using that IP.

#### Client-Server Interaction:

* **Client:** Initiates a request (e.g., a browser requesting a webpage).
* **Server**: Listens on a port and **responds** to requests (e.g., a web server returning HTML content).

### InputStream vs OutputStream:

* **InputStream**: Used to **read data** (e.g., reading from a socket, file, or keyboard input).
* **OutputStream**: Used to **write data** (e.g., sending data to a server, saving to a file).

**If a Client Sends a Message, is it InputStream or OutputStream?**

* **On the Client Side:** Sending a message = **OutputStream** (writing data).
* **On the Server Side**: Receiving a message = **InputStream** (reading data).

### UDP – User Datagram Protocol

Unlike TCP, UDP is **connectionless** and **does not guarantee delivery**.

**How UDP works:**

* **No handshake** – packets are just sent.
* If packets **arrive out of order or get lost**, they **aren't automatically resent**.
* **Used in real-time applications** (e.g., gaming, video streaming, DNS lookups).

**Java has built-in networking tools** for handling both TCP and UDP.

## Netværksprogrammering > Flertrådede servere

A **multi-threaded server** allows handling **multiple clients** simultaneously by creating a **new thread** for each client connection. This enables the server to **process requests independently** without blocking new incoming connections.

### Multi-Threaded Server Architecture

ClientManager (Main Server Thread)

* Creates a ServerSocket and listens for connections.
* Accepts new client connections.
* Delegates each client to a new **ClientWorker** (separate thread).
* Maintains a **list of active client threads**.
* ClientManager starts and binds to a PORT (6010 or other)

ClientWorker (Per-Client Thread)

* Handles communication for a single client.
* Reads and writes data from/to the client.
* Terminates when the client disconnects.

SimpleClient

* Connects to the server.
* Receives messages from the server.

### Ports

**Definition:**   
Logical communication endpoint, used to identify processes or services on a device.  
It routes network traffic correctly so multiple applications can use same network connection.

What is a port?

* Every device on a network is identified by IP address.
* A device can run multiple network services, web server, mail server, game server.
* Ports direct incoming and outgoing traffic.
* Ip address is like a building. And Ports are like apartment numbers.

How do ports work?

* A client chooses a port to SEND data from.
* The server listens on a port to RECIEVE data on.
* Your operating system directs the traffic based on the chosen port.

Types of Ports:

* 0 to 1023 **Well-Known Ports** (Standard services) Example: Http (80) HTTPS (443)
* 1024 to 49151 **Registered Ports** (Used by specific applications) MySql (3306)
* 49152 to 65535 **Dynamic/Ephemeral Ports** (Used temporary by clients)

**More about Ports:**

* Ports are used in both TCP and UDP
* You can check open ports with CMD “netstat -an”
* Your firewall can block or allow traffic based on port number.
* Port Scanning is used by hackers to find open ports with tools like (Nmap)
* Closed ports help prevent attacks

**Port Forwarding:**

By default, devices inside a local network (**LAN**) are **not directly accessible** from the internet. **Port forwarding allows you to make certain services reachable from outside.**

**How Port Forwarding works:**

* A request arrives at your **public IP address** on a **specific port**.
* Your **router intercepts** the request.
* The router **forwards** the request to a specific local device (pc/server etc.)

**Types of Port Forwarding:**

* **Static** (Redirects specific external port to an internal port) Example: Forward external port 8080 to internal port 80.
* **Dynamic** (Often used with VPNs, allows a remote machine to securely tunnel into a network.
* **UPnP** Universal Plug and Play (Automatic port forwarding for apps torrent/gaming)
* **DMZ** Demilitarized Zone (forwards all traffic to a specific device)

### How does routers work?

**Definition:**  
A **router** is the **traffic manager** of a network, directing data between your **private (LAN)** and the **public internet (WAN)**

**How does a router Intercept Incoming Traffic?**

**WAN** Interface (Wide Area Network)

* Connected to the internet.
* Has a **public IP address** assigned by your ISP (Internet Service Provider)
* Receives all incoming network requests from outside.

**LAN** interface (Local Area Network)

* Connected to home devices (pc, servers etc.)
* Uses **private IP addresses** (192.168.1.x)
* Distributes traffic **WITHIN** the home network.

### NAT (Network Address Translation)

**Definition:**   
NAT is a technique used by routers to **modify network packets** so that multiple devices can **share a single public IP address** while communicating with the internet.

* NAT translates between public and private IPs
* When port forwarding is configured NAT keeps a Port Forwarding Table.
* NAT ensures that **multiple devices share one public IP** while still being accessible.

**What is NAT and Why Do We Need It?**

* **IPv4 addresses are limited** (only about 4.3 billion unique addresses).
* Most ISPs **assign only one public IP** to a household.
* It works by **modifying the source/destination IPs in network packets**.
* **IPv6 solves** the IP shortage, so NAT isn’t necessary. But many networks still use NAT for compatibility with IPv4.

### How does NAT work?

A device inside a LAN wants to access the internet.

**Packet is sent from a local device** (Laptop 192.168.1.10, wants to access google.com)

* The device sends a packet: 

**Router modifies the Packet (NAT Table)**

* Since 192.168.1.10 is private IP, it cant be used on the internet.
* The router replaces the source IP with public IP (45.67.89.100)
* The Modified Packer is sent:   
  

**Google sends a response**

* The response from Google is addressed to the public IP:



**Router Uses NAT table to route the Packet**

* The router checks the NAT table and sees that the request came from 192.168.1.10
* The Router rewrites the destination IP back to 192.168.1.10 and sends it.
* To google it looks like all devices in your house came from the same public IP (45.67.89.100) But the router keeps track of who made each request.

**If you got 3 ppl using the internet, the NAT Table will look like this:  
A screenshot of a black screen

AI-generated content may be incorrect.  
Notice the same WAN.**

**Types of NAT:**

* **Static** Maps one private IP to one public IP. (Hosting a public server.)
* **Dynamic** Maps multiple private IPs to a pool of public IPs. (Large enterprise networks.)
* **PAT (Port Address Translation)** Maps multiple private IPs to a single public IP, using different ports. (Most common in home routers.)

Example of NAT rule:   
How a NAT table looks like with Port Forward:

A screenshot of a graph

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### What is a Network Packet?

**Definition:**  
A **network packet** is a **small chunk of data** that is sent across the internet.  
Every time you send an email, load a webpage, or play a game, **your data is broken into packets**.

**Structure:**

Header (Contains instructions)

* Source IP (Where its from)
* Destination IP (Where its going)
* Protocol (TCP/UDP)
* Port Number
* Other metadata (Checksum, TTL etc.)

Payload (Actual data)

* Contents of email, part of webpage, game command.

**Firewall:**

* **By default, routers block incoming connections** for security.
* The firewall **only allows traffic on ports you specify**.

**DHCP Server:**

* Assigns Ips to devices

### XML > Sekventiel parsing af XML

XML (**Extensible Markup Language**) is a **structured format** for storing and organizing data.  
It **looks similar to HTML** but has **different purposes and rules**.

XML is used in .NET and C# a lot.   
  
Example of XML-based config files:

* App.config (Windows apps)
* Web.config (ASP.NET apps)
* .csproj (C# Project files)

**Sequential Parsing:**

* **Sequential parsing** reads XML **from start to end** rather than loading it as a full tree (DOM parsing).
* This method is **faster**, **uses less memory**, and is **natural for reading streams** of XML data.
* **Drawback:** No **random access** to XML elements, making it harder to modify data.
* In XML, **some characters have special meanings** and must be **escaped** to be valid.
* **Unescaped content** refers to **text that does not follow normal XML rules** and contains special characters like < and &.

|  |  |  |
| --- | --- | --- |
| Concept | Explanation | Used for |
| Sequential XML Parsing | Reads XML from top to bottom. Faster but lacks random access. |  |
| XmlReader | is an **iterator** that reads XML **sequentially**. **Cannot modify XML**, only reads | Large XML files, stream-based reading. |
| XmlWriter | Writes XML elements in a structured way. | Generating XML efficiently. |
| Attributes | Can be accessed using GetAttribute() or MoveToAttribute(). | Store metadata inside elements (<book language="English"/>). |
| XmlDocument | Loads the entire XML into memory (DOM-based). | When modifications are needed. |
| Namespaces | Used to avoid element name conflicts. | xmlns:bdd="http://books.docjava.dk |
| CDATA (Character Data) | Stores unescaped content inside XML. |  |
| XDocument | LINQ-based XML parsing, modern approach. |  |

A screenshot of a computer program

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### Implementing Security for Applications

Protecting files, configuring ACLs, isolated storage and developing secure applications

**Lesson 2: Protecting Files Using Isolated Storage**

**Definition:**Isolated storage is a feature in .NET that provides a sandboxed file storage area for applications.  
**Why is Isolated Storage safer than normal file access?**

* Applications **cannot access each other's data**.
* Storage is **restricted** to the user/application context.
* It **avoids unnecessary full file system permissions**, reducing security risks.
* **Isolated Storage:** is a .NET feature that allows applications to securely store data without requiring access to the full file system.
* Works well for **storing user preferences, temporary cache, and sensitive data**.
* **Classes for working with isolated storage**: IsolatedStorageFile, IsolatedStorageFileStream.

**How to implement:**

**A screen shot of a computer program

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**Explanation of Code:**

* **GetUserStoreForAssembly():** Retrieves isolated storage **for the specific assembly**.
* **IsolatedStorageFileStream:** Creates a **secure file** inside isolated storage.
* Data can only be accessed by **the application that created it**, preventing unauthorized access.

**Lesson 3: Configuring Your Development Environment**

* **Least Privilege Development:** Always develop applications with the minimum privileges required to function.
* **Configuring accounts**: Ensure developers **don't work as administrators** unless necessary.
* **Debugging with least privileges**: Use techniques like **Run As** to test applications in standard user mode.

**Why is it important?**

* Ensures malicious code cannot gain High-level access.
* Helps developers test applications as a standard user.

**Best practices:**

* Enable UAC (User Account Control)
* Run Visual Studio in standard user mode to simulate real-world security constraints.

**Lesson 4: Taking Advantage of Platform Security**

**What is an Access Control List (ACLs)?**

**Definition:**An ACL is a **list of permissions** attached to an object (file, folder, etc.) that determines who can access it and what actions they can perform.

**Types of ACLs:**

* **Discretionary ACL (DACL)**: Determines **who** has access to an object.  
  Used to allow or deny user action.
* **System Access Control List (SACL):** Used for auditing access attempts.

**Configuring ACLs**:   
Can be done **manually** (GUI) or programmatically (code).

**How to implement:**

**A screen shot of a computer code

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**Explanation of Code:**

* Creates a file named testfile.txt.
* Retrieves the file’s **current security settings**.
* Adds an **Access Control Rule** that **denies modification** to the "Everyone" group.
* Applies the updated security rule using File.SetAccessControl().

### Pro ASP.NET Core

**Chapter 1: Putting ASP.NET Core in Context**

Understanding ASP.NET Core: ASP.NET Core is a cross-platform, high-performance framework for building modern web apps.

Frameworks within ASP.NET Core:

* **MVC (Model-View-Controller):** Used for creating structured web applications with clear separation of concerns.
* **Razor Pages:** A lightweight alternative to MVC for simple web apps.
* **Blazor:** Allows building interactive UIs using C# and WebAssembly.
* **Hosting and Deployment:** Applications run on Kestrel, IIS, or Nginx, and can be containerized using Docker.

**Chapter 4: Configuring ASP.NET Core Applications**

### Middleware

* Middleware is software that is executed on every request and response.
* **Request Pipeline:** Requests flow through middleware components before reaching the final response.
* **Adding Middleware:** Done via UseMiddleware<T>() or inline with app.Use().
* **Built-in Middleware:** Authentication, Authorization, Routing, Exception Handling, Logging.

Example:

A screen shot of a computer code

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### Dependency Injection

* is a **design pattern** used in ASP.NET Core to manage the dependencies between objects.
* Instead of **creating instances manually** inside a class, the **framework provides the dependencies automatically**.

Example Without:

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* OrderService is **tightly coupled** to PaymentService
* If PaymentService changes, OrderService **must also be modified**.
* **Difficult to test** (cannot replace PaymentService with a mock).

Example With DI: A screenshot of a computer program

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* Now OrderService **depends on an interface** (IPaymentService) instead of a concrete class.
* The **implementation is injected via the constructor**.
* **Easier to swap implementations** (e.g., use a fake/mock service in tests).

### Registering Dependencies in ASP.NET Core

Dependencies are registered inside **Program.cs**.

A computer screen with white text

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**Service Lifetimes:**

* Transient (New instance every request)
* Scoped (One instance per HTTP request. Used in Database contexts (DbContext))
* Singleton (Single instance for the lifetime of the app)

### Injecting Services into Controllers:

The framework automatically injects IOrderService into OrdersController.

A screen shot of a computer code

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**Why use DI?**

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* **Tightly Coupled:** OrderService **directly creates** PaymentService and EmailService.
* **Difficult to Test:** You cannot replace PaymentService with a mock for testing.
* **Difficult to Change:** If you want to switch to a different payment provider, you **must modify OrderService**.

A screenshot of a computer program

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**Why?** Now OrderService doesn't care about the implementation, only the interface.

A screenshot of a computer program

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A screen shot of a computer program

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Now **OrderService** is loosely coupled!

You can swap out **PaymentService** and **EmailService** without modifying **OrderService**.

A screenshot of a computer program

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Now ASP.NET Core provides the correct instances when needed.

A screenshot of a computer program

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**What Would Happen If We Didn't Use Dependency Injection?**

* **Harder to Test –** We can't mock **PaymentService or EmailService.**
* **Harder to Change** – Switching to a new payment provider would require modifying multiple classes.
* **Code Duplication** – If OrderService and CartService both need PaymentService, we’d create multiple instances manually.
* **Performance Issues** – Creating a new instance every time increases memory usage.
* **Tightly Coupled Code** – Services depend on **specific implementations**, making it harder to maintain.

### Stub-Skeleton Pattern

**What is Stub and Skeleton?**

A stub is a client-side proxy that allows a program to call a remote function as if it were local. It packages (marshals) the request, sends it over the network, and processes the response. Used in RPC systems like gRPC, WCF, and Java RMI to abstract remote calls.   
  
Real Life example:  
🔹 **Online Banking App**

* You open your banking app and check your account balance.
* The app **doesn’t store your balance locally**; it **calls a remote server** to fetch it.
* The banking app’s **stub** (client-side proxy) sends a request like GetBalance(userID).
* The server **skeleton** receives it, retrieves the balance, and sends it back.
* The stub **processes the response** and displays your balance in the app.

✅ **You feel like you're calling a local function (GetBalance()), but in reality, it's a remote call handled by stubs and skeletons.** 🚀

The **Stub and Skeleton** pattern is a fundamental concept in **Remote Procedure Call (RPC)** systems. It helps communication between distributed applications, allowing a program on one machine to call methods on another machine as if they were local.

**1. Stub (Client-Side)**

* Acts as a **local proxy** for a remote object.
* Converts (marshals) function parameters into a format that can be sent over the network.
* Sends the request to the remote machine.

**2. Skeleton (Server-Side)**

* Receives the request from the stub.
* Unpacks (unmarshals) the parameters and calls the actual function.
* Sends the response back to the stub.

**How It Works:**

1. The **client calls a function** (e.g., GetUserData(id)) on the stub.
2. The **stub** sends this request to the server over the network.
3. The **skeleton** receives the request and calls the real function on the server.
4. The **server function executes** and returns the result.
5. The **skeleton** sends the result back to the **stub**.
6. The **stub** receives the result and returns it to the client.

### Stub-Skeleton vs. Sockets

| **Feature** | **Stub & Skeleton (RPC)** | **Sockets** |
| --- | --- | --- |
| **Purpose** | Remote method invocation | Low-level data transmission |
| **Abstraction** | Hides network details | Requires handling raw data manually |
| **Ease of Use** | Easier (looks like normal function calls) | More complex (manual data serialization) |
| **Protocol** | Often uses **RMI**, **gRPC**, or **SOAP** | Uses TCP/UDP directly |
| **Use Case** | Microservices, distributed computing | Real-time communication, messaging |

**Where is Stub-Skeleton Used?**

* **Java RMI (Remote Method Invocation)**
  + Java's Remote interface automatically generates **stubs and skeletons**.
* **gRPC (Google Remote Procedure Call)**
  + Uses stubs for client-server communication.
* **SOAP & WSDL (Web Services)**
  + Web service clients use generated stubs to call remote APIs.
* **Microservices**
  + Services communicate using gRPC or REST-based **stub clients**.

### How Stub-Skeleton is Used in C# and .NET

**1. gRPC in .NET (Modern Approach)**

* gRPC in .NET **automatically generates client (stub) and server (skeleton) code**.
* It uses **Protocol Buffers (protobuf)** to define services.

**Example of Stub-Skeleton in gRPC (.NET)**   
Defining the service protofile **A screenshot of a computer program

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**A screenshot of a computer program

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### REST API (Alternative to Stub skeleton)

**A screenshot of a computer program

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**So, When Do You Use What?**

| **Situation** | **Use** |
| --- | --- |
| Calling a remote function as if it were local | **Stub-Skeleton (RPC)** |
| Low-level control over data transmission | **Sockets** |
| Sending simple HTTP requests (REST API) | **Neither, use HTTP Client** |

**Stub-Skeleton in C# Example (gRPC)**

Here’s a **gRPC example** in C# that follows the stub-skeleton pattern:

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* The **client stub** calls SayHelloAsync().
* The **server skeleton** executes the real function.
* The **client gets the result**, just like a local method call.

**Summary**

* **Stub-Skeleton** abstracts remote calls so they feel like local function calls.
* **Sockets** give low-level control over data transmission.
* **Use RPC (Stub-Skeleton) for microservices, API calls, and distributed systems.**
* **Use Sockets for real-time, low-latency, or raw data streaming applications.**

### Netværk

### MAC Address: Unique hardware address for a network interface.

**MAC Address (Media Access Control Address)**

* A **unique identifier** assigned to a network interface card (**NIC**) of a device.
* It operates at **Layer 2 (Data Link Layer)** of the **OSI model**.
* **Format:** **6 pairs of hexadecimal numbers**, e.g., 00:1A:2B:3C:4D:5E.
* **Static:** Typically burned into the hardware and does not change.
* Used by **switches** to forward data within a local network (LAN).
* **Types of MAC Addresses:**
  + **Unicast:** Unique address for a single device.
  + **Multicast:** Address for a group of devices.
  + **Broadcast:** FF:FF:FF:FF:FF:FF (sends to all devices on the network).

### Subnet Mask: Defines the range of IP addresses within a network.

**Subnet Mask**

* Defines which part of an **IP address** represents the **network** and which part represents the **host**.
* Works with **IPv4** to separate different networks.
* Example:
  + **IP Address:** 192.168.1.10
  + **Subnet Mask:** 255.255.255.0
  + **Network Portion:** 192.168.1
  + **Host Portion:** .10
* **Common Subnet Masks:**
  + /8 → 255.0.0.0 (Large networks)
  + /16 → 255.255.0.0 (Medium-sized networks)
  + /24 → 255.255.255.0 (Most common for LANs)
* The numbers represent binary values
* A screenshot of a computer

  AI-generated content may be incorrect.  
  the 1’s represent network and the 0’s represent the host.

A screenshot of a computer

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What is a network?   
A network is group of interconnected devices that share resources and communicate with each other.

What is a host?

A **host** is any device connected to a network (e.g., PC, router, printer, server).  
A **network** groups devices together for communication.

A **host** is a specific device **within** that network.

The **subnet mask** determines **how many hosts can exist** in a network.

* Helps devices determine if another device is **on the same network** or if data should be sent through a **router**.
* **CIDR Notation**: 192.168.1.0/24 (means 256 addresses in the subnet).

### Networking Devices

* **Router**: Connects different networks, forwards packets.
* **Switch**: Forwards packets based on MAC addresses (Layer 2).
* **Hub**: Broadcasts packets to all devices (outdated).
* **Bridge**: Connects two LAN segments.
* **Modem**: Converts digital to analog signals for internet access.

### Network Security Basics

* **Firewall**: Controls incoming/outgoing network traffic.
* **VPN (Virtual Private Network)**: Encrypts internet traffic for security.
* **IDS/IPS**: Intrusion Detection/Prevention Systems.
* **NAT (Network Address Translation)**: Maps private IPs to a public IP.

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A screenshot of a computer program

AI-generated content may be incorrect.

### Wireless Networking

* **802.11 (Wi-Fi)**: Wireless standard.
* **SSID (Service Set Identifier)**: Wi-Fi network name.
* **WPA2/WPA3**: Security protocols for Wi-Fi encryption.
* **CSMA/CA (Collision Avoidance)**: Prevents data collisions in Wi-Fi.

### OSI Model (7 Layers)

A screenshot of a computer

AI-generated content may be incorrect.

**Key Networking Protocols**

* **TCP (Transmission Control Protocol)**: Reliable, connection-based.
* **UDP (User Datagram Protocol)**: Faster, connectionless.
* **IP (Internet Protocol)**: Handles addressing and routing.
* **DNS (Domain Name System)**: Converts domain names (e.g., google.com) to IP addresses.
* DHCP **(Dynamic Host Configuration Protocol)**: Assigns IP addresses dynamically.
* **HTTP/HTTPS**: Web communication protocols.
* FTP **(File Transfer Protocol)**: Transfers files between hosts.
* SMTP/IMAP/POP3: Email sending and receiving protocols.

**Exam Keywords & Definitions**

* **Bandwidth**: Maximum data transfer rate.
* **Latency**: Delay in packet transmission.
* **Throughput**: Actual data transfer rate.
* **MAC Filtering**: Security method allowing only specific MAC addresses.
* **Proxy Server**: Intermediary between client and internet.
* **Load Balancer**: Distributes network traffic across multiple servers.

### MVC og Razor Pages

### Bootstrap Beginner Crash Course

### Større program-eksempler

### Netværkskode (C#)

### Andet