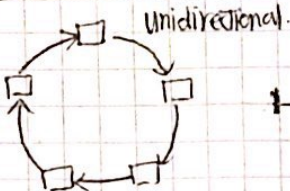
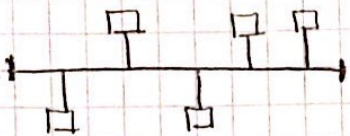
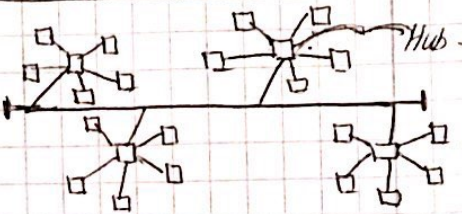
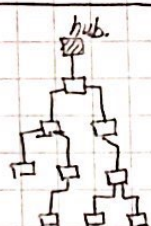


* **Round Trip Time (RTT)** → the time it takes for a packet to go from the sending node to the receiving node and back.

* **Bandwidth** → the volume of data that can be transferred across network at a given time is called it.

* **Interconnection** → is the physical linking of a computer's network with equipment belonging to that network.

Task 2.1

	Ring Topology	Bus Topology	(Star Bus Topology) Tree Topology
Form			
Round Trip Time (RTT)	<ul style="list-style-type: none"> Round trip time is always the time it takes to run a cycle. Under heavy network load, it usually performs better than Bus topology. 	<ul style="list-style-type: none"> Round trip time is quite quick, if there's no consideration about data collision or message priority etc. It works well for a small network, but it's slow with many nodes in the network. 	<ul style="list-style-type: none"> Round trip time of this topology is also similar as Bus topology is. It has less collision than Bus topology.
Performance			
Bandwidth	<ul style="list-style-type: none"> Bandwidth is shared on all links between devices. ↳ the weakest link b/w two nodes bottlenecks the network bandwidth. 	<ul style="list-style-type: none"> bandwidth is shared on the central link (backbone). 	 <ul style="list-style-type: none"> all the links which are connected to hubs bottleneck the network bandwidth.
Node Failures	<ul style="list-style-type: none"> Due to point-to-point line configuration, it's quite easy to install and reconfigure. but, if a node failed (broken) the whole network stops. 	<ul style="list-style-type: none"> easy configure, less cable, simple and reliable. Even though a node failed (broken), it doesn't affect the whole network. 	<ul style="list-style-type: none"> A node located at the lowest hierarchy has no big deal, but a node located at relatively high hierarchy or hubs broken, it affects the whole network very much.
Interconnection Failures	<ul style="list-style-type: none"> if any line connection b/w nodes has broken, the network stops. but, it can be somehow resolved by the dual cable ring. 	<ul style="list-style-type: none"> if the central cable (backbone) has broken, the network stops. 	<ul style="list-style-type: none"> if any cable has broken, hierarchically all the nodes which belong to the line related connection stop.
Predictable timing	<ul style="list-style-type: none"> when there's no any communication delay, it's quite predictable. 	<ul style="list-style-type: none"> it has bad predictability than ring topology, because of large amount of data collision. 	<ul style="list-style-type: none"> it's similar as Bus topology is, but it's better than Bus topology.