



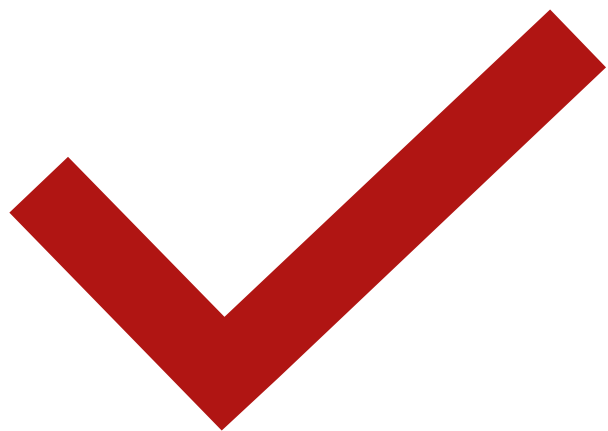
Introduction to Software Business Product management

WEEK 1 DAY 3

LED BY:

EMILY CROSE

OAKLAND UNIVERSITY

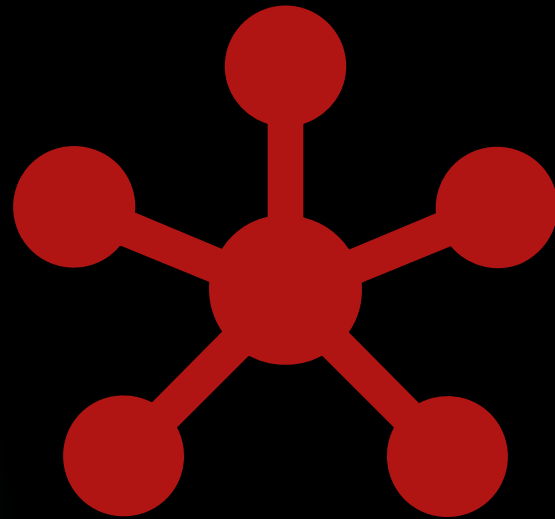


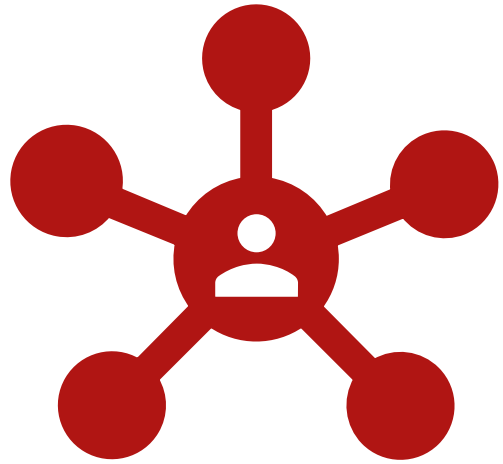
Day 2 recap

The background is a dark teal color. It features a large, faint magnifying glass in the center, with its handle pointing downwards. Numerous question marks of varying sizes are scattered across the background, some appearing inside the magnifying glass's lens. In the top right corner, there is a solid red rectangular block.

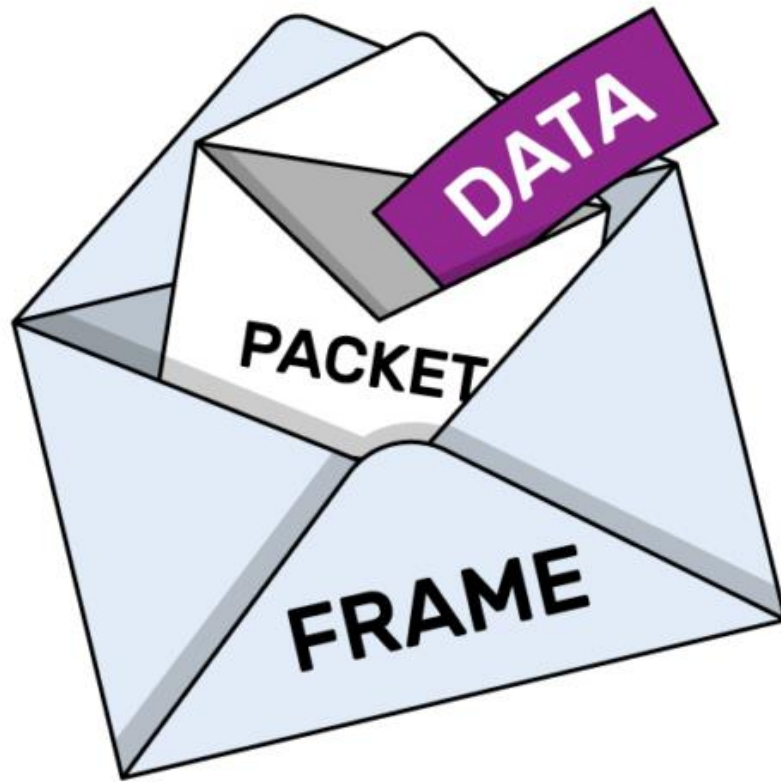
Question or
Clarifications?

Networking





What Does
Your Home
Network Look
Like?



Packets

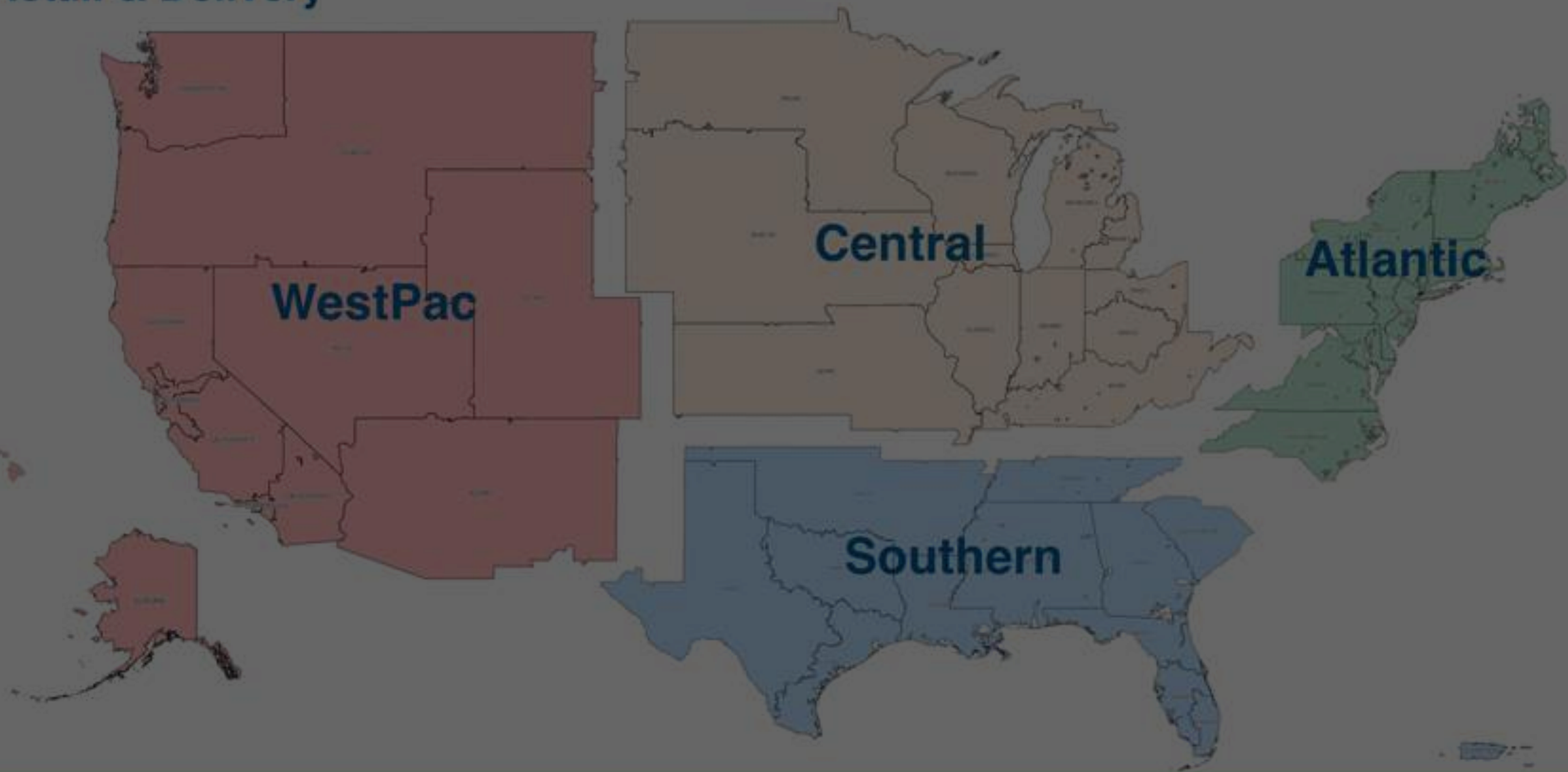
Source IP Address



Destination IP Address

Data

Retail & Delivery



7 Layers of the OSI Model

Application

- End User layer
- HTTP, FTP, IRC, SSH, DNS

Presentation

- Syntax layer
- SSL, SSH, IMAP, FTP, MPEG, JPEG

Session

- Synch & send to port
- API's, Sockets, WinSock

Transport

- End-to-end connections
- TCP, UDP

Network

- Packets
- IP, ICMP, IPSec, IGMP

Data Link

- Frames
- Ethernet, PPP, Switch, Bridge

Physical

- Physical structure
- Coax, Fiber, Wireless, Hubs, Repeaters

7	Application
6	Presentation
5	Session
4	Transport
3	Network
2	Data Link
1	Physical

PRACTICAL NETWORKING .NET

7	Application
6	Presentation
5	Session
4	Transport
3	Network
2	Data Link
1	Physical

Network Transmission



Layer 1 - Physical

MEDIA LAYER

Networking Hardware

- ▶ Purpose
 - ▶ Provides a physical medium for transporting raw information
- ▶ Wireless Antenna
- ▶ Cat5 (Ethernet) Cables
- ▶ Coaxial Cables
- ▶ Fiber Optic Cables
- ▶ Network Hubs
- ▶ Network Repeaters

The background is a dark, abstract composition. It features a complex network of thin, red lines that crisscross the frame, creating a sense of connectivity. Scattered throughout this network are numerous dark, three-dimensional cubes of varying sizes. Some cubes are in sharp focus, while others are blurred, giving a sense of depth. The overall color palette is dark, with the red lines providing a subtle contrast.

Layer 2 - Data Link

MEDIA LAYER

Layer 2

- ▶ Purpose
 - ▶ Provides error-free transfer of data frames from one node to another via the physical layer
- ▶ Physical
 - ▶ Network Switch
 - ▶ Network Bridge
- ▶ Logical
 - ▶ “Frames”



Layer 3 - Network

MEDIA LAYER

Layer 3

- ▶ Purpose
 - ▶ Controls the operations of the subnet.
 - ▶ Decides which physical path data will take
- ▶ Physical
 - ▶ Router
- ▶ Logical (Protocols)
 - ▶ IP
 - ▶ ICMP
 - ▶ IPSec
 - ▶ IGMP



Layer 4 - Transport

HOST LAYER

Layer 4

- ▶ Purpose
 - ▶ Ensures that messages are delivered in sequence without losses, errors or duplications
- ▶ Logical
 - ▶ TCP
 - ▶ UDP

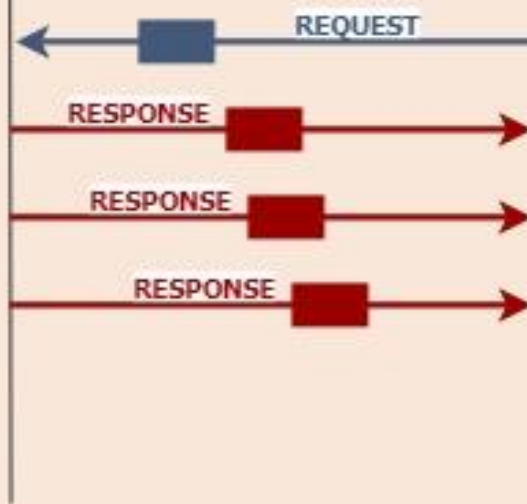
TCP VS. UDP

UDP

Sender



Receiver

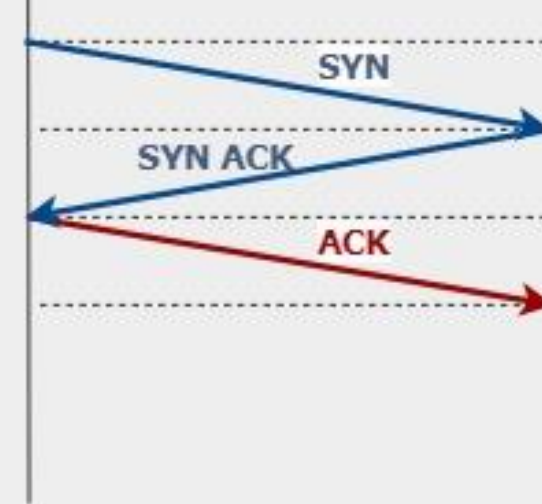


TCP

Sender



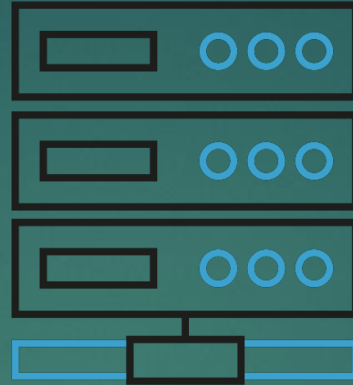
Receiver



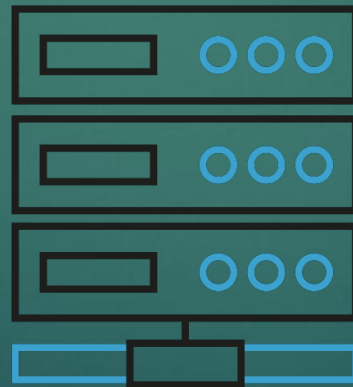
TCP Handling



SYN



SYN-ACK



ACK

TCP 3-Way
Handshake

Explain TCP In A Gif



UDP Handling

Explain UDP In A Gif



Discussion: TCP Apps & UDP Apps

- ▶ Moodle
 - ▶ TCP or UDP?
- ▶ VoIP
 - ▶ TCP or UDP?
- ▶ YouTube
 - ▶ TCP or UDP?
- ▶ SWIFT Money Transfers
 - ▶ TCP or UDP?



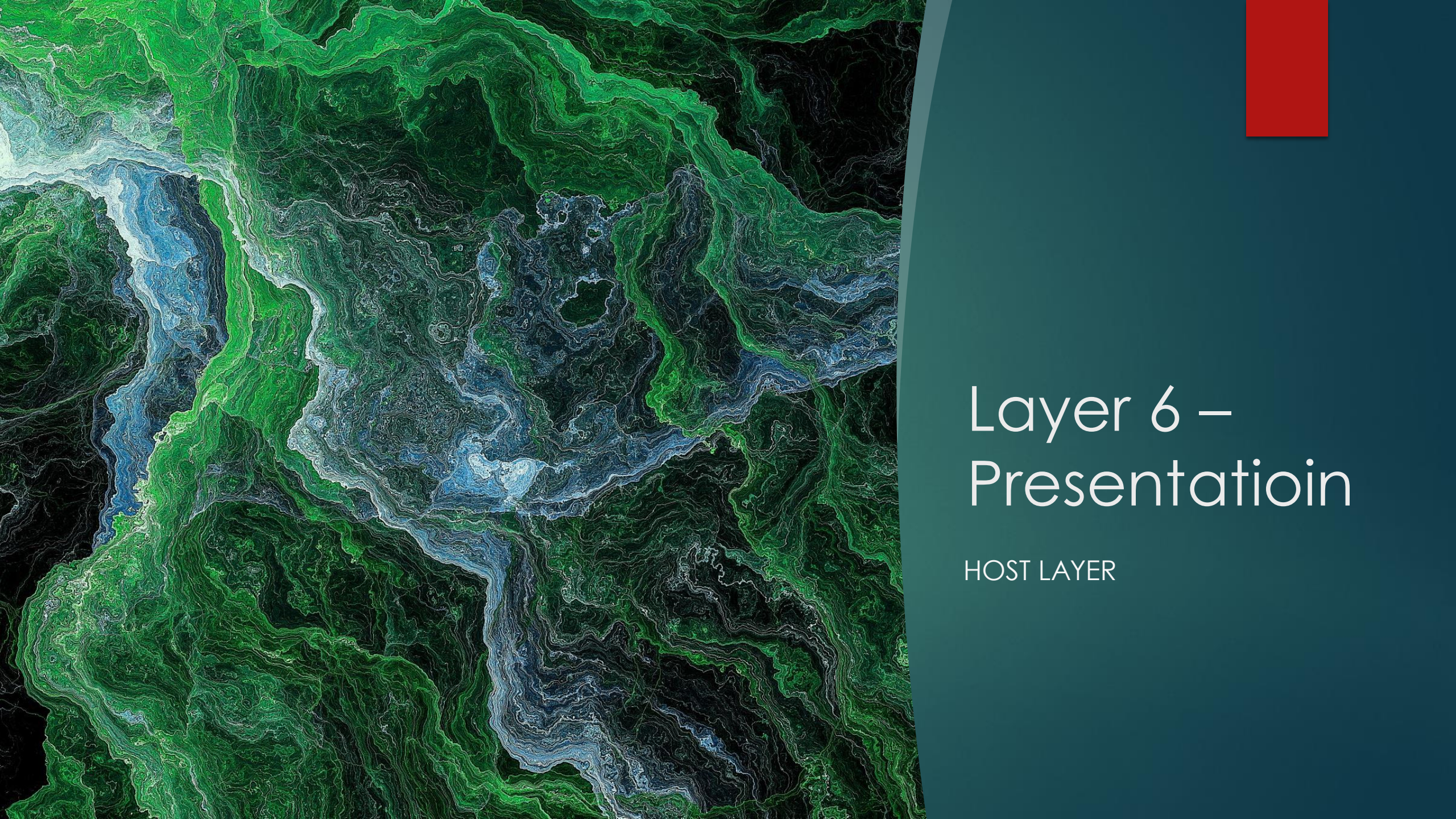
10 minute break

Layer 5 – Session

HOST LAYER

Layer 5

- ▶ Purpose
 - ▶ Allows the establishment of sessions between processes
- ▶ Protocols
 - ▶ RPC
 - ▶ SQL
 - ▶ NFS
 - ▶ Netbios



Layer 6 – Presentation

HOST LAYER

Layer 6

- ▶ Purpose
 - ▶ Formats data bound for the application layer (layer 7)
- ▶ Protocols
 - ▶ JPG
 - ▶ ASCII
 - ▶ ANSI
 - ▶ GIF
 - ▶ WEBP

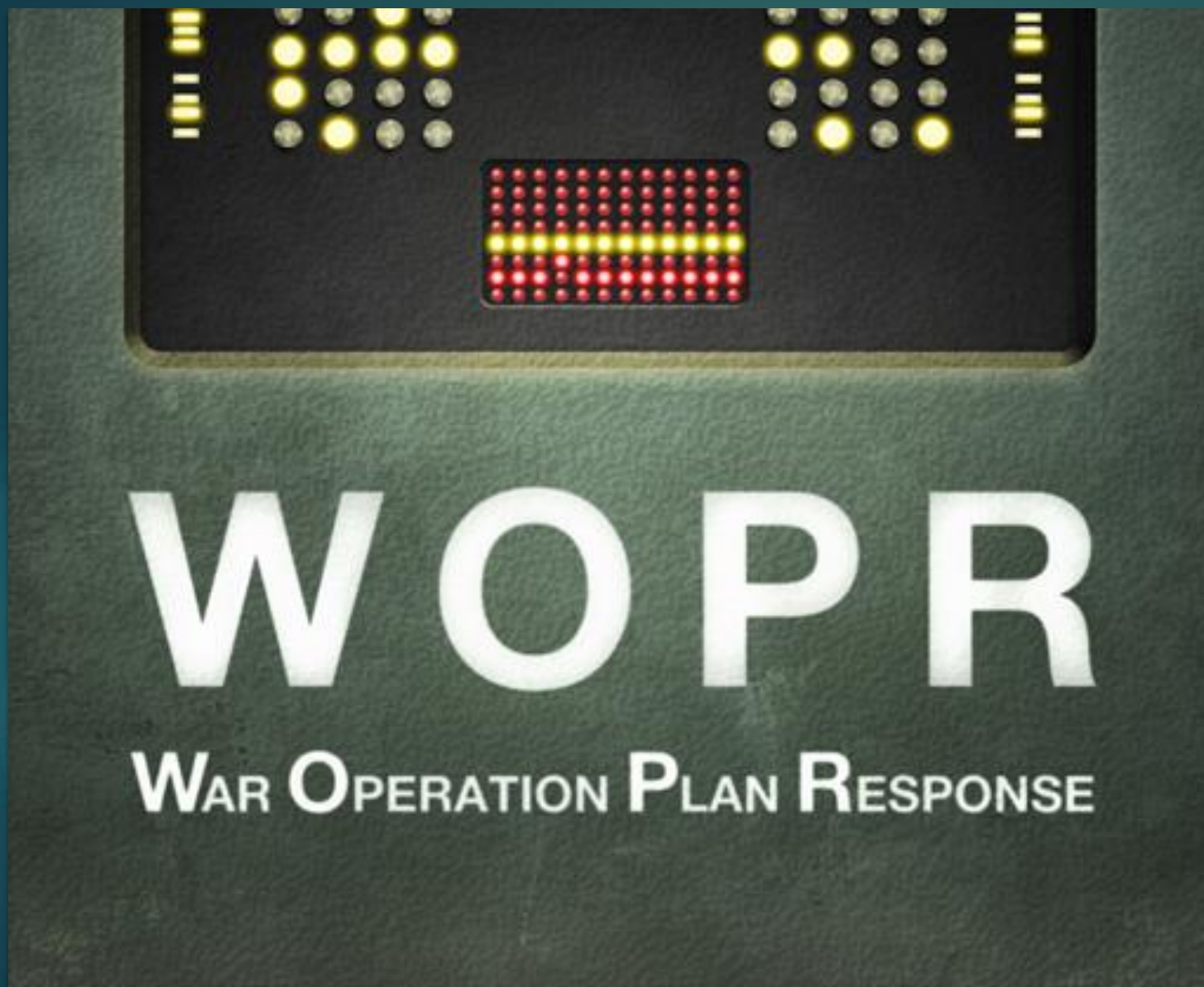


Layer 7 – Application

HOST LAYER

Layer 7

- ▶ Purpose
 - ▶ Interface layers for users to access network resources
- ▶ Protocols
 - ▶ SMTP
 - ▶ HTTP
 - ▶ Wiki
 - ▶ Microsoft Word

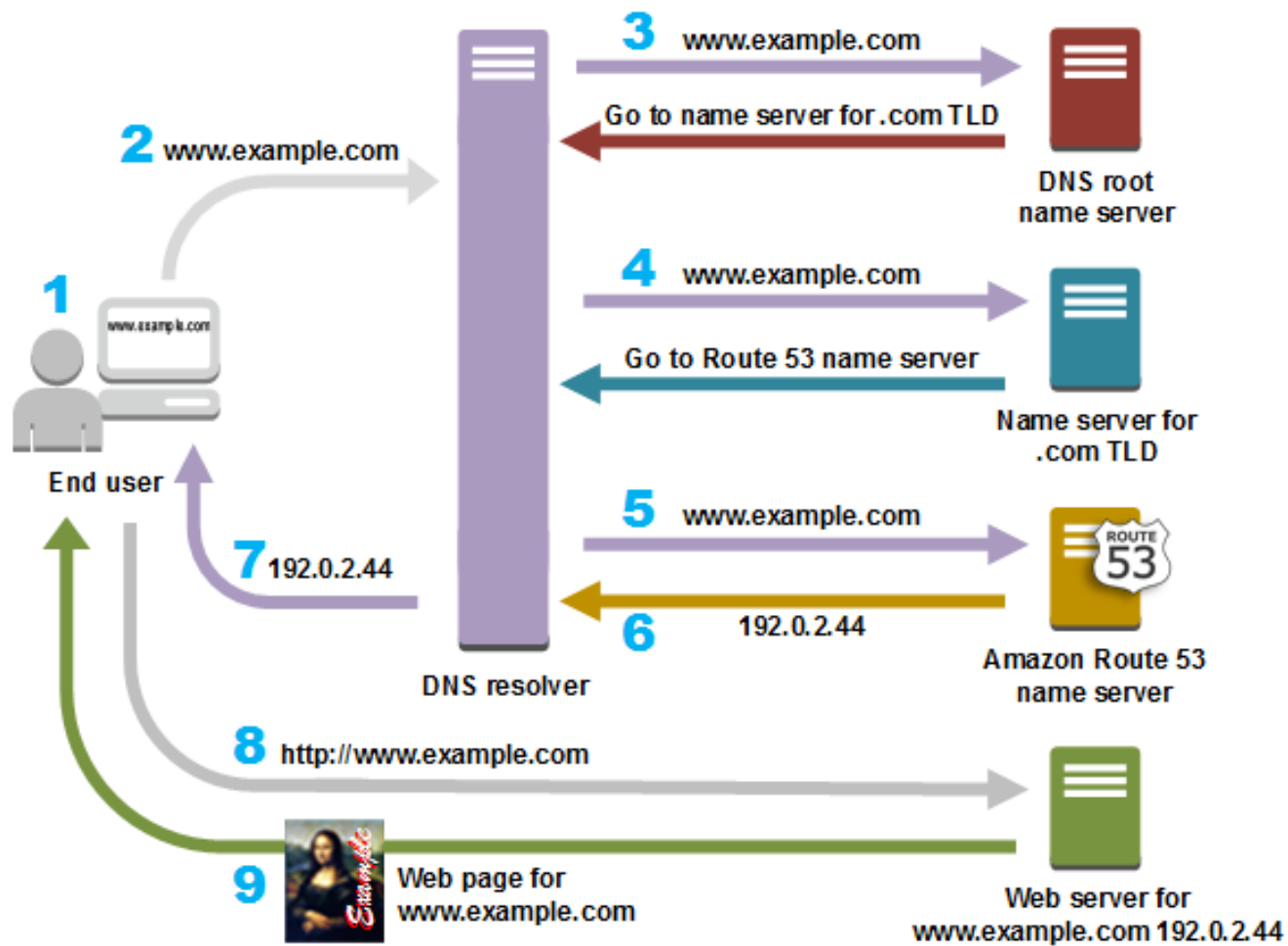


Shall We
Play A
Game?

[HTTPS://STATIC-
LABS.TRYHACKME.CLOUD/SI
TES/OSI-MODEL-GAME/](https://static-labs.tryhackme.cloud/sites/osi-model-game/)



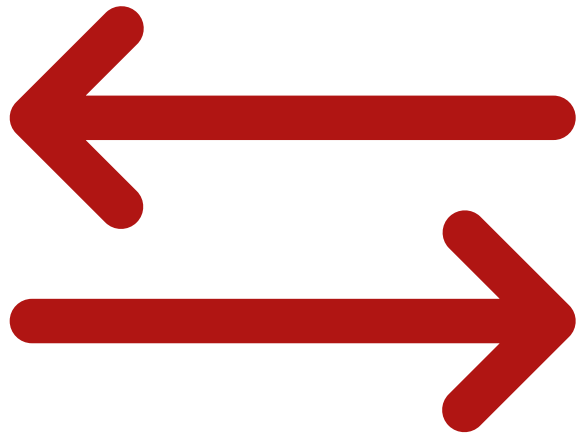
Name Resolution



DNS

The background is a dark teal color. It features several thin, light teal lines that are parallel and slanted, creating a sense of motion or data flow. In the top right corner, there is a solid red rectangle.

DNS: TCP or UDP?



Problem: How
Do We Move
Information?

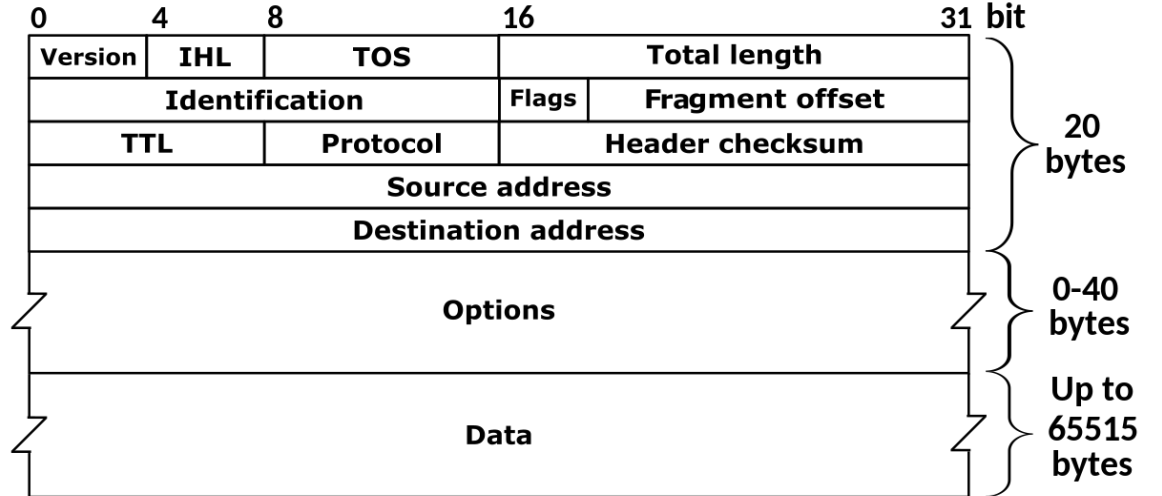


LANs and WANs

Network Operation

129.144.50.56

network part host part



NETWORK PORTS

Well-known Ports

0 - 1023

Registered Ports

1024 - 49151

Dynamic Ports

49152 - 65565

Network Ports

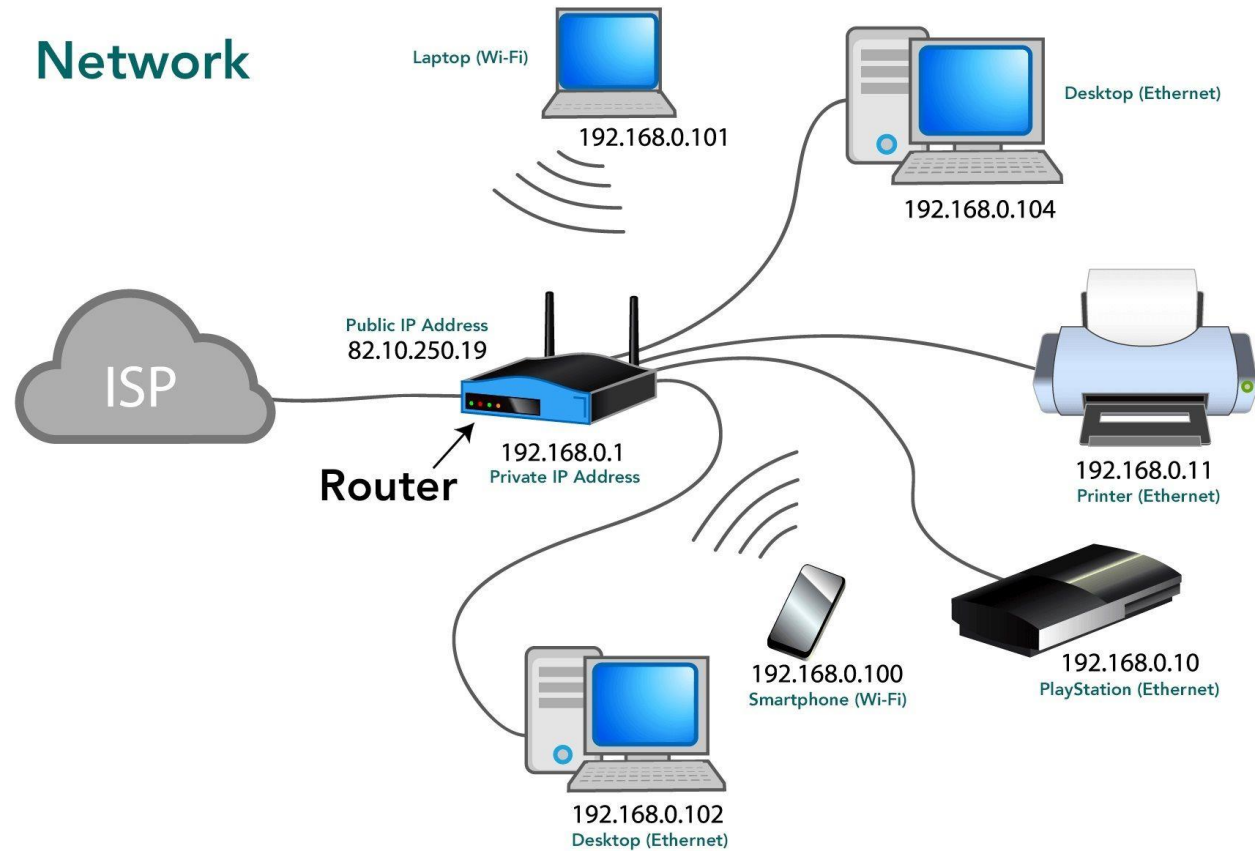
Port #	Application Layer Protocol	Type	Description
20	FTP	TCP	File Transfer Protocol - data
21	FTP	TCP	File Transfer Protocol - control
22	SSH	TCP/UDP	Secure Shell for secure login
23	Telnet	TCP	Unencrypted login
25	SMTP	TCP	Simple Mail Transfer Protocol
53	DNS	TCP/UDP	Domain Name Server
67/68	DHCP	UDP	Dynamic Host
80	HTTP	TCP	HyperText Transfer Protocol
123	NTP	UDP	Network Time Protocol
161,162	SNMP	TCP/UDP	Simple Network Management Protocol
389	LDAP	TCP/UDP	Lightweight Directory Authentication Protocol
443	HTTPS	TCP/UDP	HTTP with Secure Socket Layer

Common Ports

Local Area Network (LAN)

- ▶ Allows connection to other nearby network-connected systems
- ▶ You probably use some of these devices!
 - ▶ Amazon firestick
 - ▶ Google Chromecast
 - ▶ AppleTV
- ▶ More protective of local information?

Network

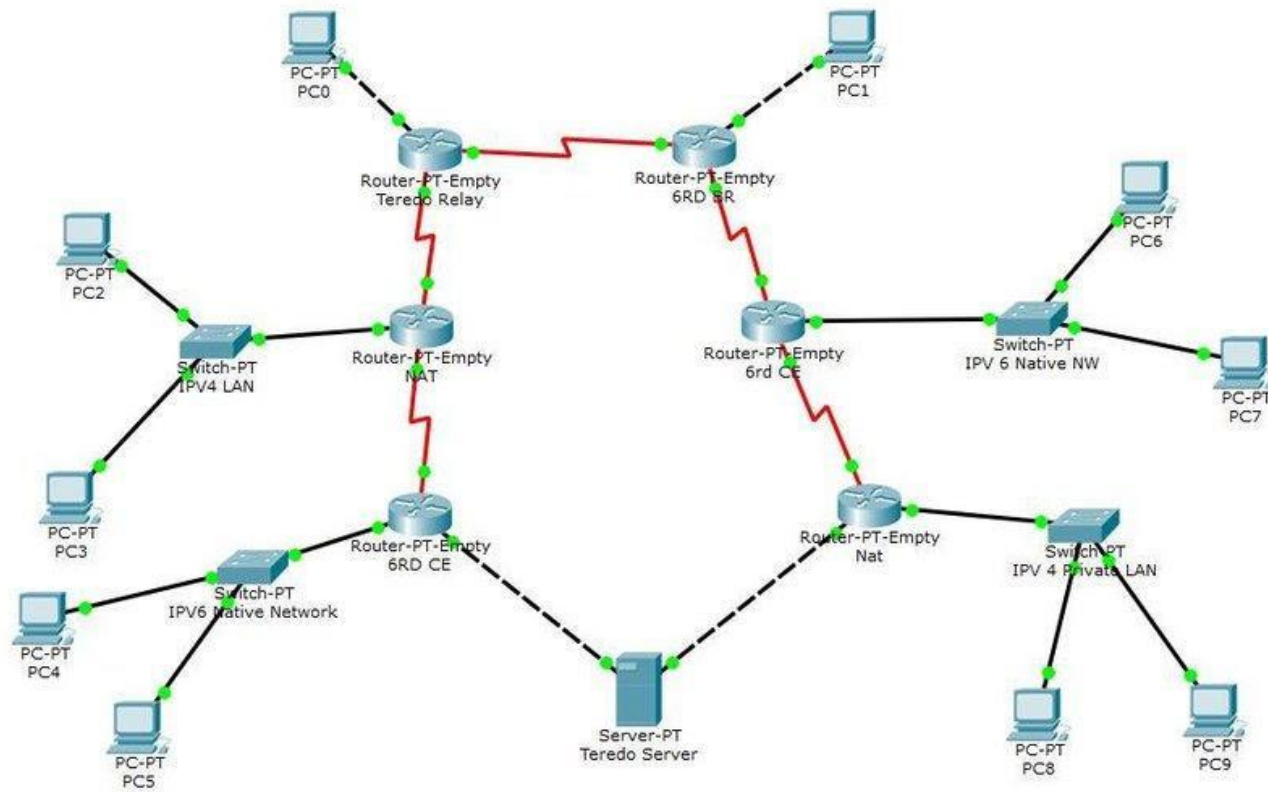


Basic Network Topology

Wide Area Network (WAN)

- ▶ Allows connection to remote hosts
- ▶ Websites
- ▶ Remote backups/repositories
- ▶ VPNs enable access to remote LANs

Complex Network Topology



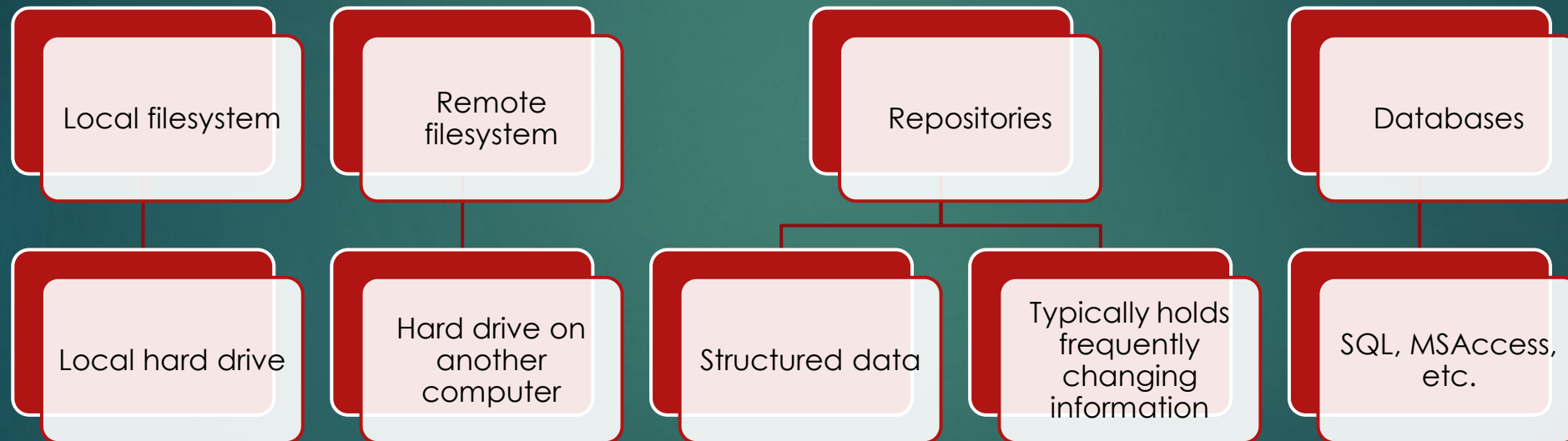


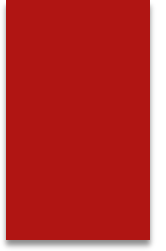
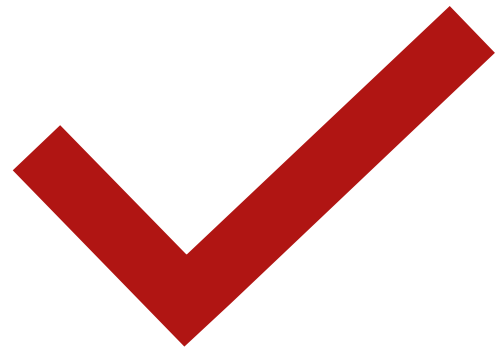
10 minute break

How Do Apps Access Information?



Local & Remote Information





Day 3 Recap



Question or Clarifications?

Instructor Contact Info

▶ ecrose@oakland.edu