

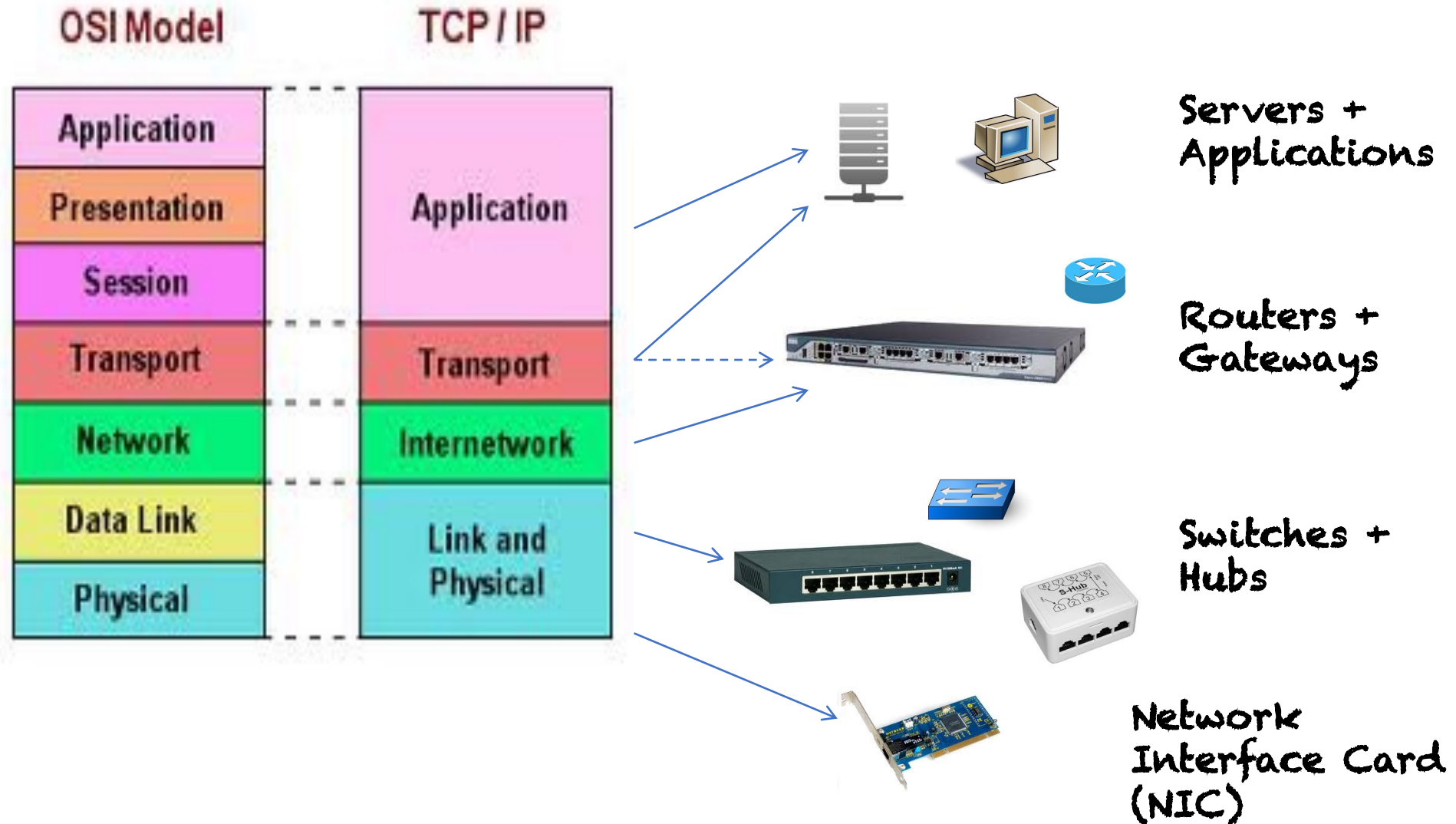
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takfarinas.saber@dcu.ie

CA169  
Networks & Internet

## Network Devices

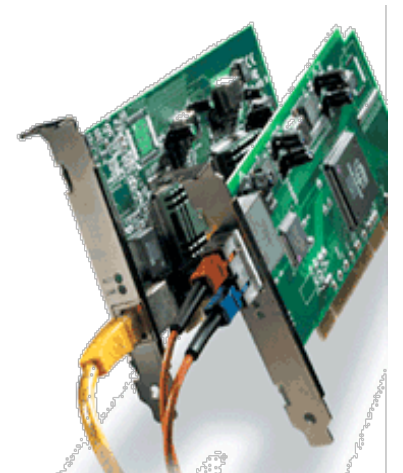


# Devices and the Stack!



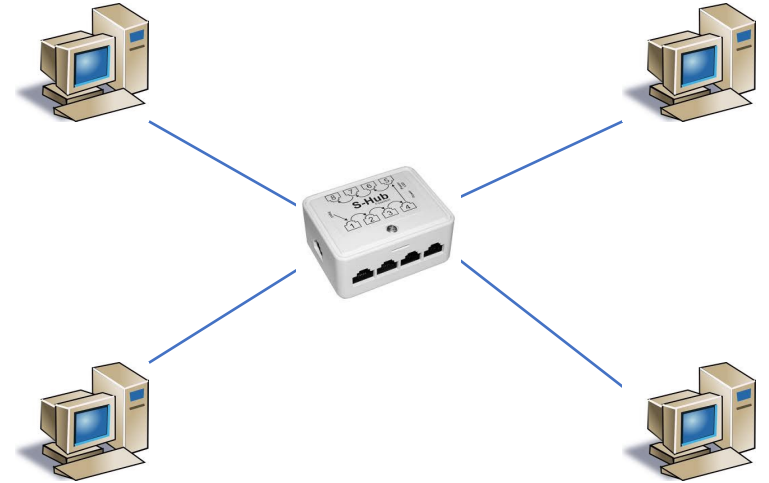
# Network Interface Card (NIC)

- Layer 1 device
- This the first point of contact to the network.
- Every connected device has at least one network interface card.
- This is on the physical layer and deals with the medium on which data will be sent.
- Every Network Interface Card (NIC) has a unique media access control **address (MAC address)**
  - A 48 bit number
  - Represented as a 12 Hexadecimal digits in the form *FF:FF:FF:FF:FF:FF*
  - E.g., *AF-61-04-3B-45-D2*



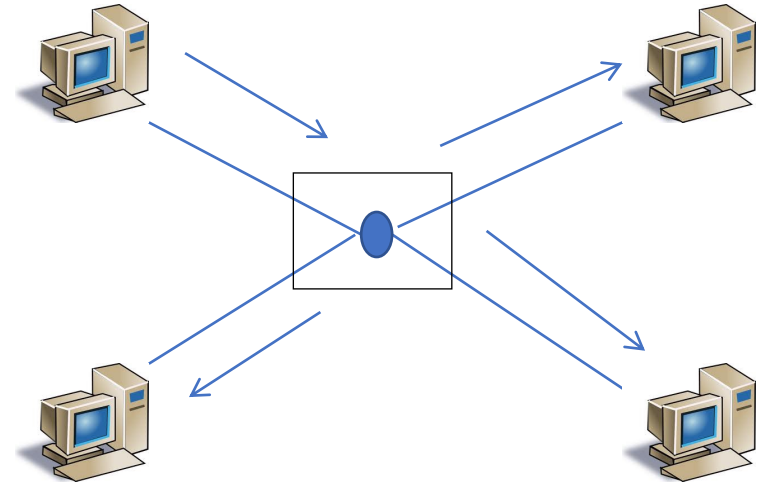
# Hub

- Layer 1 device. The hub is a connecting device
- Each device is connected into a **port** (physical) or **interface** on the device
- Any signal that is inputted into an interface gets broadcast on all the other interfaces
- Creates a single **collision domain**



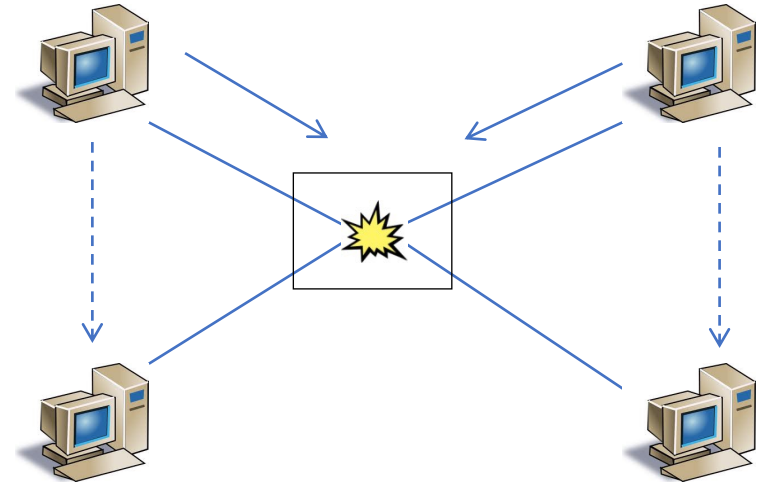
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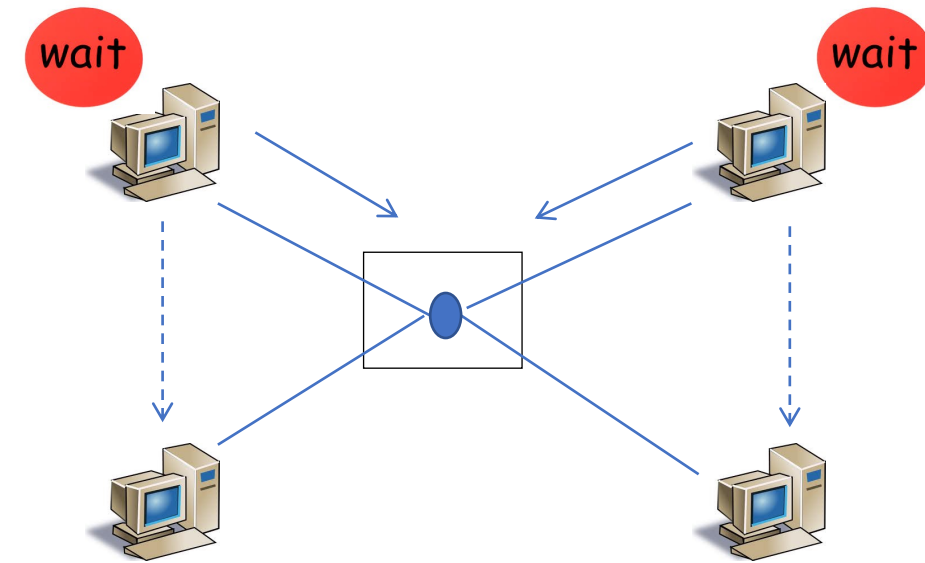
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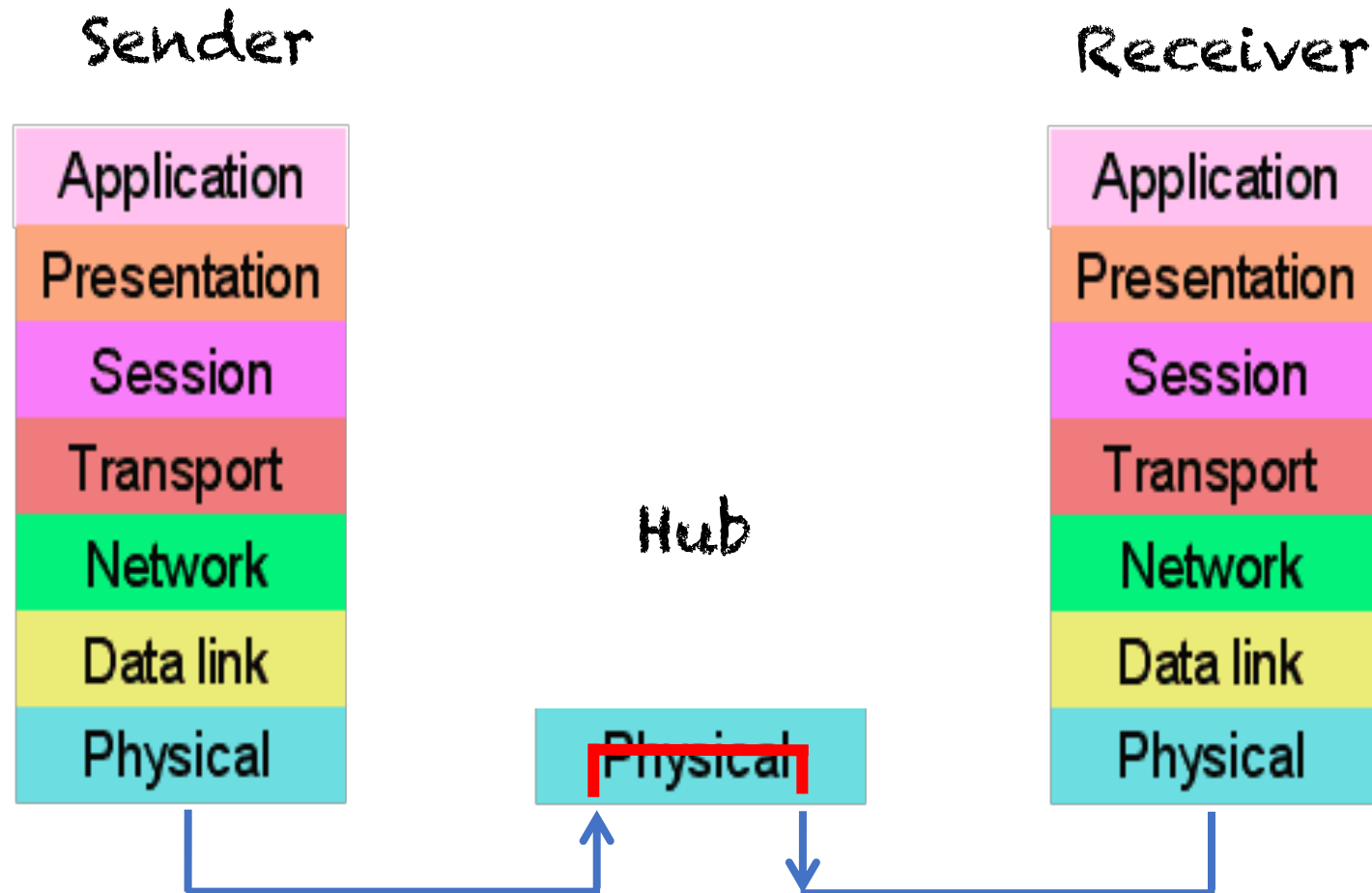


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# Hub

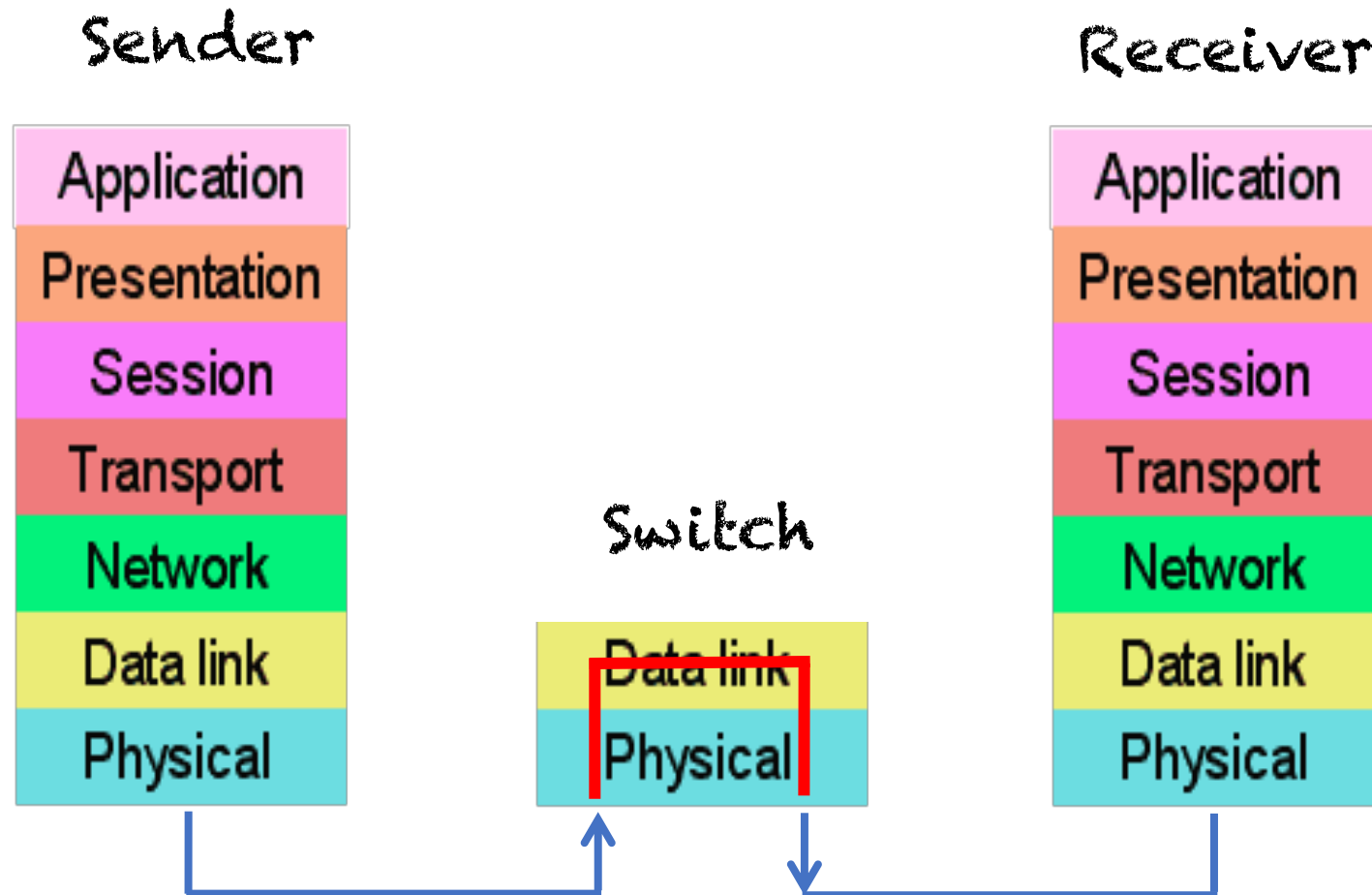




# Switch

- Layer 2 Device
- Connects machines on the same **Broadcast Domain**
- Can inspect the Layer 2 frame and determine intended destination (Next Hop Address)
- Separates **collision domains**

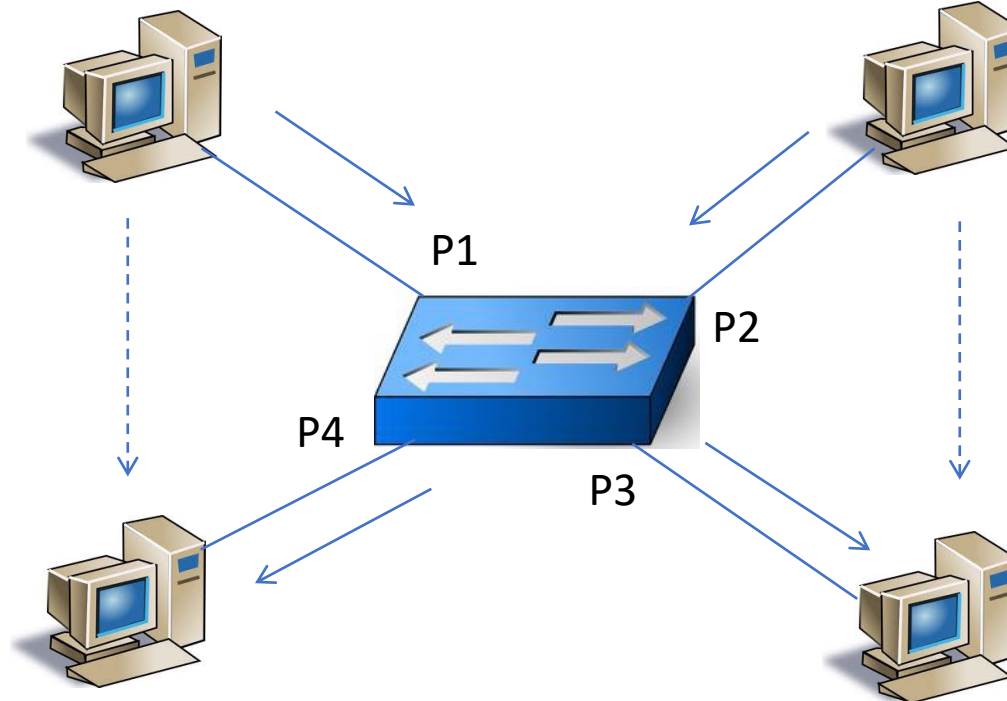
# Switch



# Switch

MAC: 00:A9:98:D9:25:4A

MAC: 00:54:38:65:74:3B



Port	MAC
P1	00:A9:98:D9:25:4A
P2	00:54:38:65:74:3B
P3	00:2F:45:94:26:5C
P4	00:3C:96:4D:68:5D

MAC: 00:3C:96:4D:68:5D

MAC: 00:2F:45:94:26:5C

# Switch

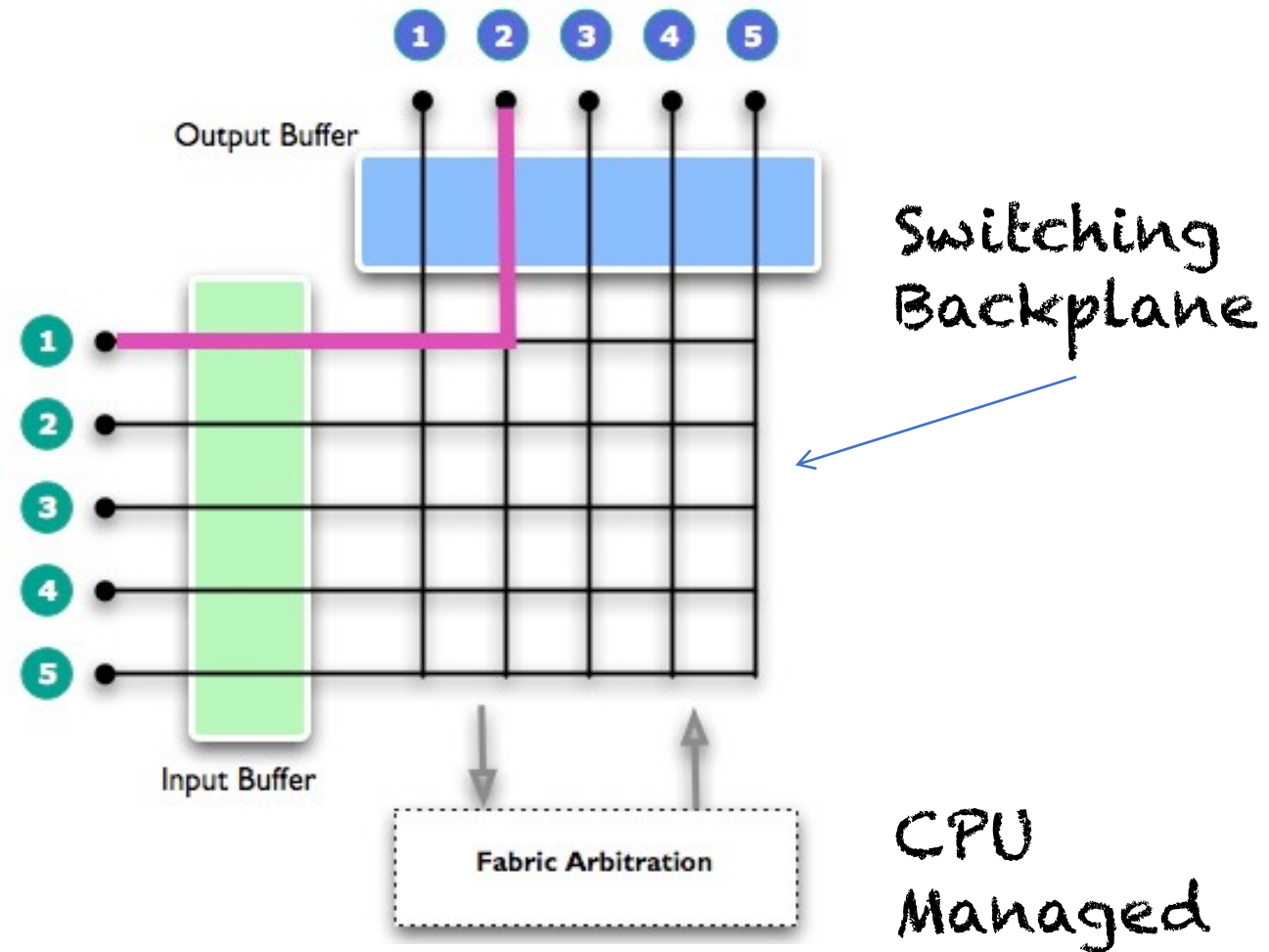
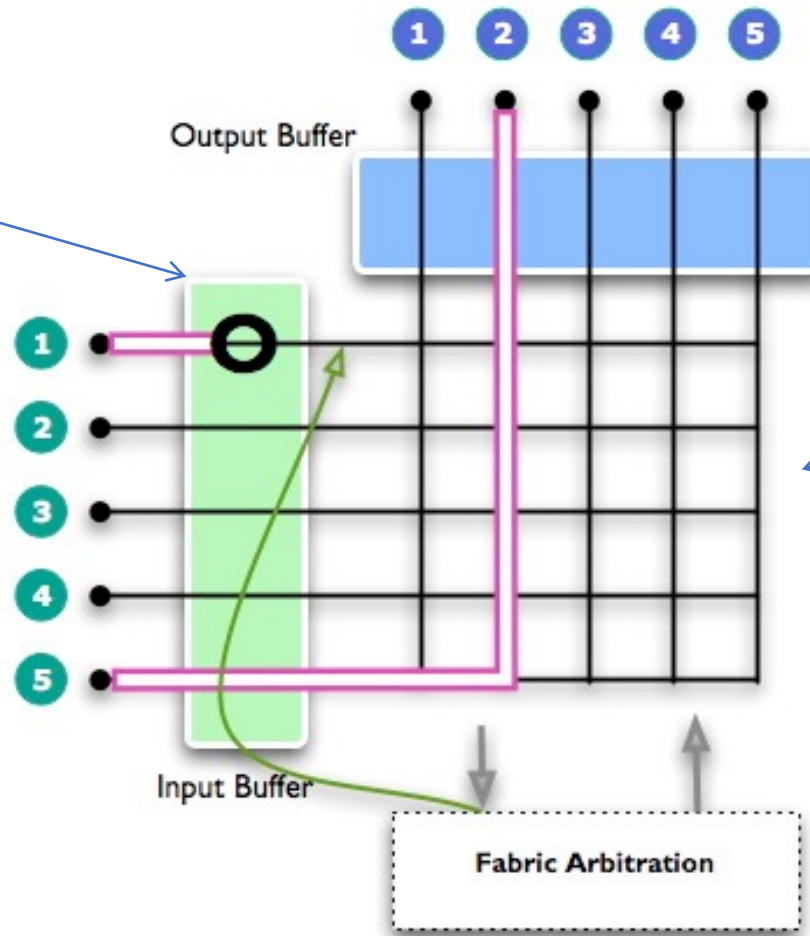


Image: <http://etherealmind.com>

# Switch

Queuing  
Mechanics  
can be  
complex

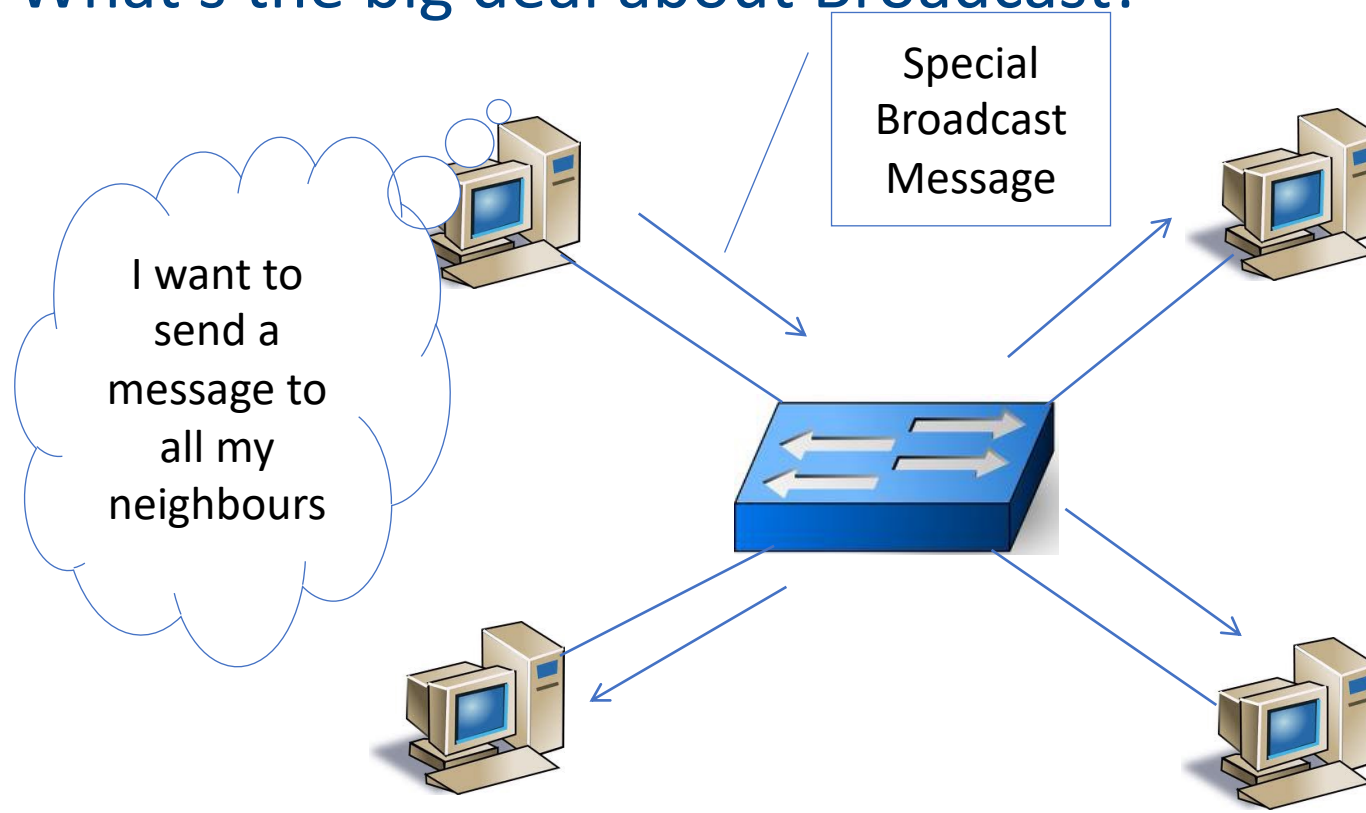


Switching  
Backplane

CPU  
Managed

# Switch

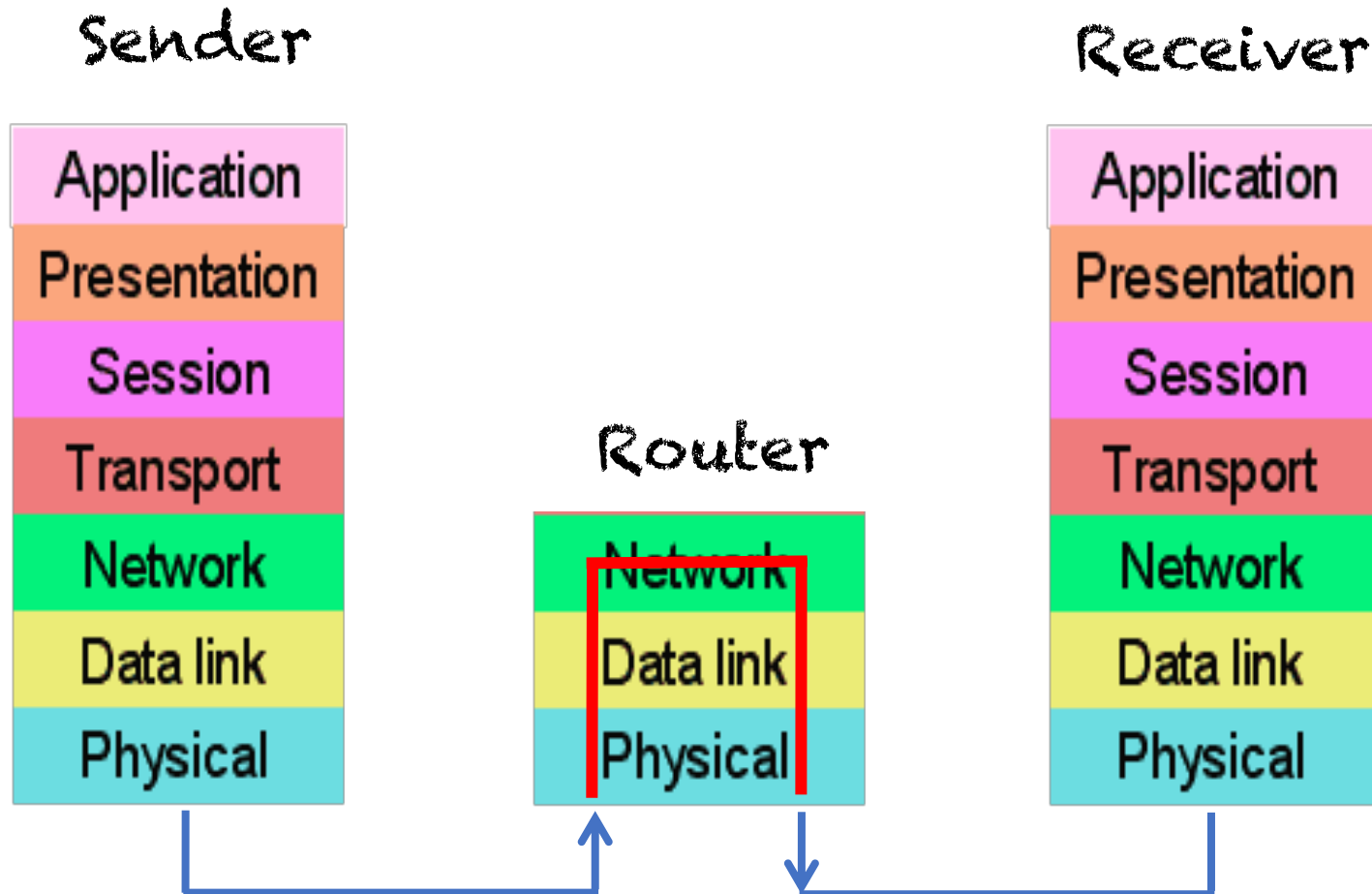
- What's the big deal about Broadcast!



# Router

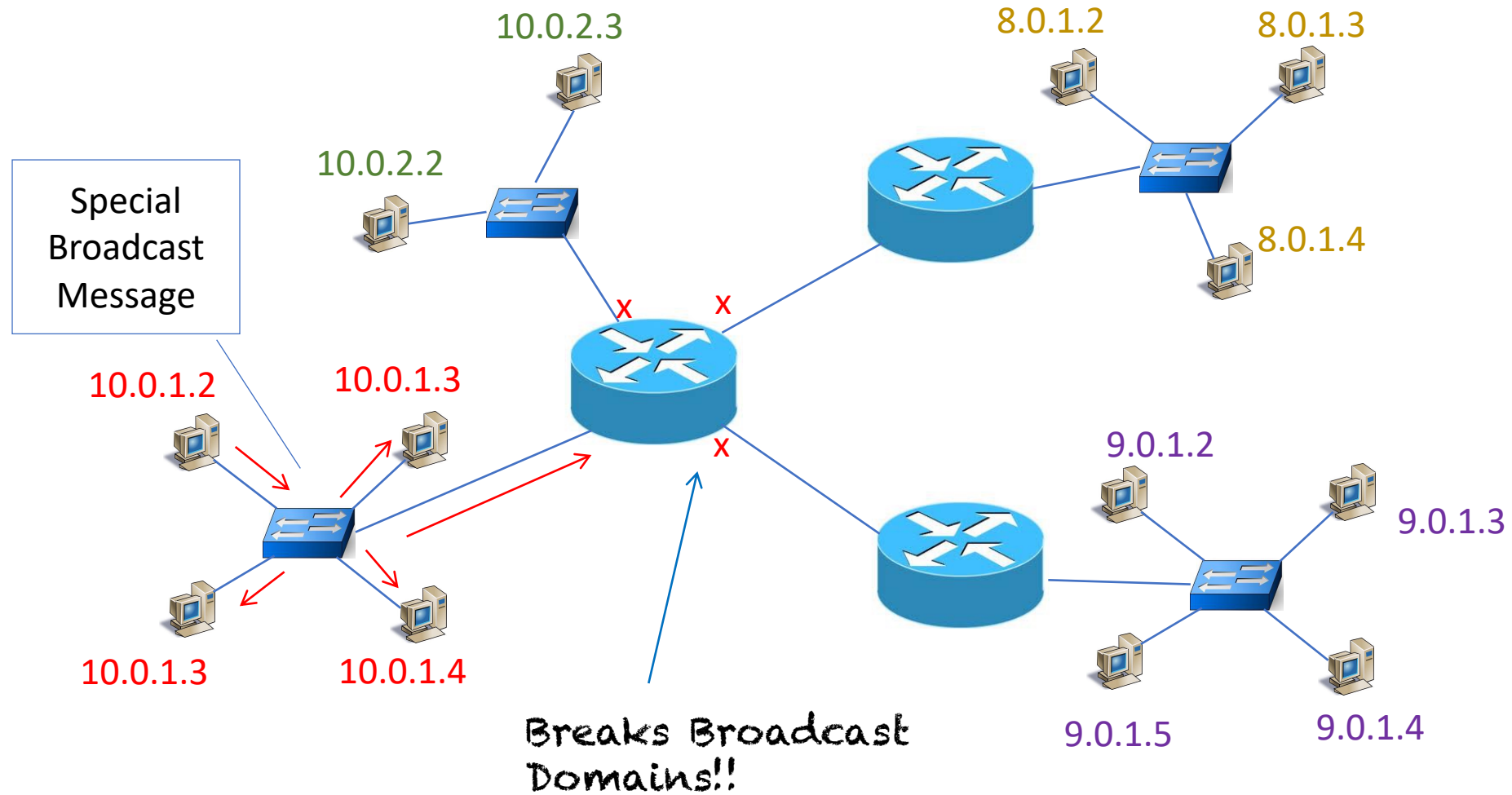
- Layer 3 Device
- Routers connect different Broadcast domains together
- Inspect the **IP packet** (End-to-End Address)
  - IP address is a 32 bit number
  - Represented as 4 decimal numbers from 0 to 255
  - E.g., *192.168.1.15*
- Make a decision on the best direction for the packet

# Router



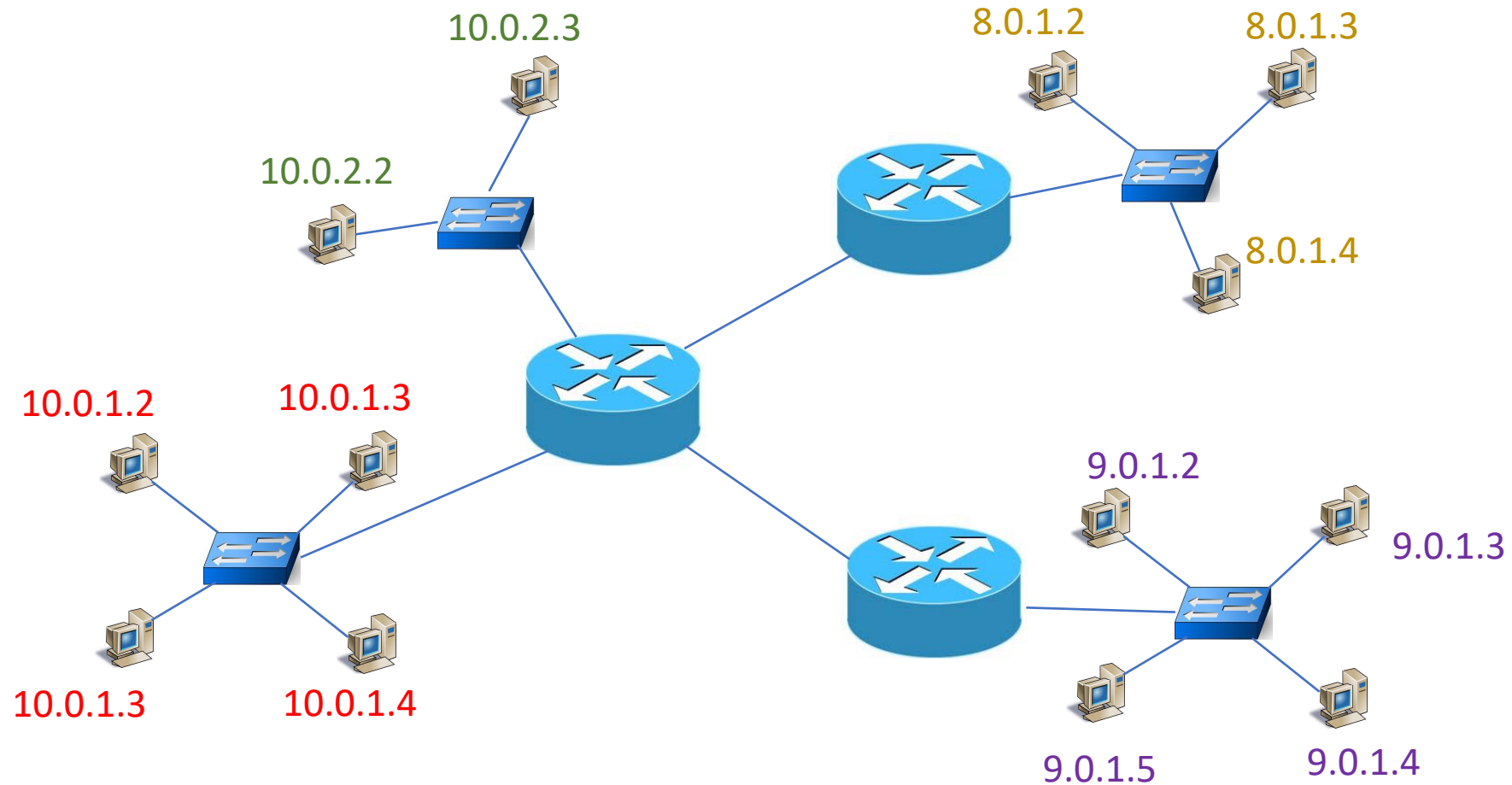


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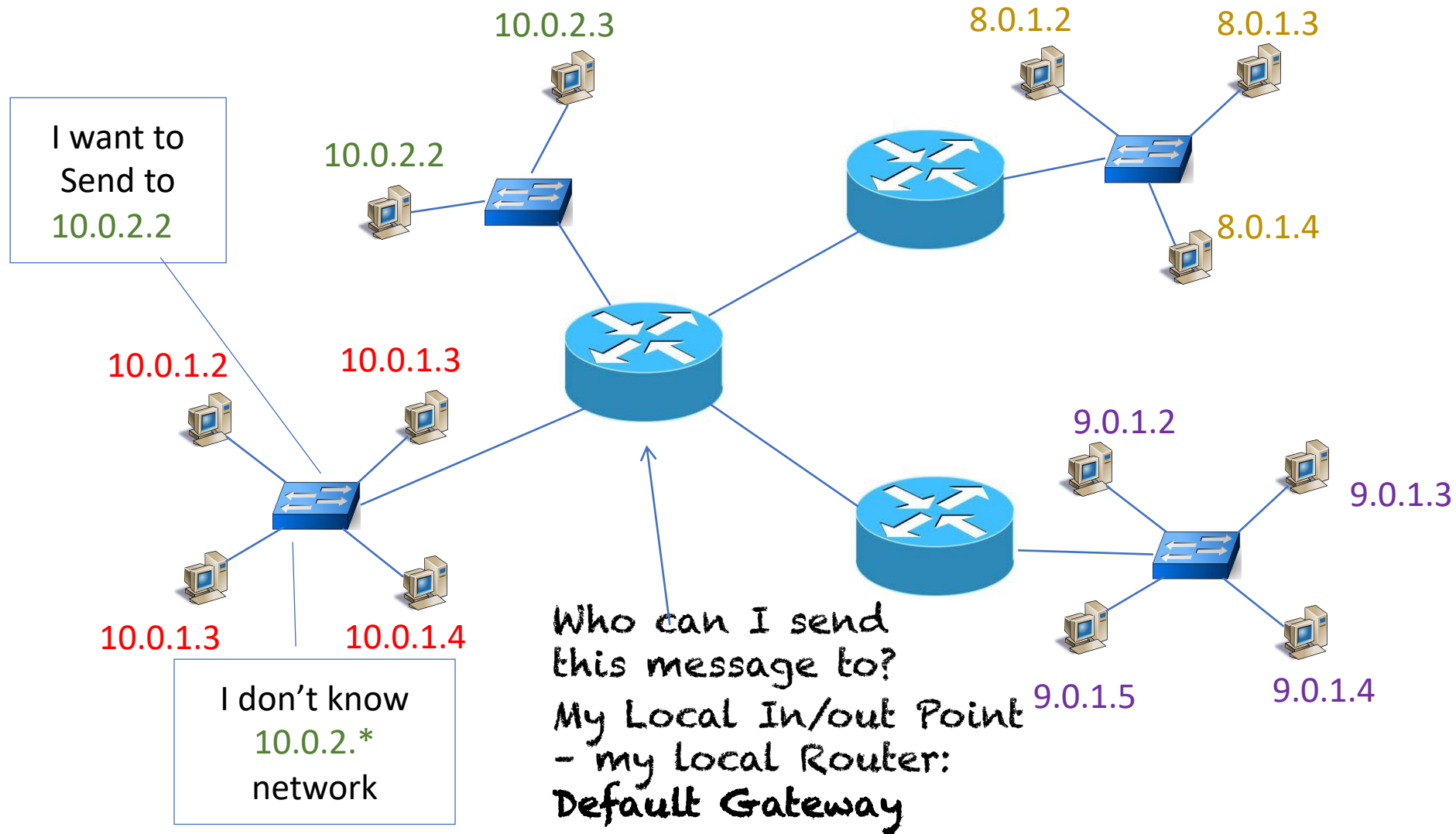


# Router

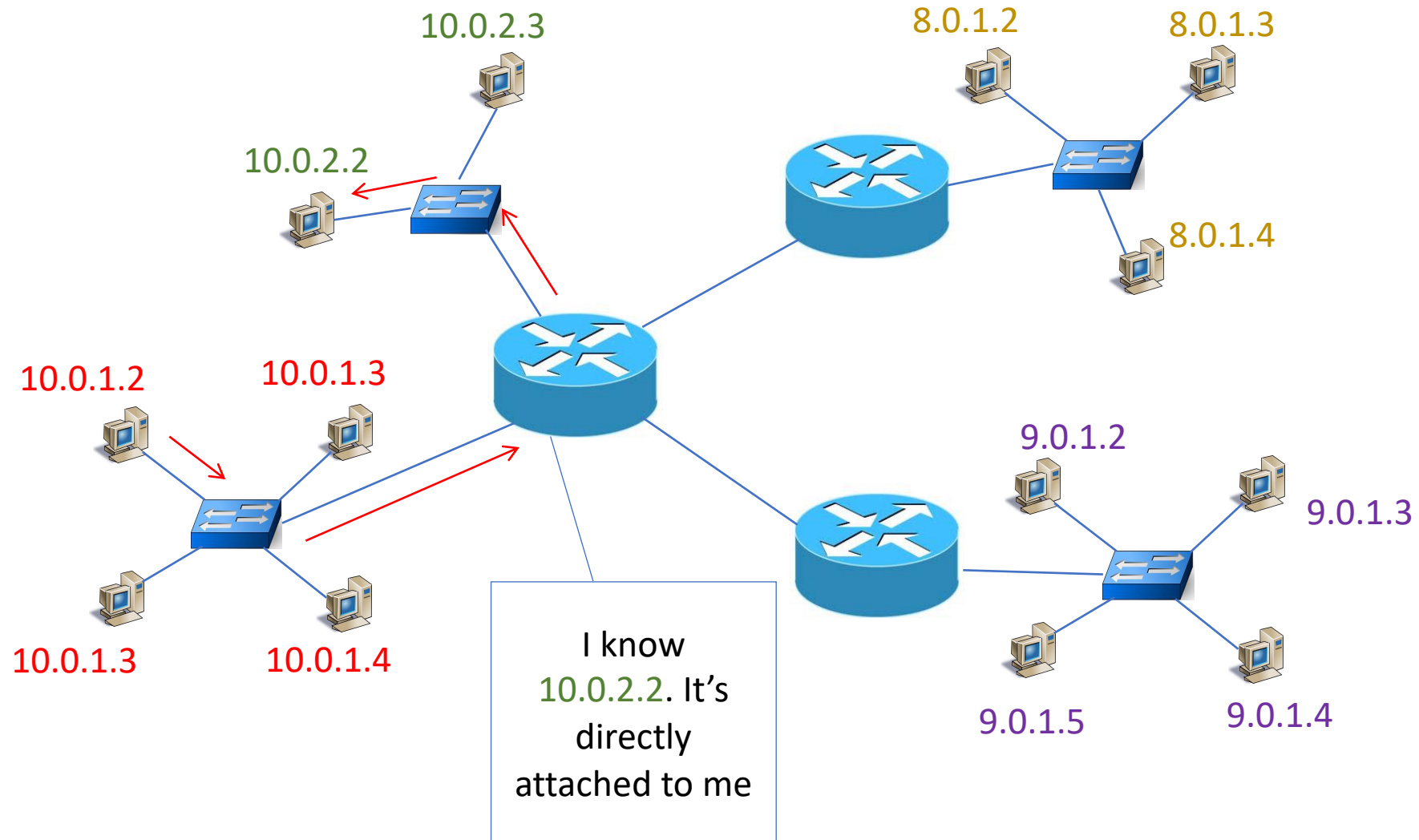
Add Global Addresses!  
End-to-End



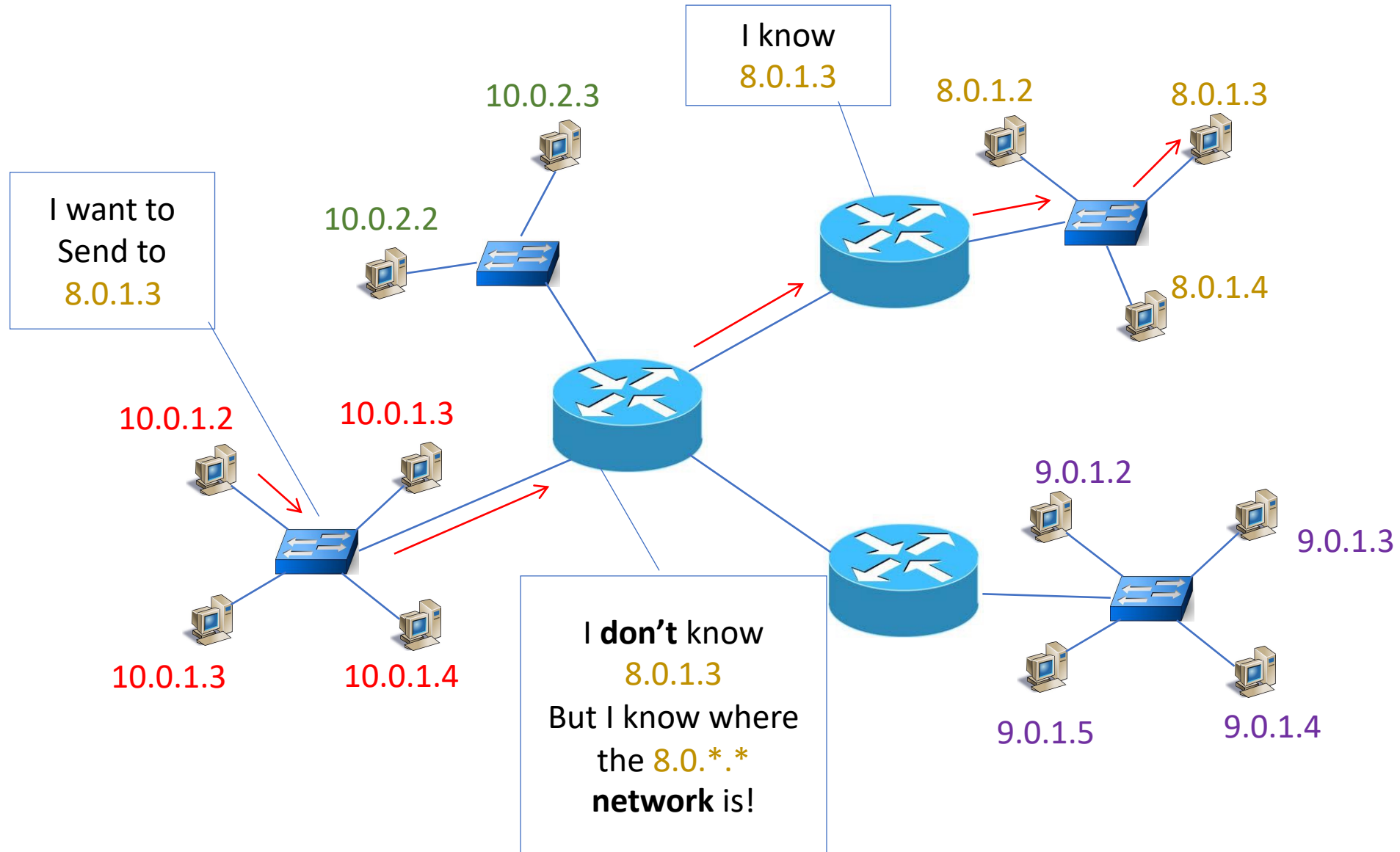
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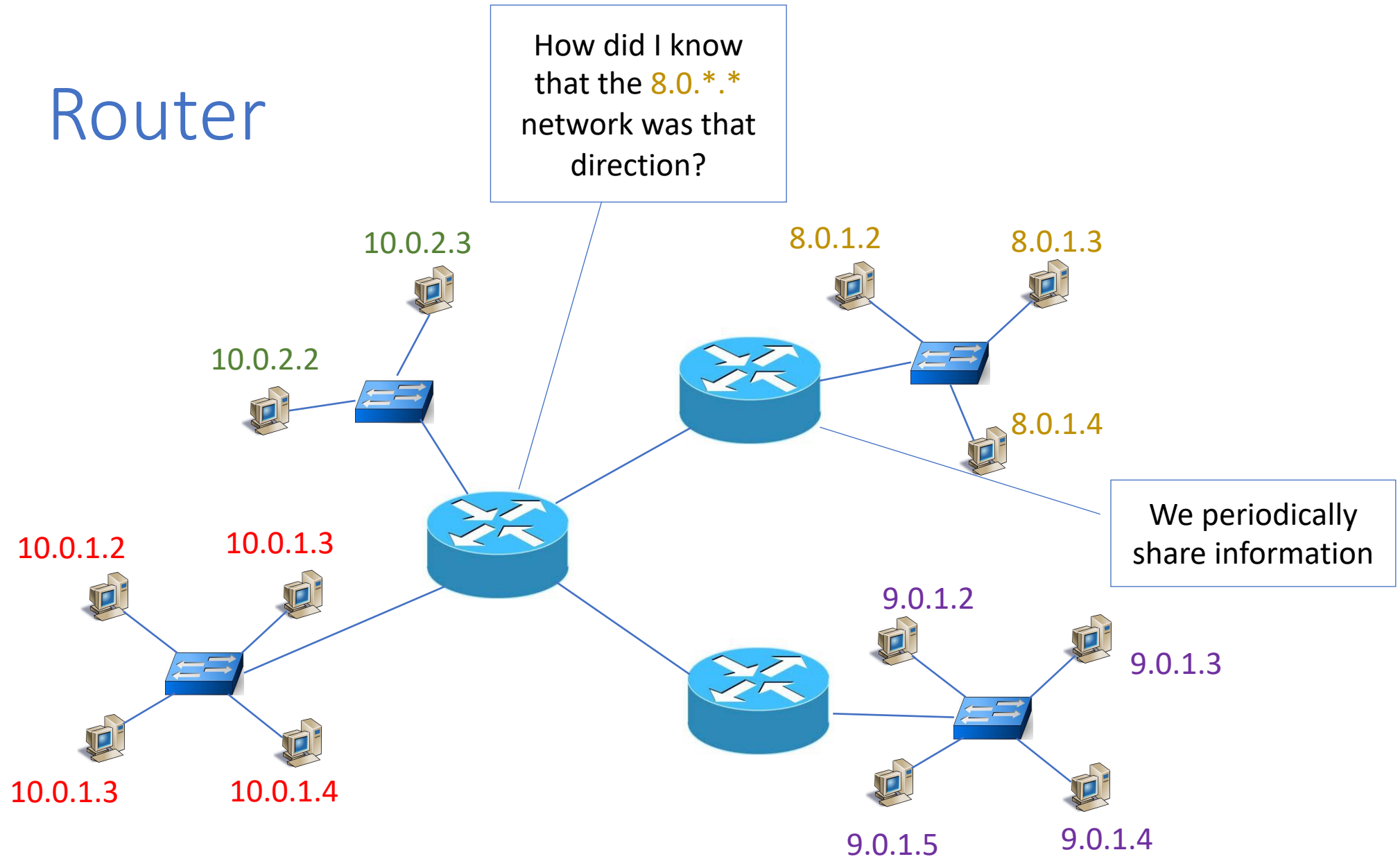
# Router



# Router



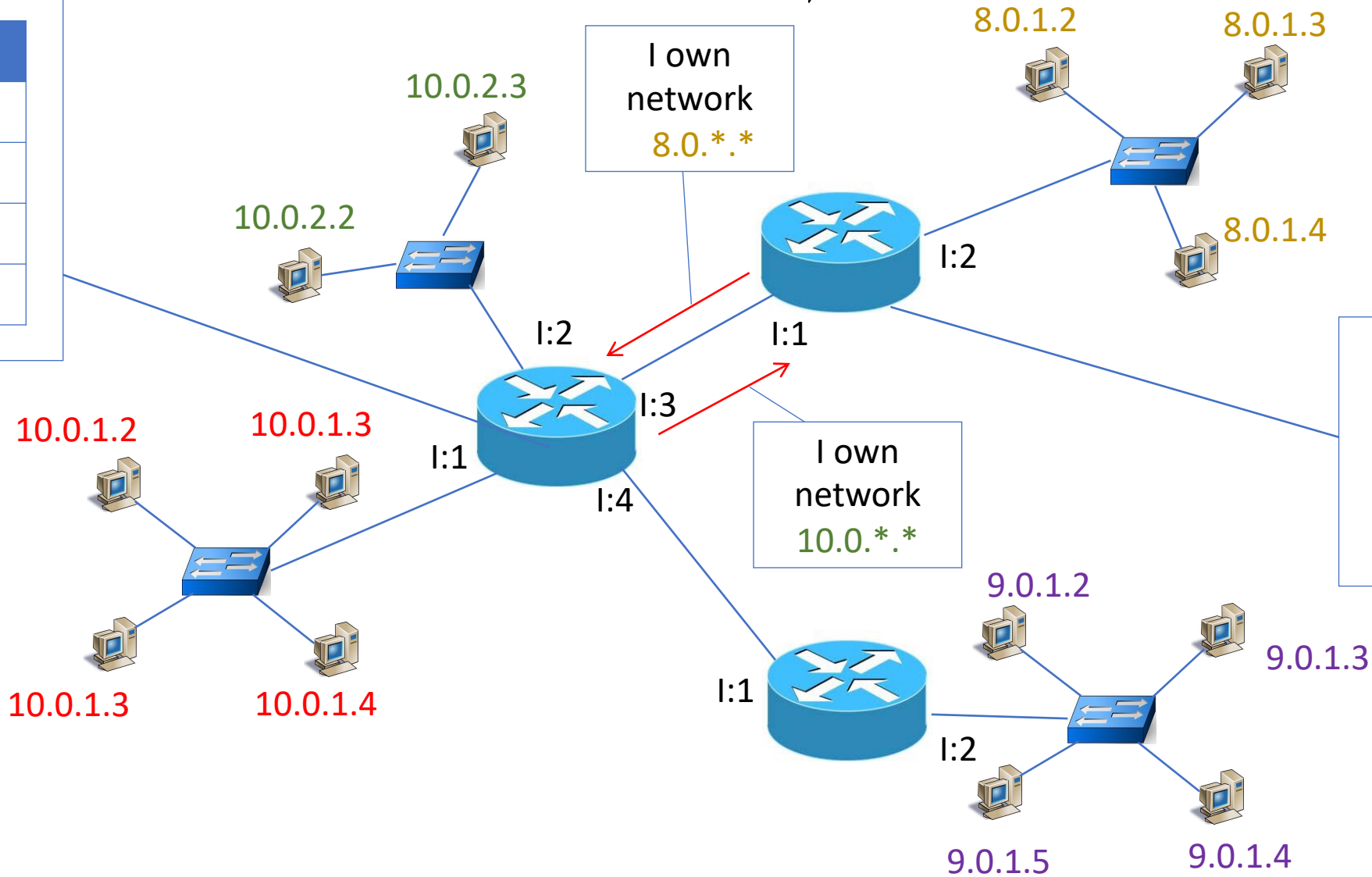
# Router



# Router

A router's port is called an **Interface**

Int	Network
1	
2	
3	8.0.*.*
4	

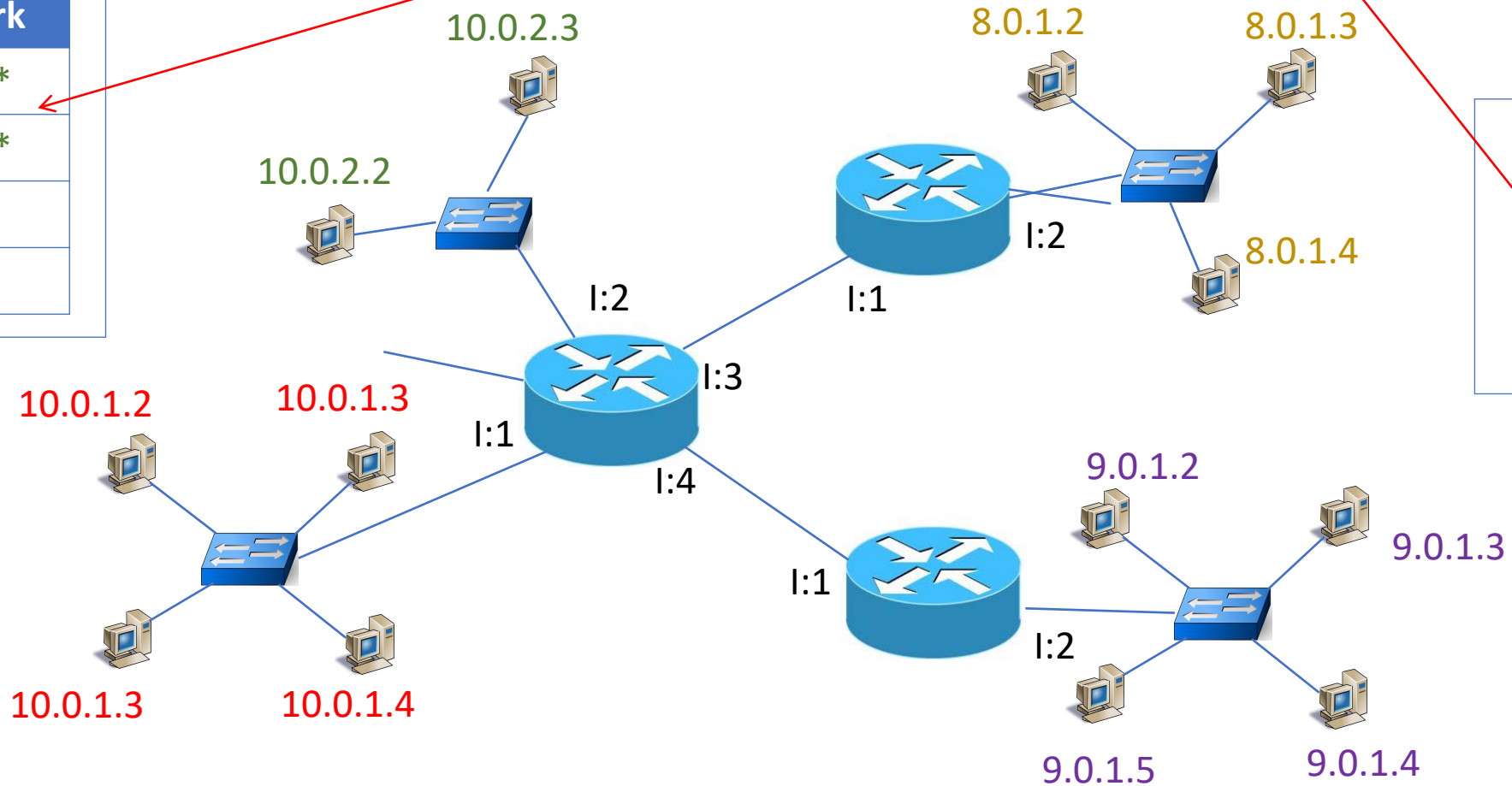


Int	Network
1	
2	10.0.*.*

# Router

Static Assignment: by the Administrator

Int	Network
1	10.0.1.*
2	10.0.2.*
3	8.0.*.*
4	



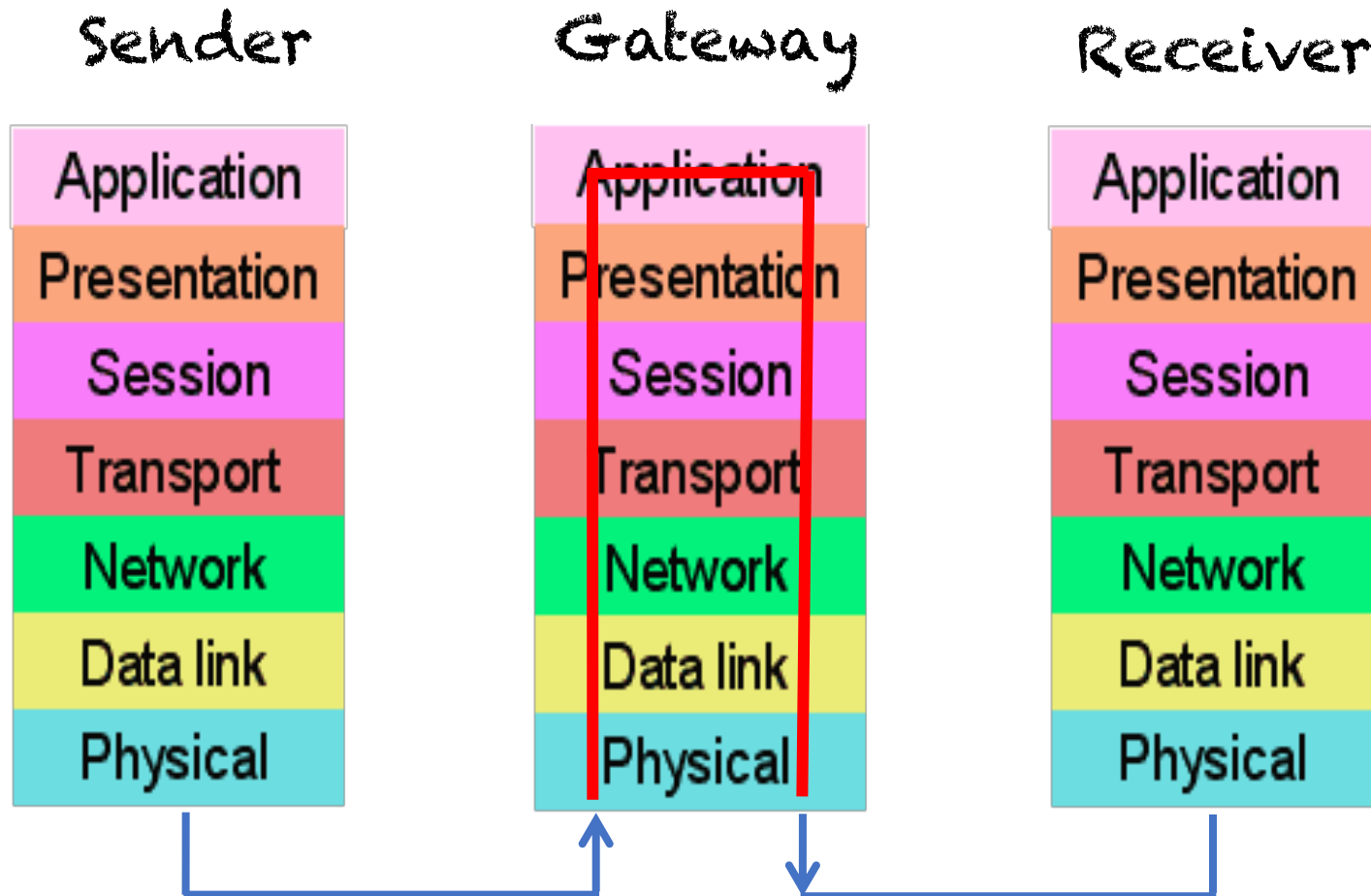
Int	Network
1	8.0.*.*
2	10.0.*.*



# Gateway

- Usually a router on a network ownership border.
- Administers' traffic policy!
- Can inspect the whole packet.

# Gateway



# Servers

- Servers support Applications
- They deliver services on the internet.
  - Web page services
  - File transfer
  - Media Streaming