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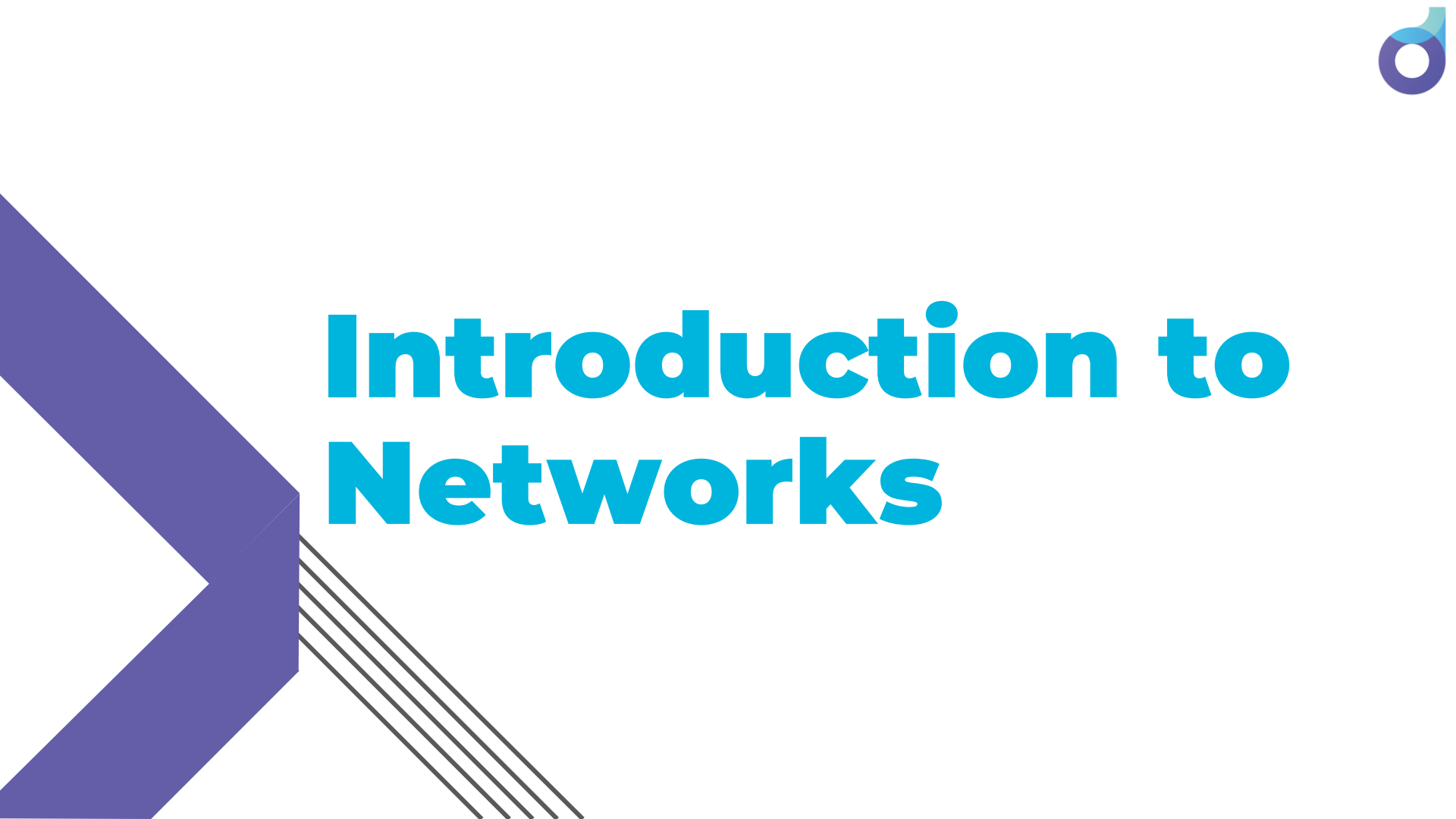
Introduction to
Networks

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Table of Contents

1 What's a Network?

What's a Network?

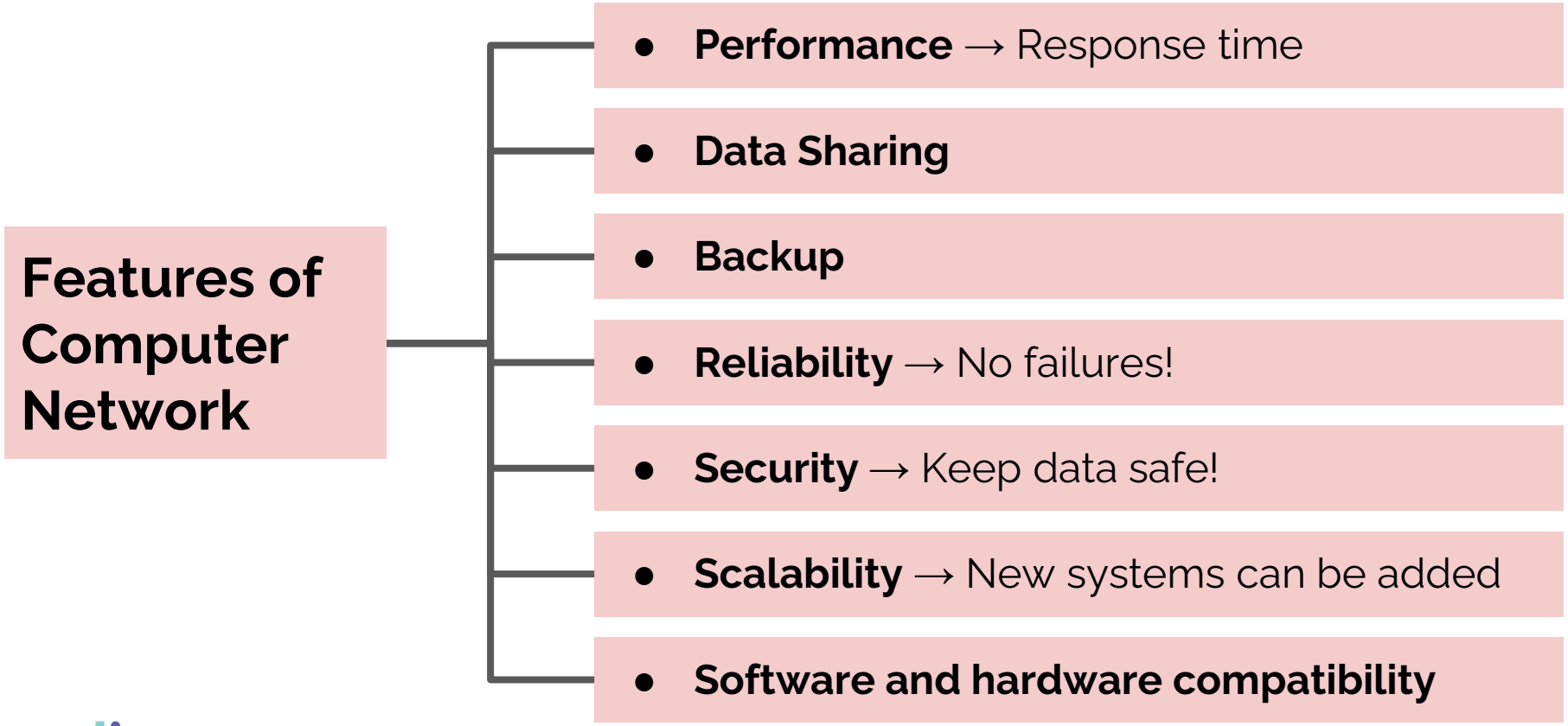
A **network** is two or more computer systems linked together by some form of the transmission medium that enables them to share information

What's a Network?

Provides services like:

- Access to shared files/folders
- Access to printers/scanners
- Email applications
- Database applications
- Web applications
- Voice over IP (VoIP)
- Multimedia conferencing

What's a Network?

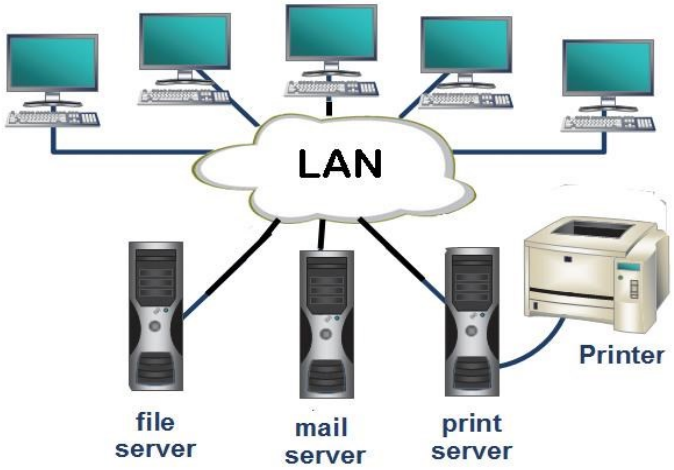


2

Local Area Network (LAN)

Local Area Network (LAN)

A LAN is a **local** network



- Could be as small as two computers or large, with thousands of devices connected
- Usually restricted to spanning a particular geographic location

A company in a single building is considered as LAN

A company consisting of multiple buildings in the same area is considered as LAN

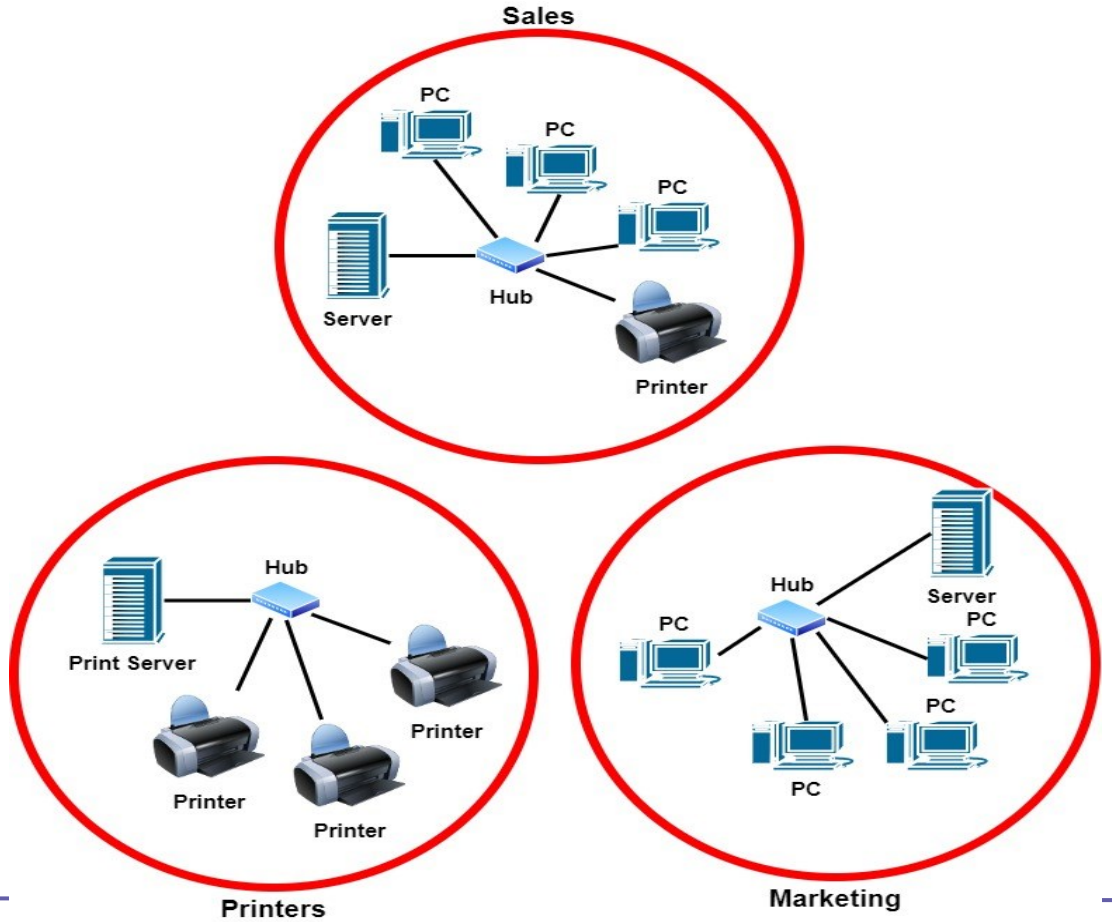
Local Area Network (LAN)

LAN's size and the distance a LAN can span is not restricted

But it's best to split a big LAN into smaller logical zones known as **workgroups** to make administration easier

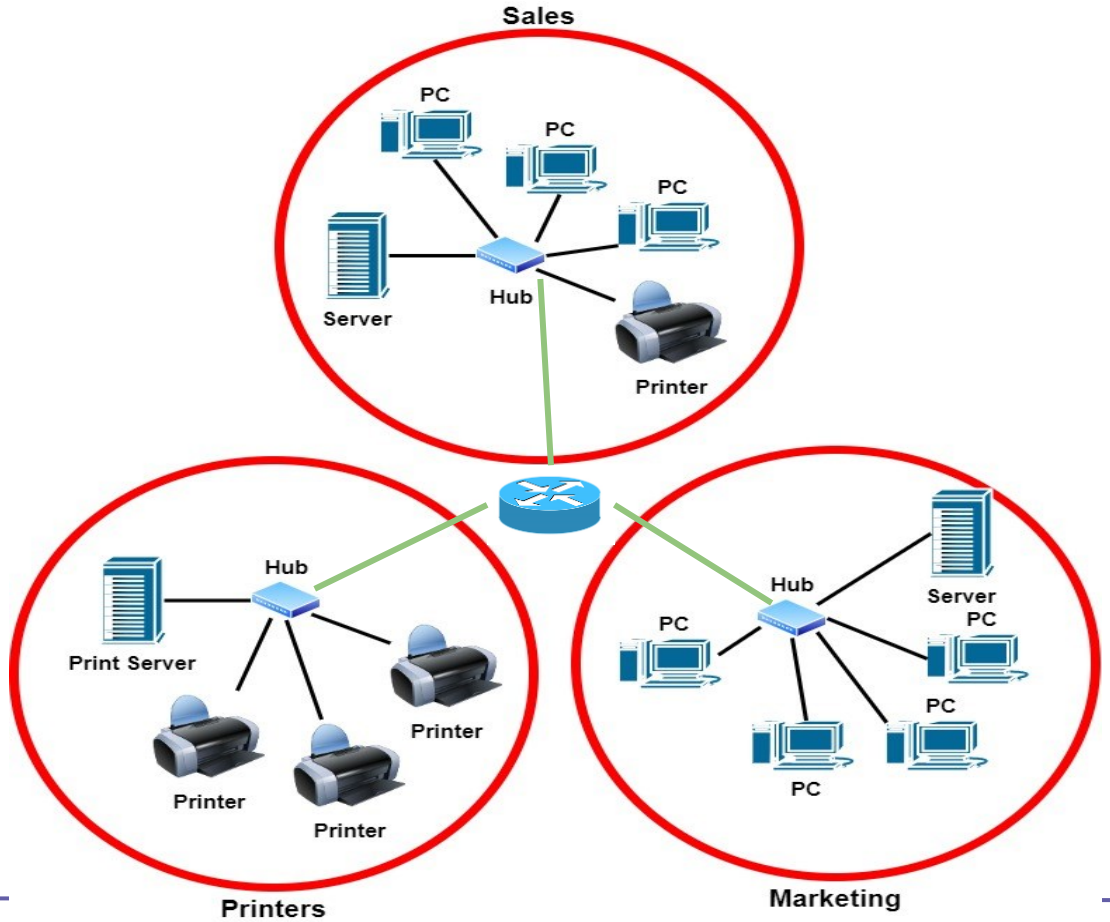
Local Area Network (LAN)

3 LANs, each has its own workgroup



Local Area Network (LAN)

A LAN with 3 workgroups



3

Common Network Components

Common Network Components

- **Node** → - any device that can communicate on the network Can be a computer or device

- **Station** → A node on a wireless network

  - PC
  - Printer
  - Laptop
  - Router
  - Server
  - Switch
  - Smartphone - etc.

Some examples of Node

Common Network Components

- **Host** →
  - Requires IP Address
  - Can be a client or server

- **Workstation** →
  - Powerful computer designed for technical or scientific applications
  - Used by one person at a time

Common Network Components

- **Server** ⟶ A powerful computer used to store files and run programs centrally

- **Client** ⟶ A device that makes request to a server

- Web Server
- Application Server
- Proxy Server
- Mail Server
- Print Server
- DNS Server
- File Server
- Telephony Server

Common types of servers

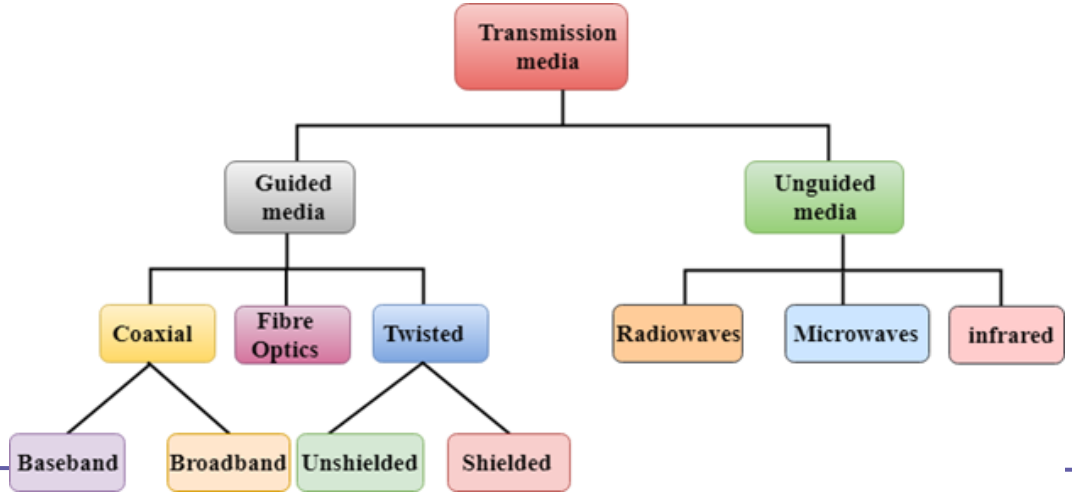
Common Network Components

- **Segment** ⟹
  - Refers to a specific physical region of a network
  - Typical usage is to describe the link between a computer and a switch
  - Another usage is to refer to a region of the network where all the nodes use the same type of transmission media

- **Backbone** ⟹ A fast link between other segments of a network

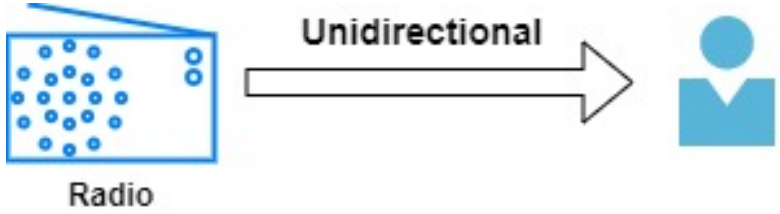
Common Network Components

- **Transmission Media** →
  - A communication channel between **nodes** that carries the information from the sender to the receiver
  - Data is transmitted through the electromagnetic signals

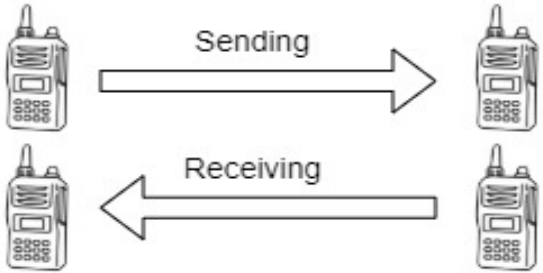


Cable Properties

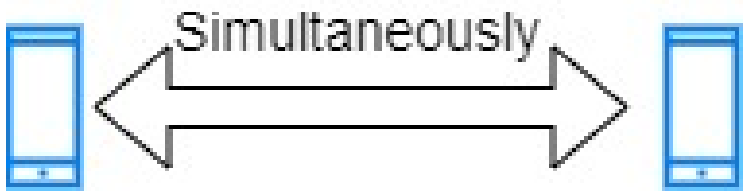
Simplex



Half-duplex



Full-duplex



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Wide Area Network (WAN)

Wide Area Network (WAN)

A **WAN** is a collection of computers and devices connected by a communications network over a wide geographic area

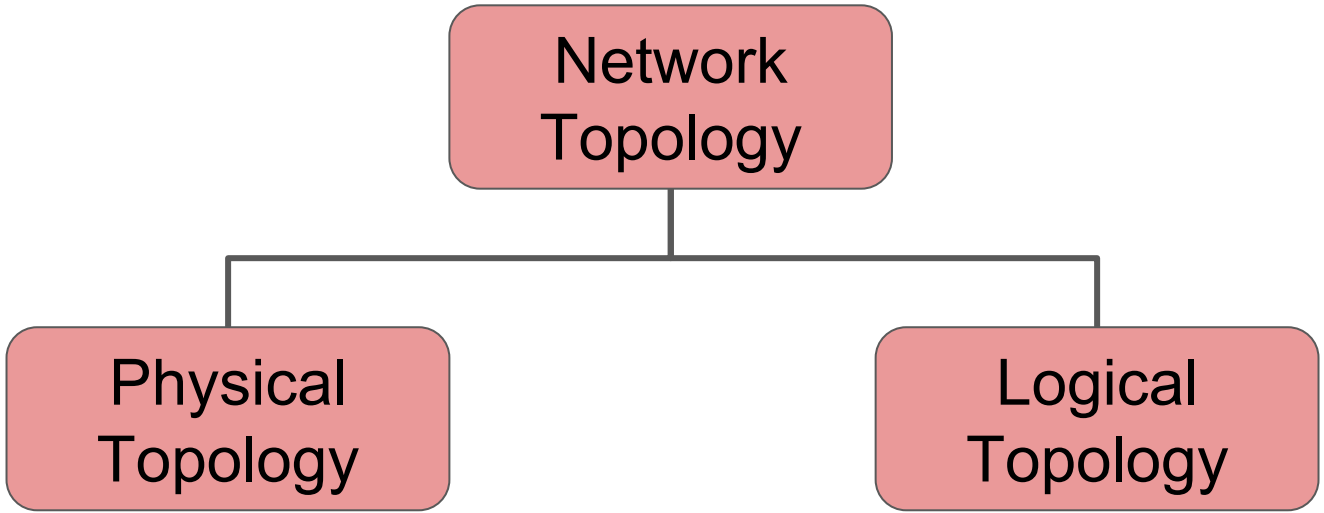
WANs are commonly connected either through the Internet or special arrangements made with phone companies or other service providers

The **Internet** is considered the **largest WAN** in the world

5 Network Topology

Network Topology

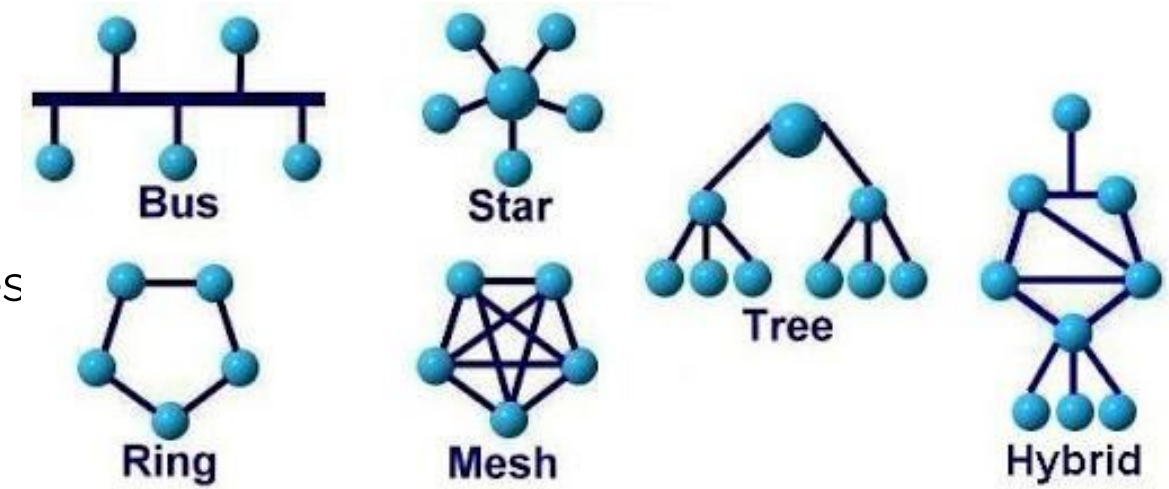
Network topology is the description of the arrangement of **nodes** and **connections** in a network



Network Topology

A **physical topology** details how devices are physically connected

Depends on:
- Office layout
- Troubleshooting techniques
- Cost of installation
- Type of cable used



Network Topology

Logical topology describes the way in which a network transmits information from network/computer to another

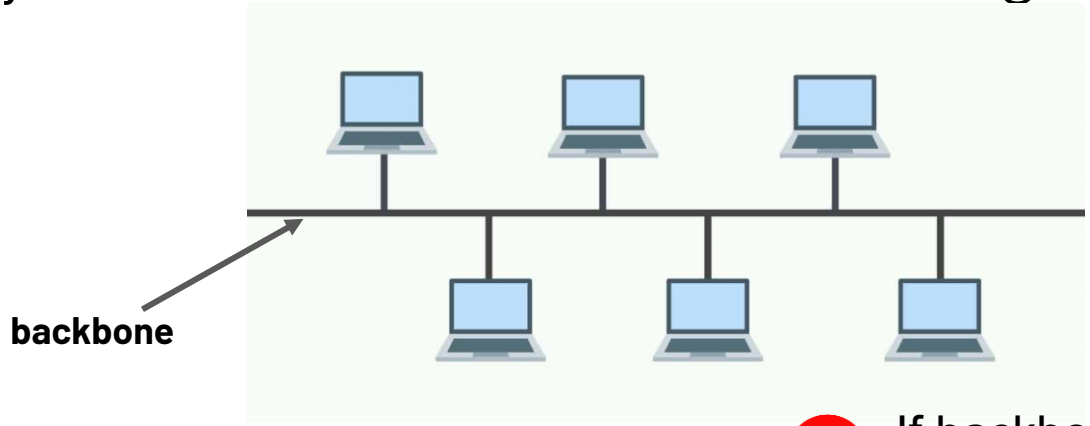
It's not the way the network looks or how it is laid out

6 Physical Network Topologies

Physical Network Topologies

Bus Topology:

Every node is connected in series along a linear path

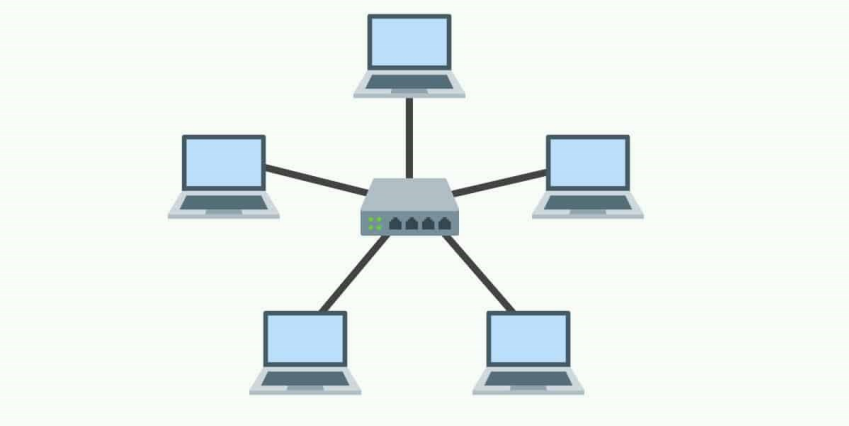


- Keeps the layout simple
- Cost effective
- If backbone fails entire network goes down
- Decreased network performance
- Not scalable

Physical Network Topologies

Star Topology:

Every node in the network is connected to one central switch

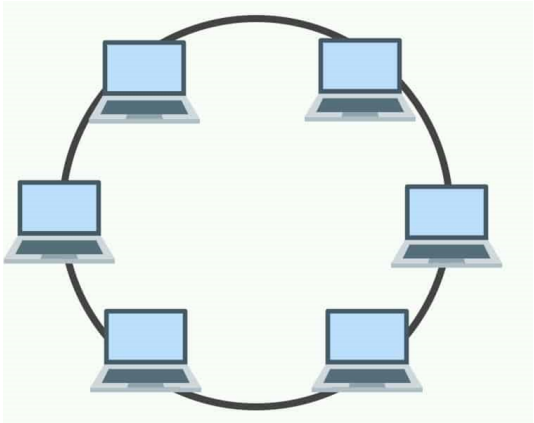


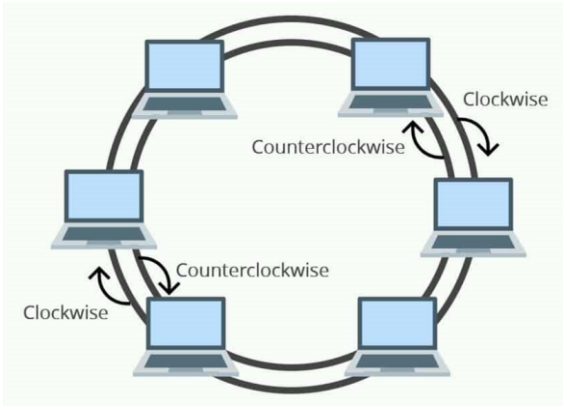
- ✓ Easy to manage
- ✓ Requires fewer cables
- ✗ If central switch fails entire network goes down
- ✗ Performance is up to central switch

Physical Network Topologies

Ring Topology:

Every node is connected to each other in a circular format.





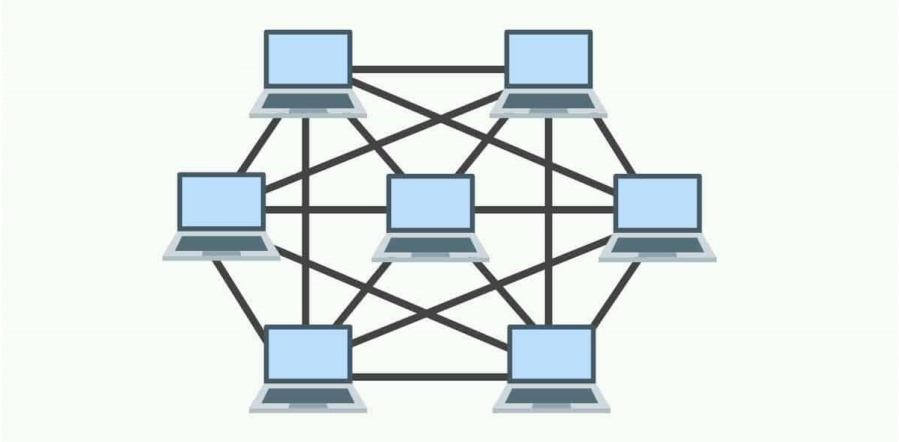
- Low risk of packet collision
- Easy to install

- Vulnerable to failure
- The more devices added the more communication delay
- To make changes the network should be shut down

Physical Network Topologies

Mesh Topology:

A point-to-point connection where nodes are interconnected

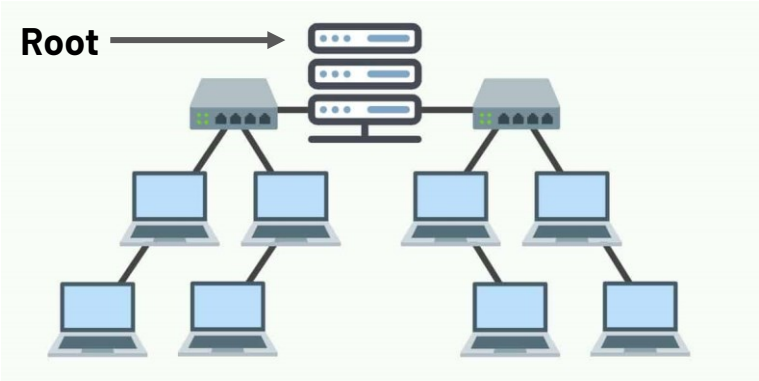


- Reliable
- Configuration is complex
- Expensive

Physical Network Topologies

Tree (Hierarchy) Topology:

A network structure that is shaped like a tree with its many branches

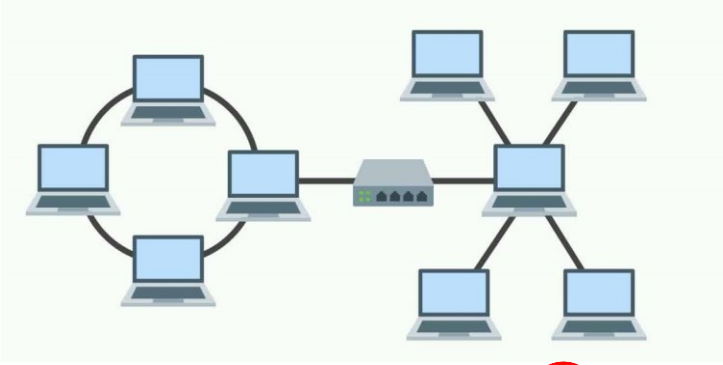


- ✓ Scalable
- ✓ Manageable
- ✗ Hard to maintain
- ✗ If root fails entire network goes down

Physical Network Topologies

Hybrid Topology:

A combination of two or more types of physical or logical network topologies working together within the same network



- Flexibility
- Quite complex
- Can be quite costly

THANKS!

Any questions?