

PL-3

Practical No. 1

To describe components of  
a network

Problem Statement 1:

Study and describe the following concepts in  
your words :-

① Client

- A client is a program that runs on the local machine requesting service from the server.
- A client program is a finite program means that the service started by the user and terminates when the service is completed.

② Server

- Server is a program that runs on the remote machine providing services to the clients.
- When the client requests for a service, then server opens the door for incoming requests, but it never initiates the service.

③ Communication.

- Communication defines a set of protocols that allow application programs to talk with each other without regard to the hardware or OS where they run.

#### ④ Protocols

→ A network protocol is an established set of rules that determine how data is transmitted between different devices in the same network.

#### ⑤ Ports

→ A port is a virtual point where network connections start & end.

→ Each port is associated with a specific process or service.

→ Ports allow computers to easily differentiate between different kinds of traffic.

#### ⑥ Network

→ A network consists of 2 or more computers that are linked in order to share resources such as printers, CDs, exchange files, or allow electronic communications.

→ The computers on a network may be linked through cables, telephone lines, radio waves, satellites or infrared light beams.