

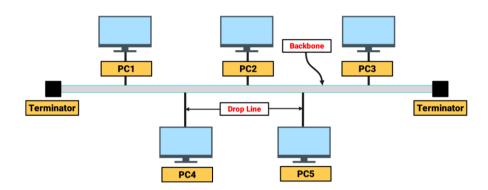
Networking Tools

≁ Tool	Function	☐ Use Case
Ping	Checks if a device is reachable over the network. Measures response time.	Test the internet or server connectivity.
	Shows the path data takes to reach a destination, including each router hop.	Diagnose slow or broken network routes.
Netstat	Displays active connections, open ports, and network statistics.	Check which apps/services use the network
- 0 \	Shows IP address, subnet mask, default gateway, etc.	View or refresh network settings.
Nslookup	Finds the IP address from a domain name or vice versa by querying DNS servers.	
Vireshark Captures and analyses all network packets in real time.		Deep traffic analysis and protocol debugging

Network Topologies

1. Bus Topology

• **Structure:** All devices are connected to a single central backbone cable (the bus).



- Advantages:
 - Easy and cheap to install.
 - Requires fewer cables.
- Disadvantages:
 - o If the main cable fails, the whole network goes down.
 - o Difficult to troubleshoot.
- **Used in:** Small networks, early LANs.

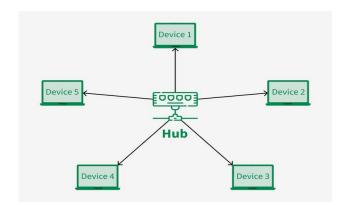
2. Star Topology

- **Structure:** All devices are connected to a central device (hub/switch).
- Advantages:
 - o Easy to manage and troubleshoot.





The failure of one device doesn't affect the others.

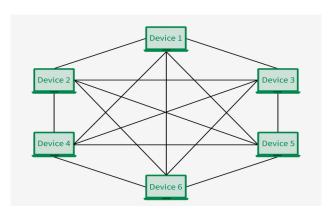


Disadvantages:

- o If the central hub fails, the whole network stops.
- o More cabling is required than the bus.
- **Used in:** Most modern LANs.

3. Mesh Topology

• **Structure:** Every device is connected to every other device.



• Advantages:

- High reliability and redundancy.
- o Data can take multiple paths.

Disadvantages:

- o Expensive and complex to set up.
- o Requires a lot of cabling.
- **Used in:** Military networks, high-reliability systems.

Overview

Topology	Cost	Reliability	Ease of Setup	Use Case
Bus	Low	Low	Easy Small or temporary setups	
Star	Moderate	Moderate-High	Easy	Home, office LANs
Mesh	High	Very High	Complex	Critical communication systems

Troubleshooting Basics



Issue	What It Means	Symptoms	Common Causes	Tools / Fixes
Latency		Slow loading, lag in calls/gaming		ping, traceroute, Restart router, use wired connection
Packet Loss	Data packets	Choppy video/audio, dropped connections	•	ping, WiresharkCheck cablesReduce load
DNS Failures	not resolving to	"DNS not found", can't open websites	ICOWN-WICONS	nslookup, dig Use 8.8.8.8 Flush DNS cache

Introduction to Mini Projects

1. Chat Application

• What it is:

A real-time messaging app that allows two or more users to send and receive text messages over a network.

• Key Concepts:

- o Client-server or peer-to-peer communication
- Sockets and ports
- o TCP or UDP for data transfer

• Learning Outcome:

Understand how data is exchanged in real-time, socket programming, and message handling.

2. File Transfer Application

• What it is:

An app that allows sending and receiving files (e.g., PDFs, images) between devices over a network.

• Key Concepts:

- o TCP for reliable data transfer
- Chunking and reassembly of files
- Progress tracking and error handling

• Learning Outcome:

Learn file encoding, networking protocols, and handling large data transfers.

3. Network Monitor





• What it is:

A tool that monitors active devices, IP addresses, bandwidth usage, and connection status in a network.

• Key Concepts:

- Packet sniffing (Wireshark-like)
- Network statistics (using netstat, psutil, etc.)
- Visual dashboards (optional: with graphs)

• Learning Outcome:

Understand how networks operate in real time, data flow analysis, and security monitoring.

Why These Projects Matter:

- Improve practical networking skills
- Learn real-world tools and protocols
- Enhance coding + debugging experience
- Great additions to **resumes and portfolios**