

Computer Systems – Study guide

# UD 11. COMPUTER NETWORKS

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Computer Systems  
CFGs DAW

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## Nomenclatura

A lo largo de este tema se utilizarán distintos símbolos para distinguir elementos importantes dentro del contenido. Estos símbolos son:

 Importante

 Atención

 Interesante

## ÍNDICE DE CONTENIDO

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## UD011. COMPUTER NETWORKS

### 1. DATA

From 24/02/2020 to 05/04/2020. The length of the unit is 5 weeks (40 hours).

### 2. PREVIOUS KNOWLEDGE

- Unit 1. Information representation
- Unit 3. Hardware components

### 3. OBJECTIVES

1. To learn what is a computer network.
2. To know how networks are classified.
3. To know the different network topologies.
4. To learn what the layers and protocols are
5. To learn the functionality of each of the layers.
6. To know the structure of an IP address.
7. To know the different classes of networks.
8. To know the difference between a public and private address
9. To learn to do subnetting
10. To learn how to create static route tables.
11. To know the different network devices

### 4. CONTENTS

1. What is a computer network.
2. Types of networks.
3. Architecture of networks. Topologies and layers
4. Internet layer
5. Hardware components.

## 5. ACTIVITIES

You have two kinds of activities.

1. Problems. It's a way to check and improve your knowledge.
2. An assessable activity. At the end of the unit we will publish the first assessable activity of this term. The goal of this activity is put into practice this theoretic topic. You will need time to research, compare, evaluate and make documents.

## 6. RECOMMENDATIONS

This is a large unit. The first part is theoretical and the second one is practical. Both of them are very important. Maybe is one of the most complicated unit of the course, so you need study very well the concepts, and then you need to practice to resolve the exercises