SHLOK VIJ
PRN 23070521143
SEM V SEC B

COMPUTER NETWORKS LAB PRACTICAL - 1

Theory

Computer networking is the practice of connecting two or more computing devices together to share resources, data, and services. Networking allows communication between devices either within a local area (LAN) or across wide areas (WAN/Internet).

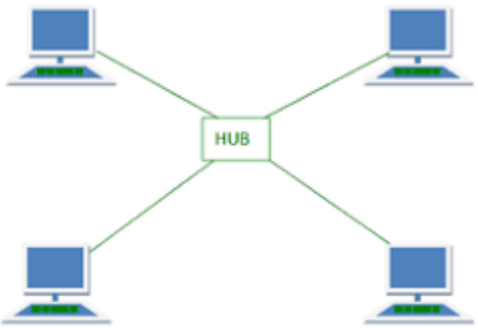
Network Troubleshooting Commands

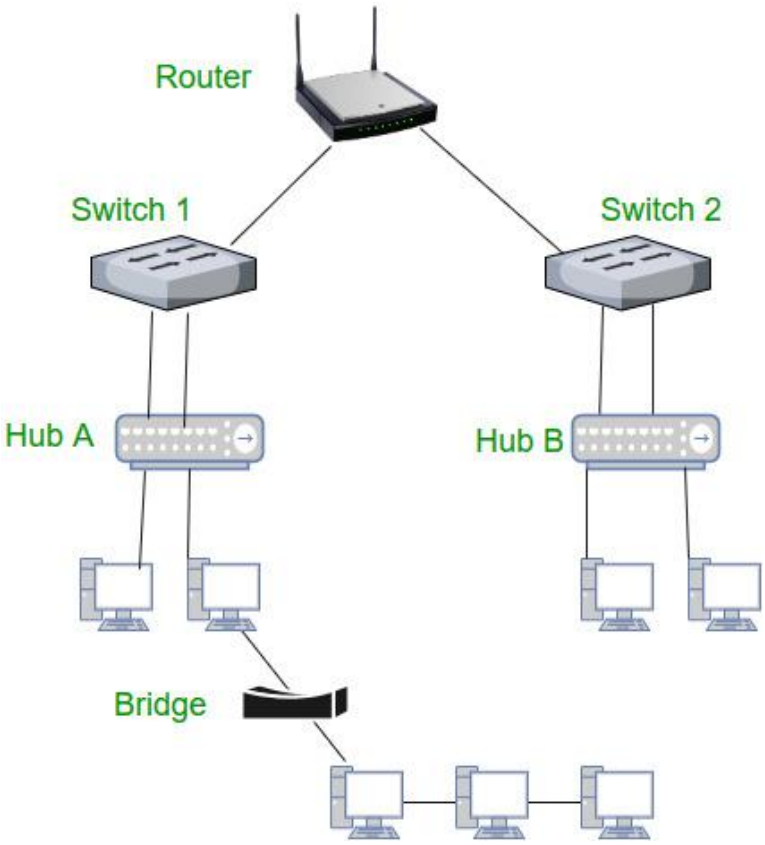
1. **ncpa.cpl** – Opens the network configuration window.
2. **ping** – Tests connectivity between devices by sending packets and receiving replies.
3. **tracert** – Traces the route taken by packets to reach a destination (maximum 30 hops).
4. **nslookup** – Displays the DNS server information of a remote machine and the local machine.
5. **route print** – Displays the current routing table of the system.

Network Devices

1. **Repeater** – Works at the physical layer, regenerates weak or corrupted signals.
2. **Hub** – A device that connects multiple computers in a network.
3. **Bridge** – Works at the data link layer, filters traffic using MAC addresses.
4. **Switch** – An intelligent hub that connects network segments, performs error checking, and forwards data.
5. **Router** – Forwards data packets based on IP addresses, connects different networks.

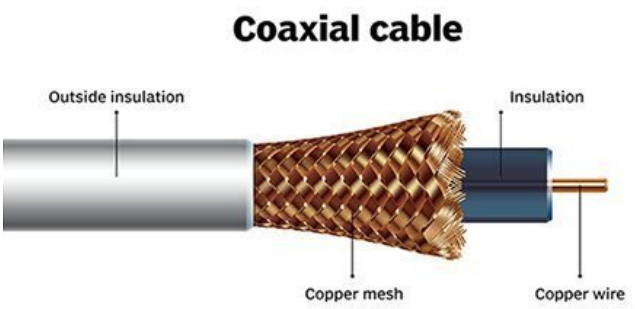
6. **Gateway** – Connects two different types of networks and enables communication.
7. **Brouter** – A device that can function as both a bridge and a router.
8. **Modem** – Converts digital signals to analog and vice versa (Modulator–Demodulator).

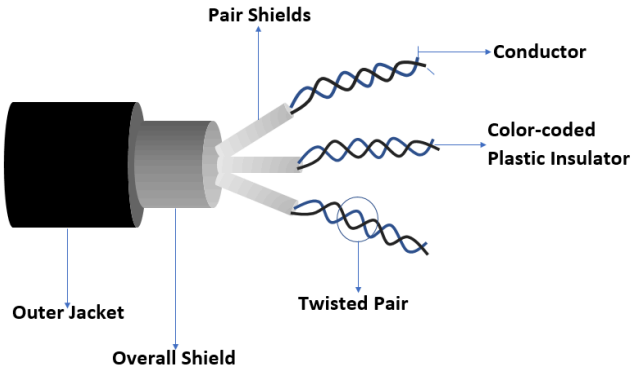


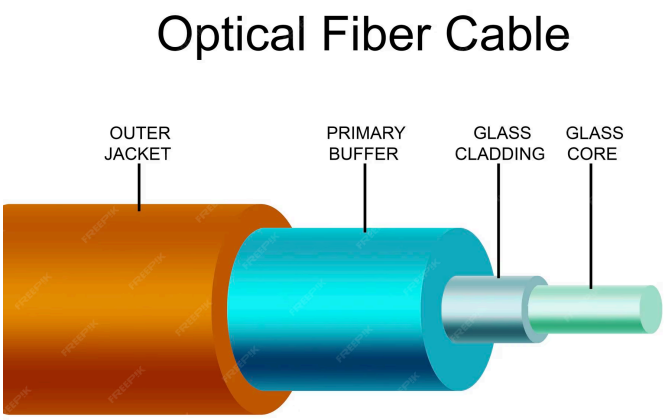


Types of Cables

1. **UTP (Unshielded Twisted Pair)**
    - Commonly used in LAN setups.
    - Uses RJ-45 connectors.
    - Low cost and easy to install.
2. **Coaxial Cable**
    - Used in bus topology.
    - Has a central copper conductor with insulation and shielding.
    - Rarely used now.
3. **Fibre Optic Cable**
    - High-speed data transmission over long distances.
    - Immune to electromagnetic interference.
    - Common in data centers and high-performance backbones.



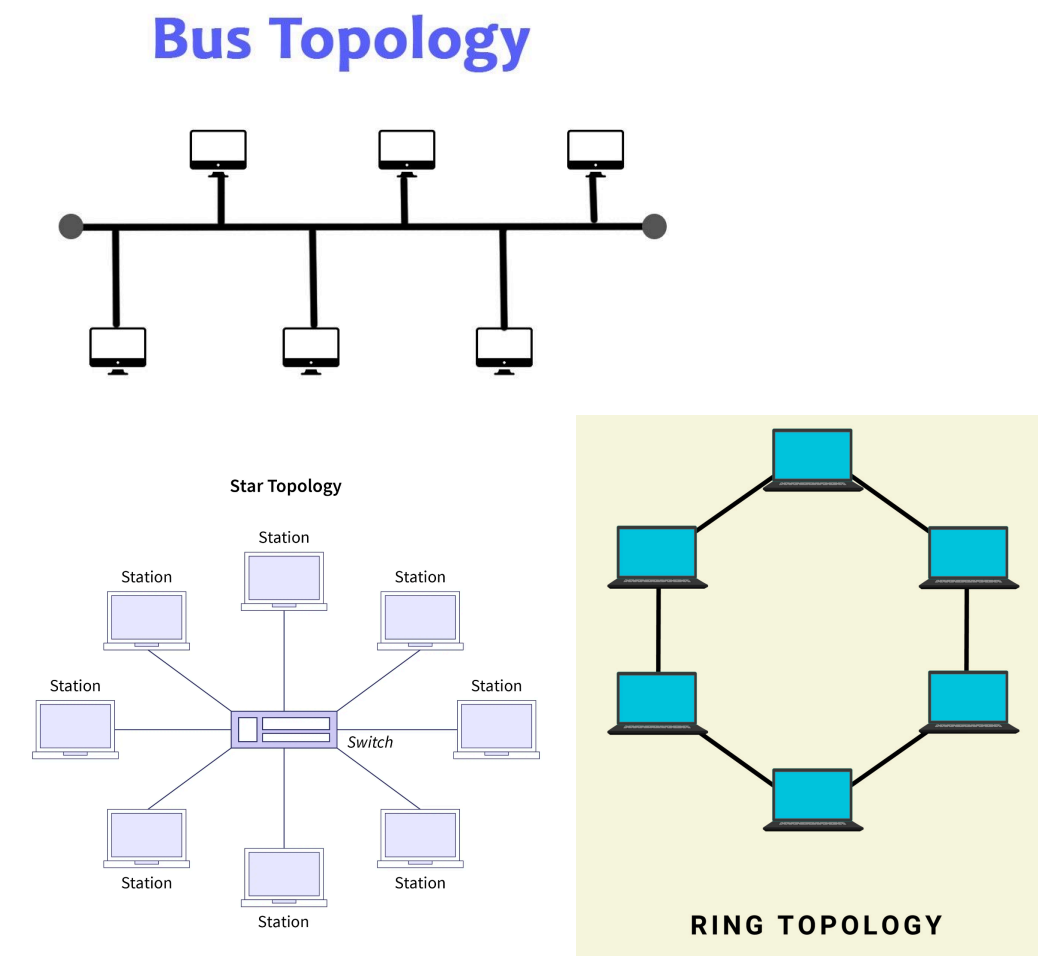




Network Topologies

1. **Bus Topology**
    - Single central cable (backbone).
    - Simple and cheap, but failure of main cable disrupts entire network.

2. **Star Topology**
    - All nodes connected to a central hub/switch.
    - Easy to manage, isolate faults, widely used in LANs.
3. **Ring Topology**
    - Each node connected to two others in a ring.
    - Data flows in one direction.
    - Single failure can disrupt the whole network.
4. **Mesh Topology**
    - Each node connected to every other node.
    - High fault tolerance, but costly and complex.
5. **Hybrid Topology**
    - Combination of two or more topologies.
    - Flexible and scalable.



Conclusion:

In this practical, the basic concepts of networking devices, cable types, and network topologies were studied. Common troubleshooting commands were also practiced to understand how to monitor and resolve network issues.