

# Introduction

Monday, February 1, 2021 7:36 AM

Packet of data delivered to the destination through 7 layers

Any form of data

Channel: wire, fiber, air

Nodes: devices

- Intermediate nodes

Network criteria

- Performance:

Primary resource: channel/bandwidth + throughput (effective bandwidth)

Entire bandwidth cannot be occupied at all times due to multiple constraints

Delay (decrease delay)

- Reliability: ensure data is not corrupted by intermediate channel

- P

Overview:

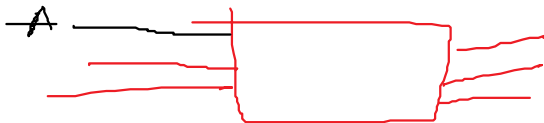
Centralized device that enables communication between intermediary devices:

- Repeater: amplifies signal strength



Not an intelligent device (physical layer)

- Hub: distributes packet



Cannot open packet and check address

- Bridge (data link layer)

- Switch: can read MAC address and send packet to corresponding address



(data link layer)

- Router: intelligent device that can read IP address (network layer)

These devices switch data from one end to another end

7 layers of the OSI model: bottom-up approach

7. Physical layer: receiver receives packet from one end

6. Data link layer: assigns MAC address
5. Network layer
4. Transport layer
3. Session layer
2. Present layer
1. Application layer

Whenever devices want to communicate from one network to another, a router is to be used. Refer to the routing table to determine where to forward the packet.

Data found in

1. Simplex: data flows in one direction through channel between source and destination  
Eg. Keyboard, radio
2. Duplex: data flows in both directions
  - Half: not simultaneously  
Eg. Walkie talkie
  - Full: simultaneously  
Eg. Mobile communication

Type of connections

1. Point-to-point: two stations directly connected
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2. Multi-point: shared channel (more than one user)
  - Collision: more than one user transmitting data through same channel, data may collide (avoid collision through mechanism or regulations)
  - Multiple Access Protocol (to avoid collisions)

Topologies:

Configuration/Layer of nodes(devices) and wires in a network

1. Mesh
2. Star
3. Bus: Only 1 cable (LAN), CSMA/CD (to avoid collision wired), CSMA/CA (wireless), less security, node failure does not of affect others, failure of link breaks network, congestion,
4. Ring