1. Define Virtual Network

→ Virtual networking enables communication between
   - multiple computers
   - virtual machines (VMs)
   - virtual servers

   or other devices across different office and data center locations.

   Types

   1. private virtual Network
   2. Internal VN
   3. External VN

2. Compare L2tp and pptp

   L2tp

   → Layer 2 Tunneling protocol
   → Highest level of encryption
   → Double encryption on all data, higher CPU usage
   → Better security

   pptp

   → point-to-point Tunneling protocol
   → standard level of encryption
   → Fastest VPN protocol due to lower encryption
   → cost-Effective to Deploy

3. Requirements of VPN

→ overlapping / private address space
⇒ A range of security capabilities
→ A range of QoS capabilities
→ Internet Access.
→ Extranet connectivity

4. How multimedia networks are designed

→ A simulation method for the Design of multimedia n/w's introduces 3 basic phases.

    phase 1 — preparation
    phase 2 — Baseline
    phase 3 — Delta phase

→ This 3 phases are useful to design the multimedia network.

5. Delay in router

→ In a network based on packet switching, processing delay is the time it takes routers to process the packet header.

→ processing delay is a key component in network delay.

Types of delay

    1. tap delay
    2. analog delay
    3. digital delay.

6. Need of Baseline in Networks

→ Network Baselines also act as a reference point while troubleshooting issues.

→ Baselines will help you understand network patterns and usage trends.