

NETWORKS AND TELECOMMUNICATIONS



PURPOSES:

**TO GAINING KNOWLEDGE OF THE
FUNDAMENTALS OF CONSTRUCTION,
OPERATION AND USE OF COMPUTER
NETWORKS OF VARYING SIZE,
POSSIBILITIES OF THEIR IMPLEMENTATION
ON THE BASIS OF THE UNDERLYING
TECHNOLOGIES AND STANDARDS**



Brief description of terms:

Computer network set of nodes (computers, terminals, peripherals) having the possibility of information exchange with each other using a special communication hardware and software network with respect to peer access control to data paths in these networks distributed among the nodes.

Network analyzer interception method as they move along the lines intranet connection

Any part of the network resource or a network of computers (such as disk, directory, printer, etc.) that can be used by the application during operation.



COMPUTER NETWORK

A computer network or data network is a telecommunications network which allows computers to exchange data. In computer networks, networking devices exchange data with each other using a data link. The connections between nodes are established using either cable media or wireless media. The best-known computer network is the Internet.



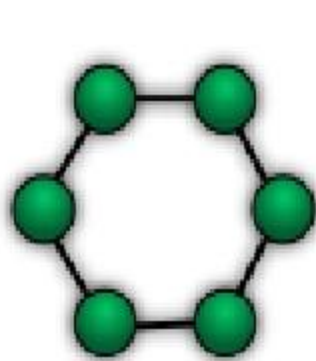
NETWORK COMPUTER DEVICES THAT ORIGINATE, ROUTE AND TERMINATE THE DATA ARE CALLED NETWORK NODES. COMPUTER NETWORKS DIFFER IN THE TRANSMISSION MEDIUM USED TO CARRY THEIR SIGNALS, COMMUNICATIONS PROTOCOLS TO ORGANIZE NETWORK TRAFFIC, THE NETWORK'S SIZE, TOPOLOGY AND ORGANIZATIONAL INTENT. IN THE LATE 1950S EARLY NETWORKS OF COMPUTERS INCLUDED THE MILITARY RADAR SYSTEM SEMI-AUTOMATIC GROUND ENVIRONMENT (SAGE).

IN 1976 JOHN MURPHY OF DATAPOINT CORPORATION CREATED ARCNET, A TOKEN-PASSING NETWORK FIRST USED TO SHARE STORAGE DEVICES. IN 1995 THE TRANSMISSION SPEED CAPACITY FOR ETHERNET INCREASED FROM 10 MBIT/S TO 100 MBIT/S. BY 1998, ETHERNET SUPPORTED TRANSMISSION SPEEDS OF A GIGABIT. SUBSEQUENTLY, HIGHER SPEEDS OF UP TO 100 GBIT/S WERE ADDED (AS OF 2016).

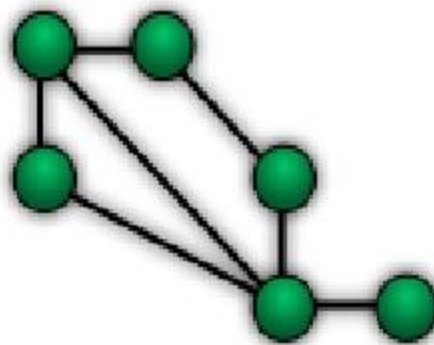


Network topology

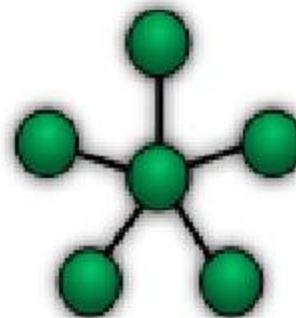
Network topology is the layout or organizational hierarchy of interconnected nodes of a computer network.



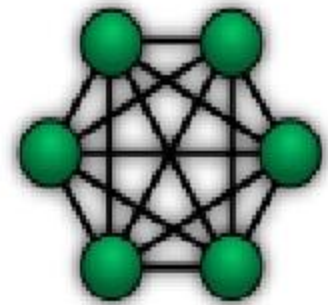
Ring



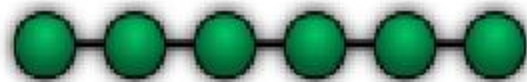
Mesh



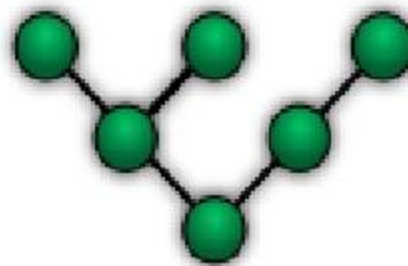
Star



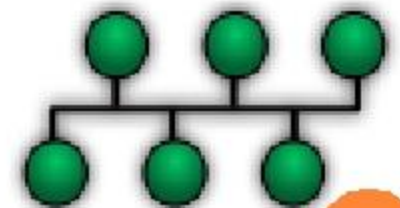
Fully Connected



Line



Tree



Bus



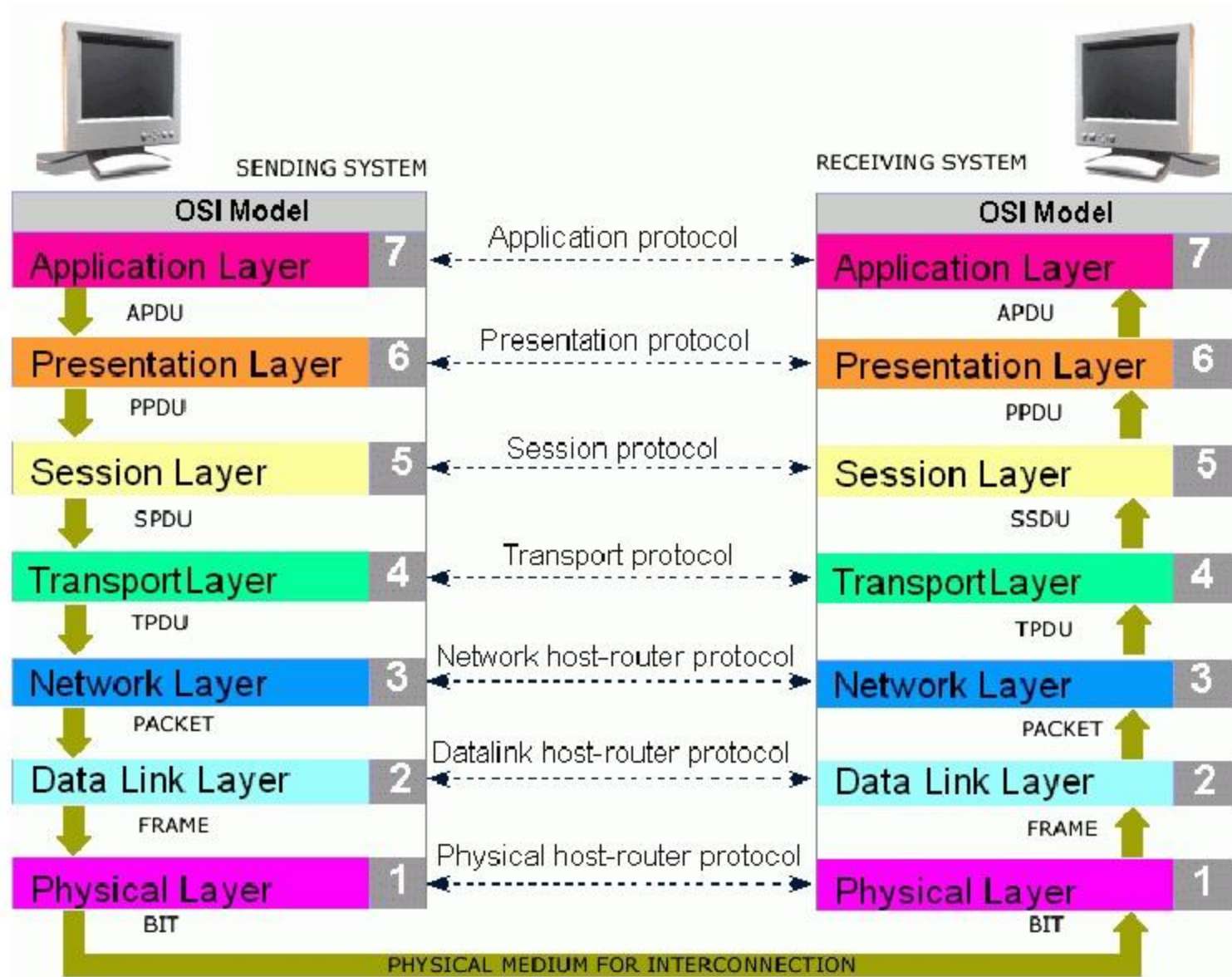
Common layouts are: A bus network: all nodes are connected to a common medium along this medium. This was the layout used in the original Ethernet, called 10BASE5 and 10BASE2. A star network: all nodes are connected to a special central node. This is the typical layout found in a Wireless LAN, where each wireless client connects to the central Wireless access point. A ring network: each node is connected to its left and right neighbour node, such that all nodes are connected and that each node can reach each other node by traversing nodes left- or rightwards. The Fiber Distributed Data Interface (FDDI) made use of such a topology. A mesh network: each node is connected to an arbitrary number of neighbours in such a way that there is at least one traversal from any node to any other. A fully connected network: each node is connected to every other node in the network. A tree network: nodes are arranged hierarchically.



IP ADDRESS AN INTERNET PROTOCOL ADDRESS

(IP ADDRESS) IS A NUMERICAL LABEL ASSIGNED TO EACH DEVICE (E.G., COMPUTER, PRINTER) PARTICIPATING IN A COMPUTER NETWORK THAT USES THE INTERNET PROTOCOL FOR COMMUNICATION. THE DESIGNERS OF THE INTERNET PROTOCOL DEFINED AN IP ADDRESS AS A 32-BIT NUMBER AND THIS SYSTEM, KNOWN AS INTERNET PROTOCOL VERSION 4 (IPV4), IS STILL IN USE TODAY. IP ADDRESSES ARE USUALLY WRITTEN AND DISPLAYED IN HUMAN-READABLE NOTATIONS, SUCH AS 172.16.254.1 (IPV4), AND 2001:DB8:0:1234:0:567:8:1 (IPV6).





A telecommunications network is a collection of terminal nodes, links are connected so as to enable telecommunication between the terminals.

The Open Systems Interconnection model (OSI model) is a conceptual model that characterizes and standardizes the communication functions of a telecommunication or computing system without regard to their underlying internal structure and technology. The model is a product of the Open Systems Interconnection project at the International Organization for Standardization (ISO), maintained by the identification ISO/IEC 7498-1.



The Transmission Control Protocol (TCP) is one of the main protocols of the Internet protocol suite. It originated in the initial network implementation in which it complemented the Internet Protocol (IP). Therefore, the entire suite is commonly referred to as TCP/IP.



**THERE ARE MANY DIFFERENT NETWORK
STRUCTURES THAT TCP/IP CAN BE USED
ACROSS TO EFFICIENTLY ROUTE
MESSAGES, FOR EXAMPLE:**

**WIDE AREA NETWORKS (WAN)
METROPOLITAN AREA NETWORKS (MAN)
LOCAL AREA NETWORKS (LAN)
INTERNET AREA NETWORKS (IAN)
CAMPUS AREA NETWORKS (CAN)
VIRTUAL PRIVATE NETWORKS (VPN)**



WIRELESS TECHNOLOGIES

TERRESTRIAL MICROWAVE – TERRESTRIAL MICROWAVE COMMUNICATION USES EARTH-BASED TRANSMITTERS AND RECEIVERS RESEMBLING SATELLITE DISHES.

COMMUNICATIONS SATELLITES – SATELLITES COMMUNICATE VIA MICROWAVE RADIO WAVES. CELLULAR AND PCS SYSTEMS USE SEVERAL RADIO COMMUNICATIONS TECHNOLOGIES.

RADIO AND SPREAD SPECTRUM TECHNOLOGIES – WIRELESS LOCAL AREA NETWORKS USE A HIGH-FREQUENCY RADIO TECHNOLOGY SIMILAR TO DIGITAL CELLULAR AND A LOW-FREQUENCY RADIO TECHNOLOGY.

FREE-SPACE OPTICAL COMMUNICATION USES VISIBLE OR INVISIBLE LIGHT FOR COMMUNICATIONS. IN MOST CASES, LINE-OF-SIGHT PROPAGATION IS USED, WHICH LIMITS THE PHYSICAL POSITIONING OF COMMUNICATING DEVICES.



Internet-based Self-services (ISS) are a subtype of services driven by self-service technologies which provide technological interfaces allowing customers to use services independently of the involvement of direct service employee. Self-ticket purchasing and self-check-in for a flight using the Internet are examples of Internet-based self-services.

