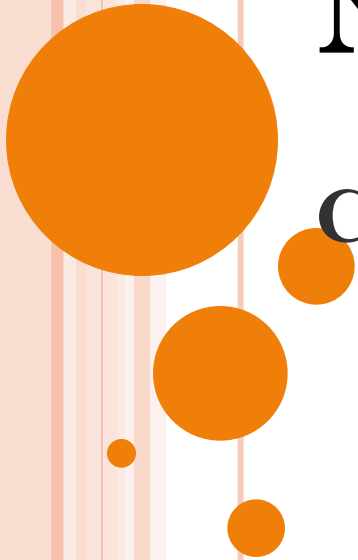


# **NETWORKS AND TELECOMMUNICATIO NS.**

**СЕТИ И ТЕЛЕКОММУНИКАЦИИ**



# CONTENTS

- End devices, data transfer devices, transmission medium.
- Types of networks.
- Stack protocols: TCP/IP, OSI. IP addressing.
- Wire and wireless network technologies.
- DHCP protocol.
- Technologies of connection to the Internet.



# DICTIONARY

End device	Конечное устройство
Network	Сеть
Switches	Коммутатор
Twisted pair	Витая пара
Telecommunications	Телекоммуникации
Equipment	Оборудование
Transfer	Передача



# TELECOMMUNICATIONS

□ **transmission and reception of any information on the distance for different electromagnetic systems (wired and wireless communication channels).**

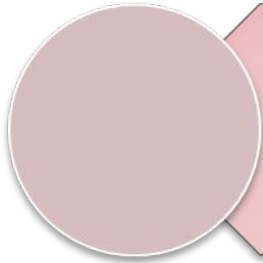


# TELECOMMUNICATION NETWORKS

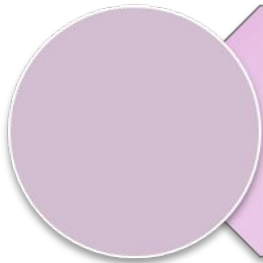
- system of technical means by which telecommunications are implemented



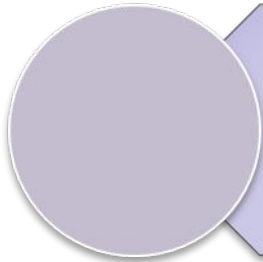
# TELECOMMUNICATION NETWORKS



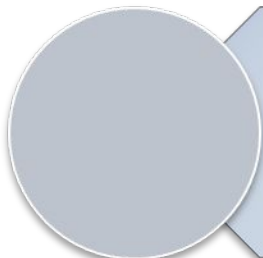
**Computer networks**



**Telephone network**



**Radio network**



**Television network**



# COMPUTER NETWORK

- combination of computers and telecommunications equipment, providing communication of the computers on the network.



# END DEVICES

Computers

Network printers

VoIP phones

Cameras

Mobile devices



# DATA TRANSFER DEVICE (INTERMEDIATE DEVICES)

network adapters

repeaters, switches, hubs, multiplexers,  
bridges, routers

gateways and modems, terminating the  
operation of computers by data  
transmission channels.

# ENVIRONMENT INFORMATION TRANSFER

- lines or communication channels by which information is exchanged between computers



# MEDIA DEVICES

Copper transmission medium (Cooper media)

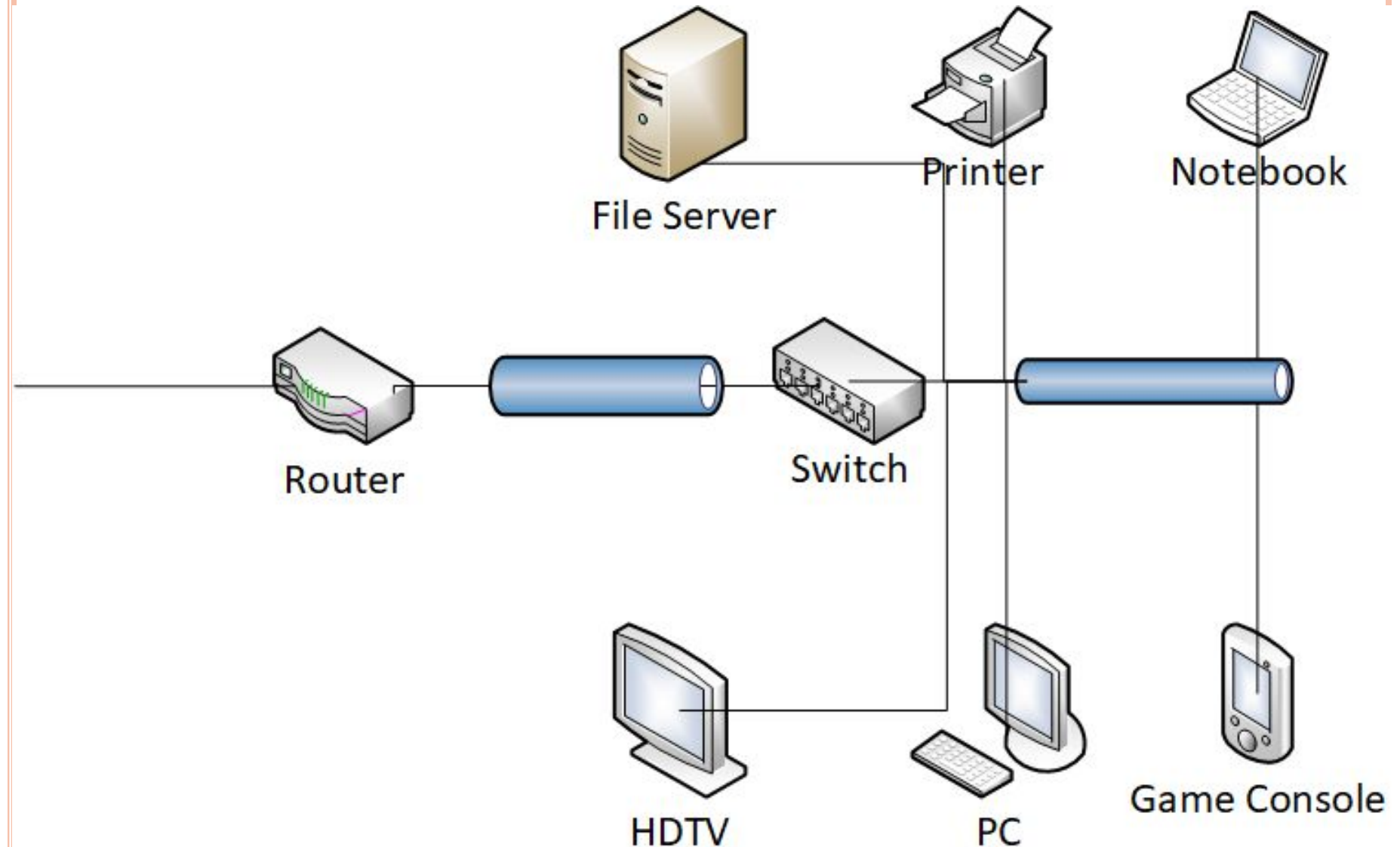
Twisted pair

Coaxial cable

Fiber optic cable

Wireless media (Wireless media): Wi-Fi, Mobile communication, Bluetooth, Satellite communications

# BASIC HARDWARE COMPONENTS OF A COMPUTER NETWORK



# SERVERS

- The servers are sufficiently powerful computers, since the need to provide high speed data transmission and query process
- File server performs the following functions:
  - data storage;
  - archiving of data;
  - synchronize data changes by different users;
  - data transferring.



# CLIENT

- The client is called a workstation on which the software is installed, providing the solution of problems generated in the process of the user.



# COMMUNICATION CHANNELS

- Communication channel (or communication line), the physical medium in which information signals are transmitted to the data communication equipment.



# DATA TRANSMISSION EQUIPMENT

- The data transfer equipment serves for the direct connection of the computers to the communications line.





# **NETWORKS BY TERRITORIAL PREVALENCE**

**Local Area Network - LAN**

**Regional (Metropolitan  
Area Network) - MAN**

**Global (Wide Area  
Network) - WAN**

# NETWORKS BY SPEED OF INFORMATION TRANSFER

**Low speed**

**Mid speed**

**High speed**



# NETWORKS BY THE MANAGEMENT METHOD

## Peer-to-peer

- Одноранговая сеть

## Network with a dedicated server

- Сеть с выделенным сервером

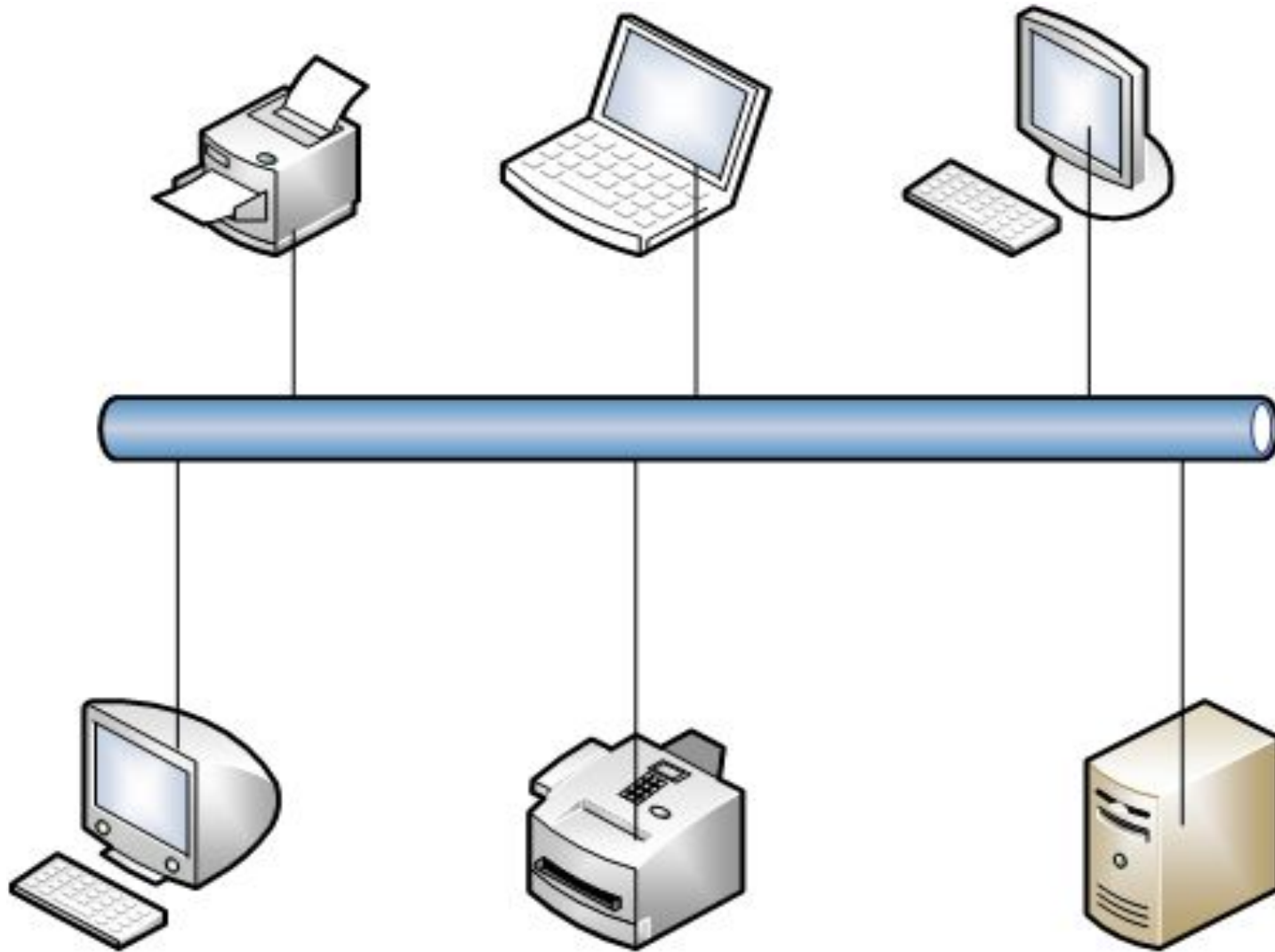


# BASIC TOPOLOGY

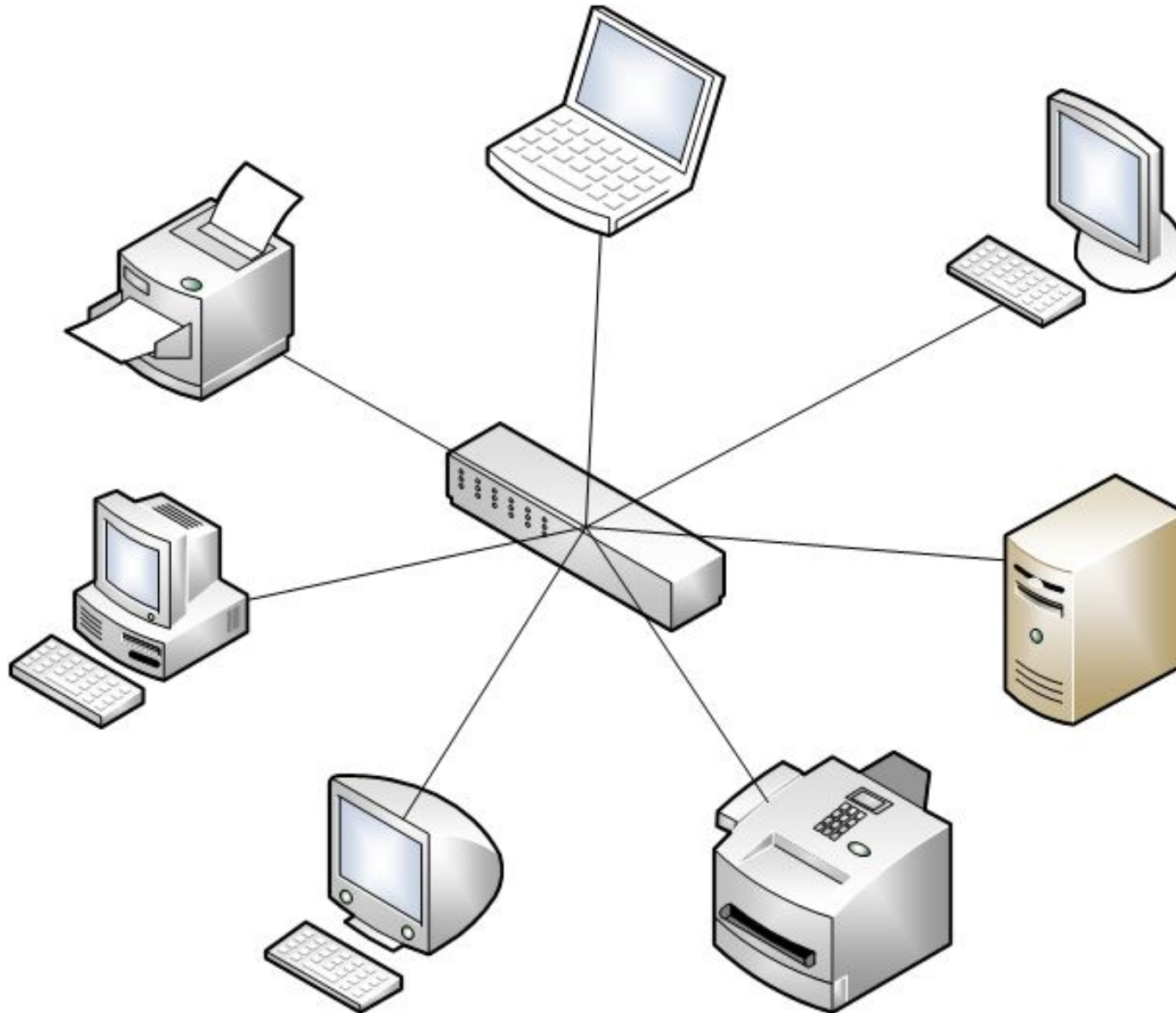
- Under the topology (layout, configuration, structure) of a computer network generally refers to a physical location of the computers on your network, one on one, and a way to connect them with lines.



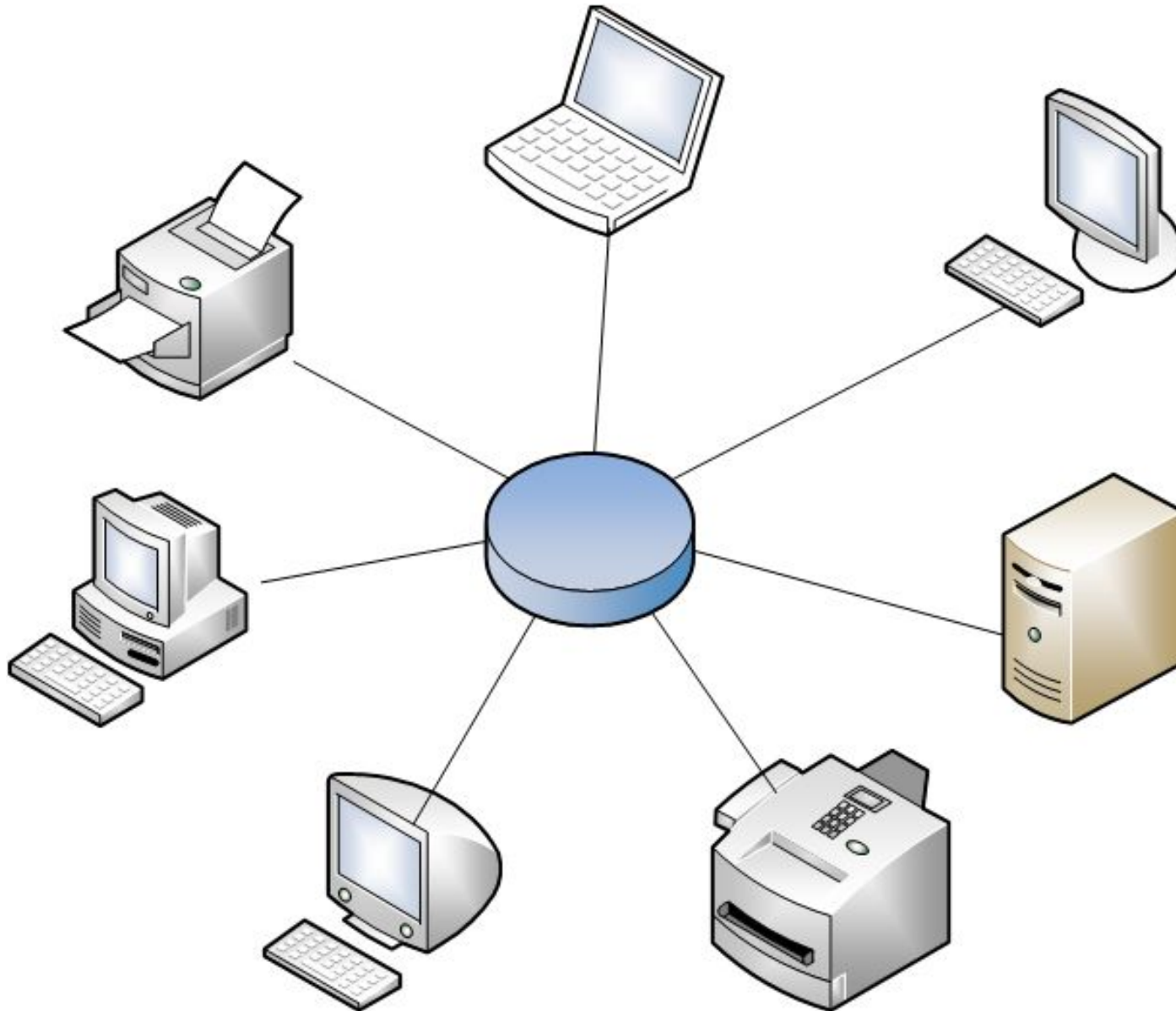
# NETWORK TOPOLOGY BUS



# NETWORK TOPOLOGY STAR



# NETWORK TOPOLOGY RING



# NETWORK CABLE OF THE PHYSICAL TRANSMISSION MEDIUM

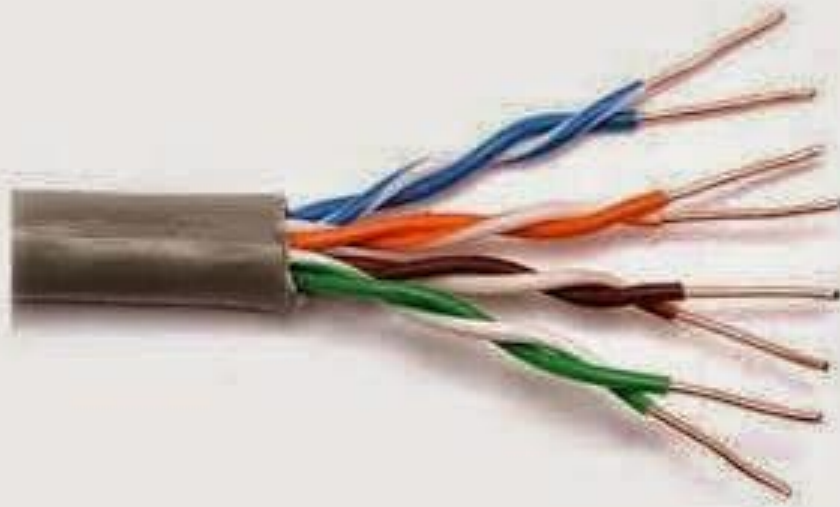
Type of cable	The maximum transmission distance	The maximum transmission rate
coaxial cable	185-500 m	10 Mbit/sec
« twisted pair »	30-100 m	10 Mbit/sec – 1 Gb/sec
fiber optic	2 km	10 Mbit/sec – 2 Gb/sec



# COAXIAL CABLE



# TWISTED PAIR

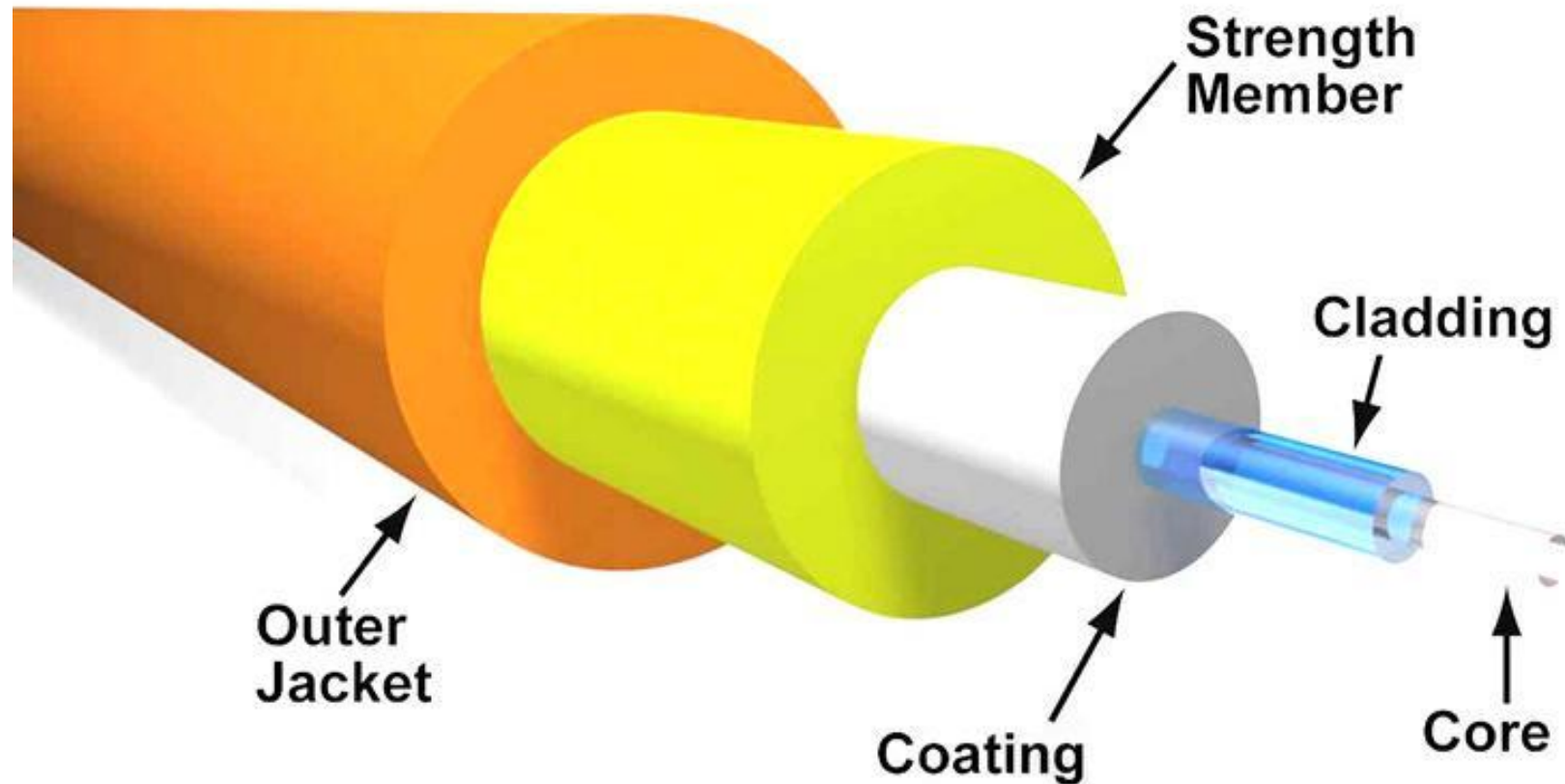


UTP Cable




STP Cable

# FIBER OPTIC CABLE



# PROTOCOL

- ▣ a set of agreements about the ways of presenting the data that ensure their transmission in the desired direction and correct interpretation of data by all participants in the information exchange
- 

# OSI MODEL

- Protocols of OSI are seven-layer and are known as protocols of basic reference model of open systems interconnection.



# OSI MODEL

**7 Application - app access to the network**

**6 Presentation - data conversion**

**5 Session - organization of the communications between endpoint machines**

**4 Transport - divides the information flows at a sufficiently small fragments (packets) for transmission**

# OSI MODEL

**3 Network - divides of users into groups.**

**2 Data Link - ensures the creation, transmission and reception of data frames**

**1 Physical - receives data packets and converts them into optical or electrical signals**



# TCP/IP

- a set of network data transfer protocols used in networks, including the Internet





# TCP/IP

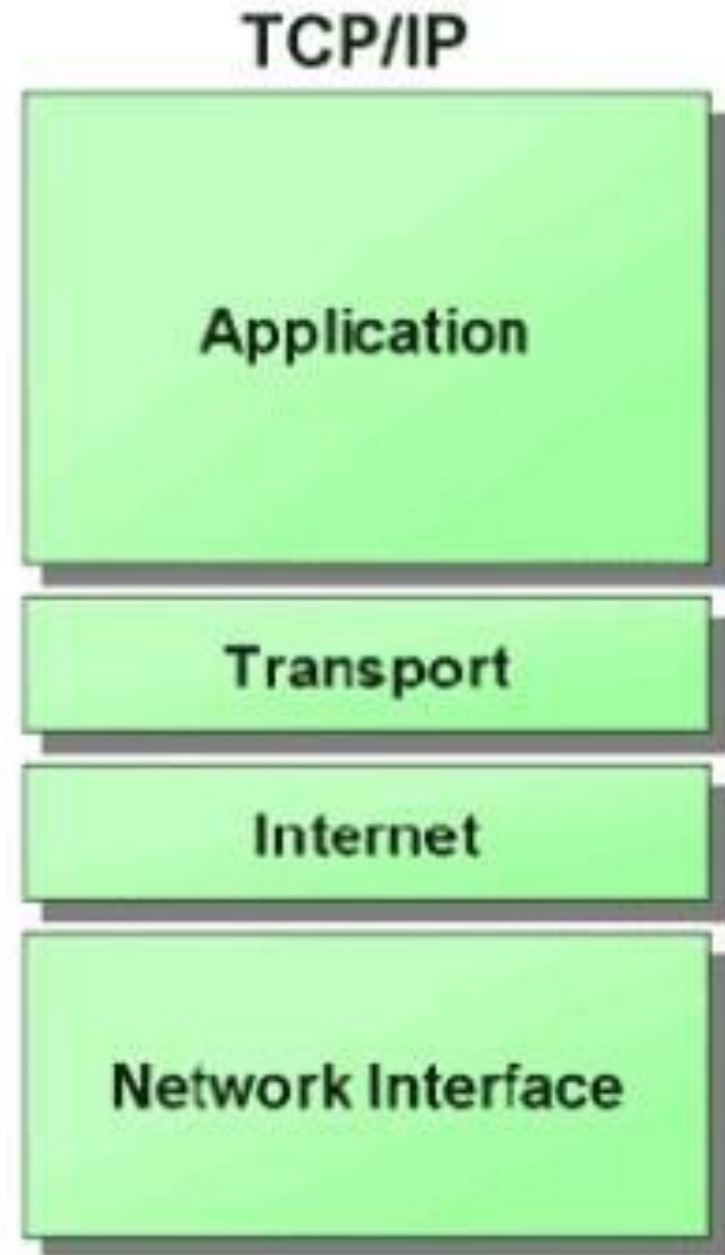
**1 Application**

**2 Transport**

**3 Internet**

**4 Link**

# OSI – TCP/IP



# KINDS OF NODES' ADDRESSES

## HardWare

- Аппаратные

## Symbol

- Символьные

## Numeric (IP)

- Числовые



# IP ADDRESS

An IPv4 address (dotted-decimal notation)

**172 . 16 . 254 . 1**



10101100 . 00010000 . 11111110 . 00000001




One byte = Eight bits



Thirty-two bits (4 x 8), or 4 bytes



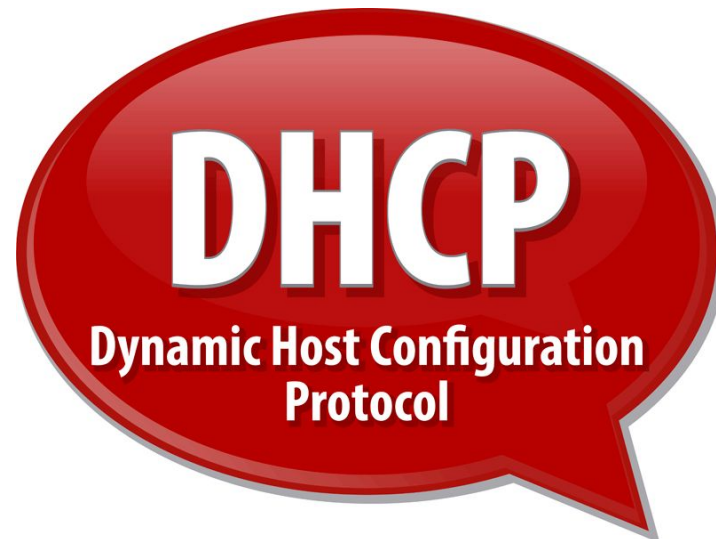
# NETWORKS' CLASSES

		← 32 Bits →		
				Range of host addresses
Class				
A	0	Network	Host	1.0.0.0 to 127.255.255.255
B	10	Network	Host	128.0.0.0 to 191.255.255.255
C	110	Network	Host	192.0.0.0 to 223.255.255.255
D	1110	Multicast address		224.0.0.0 to 239.255.255.255
E	1111	Reserved for future use		240.0.0.0 to 255.255.255.255



# DYNAMIC HOST CONFIGURATION PROTOCOL (DHCP)

- was developed in order to perform dynamic assignment of IP addresses



# TYPES OF DHCP IP ADDRESSES' ASSIGNMENT

Dynamic

Manual

Automatic static

# WIRED NETWORK TECHNOLOGIES

**LAN (Local Area Network)**

**DSL (Digital Subscriber Line)**

**Cable TV**

**OAN (Optical Access Networks)**





# WIRELESS NETWORK TECHNOLOGIES

WPAN — Wireless Personal Area Networks  
(Bluetooth)

WLAN — Wireless Local Area Networks  
(Wi-Fi)

WMAN — Wireless Metropolitan Area  
Networks (WiMAX)

WWAN — Wireless Wide Area Network  
(CSD, GPRS, EDGE, EV-DO, HSPA)

# INTERNET CONNECTION TECHNOLOGIES

**Telephone line (channel switching)**

**DSL, ADSL**

**Broadband access**

**ISDN**

**Cable TV network**

**Satellite channel**

**PLC**

**1G,2G,3G,4G,5G**

# CONCLUSION

- ❑ **Computer network is a combination of computers and telecommunications equipment, providing communication of the computers on the network**
- ❑ **Network's work is based on TCP/IP protocols.**
- ❑ **3 types of addresses in networks.**
- ❑ **8 types of Internet access technologies**  
.

