

1. Introduction to Networking

Introduction

A network is simply a group of two or more Personal Computers linked together. Many types of networks exist, but the most common types of networks are Local-Area Networks (LANs), and Wide-Area Networks (WANs).

In a LAN, computers are connected together within a "local" area (for example, an office or home). In a WAN, computers are further apart and are connected via telephone/communication lines, radio waves or other means of connection.

How are Networks Categorized?

Networks are usually classified using three properties: Topology, Protocol and Architecture.

Topology specifies the geometric arrangement of the network. Common topologies are a bus, ring and star. You can check out a figure showing the three common types of network topologies [here](#).

Protocol specifies a common set of rules and signals the computers on the network use to communicate. Most networks use Ethernet, but some networks may use IBM's Token Ring protocol.

Architecture refers to one of the two major types of network architecture: Peer-to-peer or client/server. In a Peer-to-Peer networking configuration, there is no server, and computers simply connect with each other in a workgroup to share files, printers and Internet access. This is most commonly found in home configurations and is only practical for workgroups of a dozen or less computers. In a client/server network there is usually an NT Domain Controller, to which all of the computers log on. This server can provide various services, including centrally routed Internet Access, mail (including e-mail), file sharing and printer access, as well as ensuring security across the network. This is most commonly found in corporate configurations, where network security is essential.

Network Topologies

Introduction

Network topologies can take a bit of time to understand when you're all new to this kind of cool stuff, but it's very important to fully understand them as they are key elements to understanding and troubleshooting networks and will help you decide what actions to take when you're faced with network problems.

I will try to be as simple as possible and give some examples you can relate to, so let's get stuck right into this stuff!

The Stuff:

There are two types of topologies: Physical and Logical. The physical topology of a network refers to the layout of cables, computers and other peripherals. Try to imagine yourself in a room with a small network, you can see network cables coming out of

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Computer Networks LAB MANUAL (A Complete Lab Experiments with Programmable Solutions) Na Vikraman, 2019-10-04 This course provides students with hands on training regarding the design troubleshooting modeling and evaluation of computer networks In this course students are going to experiment in a real test bed networking environment and learn about network design and troubleshooting topics and tools such as network addressing Address Resolution Protocol ARP basic troubleshooting tools e g ping ICMP IP routing e g RIP route discovery e g traceroute TCP and UDP IP fragmentation and many others Student will also be introduced to the network modeling and simulation and they will have the opportunity to build some simple networking models using the tool and perform simulations that will help them evaluate their design approaches and expected network performance

Applications of Geographic Information Systems for Wireless Network Planning Francisco Saez de Adana, Abdelhamid Tayebi Tayebi, Juan Casado Ballesteros, Josefa Gómez Pérez, 2020-09-30 This practical book shows the procedure to integrate in a practical way empirical propagation methods with geographical information systems GIS to obtain the radio coverage in open environments It includes the theoretical explanation of empirical methods and GIS but as a basis to develop a real tool that combines both aspects to provide the user a suitable method for the wireless network planning in urban areas The book introduces the empirical propagation methods and their application to wireless network planning The motivation for combining them with the information obtained from geographical information systems is illustrated as well as their application to real situations The most important empirical methods used to calculate the propagation in open environments are reviewed Focus is given to the geometrical information needed to prove the necessity of obtaining some geographical information if these methods must be applied to realistic network planning A review of the most important GIS is also described The advantages and disadvantages of every system is analyzed from the point of view of its integration with an empirical propagation method An application that combines a geographical information system with an empirical propagation method is fully described The practical features of this integration are completely studied to allow an engineer to use and develop his own tool Examples are given in each chapter to fully describe and illustrate the process

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Staff,2000-03 **Networking and Data Communications Laboratory Manual** Frances S. Grodzinsky,1999 Designed for any introductory networking or data communications course This laboratory manual is designed for the purpose of enhancing the understanding of concepts discussed in a variety of networks and data communications texts This manual represents a work of dedication and collaboration by faculty from universities and colleges across the country *SBCCI 2006* ,2006

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