<u> INET001 – Networking Essentials</u>

Chapter 1: Basics

Composition of Network

The Internet is the world's largest network, a network of networks consisting of public and private networks. It is <u>not owned by any entity</u> ensuring effective communication with standardised application and recognised technologies

Participants:

- **Clients**: Computer that request information
- Servers: Computer that provide information

Client-Server Architectures:

Peer-Peer:

Client server software runs on the <u>same computer</u>, allowing each computer to be a server and client at the same time

Advantages:

- Easy to set up
- Less complex

Disadvantage:

- Less secure
- No centralised file
- Not Scalable (grow and manage)
- Slows down the performance (multitasking)

- Cheap
- Can be used for simple task

Components of Network Infrastructure:

- Devices: Hardware
 - **End Devices**: The destination or source of the data, distinguished by an address
 - o Intermediary Devices: Connects end devices and networks together
- Media: Medium
 - Metallic Wires: encoded into pulses of electricity
 - Fibre/Glass Wires: encoded into pulses of light
 - Wireless: encoded into wavelengths
- Services: Network applications

Topology Diagrams:

- **Physical**: Identify the physical location
- Logical: identify ports, devices and addressing schemes

Types of Networks:

Area covered, and users connected

- LAN: Cover small area, high speed & bandwidth and single admin
- MAN: Covers area larger than LAN but smaller than WAN
- WAN: Covers large area, low speed between LAN and multiple admin

Area of Responsibility:

- Storage Area Network (SAN): Storage of data
- Number and Type of Service:
 - WLAN: Wireless LAN

Scope:

- Intranet: Internal network with limited access to internal organisation (within)
- Extranet: Connection to access intranet data for authorised outsiders

Type of Data transfer Supported:

- Separated Network: multiple services on multiple networks. (traditional)
- **Converged Network**: different services over the same network.

Connecting to the Internet:

Need to use ISP (Internet Service Provider):

A. Home & Small Businesses:

- 1) **Cable**: connected using television cable with high bandwidth
- 2) **DSL**: Digital Subscriber Line using telephone cable
 - ADSL: Asymmetric, Download speed > upload speed
- 3) Cellular: using phone network, limited to phone network reception
- 4) Satellite: Use satellite dishes (for remote location)
- 5) Dial up phone: using phone line and modem with low bandwidth

B. Businesses:

- 1) **Dedicated Leased Line (DLL)**: Leased lines reserved in provider for large businesses, rented monthly expensively and connect separate offices with high traffic
- 2) Ethernet WAN: Extend Ethernet LAN into WAN (new)
 - **SDSL**: Symmetric, Download speed = upload speed
- 3) Satellite: Used in satellite dish

User's expectation of network Standards:

- Fault Tolerance: quick recovery and limits failure effect
 - o Packet Switched network: splits failure to multiple paths
 - Circuit Switch network: dedicated line, no option during failure
- Scalability: Expand quickly without effecting performance
- Quality of Service: Ensuring the quality of the network (avoids congestion)
- Security: Ensures integrity, confidentiality and availability of network

Trends:

- **BYOD**: Bring Your Own Devices for flexibility, freedom and communication
- Collaboration: Act of Working Together
- Video Communications
- Cloud Computing: Allows expansion with effective cost and less effort
- Powerline networking: Efficient use of electricity using networks

Network Security:

- Antivirus: protect from harmful software
- Basic Firewall: Basic filtering and limit access
- Dedicated Firewall
- Access Control List (ACS): Filter traffic
- Intrusion Prevention List (IPS): identify spreading threats
- Virtual Private Network (VPN): Secure access to workers

Physical	Data Link	Network	Transport	Upper Layers
Timing and synchronization bits	Destination and source physical addresses	Destination and source logical network addresses	Destination and source process number (ports)	Encoded application data