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### Department of Information Technology

**Course Name – 19IT401 Computer Networks** 

II Year / IV Semester

**Unit 1 – Introduction and Physical Layer** 

**Topic 2- Network Types** 





# **Computer Network**



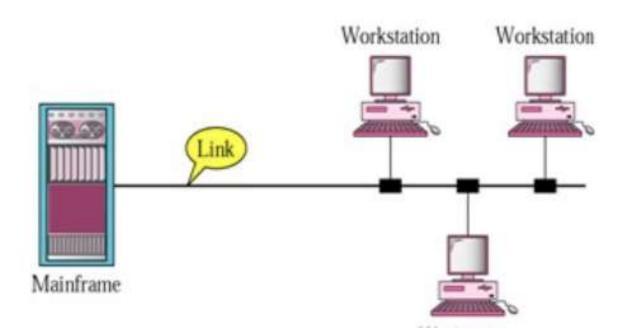
Computer network is a **connection** of autonomous computers for the purpose of **resource sharing** and communication between them.

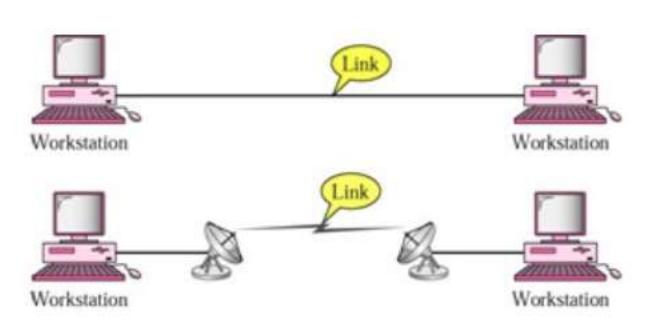
# **Basic Terminologies Links and Nodes**

- Links are physical medium such as coaxial cable or an optical fiber
- Nodes are computers.

### **Link Types**

- Point to Point
- Multiple Access or Multipoint







# **Computer Network**

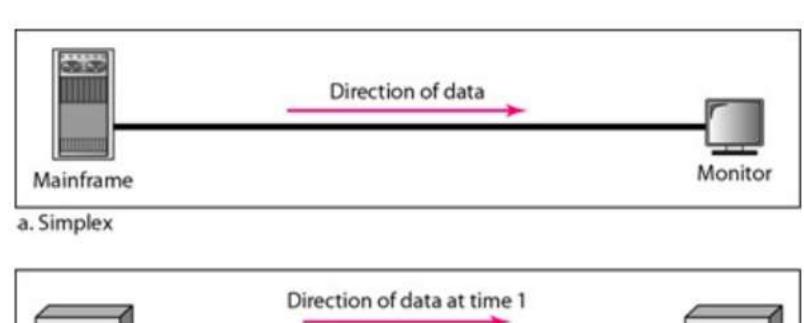


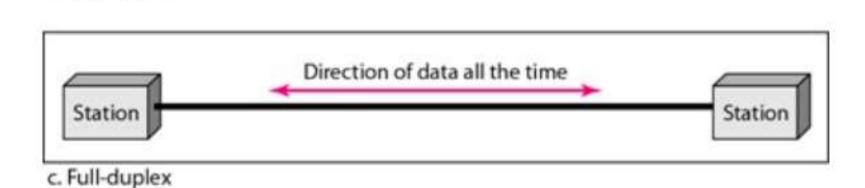
### Flow of Information Transmission Mode

• **Simplex** - unidirectional (Eg: keyboard, monitor)

• **Half-dupl**ex - each station can both transmit and receive, but not at the same time (Eg. walkietalkie).

• **Full-duplex** (also called duplex), both stations can transmit and receive simultaneously (Eg. telephone network).





Direction of data at time 2

Station

b. Half-duplex

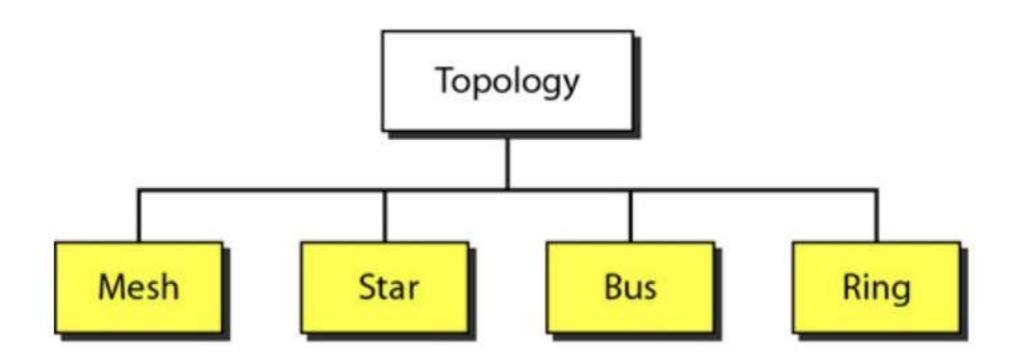
Station





### **Physical Topology**

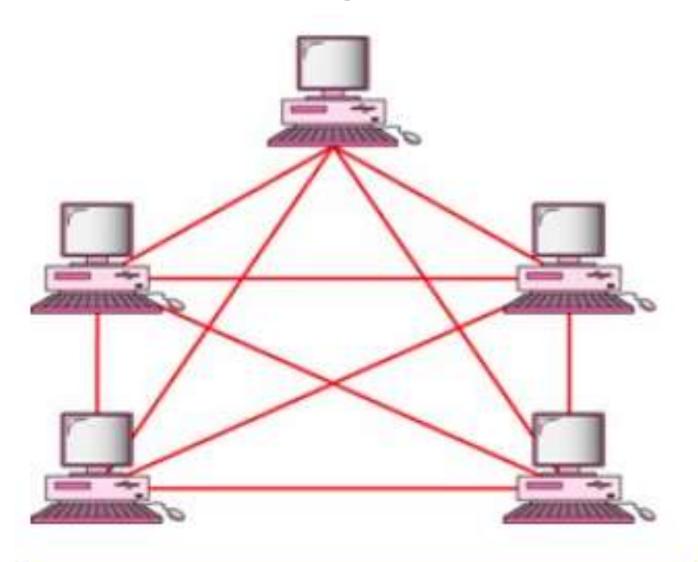
- The term physical topology refers to the way in which a network is laid out physically.
- Two or more devices connect to a link; two or more links form a topology.
- The topology of a network is the geometric representation of the relationship of all the links and linking devices (usually called nodes) to one another.







### **Mesh Topology**



n(n-1)/2 physical duplex links

- Dedicated point to point link
- n(n-1)/2 duplex-mode links

### Advantages

- Eliminating the traffic problems
- Robust i.e. If one link becomes unusable, it does not incapacitate the entire system.
- Privacy or security
- Fault identification and fault isolation easy

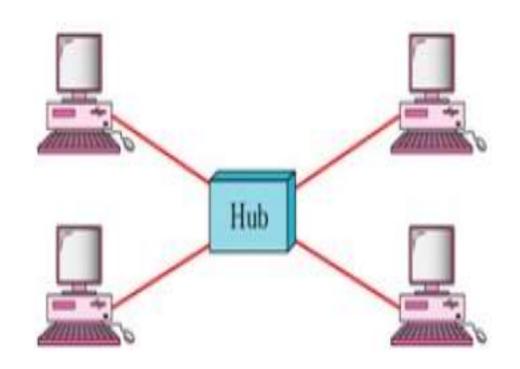
### Disadvantage

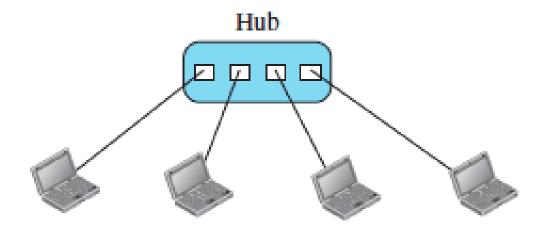
- Amount of cabling and the number of I/O ports required.
- Installation and reconnection are difficult
- Very Expensive





### **Star topology**





- Simple design
- Each device needs only one link and one I/O port to connect it to any number of others

### Advantage

- Less Expensive
- Easy to install and reconfigure
- Robustness. If one link fails, only that link is affected.
- Easy fault identification and fault isolation

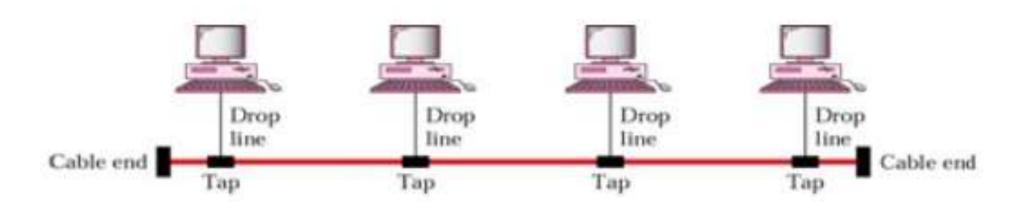
### Disadvantage

 Single point of failure. If the hub goes down, the whole system is dead





### **Bus Topology**



- A bus topology is multipoint.
- One long cable acts as a backbone to link all the devices in a network

- Nodes are connected to the bus cable by drop lines and taps
- it becomes weaker and weaker as it travels farther and farther, limitation on number of tap

### Advantage

- Ease of Installation
- Uses less cabling than mesh or star topologies.

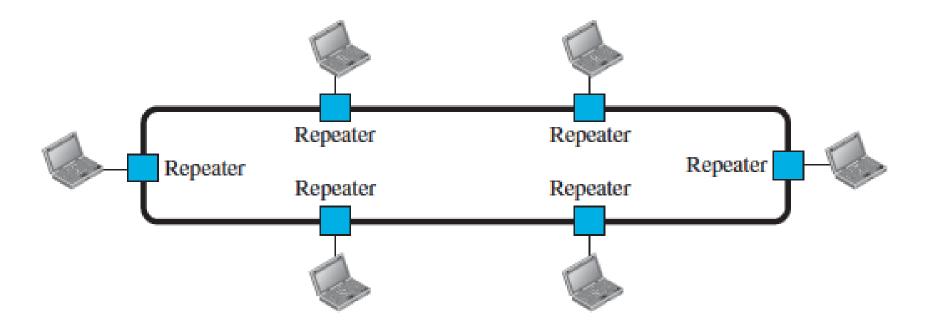
#### Disadvantages

- Difficult reconnection and fault isolation
- A fault or break in the bus cable stops all transmission





### **Ring Topology**



• In a ring topology, each device has a dedicated point-to-point connection with only the two devices on either side of it.

#### Advantage

- Easy to install and reconfigure
- Fault isolation is simplified.

### Disadvantage

- Unidirectional traffic
- A break in the ring (such as a disabled station) can disable the entire network Network types / Computer Networks /IT / SNSCE





### **Categories of Network**

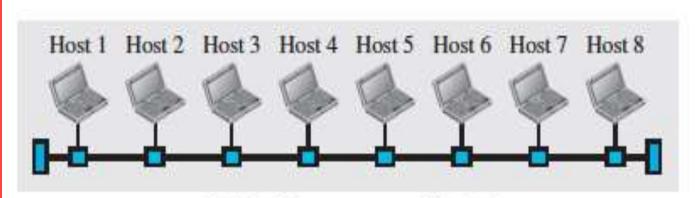
- Local Area Network (LAN)
- Wide Area Network (WAN)
- Metropolitan Area Network (MAN)

### Local Area Network (LAN)

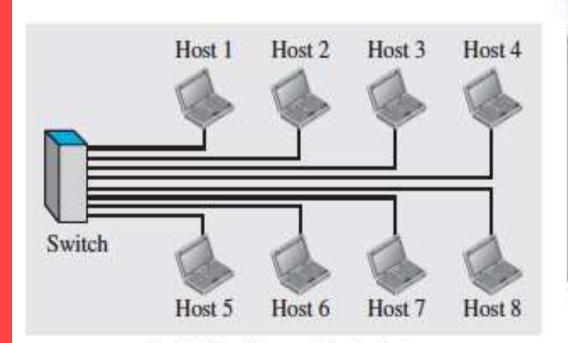
- Privately owned, and connects some hosts in a single office, building, or campus.
- Each host in a LAN has an identifier, an address, that uniquely defines the host in the LAN.
- In the past, all hosts in a network were connected through a common cable, which meant that a packet sent from one host to another was received by all hosts. The intended recipient kept the packet; the others dropped the packet.
- Today, most LANs use a smart connecting switch, which is able to recognize the destination address of the packet and guide the packet to its destination without sending it to all other hosts



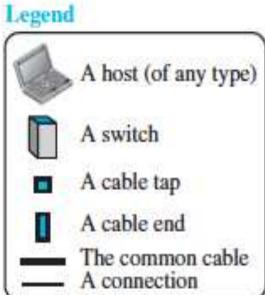




a. LAN with a common cable (past)



b. LAN with a switch (today)

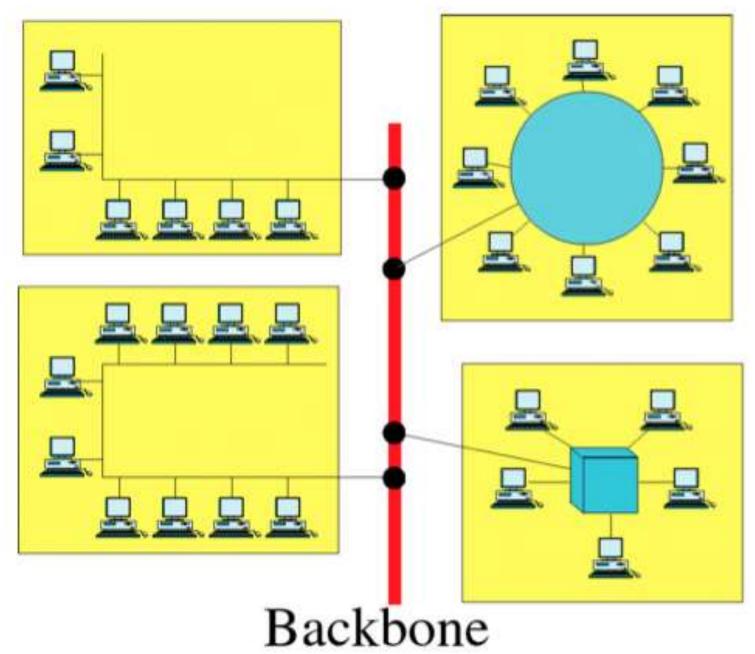


- LANs are distinguished from other types of networks by their transmission media and topology.
- The most common LAN topologies are bus, ring, and star.
- Early LANs had data rates in the 4 to 16 megabits per second (Mbps) range. Today, however, speeds are normally 100 or 1000 Mbps or even Gigabits.
- Wireless LANs are the newest evolution in LAN technology.













#### Wide Area Network

- A WAN has a wider geographical span, spanning a town, a state, a country, or even the world.
- A LAN interconnects hosts; a WAN interconnects connecting devices such as switches, routers, or modems.
- A LAN is normally privately owned by the organization that uses it; a WAN is normally created and run by communication companies and leased by an organization that uses it.

#### Types of WAN

- Point-to-point WANs and
- Switched WANs

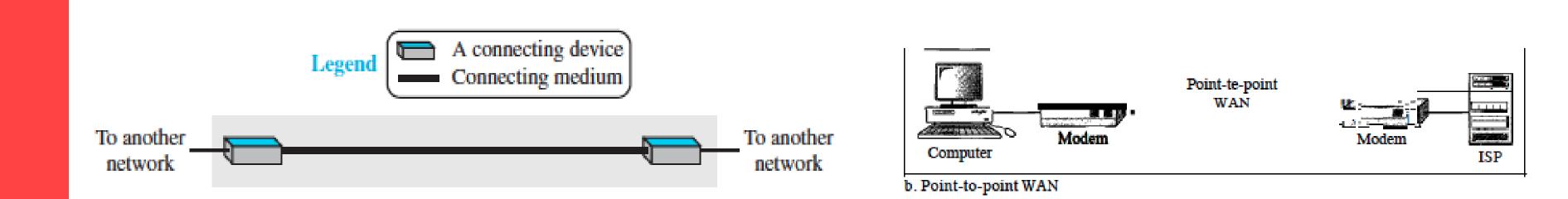




#### **Point-to-Point WAN**

A point-to-point WAN is a network that connects two communicating devices through a transmission media (cable or air).

The point-to-point WAN is normally a line leased from a telephone or cable TV provider that connects a home computer or a small LAN to an Internet service provider.



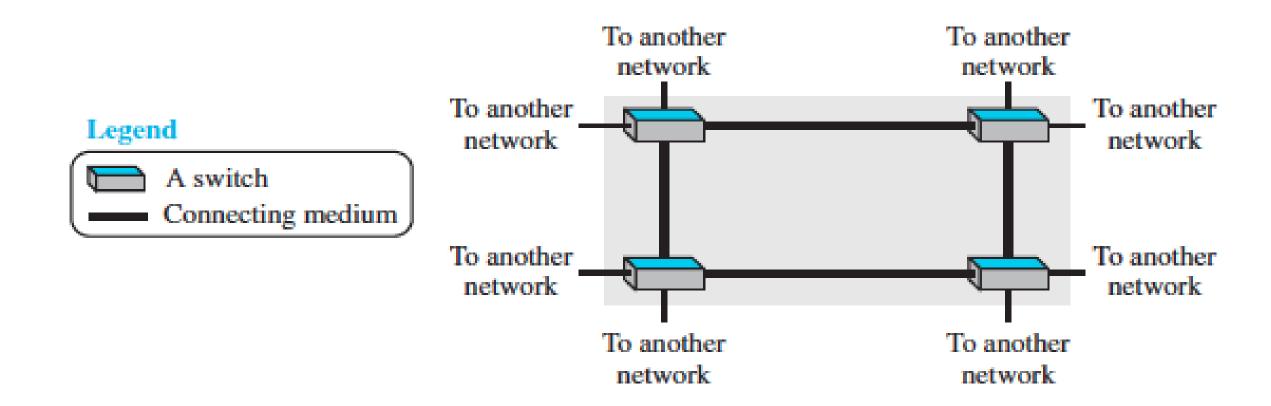




#### **Switched WAN**

A switched WAN is a network with more than two ends. A switched WAN, is used in the backbone of global communication today.

We can say that a switched WAN is a combination of several point-to-point WANs that are connected by switches.







### **Metropolitan Area Networks**

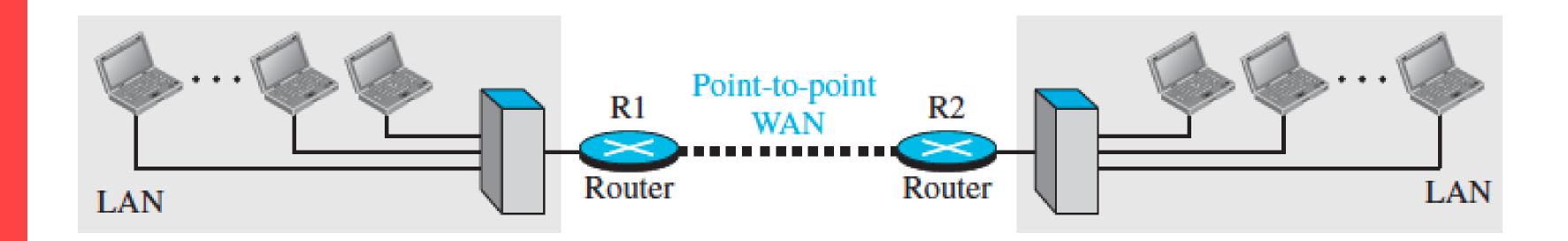
- A metropolitan area network (MAN) is a network with a size between a LAN and a WAN.
- It normally covers the area inside a town or a city.
- It is designed for customers who need a high-speed connectivity, normally to the Internet, and have endpoints spread over a city or part of city.
- A good example of a MAN is the part of the telephone company network that can provide a high-speed DSL line to the customer.





#### Internetwork

When two or more networks are connected, they make an internetwork, or internet.







# **THANK YOU**