

Chapter 9 Networks and Communications

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MSc-IT 1st semester
Fall 2016

Discovering Computers 2012

**Your Interactive Guide
to the Digital World**

Objectives Overview

Discuss the purpose of the components required for successful communications and identify various sending and receiving devices

Describe the uses of computer communications

List advantages of using a network, and differentiate among LANs, MANs, and WANs

Differentiate between client/server and peer-to-peer networks, and describe how a P2P network works

Differentiate among a star network, bus network, and ring network

Describe the various network communications standards

See Page 459
for Detailed Objectives

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Objectives Overview

Explain the purpose of communications software

Describe various types of lines for communications over the telephone network

Describe commonly used communications devices

Discuss different ways to set up a home network

Describe various physical and wireless transmission media

See Page 459
for Detailed Objectives

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Communications

- Computer **communications** describes a process in which two or more computers or devices transfer data, instructions, and information

Sending device

Communications
channel

Receiving device

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Communications

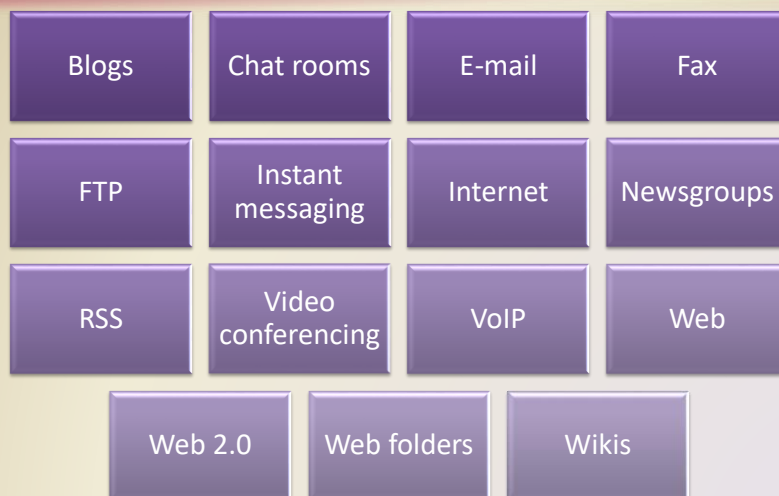


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Figure 9-1

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Uses of Computer Communications



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Uses of Computer Communications

- Users can send and receive wireless messages using wireless messaging services



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Figure 9-3

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Uses of Computer Communications

Text messaging (SMS) allows users to send and receive short text messages on a phone or other mobile device or computer

Picture messaging allows users to send pictures and sound files

Video messaging allows users to send short video clips

Wireless instant messaging allows wireless users to exchange real-time messages with one or more other users

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Uses of Computer Communications

- **Wireless Internet access points** allow people to connect wirelessly to the Internet from home, work, school, and in many public locations



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Figure 9-4

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Uses of Computer Communications

- A **cybercafé** is a coffeehouse, restaurant, or other location that provides personal computers with Internet access to its customers



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Figure 9-5

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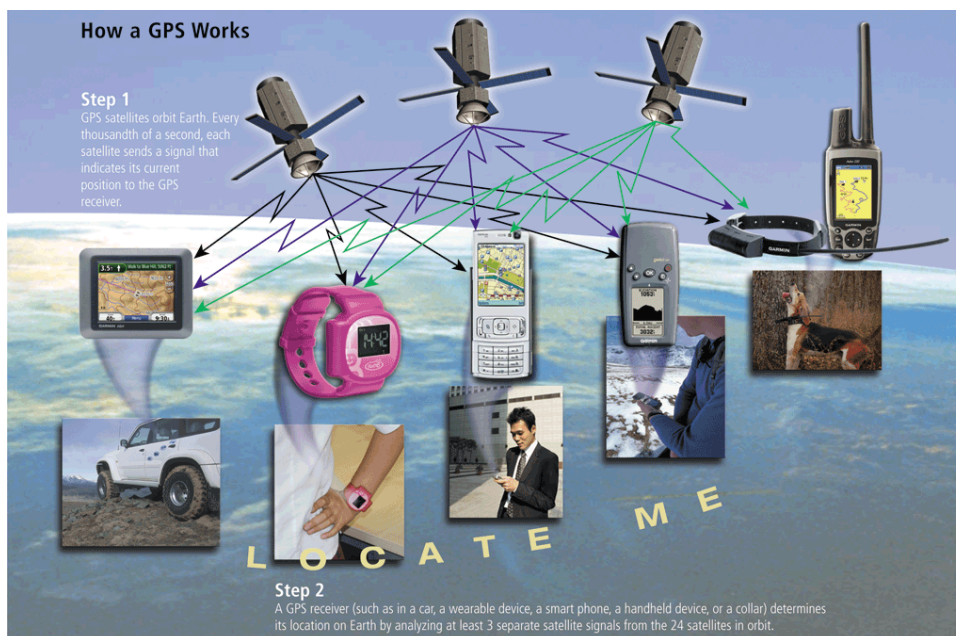
Uses of Computer Communications

- A **global positioning system (GPS)** is a navigation system that consists of one or more earth-based receivers that accept and analyze signals sent by satellites in order to determine the GPS receiver's geographic location
- GPS receivers are:

Built into
many mobile
devices

Available as a
handheld
device

Available with
new vehicles



Uses of Computer Communications

Groupware

- Helps groups of people work together on projects and share information over a network
- Component of workgroup computing
- Major feature is group scheduling

Voice mail

- Allows someone to leave a voice message for one or more people
- Computer in voice mail system converts an analog voice message into digital form
- A voice mailbox is a storage location on a hard disk in the voice mail system

Uses of Computer Communications

- Many programs provide a means to **collaborate**, or work online, with other users connected to a server
- Collaboration software includes tools that enable users to share documents via online meetings and communicate with other connected users

Online
meetings

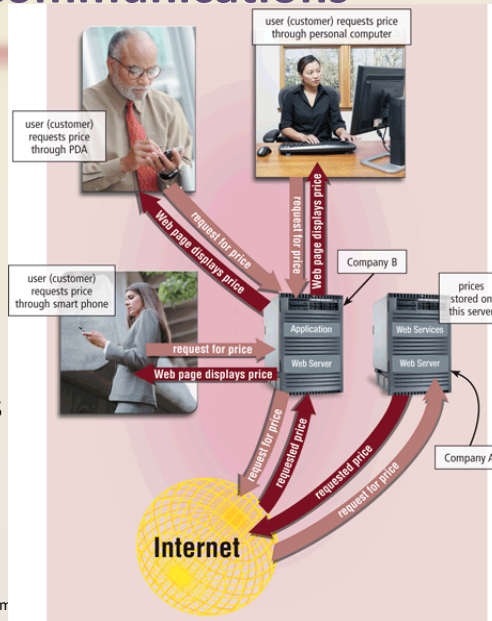
Web
conferences

Document
management
systems



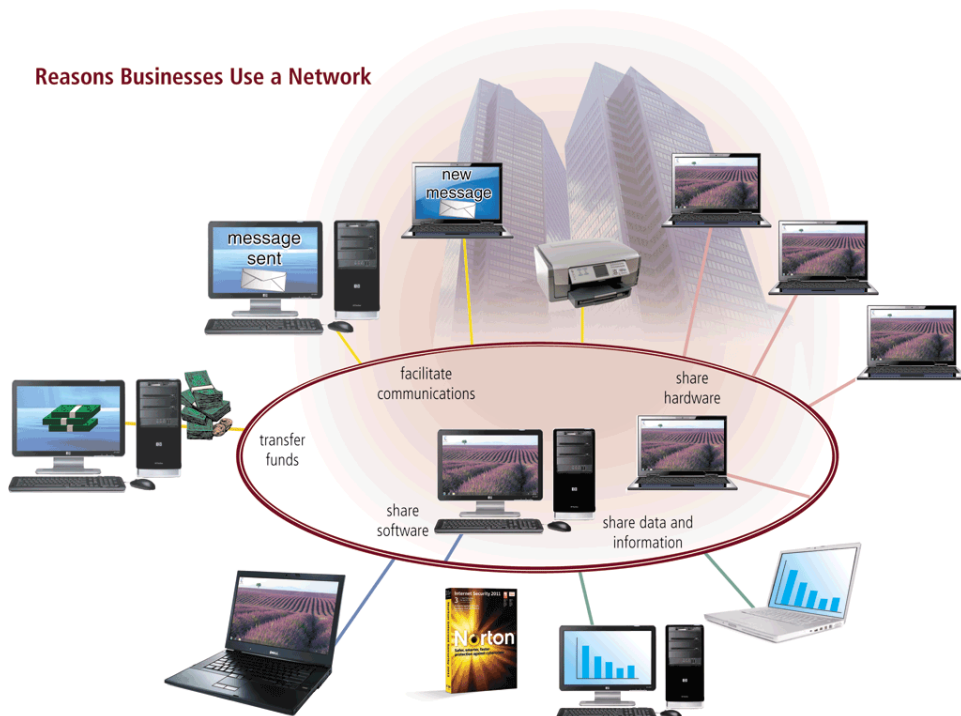
Uses of Computer Communications

- Web services enable programmers to create applications that communicate with other remote computers over the Internet or on an internal business network
- A mashup is a Web application that combines services from two or more sources



- ## Transferring funds

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Networks

- A **local area network (LAN)** is a network that connects computers and devices in a limited geographical area
- A **wireless LAN (WLAN)** is a LAN that uses no physical wires



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Networks

- A metropolitan area network (MAN) connects LANs in a metropolitan area
- A **wide area network (WAN)** is a network that covers a large geographical area



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Figure 9-12

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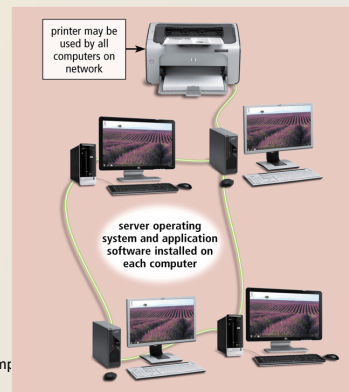
Networks

- The design of computers, devices, and media on a network is sometimes called the network architecture

Client/server network

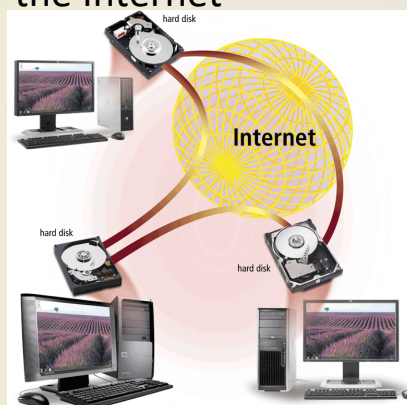


Peer-to-peer network



Networks

- P2P describes an Internet network on which users access each other's hard disks and exchange files directly over the Internet

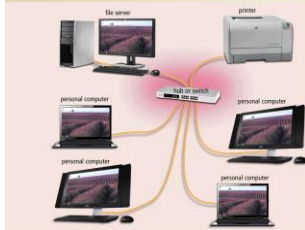


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Figure 9-15

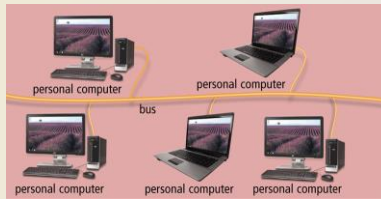
Networks

- A **network topology** refers to the layout of the computers and devices in a communications network

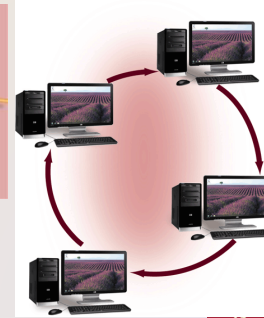
Star network



Bus network



Ring network



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Networks

An intranet is an internal network that uses Internet technologies

An extranet allows customers or suppliers to access part of its intranet

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Network Communications Standards



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Network Communications Standards

Ethernet is a network standard that specifies no computer controls when data can be transmitted

The **token ring** standard specifies that computers and devices on the network share or pass a special signal (token)

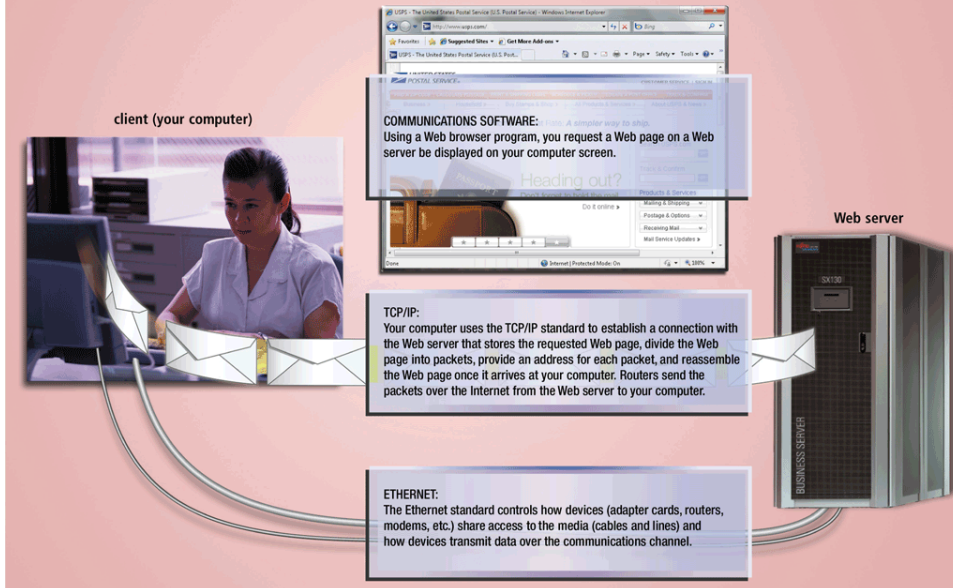
TCP/IP is a network standard that defines how messages are routed from one end of a network to another

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Example of How Communications Standards Work Together



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Figure 9-19

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Network Communications Standards

- **Wi-Fi** identifies any network based on the **802.11** standard that facilitates wireless communication
- Sometimes referred to as wireless Ethernet

802.11 Series of Standards

Standard	Transfer Rates
802.11	1 or 2 Mbps
802.11a	Up to 54 Mbps
802.11b	Up to 11 Mbps
802.11g	54 Mbps and higher
802.11n	108 Mbps and higher

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Figure 9-20

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Network Communications Standards

- **Bluetooth** defines how two Bluetooth devices use short-range radio waves to transmit data
- **UWB (ultra-wideband)** specifies how two UWB devices use short-range radio waves to communicate at high speeds
- **IrDA** transmits data wirelessly via infrared (IR) light waves
- **RFID** uses radio signals to communicate with a tag placed in or attached to an object, animal, or person

How Electronic RFID Toll Collection Works

Step 1

Motorist purchases an RFID transponder or RFID tag and attaches it to the vehicle's windshield.



Step 2

As the vehicle approaches the tollbooth, the RFID reader in the tollbooth sends a radio wave that activates the windshield-mounted RFID tag. The activated tag sends vehicle information to the RFID reader.



Step 3

The RFID reader sends the vehicle information to the lane controller. The lane controller, which is part of a local area network, transmits the vehicle information to a central computer that subtracts the toll from the motorist's account. If the vehicle does not have an RFID tag, a high-speed camera takes a picture of the license plate and the computer prints a violation notice, which is mailed to the motorist.



Network Communications Standards

WiMAX (802.16)

- Developed by IEEE
- Towers can cover a 30-mile radius
- Two types are fixed wireless and mobile wireless
- Provides wireless broadband Internet access

Wireless Application Protocol (WAP)

- Specifies how some mobile devices can display the content of Internet services
 - Web
 - E-mail
 - Chat rooms
- Uses a client/server network

Communications Software

- **Communications software** consists of programs that:

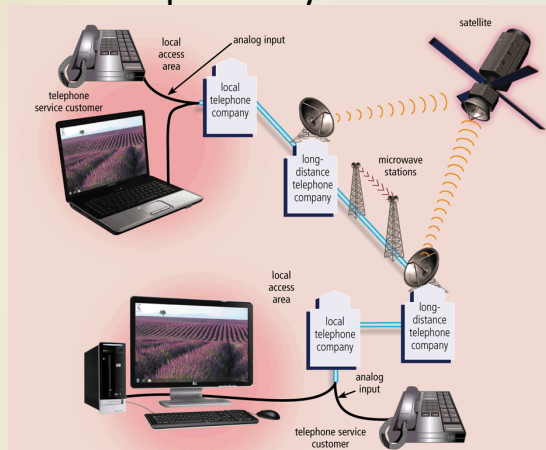
Help users establish a connection to another computer or network

Manage the transmission of data, instructions, and information

Provide an interface for users to communicate with one another

Communications Over the Telephone Network

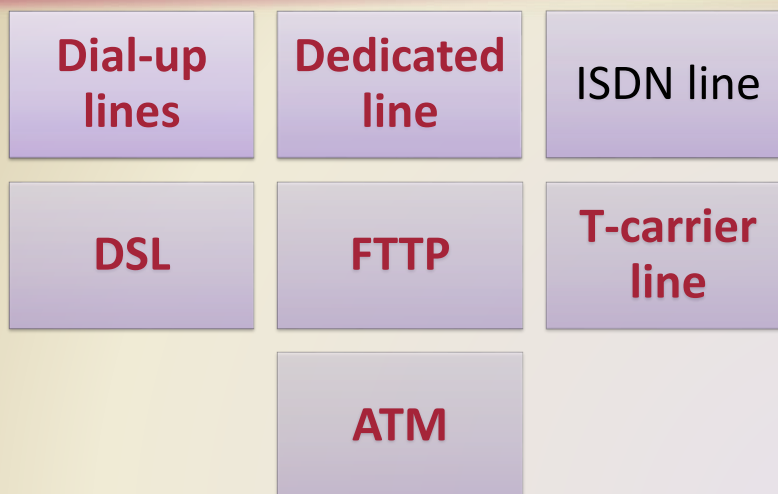
- The public switched telephone network (PSTN) is the worldwide telephone system



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Figure 9-23

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Communications Over the Telephone Network



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Communications Over the Telephone Network

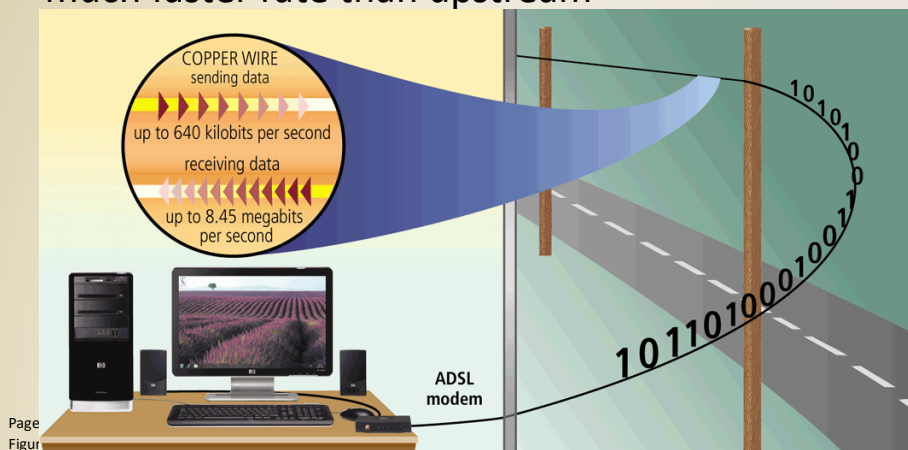
Speeds of Various Internet Connections

Type of Line	Approximate Monthly Cost	Transfer Rates
Dial-up	Local or long-distance rates	Up to 56 Kbps
ISDN	\$10 to \$40	Up to 1.54 Mbps
DSL	\$13 to \$70	128 Kbps to 8.45 Mbps
Cable TV (CATV)	\$20 to \$50	128 Kbps to 52 Mbps
FTTP	\$35 to \$180	5 Mbps to 100 Mbps
Fixed wireless	\$35 to \$80	256 Kbps to 10 Mbps
Fractional T1	\$200 to \$700	128 Kbps to 768 Kbps
T1	\$400 to \$1,600	1.544 Mbps
T3	\$5,000 to \$15,000	44.736 Mbps
ATM	\$3,000 or more	155 Mbps to 622 Mbps, can reach 10 Gbps

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Figure 9-24

Communications Over the Telephone Network

- ADSL connections transmit data downstream at a much faster rate than upstream



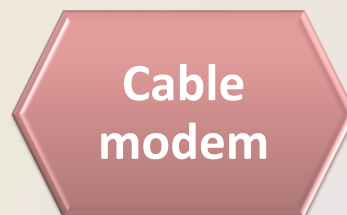
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Figure

Communications Devices

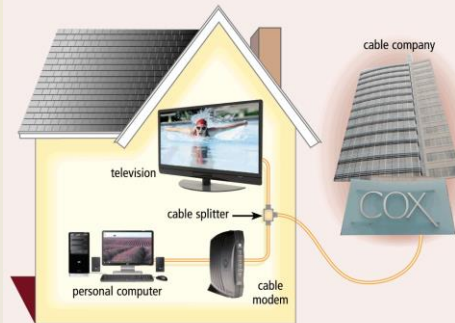
- A **communications device** is any type of hardware capable of transmitting data, instructions, and information between a sending device and a receiving device
- A dial-up modem converts signals between analog and digital

Communications Devices

- A digital modem sends and receives data and information to and from a digital line



Communications Devices



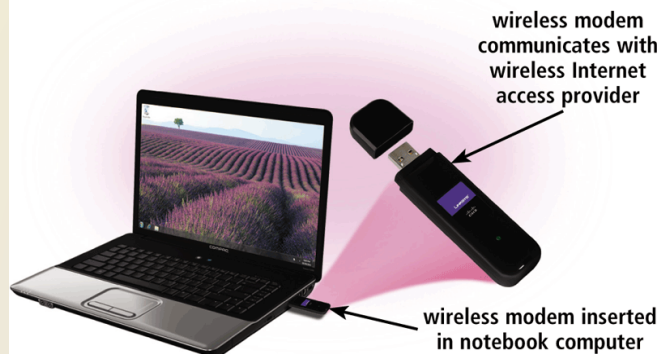
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Communications Devices

- A **wireless modem** uses the cell phone network to connect to the Internet wirelessly from a notebook computer, a smart phone, or other mobile device



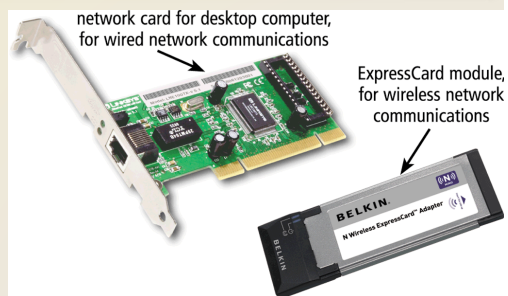
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Figure 9-28

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Communications Devices

- A **network card** enables a computer or device to access a network
- Available in a variety of styles
- Wireless network cards often have an antenna



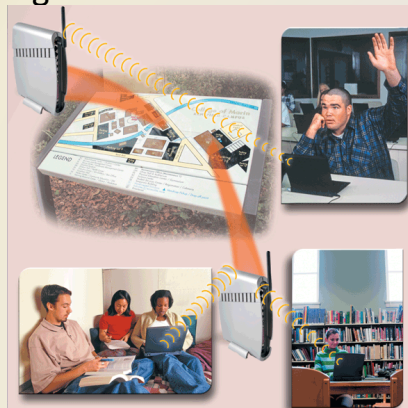
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Figure 9-29

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Communications Devices

- A wireless access point is a central communications device that allows computers and devices to transfer data wirelessly among themselves or to a wired network



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Figure 9-30

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Communications Devices

- A router connects multiple computers or other routers together and transmits data to its correct destination on a network
- Many are protected by a hardware firewall



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Figure 9-31

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Communications Devices

- A hub or switch connects several devices in a network together



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Figure 9-32

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Home Networks

- Home networks provide computers with the following capabilities:

Connect to the Internet at the same time

Share a single high-speed Internet connection

Access files and programs on other computers

Share peripherals

Play multiplayer games

Connect game consoles to the Internet

Subscribe to and use VoIP

Home Networks

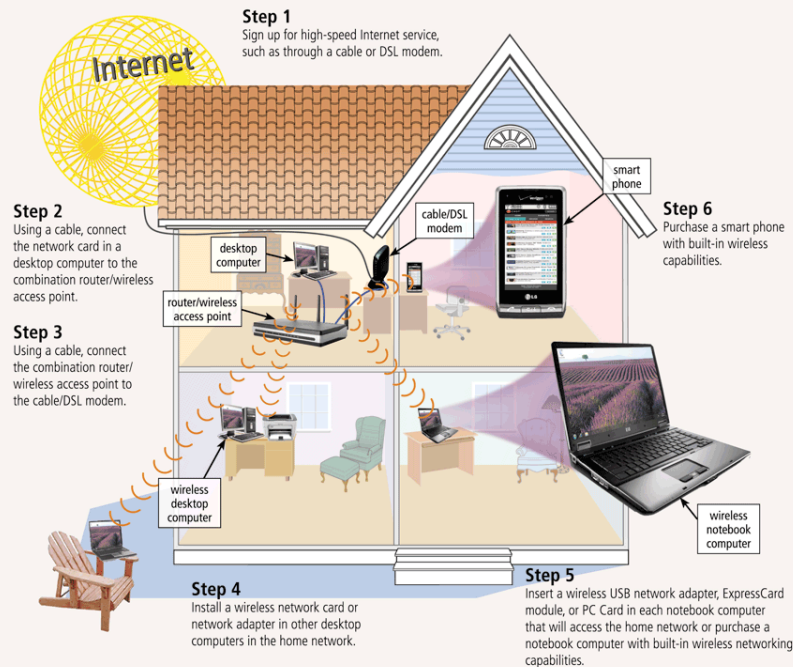
- Types of wired home networks:

Ethernet

Powerline cable

Phoneline

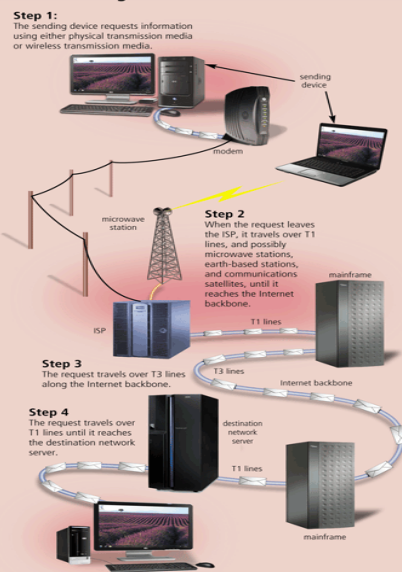
How to Set Up Hardware for a Wi-Fi Home Network



Communications Channel

- The amount of data that can travel over a communications channel sometimes is called the **bandwidth**
- **Latency** is the time it takes a signal to travel from one location to another on a network
- **Transmission media** carries one or more signals
- **Broadband** media transmit multiple signals simultaneously

An Example of Sending a Request over the Internet Using a Communications Channel



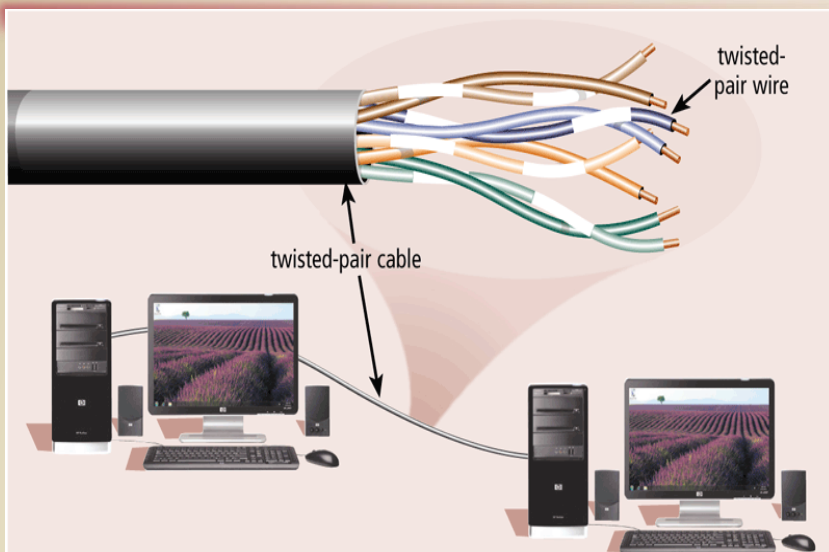
Transfer Rates for Various Types of LANs Using Physical Transmission Media

Type of Cable and LAN	Maximum Transfer Rate
Twisted-Pair Cable	
• 10Base-T (Ethernet)	10 Mbps
• 100Base-T (Fast Ethernet)	100 Mbps
• 1000Base-T (Gigabit Ethernet)	1 Gbps
• Token ring	4 Mbps to 16 Mbps
Coaxial Cable	
• 10Base2 (ThinWire Ethernet)	10 Mbps
• 10Base5 (ThickWire Ethernet)	10 Mbps
Fiber-Optic Cable	
• 10Base-F (Ethernet)	10 Mbps
• 100Base-FX (Fast Ethernet)	100 Mbps
• FDDI (Fiber Distributed Data Interface) token ring	100 Mbps
• Gigabit Ethernet	1 Gbps
• 10-Gigabit Ethernet	10 Gbps
• 40-Gigabit Ethernet	40 Gbps
• 100-Gigabit Ethernet	100 Gbps

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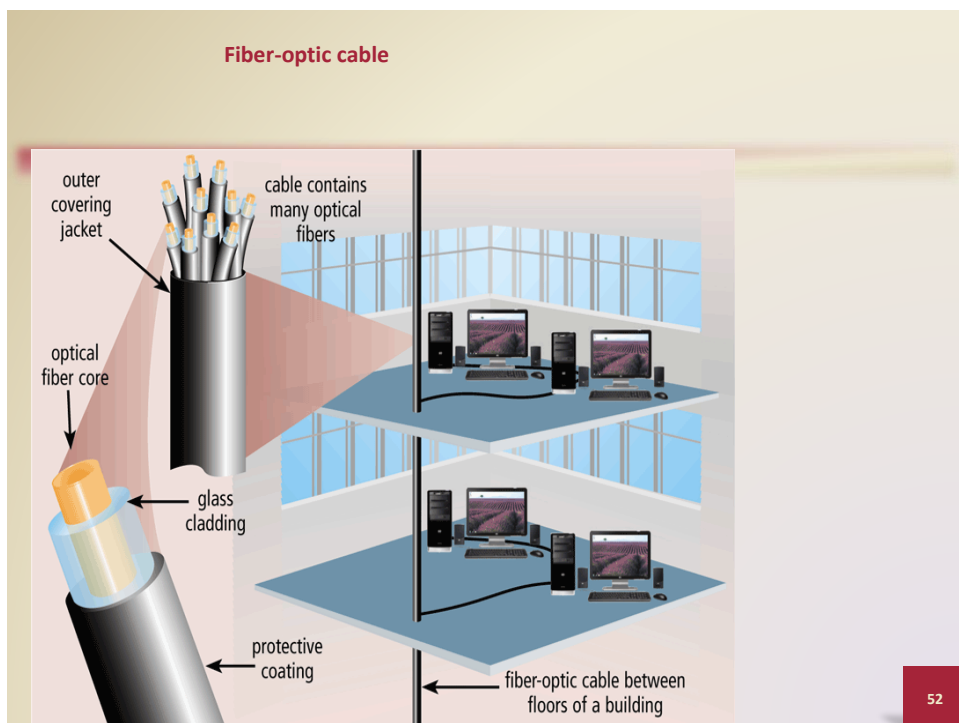
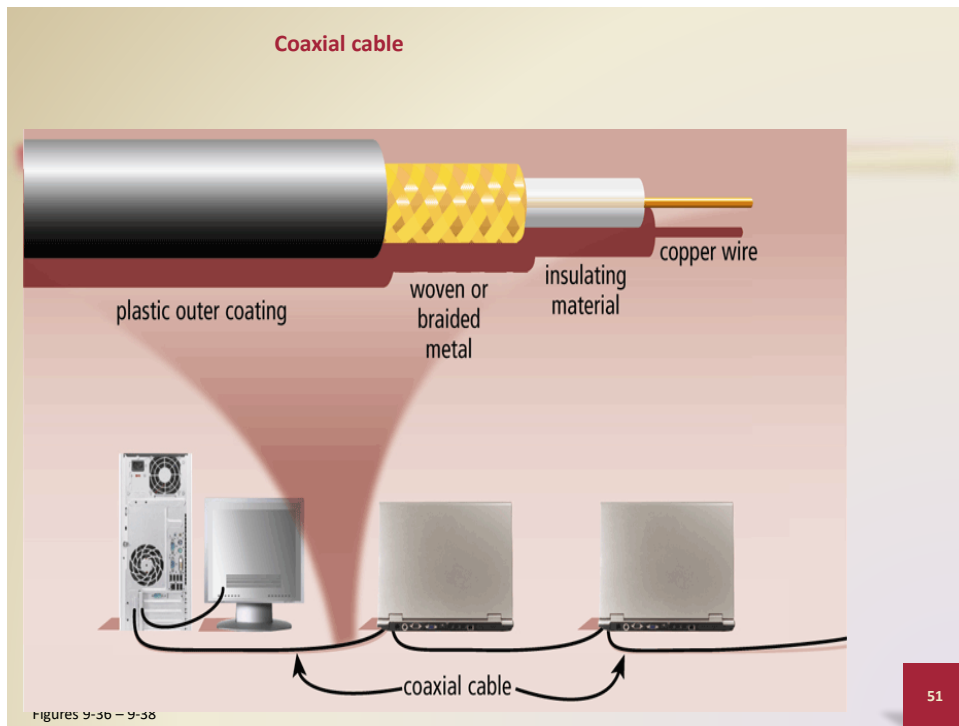
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Twisted-pair cable



Figures 9-36 – 9-38

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Transfer Rates for Various Types of Wireless Transmission Media

Medium	Maximum Transfer Transmission Rate
Infrared	115 Kbps to 4 Mbps
Broadcast radio	<ul style="list-style-type: none"> • Bluetooth 1 Mbps to 2 Mbps • HomeRF 1.6 Mbps to 10 Mbps • 802.11b 11 Mbps • 802.11a 54 Mbps • 802.11g 54 Mbps • 802.11n 108 Mbps • UWB 110 Mbps to 480 Mbps
Cellular radio	<ul style="list-style-type: none"> • 2G 9.6 Kbps to 19.2 Kbps • 3G 144 Kbps to 2.4 Mbps • 4G Up to 15 Mbps
Microwave radio	150 Mbps
Communications satellite	1 Gbps

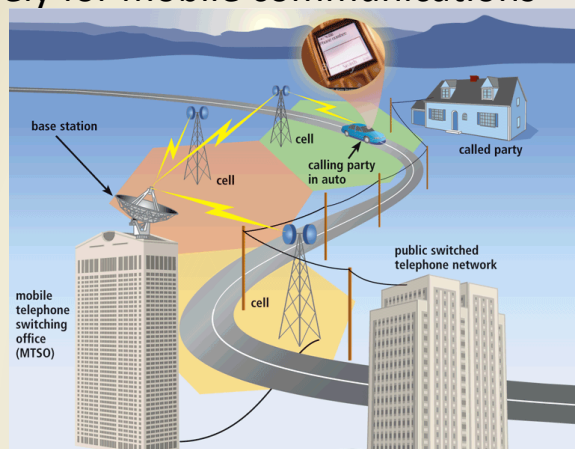
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Figure 9-39

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Wireless Transmission Media

- **Cellular radio** is a form of **broadcast radio** that is used widely for mobile communications

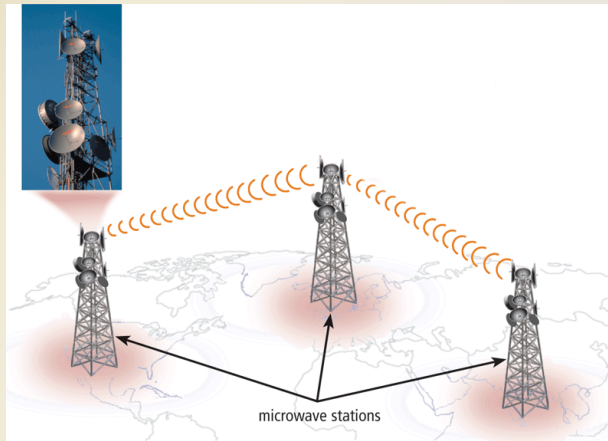


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Figure 9-40

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Wireless Transmission Media

- **Microwaves** are radio waves that provide a high-speed signal transmission

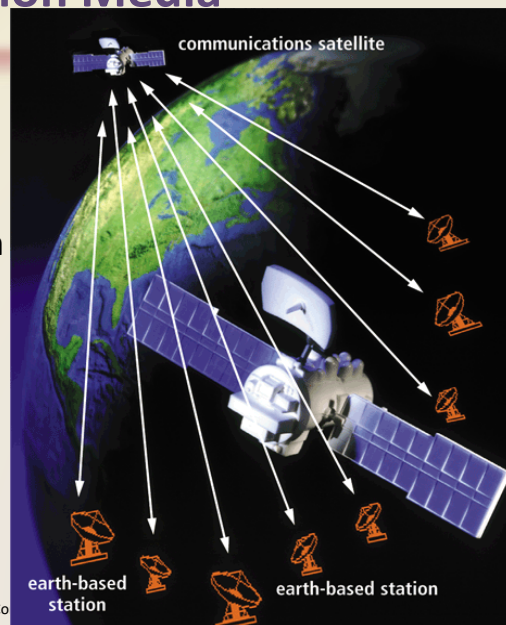


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Figure 9-41

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Wireless Transmission Media

- A **communications satellite** is a space station that receives microwave signals from an earth-based station, amplifies it, and broadcasts the signal over a wide area



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Figure 9-42

Discovering Co

Video: Got Your Video Right Here



[CLICK TO START](#)

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Summary

Overview of
communications
terminology and
applications

How to join
computers into a
network

Various
communications
devices, media,
and procedures

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Chapter 9

Networks and Communications

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**Your Interactive Guide
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Chapter 9 Complete

Project due Nov. 16

- Play the game of FreeCell.
- small number on next larger number and alternating color
- e.g. Heart Queen on Club King and Spade Jack on Heart Queen
- goal: to throw all cards to destination pile
- current smallest number of the suit: can be thrown to destination pile
- any card can be moved to empty line (stack)
- any card can be moved to temporary work space (TMP)
- Print every step.
- Your last two digits + 1000 are the game number you have to solve.
- Game #617:
- HQ → CK, S2 → TMP, SJ → HQ, C10 → DJ, HK → TMP, HK → Line8,
- SK → TMP, S10 → TMP, SQ → HK, HJ → SQ, S10 → HJ, H4 → TMP,
- D5 → C6, H9 → S10, C3 → TMP, D9 → C10, C3 throw, S3 → TMP,
- H4 → Line4, S3 → H4, D4 → TMP, D3 → TMP, D2 → S3, C10 → Line7,
- H5 → TMP, DJ → CQ, S4 → D5, C4 throw, D3 → S4, CQ → DK,
- C10 → DJ, S7 → TMP, SK → Line7, HQ → SK, D4 throw, S3 throw,
- S4 throw, H5 → C6, CK → TMP, C9 → TMP, S9 → TMP, CK → Line4,
- DQ → CK, CJ → DQ, C7 throw, H6 throw, S8 → H9, H7 → S8,
- S6 → H7, D6 throw, S8 throw, S9 throw, CQ → Line2, DK → TMP,
- H10 → TMP, D10 → TMP

9A-60