

CHECKLIST

CHAPTER - 11 COMPUTER NETWORKS - I

COMPONENTS OF COMPUTER NETWORK

- Hosts/Nodes, Servers, Client
- Network Hardware, Communication Channel
- Software/ Network Services

TYPES OF NETWORK

- Based on Geographical Spread - LAN, WAN
- Based on Component Roles - Peer to Peer Networks, Client/Server Networks
- Based on Communication Channel - Wired Computer Networks, Wireless Computer Networks

NETWORK DEVICES/ HARDWARE

- NIC, MAC Adress, Wifi Card
- Hub - Active, Passive, Its Functioning
- Switch, Its functioning
- Bridge, Router, Gateway, Accesspoint

THE CLOUD

- Private Cloud
- Public Cloud
- Community Cloud
- Hybrid Cloud

INTERNET OF THINGS (IOT)

- Enabling Technologies for IOT - RFID, Sensors, Smart Tech., Software, Efficient
- Network Connectivity
- Devices that can for IOT
- Challenges
- Risks



CHECKLIST

CHAPTER - 12

COMPUTER NETWORKS - II

- Modulation Techniques -Amplitude, Frequency**
- Collision in wireless Networks - CSMA/CA Works with ACK or RTS/CTS**
- Error checking - 1D, 2D, Checksum and their advantages and disadvantages**
- Idea of Routing**
- TCP/IP - Network Congestion and Re transmission**
- Addresses in a Network - Web Address(URL), IP Address, Domain Name and DNS**
- Cellular/ Wireless Connectivity Protocols -2G, 3G, 4G, WiFi**
- Basic Network Tools - PING< TraceRoute, NSLOOKUP, IPCONFIG, WHOI, Speed Test**
- Network Protocols - HTTP, FTP, POP, IMAP, SMTP, VoIP, NFC**
- How HTTP Works**
- Working of Email**
- Secure Communication - HTTPS , SSL (working and indicators of usage)**
- Network Applications - Remote Desktop, Remote Login**

