

## **FACULTY OF ENGINEERING & TECHNOLOGY**

# DCS-503 Computer Networks

Lecture-13

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#### **OUTLINE**

- **≻REPEATERS**
- >ETHERNET BRIDGE
- >SWITCHED LAN

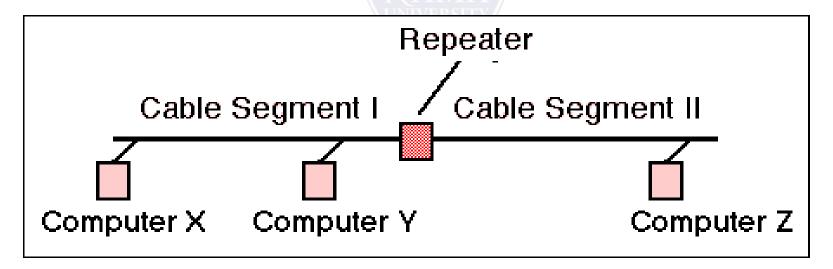
>REPEATERS, HUBS, BRIDGES, SWITCHES,

**ROUTERS AND GATEWAYS** 



#### **REPEATERS**

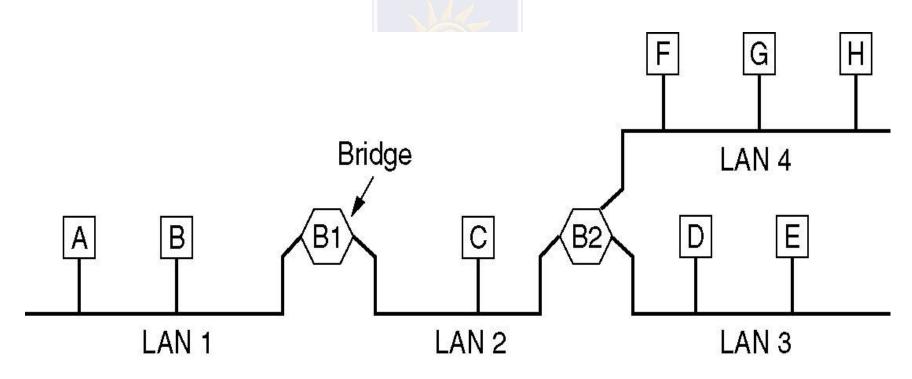
- Regenerate the signal
- Provide more flexibility in network design
- Extend the distance over which a signal may travel down a cable
- Connect together one or more Ethernet cable segments of any media type
- If an Ethernet segment were allowed to exceed the maximum length or the maximum number of attached systems to the segment, the signal quality would deteriorate.



#### **ETHERNET BRIDGE**

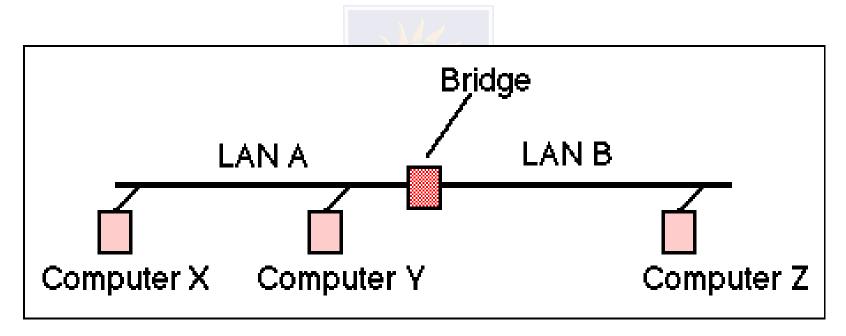
- Join two LAN segments (A,B), constructing a larger LAN
- Filter traffic passing between the two LANs and may enforce a security policy separating different work groups located on each of the LANs

A configuration with four LANs and two bridges.



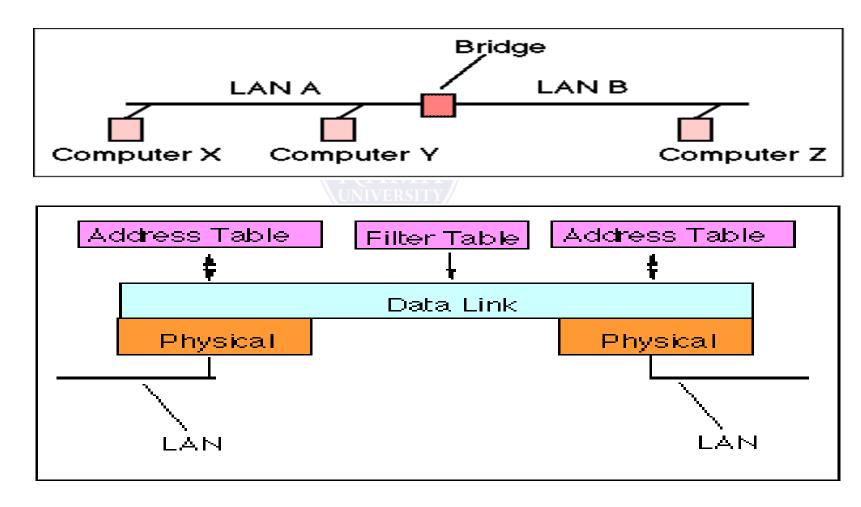
### **ETHERNET BRIDGES**

- •Simplest and most frequently used to Transparent Bridge (meaning that the nodes using a bridge are unaware of its presence).
- ■Bridge could forward all frames, but then it would behave rather like a repeater
- •Bridges are smarter than repeaters!



#### **ETHERNET BRIDGES**

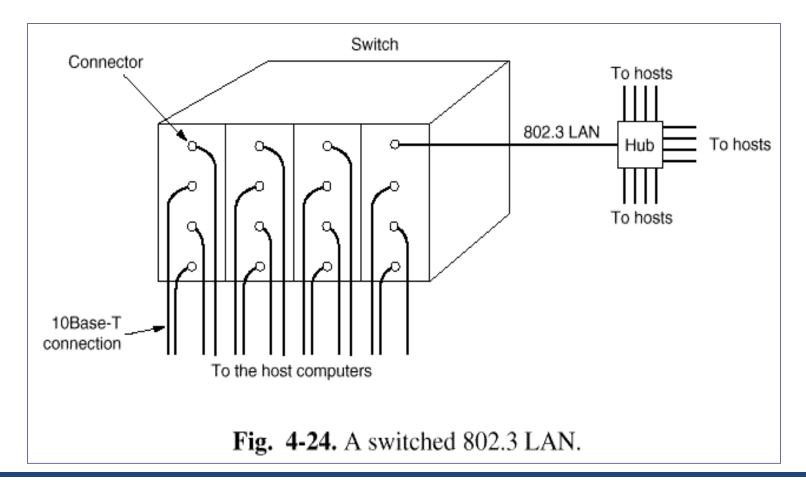
A bridge stores the hardware addresses observed from frames received by each interface and uses this information to learn which frames need to be forwarded by the bridge.



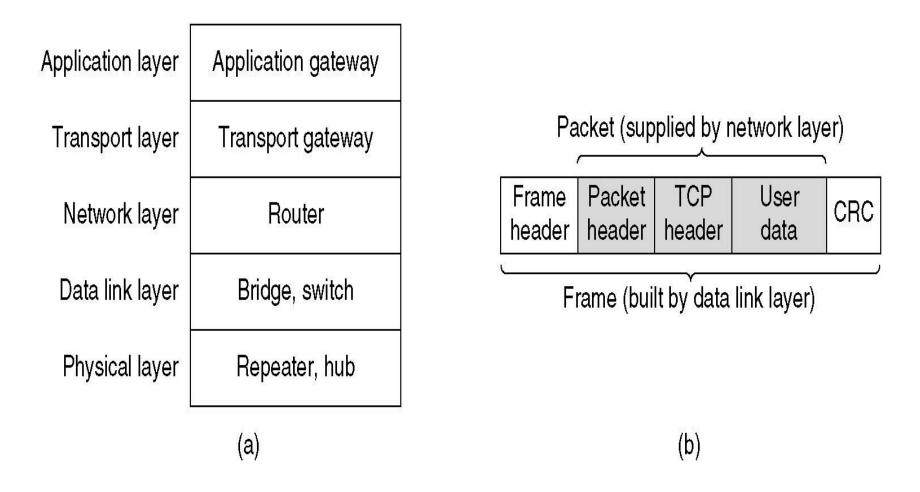
#### **SWITCHED LAN**

#### Hub and Switched LAN

- hub simulates a single shared medium
- switch simulates a bridged LAN with one computer per segment

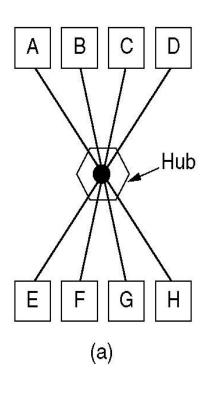


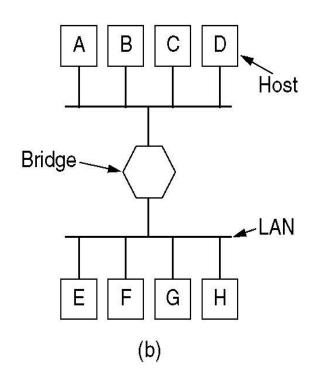
### REPEATERS, HUBS, BRIDGES, SWITCHES, ROUTERS AND GATEWAYS

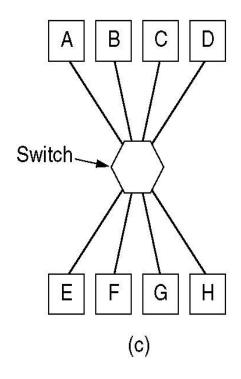


- (a) Which device is in which layer.
- (b) Frames, packets, and headers

## REPEATERS, HUBS, BRIDGES, SWITCHES, ROUTERS AND GATEWAYS





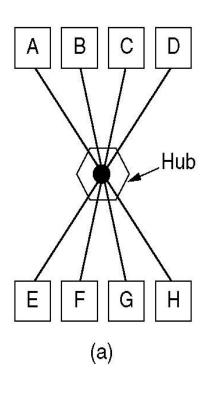


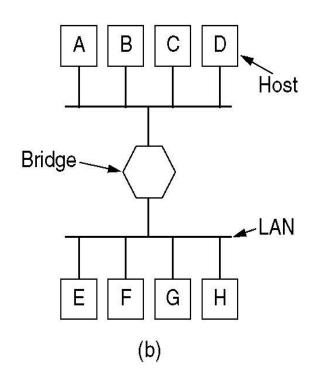
(a)Hub

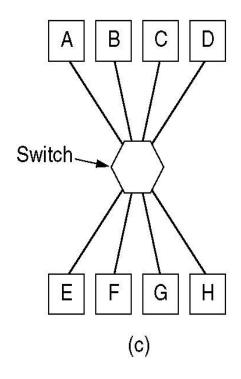
(b)Bridge

(c) Switch

## REPEATERS, HUBS, BRIDGES, SWITCHES, ROUTERS AND GATEWAYS





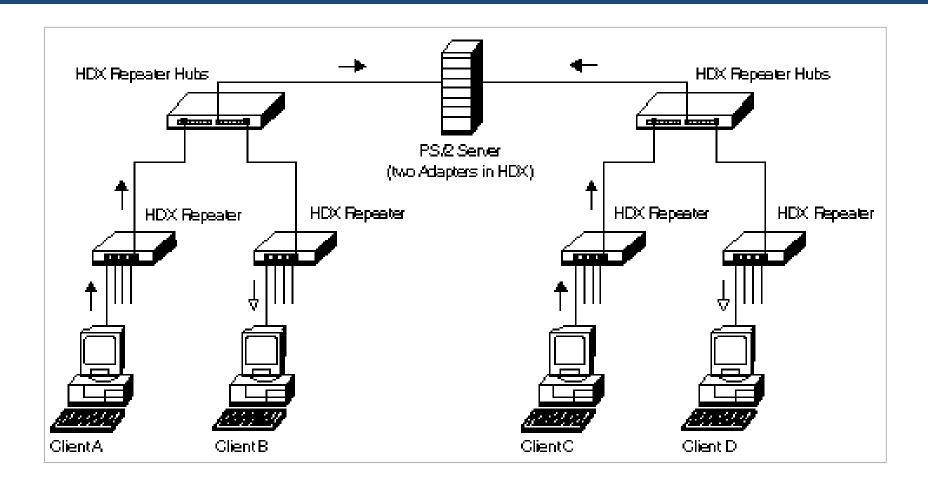


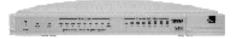
(a)Hub

(b)Bridge

(c) Switch

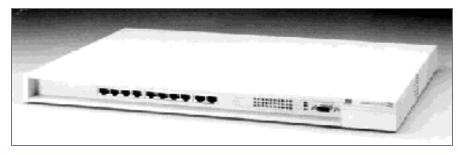
## **REPEATERS/ HUBS**

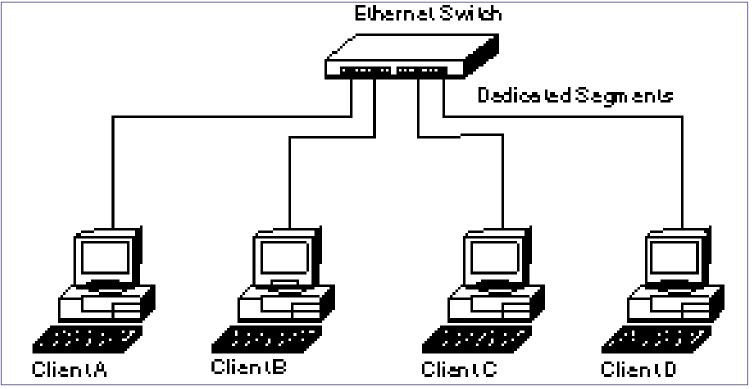






## **SWITCHES**





# **Multiple Choice Question**

#### **MUTIPLE CHOICE QUESTIONS:**

Sr no	Question	Option A	Option B	OptionC	OptionD
1	Communication between a computer and a keyboard involves transmission.	Automatic	Half-duplex	Full-duplex	Simplex
2	A is the physical path over which a message travels.	Path	Medium	Protocol	Route
3	Which of this is not a network edge device?  Which of this is not a network edge device?	PC	Smartphones	Servers	Switch
4	A set of rules that governs data communication.	Protocols	Standards	RFCs	Servers
5	Three or more devices share a link in connection.	Unipoint	Multipoint	Point to point	Simplex

## **REFERENCES**

http://www.engppt.com/2009/12/networking-fourozan-ppt-slides.html

