

# **William Stallings**

# **Data and Computer**

# **Communications**

# **7<sup>th</sup> Edition**

---

## **Chapter 1**

## **Data Communications and**

## **Networks Overview**

# A Communications Model

---

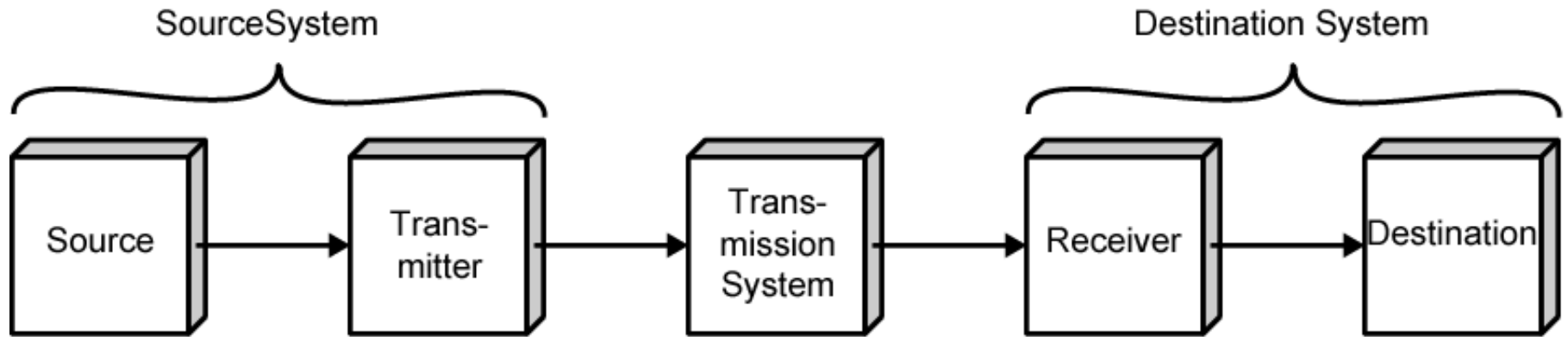
- Source
  - generates data to be transmitted
- Transmitter
  - Converts data into transmittable signals
- Transmission System
  - Carries data
- Receiver
  - Converts received signal into data
- Destination
  - Takes incoming data

# Communications Tasks

---

Transmission system utilization	Addressing
Interfacing	Routing
Signal generation	Recovery
Synchronization	Message formatting
Exchange management	Security
Error detection and correction	Network management
Flow control	

# Simplified Communications Model - Diagram



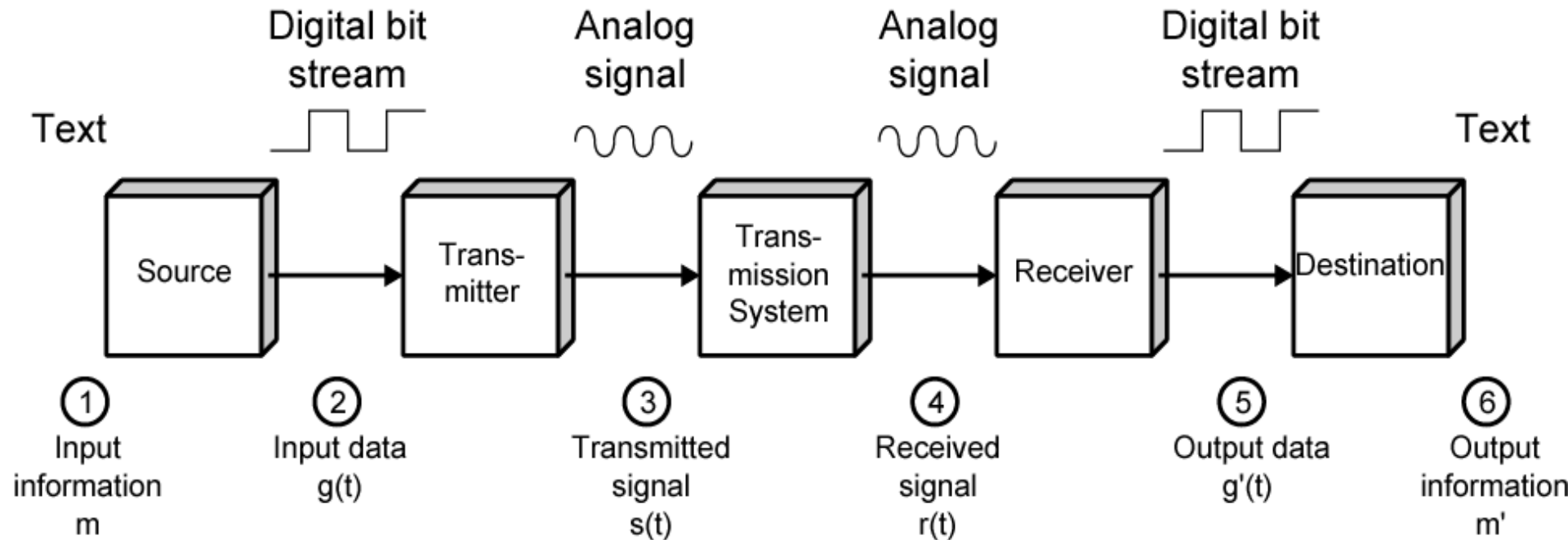
(a) General block diagram



(b) Example

# Simplified Data Communications Model

---



# Networking

---

- Point to point communication not usually practical
  - Devices are too far apart
  - Large set of devices would need impractical number of connections
- Solution is a communications network
  - Wide Area Network (WAN)
  - Local Area Network (LAN)

# Wide Area Networks

---

- Large geographical area
- Crossing public rights of way
- Rely in part on common carrier circuits
- Alternative technologies
  - Circuit switching
  - Packet switching
  - Frame relay
  - Asynchronous Transfer Mode (ATM)

# Circuit Switching

---

- Dedicated communications path established for the duration of the conversation
- e.g. telephone network



# Packet Switching

---

- Data sent out of sequence
- Small chunks (packets) of data at a time
- Packets passed from node to node between source and destination
- Used for terminal to computer and computer to computer communications

# Frame Relay

---

- Packet switching systems have large overheads to compensate for errors
- Modern systems are more reliable
- Errors can be caught in end system
- Most overhead for error control is stripped out

# Asynchronous Transfer Mode

---

- ATM
- Evolution of frame relay
- Little overhead for error control
- Fixed packet (called cell) length
- Anything from 10Mbps to Gbps
- Constant data rate using packet switching technique

# Local Area Networks

---

- Smaller scope
  - Building or small campus
- Usually owned by same organization as attached devices
- Data rates much higher
- Usually broadcast systems
- Now some switched systems and ATM are being introduced

# LAN Configurations

---

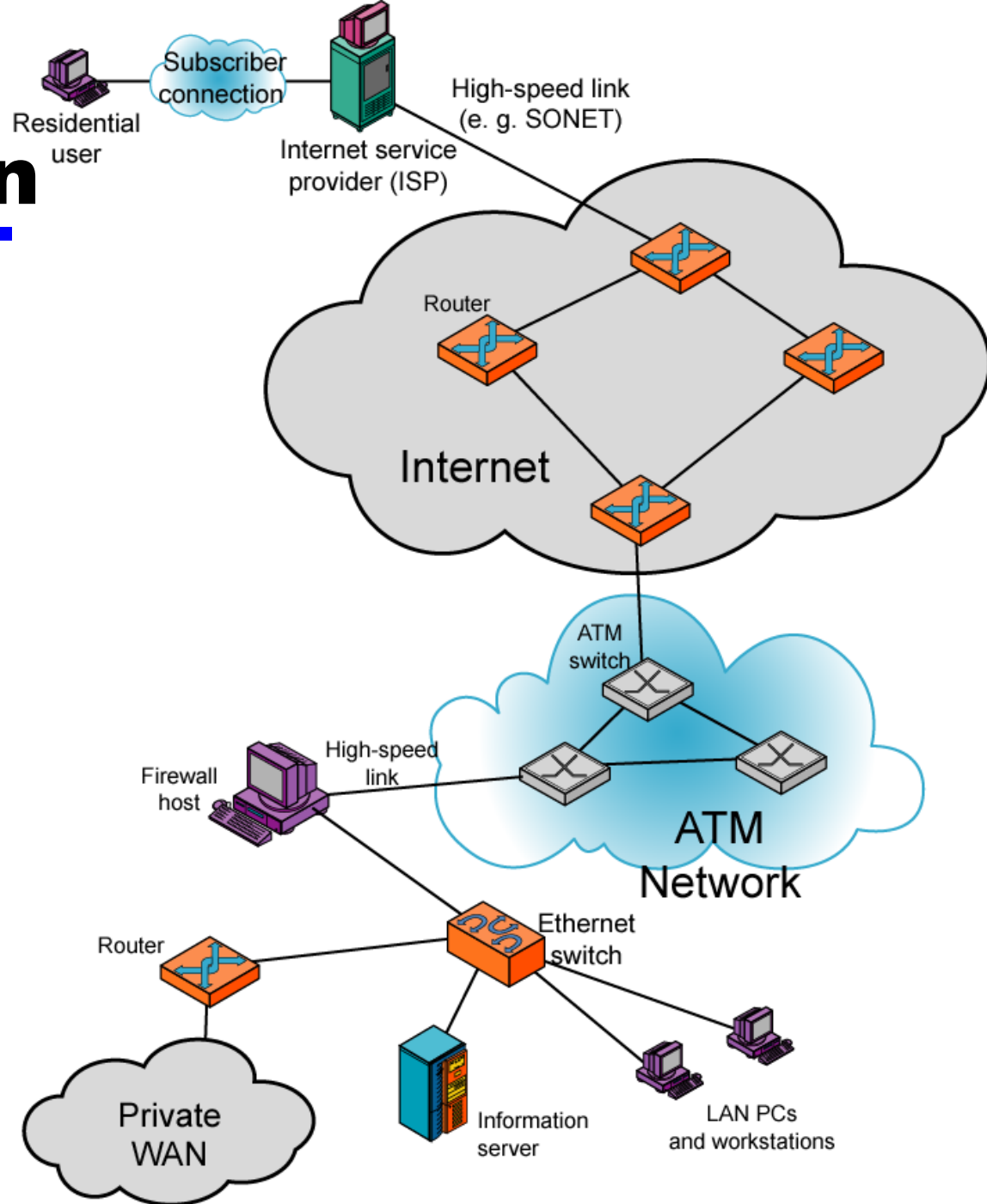
- Switched
  - Switched Ethernet
    - May be single or multiple switches
  - ATM LAN
  - Fibre Channel
- Wireless
  - Mobility
  - Ease of installation

# Metropolitan Area Networks

---

- MAN
- Middle ground between LAN and WAN
- Private or public network
- High speed
- Large area

# Networking Configuration



# Further Reading

---

- Stallings, W. [2003] Data and Computer Communications (7th edition), Prentice Hall, Upper Saddle River NJ, chapter 1
- Web site for Stallings book
  - <http://williamstallings.com/DCC7e.html>