



EXPERTech

Demo-Course: Network Technologies

The Relevant Details at One Glance!





Chapter Overview

- 1 Networks— An Introduction (Excerpt)





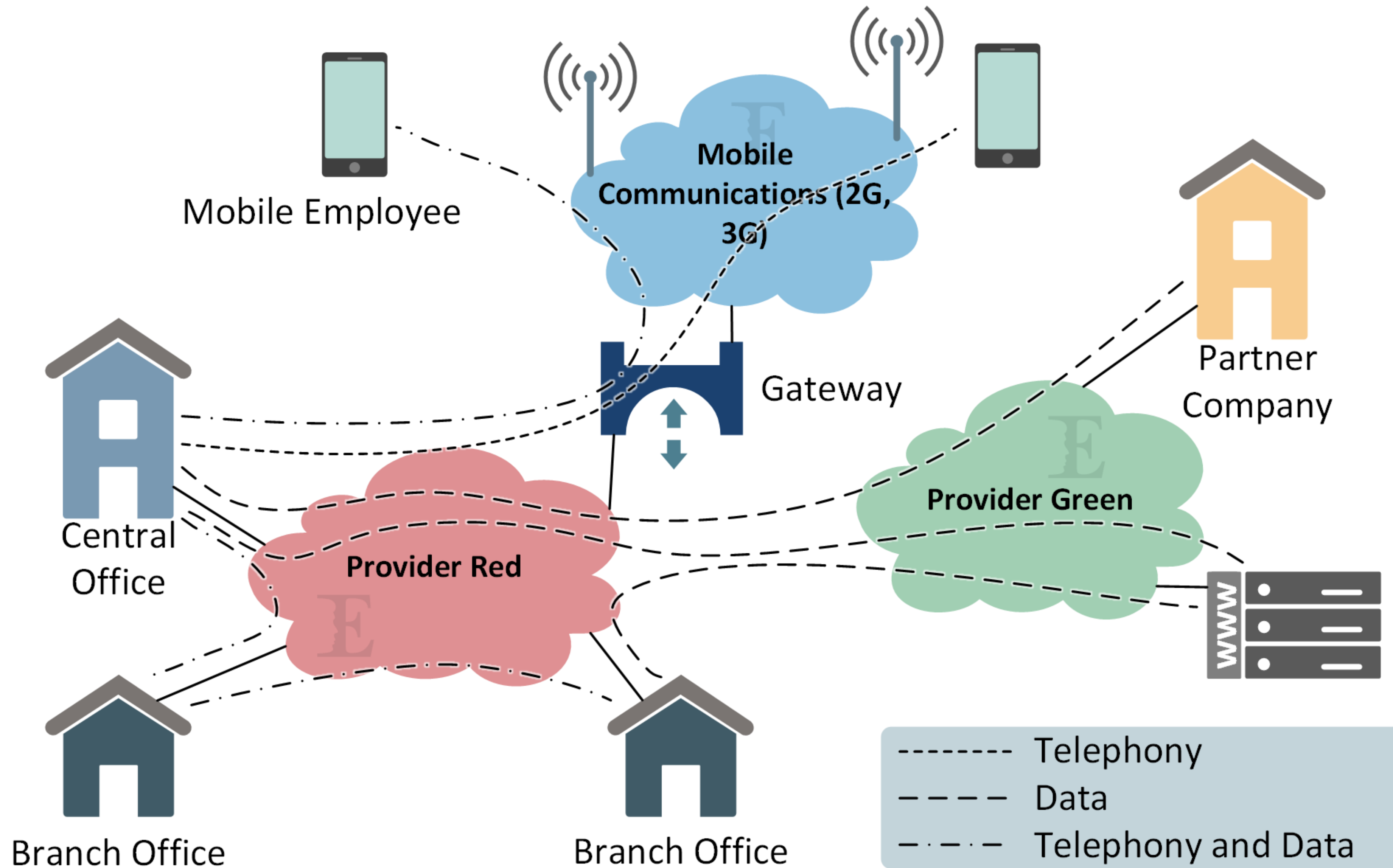
1 Networks— An Introduction (Excerpt)

- 1.1 A Typical Scenario: Corporate Network
- 1.2 Applications and Requirements



1.1 A Typical Scenario: Corporate Network

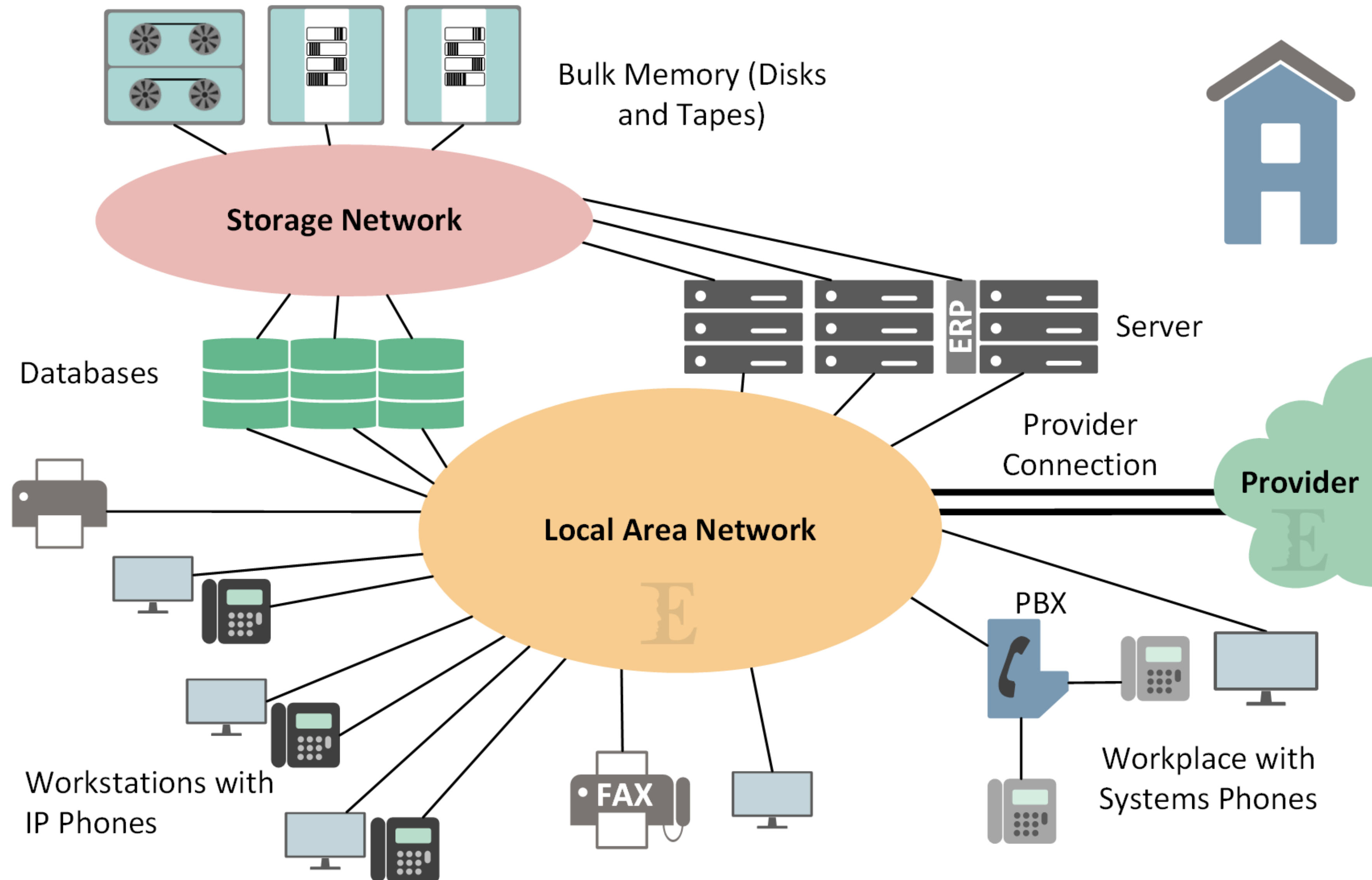
1 Networks— An Introduction > 1.1 A Typical Scenario: Corporate Network



- Inter- and intra-site data streams
- Communication with partners and mobile workers
- Diversity: voice, data, and video, if required

1.1.1 The Head Office

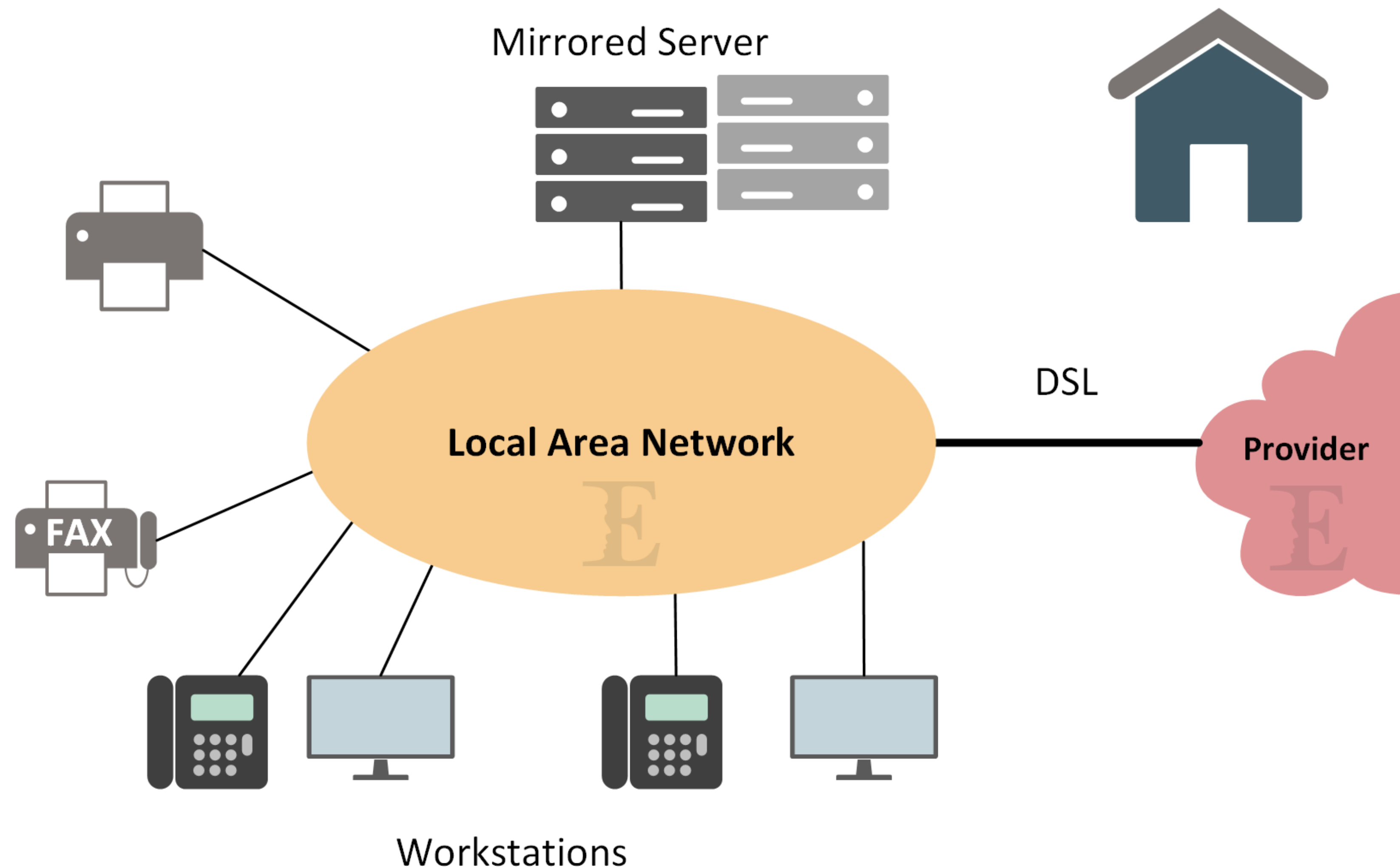
1 Networks— An Introduction > 1.1 A Typical Scenario: Corporate Network > 1.1.1 The Head Office



- Workstations with telephones, PCs, and peripheral devices (printer, fax)
- Servers and databases
- Mass storage
- Redundant provider connection

1.1.2 The Branch Offices

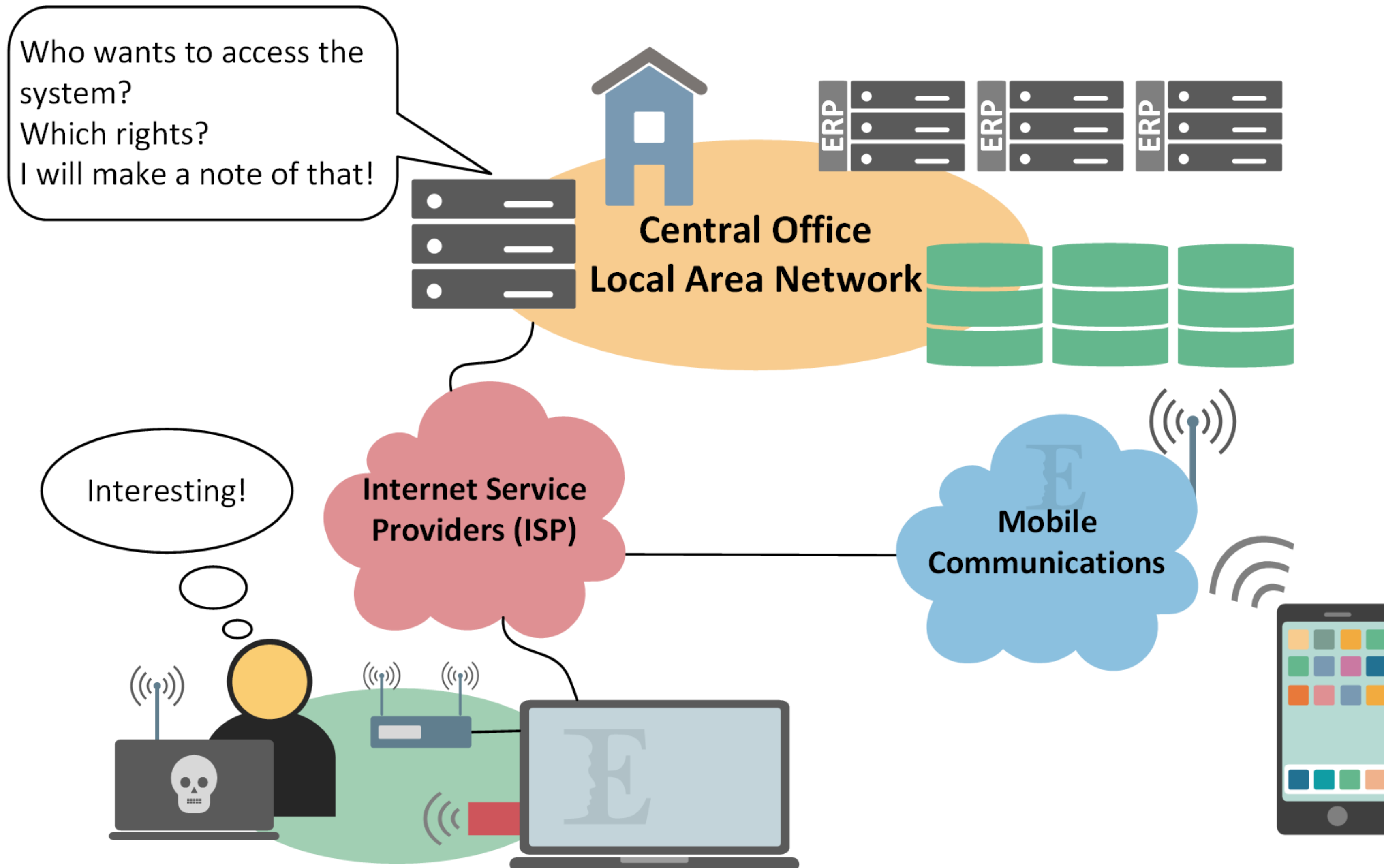
1 Networks— An Introduction > 1.1 A Typical Scenario: Corporate Network > 1.1.2 The Branch Offices



- Also workstations with telephones, PCs, and peripheral devices
- Some servers may be mirrored.
- Often large number of branch offices
- Provider connection therefore under strong cost pressure
- DSL as a cost-efficient option

1.1.3 Mobile Workers

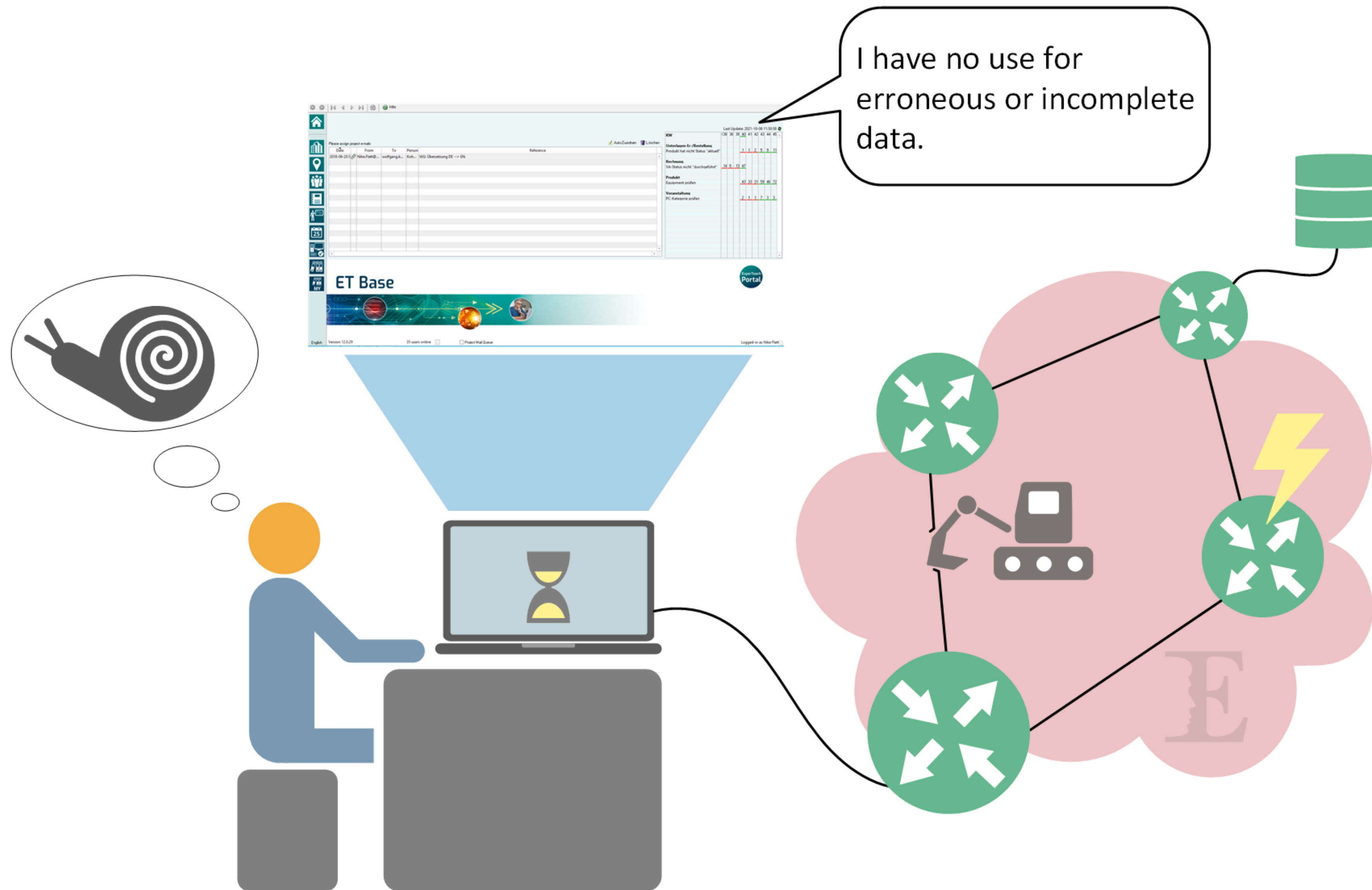
1 Networks— An Introduction > 1.1 A Typical Scenario: Corporate Network > 1.1.3 Mobile Workers



- Laptop, smart phone over telephone network, mobile radio or WLAN
- Central topic: security
- At the head office:
 - Authentication (who?)
 - Authorization (which rights?)
 - Accounting

1.2 Applications and Requirements

1 Networks— An Introduction > 1.2 Applications and Requirements

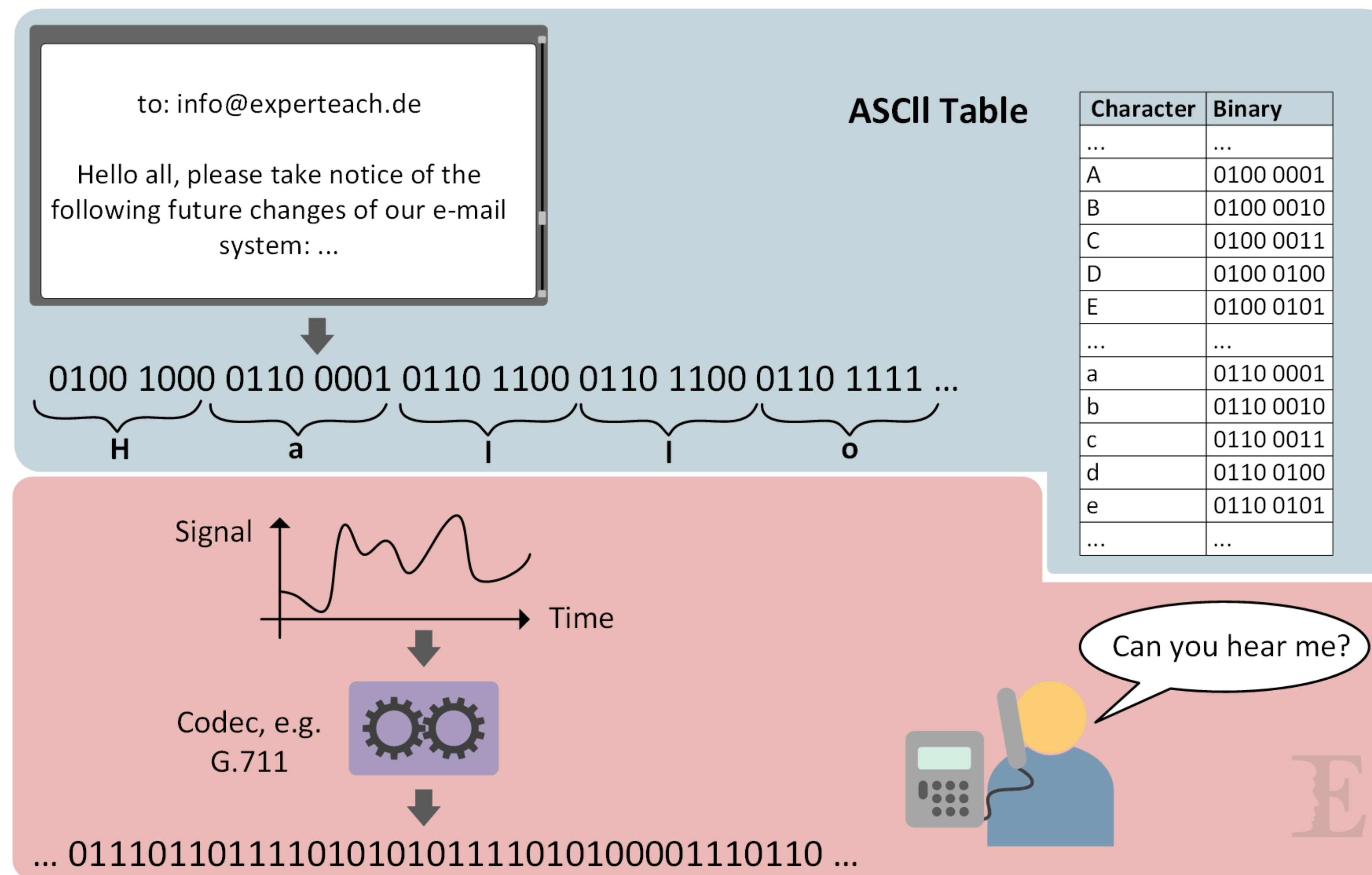


- Why connect devices and sites?
- The real objective: to enable applications to communicate

- Different applications make different demands on the network.
- User satisfaction is crucial.

The Prerequisite of Modern Networks: All-Digital

1 Networks— An Introduction > 1.2 Applications and Requirements



- Modern networks transport voice and data in digital format only.
- Applications using analog source data need to digitize them.
- The network transports bits only (ones and zeros).



Typical Applications

1 Networks— An Introduction > 1.2 Applications and Requirements

Mass Data	Delay	Jitter	Bitrate	Monitoring of Errors (Error / Loss)
E-Mail	—	—	••	•••/•••
File Transfer	—	—	••	•••/•••
Backups	—	—	••	•••/•••

Data, interactive

WWW	—	—	•	•••/•••
Citrix	••	•	••	•••/•••
Database	••	•	••	•••/•••
SAP	••	•	••	•••/•••

Streaming

Web Radio	•	••	•••	•/••
IP TV	•	••	•••	••/•••
Video on Demand	•	••	•••	••/•••

Real Time

Telephony	•••	•••	•••	•/••
Video Conferencing	•••	•••	•••	•/••

Legend:

- : does not have to be monitored
- : should be monitored
- : has to be monitored
- : has to be strictly monitored

- Delay and jitter: time requirements
- Bit rate: data rate requirements (bandwidth)
- Error: falsified data
- Loss: lost data



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Thank you very much
for your attention!