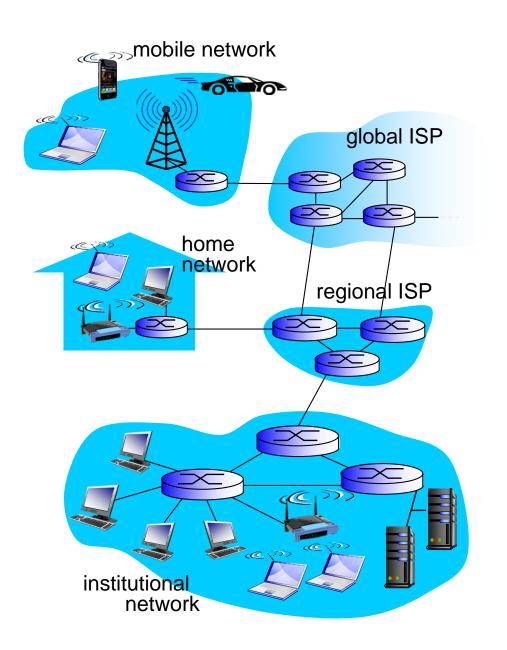
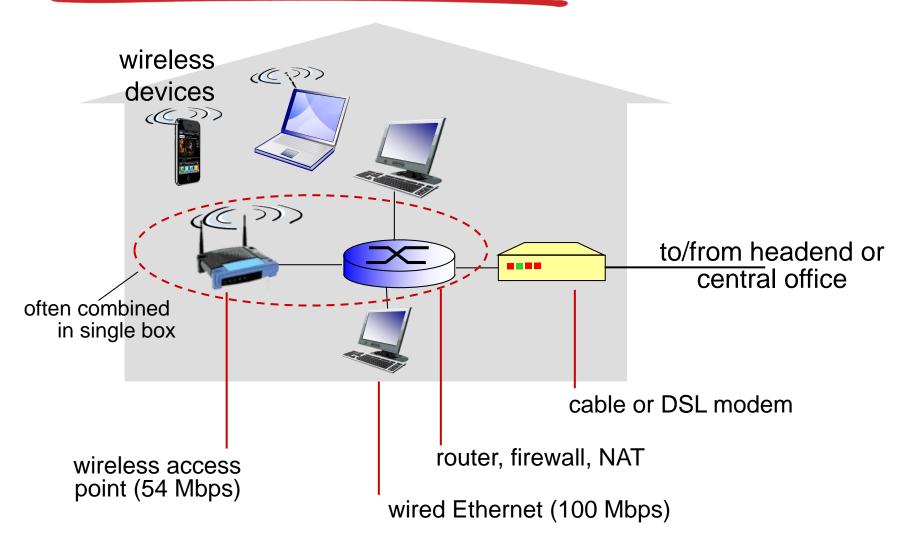
# Introduction to Computer Networks

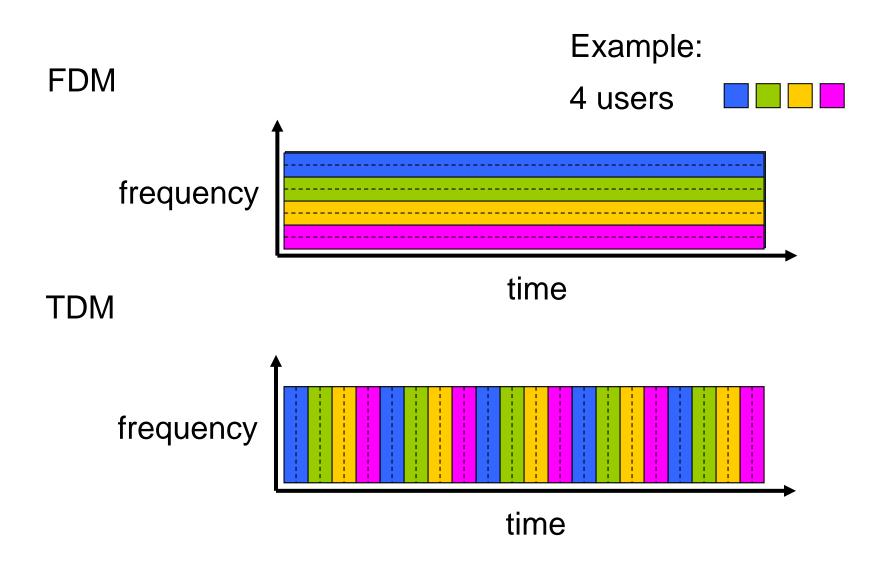


#### Access net: home network

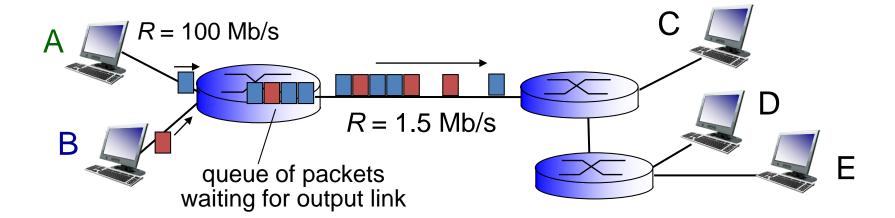


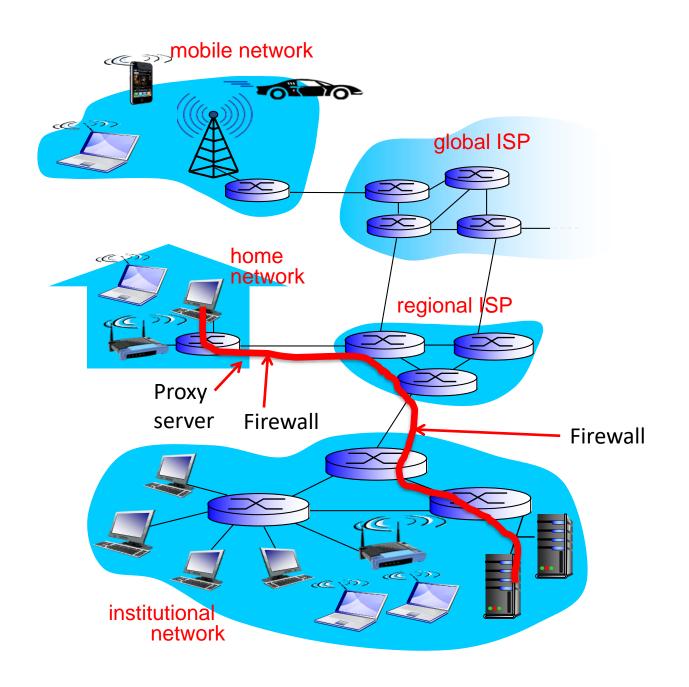
Introduction 1-3

## Circuit switching: FDM versus TDM



## Packet Switching: queueing delay, loss





#### Organization of air travel

ticket (purchase) ticket (complain)

baggage (check) baggage (claim)

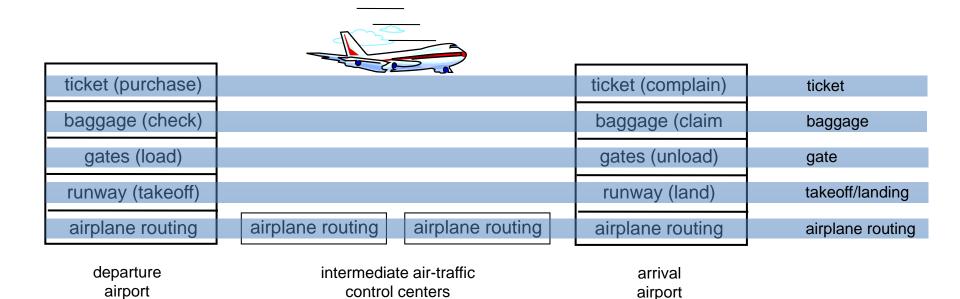
gates (load) gates (unload)

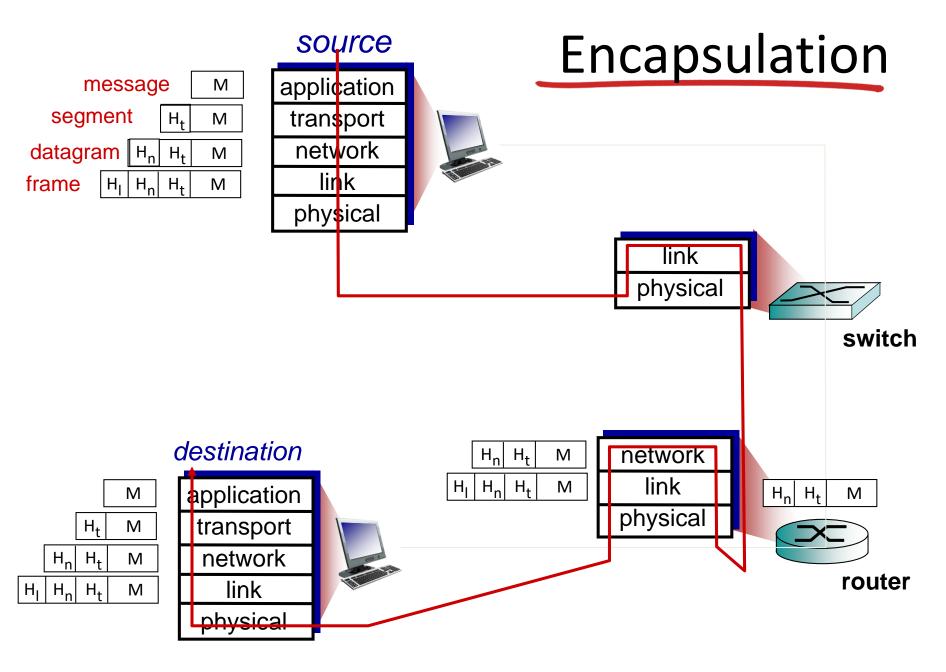
runway takeoff runway landing

airplane routing airplane routing

airplane routing

## Layering of airline functionality

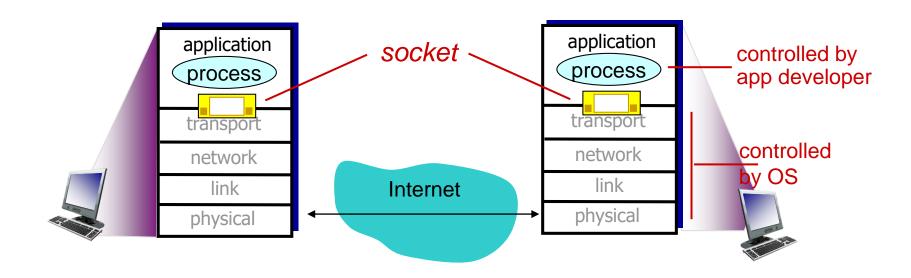




Introduction 1-9

#### Sockets

- process sends/receives messages to/from its socket
- socket analogous to door
  - sending process shoves message out door
  - sending process relies on transport infrastructure on other side of door to deliver message to socket at receiving process



#### **How to Program – Socket programming**

Client Server TcpListener listener listener.Start **Connect** TcpClient client listener.AcceptTcpClient Socket Socket **Read/Write Read/Write** Send Data **Streams Streams** Close