

Basic network technology, structure, and protocols

[Technology](#), [Information Technology](#)



BASIC NETWORK TECHNOLOGY, STRUCTURE, AND PROTOCOLS Basic

Network Technology, Structure, and Protocols Introductory and General ials

RAD University Tutorials

The RAD University tutorials available from the RAD University tutorials page is tutorials for Data Communications, telecommunications and computer networking. The tutorials available on the site page also include projects done by students and some by the dean.

Anyone can submit a tutorial on any topic to be added to the online directory of tutorials provided by RAD University.

The tutorials are meant for computer scientists and engineers of the future. The introductory and general tutorials are categorized into: client-server interactive animation, internet protocol model, internet communications flash animation, internet resiliency interactive demo, OSI reference model, and regional internet registries.

These tutorials are meant to shed light on the networking topics covered by students in college. They can also be used for references purposes by engineers and computer scientists. The projects done by students are meant for visual demonstrations on what the tutorials cover. For instance, the client-server flash interactive animation covers protocols and computer networks in general. It is a project done in 2005 by Roman Margolis and Slav Podolsky. Animations are usually developed to show, visually, what might not be clear when just put into words alone. The 2005 animation project shows how communication happens over the internet. This normally happens via the client server architecture; as the tutorial explains. A client communicates with a server and the server responds with the information

<https://assignbuster.com/basic-network-technology-structure-and-protocols/>

requested for by the client and sends that information. Servers are numerous and are situated at various locations around the globe. Servers can be within the same room as a client computer while others can be remote. The protocols described in the tutorial are: IP between client-server, address resolution DNS and ICMP.

INSTRUCTIONS are given on how to use the animation and how to see its contents.

The internet communications flash animation is very interactive. This is very useful as it provides detailed information and explanations as well as graphical representations of the topic it describes. This tutorial is not only useful to computer science students but also lovers of technology and the curious computer user who may want to know how some things work on the internet. It explains how to go about surfing the internet for certain information. The computer is personified for humor purposes and it definitely does not fall short in that regard.

The interactivity that the two above tutorials provide is the sole reason I choose to go through them and learn a thing or two. They are easy to understand - I believe anybody can understand them. As for the business purposes that the tutorials can be used for, animated tutorials can be used for online courses. They can be a substitute to an instructor even in actual classrooms. They are detailed and contain the demonstrations hence, combine the functions of a classroom instructor as well as a lab technician. The internet communication tutorials can also provide insight to those who spend on internet data bundles to let them know how much data they use and how they can minimize data bundle consumption while on the internet

and the security measure they can put in place, while on the internet. It also can let to find reason to spend on anti-virus programs to protect their computers to prevent data theft on the internet.

References

RAD University, (2012) Tutorials for Data Communications, Telecommunications, and Computer Networking. Retrieved from <http://www.rad.com/12/5266/>

The Internet Protocol Model, (2012) The OSI Model - A Surviving Remnant of the OSI Protocol Stack.

Retrieved from <http://www2.rad.com/networks/introductory/layers/main.htm>