

# Knowledge Organiser 1.3: Protocols and Layers

1. Modes of Connection	
Wired	Ethernet is a set of standards (protocols) for how data is transmitted over a wired local area network. It is the most common set of protocols. Data is transmitted in frames
Inside an Ethernet 'frame'	<ul style="list-style-type: none"> <li>• Preamble of bits used to synchronise transmission</li> <li>• Start frame delimiter to signify start of data part of the frame</li> <li>• Source and destination MAC address</li> <li>• The actual data</li> <li>• Error checking information (cyclic redundancy check - CRC)</li> </ul>
Wi-Fi	Wi-Fi is a means of allowing computers, smartphones, or other devices to connect to the Internet or communicate with one another wirelessly within a particular area. It has a range of about 100m, takes quite a lot of power (relatively), and has a high bandwidth (but less than a wired connection)
Wi-Fi advantages and disadvantages	<ul style="list-style-type: none"> <li>• Users can move around freely</li> <li>• Easier to set up, and less expensive than wired</li> <li>• Speeds are slower than wired networks</li> <li>• Relies on signal strength to the wireless access point (WAP)</li> <li>• Signal can be obstructed</li> <li>• Less secure than wired networks</li> </ul>
Bluetooth	Bluetooth is a standard for the short-range wireless interconnection of mobile phones, computers, and other electronic devices. It has a range of about 10m, takes very little power, and has a relatively low bandwidth

5. Common Protocols	
TCP/IP	Transmission Control Protocol/Internet Protocol. Used to communicate over LANs and WANs
HTTP / HTTPS	Hypertext Transfer Protocol (secure). Used for webpage requests
FTP / FTPS	File Transfer Protocol (secure). Used for file transfers
POP	Post Office Protocol. Used for receiving e-mail. Downloads e-mail from the server to your device and deletes it from the server
IMAP	Internet Message Access Protocol. Used for receiving e-mail. Keeps e-mails on the server. This allows your device to stay in sync with the server

2. Wireless Encryption	
SSID	Wireless networks are identified by a unique "Service Set Identifier" (SSID). Can be invisible/visible and have a password. The SSID has to be used by all devices which want to connect to that network.
Encryption	Data is encrypted by scrambling the data into cipher text using a "master key" created from the SSID of the network and the password. Data is decrypted by the receiver using the same master key, so this key is not transmitted. Protocols used for wireless encryption include WEP, WPA, WPA2.
MAC address	Every device on a LAN has a unique Media Access Control (MAC) address. It is used to route frames on a LAN
IP address	IP Addressing is used to route frames on a WAN (called packets). Every device on the internet has a unique IP (Internet Protocol) address which is assigned to the device by a server. Two main standards (IPv4 and IPv6)

4. Standards	
External IP Addresses	A set of specifications for hardware/software. Enables products to be compatible with each other and interact with each other
ASCII/Unicode	Character set standards
IEEE	Computer cables standards
HTML	

6. Layers	
PNG, GIF, MP3 Concept	The concept of layering is to divide the complex task of networking into smaller, simpler tasks that work with each other.
Responsibility	The hardware and/or software for each layer has a defined responsibility. Each layer provides a service to the layer above it
Advantages	Reduces the complexity of the problem into manageable sub-problems. Devices