

• Topologies :->

Network topology is the pattern is the arrangement (Physically or logically) the node or station of a network. It also define the path which is use by pair of station for communication in a network.

type of topology :->

Two types of topology.

1. Physical Topology
2. Logical topology.

• Physical Topology :->

It is the actual geo-matrix configuration. node interconnected VIA Table in the * network.

• Logical topology :->

Logical topology means how information is the pass blw to node a network. This topology is bound to the network protocol and define how data is move through the network.

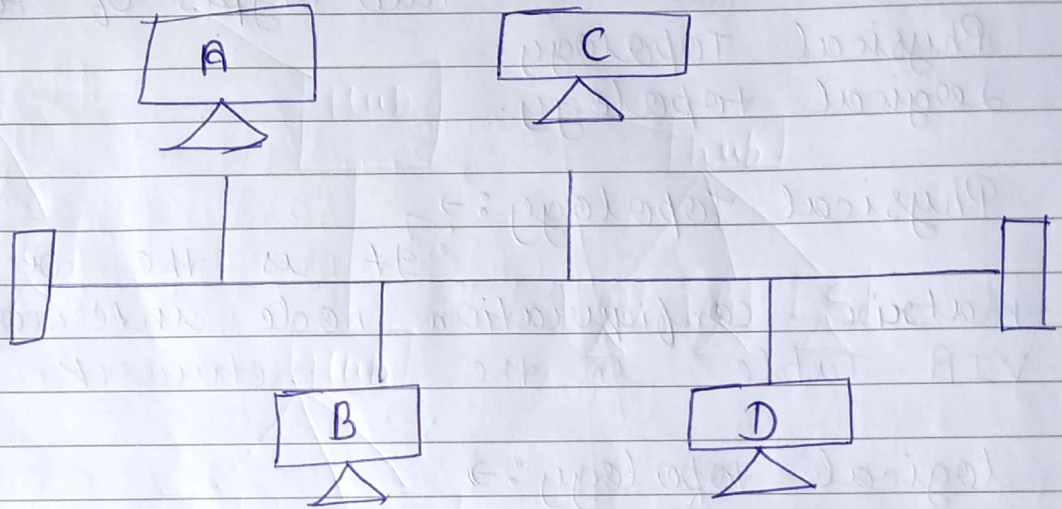
* Basic Network topology :->

1. Bus
2. Star
3. Ring

4. Mesh

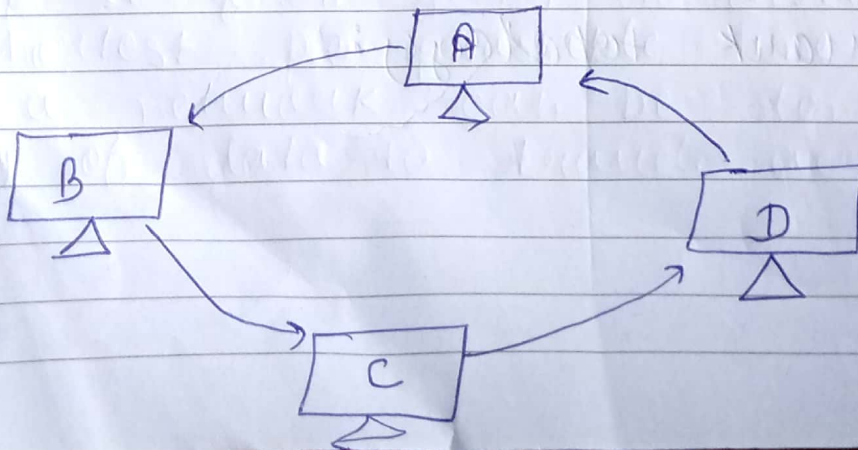
5. Tree.

- Bus Topology \Rightarrow It is also called as linear topology. A bus topology is multipoint. The speed of a the bus topology is slow because only one computer can send a message at a time.



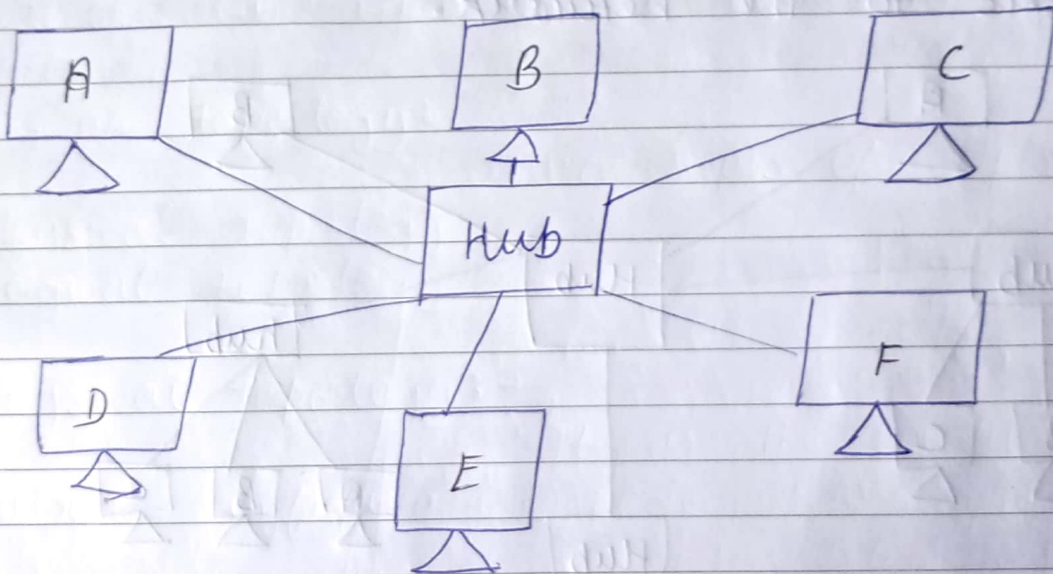
- Ring topology \Rightarrow

It is as called as circular topology. In a ring topology, A signal is passed along the ring in one direction.



• Star Topology :->

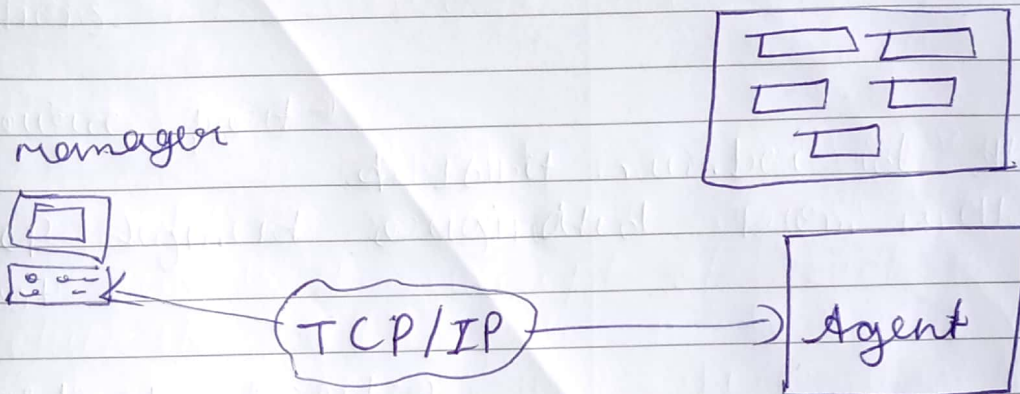
In a star topology, each device has a dedicated point-to-point link only to a central controller. The devices are not directly linked to each other.



SNMP →

The Simple Network Management Protocol (SNMP) is a framework for managing devices in an internet using the TCP/IP protocol suite.

Agent variables.



- A Manager is a host that controls and monitors a set of agents, usually routers.
- It provides a set of fundamental operations for monitoring and maintaining an internet.
- SNMP uses the concept of manager and agent.