

# TRANSMISSION MEDIA AND PROTOCOL

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Transmission media is a pathway network entities use to contact each other.

Computer transmission media includes cables & wireless technologies that allow network devices to contact each other. To reduce their design complexity most networks are organized as a series of layers or levels.

The rules and conventions used in this conversation are collectively known as a protocol. Basically a protocol is an agreement between the communicating parties on how communication is to proceed. Violating the protocol communication more difficult, if not impossible..

A set of layers and protocol is called as network architecture. The specification of an architecture must contain enough information to allow an implementer to write the program or build the hardware for each layer so that it will correctly obey the appropriate protocol. It is not even necessary that the interfaces on all machines in a network be the same, provided that each machine can correctly use all the protocols. A list of protocols used by a certain system, one protocol per layer is called as protocol stack.

Application and database etc.

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Answer in brief.

1. What is transmission media?

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2. What is protocol?

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