

Each 6.1800 lecture will come with an outline. You can fill this in during lecture, after lecture, or not at all — it's entirely up to you how you use it. The goal of these outlines is to help you understand the main points that you should be taking away from each lecture. In some cases we will also include examples of things you should be able to do after each lecture.

*In the past, these outlines have proved to be an effective tool for studying for the exams. Note that the outlines are **not exhaustive**; there will be topics and nuances in lecture that aren't captured by the outline.*

Lecture 08: Intro to Networking

- What do we mean by a point-to-point link?
- What do switches do?
 - *Note: switches do a lot of things, you won't know all of them by the end of this lecture.*
- What problem(s) do each of our four layers (Link, Network, Transport, Application) solve?
- What is good about this layered model?
- What are some examples of growth leading to change in the early days of the Internet? Why was change necessary?
- What are some examples of problems that came about as the Internet continued to grow?
- What sorts of changes have we seen on the Internet since the mid-1990's?

Note: By the end of this lecture, you'll have a timeline of various events/protocols that were developed as the Internet grew. We don't expect you to memorize dates! We also don't expect you to know how many of those protocols work yet (e.g., you'll see the protocol "OSPF" on today's slides; we haven't taught you OSPF yet). As we continue with networking lectures, think about how/where they fit into the timeline that this lecture produced.