Unit 1. Exercise 1. Local Exchange

Course Objectives and Learning Outcomes
In this Exercise, you will explain how data travels long distances in a real world example.

Assignment Requirements
Online gaming is big business these days, with thousands of people connected to each other every minute. Games like Call of Duty and World of Warcraft connect massive numbers of players, sending both data and voice communications back and forth in real-time.

In a 1-2 page paper, discuss HOW the data gets sent from a computer or gaming system to the computer/gaming system of all of the people with whom one is playing.

Specifically, focus on the local exchange interfaces – access, regional, metro, long haul and ocean networks.

Include in your paper a diagram showing the communication, labeling any important stops along the way (central offices, repeaters, etc.)

Note: You don't have to list EVERY repeater you'd need, but be creative and show that you understand the process.

Submission Requirements
Email dtaylor24@itt-tech.edu your responses as a typed document using Arial or Calibri 12-point font, single-spaced. Include NT1310 in the email Subject line. Label your assignment **Unit 1 Exercise 1**.