**Network**

Is a set of computers or other electronic devices that are interconnected with the purpose of sharing resources and/or exchange data. It can be as small as two or as large as billions of network nodes/devices. They can be connected through cables, telephone lines, radio waves, satellites, etc.

**Types of Network**

Networks can be classified into different types based on geographical coverage area as follows:

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Picture** |
| Local Area Network(LAN) | Is a network designed to operate over a small area geographical or physical area like an office, building or group of buildings, etc.  Its speed varies from 10mpbs to 1gbps. Its generally used with bus, star and ring topologies. | LAN Definition - What is a local area network (LAN)? |
| Metropolitan Area Network(MAN) | Is a bigger version of LAN, it spans over a larger geographical area such as a town or an entire city.  Can be connected using a fiber cable as a communication medium. LANs can be connected to create a MAN. It spans over a geographical area of about 50km.  When this network is created for a specific campus, then it is termed as CAN(campus area network) | Arti dan Fungsi Metropolitan Area Network (MAN) | Griyasis |
| Wide Area Network(WAN) | Is the largest spread network. It spans over very large distances such as a country, continent or even the whole globe. Example, the internet Communications can be wired or wireless, telephone lines for wired and satellite links for wireless communication. It connects a huge amount of people. | What is WAN (Wide Area Network)? - PC Networking Audiobook | Himalaya |
| Personal Area Network(PAN) | Is a network that is used for communicating among nodes in close proximity of around a few meters within a room |  |

They can be classified by it’s functionality:

* Client-server Network
* Peer-to-Peer Network

They can typed based on it’s ownership

* Private Network
* Public Network

Based on transmission media:

* Bound/Guided Media Network
* Unboud/Unguided Media Network

**Network Topology**

Refers to the arrangement of different elements in a computer network, such as links, nodes and the interconnections between them. Is a framework that guides the layout and design of a network, influencing its communication and performance characteristics.

|  |  |  |
| --- | --- | --- |
| Name | Description | Picture |
| Bus | All devices are connected to a single central cable known as the backbone. It’s simple and code effective but has limitations in scalability and fault tolerance | Types of network topologies | Computers and Accessories |
| Ring | Devices are connected in a close loop, with data traveling in one direction. Efficient for managing network traffic but can be disrupted by a single failure | Difference Between Star and Ring Topology (with Comparison Chart ... |
| Star | Each node connects to a central hug or switch. It is easy to install and manage but relies heavily on the central node’s functionality. | An Introduction to Network topology - Cablify |
| Mesh | Every device is connected to every other device, offering multiple paths for data transmission. It’s highly reliable but can be complex and expensive to implement | What Is Mesh Topology? Advantages And Disadvantages Of Mesh Topology |
| Tree | Combines elements of bus and star topologies, forming a hierarchical structure. It supports scalable and organized network growth | Tree Topology Diagram |
|  |  |  |