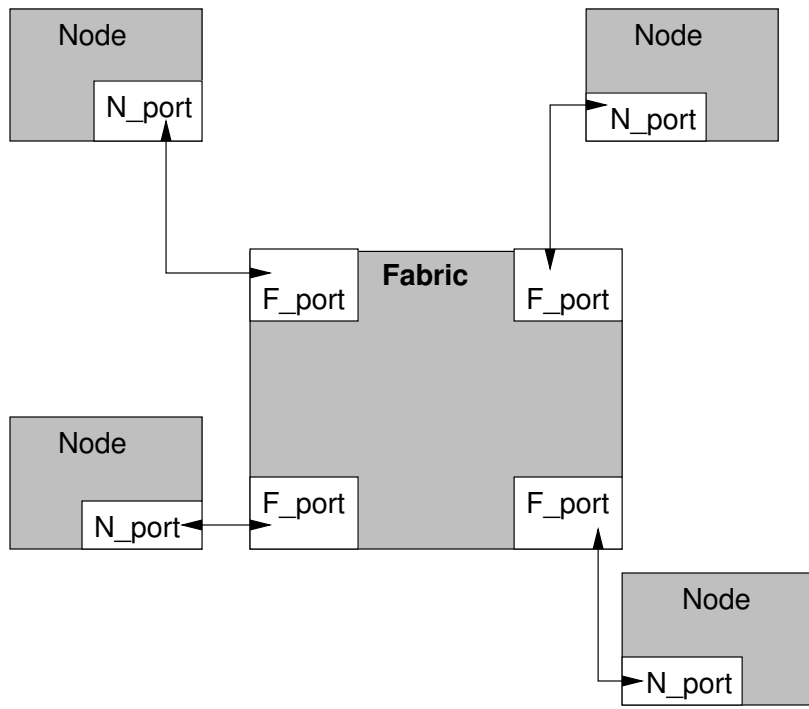
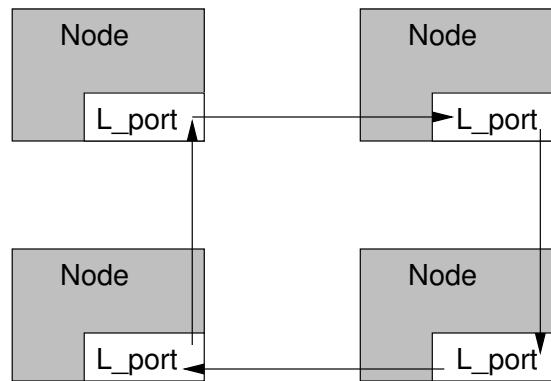


## 1) Switching Fabric



## 2) Arbitrated Loop



## 3) Punkt-zu-Punkt

