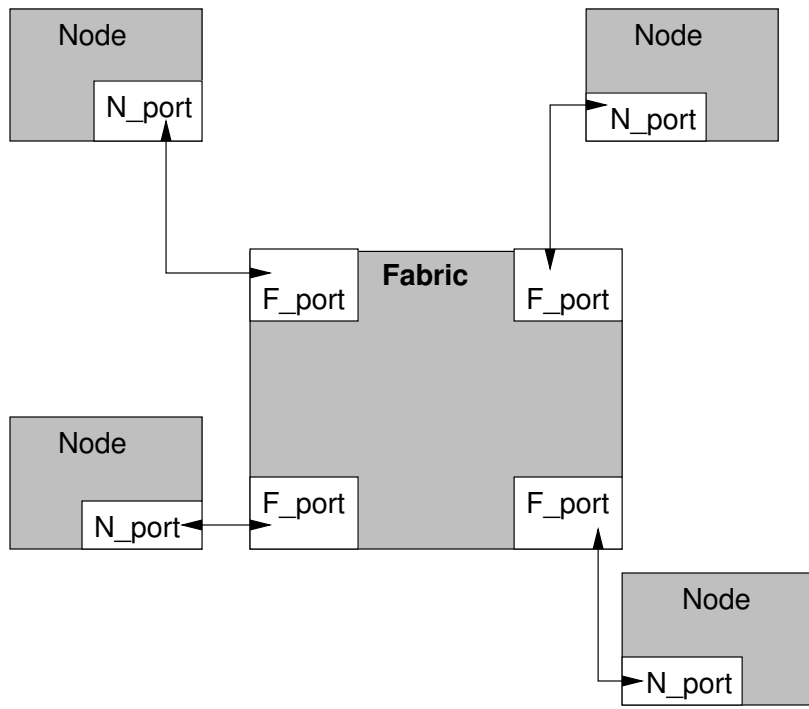
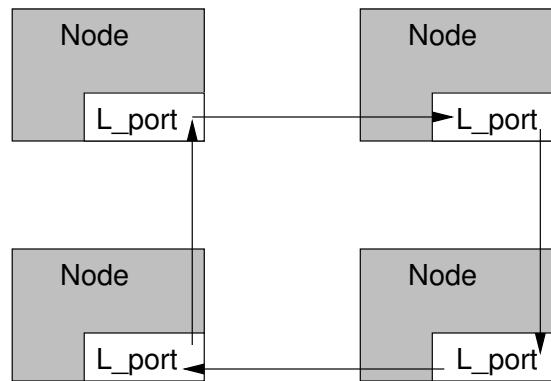


1) Switching Fabric



2) Arbitrated Loop



3) Punkt-zu-Punkt

