

Networks: Basics

A	Key vocab	
Address	The direction of where a piece of data should go	
Bandwidth	The amount of data that can be transferred on a mobile network at one time	
Channel	A division of a link (either wired or wireless)	
File sharing	Transferring files across a network	
Hotspot	A location that provides an internet connection	
Interoperable	When two different systems can communicate and use shared data	
MAC address	Unique ID for every device that might join a network	
Malware	Malicious software	
Media	Plural of medium	
Medium	The means of transporting data	
Service Set Identifier (SSID)	ID of the wireless access point	
Signal	A wave or current which conveys data	
Traffic	The amount of data travelling on a network	
Virtual Server	A non-physical server	
Wireless Access Point (WAP)	The point at which a wireless device connects to a network	

C	Network types		
Client-Server	Network architecture where clients connect to a server		
Peer to peer (P2P)	Network architecture where all nodes can act as clients and servers		
MAN	Metropolitan Area Network	VPN	Virtual Private Network
PAN	Personal Area Network	WAN	Wide Area Network
SAN	Storage Area Network	WLAN	Wireless LAN

B	Network specific vocab	
Client	A computer or software which uses services over a network	
Server	A computer which provides services for the rest of the network	
Link	A connection between two nodes in a network	
Node	A device in a network	
Local Area Network (LAN)	A network where all nodes are on a single geographical site	
Protocol	System of rules which must be followed by all parties involved in transferring data over a network	
Routing	Getting data to its destination	
Topology	The way a network is arranged	

D	Topologies	
Bus network	Nodes are connected to a "backbone" which is also connected to servers and peripherals	
Mesh	Nodes are all connected (directly or indirectly) without an intermediate server	
Full mesh	Every node is connected to every other node	
Partial mesh	A mesh network where some nodes are not connected to each other	
Ring	Nodes are arranged in a loop, with each node connected to two others	
Star	All outer nodes are connected with one link to a central switch	