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| **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 |

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| **D** | **Topologies** | |
| **Bus network** | | Nodes are connected to a "backbone" which is also connected to servers and peripherals |
| **Mesh** | | All nodes are involved in the transmission of data without need for 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 |

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| **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 |

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| **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 | |

Networks: Basics