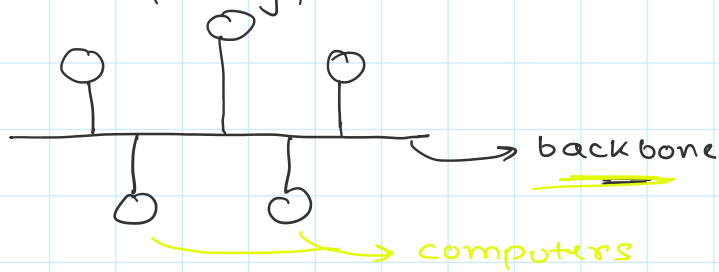


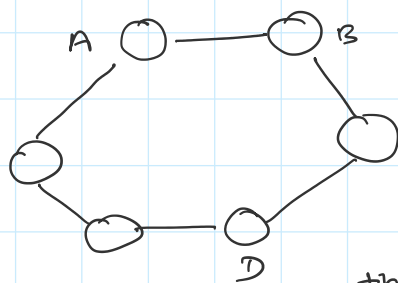
• BUS topology -



The problem here is, if the backbone gets broken then the entire BUS would crash.

also, only 1 person can send data at a time.

• Ring topology

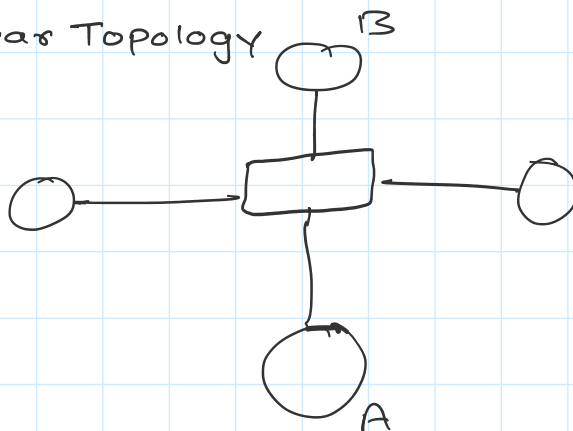


here every system communicate with one another

So, if we want data from A to D then it'd pass through B, C also.

if any of the cables break, there is no data transfer.

• Star Topology



one central device connected to all other devices.

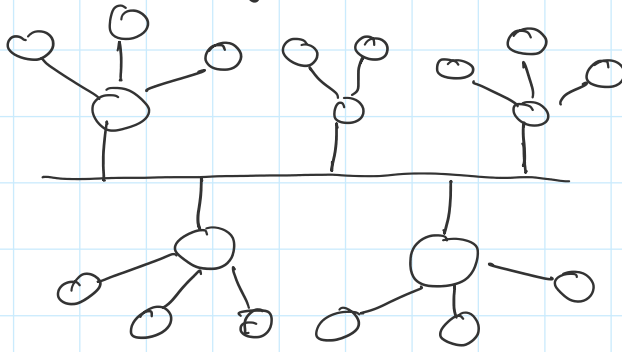
• if A wants to communicate with B. It can do so by central device

• If the central device fails then the system will go down.

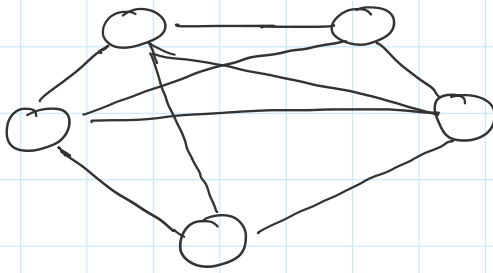
• Tree Topology (combination of Bus and Star)



- Tree Topology (combination of Bus and Star)



- Mesh



- Very expensive
- Scalability - If we want to connect another computer, we need to connect the computer with every computer.