Network — refers to two or more connected devices that can share resources such as data, printer, the Internet connection, applications or different combinations of these resources.

Typically, we can define different types of networks:

* switched network (коммутируемые сети)

- circuit switching

- packet switching:

- datagram network

- virtual circuit network

* broadcast network

Network technologies:

* leased line
* circuit-switched
* frame-relay
* broadband access

Territorial types of networks:

* LAN (local area network)
* MAN (metropolitan area network)
* WAN (wide area network)

The Internet is a network that interconnects hundreds of millions devices,

such as PCs, smartphones, tablets, consoles, TVs etc.

These devices are called “end systems” or “hosts”.

Host – device that runs an app.

End-systems are connected together by a network of communication links and packet switches.

Different links can transmit data at different rates which called transmission rate and measured in bits per second.

The sequence of communication links and packet switches is known as root or a path.

End-systems access the Internet through Internet Service Providers (ISP).

End-systems, packet switches and other pieces of network run protocols that control receiving/sending information.

Internet is an infrastructure that provides services to apps. These apps include email, social nets, instant messaging, distributed games etc.

Protocol defines format, order of messages sent and received among network entities and actions taken on this message, transmission or receipt.