D 24.7 Routing Algorithm: Determines one or more paths between nodes. Needs destination addresses and topology information to run successfully. Without it, clients would not be able to get from one to another.

D 24.8 Flow Control: Deals with the allocation of resources to packets as they traverse the network. How to turn off and on various channels and buffers.

D 25.1 Capacity: The amount of data that can be stored on a memory chip or in memory.

D 25.2 Latency: The amount of time required to fetch the data from the memory.

D 25.3 Bandwidth: The rate the data can be read from the memory, usually in bits per second.

D 25.4 primitives: The majority of all digital systems are implemented from these two basics:
1) on-chip SRAM arrays - faster but lower capacity
2) external sddr dram chips - slower but higher capacity

D 25.5 bit-slicing: Divides the primitives (SRAM or DRAM) across the bits of the memory subsystem, used when larger or wider memory is needed.

D 25.6 banking: The primitives (SRAM or DRAM) are divided across the address space of the memory subsystem. Used when larger or wider memory is needed.

D 25.7 interleaving: A design used to spread memory addresses across memory banks to help speed up slow memory. Allowing multiple requests to access multiple banks simultaneously increases the memory bandwidth.