

Glossary Networks

1. **bandwidth**
Bandwidth measures the amount of data that can transfer through a communications channel over a given period of time.
2. **bit**
The smallest unit of data in computing represented by a 1 in binary.
3. **Bluetooth**
Wireless technology used for transmitting data over short distances.
4. **bridge**
A device that connects local area networks (LAN) or two parts of a LAN.
5. **broadband**
A high-speed internet connection.
6. **client**
The computer on a network that request data from a server.
7. **client-server**
A form of computer networking where the data or web application is hosted on a server and accessed by client computers.
8. **data packet**
A piece of data sent over a network. Messages have to be broken down into binary data packets before they are transferred.
9. **digital**
Information stored as discrete values usually represented as numbers. This contrasts with analogue data which is represented by continuous data, usually in waves.
10. **driver**
A piece of software which controls a peripheral device.
11. **encrypt**
Files that are encrypted have been altered using a secret code and are unreadable to unauthorised parties.
12. **Ethernet**
A copper cable used to connect computers to a network.
13. **FTP**
File Transfer Protocol - a protocol used to transfer large files across the internet
14. **GSM**
Global system for mobile communications - standards used to manage communication on the mobile network. 3G and 4G are the third and fourth generations of GSM.
15. **hacking**
Gaining unauthorised access to a computer.
16. **hard disk drive**
A device used to store large amounts of data.
17. **hardware**
The physical parts of a computer system, eg a graphics card, hard disk drive or CD drive.
18. **hexadecimal**
A number system using 16 symbols from 0-9 and A-F, also known as base 16 and hex.
19. **HTML**
HyperText Markup Language. The language used to write and display web page documents.
20. **hub**
A piece of hardware used in computer networks used to connect multiple devices.
21. **LAN**
Local area network. A network of computers that covers a small area, eg a school or college.
22. **latency**
A period of time delay in a computer system.
23. **MAC address**
Media access control - each unique piece of hardware on a network has a MAC address.
24. **motherboard**
The circuit board inside a computer that houses the CPU, memory and connections to other devices.
25. **MySQL**
Open source database management system.
26. **network card**
A piece of hardware that connects a computer to a network.
27. **NIC**
Network interface card - all devices connecting to a network need one of these.
28. **NoSQL**
A form of non-relational database.

- 29. **open source**
A model for creating technology that promotes free access to its design and makes it free to share.
- 30. **operating system**
The software that runs a computer.
- 31. **PAN**
Personal area network - a network of personal devices, not necessarily on the internet.
- 32. **PC**
Personal computer.
- 33. **Peer-to-peer (P2P)**
A type of network model where all computers on the network share responsibility and there is no one central server.
- 34. **port**
A physical interface on a computer to connect external devices such as mice and keyboards. Over a network a port is a point where information is sent through, eg the http port.
- 35. **protocol**
A set of rules for how messages are turned into data packets and sent across networks.
- 36. **router**
A device for connecting computers and other network capable devices together to form a network.
- 37. **server**
A computer that holds data to be shared with other computers. Servers require server software.
- 38. **smartphone**
A mobile phone with a powerful processor that is capable of running applications and accessing the internet.
- 39. **software**
The programs, applications and data in a computer system. Any parts of a computer system that aren't physical.
- 40. **streaming**
A method of delivering and receiving media such as audio and video in a continuous form over a network.
- 41. **switch**
A device for connecting computers and other network capable devices together to form a network.
- 42. **terminator**
A device that terminates signals to prevent them reflecting back down the line.
- 43. **virus**
Any computer program designed to replicate and damage other computer systems and software.
- 44. **VPN**
Virtual private network - a private network that can be accessed securely through a public network such as the internet.
- 45. **WAN**
Wide area network. A network that spans across a building, buildings or even countries, eg the internet.
- 46. **web application**
Software that runs in a web browser. Most websites are web applications which use scripting to make the site interactive.
- 47. **web browser**
An application that displays web pages.
- 48. **web server**
The location for storing the contents of a web site.
- 49. **web-based applications**
An application that runs within a web browser.
- 50. **wireless**
A connection that does not need wires and transmits data through radio signals.
- 51. **workstation**
A computer connected to a network.
- 52. **WPA**
Wi-Fi protected access - used with routers to ensure only authorised users can access the network.
- 53. **WPAN**
Wireless personal area network - a wireless network of personal devices, not necessarily on the internet.