Client

* computers that gets information from the servers

Servers

* Stores information that gets passed in

ISP (Internet Service Provider)

P2P (peer-to-peer)

* swap information back and forth on a more-or-less equal basis

Routers

* intermediate computers that make connections between different systems

TCP/IP (Transmission Control Protocol/Internet Protocol)

DNS (Domain Name System)

HTTP (Hypertext transfer Protocol)