- Smaller and geographically localized networks uses the Broadcast networks technology
- Example for Broadcast networks are: LAN and MAN
- Broadcast networks are used in Radio transmission networks
- Broadcast network is a one-way communication system(half-duplex).

2.Point-to-point networks



a. Point-to-point

- Point-to-Point Network is a network that consists of several transmission channels between individual pairs of machines
- In this type of network, to go from the source to the destination, Packet may have to, first visit one or more intermediate machines on its way to the destination.
- Point-to-point network transmission with one sender and one receiver is called as Unicasting.
- Point-to-Point Network uses Point-to-point protocol(PPP)
- Often multiple routes of different lengths are possible, so selecting good ones is important in point-to-point networks.
- Routing algorithms are used for deciding a route in these networks.
- Larger networks use point-to-point network technology.
- Example for point-to-point networks are: WAN and Internet
- Point-to-point networks are used in Telecommunication network systems.
- Point-to-point network is a two-way communication system (full-duplex).
- In networking, the Point-to-Point is a data networking commonly used to establish a direct connection between two networking nodes.
- Point-to-Point Networks are mainly used for two locations that need to securely send sensitive or confidential data between each location.
- A single route or multiple routes of different length are used in Point-to-Point networks
- A simple Point to Point Network is a permanent link between two endpoints. A
 point-to-point connection provides a dedicated link between two devices
- A point-to-point network is one of the simplest networks because it only involves two nodes. Each node is connected to the other with one connection line.

Q 4 Distinguish between broadcast networks and point-to-point networks

_		Point-to-point networks
sl	Broadcast networks	Fomt-to-point networks
no		