a backbone is a line or set of lines that local area networks connect to for a wide area network connection or within a local area network to span distances efficiently (for example, between buildings).

On the Internet or other wide area network, a backbone is a set of paths that local or regional networks connect to for long-distance interconnection. The connection points are known as network *nodes* or telecommunication data switching exchanges (DSEs).

**backbone** is a part of computer network that interconnects various pieces of network, providing a path for the exchange of information between different [LANs](https://en.wikipedia.org/wiki/LAN) or [subnetworks](https://en.wikipedia.org/wiki/Subnetwork).[[1]](https://en.wikipedia.org/wiki/Backbone_network#cite_note-1) A backbone can tie together diverse networks in the same building, in different buildings in a campus environment, or over wide areas. Normally, the backbone's capacity is greater than the networks connected to it.

A large corporation that has many locations may have a backbone network that ties all of the locations together, for example, if a server cluster needs to be accessed by different departments of a company that are located at different geographical locations. The pieces of the network connections (for example: ethernet, wireless) that bring these departments together is often mentioned as network backbone. [Network congestion](https://en.wikipedia.org/wiki/Network_congestion) is often taken into consideration while designing backbones

Backbone.js is basically an uber-light framework that allows you to structure your Javascript code in an **MVC** (Model, View, Controller) fashion where...

**Model** is part of your code that retrieves and populates the data,

**View** is the HTML representation of this model (views change as models change, etc.)

and optional **Controller** that in this case allows you to save the state of your Javascript application via a hashbang URL

Backbone.js is basically an uber-light framework that allows you to structure your Javascript code in an **MVC** (Model, View, Controller) fashion where...

**Model** is part of your code that retrieves and populates the data,

**View** is the HTML representation of this model (views change as models change, etc.)

and optional **Controller** that in this case allows you to save the state of your Javascript application via a hashbang URL

Backbone.js gives structure to web applications by providing **models** with key-value binding and custom events, **collections** with a rich API of enumerable functions, **views** with declarative event handling, and connects it all to your existing API over a RESTful JSON interface

In [data communications](http://www.businessdictionary.com/definition/data-communications.html), the largest 'pipe' (cable or channel) of a [network](http://www.businessdictionary.com/definition/network.html) (or a network of networks such as Internet) that carries the heaviest [data](http://www.businessdictionary.com/definition/data.html) [traffic](http://www.businessdictionary.com/definition/traffic.html) at highest possible speed, and which connects every main [server](http://www.businessdictionary.com/definition/server.html) and [device](http://www.businessdictionary.com/definition/device.html) on the network. The 'size' (bandwidth) of a backbone is relative: a backbone in a small network would be smaller (have lower bandwidth) than the non-backbone [lines](http://www.businessdictionary.com/definition/lines.html) in a large network

Another term for [bus](http://www.webopedia.com/TERM/B/bus.html), the main wire that connects [nodes](http://www.webopedia.com/TERM/N/node.html). The term is often used to describe the main network connections composing the [Internet](http://www.webopedia.com/TERM/I/Internet.html).