COMPUTER NETWORK

CBSE 12th Computer Science

COMPUTER NETWORK

FULL FORMS

Hz	Hertz
KHz	Kilo Hertz
MHz	Mega Hertz
BPS	Bits Per Second
KBPS	Kilo Byte Per Second
MBPS	Mega Byte Per Second
GBPS	Giga Byte Per Second
TBPS	Tera Byte Per Second
LAN	Local Area Network
MAN	Metropolitan Area Network
WAN	Wide Area Network
HTTP	Hyper Text Transfer Protocol
FTP	File Transfer Protocol
SMTP	Simple Mail Transfer Protocol
PPP	Point to Point Protocol
HTML	Hyper Text Markup Language
XML	Extensible Markup Language
SIM	Subscriber identity Module
NNTP	Network News Transfer Protocol
PDA	Personal Digital Assistant
E-MAIL	Electronic Mail
NFS	Network File System
ARPANET	Advanced Research Project Agency Network
NSF	National Science Foundation
NIU	Network interface Unit

COMPUTER NETWORK

WWW   World Wide Web

INTERNET   Interconnected Network

URL   Uniform Resource Locator

URI   Uniform Resource Identifier

ISP   Internet Service Provider

ISDN   Integrated Satellite Digital Network

POP   Post Office Protocol

IMAP   Internet Mail Access Protocol

COMPUTER NETWORK   **FULL FORMS**

- **Computer Network** - A computer network is a collection of interconnected autonomous computing devices so as to exchange information or share resources.

- **Host or Nodes** - The term host or node refers to the computers that are attached to a network and are seeking to share the resources of the network. It is also called workstations.

- **Server** - A server is a very important computer in a network. A computer that facilitates the sharing of data, software and hardware resources on the network, is termed as a server.

- **Client** - A client computer is a host computer that requests for some services from a server.

- **NIC(Network Interface Card)** - It is a network card attached to a host so as to establish network connections.

- **Communication media** - Communication media is a transmission media for transmitting data across the network.

- **Interspace** - Interspace is a client/server software program that allows multiple users to communicate online with real-time audio, video and text chat in dynamic 3D environments.

- Internet - The internet is a world-wide network of computer networks.

- Gateway - A gateway is a device that connects dissimilar networks.

- Backbone - A backbone is central interconnecting structure that connects one or more networks just like the trunk of a tree or the spine of a human being.

- Packets - At the source computer, the message or the file/document to be sent to another computer is firstly divided into very small parts called packets.

- Protocol - A formal description of message formats and the rules that two or more machines must follow to exchange those messages.

- Network Topology - The pattern of interconnection of nodes in a network is called the topology.

- Circuit switching - In this technique, first the complete physical connection between two computers is established and then data are transmitted from the source computer to the destination computer.