

2 Communication – Part 1 — Answers

Answers

2.1 The amount of data a connection can carry per second.

2.2 A LAN covers a single small area (one building/site); a WAN covers a large area over long distances (joining many sites). (Any clear difference.)

2.3 In client–server one central server provides services to the clients; in peer-to-peer every computer is equal and shares directly, with no central server.

2.4 A protocol is an agreed set of rules for how devices communicate (format, order, error handling). Example: TCP/IP, HTTP.

2.5 If one cable/link fails, only that one device is affected (the rest keep working); collisions are also reduced. (Any one.)

2.6 In a star each computer has its own cable to the central switch, so a broken cable only cuts off that one machine. A bus shares one line, so if it breaks, every computer loses the connection.

2.7 Peer-to-peer. The computers can share directly with no central server to buy or maintain, which suits a small, low-budget network.