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| **Data Packet** | a small part of a message/data that is transmitted over a network; after transmission all the data packets are reassembled to form the original message/data |
| **Packet Header** |  the part of the data packet that contains the IP addresses of the sender and receiver, and includes the packet number which allows reassembly of the data packets |
| **Packet Switching** | a method of transmission in which a message is broken into many data packets which can then be sent along pathways independently of each other |
| **Parallel Data Transmission** | sending data down several channels/wires several bits at a time (usually 1 byte) |
| **Serial Data Transmission** | sending data down one channel/wire one bit at a time |
| **Parity Check** | a method used to check if data has been transferred correctly; it makes use of even parity (an even number of 1-bits) or odd parity (an odd number of 1-bits) |
| **Parity Bit** | a bit (either 0 or 1) added to a byte of data in the most significant bit position; this ensures that the byte follows the correct even parity or odd parity protocol |
| **Parity Block** | a horizontal and vertical parity check on a block of data being transmitted |
| **Checksum** | a verification method used to check if data transferred has been altered or corrupted; calculated from the block of data of data being sent; the checksum value is sent after each data block |
| **Automatic Repeat Request (ARQ)** | a method of checking transmitted data for errors; it makes use of acknowledgement and timeout to automatically request re-sending of data if the time interval before positive acknowledgement is too long |