

- Congestion control
- Congestion avoidance
- Flow control
- Max-Min Fairness
- DifServ
- IntServ
- Media Access
- Fast Retransmission
- Slow Start
- Fast Recovery
- Drop-Tail Queueing
- Hidden Terminal
- Exposed Terminal
- Collision Detection
- Collision Avoidance
- Inter-domain Routing
- Intra-domain Routing
- Protocol
- Pipelined HTTP
- Persistent HTTP
- Indirection (DNS)
- Hierarchical naming
- Iterative query
- Recursive query
- IP Address
- MAC Address
- Domain Name
- Reverse Lookup (DNS)
- Caching
- Negative Caching
- Cache Poisoning
- Switch
- Bridge
- Router
- Hub
- Client-Server
- Peer-to-Peer
- End-to-End Principle
- Fate Sharing
- Properties of Layers
- Internet Model
- OSI Model
- Narrow Waist/Internet Hourglass
- Reliable transfer
- In-Order transfer
- Connection-oriented
- Connectionless
- Flow Control
- Circuit Switching
- Packet Switching
- “Best Effort” delivery
- QoS
- Fragmentation
- Multiplexing
- Demultiplexing
- Marshalling
- TTL
- Subnet Mask

- Scalability
- Stateless
- Classful Addressing
- CIDR
- Routing
- Socket
- Port
- Stop-and-Wait
- Sliding Window
- Private Address
- Network Address Translation
- DHCP
- Longest-Prefix-Matching Forwarding
- Hop-by-Hop Packet Forwarding
- Layer-2 Network
- Byte-Stream service
- Datagram
- Packet
- Segment
- Frame
- Gateway
- Middlebox
- Access point
- CSMA
- Slotted Aloha
- Overlay Network