

# Packet Switched Network (PSN)

[Return to Glossary](#)

A **Packet Switched Network (PSN)** is a type of computer communications network that groups and sends data in the form of small packets. It enables the sending of data or network packets between a source and destination [node](#) over a network channel that is shared between multiple users and/or applications.

A packet switched is also known as a connectionless network, as it does not create a permanent connection between a source and destination node.

Source: [Packet Switched Network \(PSN\)](#)

From:

<https://omgwiki.org/dido/> - **DIDO Wiki**

Permanent link:

[https://omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a\\_glossary:p:psn](https://omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:p:psn)



Last update: **2021/10/03 17:21**