Packet Switched Network (PSN)

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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.

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