Latency

[Return to Glossary](#)

Latency is a networking term to describe the total time it takes a data packet to travel from one [node](#) to another. In other contexts, when a data packet is transmitted and returned back to its source, the total time for the round trip is known as latency. Latency refers to time interval or delay when a system component is waiting for another system component to do something. This duration of time is called **latency**.

Source: [Latency](#)

From:
https://www.omgwiki.org/dido/ - **DIDO Wiki**

Permanent link:
https://www.omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:l:latency

Last update: **2021/10/04 13:40**