A bus is a collection of wires through which data is transmitted from one part of a computer to another. There are three main types of buses:

1. A **data bus** can transfer data to and from the memory of a computer, or into or out of the central processing unit (CPU).
2. An **address bus** transfers information about where the data should go.
3. A **control bus** is a computer bus that is used by the CPU to communicate with devices that are contained within the computer.

The **size of a bus**, known as its **width**, is important because it determines how much data can be transmitted at one time. For example, a **32-bit bus** can **transmit 32 bits of data**, whereas a **64-bit bus** can **transmit 64 bits of data**.

Every bus has a **clock speed measured in MHz or GHz**. A fast bus allows data to be transferred faster, which makes applications run faster.

An **address bus** is measured by the amount of memory a system can retrieve. A system with a **32-bit address bus** can address **4 gibibytes of memory** space. Newer computers using a **64-bit address bus** with a supporting operating system can address **16 exbibytes** or approx. **18446744073 GB** of memory locations, which is virtually unlimited.