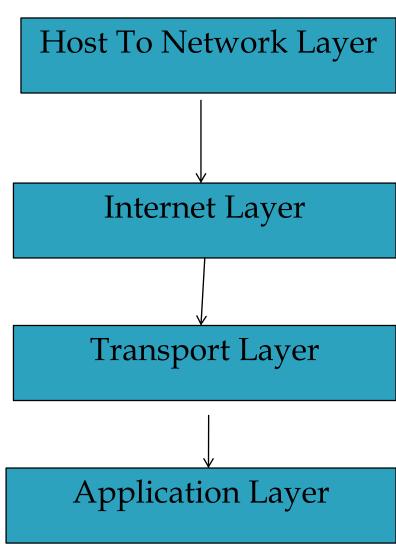
Lecture 5 TCP/IP,Hypertext

TCP/IP Reference Model

Application Layer	Application Layer	
Presentation Layer		
Session Layer		
Transport Layer	Transport Layer	
Network Layer	Internet Layer	
Datalink Layer	Notwork Access Lavor	
Physical Layer	Network Access Layer	

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1. Host to Network layer

Host connect to network using some protocols so that it can send IP packets over it

2. Internet layer

Its job is to permit hosts to inject packets into any network & have them travel independently to the destination. If they arrive out of order, it is the job of higher layers to rearrange them, if in-order delivery is desired

3.Transport layer

- > allow peer entities on the source & destination hosts to carry on a conversation
- >Two end to end protocols have been defined here:
- (1)TCP(Transmission Control Protocol) is a reliable connection oriented protocol that allow a byte origination on one machine to be delivered without errors on any other machine in the internet.
- Fragments the incoming byte stream into discrete message
- >TCP also handles flow control.

3.Transport layer

(2) UDP(User Datagram Protocol) it is an unreliable, connectionless protocol for applications that do not want TCP's sequencing or flow control.

Telnet FTP SMTP DNS	Application Layer
TCP UDP	Transport Layer
IP	Network Layer
ARPANET SATNET LAN	Physical Layer

Hypertext

- Hypertext is text displayed on a <u>computer</u> or other electronic device with references (<u>hyperlinks</u>) to other text that the reader can immediately access, usually by a mouse click or key press sequence.
- Apart from running text, hypertext may contain tables, images and other presentational devices.
- Hypertext is the underlying concept defining the structure of the World Wide Web.
- It is an easy-to-use and flexible format to share information over the <u>Internet</u>.

Types of hypertext

Hypertext documents can either be

- 1.Static
- 2.Dynamic
- Static Hypertext documents(prepared and stored in advance)
- Static hypertext can be used to cross-reference collections of data in documents, software applications, or books.
- √dynamic (continually changing in response to user input).